

### Appendix ORD – Conversion & Pacification Example

The Free Peasant’s Republic of Dithmarschen, Friendly Colony of the Confederacy of the Holy Ramen Empire is finally conquered by the Denmarkate Unity in 1559 after several legendary successful Colony Defense and Ground Combats in 1319, 1403, and 1500. The colony suffers Disruption Events as a result (see *The Burning Sky and Downfall*, 2 Disruption, p. 275) and may lose active Constructural Elements, which will need to be reactivated by Cohering (see 5 Culture, p. 421) later if the colony is to be useful. The victorious warships however, do not suffer any *apostasy* because they were not forced to retreat from a combat (see *The B-Team*, 3 Disruption, p. 281).

The following Regular Turn, the Denmarkate makes a Conversion Attempt against the Dithmarschen Conquered Colony (see *Conversion*, 3 Order, p. 554). Conversion costs one Act and one Scene on the target colony, fortunately a Scene was captured with the colony. The Conversion Attempt cannot fail due to Inactive Constructural Elements at the colony as they are currently irrelevant. The colony has 46 population remaining, which, divided by 10, means that the Denmarkate must have a modified result of greater than 4 (truncating fractions) in the Conversion Attempt (see *Conversion*, 3 Order, p. 554). As nothing else has happened yet, there are no modifiers to apply, so the die is cast, and the result is a ‘1.’ As 1 is not greater than 4 – bad luck – the Conversion Attempt has failed and Dithmarschen remains a Conquered Colony. The Denmarkate did not commit any Enlightenment to the Conversion Attempt, so there is no reroll.

On the next Regular Turn, under pressure to be able to build defenses at Dithmarschen against possible counterattack, or perhaps the need to use it as a Supporting Colony (see 1 Movement, p. 840) because the warfleet is running out of supplies (OSL) (the Log Ships were either delayed or were destroyed in the combats), the Denmarkate orders an Orbital Bombardment of Dithmarschen with one 2<sup>nd</sup> Era Warship, killing 7 population factors and damaging the planet (see *In This Dust That Was a City*, 2 Combat, p. 961), but instantly Converting the colony (see *Conversion*, 3 Order, p. 554) by an activation of the Combat Power for the purpose of Initiate Combat.

However, there is a 10% chance per active Constructural Element of *apostasy* on the participating ships, and as a result, the only surviving 2<sup>nd</sup> Era Warship loses its active Epistemological Constructural Element which becomes inactive (see *Alieney Apostasy*, 3 Disruption, pp. 283-284). The choice of which ship did the deed may have been determined by the risk of losing an active Constructural Element. As a result, the 2<sup>nd</sup> Era Warship can no longer receive the benefits of Enlightenment (see *Skool Tyme*, 2 Constructural Elements, p. 190) and has a greater chance of not obeying future Power Activations (see *Power Off*, 2 Constructural Elements, p. 193). Further still, a Constructural Element inactivated due to *apostasy* cannot be reactivated until the Census Power is activated by the position (see *The Apostasy*, 3 Disruption, p. 284).

#### *Alternate Universe #1*

Instead of trying to Convert the Conquered Colony of Dithmarschen, the Denmarkate initiates Combat for the purpose of Pacification Combat using the battered 15 RP Landsknecht Ground Unit that is occupying the colony and supported by warships and fighters. The attacker gets only one chance at this because a colony can only be subjected to one Pacification Combat each time it is conquered (see *Peace in Our Time*, 6 Combat, p. 1021). So go all in for it.

The Suppression Value is calculated as 15 RPs (for the Ground Unit) plus 4 RPs value for the 2<sup>nd</sup> Era Warship, and half the value of the 20 RPs of supporting Fighters from the accompanying

Carrier (see Resistance is Futile, 6 Combat, p. 1022). The total Suppression Value is **29**. However, one Enlightenment is assigned to support the Pacification Combat because each die rolling situation can only be rerolled once (see Vampire Suicide, 2 Colleges, p. 478).

As mentioned previously, the Dithmarschen Conquered Colony has 46 population remaining, which divided by 10 is 5 (fractions rounded up). The colony also had 20 RPs of remaining Fighters when it was 100% occupied by the Landsknecht Ground Unit and surrendered (see Ground Combat Resolution, 4 Combat, p. 993) for a value of 10. All Ground Bases were destroyed, but two militia Ground Units remained at the time of surrender for .5 each. The Resistance Value of the colony is 4 for the population, plus 10 for the remaining fighters, plus .5 for each of the remaining Ground Units (all vets who may lead an insurgency), for a total of **16** (see You Will be Assimilated, 6 Combat, p. 1022).

