

Black Hole Software

The Succession Wars
Game Specifications
Version 0.04

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Additional Information, since a couple of month the Battletech game has returned to Jordan K. Weiman and the Wizkids game. This document is in no part a challenge to their respective copyright and is only a fan document. I believe the Battletech game belongs also to the dedicated players and should not be considered by Michael A. Stackpole to be only his, whatever part he may have in it. REMEMBER THE CLANS. Well you can find wizkids at this address: http://www.wizkidsgames.com/wk_home.htm

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Version 2, June 1991

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4. Revision History

VERSION 0.01 2001/07/25

- First draft, submitted to Beta Testers. Yan Périard (yperiard@BHS.info)

VERSION 0.02 2001/08/12

- Added new concepts to the game & explained others. (yperiard@BHS.info)
 - Province Historical Interests
 - Combat Explanation
 - ComStar Role
 - Added New Political Gestures
 - Building Times.

VERSION 0.03 2001/08/27

- Added new concepts to the game & explained others. (yperiard@BHS.info)
 - Mercenary Forces are now explained
 - Combat Explanation (Added a turn)
 - Added Influence options to Leadership section
 - Added TODO section

VERSION 0.04 2002/03/24

- Merged last three months of design from the printer friendly document to the central document. (yperiard@BHS.info)

5. Target Audience

This document is intended for Black Hole software development staff, beta testers and people who want to have fun. All the information contained in this document is released under the GNU GPL terms. **This means that for now this game, the related documents and the source code is free as in “Free Beer”.** I have roughly followed the excellent design of the Honor & Glory Quake III mod document by Frank Lapicas.

6. Things to do ...

This section will detailed things that needs to be done soon, or things that need to be discussed upon by the Beta testers.

- List the planets in every province.
- Finish xsd schemas, begin coding login request transaction.
- Implement mysql database with sample test data

7. Game Overview

7.1. Vision

This game based in the **Battletech** © Universe created by **FASA inc.** intends to be a revamp of the old tabletop **Succession Wars**™ game. The game will also borrow a lot of its concepts from games such as Diplomacy, the goal of the game stays the same as in the standard **Succession Wars**™, becoming the First Lord of the Star League.

The similarities end here, in the original game only a fraction of the **Battletech** © Universe was depicted, it is my goal to try to incorporate all the planets and all the units (company sized and more) in the game. Also to add an internal element each houses will be divided in provinces, with one player ruling each provinces. This adds the team play element to the game but also the possibility of treason, coup d'etat and other political maneuvering. The House lord will have to content with enemies outside of its own realm while keeping the political visions of its constituent provinces checked.

7.2. Gaming Experience

I want to recreate the political tension that exist in the rich **Battletech** © Universe, the struggle of each Provincial leader trying to become more powerful while ensuring the safety and future of its people. The goal of this game will be long and difficult to achieve but more rewarding when achieved.

8. Features Overview

8.1. Important Definitions

Hard Rules: This section of a description details how the previously described concept could be coded in the game. It indicates any formulas that should be used to calculate the results.

Cost: Cost in C-Bills of the intended maneuver

Objective: Result that is desired when taking the action.

JumpShips: “(They) Provide the only means of transportation between the star systems of the Inner Sphere and the Periphery. Able to make interstellar leap of 30 light-years at a time, JumpShips have practically unlimited range because they are powered by a solar energy sail.”

- Dropships and JumpShips P.16

Jumpship Conscripton IDEA: Doubles the amount of military jumpships by using the civilians, this gives the player the ability to move its troops faster and more effectively. But reduces the income of the province planets by half.

Manufacturing

Center: The secret of their construction has been lost, in the centuries of wars so the remaining Centers are extremely precious and should be protected at all cost. These are necessary for the construction of all the other units in the game.

Manufacturing Center can have three different state in this game: Functional; Damaged; Destroyed

Research

Center: They are where new technology are developed. For now this is an abstract system in the game, the Research Centers do not have a physical location, but they bring in technology points on the Tech Scale.

Regular ‘Mech

Unit: These are the mainstay of all the Great Houses military organization. Battlemech Unit are divided in three different size for the purpose of the game.: Regiment (108 Battlemechs); Battalion (36 Battlemechs) and Company (12 Mechs).

Battlemechs are humanoid robots standing on average at 12 meters tall. With an impressive of weapons they are the kings of the battlefield.

Conventional

Unit: “Made up of infantry, armor and a wide variety of other types of equipment, these units are cheap and fast to build but do not have the versatility or strength of ‘Mech units.”

-The Succession Wars P.5

Mercenary

Unit: “(They) have become a necessary evil for the rulers of the Inner Sphere. They provide a cheap source of combat ‘Mechs, but they can disappear unexpectedly or even switch sides.”

-The Succession Wars P.12

Inner Sphere: Territory composed of the 5 Great Houses (Kurita, Davion, Liao, Marik, Steiner) and the various periphery states.

Great House: At the time of the fall of the Star League, human-occupied space was dominated by five interstellar empires which would come to be known as the Successor States. Each of them is ruled by a powerful dynasty known as a **Great House**, and the leader of each **House** held a seat on the Star League Council and thus laid claim to the title of First Lord. To this day these Great Houses and their machinations dominate the Inner Sphere.

Province: Each of the 5 Great House is divided internally in Province. These provinces are ruled by lords that answer directly to the House Leader.

Province Capital: Center of power for the Province, If the Province Capital is taken, the province is lost and undergoes Civil Disorder.

Regional Capital: Each Additional capital of a province will automatically be designed a Regional Capital. These Capitals are of less importance but can be used by the House Leader to create other Provinces. These Regional Capitals also offer an additional strategy to the Province Leader. If the **Province Capital** is taken the province leader can move the Capital to one of the **Regional Capital**.

ComStar: The organization that has kept the Communication Network up for more than 300 years. It is the only entity that understand how to use the Hyperpulse technology. Its neutrality is enforced by a series of measures known as Interdiction. An interdiction can be imposed, on an entire House and each of its province or on a single province. This Interdiction means that all communication from or to this Province or House are stopped until appropriate payment have been made to remove the Interdiction.

8.2. Turn Time

This game is going to be turned based. With turns being entered two times a week. A turn will represent 1 month of game time. With a year taking 12 turns to complete, this slow schedule will enable players to have a social life outside of the game and also should encourage negotiations to reach common military or political goals.

Hard Rule: 1 turn = 1month
 12 turns = 1 year

8.3. Communication

8.3.1. Messages

Players will communicate with other players using the messaging system offered by the game. The system will mimic the ComStar System as every message sent is subject to interception and leaks. This system is a standard E-Mail message, with the From: To: Subject: Body: fields. No CC and CCI are available at this moment, but a player can still send the message to many other players with the To: field.

Every action taken by the player in the game will also generate a message, this message represent the order given to accomplish the desired action. For example if the House Kurita player wish to send its 1st Sword Of Light regiment and the Wolf Dragoons Gamma Regeiment to attack the planet Kentares in House Davion, Draconis March the automatically generated message may look like this. Tai-Sho is a Draconis Combine rank, equivalent to General.

From: Draconis Combine Mustered Soldiery

To: 1st Sword Of Light Commanding Officer

Subject: Kentares

Body: Tai-Sho, you are to take your force to the planet of Kentares and engage in a planetary assault with the Gamma Regiment of the Wolf Dragoons. You will receive further orders when you make planetfall. May you honor the House of Kurita and the First Lord of the Star League.

