

**Appendix WA – *Asteres Planetai*  
Wanderers Fundamental Realities**

The Wanderers are global Fundamental Realities that act as environmental cards for the game. They primarily affect the physical universe for all positions; Wanderers change the baseline play of the game from the beginning and are revealed to the players when the game begins.

1. The Cold Equations: (planets) The probability of finding Optimal Class Planets is halved and the probability of finding Hospitable Class planets is reduced by one third.
  - Note that this does not need to be a negative, the chances could run the opposite direction, at the discretion of the Concierge.
2. Small Worlds: (planets) The Maximum Habitability of all planets, except Homeworlds, is reduced by 30%.
  - Note that this could also be an increase in Maximum Habitability, at the Concierge's discretion.
3. That's Special: (planets) The probability of Special Planets is increased by 10%.
  - Note, this can also be a 10% decrease in the likelihood of Special Planets at the Concierge's discretion.
4. Blue Shift: (stars) The frequency of Blue Stars is changed significantly.
  - Note that because Blue Stars are rarer than mainline stars, probably this should not become a decrease in Blue Stars.
5. Red Shift: (stars) The frequency of Red Stars is increased by 20 to 50%.
  - Note that because Red Stars are rarer than mainline stars, probably this should not become a decrease in Red Stars.
6. Stellar Neighborhood: (stars) Two is subtracted from the d10 roll to see how many new stars are found when using the Looking purpose of the Expansion Power Activation.
  - Note that, for a more abundant game, the percentage can be increased instead of decreased at the Concierge's discretion.
7. Stop Sign: (stardrive) Generic Stardrive (GSD) does not work until the third to fifth Regular Turn of the game, even if positions begin with the GSD patent and ships (or build new ships).
  - Note, there is no way to reverse this, GSD patents cannot be made to work before time has elapsed! This will slow down the early game expansion, causing positions to focus on development for the first few Regular Turns, instead of exploration and expansion; but that might not be bad because they will explode off the launch pad on T minus zero. This is a one-time only effect.
8. One Way: (stardrive) Generic Stardrive is the only means of FTL travel in this universe. Instead, positions must increase current maximum Speed to 8 and succeed in a Stardrive Patent prosecution attempt to exit the 1<sup>st</sup> Era and must succeed in a Stardrive Patent prosecution attempt to exit the 2<sup>nd</sup> Era.

- Note, only the Patent prosecution attempt is necessary (requiring a Technology Power Activation), positions do not submit a proposed Stardrive Patent.
- 9. Rubber Band: (stardrive) FTL travel is not really possible, it's just an illusion we use. Whenever a ship departs a system, the (ghost) image of the ship remains in the system. Each Regular Turn, there is a 10% chance that each ship will be yanked back to its last point of departure, with an equal chance that if it is occurs, the ship will be destroyed. This occurs whether the ship is in interstellar flight or in a system as long as the image remains in the departure system. There is a 25% chance each turn that each (ghost) image in a departure system will dissipate, freeing the outbound ship from the yank-back risk until it departs again from wherever it is located.
  - Note, think about instantaneous FTL acceleration: the ship is gone, but you are still seeing light that reflected off the ship before it moved. The “rubber band” effect takes this a little further, creating a paradox by enforcing the standard of Einsteinian physics that FTL travel is (literally) impossible. This was an idea I had for a science-fiction role-playing setting many years ago.
- 10. Wrinkles in Time: (stardrive/galactic space) All Disturbance Modifiers are temporal.
  - Note, this will slow ships in the game, as ship speed is ineffective against temporal Disturbance Modifiers. The Concierge could decide that all Disturbance Modifiers are spatial instead, allowing ship speed development to triumph.
- 11. SlowGo: (galactic space) All ships exploring a new starsystem (including warships) must pass two consecutive Hazard Rolls to succeed, if either roll fails, the ship is destroyed.
  - Note, this universe is one with lots of leftover debris and other unknown hazards, making exploration slower and more costly. There is no way to reverse this effect, that is, the Concierge should not eliminate Hazard Rolls from the game to make exploration painless and fast.
- 12. The Centre: (galactic space) At the center of the starting Galactic Space is a super system containing a large number of very nice high Maximum Habitability and Special Planets. Everyone knows the location at the beginning of the game, and obviously, this location will not be occupied initially.
  - Note, this is the Firefly set-up. The Homeworld, Lost Colonist, and Outposter positions will need to be arranged approximately equidistant from the center, and at least three turns distant at the starting Ship Speed, pushing them closer to the edges where the invader Primal States will begin.
- 13. Eye of the Void: (galactic space) The center of the starting Galactic Space is a supermassive black hole. ‘Nuff said.
  - Note that there is no ‘center’ in this game, the 30 starting stars are arranged around this black hole, and positions will be Looking outward early. The coordinates of the black hole effect are defined and known to all positions. Any ship that enters the area perishes, there is no other effect, no pull.
- 14. With a Bang: (population) All positions receive a free Census and Taxation Power activation (no Acts, Scenes or Power Activations) on the third turn of the game. The

