

ALLEGIANCE. REWARD. POWER.





"BUILDING A FUTURE THROUGH THE RULE OF LAW"

- SENATOR ARISSA LAVIGNY-DUVAL

DETAILS

NAME	SENATOR ARISSA LAVIGNY-DL
HEADQUARTERS	KAMADHENU
AGE	58
ALLEGIANCE	EMPIRE

CURRENT STATUS

	GALACTIC STANDING ▲ Standing Increased
	2565 CC INCOME FROM 315 EXPLOITED SYSTEMS
	492 CC UPKEEP FOR 33 CONTROLLED SYSTEMS
	694 CC OVERHEADS
	1379 TOTAL COMMAND CAPITAL [CC] AVAILABLE

ETHOS

PREPARATION

The Senator's staff researches intelligence from systems to expose endemic corruption. These damning reports are used to highlight the benefits of Imperial justice.



SOCIAL

EXPANSION

To save a system from the corruption of their own officials, Senator Lavigny-Duval despatches elements of her own fleet and private contractors to root them out.



COMBAT

Strong against Feudal and Patronage governments.

Weak against Dictatorship governments.

CONTROL

Senator Lavigny-Duval upholds law and order by maintaining a military garrison in her controlled systems. They are on constant alert and ready to mete out Imperial justice to wrongdoers.



COMBAT

Strong against Feudal and Patronage governments.

Weak against Dictatorship governments.

AVAILABLE RATINGS

RATING 1
BASIC RATING

- Weekly Bonus: 1,000 Cr
- 0 Preparation Nominations
- 10 Power commodity allocation every half hour



RATING 2
UNLOCKED AT 100 MERITS

- Weekly Bonus: 50,000 Cr
- 2 Preparation Nominations
- 15 Power commodity allocation every half hour
- Bounties handed in at a controlled/exploited system are increased by 20%, increasing to 30/40/50 percent at galactic power standing levels 3/2/1 respectively.



RATING 3
UNLOCKED AT 750 MERITS

- Weekly Bonus: 500,000 Cr
- 5 Preparation Nominations
- 20 Power commodity allocation every half hour
- Access to the Imperial Hammer - A multi-shot rail gun after 4 weeks aligned with this power.



RATING 4
UNLOCKED AT 1,500 MERITS

- Weekly Bonus: 5,000,000 Cr
- 10 Preparation Nominations
- 25 Power commodity allocation every half hour
- No benefits other than standard voting/cargo increase.



RATING 5
UNLOCKED AT 10,000 MERITS

- Weekly Bonus: 50,000,000 Cr
- 25 Preparation Nominations
- 50 Power commodity allocation every half hour
- 100% increase on bounty payouts in controlled/exploited systems.



EXPLOITATION IMPACT

HEADQUARTERS

Senator Arissa Lavigny-Duval's headquarters is situated in Kamadhenu. In her domain Empire aligned minor faction activity influence effects are boosted while Federation aligned are reduced.



CONTROL SYSTEMS

Fines and bounties doubled
Pay out for bounty claims increased by 20%
Security increased
Black markets closed



EMPIRE

Pay out for bounty claims increased by 20%
Black market illegal goods value increased by 5%



FEDERATION

Pay out for bounty claims increased by 20%
Black market illegal goods value increased by 5%



INDEPENDENT

Pay out for bounty claims increased by 20%
Black market illegal goods value increased by 5%

ALLIANCE

Pay out for bounty claims increased by 20%
Black market illegal goods value increased by 5%





"OUR MILITARY CANNOT BE ALLOWED TO LAG BEHIND THAT IMPERIAL NAVY."
- PRESIDENT HUDSON -REPUBLICAN

DETAILS

NAME	PRESIDENT HUDSON -REPUBL
HEADQUARTERS	NANOMAM
AGE	83
ALLEGIANCE	FEDERATION

CURRENT STATUS

2	GALACTIC STANDING ▼ Standing Decreased
3958	CC INCOME FROM 497 EXPLOITED SYSTEMS
913	CC UPKEEP FOR 37 CONTROLLED SYSTEMS
2160	CC OVERHEADS
885	TOTAL COMMAND CAPITAL [CC] AVAILABLE

ETHOS

PREPARATION

President Hudson uses intelligence collected by both military and civilian Federal agencies to ensure that he has his finger on the pulse, weighing up where to focus his efforts.



