Mechanics Guidelines

First and foremost, these mechanics are things to fall back on in the event of a disagreement in the roleplay. If there is agreement, events can contradict these rules - but this does not permanently invalidate them.
Please note here that this means agreement *between opposing players* - a player cannot simply magic ten thousand Death Stars into existence because they and their ally agreed to it.

Building an Empire

Points

At the start of the game, players each get an equal number of points to buy their ships, planets, racial bonuses, and special technology. Points are distributed into three categories.

- **Industrial Points**

Industrial points are used to buy and maintain ships and troops. The ratio is up to the player, but a power without a strong fleet is vulnerable and one without an army can't take territory. Industrial points do not expire at the end of turns - if you end a turn with 200 points left over from income, you start next turn with your income +200 points.

For STGOD 2k20, each player starts with **3000** Industrial points.

- **Nation Points**

Nation/National points are used to buy national bonuses. They are occasionally referred to as “Racial” points.

For STGOD 2k20, each player gets **500** nation points.

- **Settlement Points**

Settlement points are used to buy settlements (sometimes referred to as “planets”). These can buy things like planets, large space stations, asteroid colonies, interdimensional hideouts, or any other similar thing.

For STGOD 2k20, each player gets **100** planet points.

Planets/Settlements

In STGOD 2k20, settlements come in ten categories, represented by the numbers 1-10. A settlement’s number represents its quality. The industrial output of a settlement is its quality * 10. A class 1 planet produces 10 Industrial Points per turn, and a 10 point planet produces 100 Industrial Points per turn.

There can be no more than 25 points of planets in one system.

Nation Customization

As a further method of customizing your empire, each game may allow the empires to spend points on different national attributes. These modify how well you do certain things, giving a bonus or a penalty. Of note is that all empires are assumed to have basic competency in the areas mentioned below.

Basic Abilities

These are the basic things that can generally be bought by all empires, and are mostly setting non-specific, although the names can be referred to differently in-game. As a general rule of thumb, every attribute point spent in these abilities improves the ability by 1%, unless mentioned otherwise.

- **Improved Logistics**

A nation with Improved Logistics may repair ships in the field. For every 100 points, at the beginning of each turn, ships in the field will have a quarter of their current damage, rounded down, repaired. This works by applying each 100 points consecutively, as detailed below.

For a nation with 100 in Improved Logistics, a 50-point ship at 11 HP would repair itself to ((50-11)/4)+11 = 20 HP. For a nation with 200 points in Improved Logistics, that ship would repair 25% plus 25% of the remaining 75%, or 44% (rounded up). For 300 points, 58% would be repaired per turn.

A ship with HP below 10% of its base weight cannot auto-repair, and must return to a base to be repaired.

In addition, if a nation with [more than [X] points in] Improved Logistics wins or successfully retreats from a battle, they may immediately repair as if a turn just passed.

Improved Logistics has no effect on prepared repair.

- **Improved Espionage**

The ability of your agents to blend in and vanish, get into places they shouldn't be, and gather information from a wide variety of sources. The higher this ability, the more information you receive on espionage missions and the lower your chances of being caught. Is compared to the target's counter-espionage rating.

- **Improved Counter-Espionage**

The ability of your internal security to track down people who are in places they shouldn't be and doing things they shouldn't be doing. Higher ratings reduce how much intel can be gathered on you and increase the chances of catching an enemy agent.

- **Improved Salvage**

Under normal circumstances, the victor of a battle may choose to salvage the disabled ships (on all sides) of a battle and receive a bonus to the next turn's production of 5% of the total points value of destroyed ships. For every 20 points in Improved Salvage, the percentage you can salvage increases by 1. A nation with 500 points in Improved Salvage could salvage 30% of disabled ships.

Note: you cannot salvage destroyed ships.

- **Improved Assimilation**

Increases the rate at which conquered worlds/cities/whatever are brought into productive compliance. May serve as a placeholder for the moment while ground combat mechanics are worked out.

- **System Defenses**

You purchase system defenses with national points, and they act as "free" ships. The defender may use these ships only during defensive actions.

These are represented by units with a cost of 1. They can be role-played as anything - satellites, star fortresses, minefields, gas clouds that somehow only explode when enemy ships are nearby, etc etc.

100 pts buys 1 of these ships per planet point in that system. So a system with 25 pts of planets would get 25 of these ships. 200 points buys 2 per planet point, etc.

These ships do not count as ships in your fleet, do not take maintenance, and are replaced for free at the beginning of each production turn.

For every 100 National Points (NP) in system defenses, you can only use as many of these ships as a quarter the point value of normal ships in-system.

