

## Appendix PAT4 – Power Activation Failure

- **Localized** Power Activations require a check at a ship or colony or both to see if the Power Activation fails due to *inactive* Constructural Elements.<sup>1</sup>
  - Power Activation checks *are only made during Regular Turns* (Power Activations are only processed during Regular Turns) and thus, do not apply to Orders during Combat Rounds (i.e. a unit will never fail to execute in a Combat Round due to Power Activation failure).<sup>2</sup>
  - There is always a 5% chance of Power Activation failure, plus 15% per inactive Constructural Element, to a maximum of 50% (Temporal Constructural Elements are not counted).<sup>3</sup>
  - Colonies *never fail* to obey the Census Power Activation (it comes naturally).<sup>4</sup>
  - Failure of a Taxation Power Activation cannot cause a Government Title to fail a related Conflict Check unless all colonies failed the Taxation Power Activation (bad when you have only one colony!) on the same Regular Turn.<sup>5</sup>
  - Failure of a Culture Power Activation to Found a College does not cost any RPs (no RPs are lost);<sup>6</sup> this is true generally of Power Activations costing RPs.
  - Colony Ships ordered to Land when they have expired OSL will *never fail* to obey the Power Activation as long as they can legally Land on the planet.<sup>7</sup>
  - No Power Activation is required to defend in Combat,<sup>8</sup> against a Probing attempt,<sup>9</sup> or Blockade Running,<sup>10</sup> or to explore an unexplored system upon arrival,<sup>11</sup> or to resupply at a supporting colony (i.e. reset OFL/OSL).<sup>12</sup> Ships in interstellar flight do not require additional activations to move each Regular Turn; they will also not obey new Power Activations until they arrive.<sup>13</sup>
  - When ordered to run a Blockade, ships are checked before the attempt to see if they obey the Power Activation (if they do not, no attempt is made) and if they make it to the colony, then the colony is checked to see if it obeys the Power Activation.<sup>14</sup>

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<sup>1</sup> See Power Off, 2 Constructural Elements, p. 193.

<sup>2</sup> See Traitors Will be Shot, 2 Constructural Elements, p. 195.

<sup>3</sup> See Power Off and ... But Nobody is Home, 2 Constructural Elements, p. 193.

<sup>4</sup> See Power Off, 2 Constructural Elements, p. 193 and Tax Revolt or Revolving Taxes, 1 Taxation & Census, pp. 296-297.

<sup>5</sup> See Tax Revolt or Revolving Taxes, 1 Taxation & Census, pp. 296-297.

<sup>6</sup> See Bobbing Lights, 1 Colleges, p. 465.

<sup>7</sup> See Spiffy Spaceman, 4 Expansion, p. 920.

<sup>8</sup> See Power Off, 2 Constructural Elements, p. 193 and Defend!, 1 Combat, p. 943.

<sup>9</sup> See Bloody Noses, 2 Information, p. 1347.

<sup>10</sup> See Crashed the Gate Doin' 98, 4 Commerce, p. 1234.

<sup>11</sup> See Then Never Comes, 3 Expansion, p. 907.

<sup>12</sup> See Free Resupply, 3 Construction, p. 678.

<sup>13</sup> See The FTL Missile, 2 Movement, p. 849.

<sup>14</sup> See Blockade Running, 4 Commerce, p. 1233.

- If the Power Activation fails, the activity is not performed; the Power Activation is used for the Regular Turn, but Acts and Scenes (and RPs) are not removed for the failed activation.<sup>15</sup>
  - Colonies and Ships may fail to obey Culture Power Activations for Cohering which can cause a snowball effect.<sup>16</sup>
  - Units that fail a Combat Power Activation for the purpose of Initiate Combat may be joined (shooed into) to the combat in the second or later rounds, losing their first round attacks.<sup>17</sup>
  - No check is made for Combat Power Activation for the purpose of Combat Alert, but a check is made as if the activation was to Initiate Combat when the Combat Alert is used to Initiate Combat.<sup>18</sup>
  - Regular Turn Power Activations directed at units engaged in a Combat will fail as a unit cannot do anything else until the combat is won or they successfully retreat.<sup>19</sup>
  - Some Power Activations require a ship to be in the system at the beginning of the turn (meaning it must have been there at the end of the previous turn); if this condition is not met, the Power Activation cannot be completed, e.g., Load Cargo activation of the Commerce Power.<sup>20</sup>
  - Some Power Activations at colonies may fail if the colony is besieged, e.g. Trucking activations of the Commerce Power.<sup>21</sup> However, a siege has generally no effect on a colony's Constructural Elements or Power Activations.<sup>22</sup>
- In cases where an activation requires a check of both the Ship and Colony, if either fails, the activation fails (i.e. will not execute).<sup>23</sup>
  - Enlightenment may be applied to any failed Power Activation to cause a reroll if the Enlightenment was assigned to the Power Activation in the Regular Turn Orders. This can be a temporary fix for inactive Constructural Elements.<sup>24</sup>
- If the Power Activation is to initiate interstellar movement, i.e. Movement Power, Combat Power (Combat Movement), Expansion Power (Transport Population) or Commerce (Trade Mission to **alien colony** systems), and it fails, a second check is made if there is a supporting colony in the system, using the Supporting Colony's Constructural Elements.<sup>25</sup> If that does not fail, the movement will be initiated.