COMBAT

EXPANSION

President Hudson believes that human space would thrive under the auspices of Federal rule. He is willing to order the use of force if needed, using the pretence of security when overrunning Federal aligned systems.



COMBAT

Strong against Feudal and Patronage governments.

Weak against Dictatorship governments.

CONTROL

As far as President Hudson is concerned, only a continued show of Federal might is enough to ensure law and order is maintained.



COMBAT

Strong against Feudal and Patronage governments.

Weak against Dictatorship governments.

AVAILABLE RATINGS

RATING 1

BASIC RATING

- Weekly Bonus: 1,000 Cr
- 0 Preparation Nominations
- 10 Power commodity allocation every half hour



RATING 2

UNLOCKED AT 100 MERITS

- Weekly Bonus: 50,000 Cr
- 2 Preparation Nominations
- 15 Power commodity allocation every half hour
- Bounties handed in at a controlled/exploited system are increased by 20%. Increasing to 30/40/50 percent at galactic power standing levels 3/2/1 respectively.



RATING 3

UNLOCKED AT 750 MERITS

- Weekly Bonus: 500,000 Cr
- 5 Preparation Nominations
- 20 Power commodity allocation every half hour
- Unlocks Pacifier Frag-Cannon-A large fragmentation cannon with decreased damage but increased range and tighter spread, after 4 weeks aligned with this power.



RATING 4

UNLOCKED AT 1,500 MERITS

- Weekly Bonus: 5,000,000 Cr
- 10 Preparation Nominations
- 25 Power commodity allocation every half hour
- No benefits other than standard voting/cargo increase.



RATING 5

UNLOCKED AT 10,000 MERITS

- Weekly Bonus: 50,000,000 Cr
- 25 Preparation Nominations
- 50 Power commodity allocation every half hour
- 100% increase on bounty payouts in controlled/exploited systems.



EXPLOITATION IMPACT

HEADQUARTERS

President Hudson's headquarters is in the Nanomam system. In his domain all Federal aligned minor faction activity influence effects are boosted while Imperial aligned minor factions are reduced.



CONTROL SYSTEMS

Shipyards stock Vulture Eagle and Dropship
10% Reduction on weapons
Security levels increase by 30%



EMPIRE

40% Security reduction as resources are focused on Federal systems



FEDERATION

10% Reduction on weapons
Security levels increased by 20%



INDEPENDENT

40% Security reduction as resources are focused on Federal systems

ALLIANCE

40% Security reduction as resources are focused on Federal systems





"BUSINESS BRINGS OPPORTUNITY AND WITHOUT OPPORTUNITY NONE OF US CAN HOPE"
- SENATOR ZEMINA TORVAL

DETAILS

NAME	SENATOR ZEMINA TORVAL
HEADQUARTERS	SYNTEINI
AGE	124
ALLEGIANCE	EMPIRE

CURRENT STATUS

3	GALACTIC STANDING ▲ Standing Increased
1997	CC INCOME FROM 261 EXPLOITED SYSTEMS
348	CC UPKEEP FOR 24 CONTROLLED SYSTEMS
368	CC OVERHEADS
1281	TOTAL COMMAND CAPITAL [CC] AVAILABLE

ETHOS

PREPARATION

Senator Torval forges strong economic bonds with systems by treating them as preferred trading partners.



FINANCE



FINANCE



COVERT

EXPANSION

Using her economic connections and vast wealth, Senator Torval purchases both land and infrastructure; in doing so she acquires a controlling stake in systems..

Strong against Corporate governments.

Weak against Communist, Co-operative, Feudal and Patronage governments.

CONTROL

Hiring private security allows Senator Torval to keep her distance from some of the darker methods of control used to keep systems in line.

Strong against Feudal, Dictatorship, Communist and Co-operative governments.

Weak against Democracy governments.

AVAILABLE RATINGS

RATING 1

BASIC RATING

- Weekly Bonus: 1,000 Cr
- 0 Preparation Nominations
- 10 Power commodity allocation every half hour



RATING 2

UNLOCKED AT 100 MERITS

- Weekly Bonus: 50,000 Cr
- 2 Preparation Nominations
- 15 Power commodity allocation every half hour
- Any trade profit in a controlled/exploited system is rewarded with a voucher for 5% of the profits, increasing to 10/15/20 percent at galactic power standing levels 3/2/1 respectively.



