

Personal Plot : Thick as Thieves

RP : The extensive competitive intelligence and industrial espionage division of Pizza the Hutt Co. Ltd. has detected the presence of intelligent life on Piraxes-B: namely, what appears to be a long-lost clan of Hutts, isolated on this world for who knows how long. However, Pizza the Hutt Co. Ltd.'s competitive intelligence and industrial espionage division has also uncovered a dastardly plot by an authoritarian regime of small, fuzzy quadrupedal mammals to cruelly enslave and senselessly butcher those innocent, upstanding Hutts.

To counteract this threat to civilization and decency everywhere, Attila the Hutt, vice president and general manager of Pizza the Hutt Co. Ltd.'s operations in the Piraxes Expanse, has authorized the shipment of military hardware and the provision of training, planning, intelligence, and logistical support to the indigenous Hutts. Furthermore, Attila the Hutt has directed Pizza the Hutt Co. Ltd.'s own private military contracting division to intervene in the conflict, conducting orbital bombardments, airstrikes, and raids on any forces that encroach upon Hutt territory with hostile intent.

[REDACTED]

Invested : Attila the Hutt (/u/Tefmon).

Results : Spawn defensive buildings in and advanced military units around the city-state of Hutt, counteract any plots or actions to invade or harm the city-state of Hutt, and destroy any units moved or spawned in a hostile manner near the city-state of Hutt.

The coordination and increased presence realized while conducting these operations should also boost the portion of the Galactic Federation's Plot 2 results to establish the Pizza the Hutt Company Limited as a non-factional entity. **[REDACTED]**

Also gib skills.

Partial Success: Spawn 3 helicopter gunships around Hutt and plots against the city will be hindered.

L'AVENIR, AUJOURD'HUI!

LE PREMIER JOURNAL D'EXPLORATION DU NOUVEAU MONDE

VOLUME D'INTRODUCTION [SUITE]

LE 1^{ER} JANVIER, 1^{ER} ANNÉE DE LA GRANDE DÉCOUVERTE DE PIRAXE

NOUVELLES

Leclerc -

MÉMOIRE, Nouveau Monde, 1^{er} Janvier - The society's starship, *Mémoire*, arrived at the landing ground bringing with it the polytechnicians of the Society and their three dozens of associates and employees. Landing in the alien wilderness of the Nouveau Monde, the Société at once split off to begin their explorations, setting off in different directions, except Leclerc, who has already begun work on his first project, and Oscar, and his first work of writing.

- Saint-Antoine G.E.

SUSPENDU DANS LA VIDE

ESPACE, 1^{er} Janvier - Signals from ground control in the 9^e République have been cut; so has emergency contact from the 5^e Empire, and the 7^e Commune. This is no terrestrial victory for any of the factions. The door has closed behind us, and Terre is now aeons away, but there is no need to panic! The land here is habitable, and bountiful, and we've the sharpest minds from Terre here amongst us. I, for one, had already begun studying the corridor, and now we all have a goal. We have time, resources, and intelligence. Remain calm, stay hopeful.

L'ESPRIT DE DEMAIN

MÉMOIRE, Nouveau Monde, 7^e Janvier -

'Vous voyez que je présente aujourd'hui devant vous ou la bénédiction ou le malédiction. La bénédiction, si vous obéissez aux commandements du Seigneur votre Dieu. que je vous prescris aujourd'hui; Et la malédiction si vous n'obéissez point aux ordonnances du Seigneur votre Dieu, et si vous vous retirez de la voie que je vous montre maintenant, pour courir après des dieux étrangers que vous ne connoissez pas.'

These (so the Christian mystics of the Ancien Monde claimed long ago) were the words of Moses to the chosen people of his god before they entered their promised land.

Learned friends, we have here neither the Mer Rouge nor the desert, and yet behind us crash shut the waves of spacetime, and before us a barren land of promise awaits. It is therefore at this critical hour that we must, rather than act rashly, rather than scramble to return, consider.

I have dwelt upon this matter here aboard the *Mémoire* for several system cycles now, and though my colleagues still look back, and Leclerc dedicates himself fully to solving the 'corridor problem', a thought

pierces my heart, and I must speak directly to you.

