

Appendix PAT1 – Power Activations Tables 1

Each Regular Turn, a position may potentially activate a number of Vital Powers equal to the number of currently undisrupted Government Titles (see Exercise in Vital Powers, 2 The Sidereal Stage, p. 114).

Each Regular Turn, a position receives Acts and Scenes of its choice equal to the number of currently undisrupted Government Titles (see On the Soapbox, 3 The Sidereal Stage, p. 122).

Power Activation Costs

Power Activation	Acts	Scenes	Cost RPs?
Taxation ¹	3 or 2	0 or 1	N
Census ²	2	0	N
Culture ³			
• Exposing Aspects	2	0	N
• Perfecting Proficiencies	2	0	Y
• Cohering	2	0	Y
• Introduce Writs ⁴	2	0	N
• Found College ⁵	3	1	Y
• Amend College Charter ⁶	2	1	?
• Endow Colleges ⁷	1	0	Y
• Develop Doctrinal Template ⁸	1	0	N
Order ⁹			
• Declare/Move Capital	1	1	Y
• Conversion/Naturalization	1	1	N
• Maintenance Shield	1-3	0	Y
• Government Formation ¹⁰	2 or 3	1 or 0	N

¹ Taxation costs three Acts or two Acts and a Scene on the Capital Colony, see Life, Taxes, Death, and Taxes, 1 Taxation & Census, p. 296.

✓ “Failure of the Taxation Power activation at any colony does not count as a Power Activation failure for Government Title Conflict Checks ... unless all eligible sovereign colonies fail Taxation....” See Tax Revolt or Revolting Taxes, 1 Taxation & Census, p. 296.

² The Census Power activation can never fails. See Tax Revolt or Revolting Taxes, 1 Taxation & Census, p. 297.

³ The Acts and Scenes costs for Exposing Aspects, Perfecting Proficiencies and Cohering are found in Gemini Dream, 1 Culture, p. 356.

⁴ See Nothing Fuzzy About It, 1 Writs, p. 436.

⁵ See Foundation, 1 Colleges, p. 457.

⁶ See Amended Charter, 1 Colleges, p. 462.

⁷ See Student Loans, 1 Colleges, p. 460.

⁸ See Brain Trust, 4 Colleges, p. 504. Culture Power activation must be matched by Combat Power activation on the same Regular Turn.

⁹ Acts and Scenes cost for Declare/Move Colony, Conversion/Naturalization, and Maintenance are found in To Insure the Domestic Tranquility, 1 Order, p. 517.

¹⁰ Three Acts may only be used if the position does not have a Capital Colony on which to place a Scene. Positions are required to form the initial government during set-up, which costs nothing. See Forming a Government, 1 Government Titles, p. 582.

Construction ¹¹			
• Colony Enhancement	1	1	Y
• Colony Defense Era Upgrade	1	1	Y
• Laying Keel	1	1	Y
• Shipbuilding	1	1	Y
• Ship Supply ¹²	1	1	Y
• Scrapping	1	1	N
Technology ¹³			
• Basic Research	1	0	Y
• Develop Application ¹⁴	2	0	Y
• Patent Prosecution ¹⁵	2	0	N
• Reverse Engineering ¹⁶	0	1	Y
Movement ¹⁷	1	1	N
Expansion			
• Looking	1	1	N
• Scouting ¹⁸	1	0	N
• Loading Population ¹⁹	1	1	Y
• Transporting Population	1	1	N
• Unloading Population	1	1	Y
• Landing Population	1	1	N

¹¹ Activations of the Construction Power may share a Scene with activation of the Commerce Power in the same location on the same Regular Turn for the purpose of Unload RPs. In this case *only*, the Commerce Power activation will process *before* the Construction Power activation so that the RPs can be used in building. With the exception of Scrapping, the Construction Power may only be activated for one purpose at each location each Regular Turn. See Construction Zone and Material Handling, 1 Construction, pp. 661, 664.