To this the Concierge must add a number between 1 and 10 representing the perceived determination of the resistance. Based on cultural factors, such as that the Holy Ramen Empire is a Confederacy Structural Title and the Denmarkate Unity is a Unitary Structural Title (see 2 Government Titles, pp. 595-596), the presence of recent military veterans in the population, and the legendary fierce resistance of the colony, the Concierge assigns a value of 7 to the resistance, making a final Resistance Value of 23. So 29 vs. 23 is the starting point.

The Pacification Combat is a contest of hearts and minds, and policing and order. The Suppression Value of 29 and the Resistance Value of 23 are converted directly to Population Factors at the colony. To automatically Convert the colony, the attacker needs to suppress/convert 31 or more of the 46 population in the Pacification Combat. If the attacker suppresses/converts 15 or less of the 46 population in the final result, there is an insurgency at the colony which remains a Conquered Colony. Any result in between is a Suppression (see Fabrication of Order, 6 Combat, p. 1022), which aids in future Conversion Attempts as described above.

The attacker starts with 29, so they are just short of an automatic Conversion (at 31). The Concierge resolves the Pacification Combat by first rolling a die generating a number between 1 and the Suppression value of 29 (see Occupation of Haiti, 6 Combat, p. 1023). The die roll result is '1.' As this clearly would result in failure, the committed Enlightenment is used for a reroll (see Harsh Mistress, 2 Colleges, p. 478) noting also that unused Enlightenment committed to Combat are not returned at the end of the combat (see Vampire Suicide, 2 Colleges, p. 478). The second roll is a much more pleasing result of '11' which is added to the 29 for a total of **40**.

The resistance has a long uphill battle. A die is rolled for the resistance to generate a value between 1 and the Resistance Value of 23 (see Occupation of Haiti, 6 Combat, p. 1023). The Resistance cannot use Enlightenment as the former owner can no longer supply it (see See-Through Fabric, 6 Combat, p. 1024). The Resistance rolls a 10, almost undoing exactly the gains of the attackers. The 10 is added to the Resistance Value of 23, for a final Resistance Value of 33, and 33 subtracted from the Suppression Value of 40 (*ut supra*) for a final Suppression Value of 7. *Id.* The final value is less than the 31 needed to automatically Convert the colony, and less than 15 also, meaning that the colony has not been Converted and a widespread, determined, fierce Insurgency is active at the colony.<sup>1</sup>

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<sup>1</sup> To have a reasonable chance of avoiding an Insurgency and possibly obtaining a good result, as a rule of thumb, the initial Suppression Value should be approximately equal to or greater than the current population. The final result is determined by Concierge judgment of the Resistance Level and die rolls.

- ✓ If the Resistance had rolled a '1' or '2' the result would have been a Suppression (final Suppression Value of 15 or 16).

As the Pacification Combat failed to automatically Convert the colony, one will be subtracted from all future Conversion Attempts at that colony (see Conversion, 3 Order, p. 554). Further, it will be difficult to Naturalize the colony in the future as long as there is a significant Insurgency.

### *Alternate Universe #2*

The battered 15 RP Landsknecht Ground Unit is the infamous and disreputable Black Guard commanded by Thomas Slentz, who Loot the Dithmarschen Conquered Colony and commit heinous acts against the population and destructive acts against the colony.

On the Regular Turn after the conquest of Dithmarschen Colony, an empty Denmarkate Unity 1<sup>st</sup> Era Cargo Ship arrives at the colony and both the Combat Power is activated for Pacification Combat and the Commerce Power is activated for Looting at the colony. Activation of the Combat Power to Initiate Combat costs one Act (see The Combat Power, 1 Combat, p. 941) and activation of the Commerce Power to Load RPs to a Cargo Ship costs one Act and one Scene on the colony (a Scene may have been on the colony before conquest, and would have been unaffected, a luck grab for the Denmarkate Unity). Since the Combat Power Activation costs less, it will be processed first, then the Commerce Power Activation will process (see Clockwork Universe, 3 The Streams of Time, p. 90), regardless of whether the colony is converted or not.

In this alternate universe, Denmarkate did not commit an Enlightenment to the combat, so is stuck with the '1' result (*ut supra*), for a Suppression Value of **30**. When the resistance rolls a 10, which is added to the 23, the total of 33 is subtracted from 30 for a truly epic failure of -3 final Suppression Value. This creates a huge Insurgency at the max end of whatever scale the Concierge is using for Insurgency values in the game, and is something notable enough to perhaps draw Intervention use as well in future turns and become a story arc point for the game (like the Warsaw Resistance in WWII in our world). The legend continues...

