

Appendix IPT1 – Inheritance & Primal State Tables

- IP = Inheritance Point, RP = Resource Point.
- For Flat Rate Costs of Existential Patents, see Appendix IPT2. The items on this table are not Patent costs, a position must have the patent to purchase most items on this table.
- See Appendix EPAT2 for basic, quick unit information from Existential Patents.

Inheritance Cost Table

Inheritance	Inheritance Cost
Population ¹	1 IP per pop. factor
Scout Ships ²	5 IPs each
Colony Transports ⁴	8 IPs each
<i>All Other Ships</i> ⁵	IPs = RPs cost
Acts & Scenes ⁶	3 IP first Act/Scene Cost increases by +3 IPs for each subsequent
Proficiency Pieces ⁸	5 IPs each
Aspect Pieces	2 IPs each
Treasury ¹⁰	1 IP per RP
Industry ¹²	3 IPs each

Inheritance	Inheritance Cost
Orbital Shipyard	30 IPs each
Orbital City	35 IPs each ³
Ground Def. Base	5 IPs each
Orbital Def. Base	15 IPs each
System Def. Base	45 IPs each
Ship Missiles ⁷	2 IPs per 3 RP
Fighters	2 IPs per 3 RP
Log Ship Supplies ⁹	2 IPs each
Research Pieces ¹¹	4 IPs per Res. Piece
Extra <i>unconnected</i> Applications ¹³	25 IPs per Application

¹ Population Factors may only be purchased during set up using IPs. A position may only ‘purchase’ population of their own Native Population Type. Population may not be purchased at any other time.

² A position must obtain the Scout Ship Existential Patent during set up to purchase Scouts during set-up. Scouts do not require the position to obtain an Orbital Shipyard or Ship Systems to build them during the set up.

³ Includes cost of starting the game with populations living on the Orbital City!

⁴ A position must obtain the Colony Transport Existential Patent during set up to purchase Colony Transports. If the position does not start on a planet, population must start on Colony Transports.

⁵ A position must obtain the proper ship Existential Patents during set up to purchase each kind of ship.

⁶ All Acts and Scenes purchased during set up must be properly placed before the game. A position receives Acts and Scenes from Government Titles *at the end of* each turn. You will need Acts/Scenes to do anything the first turn.

⁷ All Ship Missiles and Fighters purchased before the game must be properly placed on ships or colonies before the game begins. You must have the 1st Era Ship Missile and Fighter Existential Patents, respectively, to purchase.

⁸ All Cultural Traits Pieces must be properly placed on the Public Space before the game begins.

⁹ All Log Ship Supplies purchased during set up must be placed on Log Ships before the beginning of the game, which means that you must have a Log Ship to start, and must have the Logistical Ship Existential Patent as well.

¹⁰ All RPs purchased before the game either go into the Treasury or are placed on Cargo Ships if the position begins with Cargo Ships and wants the RPs placed there. Most Treasuries will be low or empty to start the game, and most positions will be forced to activate the Taxation Power early. Some positions, however, may prefer to have a large Treasury early. There is always a trade-off dynamic, as they will have less of some other things to start the game.

¹¹ All Research Pieces purchased during set up must be legally placed on the Public Spaces Mat before the game begins. They do not have to be placed in Research Groups however.

¹² To purchase Industry, Orbital Shipyard, Orbital City, Ground, Orbital and System Defense Bases, the position must first have a colony to put them on (i.e. Home Positions), and second, have obtained the necessary Existential Patents during set up. All of these items must be legally assigned to a colony before the game starts.

¹³ Extra Applications purchased during set-up are placed on the 1st Era Matrix. Additionally, the position will also receive some Applications and a few connections on the Matrix from Existential Patents purchased during set-up.