This system will give the players that engage in espionage lots of information, and will enable them to plan long term strategies.

In the case of a ComStar interdict the player will be unable to send message using the standard system, but the option of sending orders / messages using a jumpship relay command will still be open. The cost will be one jumpship point per order / messages sent, and a delay of one month.

8.3.2. News

These messages are the same as the standard messages explained earlier, except they are generated by the system itself and are sent to every players, that are not under a ComStar Interdiction. Some military action or political action that are bigger in scope will normally generate a News in place of a standard message.

Eg.

Attacking a planet with a Regiment size unit or more creates a News.
Successful assassination, creates a news. (The attacker is not revealed)

8.4. Political Maneuvering

The political maneuvering is to be at the center of this game, which is why we will provide as many political tools to the players as possible. The cost (C-Bills or Espionage points) of each action is determined by the possible end result of the maneuvering, and for some the amount of espionage points the player currently has */* What could be added ? The costs are ideas and will change when we know what are the Provinces revenues. */*

8.4.1. Finance Espionage Services

3 million C-Bills will buy 1 point of espionage, but the Capellan Confederation will get 1 espionage point for every 2 million C-Bills.

Hard Rule:

```

GenerateMessage( FIN_ESP_SERV)
if Province.HouseId != Capellan Confederation then
    Espionage Cost = 3
Else
    Espionage Cost = 2
End if

```

8.4.2. Espionage (Intercept Messages)

Espionage will enable the Province Leader to read some messages sent from an other player. The number of messages available for espionage are all the other player messages, even those sent to the interceptor.

This means that any message that has the targeted player in the From: or To: fields is available for intercept.

Cost: 2 Espionage points

Hard Rule:

```

For each Province
  If( Province != CurrentProvince ) then
    GenerateMessage( ESPIONAGE )
    ptMessages = GetInterceptedMsg( TargetProvince.UnusedEspionage )
  End If
End For

```

8.4.3. Incite Riot (Planet wide)

If successful this maneuver creates a planet wide riot, that forces the equivalent of a company size unit to calm the population. This means that in the event of an invasion the defending forces are fighting with a malus of 1 point. It takes one month for the unit to regain complete control of the planet. The targeted province has always a 1% base chance of discovering who incited the riot plus addition point for every 10 point of unused espionage it currently has.

Cost: 3 Espionage points

Hard Rule:

```

Message = GenerateMessage( INC_RIOT )
If(InciteRiot( CurrentProvince, TargetProvince ) == TRUE ) then
  Planet = RandomlySelectEnemyPlanet( TargetProvince )
  Planet.State = RIOT
  MalusUnit( Planet, RIOT_MALUS )
  GenerateNews( RIOT, TargetProvince.Planet )
End if
/* Here we check if instigator is discovered and update PHI if yes */
if( discovered( INC_RIOT, CurrentProvince, TargetProvince )
  PHI( INC_RIOT, CurrentProvince, TargetProvince )
  SendMessage( Message, TargetProvince )
End if

```

8.4.4. Finance Independence Movement (Province wide)

Planets in the province that fail a alignment check to their stronger leader (House or Province) move a step closer toward neutrality. A planet that becomes neutral this way automatically declares itself independent from House or Province. Units stationed on planet are not affected and automatically are put to **Riot Duty** status. See 1.4.6 for modification to the Hard Rule concerning the usage of this manoeuvre by the currentprovince of house on its own planets.

Cost: 10 Espionage points

Hard Rule:

```

If( CurrentProvince.UsedEspionage > TargetProvince.UnusedProvince )
  GenerateMessage( FIN_IND_MOV )
  For each planet in targetprovince
    If( CheckAlignment( Planet ) != OK ) then
      MoveScale( Planet, NEUTRAL )
      f( Planet.loyalty == NEUTRAL ) then
        GenerateNews( IND )
        DeclareIndependance( Planet )
        AssignMission( Planet, RIOTDUTY )
      End if
    End if
  End For
End If

```

8.4.5. Assassinate Leader or heir (Province heir)

The players that uses this political gesture must be weary of some facts.

First: This gesture takes a long time. (Grif rule)

Second: This can never be stopped or cancelled once it has been called (Lorenzo rule)

Third: This must be difficult to accomplish. (Everybody)

We plan to make this possible this way.

The assassination attempt normally will use a sleeper agent that will try to gain access to the enemy and gain enough confidence from the surrounding security personel to be able to plant a bomb, or assassinate the target. However to be able to accomplish this a sleeper agent must often work a long time before getting close enough to reach its goal.

The maximum time frame suggested for the assassination attempt is 20 months or 1 year and 8 months. This means that starting the first month the agent will have 1% chance of getting close enough to kill the enemy leader and 1% more every month after that. The 20 months period is chosen because I feel that it is long enough to deter players from making assassination attempts at any time, while also retaining a appearance of reality.

The function is a formula of type $-ax^2+bx = 0$. This means that the after 10 months the maximum chances will be reached and afterwards the chances of getting the assassination done will diminish equally.

1-10 months = 1% per months till we get to 10%

11 – 20 months = - 1% per months till we get back to 0 (At zero the agent has moved on, the target being to difficult to eliminate)

The security personnel roll is always made before the sleeper agent check to see if assassination worked.

This roll will be opposed to the Enemy security personnel. They have a chance of spotting the sleeper agent at work and stop him before the assassination attempt works. The chance of spotting a sleeper agent until too late is always very slim but is also based on the current province state of paranoia. Every 5 points of unused espionage will give the province 1% chance of detecting the enemy sleeper agent. On success the agent is eliminated and the assassination attempt fails.

The only way the player can know who tried this action is to spy on message sent by the other provinces.

A successful attempt always creates a reaction from a loyal subject of the province, and the Leader that started this chain enters the possibility of getting assassinated. The loyal subject will try to assassinate the leader of the province that has the lowest PHI. The same rules as above applies. *This will be kept from players, so they don't "beef up" defenses in anticipation of an enemy assassination attempt.*

The province that lost its leader automatically enters Civil Disorder, and planets and units are reallocated under the PHI table.

Designer Note: Option B is eliminated and should no longer be referenced in official documents.

Option B: The 2% chance of success becomes fixed. The time limit is dropped and the agent just tries every month with 2% until the assassination is successful or he is discovered. The rest of the rule remains the same.

8.4.6. Bribe Unit

The unit alignment is moved one point toward the neutral point. Units that becomes neutral this way automatically become Mercenary and enter bidding. For the alignment to change check will be performed against unit loyalty rating. In the case the unit is a mercenary the bribe must be higher than the amount paid for in the last contract. Since this number is kept secret to all players but the employer, it will be fairly difficult to break mercenary contract this way. If successful however the mercenary will break the contract for violation of terms by the employers and return to the bidding process.

Loyalty:	Questionable	70%
	Standard	30%
	Fanatical	10%

Addon: A player can now bribe its own units, this gesture is not considered a bribe but additional payment to the unit personnel and promotions, medals, etc. Doing this the Unit will never go to the NEUTRAL point bypassing it if necessary.