¹² Supplies loaded to Logistical Ships and any *permanent* Enhancements to any ship are considered to be ‘built’ in the same Regular Turn and RPs are subtracted for the cost. *Expendable* Enhancements transferred from the colony to a ship must preexist the turn in which the transfer occurs (i.e. they must have previously been built). See Costly Resupply and Transfers, 3 Construction, pp. 679-680.

¹³ See Technopower, 1 Technology, p. 689 for all Technology Power Activation costs.

¹⁴ Activation of the Technology Power for the purpose of Development only occurs once for each Research Group, and will continue to process each Regular Turn until either successful or completely fails for the current Era. See The Kitty Incident, 2 Technology, p. 708.

¹⁵ Normal, current Era Patent Prosecution does not cost RPs but may require multiple Power Activations. *Advanced Patents* (in the next Era before the current Era is finished) will cost RPs, see Advanced Patents, 1 Eras, p. 763.

¹⁶ See De-conjunction Junction, 3 Technology, p. 713. This is the very first activation resolved in a turn.

¹⁷ See Ad Astra, 1 Movement, p. 839. Scene must be on the star of the origin system.

¹⁸ For Looking and Scouting activation costs, see Exploration, 1 Expansion, p. 876.

¹⁹ For Load, Transport, Unload Populations and Landing activation costs, see Colonization, 1 Expansion, pp. 876-877. Moving population is an intensive three-turn process (two turns if Unloading to another planet in the same system), expensive in Power Activations, Acts, Scenes and RPs and is a Disruption Event. Once Loaded, population can only be Unloaded or Landed.

Combat ²⁰			
• Combat Movement	2	1	N
• Initiate Combat	1	1	N
• Combat Alert	1	1	N
• Seize the Initiative	0	1	N
Diplomacy ²¹			
• Accept Treaty	1	1	N
• Articles of Incorporation ²²	1	1	Y
• Break Treaty	1	1	N
• Form Meanings	1	0	N
• Share Meanings	2	0	N
Commerce			
• Trade Mission ²³	1	1	N
• Load Cargo Ship ²⁴	1	1	Y
• Unload Cargo Ship	1	1	N
• Marketing ²⁵	1	0	N
• Articles of Incorporation ²⁶	1	1	Y
• Trucking Transaction ²⁷	1	1	Y
• Carting ²⁸	0	1	Y
Special Operations ²⁹			
• Reconnaissance	1*	*	N
• Recruit Missions (SOMs)	1*	*	Y
• Lodge Missions (SOMs)	1*	*	Y
• Information Operations	1*	*	Y
• Black-Ops	1*	*	Y
• Treason	1*	*	N
• Train Counter Operations (COMs)	1*	*	Y
• Counter-Operations	1*	*	N

²⁰ The cost for all Combat Power activations is found in The Combat Power, 1 Combat, p. 941.

²¹ See Diplomacy Power, 1 Diplomacy, p. 1095 for activation costs. Unlike other powers, completion of the diplomatic purpose usually depends on the other position reciprocating on their next Regular Turn.

²² For MegaCorporations only. See Commensurate Complexities, 2 Corporations, p. 1255.

²³ See Green Goods, 1 Commerce, p. 1188.

²⁴ See Load & Unload Activations, 1 Commerce, p. 1185. Loading from a Conquered Colony is Looting, see Looting, 3 Commerce, p. 1210. If a Load and Unload RPs occur at the same colony on the same Regular Turn, they may share a Scene. *Id.*

²⁵ See Marketing, 2 Commerce, p. 1193.

²⁶ For Domestic Corporations only. See Articles of Incorporation, 1 Corporations, p. 1246.

²⁷ For Trucking Transaction and Carting activation costs, see The Store of Worlds, 1 Commerce, p. 1186.

²⁸ Multiple Carting activations in the same system may share a Scene, see Donkey Cart, 4 Commerce, p. 1229.

²⁹ All Special Operations Power Activations cost one Act, except when they occur at a sovereign colony, in which case, the activation costs one Scene, an Act cannot be used when a Scene is required, see Acting Lessons, 1 Special Operations, p. 1274. When a sovereign ship is the target, either may be used.