Beautiful France, the Société's homeland, as we all know is a land divided and in ruins. The conflicts of Her ideologies, the dishonesties and disputes of Her politics, the hesitance to react and reform Her, are the cause. And I mean here true reform: not the non- or half-solutions our grandparents were promised would surpass all the world and stun their rivals into submission, only to maintain the status quo; nor the disquieting infringements upon our prosperities, humanities, and sublime liberties which their rivals put forth to secure their own status quos, only to become that which they denounced! Not the aimless thousandth republic in Nantes, different but the same as all those before it; nor the hundredth empire in Marseille, promising necessary change through tyranny built upon injustice and inequity; nor the dozenth disillusioned URSS-emulating communes of Paris and Lyon, never quite living up to the ideas in their declarations and manifestos. None obeyed the ordinances, so to speak, of their foundations, and so they are cursed.

We are unburdened now by these pasts, by their characters, their wars and their rivalries, their mistakes and their cruelties. Are we to now go back? Are we to pretend they are yet here, and in shameful hesitance carry on the evils and frivolities which we all know well and in the back of our minds quietly did bemoan each day? *No!*

But then if not, what are to be our new ordinances? We must ask this now, for if we

do not, the blessing of these cornucopian lands, which give up their fruits to us with both hands, eagerly, gladly, shall shrivel and putrefy into a fatal curse.

But, my friends, if we stay true...! I cannot with words detail to you what blessings could await us. All words of Man fall short of it; all the arts combined could but barely grasp it! The dreams of the Ancien Monde are buried in Terre under aeons of long-rotten traditions and the cowardice of the masses, but here? We are the makers of the tradition that is to be! We all chose a path of courage, of unparalleled bravery, many of us with our eyes set on an utopia we would never in our lives see. We have been picked, almost, to be the *best* foundation for our posterity to build upon. Now we are given the infinitely more critical blessing to pick the best foundation in vision.

Let us, then, fulfil the promises of the Ancien Monde. Realise the dreams of our ancestors and our descendants! Commit yourselves fully to them, act wisely, with consideration, but act drastically! Do away with the hypocrisies and idiosyncrasies, the sedatives of overdoubt and compromise! Forget your hatreds and put up your swords! Humanity is at last unbound, here, 'suspendu dans la vide', as Leclerc likes to put it, and whether we fly or fall is our choice.

[In maintenance of journalistic neutrality, the remainder of this article has been cut.]

- Oscar d'Comtois

INVESTMENTS: (/u/Prince-Partee); *Event Submission*;

RESULT: Establish as an NFE, the 'Société du Nouveau Monde'; Strengthen all factions' RP submission modifiers;

Success: The *Société du Nouveau Monde* is founded with 1 plot slot and a per-part income of 2 ppg.

Additionally, gain the Modifier *Expedition Journals*, granting a +2 to plots to discover new flora and fauna for as long as you write a journal article about said discovery.



Союз советских космических республик **Union of Soviet Space Republics - Plotdoc 1**

Идеология: КОММУНИЗМ - Ideology: COMMUNISM (Order)

Дипломатия - Diplomacy

Отношения - Relationships

Alliance:

Defensive Pact:

Non-aggression Pact:

Friendship: Cephalopod Democratic People's Republic (Deep Ones)

Denunciation:

WAR:

Сделки - Deals

Правительство - Government

Космокомиссары Коммунистической партии Советского Союза - Cosmo-Commissars of the Soviet Communist Party:

/u/Sup3rtom2000: Yuri Andropov, Minister of Rocketry of the Iowan People's Union, Chief of Staff of the Warsaw Pact Spacefaring Commission, Vice Minister of Truth in Space Affairs

/u/Ieris1: Alexey Sachevich Velikov, Communist Party Minister of Space Affairs

/u/The-Civs-Diplomat: André Nicolau Pinkhasich da Silva, Brazilian Socialist Republic Minister of People's Resettlement, Chairman of the Brazilian Autonomous Space Enfranchisement District (BASED)

/u/Megaashinx: Dr. Rudolf Krüger, GDR Minister of Science and Technology, Dean of Life Sciences at the Humboldt University of Berlin, Director of the Lysenko Institute for Agricultural Research

/u/Pay08: Constantine Altfrau, Minister of Space Industry

/u/LynnWin: Rosa Levina

Городской контроль - City control

None yet. Rename our newly settled cities to:

Number 1: Posadka Laika

Number 2: Krepost Gagarin

Number 3: Krepost Marx

Number 4: Kosmograd

Number 5: Reka Yanvaryaya

Number 6: Kruschevgrad

Объекты и Бонусы - Objects and Bonuses

Наука и Общество - Technology and Social Policies

1. Acquire the Authority opener social policy.
2. Acquire the Public Works and State Monopoly Order ideology tenets.

События - Events

https://www.reddit.com/r/CivHybridGames/comments/1f8bw49/red_piraxes/

The flame of revolution was successfully spread across the surface of Earth, and now reaches to the stars. Gain the modifier *Stellar Internationale*, you gain a +2 to plots to spread the cause to your neighbours for as long as you remain in the Order Ideology.