RATING 3

UNLOCKED AT 750 MERITS

- Weekly Bonus: 500,000 Cr
- 5 Preparation Nominations
- 20 Power commodity allocation every half hour
- Unlocks the Mining Lance - A mining laser capable of inflicting combat damage, after 4 weeks aligned with this power.



RATING 4

UNLOCKED AT 1,500 MERITS

- Weekly Bonus: 5,000,000 Cr
- 10 Preparation Nominations
- 25 Power commodity allocation every half hour
- No benefits other than standard voting/cargo increase.



RATING 5

UNLOCKED AT 10,000 MERITS

- Weekly Bonus: 50,000,000 Cr
- 25 Preparation Nominations
- 50 Power commodity allocation every half hour
- 50% increase on rare goods profits in controlled/exploited systems.



EXPLOITATION IMPACT

HEADQUARTERS

Senator Torval's headquarters is situated in the Synteini system. In her domain Empire aligned minor faction activity influence effects are boosted while Federation aligned are reduced.



CONTROL SYSTEMS

Imperial slavery prices reduced by 10%
Imperial ships available in all shipyards
Doubled production and consumption of mined materials
10% Reduction in price of mined materials



EMPIRE

Production Consumption of imperial slaves doubled



FEDERATION

5% Reduced price for mined materials due to the market flooding



INDEPENDENT

5% Reduced price for mined materials due to the market flooding

ALLIANCE

5% Reduced price for mined materials due to the market flooding





"WE SHOULD DO WHAT IS RIGHT, NOT NECESSARILY WHAT IS EASY OR POPULAR."

- SHADOW PRESIDENT FELICIA WINTERS - LIBERAL

DETAILS

NAME	SHADOW PRESIDENT FELICIA
HEADQUARTERS	RHEA
AGE	72
ALLEGIANCE	FEDERATION

ETHOS

PREPARATION

Shadow President Felicia Winters' media teams provide education on how liberal values bring a better life to all in the targeted systems.



SOCIAL

CURRENT STATUS

4 GALACTIC STANDING
▼ Standing Decreased

2707 CC INCOME FROM 336 EXPLOITED SYSTEMS

728 CC UPKEEP FOR 32 CONTROLLED SYSTEMS

711 CC OVERHEADS

1268 TOTAL COMMAND CAPITAL [CC] AVAILABLE

EXPANSION

Shadow President Felicia Winters sets in motion an extensive aid campaign improving welfare and health in the system. It's accompanied by agreements to ensure that Federal values are respected in those systems.



FINANCE

Strong against Corporate governments.

Weak against Communist, Co-operative, Feudal and Patronage governments.

CONTROL

Shadow President Felicia Winters' tactics specialise in building communities, binding systems together through common causes, and utilising Federal courier services to aid continuity and smooth operations.



FINANCE

Strong against Corporate governments.

Weak against Communist, Co-operative, Feudal and Patronage governments.

AVAILABLE RATINGS

RATING 1
BASIC RATING

- Weekly Bonus: 1,000 Cr
- 0 Preparation Nominations
- 10 Power commodity allocation every half hour



RATING 2
UNLOCKED AT 100 MERITS

- Weekly Bonus: 50,000 Cr
- 2 Preparation Nominations
- 15 Power commodity allocation every half hour
- Any positive influence change in a controlled/exploited system is increased by 10%, increasing to 15/20/25 percent at galactic power standing levels 3/2/1 respectively.



RATING 3
UNLOCKED AT 750 MERITS

- Weekly Bonus: 500,000 Cr
- 5 Preparation Nominations
- 20 Power commodity allocation every half hour
- Unlocks access to the Pulse Disruptor - A medium pulse weapon that also causes module malfunction, after 4 weeks aligned with this power.



RATING 4
UNLOCKED AT 1,500 MERITS

- Weekly Bonus: 5,000,000 Cr
- 10 Preparation Nominations
- 25 Power commodity allocation every half hour
- No benefits other than standard voting/cargo increase.



RATING 5
UNLOCKED AT 10,000 MERITS

- Weekly Bonus: 50,000,000 Cr
- 25 Preparation Nominations
- 50 Power commodity allocation every half hour
- 100% increase to influence reward in controlled/exploited systems.



EXPLOITATION IMPACT

HEADQUARTERS

Shadow President Felicia Winters' headquarters is based in Rhea. In her domain all Federal aligned minor faction activity influence effects are boosted while Imperial aligned minor factions are reduced.