That means a nation with 100 National Points in system defenses, with 25 points of planets and 50 points of ships in-system, only get 12 patrol boats. If they spend 200 NP, then they would get 25 patrol boats.

If they spent 200 NP and have a 100-pt fleet in-system, then they get the full 50 patrol boats that the system has.

It only ever takes 100 points of normal ships in-system to get the full system defense bonus, regardless of how many NP has been invested in this ability.

Or, to put it in a formula:

Total number of system defence boats per system = (Total normal ships/4) OR ((National Points Invested/100)*Planet Points In System), whichever is lowest and rounding down.

Note that there is no benefit to investing, say, 150 points as opposed to 100 or 200 - those 50 points are “wasted”. Also, you have to have invested at least 100 points into this ability to gain any System Defences at all.

- **Penalties**

Any of the above attributes can be decreased in exchange for extra attribute points. The exchange is non-linear and follows this pattern: -10 penalty = +10 extra points -30 penalty = +20 extra points -60 penalty = +30 extra points -100 penalty = +40 extra points -150 penalty = +50 extra points Etc.

Outsider Tags

These are tags with a basic cost that indicates outsider status, which generally affects espionage and counter-espionage, placement, and the ability to purchase certain other attributes. Note that any counter-espionage and espionage bonuses or penalties may not apply to other outsider cultures, but that is up to the players and mods to roleplay on a case by case basis. Use common sense and fair play.

- **Barbarian**

This empire is from outside the normal boundaries of civilization, and may in fact be quite civilized, but their ways are very different from standard, and the feeling is mutual. Gives +30 counter-espionage, -30 espionage, and the right to be located well away from the majority of other empires. Costs 50 attribute points.

- **Extragalactic/Extradimensional**

Your empire is from *way* outside the norms. Like **Barbarian** only more so. Requires permission to use as too many empires with this trait would become silly. Gives +60 to counter-espionage, -60 to espionage in addition to the normal benefits and cost of the **Barbarian** tag.

Improved Technology

These are special attributes in that they may be captured, unlike the basic ones and the outsider tags. They however allow for normal rules of unit design to be bent somewhat. To represent their capturable nature, all Improved Technologies must have a world/city declared as their location.

- **Improved Shipyards**

These allow for the construction of units larger than the normal 50 point cap. For every 10 points invested, the cap is increased by 1 point. Note that all units over the cap produced after the start of the game begin at the same place as the shipyard.

- **Advanced Specialisation [AKA Improved Tech Cache]**

These allow for the special abilities of units to exceed the normal 10 point limit. The cost of improvement is 10 points for every point by which the normal cap can be exceeded. Therefore, in order to get +20 in a special ability, you would need to invest 100 points here.

Running an Empire

Time Management

The passing of time is marked by turns. There are two types of turns, production and combat.

- **Production Turns**

Production turns are generally anywhere from 2 months to 1 year in-game. These turns are major time increments, and signal the passing of enough time for your shipyards to churn out new ships. You get your current allotment of Industrial Points from your currently-held planets to spend at the beginning of Production turns.

Production turns are typically long enough for your ships to move across the known world/galaxy/universe.

- **Combat Turns**

Combat turns are about one hour long in-game. They represent "turns" of action while in combat, and also manage the arrival of reinforcements. During one combat turn, opposing ships may fire, attempt to escape, and any other reasonable combat action. A short skirmish may only take two combat turns, and end with both sides withdrawing, while a major battle might take 12 combat turns, enough time for both sides to bring in reinforcements.

Depending on where the battle is taking place, players may be able to bring in reinforcements. A player defending in his own territory may be able to bring in reinforcements on turn 4, while an attacker far from home may not be able to bring in reinforcements at all. There is no set rule for this, be reasonable and talk to the opposing player to resolve conflicts.

In STGOD2k20, each map hex takes one day to cross with a normal hyperdrive. This is equivalent to about 12 combat turns. [This is an abstraction?]

Production Management

At the beginning of each turn, you declare the numbers and types of units you want to produce. The ship types typically are detailed in your OOB. You may choose to commission new unit types, but these must then be recorded in your OOB.

Part of your total production must be allocated to maintenance of your current ships, otherwise you cannot keep them in full fighting condition.

Fleet Management

- **Movement**

To move your fleet around, just RP your fleet doing something. If location is important, you may want to make a note of it, either on the overall map, or just in relation to some other point of reference (ie: in a hostile star system). Make sure you reference the rules on ship strategic speeds before you make any long-distance moves.