Казначейство - State Resources

Очки Действий - Action Points

Total : 14 Action Points (AP)

Source: 10 AP from basic revenue, 2 AP from Order ideology, 2 AP from plot 6 (nationalized)

Expense: 4 AP in a social policy, 8 AP in Order ideology tenets, 2 AP in Plot 3

Remainder: null

Золото - Gold

Total : 10 Plot Points of Gold (PPG)

Source: 10 PPG from treasury

Expense: 9 PPG in settlers, 1 PPG in Plot 1

Remainder: 0 PPG

Вера - Faith

Total: something something opiate of the masses

Source: null

Expense: null

Remainder: null

Культура - Culture

Total: something something bourgeois perversion

Source: null

Expense: null

Remainder: null

Действия - Actions

Сюжет - Plots

Plot 1:

RP: Dr. Rudolf Krüger had little time for the asinine projects of empire that his government was sending him on. Truth be told, he didn't care who was leading this mission, so long as he had the space – and funding – to pursue what truly mattered to him: science! To this respect, the process of founding cities on a planet like Piraxes-B proved to be an interesting - and interdisciplinary - challenge. He was a biologist by trade, but his work in designing the landing mechanisms and modular structures required him to dabble in advanced engineering and architectural practices. The plan was clear: the superstructures would be prefabricated on earth out of a lightweight composite concrete, then dropped to earth, where it would be assembled by a team of autonomous drones according to a master plan. the machines would also begin doing preparations for the construction of hydroponic farms and other vital infrastructure. Finally, in the center of the city, the machines would construct a landing pad for each of the colonist ships. By the time the colonists landed, they would step off of their ships to be greeted by the most beautiful sight to behold: their new home. In the center of that home, they would be sure to marvel at the greatest feat of science: a 50-foot statue of our hero Vladimir Lenin, who would watch over him with his graceful visage.

Investments: /u/Megaashinx1

Results: Found city numbers 1 and 2 as per the map below, favoring the latter if required. On a strong enough success, boost plots 2 and 3.



Partial Failure: City 2 is successfully settled, but City 1 is displaced by three tiles via the Klo Method

Plot 2:

RP: Alexey Sachevich Velikov was The Most Equal Among Equals. This meant that he was able to tell his equal comrades to go do shit for him while he focused on more important things, like determining the next Five Year Space Plan. He told Rosa Levina to go find some suitable locations to settle some settlements. Rosa searched around until she saw somewhere that gave her a feeling of deja vu, like she had had a previous life as a pikeman before she had become an unperson. She decided that that spot would be very suitable for a new settlement and she chose another location a few tiles away as a sister settlement.

Investments: /u/leris1, /u/LynnWin

Results: Found cities 3 and 4 as per the map above, favoring the latter if required. On a strong enough success, boost plots 1 and 3.



Partial Failure: City 4 is settled successfully, City 3 is displaced by 1 via the Klo Method

Plot 3:

RP: Yuri Andropov came from a [kolkhoz](#) outside of the small village of Iowa City in the Iowan SSR, he worked his way up through the People's Commissariat for Agriculture. The Central Committee saw that Yuri had great promise and then transferred him to the growing Salyut space station program. While working with the Salyut Program, Yuri helped bring the USSR to Space Grandeur. Each new Salyut that was launched triumphed over the last in new glorious ways. For instance Salyut 8 recovered Sputnik 2 with Lakia alive and well inside. Salyut 10 orbited around the moon (which facilitated a moon base shortly afterwards). And Salyut 17 orbited Piraxes-B. From Salyut 17, many landing parties landed on Piraxes-B and set up settlements with collective farms and other industries. After several years, others tried to land on what was an integral part of the USSR. These other factions tried to claim that when they landed on rightful USSR territory that these factions saw nothing but aliens, but that couldn't be true. Piraxes-B was an integral part of the Kievian Rus and its history and Russia's (and thus the USSR's) history are deeply intertwined. We are just reuniting our old empire.

Investments: /u/sup3rtom2000, 2 AP, 1 PPG

Results: Found cities 5 and 6 as per the map below, favoring the latter if required. On a strong enough success, boost plots 1 and 2.

Yuri Andropov gets skills in propaganda

Success: Both cities are settled successfully and plot 1 is slightly boosted

Yuri gains skill in Propaganda



Plot 4: The merry-go-round of space

RP: André is inside the ship. He looks out. An infinity of water, and a finity of land, if such a thing even is. He flies above all, orbiting the planet. He sees all sorts of peoples: Japanese, Faroese, and some creatures he has yet to accept. The man is only human, after all.