CONTROL SYSTEMS

Consumption and production of basic foods and medicine increased 3 times
20% security level increase



EMPIRE

10% Increased costs of imperial slaves due to political resistance to their existence



FEDERATION

Two times increase in consumption and production of basic foods and medicine
20% security level increase



INDEPENDENT

2 times increase in consumption and production of basic foods and medicine

ALLIANCE

2 times increase in consumption and production of basic foods and medicine





"ONLY THROUGH STRENGTH OF PURPOSE CAN THE EMPIRE MAINTAIN THE GLORY IT HAS"
- SENATOR DENTON PATREUS

DETAILS

NAME	SENATOR DENTON PATREUS
HEADQUARTERS	EOTIENSES
AGE	48
ALLEGIANCE	EMPIRE

CURRENT STATUS

5	GALACTIC STANDING ▲ Standing Increased
1415	CC INCOME FROM 160 EXPLOITED SYSTEMS
426	CC UPKEEP FOR 18 CONTROLLED SYSTEMS
107	CC OVERHEADS
882	TOTAL COMMAND CAPITAL [CC] AVAILABLE

ETHOS

PREPARATION

In order to make systems more susceptible to his will, the Senator offers an extensive line of credit to all parties interested in ordering bulk shipments of Imperial armaments.



FINANCE



COMBAT



COMBAT

EXPANSION

As controller of one of the largest private fleets in the Empire, Senator Patreus is able to muster enough armed forces to overthrow all but the mightiest of interstellar powers.

Strong against Feudal and Patronage governments.

Weak against Dictatorship governments.

CONTROL

The Senator protects those under his care by providing funds and supplies to help bolster local security forces. Private contractors working for Senator Patreus have an excellent track record for executing the Senator's will.

Strong against Feudal and Patronage governments.

Weak against Dictatorship governments.

AVAILABLE RATINGS

RATING 1

BASIC RATING

- Weekly Bonus: 1,000 Cr
- 0 Preparation Nominations
- 10 Power commodity allocation every half hour



RATING 2

UNLOCKED AT 100 MERITS

- Weekly Bonus: 50,000 Cr
- 2 Preparation Nominations
- 15 Power commodity allocation every half hour
- Weapon modules in controlled/exploited systems have a 10% cost reduction, increasing to 20/25/30 percent at galactic power standing levels 3/2/1 respectively.



RATING 3

UNLOCKED AT 750 MERITS

- Weekly Bonus: 500,000 Cr
- 5 Preparation Nominations
- 20 Power commodity allocation every half hour
- Unlocks access to the Advanced Accelerator - a specialist plasma weapon, after 4 weeks aligned with this power.



RATING 4

UNLOCKED AT 1,500 MERITS

- Weekly Bonus: 5,000,000 Cr
- 10 Preparation Nominations
- 25 Power commodity allocation every half hour
- No benefits other than standard voting/cargo increase.



RATING 5

UNLOCKED AT 10,000 MERITS

- Weekly Bonus: 50,000,000 Cr
- 25 Preparation Nominations
- 50 Power commodity allocation every half hour
- 90% reduction in munitions costs in controlled/exploited systems.



EXPLOITATION IMPACT

HEADQUARTERS

Senator Patreus' headquarters is based on his home world of Eotiensens. In his domain Empire aligned minor faction activity influence effects are boosted while Federally aligned are reduced.



HEADQUARTERS



CONTROL SYSTEMS

10% Price reduction on Imperial ships in shipyards



EMPIRE

30% Increased consumption and production for high value goods
5% increase in price paid for high value goods