- **Maintenance and Repair**

Your fleet takes production points to maintain. Each ship requires 20% of the ship's production cost for maintenance each turn. That means a person with a fleet of 2000 points needs to spend 400 industrial points per turn to maintain his fleet in full fighting condition.

Failure to provide enough points for maintenance will result in the faction being required to sell/scrap/dry-dock ships until they are no longer in a deficit situation. Selling requires another faction to be willing to buy the ships, at an agreed upon price, while scrapping requires no buyer and yields half the cost of the ship into that turn's point pool.

Dry-docking can either be maintained or mothballed. Maintained means that the supply cost is 1% the total per turn, but no degradation takes place. Mothballed means that the ship requires no supply, but loses 10% of its effectiveness a turn, to a minimum of 5%, and must have points allocated to repairs when taken out of dry-dock.

Damaged ships can return to drydock for repair. There are two forms of repair: automatic and prepared.

In prepared repair, a nation can set aside a certain number of industrial points for repair purposes. One of their damaged ships may go to drydock, use the repair points, and be immediately available that same turn for more combat.

In this method, a ship takes 1/4 of an industrial point to repair 1 point of base point value, rounded up. a 10 hp ship brought down to 2 hp would take (10-8)/4=1 industrial points to repair. A 50 hp ship brought down to 13 hp would take (50-13)/4=9.25 ~= 10 points to repair.

In automatic repair, a ship is brought to the shipyards, and is fully repaired for free at the beginning of the next turn.

Army Management

Note that unlike starships, troops do not require upkeep.

- **Deployment**

Ground troops must be deployed on the owning player's settlements. Their location must be specified. Deployed troops reinforce the planetary garrison in defense, as detailed in the siege and invasion guidelines.

- **Movement**

The cost of ground troops includes troop transports sufficient to carry them. Troop ships do not contribute to combat, and may be generally assumed to remain outside of the combat zone until needed. Troop transports may not land on a planet defended by an enemy fleet.

Designing a Unit

Every unit in the game can be expressed in the form “X+Y**Z**”, which will be fully explained below.

The way a unit functions is defined by its attributes, and can be roleplayed in generally any format you wish. In other words, a “unit” can be a ship, or a squadron of fighters, or a floating wizard’s head in space - they all follow the same rules. Units are henceforth referred to as “vessels”, “ships”, or “units”.

Units are “bought” with production points, their “Base Cost” reflecting how powerful that unit is. They are otherwise abstracted. This is the X half of the “X+Y**Z**” format unit stat lines use.

A unit’s hit points are equal to this base cost, and it contributes its base cost to damage inflicted by a fleet.

For example: a ship with 30 points does 6 points worth of damage per combat round, and takes 30 points worth of damage to destroy.

Unless otherwise noted, the maximum size of a ship is 50 points total, including special attributes. This does not apply to troops, and can be increased.

Troops

Your ground forces are bought using the same pool of industrial points that space units are bought with. They can, as with space units, be role-played as anything - modern army battalions, Imperial Stormtrooper legions, swarms of Redshirts, groups of magical girls.

An army's cost in points may be referred to as its "force." Ground combat is more abstracted as defined in the siege and invasion guidelines, and armies do not purchase specializations.

In general, to successfully invade and subdue a planet, you must deploy a point value of troops equal to three times its current garrison strength (detailed below). Until the population is assimilated, you must garrison the planet with regular troops equal to its industrial output.

For example: You are attacking a size 10 planet which has 100pts worth of troops deployed on it. In order to take it, you need to deploy 600pts worth of troops, and leave behind a garrison of 300pts after it is taken until it is assimilated.

Ship Abilities

Ships often have special abilities, but do not require them. A 30+10**H** ship has purchased 30 basic points.

Every unit has the ability to “run silent” and “hyperspace”, which mechanically means every unit has a base of +1S and +1H.

All combat paradigms - missiles, railguns, magic, space tentacles etc - are considered equally valid. You do not get to ignore someone’s railguns just because your ship is wedge-shaped.

Special Attributes

These do not raise the basic attack or hitpoints level of a vessel, but are given special tactical importance that makes them useful for other situations.

The bonus conferred by the +value is usually directly equal to the cost of the value. In other words, the +Y**Z** = the industrial points spent on **Z**. This is the "+Y**Z**” half of the “X+Y**Z**” statline, where **Z** refers to the specialisation in question.

A single ship can only have up to +10 in each specialisation. A ship can have multiple specialisations, so long as they are paid for. This is expressed by adding that specialisation onto the end of the format; “X+Y**Z**” becomes “X+Y**Z**+A**B**” and so on.

