

**Appendix IPT3 – Inheritance & Primal State Tables**

**Primal States Table**

- Each position must begin with at least four Fundamental Realities
- Each position must have at least 3 Major Fundamental Realities (min. 350 IPs).
- All ‘invader positions’ require more than 400 IPs.

PRIMAL STATE	SET UP REQUIREMENTS
<p><b>Homeworld</b> (Home Position)</p>	<ul style="list-style-type: none"> <li>➤ Begins on a Homeworld, Optimal Class Planet with 100 Maximum Habitability for the position’s Native Population Type.</li> <li>➤ Concierge chooses starting location.</li> <li>➤ Homeworld locations and Primal States are announced to all prior to game.</li> <li>➤ Automatically exploration and colonization of the home starsystem.</li> <li>➤ Must obtain Industry Existential Patent (45 IPs).</li> <li>➤ Must begin with (‘buy’) at least 100 population (100 IPs).</li> <li>➤ Must begin with (‘buy’) at least 20 industry (60 IPs).</li> <li>➤ May distribute populations to any inhabitable planet in the home starsystem.</li> <li>➤ <u>Minimum Requirement:</u> 205 IPs, 305 IPs with Generic Stardrive Existential Patent, plus 1 other Existential Patent and 1 Application on the 1<sup>st</sup> Era Matrix.</li> </ul>
<p><b>Lost Colony</b> (Home Position)</p>	<ul style="list-style-type: none"> <li>➤ Native Population Type of the Lost Colonist is “related” to another Native Population Type in the game.</li> <li>➤ In all other respects, Lost Colonist position is the same as the Homeworld position.</li> <li>➤ <u>Minimum Requirement:</u> 205 IPs, 305 IPs with Generic Stardrive Existential Patent, plus 1 other Existential Patent and 1 Application on the 1<sup>st</sup> Era Matrix.</li> </ul>
<p><b>Outposter</b> (Home Position)</p>	<ul style="list-style-type: none"> <li>➤ Must begin with colonies in five systems, each system will have at least one colonizable planet.</li> <li>➤ Concierge chooses starting locations.</li> <li>➤ All starting systems will be explored and inhabitable.</li> <li>➤ Starting locations are secret but Primal State is announced.</li> <li>➤ Must begin with at least 10 population factors on a colony in each of the five starting systems, 50 populations minimum (50 IPs).</li> <li>➤ Must purchase the Generic Stardrive Existential Patent (100 IPs), Ship Systems (45 IPs), Scout Ship (75 IPs), and the Colony Transport (75 IPs) Existential Patents.</li> <li>➤ May not purchase warships, but may purchase 1<sup>st</sup> Era Warship Existential Patent if desired during the set up.</li> <li>➤ <u>Minimum Requirement:</u> 345 IPs, must begin with Generic Stardrive Existential Patent, plus 3 other Existential Patents and 5 Applications on the 1<sup>st</sup> Era Matrix.</li> </ul>

PRIMAL STATE	SET UP REQUIREMENTS
<p><b>Expedition Leader</b> (Invader Position)</p>	<ul style="list-style-type: none"> <li>➤ All population begins on colony ships, and all ships begin in one previously explored starting system.</li> <li>➤ Concierge chooses starting location.</li> <li>➤ Starting system must have at least one colonizable planet.</li> <li>➤ Starting location and Primal State are not announced.</li> <li>➤ Must purchase Generic Stardrive (100 IPs), Ship Systems (45 IPs), Colony Transport (75 IPs), Scout Ship (75 IPs), Industry (45 IPs), and Controlled Environment Technology (45 IPs) Existential Patents.</li> <li>➤ Must begin with at least 24 population factors (24 IPs) and 8 Colony Transports (64 IPs).</li> <li>➤ May purchase as many other ships as desired, with remaining IPs.</li> <li>➤ May purchase Orbital Shipyard Patent, but cannot purchase an Orbital Shipyard prior to the game (no place to put it!).</li> <li>➤ <u>Minimum Requirement</u>: 473 IPs, must begin with Generic Stardrive Existential Patent, plus 5 other Existential Patents and 7 Applications on the 1<sup>st</sup> Era Matrix.</li> </ul>
<p><b>Nomadic Warfleet</b> (Invader Position)</p>	<ul style="list-style-type: none"> <li>➤ Nomadic Warfleet position chooses its starting location, but starting location cannot contain a Homeworld or Lost Colonist position.</li> <li>➤ Starting location and Primal State are not announced.</li> <li>➤ All population begins on colony ships and all ships begin in starting system location.</li> <li>➤ Starting system begins already explored.</li> <li>➤ Must begin with the Generic Stardrive (100 IPs), Ship Systems (45 IPs), and Colony Transport (75 IPs) Existential Patents, and either 1<sup>st</sup> Era Warship (90 IPs) and Ship Missile (60 IPs) or 1<sup>st</sup> Era Carrier (90 IPs) and Fighter (75 IPs) Existential Patents.</li> <li>➤ Must begin with at least 12 population factors (12 IPs) on 4 Colony Transports (32 IPs).</li> <li>➤ Majority (&gt;50%) of remaining inheritance must be spent on warships, Carriers, Fighters, and Missiles as applicable. Position must have enough remaining IPs to buy at least 1 Carrier or Warship (if not, must take a random Fundamental Reality until enough IPs are gained).</li> <li>➤ May purchase Orbital Shipyard Patent, but cannot purchase an Orbital Shipyard prior to the game (no place to put it!).</li> <li>➤ <u>Minimum Requirement</u>: 414 or 429 IPs, must begin with Generic Stardrive Existential Patent, plus 4 other Existential Patents and either 6 or 7 Applications on the 1<sup>st</sup> Era Matrix.</li> </ul>
<p><b>Truly Alien</b> (Invader Position)</p>	<ul style="list-style-type: none"> <li>➤ Galactic Space is completely explored prior to the game, but does not receive any information on colonies or Homeworlds.</li> <li>➤ Four to six new stars appear on the edge of the Galactic Space on the first turn.</li> </ul>

PRIMAL STATE	SET UP REQUIREMENTS
	<ul style="list-style-type: none"> <li>➤ Truly Alien position must choose three newly appeared systems where their Colony Transports begin.</li> <li>➤ Must begin with Generic Stardrive (100 IPs), Ship Systems (45 IPs), Colony Transport (75 IPs), and Scout Ship (75 IPs) Existential Patents.</li> <li>➤ Must begin with 24 population (24 IPs) on 8 Colony Transports (64 IPs) in each system where the Truly Alien position chooses to start (total 72 population (72 IPs) and 24 Colony Transports (192 IPs)).</li> <li>➤ May purchase Orbital Shipyard Patent, but cannot purchase an Orbital Shipyard prior to the game (no place to put it!).</li> <li>➤ Starting locations are not announced, but Primal State is announced.</li> <li>➤ Receives a special Truly Alien Fundamental Reality Card which counts as a Major Fundamental Reality for all purposes and cannot be discarded.</li> <li>➤ Minimum Requirement: 591 IPs, must begin with Generic Stardrive Existential Patent, plus 3 other Existential Patents and 5 Applications on the 1<sup>st</sup> Era Matrix.</li> </ul>