Taxation and Census Powers cannot be voluntarily activated on that turn to create a double effect, so do something else useful.

- Note, this is a one-time only effect – an early game kick in the pants.
15. Franca Lingua: (population) All Major Race positions, except Truly Alien positions – oddly – speak the same language (probably English) and this does not change during the game.
    - Note, this is something difficult to quantify directly in game terms, but it should affect Conversion, Naturalization, Commerce, and all sorts of spying and special operations (think of, for example, a civil war situation). The base game assumes that each species has its own communication forms. Alternatively, participants can imagine or assume that universal language translation is a widespread, unobtrusive pre-game technology (without an Existential Patent) that allowed unification of their species and that works just as well on all species. Or even that some form of universal linguistic psychic talent develops with FTL.
  16. Denial is not a river in Egypt: (population) There is a plentiful or easy to manufacture, universal recreational substance that affects all species in the game powerfully. Each time a Regular Turn is processed, an Intervention Potential Plus is generated against the position instead of an Intervention Potential.
    - Note, this is not Melange from the Dune series, there is benefit to this substance and only harm (Melange extended life and consciousness and was also highly addictive).
  17. Countdown to Extinction: (population) The universe is changing, starting on Turn Cycle 40, there is a 5% chance each Regular Turn that Major Race will simply vanish from the universe.
    - Note, this effectively creates a time limit for the game. Players can choose to end the game before then.
  18. Stupidity Quotient: (population) Enlightenment rerolls do not occur 50% of the time, if they do not occur, the Enlightenment is not used.
    - Note, can you tell me this is not true? This will make the wheels turn a little slower in the game. There is no way really to reverse this one.
  19. Love of Life: (population) Population growth is increased by 30% each Census Power Activation. There is a 30% chance the Census Power will activate automatically each Regular Turn, at no cost, but during the game, the Census Power cannot be voluntarily activated by positions.
    - Note, this one has two parts; the net effect will be to create population pressure. It is possible for the Concierge to decide that population growth will be decreased by 30% instead, making the game slower and more difficult in the opposite way. It is also possible that the Concierge may decide that the Census Power activation fails 30% of the time, though Census Power is the only Power Activation that cannot fail normally. The two parts could also be split for chaotic results, allowing perhaps 30% less growth per activation, but a 30% chance that the Census Power will activate automatically.

20. Chosen Ones: (positions) Each Regular Turn one position will become the “chosen ones” and on the next Regular Turn, they will have one extra Power Activation. Only the “chosen ones” position players will be informed of the extra activation, thus it is secret.
- Note, this event is completely fickle; it will occur whether the position is able to activate an extra power or not, it may occur to the same position on consecutive turns, or the same position may be chosen several times in ten turns or not at all.