All vessels are considered to always have a +1 Hyperspeed Rating and a +1 Stealth Rating, in addition to any extra they fit their ships with.

Determining H and S Values:

Hyperspeed Rating and Stealth Rating use a more complicated system designed to favor smaller vessels.

This system works as follows: **S** and **H** are both equal to +N divided by one tenth the cost of the overall vessel minus its **S** or **H** value, and then added to the automatic +1 Stealth/hyperdrive Rating all ships have.

A 40+10**S** vessel would have, therefore, a stealth rating of +3.5, or ((10/4)+1). Compare this to a 1+10**S** vessel, which has a stealth rating of (10/0.1)+1 - or +101!

This is the formula:

+S/H divided by (Ship Cost Ignoring **S** or **H** /10) +1 Basic Stealth/Hyperspeed = Stealth/Hyperspeed Rating.

The following are the specialisations currently in use:

Sensors and Comms

- Abbreviation: **C3**
- Determining the Value: +N points of **C3** can reveal an equal or lesser Stealth Rating on short and long range sensors.
- Asking for detailed information about an enemy fleet (numbers, makeup, presence of specific classes or notable ships) requires you to have a **C3** value that is not negative.
- Attribute Interactions: Total **C3** = **C3** - Enemy's **J** value. You cannot scan a fleet or detect stealthed ships if your **C3** rating does not exceed the other fleet's Jamming. Stealthed ships may not run Jamming themselves, but can travel along with those that do. All settlements are considered to have a **C3** rating of +1.

Jamming

- Abbreviation: **J**
- Determining the Value: **+J** reduces enemy **C3** effectiveness, forcing an enemy to have a greater fleetwide **+C3** rating than your **+J** rating before they can gain specific details about your fleet.

Stealth

When roleplaying a stealth vessel, keep in mind that the aim of the game is to *interact* with other players - try to avoid simply saying "my ship sees all and you see nothing".

- Abbreviation: **S**
- Attribute Interactions: Because all ships have a +1 Stealth Rating, a fleet with no **C3** equipped vessels would be unable to locate an enemy force from long range if they chose to 'run silent.' If an enemy has a vessel with **C3** rating equal or greater to your Stealth Rating, you may be located and targeted as normal. All planets are considered to have a **C3** rating of +1.
- Stealthed ships are only Stealthed when inert, though they may enter and exit Hyperspace while stealthed. **S** = 0 when a ship is moving or firing.

Hyperdrives

Hyperdrives determine your speed in Hyperspace. The rating is used as a speed multiplier for strategic map movement.Abbreviation: **H**

- Attribute Interactions: Hyperspeed Rating directly relates to your Strategic movement speed.
- The higher your Hyperspeed Rating, the fewer losses you are expected to take when fleeing a combat zone.
- A 40+10**H** ship - i.e. one with a Hyperspeed rating of +3.5 - moves 350% of normal movement speed, while a ship with no additional hyperdrives moves 100% of normal movement speed as determined by their natural +1 Hyperspeed Rating.
- "Normal Movement Speed" is variable between games.

Realspace Engines

Realspace engines allow tactical movement before a battle and while retreating. They do nothing in a battle.

- Abbreviation: **R**
- Determining the value: First, determine the base speed of a ship, which is equal to the base weight of the ship while it is undamaged. For every two points of **R**, the base speed value of a ship is reduced by 1. A 10+10**R** ship would have a base speed of 10-(10/5) = 5. A 1+10**R** ship would have a base speed of -4.
- Attribute interactions: **R** does not interact with anything else.
- A fleet with a better (i.e. lower) speed rating can dictate the terms of an engagement.

Fleet Combat

Fleets can be any size from one ship to a whole lot of ships. Fleets can only fire on other fleets. Fleets do 1/5 of their total cost in damage per turn.

Players can declare that ships are not firing, and those ships do not contribute to combat - but can still be fired upon.

Each ship has "hitpoints" equal to their base weight. Damage is distributed to ships in the fleet by the defending player. Ships brought to 0 points are disabled and cannot fight, move, or interact with other ships under their own power.

Disabled ships can no longer take damage from regular attacks, but can be destroyed at the end of a battle if whoever remains in control of the battlefield at the end of the battle so chooses.

Disabled ships can be salvaged by the person who controls the battlefield after the battle. Rules for salvage are in the salvage section.

Part (or all) of a fleet may choose to retreat instead of attacking. The retreating ships are treated as a separate fleet for targeting purposes.

