Hostiles Inbound

Random Events Table (1d100)		
Event Type	**Result**	**Event Description**
No Event	1-24	No Event this turn
Resource	25	**Biosystem Change:** One random system within the Empire experiences a change to the Biosphere. Roll 1d6, on 1-3 add 1 to the Biosphere Rating, on 4+ reduce the Biosphere Rating by 1.
Resource	26	**Population Increase:** One random system within the Empire increases by 1 Census. Census increase cannot exceed Carrying Capacity.
Resource	27	**Resource Discovery:** One random system gains 1 RAW Material.
Resource	28	**Asteroid Mine Opens:** Place a 1 RAW Mining location in a random system.
Resource	29	**Resource Depleted:** One random system loses 1 RAW Material.
Resource	30	**Special Resource:** may have been discovered in one of the Empire's systems. Roll 1d6 to confirm, 5+ the Special Resource has been confirmed. If confirmed roll 1d6 to determine type, (1-2) Trade Advantage; (3) Scientific Advantage; (4) Military Advantage; (5) Morale Advantage; (6) FTL Advantage.
Economic	31	**Flourishing Commerce:** All Trade Fleets generate 25% more income for 1d3 turns.
Economic	32	**Economic Boom:** The Empire is experiencing booming economic conditions. Add 1d6% to the Empire's total system output for 1d6 turns.
Economic	33	**Economic Investment:** The Empire has provided a grant of 10 EPs towards increasing Productivity of any one random system.
Economic	34	**Recession:** The Empire is experiencing recessive economic conditions. Reduce the Empire's total system output by 1d6% for 1d6 turns.
Economic	35	**Stagnant Markets:** All Trade Fleets generate 25% less income for 1d6 turns.
Technology	36	**Technology Breakthrough:** New technology being researched experiences a radical breakthrough decreasing the next Tech Advancement by 10%.
Technology	37	**Research Capacity Availability:** The Empire's excess research capacity allows overspend on Tech Advancement up to 75% instead of 50% for 1d3 turns.
Technology	38	**Research Grant:** The Empire has provided a grant of 10 EPs towards increasing Technology this year.
Technology	39	**Research Capacity Limit:** Due to resource limitations within the Empire Tech Advancement spending is limited to 75% of normal for 1d3 turns.
Technology	40	**Technology Dead-End:** Technology being researched reaches a dead-end increasing the next Tech Advancement by 10%.
Political	41	**Government Waste:** Mismanagement, cronyism and corruption reduces the Empire's Income by 5% for 1d6 turns.
Political	42	**Drive for Science:** The Empire demands that at least 50% of the next 1d6 turns of Income be spent on Tech Advancement and Exploration construction. Ignore this result if at war.
Political	43	**Infrastructure Initiatives:** The Empire demands that at least 50% of the 1d6 turns of Income be spent on Productivity or Jump Lane expansion. Ignore this result if at war.
Political	44	**Budget Fight:** Political infighting has stalled budget approval causing a loss of 5% of the Empire's Income for 1d3 turns. Ignore this result if at war.
Political	45	**Military Cuts :** No new construction can start for the next 1d6 turns and 25% of the Fleet must be placed into Reserves during this period. Ignore this result if at war.
Political	46	**Defectors:** An attempted coup is prevented by the Empire but 2d6 EPs worth of Military ships supporting the coup attempts to escape to another Empire. Randomly select ships worth equal or greater than the result and place in a random system within the Empire. The ships will make every effort to avoid combat and seek asylum with the closest enemy Empire. If that is not possible or unavailable the ships will move beyond the closest border and disappear.
Diplomacy	47	**Instant Friends:** The relationship between a randomly determined NPE or PE and the Empire has warmed considerably. Roll 1d6, 4+ the relationship improves one level.
Diplomacy	48	**Warm Greetings:** Positive interaction between the Empire and one random NPE or PE increases the chance of a positive diplomatic result by 10%. This modifier is applied either positively or negatively to influence the best beneficial outcome to the Empire during diplomatic interaction.
Diplomacy	49	**Just a Misunderstanding:** Clumsy interaction between the Empire and one random NPE or PE reduces the chance of a positive diplomatic result by 10%. This modifier is applied either positively or negatively to influence the least beneficial outcome to the Empire during diplomatic interaction.
Diplomacy	50	**Major Diplomatic Incident:** A major incident between the Empire and one random NPE or PE has resulted in the relationship being reevaluated. Roll 1d6, 4+ the relationship is lowered one level.