Hard Rule:

```

GenerateMessage( BRIBE_UNIT )
If( TargetProvince.unusedEspionage < CurrentProvince.UsedEspionage ) then
  If( isMercenary( Unit ) ) then
    If( Unit == S_REGIMENT )
      GenerateNews( CONTRACT_END )
    End if
    Contract = GetContractAmount( Unit )
    If( Contract < Bribe )
      BreakContract( Unit )
      EnterBidding( Unit )
    End if
  Else
    If ( CheckUnitLoyalty( Unit ) != OK ) then
      MoveAlignment( Unit, NEUTRAL )
      If ( Unit.Alignment == NEUTRAL && (
CurrentProvince != TargetProvince || isInHouse( CurrentProvince, TargetProvince ) ) then
        BecomeMercenary( Unit )
        GenerateNews( NEW_MERCENARY )
      Else
        If( CurrentProvince == TargetProvince )
          MoveAlignment( Unit, LEFT )
        Else
          MoveAlignment( Unit, RIGHT )
        End if
      End if
    End if
  End if
End if
End if

```

8.4.7.Send Messages (Base Cost)

This is the only way to directly communicate with other players in the game. As every message is sent through ComStar network chances are that some messages will be leaked to other players.

Leaked Messages are messages that are sent to an opposing faction by ComStar. These messages will get leaked when the Province technology rating becomes a threat to ComStar hegemony over the Hyperpulse Generator. As soon as a Province reaches a certain point on the technology scale, some messages sent by it will be automatically forwarded by ComStar to other Provinces in the game.

The province that receives the leaked message cannot be the sender or the recipient. Or a province that has a positive PHI rating toward the sender or that the sender has a positive rating toward.

8.4.8. Transfer Ressources (No Cost)

A player uses this political action to sell or give resources to another province leader. The resources transferred are Jumpship points, Technological points, units, espionage, cash, etc. Since this gesture is made only with the trust of the two players it will move the PHI table positively much more. The exchange is considered positive when the two players have concluded the exchange.

To conclude an exchange, the two provinces have to declare that the trade is over and give the other province a rating based on the quality of the exchange.

The rating will work to establish the movement of the PHI table.

Ratings:	Excellent	+2 on PHI
	Good	+1 on PHI
	Neutral	+0 on PHI
	Bad	-1 on PHI
	Abysmal	-2 on PHI

8.4.9. Transfer Ressources Through ComStar (Base Cost X 5)

Same as 1.4.8 except that ComStar act as an intermediary, this gives a chance to the players to ensure that all parties will respect their part of the contract. Since this exchange is made with the help of ComStar the PHI will be less changed.

The rating will work to establish the movement of the PHI table.

Ratings:	Excellent	+1 on PHI
	Good	+0 on PHI
	Neutral	+0 on PHI
	Bad	-0 on PHI
	Abysmal	-1 on PHI

8.4.10. Declare Independence (Province becomes a House)

When a province becomes enraged by the rule of its House Leader it can declare it independence and become a House. The newly created house will have the name of its leader. All the unit and planet will undergo a loyalty check to see if they realign with the newly created House or the old House. Units on the same from opposite factions after an Independence claim will automatically enter combat. Units on planets of a different loyalty will automatically enter Riot Duty, and every turn under martial law moves the loyalty scale of the planet toward

the controlling Unit Side. Units that become neutral, become mercenary and enter bidding at their current strength, planets just stop sending taxes until the situation is clarified. They are conquered.

An option was thought of by H. Legault and accepted by a majority of Beta testers / Designers. The option is to have a declaration of independence, this way a Province declaring its independence must choose if it is an aggressive declaration and orders loyal troops to enter combat with all House troops, or a pacific declaration where the new House will try to maintain good relation with its former master.

Naturally the old House can do the same and accept the declaration of independence, this way it will orders its troops to stay put and not fight old allies. Some particularly fanatics troops will enter combat anyway because of the lost honor suffered by their House. The other option offered to the House is to refuse the independence declaration, all loyal troops will then engage Province loyal troops for control of the planets.

State Table

Province (Declares Independence)	House	Combat	Bonus
Aggressive Declaration	Accepts Independence	Yes	Pro +1
Peaceful Declaration	Accepts Independence	No	-
Aggressive Declaration	Refuses Independence	Yes	-
Peaceful Declaration	Refuses Independence	Yes	Hou +1

The PHI table is also automatically updated to reflect this major change. This is a drastic change and will be heavily reflected on the PHI table. This is complicated to explain but lets try it anyway.

In the following example the Draconis March Province declares itself independent from House Davion. And combat occurs. If no combat occurs, the same algorithm will be applied but the end result will be cut in half on the two sides to display the fact that the two states try to keep good relations. If a unit goes rogue and enters combat on its own will, it does not count as a combat situation.

Starting PHI table

Draconis March Province (PHI)		House Davion (PHI)	
House Davion	7	Draconis March	6
Capellan Confed.	-1	Crucis March	5
House Kurita	-5	Capellan Confed.	-4

The Draconis March has 55 planets and 35 mechs units. From the 55 planets, 30 align themselves under the Draconis March, 15 go to House Davion and the last 10 declare their neutrality in the conflict.

Automatically the PHI table is updated by subtracting the 30 to the Draconis March rating in the House Davion PHI table. 15 is removed from the House Davion rating in the Draconis March PHI table. The last 10 planets becoming neutral do not influence the PHI table.

Draconis March Province (PHI)		House Davion (PHI)	
House Davion	7 - 15	Draconis March	6 -30
Capellan Confed.	-1	Crucis March	5
House Kurita	-5	Capellan Confed.	-4

From the 35 mechs units, 13 align themselves under the Draconis March, 16 go to House Davion and the last 6 become mercenaries.

Automatically the PHI table is updated by subtracting the 13 to the Draconis March rating in the House Davion PHI table. 16 is removed from the House Davion rating in the Draconis March PHI table. The last 6 units becoming mercenaries they do not influence the PHI table.

Draconis March Province (PHI)		House Davion (PHI)	
House Davion	-8 - 16	Draconis March	-24 - 13
Capellan Confed.	-1	Crucis March	5
House Kurita	-5	Capellan Confed.	-4

Illustrated in this example is the fact that an independence bid will severely weaken the relations between the neighboring states, and this will take years to correct.

House Draconis March (PHI)		House Davion (PHI)	
House Davion	-24	Draconis March	-37
Capellan Confed.	-1	Crucis March	5
House Kurita	-5	Capellan Confed.	-4

8.4.11.Swear Loyalty (Province Only)

A province that as tired of the rule of a certain House can realign its force behind another House. This move is the choice of the Province leader and when taken all the planets and units will test their loyalty to the House or the Province following the rules described in the “Declare Independence” section above. All

the units and planets that remains in possession of the Province add + 1 to their Province Loyalty.

The PHI table is also updated to reflect the change of the loyalty.

Before the start of the Swear Loyalty manoeuvre, the PHI table looks like this. Then the Draconis March decides it has had enough with the rule of House Kurita and decides to join House Davion.

Pesht Province (PHI)		House Kurita (PHI)		House Davion (PHI)	
House Davion	-5	Draconis March	-4	Draconis March	8
Draconis March	-10	House Davion	-7	House Kurita	-7
House Kurita	13	Pesht	8	Pesht	-8

The Pesht province has 46 planets and 35 Battlemech units that have to check for realignment. Of the 46 planets, 25 stay with the Province, 15 go to House Kurita and the remaining 6 planets declare themselves independent.

Automatically the PHI table is update to reflect the change.

Pesht Province (PHI)		House Kurita (PHI)		House Davion (PHI)	
House Davion	-5	Draconis March	-4	Draconis March	8
Draconis March	-10	House Davion	-7 - 25	House Kurita	-7
House Kurita	13 - 15	Pesht	8 - 25	Pesht	-8 + 25

The 35 battlemechs units are harder on the Province, 23 elect to stay with House Kurita and the remaining 12 follow the Province to House Davion.