FEDERATION

5% Reduced purchase price for high value goods to cover new taxes



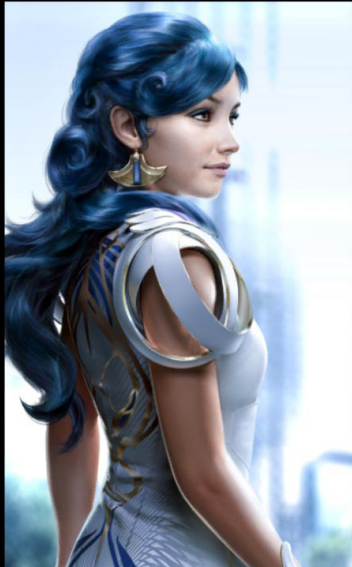
INDEPENDENT

5% Reduced price for high value goods to cover new taxes

ALLIANCE

5% Reduced price for high value goods to cover new taxes





"TORVAL IS A HORRIBLE, TWISTED OLD LADY. WE HAVE NO BEGGARS OR PEOPLE GOING
- PRINCESS AISLING DUVAL

DETAILS

NAME	PRINCESS AISLING DUVAL
HEADQUARTERS	CUBEO
AGE	25
ALLEGIANCE	EMPIRE

CURRENT STATUS

6	GALACTIC STANDING ▲ Standing Increased
1288	CC INCOME FROM 161 EXPLOITED SYSTEMS
118	CC UPKEEP FOR 17 CONTROLLED SYSTEMS
101	CC OVERHEADS
1069	TOTAL COMMAND CAPITAL [CC] AVAILABLE

ETHOS

PREPARATION

Aisling's Propaganda teams use viral propaganda campaigns to capture hearts and minds, showing a new and populist vision of the Empire.



SOCIAL

EXPANSION

Aisling's backer's interests acquire controlling stakes in newsfeed and media networks throughout the system, ushering in a new era of socially engineered Imperial support.



FINANCE

Strong against Corporate governments.

Weak against Communist, Co-operative, Feudal and Patronage governments.

CONTROL

A sustained media blitz focusing on Aisling's good deeds helps recover wavering support in systems under her sway.



SOCIAL

Strong against Communist, Co-operative and Confederacy governments.

Weak against Feudal, Prison Colony and Theocracy governments.

AVAILABLE RATINGS

RATING 1

BASIC RATING

- Weekly Bonus: 1,000 Cr
- 0 Preparation Nominations
- 10 Power commodity allocation every half hour



RATING 2

UNLOCKED AT 100 MERITS

- Weekly Bonus: 50,000 Cr
- 2 Preparation Nominations
- 15 Power commodity allocation every half hour
- Any influence change applied in a controlled/exploited system is Increased by 10%, increasing to 15/20/25 percent at galactic power standing levels 3/2/1 respectively



RATING 3

UNLOCKED AT 750 MERITS

- Weekly Bonus: 500,000 Cr
- 5 Preparation Nominations
- 20 Power commodity allocation every half hour
- Unlocks access to Prismatic Shield Generators that create particularly strong shields, after 4 weeks pledged to this power.



RATING 4

UNLOCKED AT 1,500 MERITS

- Weekly Bonus: 5,000,000 Cr
- 10 Preparation Nominations
- 25 Power commodity allocation every half hour
- No benefits other than standard voting/cargo increase.



RATING 5

UNLOCKED AT 10,000 MERITS

- Weekly Bonus: 50,000,000 Cr
- 25 Preparation Nominations
- 50 Power commodity allocation every half hour
- 100% increase to influence reward in controlled/exploited systems.



EXPLOITATION IMPACT

HEADQUARTERS

Aisling Duval's headquarters is based in the Cubeo system. In her domain Empire aligned minor faction activity influence effects are boosted while those of Federation alignment are reduced.



CONTROL SYSTEMS

10% increase in value of high value goods
Security level raised
Greater production and consumption of high value goods



EMPIRE

Greater production and consumption of high value goods



FEDERATION

Greater production and consumption of high value goods



INDEPENDENT

Greater production and consumption of high value goods

ALLIANCE

Greater production and consumption of high value goods





"ON THIS DAY WE REMEMBER THE BRAVE WHO FELL SO THAT THE ALLIANCE WAS BOF"
- ALLIANCE PRIME MINISTER MAHON

DETAILS

NAME	ALLIANCE PRIME MINISTER M
HEADQUARTERS	GATEWAY
AGE	114
ALLEGIANCE	ALLIANCE

CURRENT STATUS

	GALACTIC STANDING ▼ Standing Decreased
	1355 CC INCOME FROM 160 EXPLOITED SYSTEMS
	253 CC UPKEEP FOR 17 CONTROLLED SYSTEMS
	74 CC OVERHEADS
	1028 TOTAL COMMAND CAPITAL [CC] AVAILABLE

ETHOS

PREPARATION

The Alliance provides a broad range of trade agreements and other benefits. These favour independent systems.



FINANCE

EXPANSION

Mahon encourages systems into the Alliance fold through diplomatic missions and creating legislation to enable joining the Alliance.



FINANCE

Strong against Corporate governments.

Weak against Communist, Co-operative, Feudal and Patronage governments.