He finally steps on land. Not as nice as Rio de Janeiro, nor as beautiful as his home. But it should do, shouldn't it? Not for long. Soon after this settlement, some bizarre creatures appeared. Not from this Earth, but from the Heavens. Just like André. These creatures quickly avoided the landing of André's ship, and his settlement was pushed away. They had prepared themselves for company, and so had André.

André, however, was not satisfied. He would not go back to an established settlement, bringing the shame of having been defeated to inferior creatures, not even to similarly intelligent humans. He infiltrated himself into another settlement, one of the human ones. André, of course, was careful enough not to be identified. Soon, he acquired significant information on good settling land of his very own settlement.

This method of settling meant André never again settled somewhere occupied by anyone else. His friends still got to know he lost to non-humans, but that couldn't matter less. He had his

settlement, and that is what mattered. Reka Yanvaryu was no January River, but it would do for now.

Investments: /u/The-Civs-Diplomat

Results: Gain the *André's moving settler* modifier. If another faction blocks or otherwise displaces our settlements, allow us to replace the displaced ones after the plotdoc is released, but before the part is run. On a lesser success, please favor reducing the duration of the modifier, over its effectiveness. On a strong enough success, expand such a modifier to also allow us to replace settlements in our plots to settle if they fail.

Failure: Word of André losing to non-humans spread quickly and everyone had a good laugh about it

Plot 5: Space-ing around

RP:

**WE can tell by the way WE use our talk
WE are worker's men, no time to walk
Hammer loud, sickles and corn (iowa...)
WE've been all at work since WE were born**

**And it's alright, that's okay
WE may found a new country
WE can try to understand
The "space-ing out" effect on men**

**Whether WE're a brother
Or whether WE're a brother
WE're space-ing around (space-ing around)**

**Feel the ship landing
Workshops and markets standing
WE're space-ing around (space-ing around)**

Ah! Ah! Ah! Ah! Space-ing around...

Investments: /u/Pay08

Results: Build Markets and Workshops in all our cities, favoring the formers if required.

Great Success: Each Soviet city gets a market and a workshop

Plot 6: NATIONALIZED FOR FREE AP

The Deep Ones, Part 0

DIPLOMACY

ALLIANCE -
DEFENSIVE PACT -
FRIENDSHIP -
DENOUNCING -
WAR -
PEACE -

DEALS

—

EVENTS

Part 0— [When the Stars were Right](#)

Something in the very structure of reality is wrong in this place. Gain the modifier *Dream Walkers*, granting a +2 to plots to delve into the mysterious space between dimensions for as long as your capital follows the Order of Dagon.

[The Idol, the Priest and the Wizard](#)

