

Appendix PAT2 – Power Activations Tables 2

Normal Sequence of Power Activations¹

Power Activations Costing No Acts and One Scene	
1	Reverse Engineering, <i>Technology Power</i>
2	Seize the Initiative, <i>Combat Power</i>
3	Carting, <i>Commerce Power</i>
4	Activations of the <i>Special Operations Power</i> where a Scene is used instead of an Act

Power Activations Costing One Act and No Scene	
5	Endow Colleges, <i>Culture Power</i>
6	Develop Doctrinal Template, <i>Culture Power</i>
7	Maintenance Shield, <i>Order Power</i> , if only one Act is used
8	Basic Research, <i>Technology Power</i>
9	Scouting, <i>Expansion Power</i>
10	Form Meanings, <i>Diplomacy Power</i>
11	Marketing, <i>Commerce Power</i>
12	Activations of the <i>Special Operations Power</i> that use an Act instead of a Scene

Power Activations Costing One Act and One Scene	
13	Declare/Move Capital, <i>Order Power</i>
14	Conversion/Naturalization, <i>Order Power</i>
15	Unload RPs, <i>Commerce Power</i> , in conjunction with any Construction Power activation at the same location, sharing a Scene (see Material Handling, 1 Construction, p. 664) ²
16	All <i>Construction Power</i> Activations
17	<i>Movement Power</i> activation
18	Looking, Loading Population, Transporting Population, Unloading Population, Landing, <i>Expansion Power</i>
19	Initiate Combat and Combat Alert, <i>Combat Power</i>
20	Accept Treaty, Articles of Incorporation, Break Treaty, <i>Diplomacy Power</i>
21	Trade Mission, Load Cargo Ship, Unload Cargo Ship (not in conjunction with Construction Power activation), Articles of Incorporation, Trucking Transaction, <i>Commerce Power</i>

Power Activations Costing Two Acts and No Scenes	
22	<i>Census Power</i> activation
23	Exposing Aspects, Perfecting Proficiencies, Cohering, and Introduce Writs, <i>Culture Power</i>
24	Maintenance Shield costing two Acts, <i>Order Power</i>
25	Develop Application and Patent Prosecution, <i>Technology Power</i>
26	Share Meanings, <i>Diplomacy Power</i>

¹ See Clockwork Universe, 3 The Streams of Time, p. 90.

² The special exception for Unload RPs-Construction Activation processing is destroyed if one Act is added to the activation cost of the Commerce Power due to lack of association with an undisrupted Government Title.

Power Activations Costing Two Acts and One Scene	
27	<i>Taxation Power</i> activation using Scene on Capital Colony
28	Amend College Charter, <i>Culture Power</i>
29	Government Formation, using a Scene on the Capital Colony, <i>Order Power</i>
30	Combat Movement, <i>Combat Power</i>

Power Activations Costing Three Acts and No Scenes	
31	<i>Taxation Power</i> activation using no scenes
32	Maintenance Shield, using three Acts, <i>Order Power</i>
33	Government Formation, <i>Order Power</i> , if position does not have a Capital Colony

Power Activations Costing Three Acts and One Scene	
34	Found College, <i>Culture Power</i>

Government Titles Vital Power Associations: If the *optional rule* of Associations of Vital Powers with Government Titles is used, any activation of any Vital Power not associated with an undisrupted current Social or Estate Government Title costs one more Act than normal. See Associates & Acquaintances, 1 Government Titles, p. 580. The optional rule gives Social and Estate Titles more ‘personality.’

Such situations will always cost more Acts, and will usually change the sequence of processing for that Power Activation. For example, if a position had no undisrupted Government Title associated with the Census Power, activation of the Census Power would cost three Acts and no Scenes instead of two Acts and no Scenes. It would then process *after* any activation of the Taxation Power, even if the Taxation Power used the three Acts and no Scenes option. This could cost the position RPs in taxation.

Another example, Carting normally costs just one Scene, but if the Commerce Power has no associated undisrupted Government Title, Carting then costs an Act and a Scene. This makes it process after Construction Power Activations (because they are tied and Commerce is after Construction in the order of Vital Powers), thus the receiving colony would not be able to use the RPs received from Carting and they would possibly/probably be wasted.

But there are other situations where, other than the extra act cost, no change will be made in the processing sequence. For example, a position that does not have an undisrupted Government Title associated with the Taxation Power (shocking! I know) will pay one more Act to activate that power. However, if the option is taken to use a Scene on the Capital Colony for the activation, the cost will be three Acts and one Scene (instead of two Acts and one Scene). Taxation would in that case still process before the activation of the Culture Power to Found College (which costs three Acts and a Scene), because Taxation processes before Culture, with the tiebreaker (between activations that cost the same in Acts and Scenes) being the sequence in which Vital Powers are listed in the Table of Contents of 2 The Sidereal Stage. See Clockwork Universe, 3 The Streams of Time, p. 90. Thus, the position could still tax before founding the College.

In many situations, the change of processing sequence will make no difference.