... Moving on. Since the Dithmarschen Colony is still a Conquered Colony when the Load RPs action executes, the Load automatically becomes Looting (see Looting, 3 Commerce, p. 1210). The Black Guard doesn't mind at all, in fact they have proudly been the source of woe, destruction and anguish wherever they have been employed. Thus, 15 RPs (enhanced value) are Loaded to the 1<sup>st</sup> Era Cargo Ship from the Dithmarschen Conquered Colony and a corresponding number of industry and other installations at the colony are destroyed (see Looting, 3 Commerce, p. 1210), additionally, some population may be killed (at the judgment of the Concierge) in the process with accompanying damage to the planet, *Id.*, p. 1212, resulting in additional Disruption Events at the colony (see Mars Bombing Run and Hagar's Faucet, 2 Disruption, pp. 274, 278 respectively). When added to the disruptions on the previous turn associated with conquest of the colony, this may be viewed as a collapse of the colony's civilization (though it will remain technically a Conquered Colony, unless abandoned by the Demarkate).

On the other side, the Ground Unit and all ships that participated the Pacification Combat and the Cargo Ship that participated in the Looting may suffer possible *apostasy* (see Alieney Apostasy, 3 Disruption, p. 283). Additionally, the Pacification Combat and the Looting will combine for a -2 modifier on all future Conversion Attempts at the colony (see Conversion, 3 Order, pp. 554-555), however, there may be somewhat less population to contend with...

*Alternate Universe #3*

On the Regular Turn following the conquest of Dithmarschen Colony, a Denmarkate Unity 1<sup>st</sup> Era Cargo Ship arrives at the colony with 15 RPs. The ship arrives at the beginning of the turn and can therefore Unload 15 RPs to the colony on the turn of arrival (see Long Jump, 2 Movement, p. 851 and Downloading, 2 Commerce, p. 1202) at normal, face value (see Conversion, 3 Order, pp. 554-555). The Construction Power is also activated at Dithmarschen Conquered Colony on that turn – sharing a Scene with the Unload RPs from the Cargo Ship in the same turn (see Material Handling, 1 Construction, p. 664) – however, construction is limited to the RPs unloaded in that turn (see Combat Engineers, 1 Construction, p. 664). Still, Construction wasn't exactly the main purpose...

Unload RPs activation of the Commerce Power costs one Act and one Scene on the colony (see Load & Unload Activations, 1 Commerce, p. 1185), fortunately a Scene was on the colony when it was conquered. Conversion activation of the Order Power also costs one Act and one Scene on the target colony, however, because they cost the same, if they happened on the same Regular Turn, the Conversion Attempt would occur first in the sequence of actions processing winning the tie because it Order is listed before Commerce in the Table of Contents of 2 The Sidereal Stage (see Clockwork Universe, 3 The Streams of Time, p. 90). Because the bribe (i.e. Unloaded RPs) must be delivered prior to the Conversion Attempt (see Conversion, 3 Order, pp. 554-555), the two cannot occur in the same turn.

Knowing then that a Conversion will be attempted on the next turn, the Denmarkate Unity places a Scene on the Dithmarschen Conquered Colony at the end of the turn. On the next Regular Turn, the turn *after* the Unload RPs, the Denmarkate Unity activates the Order Power at Dithmarschen for the purpose of Convert Colony. The Denmarkate does not commit any Enlightenment because there is an 80% chance of success.

The Dithmarschen Conquered Colony has 46 population, which divided by 10 and truncating fractions, becomes a 4. Additionally, the Denmarkate Unity receives a +2 modifier for the bribe that was unloaded.<sup>2</sup> The conversion attempt is successful on a 5 or better modified result, so the Denmarkate Unity only needs to roll a 3 or better... they rolled a '1.' Dithmarschen remains a Conquered Colony for the moment.

Fortunately with the expectation of doing something else there the next turn, Denmarkate placed yet another Scene on the colony, and so can try again to Convert the colony. Further, the bonus for Unloading RPs will remain active until the colony is Converted.

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<sup>2</sup> Assume for the example that the 15 RPs Unloaded are greater than the Taxation Value of the colony, per Conversion, 3 Order, pp. 554-555. Per Resources from Population, 2 Taxation & Census, p. 306, the 46 population on Dithmarschen colony would naturally produce 9.2 RPs during taxation and they could have a maximum of 18 Industry (see Appendix EP – Existential Patents) producing 9 RPs during taxation (for a max of 18 RPs). But likely they didn't...