Pesht Province (PHI)		House Kurita (PHI)		House Davion (PHI)	
House Davion	-5	Draconis March	-4	Draconis March	8
Draconis March	-10	House Davion	-32 -12	House Kurita	-7
House Kurita	-2 - 23	Pesht	-17 -12	Pesht	17 + 12

This gives us the updated PHI table after the change of loyalty by the Pesht Province. House Davion as made a clear enemy of House Kurita but has gained an ally. The Pesht Province is now one of the worst enemy of House Kurita, but it is now a friend of House Davion.

The PHI of the Pesht Province toward House Davion has not changed, because no action were taken by House Davion. Time will make the -5 value change in the eyes of the Pesht Population.

Pesht Province (PHI)		House Kurita (PHI)		House Davion (PHI)	
House Davion	-5	Draconis March	-4	Draconis March	8
Draconis March	-10	House Davion	-44	House Kurita	-7
House Kurita	-25	Pesht	-29	Pesht	29

8.4.12.Create Province (House Only)

When a province has two or more Capitals, a House Leader can cut it if he so desires and give the newly created province to a new player. The new province will get the planets that the House leader can wrest away from other provinces players. The cash the new province gets is what the House gives and the units will be granted from the House Leader or the provinces . A new province created this way will be extremely weak and it will take many turns for the player to be a threat to the other provinces in the House.

This gesture should be made by the house leader to control the power of their most powerful provinces. Naturally the owner of the given planets must give its ok, before the creation takes place. This manoeuvre is a risky political move, the gains to the House can easily be offset by the costs involved (Rebellion from the province(s) being split).

Provinces will also find this manoeuvre usefull when the newly created province becomes a buffer between them and a neighbouring enemy state. (See creation of Rasalhague Republic in 3048)

When a House creates a new province it will select the capital (Cannot be the main province capital) and a list of planets that will become part of the new Province. This list will then be sent to the planet holder witch will approve or not the list, planet by planet. A player (Province Leader) can grant all the planets | None | or some. The only planet the player cannot change is the capital.

After the Province leader has approved the list, it will be sent back to the House leader for final approval and creation of province. At this step the name, and leader will have to be selected. A new "Physical" player must be available to take charge of the province or the creation will fail. The new player must connect to the system to change password in less than 1 turn after creation to validate the new province, at this point the newly created province will appear for all players to see.

For every planet given to the new province, the population of the old one will feel cheated and the PHI will be moved toward the negative (-1 for every two planet given rounding up any fractions). After that the House or Provinces can send resources to the new province to help it, using the Send Ressources Gesture.

eg.

House Kurita selects a secondary Capital from the Pesht Province to create a new province. The list of planets include 10 planets from its own stock, 7 from the Pesht Province and 5 from the Rasahalgue Province.

The First 10 planets given from the House own province move the PHI that way.

Pesht Province (PHI)		Keneda Province (PHI)		House Kurita (PHI)	
House Kurita	6	House Kurita	5	Pesht Province	10
Keneda Province	0	Pesht Province	0	Kaneda Province	-5
Rasahalgue Province	7	Rasahalgue	0	Rasahalgue Province	3

The next 7 planets from Pesht also move the PHI

Pesht Province (PHI)		Keneda Province (PHI)		House Kurita (PHI)	
House Kurita	6	House Kurita	5	Pesht Province	10
Keneda Province	-3	Pesht Province	4	Kaneda Province	-5
Rasahalgue Province	7	Rasahalgue	0	Rasahalgue Province	3

And the last 5 planets taken from the Rasahalgue province move the PHI

Pesht Province (PHI)		Keneda Province (PHI)		House Kurita (PHI)	
House Kurita	6	House Kurita	5	Pesht Province	10
Keneda Province	-3	Pesht Province	4	Kaneda Province	-5
Rasahalgue Province	7	Rasahalgue	3	Rasahalgue Province	3

8.4.13.

8.4.14.Sabotage (Cost 5 external agents)

Sabotage will enable a Province Leader to damage or destroy an enemy manufacturing center, the sabotage can also be used to destroy research centers (resulting in a loss on the tech scale), and jumpships. In the case of Jumpship sabotaging, the player that attempts such a manoeuvre can if discovered incur the wrath of the Jumpships captains that will begin massively to leave for another employer.

Research Center: (Defense Agent X 4)

On Success: A research center point is removed from the target Pool, and 1 point is removed from the technological scale.

On Failure: The target player is informed of the Sabotage attempt and of the guilty party.

Manufacturing Center: (Defense Agent X 6)

On Success, a random manufacturing center moves it Damage State one-step toward destroyed. Functional becomes damaged, damaged becomes destroyed. For each step to Destroyed 2 points are lost on the technological scale.

On Failure: The target player is informed of the Sabotage attempt and of the guilty party.

Jumpships: (Defense Agent X 12)

On Success, a Jumpship point is removed from the Target player pool. 1 point is also removed from the technological scale.

On Failure, the failure margin /5 is the number of Jumpships that are removed from the Attacking Player pool. No points are removed from the player technological scale has no Jumpships are destroyed. The target player is also informed of the Sabotage attempt and of the guilty party.

8.4.15. Undercover War (Cost X internal agents)

This will start a secret war between two players agents. The province leader that initiate this “attack” will tell its secret services to flush any foreign espionage agents from its soil. The cost of this manoeuvre is never known and depends on the number of external espionage points the other players have. Normally the initiating player should lose about one Internal point for every 2 points flushed.

The number of enemy agent in a single province is never defined by a player, but is a function of the number of province in play and the PHI. Normally province will have more agents in provinces with a negative PHI. Will never start if the player has no internal Agent.

Eg.

The Tamar Pact start an Undercover War to flush the enemy agents on its territory

Federation of Skye has a PHI toward the Tamar Pact of 9 and a total negative PHI of -17

Protect. of Donegal has a PHI toward the Tamar Pact of 11 and a total negative PHI of -9
 FS, Draconis March has a PHI toward the Tamar Pact of -2 and a total negative PHI of -15
 DC, Rasalhague has a PHI toward the Tamar Pact of -5 and a total negative PHI of -19
 DC, Pesht has a PHI toward the Tamar Pact of -8 and a total negative PHI of -22

- Federation of Skye has 30 External Agents and since it has a positive rating toward the Tamar Pact the number of Agents in the Tamar Pact is 1.

- Protectorate of Donegal has 20 External Agents and since it has a positive rating toward the Tamar Pact the number of Agents in the Tamar Pact is 1.

- Draconis March has 25 External Agents and has a negative rating with the Tamar Pact of -2 and a total of -15 ((2/15)* 25 is 3) So three agent is in the Tamar Pact.

- Rasahalgue has 18 External Agents and has a negative rating with the Tamar Pact of -5 and a total of -19 ((5 /19) * 18 is 5)

- Pesht has 33 External Agents and has a negative rating with the Tamar Pact of -8 and a total of -22 ((8/22) * 33 is 12)

Now that we have the number of enemy agents in the Tamar Pact Province

Tamar Pact Enemy Agents		
Federation of Skye	1	10%
Protectorate of Donegal	1	10%
FS, Draconis March	1	10%
DC, Rasahalgue	3	30%
DC, Pesht	4	40%

The percentage is the chance to find one agent of the Ennemy province. At 40 % if successful one agent of the DC, Pesht will be found and eliminated. This is done for all the agent, at the end when the total is known we divided it by 2 and this is removed from the player Internal Agents pool. If the number of internal agent is less than required, the remaining number of agents is taken from the money pool at a ratio of 1 agent for 1 million C-Bills. If the player does not have enough money the gesture is cancelled and a Under founded message is sent, telling the player that its internal services are too stretched to perform the required action.