Morale	51	**Improved Communications:** one system in the Empire that is either in "Rebellion" or "Unrest" improves by one level.
Morale	52	**Enlightened Government:** One random system gains 1 Morale and each adjacent system gains 1 Morale on 4+ on 1d6.
Morale	53	**Morale Change:** Roll 1d6, on 1-3 one random system increases Morale by 1, on 4+ one random system's Morale decreases by 1.
Morale	54	**Government Mismanagement:** One random system loses 1 Morale and each adjacent system loses 1 Morale on 4+ 1d6.
Morale	55	**Unrest:** one system in the Empire automatically becomes "Unrest". Cannot be the Home World and ignored if at war.
Exploration	56	**Alien Encounter:** An encounter with aliens from an unknown NPE provides information for an adjacent unexplored system as if it was being explored. Roll to determine system presence.
Exploration	57	**The New World:** Any current exploration attempt automatically discovers a new system.
Exploration	58	**Chance Encounter:** The next exploration attempt gains a 1d3 bonus to the next exploration attempt.
Exploration	59	**Dangerous Encounter:** An exploration mission encounters an unknown danger. Roll 1d6 with 5+ resulting in the loss of one random Scouting Force.
Exploration	60	**Exploration Halt:** An exploration mission results in the loss of one random Scouting Force triggering an investigation that halts all exploration attempts for 1d6 turns.
Leadership	61	**A New Leader is Born:** Create one random Elite Officer.
Leadership	62	**Loss of an Officer:** One of the Empire's best has retired or died. Randomly determine which one.
Corruption	63	**Anti-Corruption Campaign:** The Empire's efforts reduces one system's Corruption Level by one and gains a 10% increase to detect Corruption for the next 1d6 turns.
Corruption	64	**Corruption Crackdown:** The Empire's efforts to reduce corruption successfully reduces one systems Corruption Level by one.
Corruption	65	**Cops and Robbers:** Roll 1d6, (1-3) anti-corruption efforts reduce a random system's Corruption Level by 1, on 4+ the Corruption Level increases by 1.
Corruption	66	**Rampant Corruption:** The Empire's failure to control corruption leads to an increase in Corruption by 1 in a random system.
Corruption	67	**Lawless:** The Empire's failure to control corruption leads to an increase in Corruption by 1 in a random system and efforts to discover Corruption is reduced to 5% for the next 1d6 turns. The race's INT rating also decreases by 1d3.
Terrorism	68-70	**Terrorism Event.** Reference the Terrorism table per VBAM: CM
Intelligence	71	**Secret Agent Man:** The Empire's Intelligence group has infiltrated deep into another empire's intelligence service. Gain 1d3 Intelligence in another empire's system and increase the success of the next mission by 50%.
Intelligence	72	**The Looking Glass:** One random system gains 1d3 Intelligence.
Intelligence	73	**Shot in the Dark:** One random system loses 1d3 Intelligence
Intelligence	74	**Traitor Amongst Us:** A traitor exposes secrets that causes the loss of 1d3 Intelligence in a randomly determined system and decreases counter-intelligence effectiveness against the next attack by another empire by 50%.
Natural Disaster	75	**Climatic Event:** A major climatic event has occurred which reduces the system income by 50% for one turn. Roll 1d6, on 6 the Biosphere Rating decreases by 1 permanently.
Natural Disaster	76	**Major Climatic Event:** A major climatic event has occurred which reduces the system income to zero due to recover efforts. Roll 1d6, on a result of 5+ Census is reduced by one point to a minimum of one.
Natural Disaster	77	**Geological Event:** A major geological event has occurred on one of the Empire's systems causing the permanent lost of one point of Productivity.
Natural Disaster	78	**Orbital Bombardment:** An asteroid or comet has impacted on one of the Empire's systems. Roll 1d6 once for Productivity and once for Census, lose one point for each result of 5+.
Natural Disaster	79	**The Plague:** An alien plague has broken out on one of the Empire's system. Roll 1d6, result of 3+ the system's Census is reduced by one. If this system has a Trade connection to other systems roll 1d6, result of 5+ the plague has spread. Repeat the process for each system until the plague fails to spread. Note this can spread to other Empires that share Trade connections.
Accident	80	**Ship Yard Accident** : All construction performed on a randomly determined ship is lost this turn.
Accident	81	**Shipboard Accident:** A weapon malfunction occurs onboard a ship crippling it. Randomly determine which ship and cripple it.
Accident	82	**Collision:** A collision has occurred in a randomly determined system containing two or more of the Empire's ships. The system does not have to belong to the Empire. Once the system has been determined randomly determined two ships and cripple them.

Accident	83	**Ground Unit Accident:** An accident involving military transports causes 1d3 worth of damage to randomly determined ground units.
Accident	84	**Lab Accident:** An experiment in a lab releases a massive explosion in a random system. Roll 1d6 once each for Census, Productivity and Biosphere, on 5+ reduce by 1. In addition 1d10 Tech Advancement
Piracy	85-89	**Raider Attack:** 4d6 economic points
Random	90	**Jump Lane Failure:** A randomly determined Jump Lane degrades by one level.
Random	91	**Ship Yard Strike:** A labor issue at one of the Empire's Ship Yards delays construction for 1d3 turns.
Alien Encounter	92	**Alien Trade Caravan:** Aliens visit one of the Empires system and conduct trade worth 1d6 EPs.
Alien Encounter	93	**Alien Technology Exchange:** Aliens visit one of the Empires systems and provide assistance on new technology worth 1d6 EPs of Tech Advancement.
Alien Encounter	94	**Alien Diplomatic Efforts:** An alien encounter provides insight to diplomatic efforts with an Empire currently in contact with yours which provides a one-time 10% bonus to your diplomatic efforts.
Alien Encounter	95	**Virus:** An encounter with an alien race infects one of the Empire's systems. Roll 1d6, 5+ the systems income is reduced by 50% for 1d6 due to quarantine and recovery efforts. The Empires XE rating increases by 1d3 due to the publicity.
Alien Encounter	96	**Space Invaders:** An alien force equal to 4d6 Eps looking for slave workers attacks a random system within the Empire. If the Aliens defeat all the Empires forces in the system reduce the Census by 1.
Reinforcement	97	**Here Comes the Cavalry:** The Empire decides to fund an additional 4d6 of ground forces.
Reinforcement	98	**Border Concerns:** The Empire decides to fund an additional 4d6 of military ship construction for anti-piracy missions. Ships appear next turn and must be allocated to convoy protection.
Random	99	**Ancient Ruins Discovered:** Generates a one time bonus Tech Investment equal to the system's carrying Capacity.
Special Event	100	Generate a special campaign related event or re-roll.