

Economics and Money

There is not a full economy in the game with things to buy and sell but there is cash available either through government (or other) funding or stacks of cash, eg from stealing it.

Funding represents large budgets paid out over a few years. Stacks of cash are a small or big piles of money that you could use to buy things with. It need not be actual cash but the game tokens are.

Funding

This is ongoing money usually available from a government department but also from some very rich corporations or players.

There are 3 levels of funding:-

Rank	Level	Narrative
C	Basic Funding	Enough to keep a project ticking over or as a pilot
B	Generous Funding	A decent amount of money that will keep a project working well but will not allow for extravagance
A	Lavish Funding	Money to burn enough to rush a project or to get something like new military equipment online

The budgets may not be split further than they have been or consolidated into better ones.

Some players, or groups of players, control budgets that can allow them to give out funding for projects.

Different projects require different base levels of funding to be effective though more is always better.

Stashes of Cash

There are three levels for this type of money

Rank	Level	Narrative
C	Envelope stuffed full of cash	Enough to get out of the country or live extravagantly for a month or frugally for over a year
B	Briefcase stuffed full of cash	Enough to retire in comfort. Live extravagantly for a year
A	Trunk stuffed full of cash	Enough to fund a lavish lifestyle for a very long time. Enough to retire in luxury

You can trade any one of these with control for three of the next worse rank but cannot trade them the other way.