8.5. Create New Units

New units can and will be created during the course of this game. The time and costs of unit creations will be as follows. *No support cost are necessary for the management of the armed forces of a Province. The production time are subject to change following the Beta Testing phase.*

Battlemech

Company Sized 2 Months production (2 turns)
 Battallion Sized 4 Months production
 Regiment Sized 12 Months production

Conventional

Company Sized 1 Months production (1 turns)
 Battallion Sized 2 Months production
 Regiment Sized 6 Months production

Jumpships (Cannot be produced at the start of the game)

1 jumpship 12 months

Manufacturing center (*Cannot be produced at the start of the game*)

1 center of production 12 months

8.6. Grand Strategy

The grand strategy part will come from the moving of troops by the House Leader and province leader to achieve military victory over their common enemies.

8.6.1. Planetary Assault

These high-risk operations involve taking a heavily defended target away from an entrenched enemy.

Objective: Take possession of a planet

Combat Bonus / Malus: +1 to the defending forces. Since the objective is to take control of the planet the defenders have the chance of digging in.

8.6.2. Reconnaissance Raid

Recon missions involves reconnoitering enemy positions and testing local defenses. Often a light recon force spends a few days to a few weeks on the surface of a planet, testing defenses and gathering information as a prelude to a full-scale invasion. To avoid capture or destruction a recon unit must be small and fast.

The different size unit will have Stealth level. A company has a 10% chance of being detected by the defending enemy, a battalion size unit will have 30% chance of getting detected and a regiment will have 90% chance. Conventional units add a 10% to the base chance since they cannot be dropped from orbit like mechs.

The success of a recon raid is function of the skill of the reconnaissance force.

The number of document found is also based on the type of planet. (Only the highest rating counts)

<i>Standard Planet</i>	<i>+0 to base rating</i>
<i>House Capital</i>	<i>+5 to base rating</i>
<i>Province Capital</i>	<i>+3 to base rating</i>
<i>Regional Capital</i>	<i>+2 to base rating</i>
<i>Manufacturing Center</i>	<i>+2 to base rating</i>

The Black Widow Company (rating 4) is on a recon raid on the Marik planet of Regulus (Province Capital) and after one month remains undiscovered. The number of document (messages) leaked is RATING + PROVINCE for a total of 7 document retrieved. Every months that the Widows remains in recon their Combat rating diminished is by 1, to show

the stress demanded in recon missions. After 4 months in recon the widows are not able to fight or recover more information.

Note: The Military situation on planet counts as one document per unit on planet.

Objective: Evaluate enemy forces on planet, and intercept intelligence documents

Combat Bonus / Malus: -1 to attacking forces since the objective is to avoid combat at all costs

8.6.3. Garrison Duty

The easiest to handle of all assignments, a garrison unit protects a planet or part of a planet against possible incursions by unfriendly forces. Depending on the planet's size and proximity to enemy borders, garrison duty has many possible outcomes. The Successor States garrison planets that they see as prime raiding targets.

Objective: Protect a planet from invasion, (Have a Good time)

Combat Bonus / Malus: +1 to all defending forces

8.6.4. Pirate Hunting

Pirates plague every Inner Sphere and Periphery state. Because the Successor States wish to rid their territory of these people, most major government turn a blind eye toward atrocities committed against the pirates.

In this version Pirates are destroyed on a 50% chance roll. In later versions (3, Pirates) Pirates will have forces that can be destroyed.

Objective: Destroy pirates attacking periphery planets

Combat Bonus / Malus: ***-1 to morale every month of pirate hunting***

8.6.5. Objective Raid (1 month only)

Objective raids most often involve destroying a certain enemy installation, parcel of land, piece of equipment, and so on. These assignment can become hazardous; if the enemy has advance warning of the raiding force, he can prepare potentially lethal defenses. Some objective raids involve the recovery of stolen goods, or stealing goods.

Objective: Steal technology and supplies from enemy, Jumpship points cannot be stolen on a particularly successful Objective Raid. (*This is subject to change in version 2(Special Forces)*)

Combat Bonus / Malus: None

90% of the time the raiders will capture supplies (C-BILLS), while the rest of the time they will gain access to technology resources.

The number of technology/supplies found is also based on the type of planet. (Only the highest rating counts)

<i>Standard Planet</i>	<i>+0 to base rating</i>
<i>House Capital</i>	<i>+3 to base rating</i>
<i>Province Capital</i>	<i>+2 to base rating</i>
<i>Regional Capital</i>	<i>+1 to base rating</i>
<i>Manufacturing Center</i>	<i>+0 AUTOMATIC TECHNOLOGY</i>

The Black Widow Company (rating 4) is on an Objective Raid on the Steiner planet of Fatima (Standard Planet). The number of supplies stolen is RATING + STANDARD for a total of 4 supplies stolen.

If combat occurs and the raiders are winners, they steal their new RATING + TYPE OF PLANET supplies.

The check is then made to see what type of supplies (C-BILLS or TECH POINTS) were retrieved.

8.6.6. Riot Duty

Considered the worst possible assignment, riot missions often involve using force against civilian populations who disagree with their world's ruling faction or its policies. Riot duty can be dangerous, if the rioting factions are well armed and trained terrorists with support from an enemy power. The constant threat of bombings and assassinations keeps most riot troops on edge around the clock, ready to respond forcefully to any provocation.

When a planet enters in Riot, it will do so with a Riot rating [1-10] this is the number of months a unit will have to stay on planet before the rioting calms down. Each unit on planet will make the Riot Rating go down according to its size

Company -1 / month
 Battalion -3 / month
 Regiment -9 / month

Objective: Put down rebellion on planet, planets reintegrate Province.

Combat Bonus / Malus: -1 to morale / month.

8.6.7. Rest and Refit

This assignment enables a unit that has suffered losses to refit materiel and replace lost personnel. Additionally this unit is considered to be garrisoning the planet. For each month of R&R a unit regains one point of Battle Rating up to its maximum. Units on front line planets cannot rest & refit due to the constant stress of imminent attack.

Objective: Repair materiel, recruit new personnel, have a good time (relax)

Cannot be done on front line planets.

Combat Bonus / Malus: + 1 to rating / month
 +1 to morale / month

8.7. Combat Overview

The combat system is automated, with the player only taking strategic decisions (Attack & Retreat). This is the basic combat system (*Beta Testers what do you think*).

Option A) The battle ratings of the units will not be known by the players, only their relative strength and weaknesses. When losses occur the commander of the unit will send back percentage of losses reports . These reports will included the losses to the player own forces and an estimation of the losses of the enemy. It is then up to the player to estimate if the units are fit for battle.

The estimation are more or less 15%. This adds to the “Chaos of Combat” factor and offers a chance to the player, like in real combat, to make decision based on partly inaccurate information.

Forces on a planet are going to be divided in two forces, Defender vs. Attackers. The attacker’s first unit will randomly select a defending unit to fight, and so on until no more attacking are going to be available. If there is more units on one side they will randomly select an opponent even if the other unit is already engaged in battle (Flanking maneuver).