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<sup>15</sup> See ... But Nobody is Home, 2 Constructural Elements, p. 193.

<sup>16</sup> See Power Off, 2 Constructural Elements, p. 193 and Money Can't Buy You Love, 5 Culture, p. 903.

<sup>17</sup> See Rule 20 Permissive Joinder, 3 Combat, pp. 973-974.

<sup>18</sup> See Jumping the Ditch, 1 Combat, p. 947.

<sup>19</sup> See The Combat Power, 1 Combat, pp. 940-941 and Seize the Initiative, 3 Combat, p. 971.

<sup>20</sup> See Uploading, 2 Commerce, p. 1199 and Space Hop, 2 Movement, p. 850.

<sup>21</sup> See Flea Market, 4 Commerce, p. 1225.

<sup>22</sup> See Besieged Colony, 3 The Sidereal Stage, p. 124.

<sup>23</sup> See Power Off, 2 Constructural Elements, p. 193.

<sup>24</sup> See Decentralized Resistance, 2 Constructural Elements, pp. 194-195.

<sup>25</sup> See Engines Offline, 1 Movement, p. 839, Canned Food, 3 Expansion, pp. 913-914, Spiffy Spaceman, 4 Expansion, pp. 920-921, and Before You Go, 1 Commerce, p. 1189.

- Second checks are also applied to Initiate Combat (Combat Power) and Landing (Expansion Power) activations in the same system as a supporting colony.<sup>26</sup>
- Location-specific inter-position processes require both positions to execute Power Activations on their respective Regular Turns in succession and failure of either will cause the process to fail, e.g., Transferring RPs between Cargo Ships or at the Host Colony when forming MegaCorporations.<sup>27</sup>
  - Failure of a Power Activation may complicate Trucking Transactions, e.g., failure to reciprocate, or costing extra Scenes.<sup>28</sup>
- Game processes will continue regardless of whether a position submits Regular Turn actions during their Turn Period or whether all Power Activations or any Power Activations fail, e.g.:
  - Ships in Interstellar Flight will continue to move and/or arrive.<sup>29</sup>
  - Acts (not Scenes), RPs, Faculties, Special Operations, Counter Operations Missions will ‘age out.’<sup>30</sup>
  - Corporations will expire, that is, the clock will continue to run on Articles of Incorporation.<sup>31</sup>
  - Colleges will not operate, however, if the position does not submit Regular Turn Actions.<sup>32</sup>
  - Corporations will not operate if the position does not process Regular Turn Actions.<sup>33</sup>
- Activation of Writs must be on conjunction with the Power Activation listed on the Writ in the same Regular Turn and requires actualization of a Fuzzy Group matching the Writ.<sup>34</sup>
  - Failure of Power Activation means that the Writ was never activated and the Fuzzy Group is not removed from the Public Space.<sup>35</sup> Writs can also fail to activate by not meeting the Conditions Precedent of the Writ.<sup>36</sup>

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<sup>26</sup> See Spiffy Spaceman, 4 Expansion, pp. 920-921 and Initiate Combat, 1 Combat, pp. 944-945.

<sup>27</sup> See Change for a Trillion, 1 Commerce, p. 1185, and Gelt’s Casino World, 2 Corporations, p. 1255.

<sup>28</sup> See Flea Market and Fairies Wear Boots, 4 Commerce, pp. 1225-1226, 1227-1228 respectively.

<sup>29</sup> See The FTL Missile, 2 Movement, p. 849.

<sup>30</sup> See Managing Act and Lost Scenes, 3 The Sidereal Stage, pp. 123-124, Aging Resources, 1 Taxation, p. 304, Tuition & Tenure, 2 Colleges, p. 474, and Ralph Wolf & Sam Sheepdog, 2 Special Operations, p. 1296 and Police Pensions, 3 Special Operations, p. 1322.

<sup>31</sup> See Someone Stole the Stage, 1 Corporations, p. 1247.