CONTROL

Prime Minister Mahon supports his presence in systems by establishing greater governmental links and trade protectionism, in such a manner as to limit other parties' ability to gain influence.



FINANCE

Strong against Corporate governments.

Weak against Communist, Co-operative, Feudal and Patronage governments.

AVAILABLE RATINGS

**RATING 1
BASIC RATING**

- Weekly Bonus: 1,000 Cr
- 0 Preparation Nominations
- 10 Power commodity allocation every half hour



**RATING 2
UNLOCKED AT 100 MERITS**

- Weekly Bonus: 50,000 Cr
- 2 Preparation Nominations
- 15 Power commodity allocation every half hour
- Trade profits in a controlled/exploited system are rewarded with a voucher for 5% of the profits, increasing to 10/15/20 percent at galactic power standing levels 3/2/1 respectively.



**RATING 3
UNLOCKED AT 750 MERITS**

- Weekly Bonus: 500,000 Cr
- 5 Preparation Nominations
- 20 Power commodity allocation every half hour
- Unlocks the Retribution - a small beam laser which causes enhanced heat damage, after 4 weeks aligned to this power.



**RATING 4
UNLOCKED AT 1,500 MERITS**

- Weekly Bonus: 5,000,000 Cr
- 10 Preparation Nominations
- 25 Power commodity allocation every half hour
- No benefits other than standard voting/cargo increase.



**RATING 5
UNLOCKED AT 10,000 MERITS**

- Weekly Bonus: 50,000,000 Cr
- 25 Preparation Nominations
- 50 Power commodity allocation every half hour
- 50% increase on rare goods profits in controlled/exploited systems.



EXPLOITATION IMPACT

HEADQUARTERS

Prime Minister Mahon's headquarters is situated in Gateway. In his domain Independent and Alliance minor faction activity influence effects are boosted while those of the Federation and Empire are reduced.



CONTROL SYSTEMS

20% Reduction on hull reinforcements and cargo racks
4 times Greater production and consumption of agricultural goods and equipment
5% price reduction in agricultural goods and equipment



EMPIRE

50% Reduction of production and consumption of agricultural goods
5% increase in price of agricultural goods



FEDERATION

50% Reduction of production and consumption of agricultural goods
5% increase in price of agricultural goods



INDEPENDENT

10% Price Increase in agricultural food goods
4 times greater production and consumption of agricultural goods
5% price reduction in agricultural equipment

ALLIANCE

10% Price Increase in agricultural food goods
4 times greater production and consumption of agricultural goods
10% price reduction in agricultural equipment





"WITH ENOUGH DATA WE CAN PREDICT ALMOST ANYTHING."

- LI YONG-RUI - CEO SIRIUS GOV

DETAILS

NAME	LI YONG-RUI - CEO SIRIUS GOV
HEADQUARTERS	LEMBAVA
AGE	103
ALLEGIANCE	INDEPENDENT

CURRENT STATUS

8	GALACTIC STANDING Ranking not changed
1052	CC INCOME FROM 140 EXPLOITED SYSTEMS
151	CC UPKEEP FOR 15 CONTROLLED SYSTEMS
50	CC OVERHEADS
851	TOTAL COMMAND CAPITAL [CC] AVAILABLE

ETHOS

PREPARATION

Li Yong-Rui leverages his connections with Sirius Corp. to build an irresistible flood of discounts and media presence inspiring spending and investment from the population.



SOCIAL

EXPANSION

Li Yong-Rui uses access to vast funds in order to buy up huge swathes of both private and government sectors, leading to absolute control of the system.



FINANCE

Strong against Corporation governments.

Weak against Communist, Co-operative, Feudal and Patronage governments.

CONTROL

Li Yong-Rui cements his control of systems by oiling the wheels of industry distributing much needed technology and resources from its headquarters in Lembava.



FINANCE

Strong against Corporate governments.

Weak against Communist, Co-operative, Feudal and Patronage governments.

AVAILABLE RATINGS

RATING 1
BASIC RATING

- Weekly Bonus: 1,000 Cr
- 0 Preparation Nominations
- 10 Power commodity allocation every half hour



RATING 2
UNLOCKED AT 100 MERITS

- Weekly Bonus: 50,000 Cr
- 2 Preparation Nominations
- 15 Power commodity allocation every half hour
- Any ship insurance cost paid in a controlled or exploited systems is reduced by 5%, increasing to 10/15/20 percent at galactic power standing levels 3/2/1 respectively.



