

Appendix PAT3 – Scenes, Planets & Stars

- Some Power Activations require a pre-placed Scene on a star on the Public Space or on a colonized planet on the Public Space. There is a limit to the number of Scenes in a place.
- Scenes have no ownership and will be seen on the Public Space of any position that has presence in that location.¹
- Scenes can be ‘snitched’ by other positions, permission is not required to use any Scene.
- Scenes that are used are removed *unless* the Power Activation fails due to inactive Constructural Elements.²

Scenes Placed on Stars:

- Movement Power: Scene must be on the star of the origin system to *initiate* normal interstellar movement.³
 - Normal interstellar movement allows any number of ships of the appropriate type to depart the origin system to any number of destination systems.
- Expansion Power: Looking requires a Scene on the star that is being used for Looking.⁴
- Expansion Power: Transporting Population activations require a Scene on the star of the *destination* system.⁵
 - This works the opposite of normal interstellar movement activations; it allows any number of Colony Ships to initiate interstellar movement from any number of origin stars to the destination star. Convergence instead of divergence.
- Expansion Power: Activations for the purpose of Landing requires a Scene on the star where the Landing occurs.⁶
- Combat Power: All Combat Power activations require a Scene on the star where the movement *originates* (Combat Movement) or the activity occurs (all others).⁷
- Commerce Power: Trade Mission requires a Scene on the star where the movement *originates*.⁸
- Commerce Power: Carting can use a Scene on one of the colonies involved or on the star of the system where it occurs.⁹

Scenes Placed on Planets:

- Taxation Power: Can be activated with a Scene on the Capital Colony.¹⁰
- Culture Power: Foundation of a College requires a Scene on the proposed Host Colony.¹¹

¹ See Scene Snitching, 3 The Sidereal Stage, p. 124.

² See ... But Nobody is Home, 2 Constructural Elements, p. 194.

³ See Ad Astra, 1 Movement, p. 839.

⁴ See Exploration, 1 Expansion, p. 876

⁵ See Colonization, 1 Expansion, pp. 876-877.

⁶ See Colonization, 1 Expansion, pp. 876-877.

⁷ See The Combat Power, 1 Combat, p. 941.

⁸ See Green Goods, 1 Commerce, p. 1188 and Donkey Cart, 4 Commerce, p. 1229.

⁹ See The Store of Worlds, 1 Commerce, p. 1186.

¹⁰ See Life, Taxes, Death, and Taxes, 1 Taxation & Census, p. 296.

¹¹ See Foundation, 1 Colleges, p. 457.

- Culture Power: Amending the Charter of a College requires a Scene on the Host Colony.¹²
- Order Power: A Scene is required on the proposed new Capital Colony to Declare/Move Capital Colony.¹³
- Order Power: Conversion/Naturalization of a colony requires a Scene on the colony.¹⁴
- Order Power: Any alteration of the Government (by activation for the purpose of Forming Government) requires a Scene on the Capital Colony if the position has one.¹⁵
- Construction Power: Every activation of the Construction Power requires a Scene on the target colony.¹⁶
 - Activations of the Commerce Power for the purpose of Load/Unload RPs at the same colony in the same turn can share a Scene with Construction Power Activations.¹⁷
- Technology Power: Reverse Engineering requires a Scene at the target location.
 - If the target alien junk is in system space, Scene must be on the star, otherwise, it will be on the target planet where the junk is located.¹⁸
- Expansion Power: Load and Unload Populations require a Scene on the target colony.¹⁹
- Diplomacy Power: Activations to Accept Treaty, Articles of Incorporation for MegaCorporations, or Break Treaty all require a Scene on the Capital Colony.²⁰
- Commerce Power: All Load and Unload RPs activations require a Scene on the target colony (even if it is an **alien colony**).²¹
- Commerce Power: Trucking Transactions require a Scene on one of the two colonies involved. Carting can use a Scene on one of the colonies involved or on the Star.²²
- Commerce Power: Initial formation of a Corporation (via Articles of Incorporation activation) requires a Scene on the proposed Host Colony.²³
 - Renewal of existing Corporations does not require an Articles of Incorporation activation but can still fail at the Host Colony due to inactive Constructural Elements.²⁴
- Special Operations Power: Special Operations Power activations require a Scene on the target colony only if the colony is a sovereign colony of the position. When a Special Operations Power Activation occurs on a sovereign ship, an Act or Scene may be used.²⁵

¹² See Amended Charter, 1 Colleges, p. 462.

¹³ See To Insure the Domestic Tranquility, 1 Order, p. 517.

¹⁴ See To Insure the Domestic Tranquility, 1 Order, p. 517.

¹⁵ See Forming a Government, 1 Government Titles, p. 582.

¹⁶ See Construction Zone, 1 Construction, p. 661.

¹⁷ See Material Handling, 1 Construction, p. 664.

¹⁸ See De-conjunction Junction, 3 Technology, p. 713.

¹⁹ See Colonization, 1 Expansion, pp. 876-877.

²⁰ See Diplomacy Power, 1 Diplomacy, p. 1095.

²¹ See Load & Unload Activations, 1 Commerce, p. 1185.

²² See The Store of Worlds, 1 Commerce, p. 1186 and Donkey Cart, 4 Commerce, p. 1229.

²³ See Articles of Incorporation, 1 Corporations, p. 1246.

²⁴ See Someone Stole the Stage, 1 Corporations, p. 1247.

²⁵ See Acting Lessons and Making a Scene, 1 Special Operations, both p. 1274.