<sup>32</sup> See Student Loans, 1 Colleges, p. 460.

<sup>33</sup> See Marconi Plays the Mamba, 1 Corporations, p. 1246.

<sup>34</sup> See Cost of the Writ, 2 Writs, p. 442.

<sup>35</sup> See Actualization, 4 Culture, p. 407 and Cost of the Writ, 2 Writs, p. 442.

<sup>36</sup> See Conditions Precedent, 2 Writs, p. 439.

**Power Activations – Constructural Elements Table**

<b>Power Activation</b>	<b>Ship CE Checked</b>	<b>Colony CE Checked</b>	<b>Both CE Checked</b>	<b>No CE Checked</b>
<b>Taxation</b> <sup>37</sup>		X		
<b>Census</b> <sup>38</sup>				X
<b>Culture</b>				
Exposing Aspects <sup>39</sup>				X
Perfecting Proficiencies <sup>40</sup>				X
Cohering <sup>41</sup>			X	
Introduce Writs <sup>42</sup>				X
Found College (Host Colony) <sup>43</sup>		X		
Amend Charter (Host Colony) <sup>44</sup>		X		
Endow Colleges <sup>45</sup>				X
Develop Doctrinal Templates <sup>46</sup> (req. concurrent Combat Power Activation)				X
<b>Order</b>				
Declare/Move Capital Colony <sup>47</sup>				X
Conversion/Naturalization <sup>48</sup>		NA/X		
Maintenance <sup>49</sup>				X
Government Formation <sup>50</sup>				X
<b>Construction</b>				
Colony Enhancement <sup>51</sup>		X		
Colony Defense Era Upgrade <sup>52</sup>		X		
Laying Keel <sup>53</sup>		X		
Shipbuilding <sup>54</sup>		X		
Ship Supply <sup>55</sup>			X	
Scrapping <sup>56</sup>		X		

<sup>37</sup> See Tax Revolt or Revolting Taxes, 1 Taxation & Census, pp. 296-297.

<sup>38</sup> See Tax Revolt or Revolting Taxes, 1 Taxation & Census, pp. 296-297.

<sup>39</sup> See Undersea Glow, 1 Culture, p. 357.

<sup>40</sup> See Undersea Glow, 1 Culture, p. 357

<sup>41</sup> See Undersea Glow, 1 Culture, p. 357

<sup>42</sup> See Undersea Glow, 1 Culture, p. 357

<sup>43</sup> See Bobbing Lights, 1 Colleges, p. 465.

<sup>44</sup> See Bobbing Lights, 1 Colleges, p. 465.

<sup>45</sup> See Bobbing Lights, 1 Colleges, p. 465.

<sup>46</sup> See Brain Trust, 4 Colleges, p. 504.

<sup>47</sup> See Gaveling, 1 Order, p. 518.

<sup>48</sup> See Gaveling, 1 Order, p. 518.

<sup>49</sup> See Gaveling, 1 Order, p. 518.

<sup>50</sup> See Gaveling, 1 Order, p. 518.

<sup>51</sup> See An Industrial Action, 1 Construction, p. 661.

<sup>52</sup> See An Industrial Action, 1 Construction, p. 661.

<sup>53</sup> See An Industrial Action, 1 Construction, p. 661.

<sup>54</sup> See An Industrial Action, 1 Construction, p. 661.

<sup>55</sup> See An Industrial Action, 1 Construction, p. 661.

<sup>56</sup> See An Industrial Action, 1 Construction, p. 661.

<b>Power Activation</b>	<b>Ship CE Checked</b>	<b>Colony CE Checked</b>	<b>Both CE Checked</b>	<b>No CE Checked</b>
<b>Technology (all purposes)</b> <sup>57</sup>				X
<b>Movement (only 1 purpose)</b> <sup>58</sup> (supporting colony 2 <sup>nd</sup> check)	X	(X)		
<b>Expansion</b>				
Looking <sup>59</sup>				X
Scouting <sup>60</sup>				X
Loading Population <sup>61</sup>		X		
Transporting Population <sup>62</sup> (ignoring population CEs) (supporting colony 2 <sup>nd</sup> check)	X	(X)		
Unloading Population <sup>63</sup>	X	X		
Landing Population <sup>64</sup> (unless OSL is expired) (supporting colony 2 <sup>nd</sup> check)	X	(X)		
<b>Combat</b>				
Combat Movement <sup>65</sup> (supporting colony 2 <sup>nd</sup> Check)	X	(X)		
Initiate Combat <sup>66</sup> (no check for Pacification Cmbt.)	X	(X)		
Combat Alert <sup>67</sup> (delayed initiate combat)				X
Seize Initiative <sup>68</sup>				X
<b>Diplomacy</b>				
Accept Treaty <sup>69</sup>				X
Articles of Incorporation (Host Colony) <sup>70</sup>		X		
Break Treaty <sup>71</sup>				X
Form Meanings (Capital Colony) <sup>72</sup>		X		
Share Meanings (Capital Colony) <sup>73</sup>		X		

<sup>57</sup> See Technopower, 1 Technology, p. 669.