RATING 3
UNLOCKED AT 750 MERITS

- Weekly Bonus: 500,000 Cr
- 5 Preparation Nominations
- 20 Power commodity allocation every half hour
- Unlocks the Pack-hound Rack - A medium seeker missile rack that fires a salvo of "drunk" missiles, after 4 weeks aligned with this power.



RATING 4
UNLOCKED AT 1,500 MERITS

- Weekly Bonus: 5,000,000 Cr
- 10 Preparation Nominations
- 25 Power commodity allocation every half hour
- No benefits other than standard voting/cargo increase.



RATING 5
UNLOCKED AT 10,000 MERITS

- Weekly Bonus: 50,000,000 Cr
- 25 Preparation Nominations
- 50 Power commodity allocation every half hour
- 200% increase on exploration data sale in controlled/exploited systems.



EXPLOITATION IMPACT

HEADQUARTERS

Sirius Gov headquarters is based in the Lembava system. Sirius Gov has a stabilising effect on all systems no matter what their allegiance, so minor faction activity Influence effects are reduced across the board but more so for Federation and Imperial factions.



CONTROL SYSTEMS

Production and consumption of high tech goods is doubled
Purchase price for high tech goods is down by 10%
All shipyards stock Cobra, Diamondback, Asp and Python
Outfitting prices reduced by 15%



EMPIRE

Production and consumption of high tech goods is doubled
Purchase price for high tech goods is down by 10%



FEDERATION

Production and consumption of high tech goods is doubled
Purchase price for high tech goods is down by 10%



INDEPENDENT

Production and consumption of high tech goods is doubled
Purchase price for high tech goods is down by 10%

ALLIANCE

Production and consumption of high tech goods is doubled
Purchase price for high tech goods is down by 10%





"IF YOU'RE NOT PART OF THE KUMO CREW THEN YOU ARE NOBODY."
- ARCHON DELAINE'S KUMO CREW

DETAILS

NAME	ARCHON DELAINE'S KUMO CR
HEADQUARTERS	HARMA
AGE	52
ALLEGIANCE	INDEPENDENT

CURRENT STATUS

9	GALACTIC STANDING Ranking not changed
996	CC INCOME FROM 132 EXPLOITED SYSTEMS
246	CC UPKEEP FOR 11 CONTROLLED SYSTEMS
39	CC OVERHEADS
711	TOTAL COMMAND CAPITAL [CC] AVAILABLE

ETHOS

PREPARATION

Archon Delaine exploits and nurtures the criminal elements in the system providing resources and contacts to ensure they pervade every level of society. Blackmail and bribery ensure that all answer to the Kumo Crew.



COMBAT

EXPANSION

Having developed the criminal elements in the systems Archon Delaine instigates infighting and violent insurrection forcing those that could resist him to try and attempt to clean up the system.



COMBAT

Strong against Feudal and Patronage governments.

Weak against Dictatorship governments.

CONTROL

There is no time for weakness. We rule through fear and will divide and conquer those that are resistant to our presence. They will pay the inevitable price in blood and have their families sold into slavery.



SOCIAL

Strong against Communist, Co-operative and Confederacy governments.

Weak against Feudal, Prison Colony and Theocracy governments.

AVAILABLE RATINGS

**RATING 1
BASIC RATING**

- Weekly Bonus: 1,000 Cr
- 0 Preparation Nominations
- 10 Power commodity allocation every half hour



**RATING 2
UNLOCKED AT 100 MERITS**

- Weekly Bonus: 50,000 Cr
- 2 Preparation Nominations
- 15 Power commodity allocation every half hour
- Bounties and fines incurred in controlled/exploited systems are reduced by 20%, increasing to 30/40/50 percent at galactic power standing levels 3/2/1 respectively.



**RATING 3
UNLOCKED AT 750 MERITS**

- Weekly Bonus: 500,000 Cr
- 5 Preparation Nominations
- 20 Power commodity allocation every half hour
- Unlocks the Cytoscrambler - a burst laser that is highly effective against shields but does no hull damage, after 4 weeks aligned with this power.



**RATING 4
UNLOCKED AT 1,500 MERITS**

- Weekly Bonus: 5,000,000 Cr
- 10 Preparation Nominations
- 25 Power commodity allocation every half hour
- No benefits other than standard voting/cargo increase.