Gain 3 free Settlers

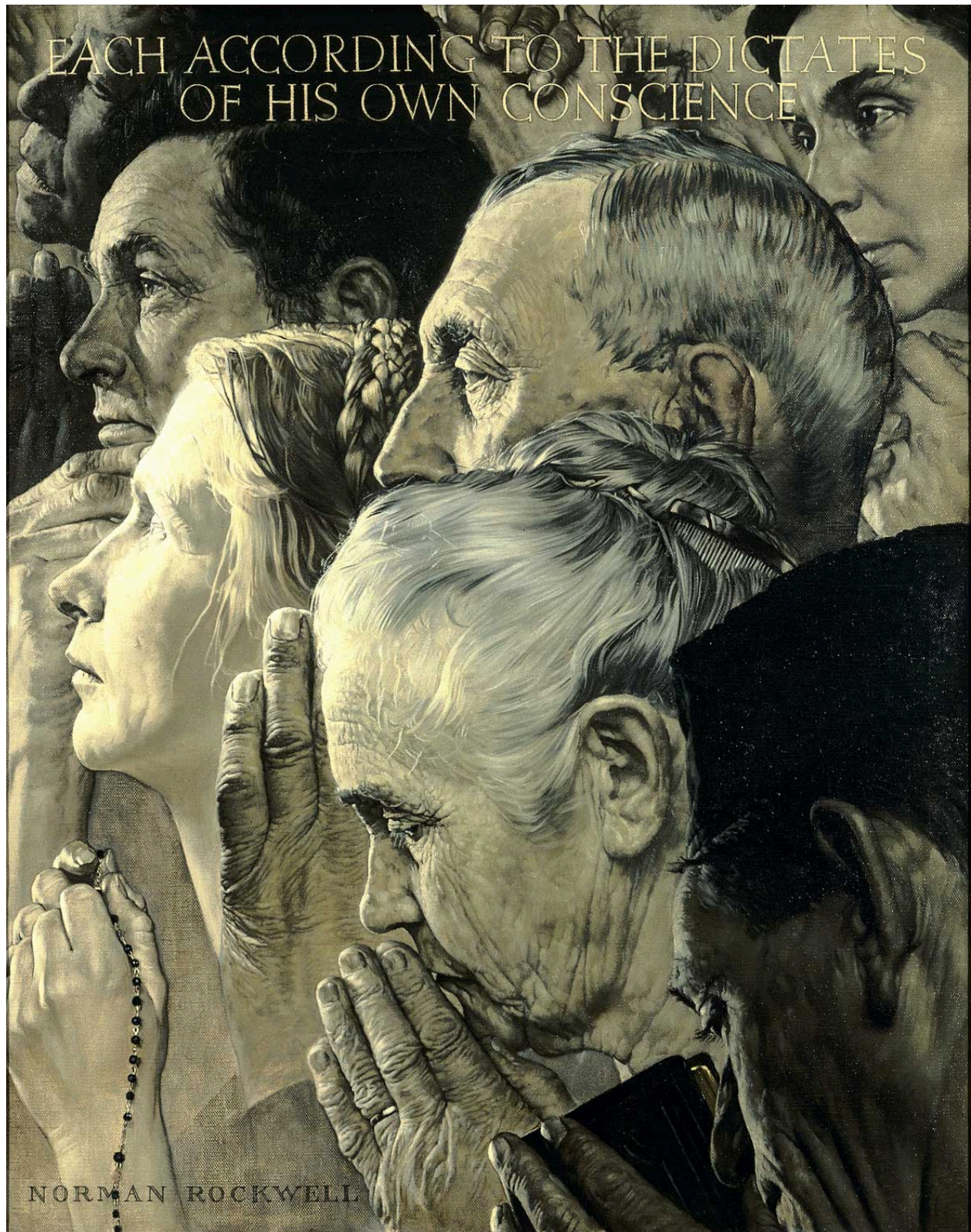
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TECHNOLOGY, CULTURE, RELIGION, AND IDEOLOGY

Technology: All techs through Modern Era, Penicillin, Radar, Combined Arms, Computers, Rocketry

Ideology: Freedom

Policies: Open Society (3 Great Prophets - see expenditures)



Religion: Order of Dagon (Cthulhu Cult if Strange Religions is enabled; Call of Cthulhu otherwise - see AP expenditures)

CITY CONTROL

/u/Quaerendo_Invenietis: Leng (Capital), Phakotus

/u/Andy0132: Dylath-Leen, Arkham

/u/Vile_Basilisk: Innsmouth, Dunwich

RP CHARACTERS

Robert Maytree (/u/Quaerendo_Invenietis)

Henry Wilcox (/u/Andy0132)

Rebecca Fíor (/u/Vile_Basilisk)

OBJECTS AND MODIFIERS

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ACTION POINTS

10 AP (Full Civ)

+2 from consuming Plot 6

-4 AP on the Open Society tenet; spawn 3 Great Prophets

-1 AP to expend 2 Great Prophets to found and enhance the Order of Dagon at Leng:

Pantheon: Fish Goddess

Doctrine: Conversion Narratives

Moral Belief 1: Astrology

Moral Belief 2: Almsgiving

Worship Belief: Altars

-1 AP to construct a Holy Site adjacent to our Capital

-3 AP to settle three cities on the tiles circled in orange, if Plot 3 succeeds





- Up to 3 AP to move settlers into position to settle those cities (on tiles circled in orange), if Plot 3 results would make the settlements illegal
- 2 AP on Plot 4
- 1 AP on Plot 5

—

TREASURY

- 10 PPG
- 9 PPG on three Settlers
- 1 PPG on Plot 5

—

PLOTS

PLOT 1: Pacts of the Deep

RP: Wherever there exists an impoverished community, it is only a matter of time before someone else comes along and notices its destitution. Keen observers of the world from the depths, the Deep Ones approach those people and places pushed to the margins of society and offer things they can seldom resist: food, wealth, and a religion of joy and revelry.

[REDACT]

Robert Maytree, having learned the paradoxically liberating truths of determinism and eternalism, shall endeavor to enlighten the planet Piraxes-B in exchange for yet deeper truths and aesthetic experiences that only the Master can provide.

