

## CHAPTER 4: THE FISTS OF YOUR RULE: PROJECTS

Your Majesty, at last we begin to discuss some of the ways to wield your vast power. The most powerful, by far, is through Projects. In this chapter, we will discuss what they are, why they are so important, who they impact, and some basic strategy for executing successful Projects – some say that planning and completing a well-done Project is a skill in itself!

### WHAT IS A PROJECT?

Your Majesty, you act upon your Empire through two basic levers: Actions, which deal with asking a Character to do something on your behalf with the Holding that they rule, and Projects, which are enormous interstellar-scale tasks that you initiate, implement, and plan. The largest difference between an Action and a Project is simply this:

*Characters CAN refuse your Action request. They can NOT refuse your Project request.*

This is critical to understand. Now, that's not to say that obstinate Characters can not muck up your plans, but at the end of the day, if a Project is properly funded, administrated, and given the proper materials, it will be completed.

At some point.

### WHAT DO PROJECTS NEED?

As stated above, Your Majesty, Projects are subsidized with materials from the Empire stocks. Each Project requires a certain amount of Basic Materials, Heavy Materials, Rare Materials, and Energy. Space-based Projects will generally require more Energy and Heavy Materials, while science-based Projects will generally require more Rare Materials. Most Projects will use copious amounts of Basic Materials, since they're the building blocks of most of what is built in both land and space in the galaxy.

Projects also require 2 more elements: Admin, or ADM, and Crowns (Money). ADM represents essentially men, construction ships, supplies, excavators, construction robotics, etc. that a stellar body provides in order to assist in the actual building of a Project. This can come from a planet, or through a system or Provincial governor who uses the ADM of all his planets/systems.

Money is used to actually fund ADM. After all, construction workers expect to be paid, and those machines and material aren't going to maintain themselves. So depending on the Project, it may require many more raw resources as opposed to Money. That said, the larger the Project scale, the more Money it will cost and the more ADM it will generally require to actually build the Project.

So that's all well and good, you say. "I have plenty of Imperial resources! Commence building a new trade hub!"

Well... not so fast, Your Majesty. You are forgetting the human, er people at least, element. You see, without Administrators and Coordinators, you just have a bunch of material and construction elements just sitting around. You need important Characters, with their knowledge of administration and their retinue and other staff, to actually guide the project to completion!

## **ADMINISTRATORS AND CONTRIBUTORS**

So who can be an Administrator? Any Character who offers their services to you can, really. But you want to consider some things before you make that all-important decision:

- Characters who serve as Administrators get  $\frac{1}{2}$  of the Prestige rating of the Project as Power. So especially for large Projects, this may provide a large boost of Power to a Character you'd rather not have given that boost. On the other hand, if you are looking to boost the fortunes of another Character, then this is one very solid way to do so.
- Administrators have 2 critical skills: Admin rating and Admin Efficiency. Their Admin Rating allows them to add up to their Rating in contributors, who are other Characters who contribute ADM and Money to the Project. Admin Efficiency serves as a 'multiplier' for ADM that is brought into the Project and can either increase or reduce it. For example, if you add an Administrator to the Project with an Admin rating of 2 and a Admin Efficiency of 90%, you could attach no more than 2 Characters to the Project, and their total ADM would be modified by .9 (so 100 ADM would be reduced to 90 ADM).
- Administrators do NOT contribute either Money or ADM to a Project! Consider that when deciding to assign your awesome Province Governor with an Admin rating of 4 – you will lose their ADM rollup and their Money contribution.
- Administrators from rival Houses will affect each other's willingness to invest Money into the Project. For example, if House Horlock and House Kirily-Finn are at war, if you add an Administrator from Horlock, Characters from House Kirily-Finn will be very unlikely to invest much, if any, Money into the Project (some low-Honor Characters still might)

So those are the main points to consider for Administrators. What about Contributors?

- Contributors will add a portion of their available ADM, as well as some or all of their Wealth as what they will contribute towards a Project. They will contribute from between 0% to 100% (full funding) depending on several factors:
  - Type of Project (benevolent, neutral, tyrannical) vs their Empathy
  - Their relationship towards you
  - Their House relationship towards you
  - Their ambition and drive
  - Their other plans (may be saving Money for other things)
- In addition, their ADM will be adjusted by similar factors, plus the following:
  - Their relationship in the chain of command – is the Project within or below it?

- What is their relationship with the Administrator?
- To a lesser extent, what is their relationship with the Administrator's House?
- If a Contributor's assignment is NOT within the Project's origin planet/system/province Chain of Command (CoC) the ADM will show as a **RED** number. If the Contributor's assignments IS within the CoC, then the ADM will show as a **GREEN** number.

## **WHAT ABOUT YOU?**

What do YOU get out of Projects? Good question. Besides the individual Project's tangible benefits – anything from claiming an entire Province to simply renaming a planet – you will receive half of the Prestige value of the Project as Power. Remember, your Power slowly decays over time (the 'what have you done for me lately, Your Majesty' effect) so sometimes it might be worth it to just create a Project for no other reason to remind the Pops who's boss! Don't do this too often, however – Resources are tight and easy to burn through, and you don't want to be left at the mercy of your Houses to ensure rights to their Holdings' resources!

Also, the type of Project you select will have an impact on your Pops' Fear and Love levels. Selecting a Tyrannical Project, depending on the Governance Level that you implement it at, will raise Fear and plummet Love among a large number of Pops (mostly those directly affected, but there are knock-on effects throughout your Empire), while Benevolent Projects will lower Fear and raise Love.