<sup>58</sup> See Engines Offline, 1 Movement, p. 839.

<sup>59</sup> See Exploration, 1 Expansion, p. 876.

<sup>60</sup> See Exploration, 1 Expansion, p. 876.

<sup>61</sup> See Sardine Tins, 3 Expansion, pp. 911-912.

<sup>62</sup> See Canned Food, 3 Expansion, pp. 913-914.

<sup>63</sup> See Opening The Can Of..., 3 Expansion, p. 914.

<sup>64</sup> See Spiffy Spaceman, 4 Expansion, pp. 920-921.

<sup>65</sup> See Move Out!, 1 Combat, p. 942.

<sup>66</sup> See Initiate Combat, 1 Combat, pp. 944-945.

<sup>67</sup> See Jumping the Ditch, 1 Combat, p. 947.

<sup>68</sup> See Seize the Initiative, 3 Combat, p. 971.

<sup>69</sup> See Stood Up, 1 Diplomacy, p. 1096.

<sup>70</sup> See Gelt's Casino World, 2 Corporations, p. 1255. This is for MegaCorporations only.

<sup>71</sup> See Stood Up, 1 Diplomacy, p. 1096.

<sup>72</sup> See Stood Up, 1 Diplomacy, p. 1096.

<sup>73</sup> See Stood Up, 1 Diplomacy, p. 1096.

<b>Power Activation</b>	<b>Ship CE Checked</b>	<b>Colony CE Checked</b>	<b>Both CE Checked</b>	<b>No CE Checked</b>
<b>Commerce</b>				
Trade Mission <sup>74</sup> (supporting colony 2 <sup>nd</sup> check)	X	(X)		
Load Cargo Ship <sup>75</sup>			X	
Unload Cargo Ship <sup>76</sup>			X	
Marketing <sup>77</sup>				X
Articles of Incorporation (Host colony)		X		
Revoke Articles of Incorporation (Host colony)		X		
Trucking <sup>78</sup> (each colony involved)		X		
Carting (sending colony only) <sup>79</sup>		X		

### **Special Operations Are Special:**

- Special Operations Power Activations require either one Act or one Scene.<sup>80</sup>
- A Scene is required if the action takes place on a sovereign colony.<sup>81</sup> This is mainly the case when training Counter Operations Missions and Conducting Counter-Operations.
- There are some times when the position may choose to use either an Act or a Scene.<sup>82</sup> For example, Training Counter Operations Missions onboard a ship at the colony.<sup>83</sup>
- Whenever a Scene is used, whether required or voluntarily, the Power Activation is checked for failure based on the colony's or target unit's Constructural Elements.<sup>84</sup>
- Whenever an Act can be and is used, no Power Activation check is made. Thus, Special Operations outside of the sovereign colonies do not require checks for Power Activation failure. They never check using **alien colonies'** Constructural Elements, for example, or their own Constructural Elements while at an **alien colony**.<sup>85</sup>
- Because of this, the square format of Special Operations Power Activations doesn't fit into the round holes of the table format, above, or it would just be confusing.☺

<sup>74</sup> See Before You Go, 1 Commerce, p. 1189.

<sup>75</sup> See Use Two Hands Please, 2 Commerce, p. 1199.

<sup>76</sup> See Use Two Hands Please, 2 Commerce, p. 1199.

<sup>77</sup> See Marketing, 2 Commerce, p. 1193. Marketing is the only Commerce Power Activation that cannot fail.

<sup>78</sup> See Shanzhai Products, 4 Commerce, p. 1225.

<sup>79</sup> See Golf Cart Handicap, 4 Commerce, p. 1230.

<sup>80</sup> See Acting Lessons, 1 Special Operations, p. 1274.

<sup>81</sup> See Acting Lessons, 1 Special Operations, p. 1274.

<sup>82</sup> See Acting Lessons, 1 Special Operations, p. 1274.

<sup>83</sup> See Making a Scene, 1 Special Operations, p. 1274.

<sup>84</sup> See Making a Scene, 1 Special Operations, p. 1274.

<sup>85</sup> See Making a Scene, 1 Special Operations, p. 1274.