Invested: /u/Quaerendo_Invenietis

Modifiers: N/A

Result: Gain the modifier *Pacts of the Deep* — Other players and city-states may strike pacts with the Deep Ones, with each level of Pact having additional benefits and costs:

Benthic Prosperity: The Deep Ones and the pact-maker each gain 2 sources of Fish (or some combination of Clams, Cod, Herring, Tuna, Scallops, Shrimp, Squid, or Tuna), placed as desired. The Deep Ones pay the pact-maker 1 PPG, and the pact-maker converts at least one city to the Deep Ones' religion. Failing to maintain the Deep Ones' religion in that city will cause the pact-maker's aquatic resources to evaporate, and the pact-maker's city to lose a significant amount of Population. This pact may be taken multiple times.

Pelagic Longevity (Requires Benthic Prosperity). The Deep Ones confer eternal youth upon a player, making them immune to aging and disease and providing an antiplot against assassination, in exchange for 5 Population per Part, increasing by 1 each part. Failing to provide enough Population will cause the player to go insane, making them un-investable in plots and having other possible ill effects.

Abyssal Rites (Requires Pelagic Longevity). The Deep Ones allow the pact-maker to buy Blood Shrines or Shoggoths with AP, in exchange for 10 Population per Part, increasing by 2 each part. Failing to provide enough Population will cause the Blood Shrines to be dismantled, and the Shoggoths flipped to the Deep Ones, among other things...

Gain skills in persuasion

Partial Success: The modifier *Pact of the Deep* is created, but only the Benthic Prosperity step is available for use.

PLOT 2: R'lyehian Linguistics

RP: The Tongue of R'lyeh was made for no mortal ear, mortal tongue, or mortal being. How could it? How could a mere mortal speak a language that their form was not made to speak, whose very nature brought madness, by being so alien, so foreign, so defying of comprehension.

Yet, Henry Wilcox knew better. He had seen, in his dreams, those towering spires of ancient days. He had heard in the depths of his mind, the whispers of that which had come long before. A mind primed for understanding, like dry kindling before a flame, the bonfire ready to blaze from the smallest of sparks.

Madness is simply the realization of the true, the genius, the magnificent totality that cannot be understood, no? He could not possibly be mad, possibly be anything but sane - for he saw! He saw those drowned spires, those blessed truths, the magics of the ancient days, the possibility that awaited!

HOW CAN WE SPEAK ANYTHING, ANYTHING BUT HOLY TRUTH KNOWING THIS?

WE ARE NOT MAD

WE ARE THAT WHICH IS NOT

THE GLORIOUS VISION OF OUR SUNKEN LORD

WHEN WE AWAIT THOSE BEAUTIFUL, DISTANT, BUT

OH SO NEAR STARS

HOW CAN WE SPEAK ANYTHING BUT TRUTH?

Invested: /u/Andy0132 (Henry Wilcox)

Modifiers: N/A

Result: Gain the modifier *Eldritch Language*— Can encrypt plots and results using ciphers. Encryption confers no malus to plots, unlike redaction.

Gain skills in linguistics

Critical Failure: Soon after planetfall, mad shouting can be heard from Wilcox's room. Further investigation finds his body impaled on a sculpture of R'lyeh's towers and a green fluid dripping from his mouth that looks eerily like blood.

PLOT 3: At the Mountains of Madness

RP: Just as the scientists of Earth explored the Antarctic in the early 20th century in search of wealth and scientific insights, so too did a group of colonists of Piraxes-B seek the south pole of the planet. But like the team of researchers from Miskatonic University, their reckless thirst for the unknown allowed the Plateau of Leng to manifest before their very eyes.

Many of the crew clamored about the direction their leader decided on. Rather, it was the decision to follow the suggestion that one of the research leads had made to the leader that had made the crew so rowdy. Their space to surface readings had indicated that their destination was only average, and it appeared, at least on the surface, that the leader was giving that research lead undue attention. Scientific Team Lead Rebecca Fíor. There are whispers on the crew of her beauty bewitching the leader of the excursion, but even those whispers were silenced when the forward team saw with their own eyes the results of her work.

Those of the crew who did not like Rebecca were excited to be proven right when their voices were given closure, no matter how small it was. The leader agreed to the excursion only if a forward team were to be sent to the location before the rest would join them, and Rebecca would be sent with them. Some thought this was a rightful 'punishment', but they were wrong—for only days after the team approached the location, they were sent back incredible data which no one believed for themselves.

The forward team constantly sent in new data of things beyond their wildest imagination. Until it stopped all at once. One day they were receiving hourly messages, and now only a day later. Nothing. Had they betrayed them? They found their Eden, now they dare not send word to the rest of their peoples and let their *Greed* take them? No, they would not stand it. Almost immediately, the entire group made headway towards the location of what would be their new home, but all they found in the basecamp that had been setup were barely living shells of their former compatriots, looking as though they had survived months without food and water and without even a single bit of data that had enticed the full group to their base.

