

## Corporate Rule Set

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Corporation Name:

Corp Rating: 1-10

Players:

Employees:

Corporate Assets: Type / Build Cost / upkeep

Corp Expenses: accumulative costs per month

Public Relations: Corp & faction levels

Trade:

1CC (Corp Credit) = 5k credits

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asset costs 2-8 CC

maintenance 1-3 cc quaterly

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corporate construction

Space dock: allows ships to locate and dock the corporate facilities from orbit. Easily destructible as well as constructional. (build cost 3-6cc, maintenance 1/4-1/2 cc. quarterly)

fortifications: including fences and walls to help protect corporate assets. (build cost 4-8 cc X level, maintenance 1/3cc-2/3cc)

Shipping lanes: through space or on martian land these highways ensure that shipments have a direct route to trade hubs. higher quality lanes increase the speed of travel. 2-4cc

Shipyard: corporate facility that are used to construct space ships either in space or on mars. A shipyard level cannot exceed the corporate level and can only build vessels with a total build cost of less than twice the shipyard level. Ships are built as a corporate action.

Corporate HQ: This is a single building of any type. Construction of this structure is very prestigious and grants a bonus of 1 corp level. (build cost 25cc, maintenance 2cc x level)

Corporate Offices: The offices are a location for negotiations and general business of the corp territory. A office level represents the number and quality of the corporations employees, negotiators, lawyers and spies. The office governs not only how a CEO lives but how well he maintains the central structure of corporate law. CEO's must maintain a minimal office appropriate to the level of their corporation to effectively administrate them. The office cannot exceed the level of the corporation unless it has a corporate holding built. (build costs 2-8cc, maintenance 1/6cc-2/3cc)

Corporate Holding: a corporate holding allows a +1 to the corp offices per level of the holding. (Build cost 6cc X level, maintenance cost 1/2 cc)

trade routes: trade routes generate income for the corp through various commodities. trades can only be forged between two trade hubs. A trade route must originate in an area in which a CEO has a trade hub. the number of trade routes in which a single trade hub is limited by the hubs level. a level 0 cannot be involved in a trade route. a hub of level 1-3 can support one trade route. a hub of level 4-6 can hold two trade routes and a hub of level 7+ can hold 3 trade routes. once created either CEO can destroy the trade route at will. trade routes generate quarterly CC income for each hub equal to 1/2 the hubs level. for example a trade route is forged between a level 4 hub and a level 2 hub. the level 4 hub earns 2 cc quarterly and the level 2 hub earns 1 cc quarterly. (build costs 2-8cc, maintenance 1/6cc-2/3cc)

Corporate Labs: Labs are essential to the R&D of new technology for the corporation as well as increasing the income it produces. In order to research new technology the Labs must be constructed within the corporations territory. (build costs 2-8cc, maintenance 1/6cc-2/3cc)

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Corporate turns

Negotiations: during a corp turn a CEO may negotiate with another corp to influence their reputation with them either for or against. The active CEO may spend CC to provide a bonus or penalty to their reputations (1cc per +/-). The corp reputation may not increase or decrease by more than 2 reputation levels per negotiation action. negotiations only effect the reputation of local corporate holdings and not the entire corporation.

construction: a corp may opt to build a structure during this time construction on structures proceed at a rate of 1d4 CC per construction action. Construction costs must be paid after progress is determined for each action. if the progress roll exceeds the final structure value or available funds then the additional can be used to build another structure or simply ignored.

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