Retreating

A fleet can declare that it is retreating at any time. The damage it does while retreating is halved. For the turn that a retreat is called, the opposing fleet will continue to fire at it for full damage. For every turn that a retreat lasts after that, both fleets fire for half damage.

There are several methods of retreating. You can have your ships retreat as a fleet, or retreat as fast as they can individually. Retreating as a fleet means that your ships stay together, traveling at the speed of the slowest ship. Retreating individually means that all your ships flee as fast as they can, possibly staying with ships of the same speed, or just scattering.

Retreating is not always successful. The turn after the retreat is called, the other fleet may choose to pursue. They can pursue as a fleet, or divided up into smaller groups. A fast ship can catch slower retreating ships, and continue the fight.

Hyperspacing Away

While retreating, a fleet can (and should!) charge hyperdrives to run away. Charging a hyperdrive while retreating takes [3] combat turns.

Speed

A ship's speed is equal to its normal base weight, and is modified by **R**. A 10-pt ship has a speed of 10. That same 10-pt ship at 3 HP also has a speed of 10. A 10+10**R** ship has a speed of 5. A 1+10**R** ship has a speed of -9. Note that in this case, smaller (or negative) numbers are faster.

Smaller ships are faster than larger ships.

If an attacker's ship is facing a defender with the same (or faster) speed, the defender may choose to avoid combat indefinitely. If the attacker has a faster speed, he can force an engagement.

Speed has no effect in battle, besides retreating.

Battle Damage

There are no special penalties for ships that have taken damage: their base weight is already reduced which means that their attacks will be weaker.

Combat Turns

Each combat turn is one hour in real-time, unless both sides agree to something different.

Siege and Invasion Guidelines

This section is a work in progress, and currently a source of much contention. Consider any rules that DO get put here to be EXTREMELY unofficial.

Laying a Siege

Tempting as it might be to simply shell planets into submission, Earth-like worlds are rare, and glassing them will seriously impact the interstellar economy and food supply, as well as deny you the industrial benefit of possessing the planet.

Warships may selectively bombard a planet to reduce its planetary defenses, but doing this while leaving infrastructure intact is a painstaking process.

Every full production turn spent bombarding a planet lowers its garrison strength by [20%?] the base attack value of the bombarding fleet (so a fleet with a total 100 base weight will reduce the planetary defenses by 20 points), but also lowers its category (and thus industrial output) by 1. A planet reduced to a category of 0 is effectively useless.

Taking Territory

A planet is assumed to have garrison forces, be they reservist formations or militia, equal in power to ten times the planet's value - a class 1 colony has a garrison equal to 10 points, and a class 10 world has a garrison equal to 100 points. This may be enhanced by troops purchased with industrial points.

In order to successfully take a planet without leaving pockets of resistance, troops equal to three times the power of the garrison must be landed. Given that, fully securing a planet takes a number of production turns equal to half its category rounded up. Until the planet is fully secured, a would-be conqueror does not gain the benefit of its industrial output or any technological upgrades assigned to the territory.

Population Assimilation

This is a matter for roleplay.

Assimilation is an extremely subjective thing that does not lend itself to hard rules; an oppressed population might greet invaders as liberators or one that was well treated before and treated badly by the invaders might resent occupation for years. This will mostly be a moderator call.

Until the population is ruled assimilated, the conqueror must continue to garrison the planet with regular troops, does not gain the use of free planetary militia, and the original owning power does not need to undergo an assimilation period if they take back the planet.

Extra / Changed Rule Ideas:

- Combat limited to a fixed number of combat turns per strategic turn per fleet - the rationale being that after that point you are out of ammunition/the crew is tired/god tells you to stop. The main OOC reason for this is that combat in RPGs in general tends to drag on a bit, so this helps reduce burnout.
- Nation points given out as a reward for interaction/completing story beats
- Making Units “respawn” after a turn or two - to prevent snowballing. Not literal respawning - but you get their cost back?
- Defences as an industrial point spend - but then turtling becomes a problem?
- The unit design rules allow for very simplified OOBs if desired - rather than having 10 ships of 10 points each, have a fleet of 100 points. This could solve a lot of the issues people’ve been having?

Orbital Defence Rules?

Improved Sensor Networks

For every fifty points invested, increase the **C3** rating of all worlds by +1

Planetary Jamming Systems

For every fifty points invested, increase the **J** of all worlds by +1. All worlds in a system stack together, so an investment of 100 points in a system with 4 worlds would give 8 extra **J** to any friendly fleet in system. This also interferes with enemy **C3** as usual.

Orbital Weapons Platforms

For every [fifty] points invested, each world gets a ship with [1] base hull. These ships cannot leave the system.