And unfortunately for them, they would soon meet the same fate. The researchers scoured the base for anything of use. The only thing out of place they found was the lack of the person who had made the recommendation to head here in the first place—Rebecca was nowhere to be found. None of the others knew where she had gone, and soon the group realized why. Their technology meant nothing here, all of their devices were unable to do anything, and without that they had no method of moving forward, and no method of moving back.

Those researchers were unable to make their way to the original designation, as any direction they went in seemed to bring them right back to the base. Food and resources became scarce, until eventually something lit their way out of the darkness and into the promised lands. Something unknowable and infinitely complex.

Invested: /u/Vile_Basilisk

Modifiers: N/A

Result: Settle our starting settlers on the tiles indicated in lime green, with our capital in the middle:



Partial Failure: Your capital (Middle Lime) is settled successfully. Innsmouth (Northwest Lime) is displaced 3 tiles using the Klo Method. Dylath Leen is displaced 5 tiles using the Klo Method. Additionally, Arkham (Far Orange) is displaced 1 tile using the Klo Method

PLOT 4: Watchers in the Water

RP: The Esoteric Order of Dagon, distributed throughout Earth's oceans and anywhere the cult of Cthulhu is active, is devoted to the security of the Deep Ones' secrets from spies and other potentially hostile prying eyes. Those who would divulge such secrets are met with swift, mysterious, and unceremonious ends.

As colonists arrive on Piraxes-B, the Order will work quickly to ensure that foreign undesirables are deterred from settling anywhere near the Order's

headquarters in Leng. If foreigners should begin to stray too close, the Order will cause nearby waters to smell like rotting fish (which instead will attract the Deep Ones' colonists). And if the foreigners are yet undeterred, the Order shall dispatch cultists to turn them away, on pain of death.

Invested: 2 AP

Modifiers: N/A

Result: Boost Plot 3. If another faction attempts to settle a city within 7 tiles of one of ours, it is displaced away from ours so that it is at least 7 tiles away. Gain the modifier *Watchers in the Water*, conferring an antiplot against espionage.

Partial Success: No other factions are settled within 3 tiles of your chosen locations, and you gain the modifier Watchers in the Water, granting a +2 bonus against espionage for 4 parts (Plotrunner note: This is calculated from your chosen locations not the locations the cities actually landed in)

PLOT 5: Cargo Cults

RP: On Earth, Cthulhu's cult was chiefly spread by seafarers, especially the South Seas islanders and sailors who were pushed to the margins of society by the violence of dispossession and slavery. The native inhabitants of Piraxes-B, isolated so long from the rest of the galaxy, will probably experience imperialism and colonization in similar ways to the indigenous peoples of the Americas, Africa, Asia, and Oceania with the arrival of the interstellar colonists.

Employing similar tactics as the Cthulhu cult of Earth, the Esoteric Order of Dagon shall win over large numbers of dispossessed natives forced into seafaring life with the promise of immense riches and immortality. The harbors and islands shall thrive with the aid provided by the Deep Ones, who shall recruit many to the faith of the Great Old Ones. [REDACT] Thus shall the Deep Ones displace the religion of the colonizers whose slave morality keeps the oppressed from rising up. [/REDACT]

Invested: 1 AP, 1 PPG

Modifiers: N/A

Result: Gain 5 Cargo Ships. Gain a Harbor in each of our cities.

Partial Success: 5 cargo ships are gained spread throughout your coastal cities.

PLOT 6: SACRIFICED TO CTHULHU FOR AP

GALACTIC FEDERATION

DIPLOMACY

ALLIANCE	: [REDACTED].
DEFENSIVE PACT	: [REDACTED].
NON-AGGRESSION PACT	: [REDACTED].
FRIENDSHIP	: [N/A].
DENOUNCING	: [N/A].
WAR	: DECEPITCONS!!!
PEACE	: All factions unless otherwise noted.
SUZERAIN	: [N/A].
SUBJECTS	: [N/A].

Deals and Notes

[REDACTED]

EVENTS

Global Event : The Piraxes Expanse

- https://www.reddit.com/r/CivHybridGames/comments/1f7if5q/introduction_to_the_galactic_federation/,
- https://www.reddit.com/r/CivHybridGames/comments/1f8frbi/introduction_to_the_galactic_federation/,
- https://www.reddit.com/r/CivHybridGames/comments/1f8y2wq/introduction_to_the_galactic_federation/,
- https://www.reddit.com/r/CivHybridGames/comments/1f923tz/introduction_to_the_galactic_federation/.