**RATING 5
UNLOCKED AT 10,000 MERITS**

- Weekly Bonus: 50,000,000 Cr
- 25 Preparation Nominations
- 50 Power commodity allocation every half hour
- 100% reduction on fines and bounties in controlled/exploited systems.



EXPLOITATION IMPACT

HEADQUARTERS

Archon Delaine's headquarters are in the Harma system. Archon's rule creates a great deal of instability. All factional influence and activity have an increased effect, though it favours Independents over Federal and Imperial systems.



CONTROL SYSTEMS

Huge increase in consumption and production of narcotics and weapons along with reduced prices Security level is halved Black markets are opened if not already present



EMPIRE

Security level is halved Black markets pay 10% more for illegal goods



FEDERATION

Security level is halved Black markets pay 10% more for illegal goods



INDEPENDENT

Security level is halved Black markets pay 10% more for illegal goods

ALLIANCE

Security level is halved Black markets pay 10% more for illegal goods





"UTOPIA IS A CONSENSUS OF VALUES AND INNOVATION."

- PRANAV ANTAL - UTOPIAN LEADER

DETAILS

NAME	PRANAV ANTAL - UTOPIAN LE
HEADQUARTERS	POLEVNIC
AGE	76
ALLEGIANCE	INDEPENDENT

CURRENT STATUS

10	GALACTIC STANDING Ranking not changed
624	CC INCOME FROM 84 EXPLOITED SYSTEMS
135	CC UPKEEP FOR 9 CONTROLLED SYSTEMS
10	CC OVERHEADS
479	TOTAL COMMAND CAPITAL [CC] AVAILABLE

ETHOS

PREPARATION

Utopian forces deliver propoganda on a mammoth scale, promising the chance to begin again in a golden land of opportunity.



SOCIAL

EXPANSION

Saving systems from the misguided bureaucrats who resist the truth of Utopia, Pranav Antal recruits Utopian Agitators to liberate the system from its misguided rule.



SOCIAL

Strong against Communist, Co-operative and Confederacy governments.

Weak against Feudal, Prison Colony and Theocracy governments.

CONTROL

Only through vigilance can the followers of Utopia be kept safe from the menace of opposition. This requires extra purity on the part of the enforcers, but they are willing to make that sacrifice.



COVERT

Strong against Feudal, Dictatorship, Communist and Co-operative governments.

Weak against Democracy governments.

AVAILABLE RATINGS

RATING 1
BASIC RATING

- Weekly Bonus: 1,000 Cr
- 0 Preparation Nominations
- 10 Power commodity allocation every half hour



RATING 2
UNLOCKED AT 100 MERITS

- Weekly Bonus: 50,000 Cr
- 2 Preparation Nominations
- 15 Power commodity allocation every half hour
- Positive influence change in a controlled/exploited system is increased by 5%, increasing to 10/15/20 percent at galactic power standing levels 3/2/1 respectively.



RATING 3
UNLOCKED AT 750 MERITS

- Weekly Bonus: 500,000 Cr
- 5 Preparation Nominations
- 20 Power commodity allocation every half hour
- Unlocks the Enforcer Cannon- Reduced fire rate but improved damage, after 4 weeks aligned with this power.



RATING 4
UNLOCKED AT 1,500 MERITS

- Weekly Bonus: 5,000,000 Cr
- 10 Preparation Nominations
- 25 Power commodity allocation every half hour
- No benefits other than standard voting/cargo increase.



RATING 5
UNLOCKED AT 10,000 MERITS

- Weekly Bonus: 50,000,000 Cr
- 25 Preparation Nominations
- 50 Power commodity allocation every half hour
- 100% increase on bounty payouts in controlled/exploited systems.



EXPLOITATION IMPACT

HEADQUARTERS

The Utopian movement's headquarters is in the Polevnic system. Pranav Antal's uncompromising rule and resistance to change results in unstable systems so all factional influence activity has an increased effect though it favours Independents over Federal and Empire.



CONTROL SYSTEMS

Doubling of received fines and bounties
Black markets are closed



EMPIRE

50% increase on received fines and bounties
Black markets pay an extra 10% more for illegal goods



FEDERATION

50% increase on received fines and bounties
Black markets pay an extra 10% more for illegal goods



INDEPENDENT

50% increase on received fines and bounties
Black markets pay an extra 10% more for illegal goods

ALLIANCE

50% increase on received fines and bounties
Black markets pay an extra 10% more for illegal goods





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