This Flanking manoeuvre calls for a new system of delivering damage called “walking damage”. A unit that is attacked by more than one unit will always face the “Front” unit first, if the “Front” unit is destroyed any remaining damaged is transferred to the “Flanking” unit.

Every unit has a Battle Rating that will be calculated using the technological level of its equipment, the morale and some other variables. To calculate the amount of damage a unit can dish out the **BR** will be divided by 2.

If the planet is home to a **Manufacturing Center**, it can be damaged from the combat. Adding all the initial DR of the attacking units, will give a base percentage chance that the **Manufacturing Center** becomes damaged.

BR = Battle Rating is equivalent to the units strength
 DR = Damage Rating = BR/2 rnd up

Eg. #1
First Month of Combat

Federated Suns			VS.	Draconis Combine		
Name	BR	DR	Name	BR	DR	
Davion Light Guards (R)	12	6	Sword of light 1 st Bat	7	4	
NAIS Cadre (C)	1	1	Vengeful Death (B)	5	3	
Crucis Lancers (B)	5	3	Black Widow (C)	3	2	
			Bounty Hunter (C)	1	1	

Davion Regiment **randomly** encounters Kurita Sword of light 1st battalion. Davion forces suffers 33% losses while the kurita unit is almost destroyed with 85% losses.

Davion NAIS Cadre company encounters the Black Widow company and is destroyed while inflicting 33% damage.

The Crucis Lancers battalion corners the Bounty Hunter company, but is flanked by the Vengeful Death battalion. The Crucis lancers suffer 80 % losses, the Bounty hunter suffers 100% casualty and is destroyed while the Vengeful death suffer 40% losses.

End of First month of Combat

Federated Suns			VS.	Draconis Combine		
Name	BR	DR	Name	BR	DR	
Davion Light Guards (R)	8	4	Sword of light 1 st Bat	1	1	
Crucis Lancers (B)	1	1	Vengeful Death (B)	3	2	
			Black Widow (C)	2	1	

The two players now have the chance to retreat some or all of their units.

Seeing no way to salvage an honorable defeat from this battle, the Draconis Combine player orders his troops to retreat. The Black Widow company and the remnant of the Vengeful Death Battalion obey the retreat order. The Sword of light regiment disregard the order (Fanatical Loyalty) in face of the old enemy and stays in battle.

To protect the last Crucis Lancers the Federated Suns player retreats the unit to the nearest friendly Star System.

Start of second month of Combat

Federated Suns			VS.	Draconis Combine		
Name	BR	DR	Name	BR	DR	
Davion Light Guards (R)	8	4	Sword of light 1 st Bat	1	1	

The Federated Suns Light Guards face the Sword of light regiment in a one way face off, with the last of the Draconis Combine forces being annihilated. The Federated Suns take control of the planet.

End of second month of Combat

Federated Suns			VS.	Draconis Combine		
Name	BR	DR	Name	BR	DR	

Davion Light Guards (R)	7	4			
----------------------------	---	---	--	--	--

If the planet is a **Manufacturing Center** the chance of damaging the center is 10% (6 + 1 + 3).
Note to beta testers : The DR (Damage Rating) give small chances. Would it be logical to use the full BR (Battle Rating) ?

8.8. Mercenary Forces

Every Mercenary unit will sign a standard **One Year** (12 turns) contract with a new employer, however this contract will not end at the end of the contract year, but will continue until a random roll determines the Unit has finished the contract. This system ensures that contracted unit will not move every turn and gives players to opportunity to use them appropriately in a campaign.

For every additional month (turn) after the first year that the Mercenaries pass in the current employer forces the chance of leaving increase by 5%, starting on the first month at 5%. This means that a lucky player could have the Wolf Dragoons under contract for almost three years.

Rest & Refit

Mercenaries ending a contract will not enter the bidding area until they are fully refit. For every points of damage taken the unit will stay in **R&R** for a month *This value is subject to change a lot.* When the unit comes back to Full Combat Readiness it will automatically enter the bidding to find a contract.

Contracts

A contract is the largest amount paid in a two month periods. This means that player will make an initial bid. See the results and will have the opportunity to overbid the largest bidder. In the case of a second month equality the bidding process will enter "Sudden Death" mode, each month afterwards players can continue bidding and the unit will go to the highest bidder.

The only thing that is known to the players between the bidding round is the highest bid made. The name(s) of the highest bidder(s) will not be revealed.

The unit contract will then begin 4 months later on the winning player planet's choice. *If the coders feel up to this we could calculate the time it takes to travel from the current unit planet to the player choice and make this the wait period.*

8.9. Leadership

Throughout the actions the House players take they will assume leadership roles, if the leadership they exert is harsh they will surely be replaced by another Province Leader or may force some Province to declare independence.

Option 1) Every planet and unit has a Loyalty rating that follows a simple scale of values. These values determine if in case of a major change of Leadership where the unit or planet will align.

Province		Neutral			House	
-3	-2	-1	0	1	2	3
90%	50%	25%	N	25%	50%	90%

This means that in case of an independence declaration by a province leader, the Planets/Units with a negative loyalty rating will tend to follow the leader in the Independence. The Planets/Units on the other side of the scale will tend to align with the HOUSE (Being divided according to the Political Historical Interest between the remaining provinces). The Planet/Units that have a NULL loyalty or fails the Loyalty check will automatically declare themselves Independent from the House or Independent Province.

Option 2) Every leader will have an **Influence** rating that will be used to see if units and planet will follow the leader in an Independence declaration.

8.10. Technology Scale

Every province will have its own level of technological prowess represented by the Technology Scale, as each province progress on the scale costs of building new units will drop, and repairs are going to drop also. If the province reaches really high, Jump points can be created and Hyperpulse transmission reinvented. A research function should be added to enable the player to advance on the technology scale. *We need a TECHNOLOGY SCALE.*

Loss of a Regional Capital	-2
Loss of a Manufacturing Center	-4
Damage to a Manufacturing Center	-1
Loss of a Research Center	-1
Build a Manufacturing Center	+3
Repair a damaged Manufacturing Center	+1
Take or Retake a Regional Capital	+2
Capture undamaged Manufacturing Center	+1
Build a Research Center	+1

Proposed Technology Scale (This needs to be fleshed out)

Tech Rating	Description
-22	Province is unable to produce new mech units
-21	
-20	Jumpships have a 30% failure rate.

-19	
-18	All province manufacturing center suffer one hit.
--17	
-16	Mech unit production cost is tripled
-15	
-14	Combat rating of all units decrease by 2
-13	
-12	Conventional Unit production cost is doubled
-11	
-10	Mech unit production times are doubled
-9	
-8	Conventional Unit production times are doubled
-7	
-6	
-5	Combat Rating of all units decrease by 1
-4	
-3	
-2	
-1	
0	All Provinces start here!
1	
2	
3	
4	
5	
6	Conventional Unit production time -1
7	
8	
9	Mech unit production cost -1
10	
11	
12	Combat rating of all units increase by 1
13	
14	
15	ComStar willingly leaks messages from this Province. (30% chance of leak.)
16	
17	Ressource Management yields 7 to Tax yield.
18	
19	
20	Combat rating of all units increase by 2
21	
22	
23	Manufacturing Centers can be built
24	
25	
26	
27	
28	Helms Core is decrypted, New technology can be produced, 3050 Tech lvl.
29	
30	
31	

32	New Jumpship Units can be produced
33	
34	
35	
36	
37	Hyperpulse Technology is achieved (ComStar is Bypassed)

8.11. Espionage

The number of espionage points available to a province represent the number of covert agents (MIIO, DEST, LOKI, Maskirovka, etc.) working for that government. Covert-ops whether offensive or defensive will diminish that number and it is up to the player to keep that level up.