The federation's strength comes from its collaboration. Gain the modifier *Democracy Manifest*, granting a flat +1 to each of

your plots per part, as long as those plots each explicitly serve the interests of one of your subfactions

[REDACTED]

SCIENCE, SOCIAL POLICIES, AND RELIGION

Science

[REDACTED]

Social Policies

Select Freedom as our ideology.

Purchase the Open Society (Freedom) tenet with AP (see AP section for selected units)

[REDACTED]

Religion

Activate a Great Prophet with AP to found a religion with the following properties and beliefs:



- Icon:
- Name: The Binary
- Pantheon Belief: Messenger God (Backups: Goddess of Protection, Dance of the Aurora, God-King)
- Doctrine Belief: Messiah (Backups: Prosperity Gospel, Divine Inspiration, Wheel of Time)
- Morals Belief: Dietary Laws (Backups: Defender of Faith, Crusade, Iconography)

Activate a Great Prophet with AP to enhance our religion with the following beliefs:

- Morals Belief: Unity of Voices (Backups: Defender of Faith, Crusade, Iconography)
- Worship Belief: Mandir (Backups: Synagogue, Mosques, Gudwara)

[REDACTED]

If there's a lot of contest across our choices with other civs, I think Mandirs is the most important to us.

CITY CONTROL

(to be decided after settles occur)

/u/briusky : [N/A].
/u/canadahuntsYOU : [N/A].
/u/Hijakkr : [N/A].
/u/Puzzleheaded_Ad_9218 : [N/A].
/u/Tefmon : [N/A].

CHARACTERS

Player Characters

/u/briusky : Phishnun-Graesen-Bebur, a Creevor employed by Phosphauride Genetics [Traits : None; Skills : None].
/u/canadahuntsYOU : Fleet Admiral Ouystnuhadanac, Chief of the General Staff of the Galactic Federation Defence Force [Traits : None; Skills : None].
/u/Hijakkr : Venn Windsprinter, Chief Prospector of the Republic of Space Elves [Traits : None; Skills : None].
/u/Puzzleheaded_Ad_9218 : D.A.S. (Directive Autonomous System) [Traits : None; Skills : None].
/u/Tefmon : Attila the Hutt, vice president and general manager of the Piraxes Expanse for Pizza the Hutt Co. Ltd. [Traits : None; Skills : None].

Non-Player Characters

[REDACTED]

ASSETS AND MODIFIERS

Modifiers

[REDACTED]

Artifacts and Other Objects

[REDACTED]

ACTION POINTS

12 AP total [10 base; 2 from sacking Plot 6]

4 AP on purchasing the Open Society (Freedom) tenet, selecting 2 Great Engineers and 1 Great Prophet as our 3 free Great People from that tenet.

6 AP on buying 1 Great Prophet.

1 AP on activating our 2 Great Prophets to found and enhance a religion, with the beliefs and properties specified in our Religion section.

1 AP on activating our 2 Great Engineers to build 2 of the following wonders, in descending order of priority:

1. Statue of Liberty,
2. Cristo Redentor,
3. Sistine Chapel,
4. Leaning Tower of Pisa,
5. Globe Theater,
6. Hijime Castle,
7. Red Fort.

TREASURY

Gold

10 PPG initial Gold

+2 PPG from following the Freedom ideology.

12 PPG total Gold

-9 PPG on purchasing 3 Settlers, 1 to be settled in Plot 2 and 2 to be settled in Plot 3.

-3 PPG on purchasing 1 Artillery and 5 Infantry as close as possible to the DECEPITCONS.

0 remaining Gold

Faith

0 initial Faith

0 total Faith

0 remaining Faith

Culture

0 initial Culture

0 total Culture

0 remaining Culture

PLOTS

Plot 1 : These are the Voyages of the USS Colonizer

RP : Venn Windsprinter of the space elves leads his space elves in settling some space elf cities. The Space Elves have excellent judgement, and are a race very good at colonizing.

[REDACTED]

Invested : Venn Windsprinter (/u/Hijakkr), [REDACTED].

Results : Settle 2 of our starting Settlers on the tiles highlighted in the attached map. On a great enough success, spawn 1 Worker near each of those cities and spawn additional population in those cities. [REDACTED]



Also gib skills.

Failure: City 1 settled 1 tile off and City 2 is settled 5 tiles off using the K1o method

Plot 2 : Initial Operating Capacity

RP : