

Appendix T&C – Taxation & Census Example

On the Balkanized planet of PEACE are three unarmed colonies. The original colony was established by the Nation of Nadine for whom the planet is Optimal Habitability with 60 Maximum Habitability for the Nadine Native Population Type (planet habitability information is relative to Native Population Type, see Alien Agenda, 3 Taxation & Census, p. 317). The Nation of Nadine invited The Jenny Jovereignty to Land a trading post colony, which they did, the planet being Optimal Habitability with 40 Maximum Habitability for the Jenny Native Population Type. The Nation of Nadine was responsible for defense of the planet.

- ✓ The Landing of the Jenny Jovereignty colony on the surface of planet PEACE is a Disruption Event to the Nation of Nadine colony, with a 4% base chance plus modifiers (see Interesting Times, 2 Disruption, p. 272) of inactivating each active Constructural Element because permission was communicated to the Concierge before the Landing, see Forced Balkanization, 2 Disruption, p. 273.¹

Unfortunately, Helga Harmony attacked the Nation of Nadine colony and conquered it. But Helga then fell into dis-chord elsewhere with The Butt Sisterhood and had to withdraw all warships, allowing the Conquered Colony to revert to Nation of Nadine (see Conquered Colony, 2 Order, p. 539), Helga never met Gen. Tarkin. The colony was afterward declared a free interstellar trading post (sovereign to Nadine) and the defenses were not rebuilt, but several locals pledged to liberate it if it were attacked (that and \$1.50 will get you a cup of coffee in New York City). Shortly afterwards, a non-guarantor, Tina's Taco Empire Landed on planet PEACE without permission (no one could stop it, no defenses or warships in system), adding a third colony (see Survival & Ethical Dilemmas, 4 Expansion, p. 923). To the Native Population Type of Tina's Taco Empire the planet is Habitable Habitability with 20 Maximum Habitability.

- ✓ Tina's Taco Empire's Colony Transport was out of OSL and had to Land *somewhere*. A Colony Transport out of OSL will never refuse to Land (never fail the Expansion Power Activation for the purpose of Landing). See The Landing, 4 Expansion, p. 920.
- ✓ In order to move to the system via the Transport Population purpose of the Expansion Power Activation, Tina's Taco Empire needed a Scene on the star of the starsystem (see Colonization, 1 Expansion, p. 876) which means that the system must have been on the Tina position's Public Space at the end of a Regular Turn – a sovereign ship (probably a Scout Ship) or colony must have been in the system to place and hold the Scene there while the Colony Ships jumped to the system (see Canned Food, 3 Expansion, p. 913).
- ✓ The rude Landing of Tina's Colony Transport on the surface of planet PEACE was a Disruption Event to both the Nadine and Jenny Colonies, with a base chance of 8% plus modifiers (see Interesting Times, 2 Disruption, p. 272) of inactivating each active Constructural Element because permission was not communicated to the Concierge before the Landing, see Forced Balkanization, 2 Disruption, p. 273. As a result, a Constructural Element at the Jenny colony became inactive.

¹ The Disruption Event may assume xeno-microbes or may not, the game may assume that their medical knowledge is sufficient to overcome the problem (unlike our current knowledge), or the Concierge may choose to make it an issue by use of Intervention Potentials on the PEACE colonies. See Bad Exchanges, 4 Expansion, p. 924.

Time passes... On the Regular Turn that the Jenny Joverignty activates both the Census Power and the Taxation Power, the planet has 28 population factors of the Nation of Nadine, 3 population factors of Tina's Taco Empire (from the Colony Transport). Nadine has occupied 46% of the planet's Maximum Habitability (28/60) and Tina has occupied 15% of the planet's Maximum Habitability (3/20) pro-rated, together they occupy 61% of the planet's Maximum Habitability.

The Jenny Joverignty has a colony of 27 population at the planet, 12 of which are on the ground and 15 more are in an Orbital City (see Orbital City, 2 Construction, p. 667). The Jenny Joverignty brought in enough RPs on Cargo Ships to build an Orbital Shipyard (and had the minimum required population, see Orbital Shipyard, 2 Construction, p. 667) and the Orbital Shipyard constructed from additional Cargo Ship RPs an Orbital City, onto which was Loaded population from the colony (see Sardine Tins, 3 Expansion, p. 911) or Unloaded population from Colony Ships (see Opening the Can of..., 3 Expansion, p. 914). The 15 Jenny population factors on the ground take up 38% of the planet's Maximum Habitability (15/40) and the population on the Orbital City is not more than half of the planet's Maximum Habitability (see Dayworld, 3 Taxation & Census, p. 315), so only 1% of the Maximum Habitability remains for population growth...

- ✓ The Jenny Joverignty has undisrupted Government Titles associated with both Census and Taxation, so the Census Power will occur before the Taxation Power in the normal Regular Turn action processing sequence (see Life, Taxes, Death, and Taxes, 1 Taxation & Census, p. 296). The Jenny Joverignty is required by a Government Title with a single Conflict Check² to activate the Census Power or the Government Title will fail (e.g., ICT1 #2 or #3), so it has to happen regardless of consequences. See Foreclosure of a Dream, 3 Government Titles, p. 615.

Jenny's Census Power Activation processes first. Normally, 15 population on an Optimal Class Planet would grow 3 population factors with each Census Power Activation (see Optimal Planets, 4 Taxation & Census, p. 325), however, there is not room for even one more population on the surface, so population growth fails due to Maximum Habitability limits (Tina has got to go!..., see Dayworld, 3 Taxation & Census, p. 315). Failure to grow population during Census due to Maximum Habitability limits is a Disruption Event at the colony (see Peaches for Mad Molly, 2 Disruption, p. 273) with a 3% base chance of losing each active Constructural Element to inactive status.

- ✓ To this base chance might be added various other modifiers, specifically, 3% is added if the Jenny Joverignty has four Government Titles, and 6% if five Government Titles. Five percent would be added if any Government Title is disrupted, while 2% would be added if the position had a Disruption Event anywhere on the previous Regular Turn, and is 8% added if the PEACE colony suffered a Disruption Event the previous turn. See Interesting Times, 2 Disruption, p. 272.

The two active Constructural Elements at the colony pass the Disruption Check and remain active; the Jenny population is currently in agreement with the local zero-population growth policy, despite the imperatives of the interstellar government.

- ✓ Population on the Orbital City does not grow during the Census, see Cabin Fever, 4 Taxation & Census, p. 326.

² It is possible for a Government Title to have a single Conflict Check, see Foreclosure of a Dream, 3 Government Titles, pp. 615-616.

Unlike the Census Power, the Taxation Power has a chance to fail at the colony (see Tax Revolt or Revolting Taxes, 1 Taxation & Census, p. 297). The chance of a tax revolt (i.e. failure of the Taxation Power activation at Jenny’s PEACE colony) is 20%, which is the normal 5% plus 15% for the one inactive Constructural Element (see Power Off, 2 Constructural Elements, p. 193); it doesn’t matter which one in this case.

- ✓ In this case, activation of the Census Power before the Taxation Power could have been harmful: Taxation was not increased by population growth at the colony because it was at the Maximum Habitability already, and it suffered a Disruption Event which might have inactivated one or both of the other Constructural Elements, increasing the chance of failure of the Taxation Power activation at PEACE colony.

The Taxation Power activation did not fail. These are very PEACEful people. The total population of Jenny’s PEACE colony is 27, including the 15 in the Orbital City – all population of the same type on a planet surface and in Orbital Cities is considered one colony for game purposes (see Lebensraum, 3 Taxation & Census, p. 321). One RP is produced for every 5 population factors, thus, the population produces 5 RPs (fractions truncated). See Resources from Population, 2 Taxation & Census, p. 306. The maximum allowed is 1 Industry installation (a permanent colony enhancement) per 2.5 population factors at the colony (see Industry, 2 Construction, pp. 665-666), thus the PEACE colony could have a maximum of 10 Industry, but not quite enough population for an eleventh Industry.

The PEACE colony has 8 Industry currently which produces 4 more RPs. Industry produces .5 RPs per Industry installation, and the total Industry of a position is pooled during Taxation for maximum benefit (see Resources from Industry, 2 Taxation & Census, p. 306), however, for local purposes, we can say that 8 Industry produces 4 RPs during Taxation, for a total of 9 RPs taxation received by Jenny from the PEACE colony ($5 + 4 = 9$).

- ✓ These RPs from Taxation flow into the position’s Treasury (see 2 Taxation & Census, p. 303), however, theoretical RPs from Taxation also form the local Gross Domestic Product (see 1 Construction, p. 662), which is the limit of what a colony can build during an activation of the Construction Power at the colony, unless RPs are received from other sources prior to the Construction Power activation (e.g., Unloaded from Cargo Ships, see Material Handling, 1 Construction, p. 664, or from Carting Commerce Power activations, see Carting, 4 Commerce, p. 1229).
- ✓ Because the Jenny PEACE colony has industry, the planet received two Pollution Potentials as a result of the dual activation of the Census and Taxation Power. See Pollution Potentials, 3 Taxation & Census, p. 320.

It is important to understand that, while this example focuses only on the PEACE Colony, the Census and Taxation Power activations occur globally for the position (see Tax Revolt or Revolting Taxes, 1 Taxation & Census, p. 297), thus the Census Power activation might have been beneficial in other places owned by the Jenny Jovereignty and RPs from other places may flow into the Treasury (barring tax revolts) for greater effect on the position’s future development.

- ✓ As a result of the Jenny Jovereignty Census and Taxation Power activations at the PEACE colony, the Concierge exercises an Intervention Potential to publish a Push Intervention Special Bulletin (see 2 Entropy, p. 235) suggesting that miners at the PEACE colony found something unusual, alien, ancient and unsettling in a sealed cavern....