The points are divided between used and unused points. The used points (agents) are assumed to be on offensive missions, while the remaining points stay to defend the realm.

8.12. Jumpships

Jumpship points represent the actual number of jumpships available to the player on that turn of game. Jumpships are used to transport unit to the fields of battle across the vast reaches of space. To move one unit (Company, Battalion) across one parsec of space the player must spend one Jumpship point. To move a regiment two points are necessary. These points are recovered every turn and new jumpships can be built if the Technological scale allows for it.

8.13. Taxation

Will enable the Ruling province to build a bigger army and work more aggressively against enemy of the state. The secret of success here is moderation. One has to wage the advantage of higher taxation (higher money) against the chances of that province rebelling.

8.14. Random Events (Add More)

The random event will be generated for each of the Province in the game.

- ComStar Regional Interdict (A payment of 10 millions C-Bills to ComStar to lift interdict)
- Jumpship malfunction (1 Jumpship point lost)
- New Discovery (Technology Scale + 3)
- Major Discovery *Star League Core* (Technology Scale + 5)
- Manufacturing Center explodes (Tech Scale -2, -1 Manufacturing Center)
- Contract Ends (One Mercenary units leaves employment, goes to highest bidder)
- Spy (+ 1 espionage point)
- Star League Discovery (Build New Battlemech Green Unit at no cost)

Pirates attack periphery worlds (Income is reduced until pirates are destroyed)
 A unit becomes rogue and attack world. Killing hundreds of civilians
 (Move PHI and Loyalty accordingly)
 Act of heroism (During a battle Unit gains 1 to moral)
 Senior Officer Death (During a battle Unit lose 1 to moral)
 Natural Ressources Discovery (Fresh Water, precious metal) +1 million c-bills
 Natural Ressources Depleted (A resource as run dry) -1 million c-bills
 Planetary Incident (Loyalty moves 1 toward House) *Must explain this one*
 Industrial Advancement
 Manufacturing center is damaged in accident (Tech -1) *No prod at this center this turn*
 Scientific Breakthrough +1 tech

8.15. Province Historical Interest

All the actions players take have repercussion on the other players. This will be represented by the Province Historical Interest table (PHI). Eg. The Federated Suns, Draconis March leader sends 10 million c-bills to the Crucis March Leader, automatically the PHI will be updated to show that the gesture was appreciated by the people. If later on the Draconis March sabotage a Manufacturing Center and is caught the table will be diminished to show this event.

The table will be used when a Province undergoes **Civil Disorder** the planets will join the provinces that have the highest PHI value.

Eg.

The Tamar Pact goes into Civil Disorder
 Its PHI table is as follows

Federation of Skye	10
Protectorate of Donegal	9
FS, Draconis March	1
DC, Rasalhague	-5
Others	0

The highest going first, all planets will have a 50 % chance of changing allegiance toward the Federation of Skye. After that 45 % have the chance of going to the Protectorate of Donegal and 0.5% might be going to the FS, Draconis March. No planet will turn to a negative PHI. All remaining planets will declare themselves independents and will have to be conquered. Units on planets can also change allegiance depending on the Loyalty Rating if two units on the same planet no longer have the same allegiance they will enter combat automatically.

8.16. ComStar Role

ComStar is the only entity in the game played by the computer. This will be translated in leaked messages, events and Interdicts. **Terra cannot be conquered in this game for now.** Normally

the higher the technological level the players has the more actions ComsStar will take against him.

8.17. Planet Types

Two kind of planet exist in the game. The standard planet that gives a fixed income to the ruling province and the Capital that is the seat of power for the capital. *When a capital is lost the province goes into **civil disorder** and follows PHI rules for realignment. The province that captures the capital also gains half the other province remaining cash.*

BT proposition : *Planets should have different monetary values. This will add another level to the strategy and will force players to place troops on certain targets while leaving others defenseless.*

Counter Proposision: *This is not a problem here is a list of values that could be used for the values.*

<i>Standard Planets</i>	<i>1 million</i>
<i>House Capitals</i>	<i>5 millions</i>
<i>Province Capitals</i>	<i>3 millions</i>
<i>Regional Capitals</i>	<i>2 millions</i>
<i>Manufacturing Centers</i>	<i>2 millions</i>
<i>Special Cases</i>	
<i>Solaris VII (Game World)</i>	<i>2 millions</i>
<i>Galatea (Mercenary Star)</i>	<i>2 millions</i>
<i>Others ...</i>	

9. Provinces Overview

/ Note to Beta testers, we should add a description of each provinces, should we add the Major Periphery states ? This would push the maximum player number to about 30, the minimum staying at 5 */ A system of advantage/disadvantage is added to help represent the different house “personas”.*

9.1. Lyran Commonwealth

Ruling House: Steiner

Budget:

Id: 1

Advantage/Disadvantage: *While the Federation of Skye remains in the Commonwealth all the House planet yield a tax rate of 10% higher than usual. If the Federation of Skye leaves the Commonwealth the advantage is lost and the remaining planets suffer a penalty of 10%.*

9.1.1.Protectorate of Donegal

Id: 1
House Id: 1
Leader: Katrina Steiner
Title: Archon
Heir Apparent: Melissa Steiner
Budget:
Taxation Level:
Ruling: **YES**
Regions:
Alarion
Protectorate of Coventry
Bolar
Distric of Donegal

9.1.2.The Federation of Skye

Id: 2
House Id: 1
Leader: Aldo Lestrade IV
Title: Duke ?
Heir Apparent:
Budget:
Taxation Level:
Ruling: **NO**
Regions:
Isle of Skye
Rahnshire
Virginia Shire

9.1.3.The Tamar Pact

Id: 3
House Id: 1
Leader:
Title:
Heir Apparent:
Budget:
Taxation Level:
Ruling: **NO**
Regions:
Tamar Domains
Trellshire

9.2. Federated Suns

Ruling House: Davion

Budget:

Id: 2

Advantage/Disadvantage: The technological level of the Federated Suns is higher than usual at the start of the game. But because of the size of this House, less jumpships are available to the province leaders.

9.2.1.Draconis March

Id: 4

House Id: 2

Leader: Aaron Sandoval

Title: Duke

Heir Apparent: Count Jacob Sandoval

Budget:

Taxation Level:

Ruling: **NO**

9.2.2.Crucis March

Id: 5

House Id: 2

Leader: Hanse Davion

Title: Prince

Heir Apparent: Melinda Davion

Budget:

Taxation Level:

Ruling: **NO**

9.2.3.Capellan March

Id: 6

House Id: 2

Leader: Michael Hasek-Davion

Title: Duke of New Sirtis

Heir Apparent: Rebecca Hasek-Davion

Budget:

Taxation Level:

Ruling: **NO**

9.3. Capellan Confederation

/* We Need more information on this house */

Ruling House: Liao

Budget:

Id: 3

Advantage/Disadvantage: The paranoid Capellan Confederation has a higher starting Espionage budget. There is no disadvantage to this house, its size being all there is needed.