The other thing you get is improved relationships with the Characters that you select to complete the Project. It is considered a great honor to be part of a Project, especially one with high Prestige, and so those Characters will look more favorably upon you. But be careful that you are not beholden to one House.... The others are watching. Always.

## **SOUNDS GREAT. LET'S DO A PROJECT!**

OK. The first thing you need to do is determine the Governance Level and Command Mode you wish for your Project to be. Once you select a GL, as long as you have 2 AP remaining the Project Bar on the right will show a plus button on the top. Click on it and the Create Project Bar will appear. Changing Command Modes will change the Projects available. You can mouse over any Project button without committing. The button will slide out into a bar with a description of the Project as well as your resource and ADM costs. Look carefully at these costs before you commit to a Project!! It is especially easy to run out of Energy or Basic Materials.

Once you have decided on that Empire-spanning Project you simply MUST have, Your Majesty, simply left-click on the button. The New Project Screen will appear. Now, don't worry. It looks daunting but hang in there!

The first thing you'll need to do is decide on an Administrator. Fortunately, your Holocron has been programmed with all the latest tools to find just the right suck... er, Administrator to lead your vainglorious wish. On the left, you will see the Character Selection screen. Above that is

the Finder Bar – on the right sorter buttons, on the left filter. I recommend setting your scale to System (this will initially pull all Characters in the System), selecting all Houses that are in Green or Blue (these are neutral or allied to you and will be far more inclined to support your Project), and clicking on the 'Sort by Admin Effect. This will sort from most to least the Characters who will have the most positive Administrative Effect on your Project.

Keep in mind that some Characters will not back a Tyrannical Project and will not be available for selection. Also characters that Refuse to Serve will not show as well.

Once you have found a suitable Administrator, click and drag the card of that Character into the Administrator box on the right. Once you have done so, the Admin Effect will populate and a number of Contributor slots equal to the Administrator's Admin skill will open up. You may now click and drag in a number of Character cards to be Contributors up to the number of open slots. To change your mind, simply right-click on a portrait and the Character will return to the selection pool. You can also change your Administrator, but that will erase ALL of your Contributors.

As you add Contributors, you will see the Estimated Time to Complete field change, as well as the % of Funding Allocated field. In order to green-light the Project, you must have at least 100% Funding ready to go. (You can go over 100% in order to change the Power allocations between Contributors, but it will not actually spend more than 100% of the Money required for the Project).

You will also see a yellow number appear on Contributors' portraits as you add more. This is their Power that they will gain for participating in the Project. It is equal to the share that they contribute to a Project Money-wise, multiplied by half the Prestige of the Project. So for example, if you had a Project with a Prestige of 20, here's how a potential Power allocation could look like:

- EMPEROR (YOU): 10 Power
- ADMINISTRATOR: 10 Power
- CONTRIBUTOR #1 (70% Contribution): 7 Power
- CONTRIBUTOR #2 (30% Contribution): 3 Power
- CONTRIBUTION #3 (0% Contribution): 0 Power

Why would a Contributor not contribute any Money? Probably because they have a lot of ADM to contribute towards the Project, and their ADM is needed to speed up the Project. Or you may need a Contributor that's of the same House as most of your other Contributors to fend off the negative effects of an Administrator that's from a rival House, but one that you're trying to increase favor with. Remember that even if a Character doesn't get any Power from a Project, they may still be useful, and even a small Contributor will be grateful to you for allowing them to assist and contribute, which may improve your relationship with them!

To lock down the Project and start its completion, simply click the highlighted EXECUTE button when it is lit (meaning that the Project configuration is now valid). At that point, the Project

progress will be shown in the Project Bar on the right-hand side as a button with a radial fill. As it fills between turns, the Project will be closer to completion.

**Remember! Once a Character has started on a Project, they can not be used for any other Project until the currently assigned Project has been completed.** They can be interacted with like any other Character, but they will not show as valid Characters in your Character Selection box. Likewise, Characters that Refuse to Serve will not show as well.

One other thing, Your Majesty. Once a Project has been started, it may not be stopped for any reason. Choose well when you decide what you wish to accomplish. Projects are not to be taken lightly, but they are your main means for shaping the galaxy beyond military and diplomacy. Use them well!

## **STRATEGY OF PROJECTS**

From a practical standpoint, Your Majesty, it will be very tempting to simply pick the Characters with the highest ADM and be done with it. And you can certainly do this. However, sometimes there are good reasons to pick a 'lesser' character. You may want to improve your relationship with them or their House. Moreover, if you keep selecting Characters from the same House (especially your House!) for large Projects, other Houses will notice and your reputation with them will drop over time. It may be worth it to 'throw them a bone' and allow a House with which you have poor Relations with to complete a Project. It may take MUCH longer than if you had used more loyal Characters, but the boost in Relations might be worth it.

Projects are also a great way to boost Minor Houses. If you're trying to push a Minor House into Great House status, it's a long climb, but you will almost certainly have to give them Projects in order to give them the status they need. The problem is that Minor Houses are Minor for a reason – they typically have very few Holdings, thus, they have minimal wealth and little ADM. So you may have to first assign them to some of your Holdings so that they can amass a power base first. Or just focus on improving their Holdings (with their permission of course!)

The bottom line: There are many ways to power, Your Majesty. But whichever paths you take, Projects will be at the forefront.