9.3.1.Tikonov

Id: 7

House Id: 3

Leader: Sean Ryan "The Ripper"

Title: Duke of Tikonov

Heir Apparent:

Budget:

Taxation Level:

Ruling: **NO**

9.3.2.Sian

Id: 8

House Id: 3

Leader: Maximillian Liao

Title: Duke of Liao, Chancellor

Heir Apparent: Candance Liao

Budget:

Taxation Level:

Ruling: **YES**

9.3.3.Capella

Id: 9

House Id: 3

Leader:

Title:

Heir Apparent:

Budget:

Taxation Level:

Ruling: **NO**

9.3.4.Sarna

Id: 10

House Id: 3

Leader: Chandra Ling

Title: Duchess of Sarna

Heir Apparent:
Budget:
Taxation Level:
Ruling: **NO**

9.3.5.St. Ives

Id: 11
House Id: 3
Leader: Candance Liao
Title: Duchess of St. Ives
Heir Apparent:
Budget:
Taxation Level:
Ruling: **NO**

9.4. Draconis Combine

Ruling House: Kurita
Budget:
Id: 4

Advantage/Disadvantage: Units in the Draconis Combine are more fanatical than in other Houses. This means that in case of loyalty check to the House, they will be harder to rebel, but if ordered to retreat some units will disregard and continue combat.

9.4.1.Rasalhague Military District

Id: 12
House Id: 4
Leader: Mies Kurita
Title: Duke of Rasalhague
Heir Apparent:
Budget:
Taxation Level:
Ruling: **NO**

9.4.2.Pesht Military District

Id: 13
House Id: 4
Leader: Theodore Kurita
Title: Duke of Luthien
Heir Apparent:
Budget:

Taxation Level:
Ruling: **YES**

9.4.3.Galedon Military District

Id: 14
House Id: 4
Leader: Mino Nakagona
Title: Duke of Galedon
Heir Apparent:
Budget:
Taxation Level:
Ruling: **NO**

9.4.4.Benjamin Military District

Id: 15
House Id: 4
Leader: George Hakashi
Title: Duke of Benjamin
Heir Apparent:
Budget:
Taxation Level:
Ruling: **NO**

9.4.5.Dieron Military District

Id: 16
House Id: 4
Leader: Seville Newbury
Title: Duke of Dieron
Heir Apparent:
Budget:
Taxation Level:
Ruling: **NO**

9.5. Free World League

/* Note to beta testers, The Free World League is really composed of 154 provinces, not 3 what can we do to make the FWL appear more divided without 154 provinces ? */

Ruling House: Marik
Budget:

Id: 5

Advantage/Disadvantage: Due to its political nature, the Free World League is composed of 154 independent states. On each turn there is a 1% chance that a planet within the League is going to declare its independence. This means that units must be sent to calm the rebellion. Being great traders the Free World League has more Jumpships than the usual House.

9.5.1. Marik Commonwealth

Id: 17

House Id: 5

Leader: Janos Marik

Title: Captain-General, Duke of Atreus

Heir Apparent: ComStar Adept XVIII, Thomas Marik

Budget:

Taxation Level:

Ruling: **YES**

9.5.2. Duchy of Andurien

Id: 18

House Id: 5

Leader: Dame Catherine Humphreys

Title: Duchess of Andurien

Heir Apparent:

Budget:

Taxation Level:

Ruling: **NO**

9.5.3. Duchy of Oriente

Id: 19

House Id: 5

Leader: Christopher Halas

Title: Duke of Oriente

Heir Apparent:

Budget:

Taxation Level:

Ruling: **NO**

10. Game Development

10.1. Development Schedule

10.1.1. Development Schedule

October 30 th	End of design, At this time the document will be considered complete And closed. Further improvement will be made in the second Version of the game.
November 30 th	This month will be used to translate every feature into a “codable” format. This will help developers to make the game.
December 30 th	Install all needed servers and CVS to allow for fast development and testing.
March 24th	Development schedule dropped. Times can not be accurate with one part time developer.

10.2. [Database Diagram](#) (double click to open visio document)

10.3. [Navigation Diagram](#) (double click to open visio document)

10.4. Unit Structure (Database Diagram supercedes this information)

Type	Name	Description
int	PkUnitId	Unit Structure Primary Key
int	FkProvinceId	Allegiance Foreign Key
int	FkPlanet	Location Foreign Key
int	FkPrimaryUnit	Mother Unit Foreign Key
int	IDestination	Destination of the Unit
char	szName[50+1]	Unit Name
int	Imercenary	Mercenary Flag
int	IbattleRating	Real strength of the unit, $iBattleRating = bExpLvl + bTechLvl + bMorale * bUnitStrength * bForceType$ (to be determined)

EXPERIENCE	BexpLvl	Possible Values : SW_GREEN SW_REGULAR SW_VETERAN SW_ELITE
MORALE	Bmorale	Possible Values : SW_QUESTIONABLE SW_GOOD SW_FANATICAL
EQUIPMENT	BtechLvl	Possible Values : SW_2750 SW_3025 SW_3050 SW_CLAN
SIZE	BunitStrength	Possible Values : SW_COMPANY SW_BATTALLION SW_REGIMENT
TYPE	BForceType	Possible Values : SW_CONVENTIONAL SW_BATTLEMECH

11.

11.1. Leader Structure

Type	Name	Description
int	PkLeaderId	Leader Structure Primary Key
char	szName[50+1]	Leader name
int	ITitle	Leader Title

12.

12.1. Heir Structure

Type	Name	Description
int	PkHeirId	Heir Structure Primary Key
int	FkLeaderId	Leader Structure Foreign Key
char	szName[50+1]	Heir name
int	ITitle	Heir Title

13.

13.1. House Structure

Type	Name	Description
int	PkHouseId	House Structure Primary Key
char	szName[50+1]	House name
int	Ibudget	Bank money of the house

13.2.

13.3. Province Structure

Type	Name	Description
int	PkProvinceId	Province Structure Primary Key
int	FkHouseId	House Id Foreign Key
char	szName[50+1]	Province Name
LEADER	TLeader	Leader information
int	IBudget	Bank money of the province
char	ITaxationLvl	Taxation Level imposed by the Ruling House
int	BRuler	Ruler Flag Possible Values : <i>SW_TRUE</i> <i>SW_FALSE</i>
int	IJumpPoint	Jumship Points available to Province
int	ITechLvl	Technological of the province
int	IEspionage	Espionage points available to Province

14.

14.1. Planet Structure

Type	Name	Description
int	PkPlanetId	Planet Structure Primary Key
int	FkProvinceId	Ruling Province Foreign Key
int	BCapital	Capital Flag Possible Values : <i>SW_TRUE</i> <i>SW_FALSE</i>
int	IXposition	X Coordinate of the planet
int	IYposition	Y Coordinate of the planet
int	IZposition	Z Coordinate of the planet (always 0)

15.

15.1. Manufacturing Center Structure

Type	Name	Description
int	PkManuCenterId	ManuCenter Structure Primary Key

int	FkPlanetId	Location Foreign Key
int	IRating	Rating of the manufacturing center
int	BStatus	Status Flag Possible Values : <i>SW_DESTROYED</i> <i>SW_DAMAGED</i> <i>SW_OPERATIONAL</i>

16.

16.1. Message Structure

Type	Name	Description
int	PkMessageId	Message Structure Primary Key
int	IFrom	From : Province Key
int	iTo[25]	To : Province Key vector
int	iCc[25]	Cc : Provinces Key vector
char	szSubject[80+1]	Subject Line
char	szMessage[10000+1]	Message Body

17.

18.

19. Thanks

20.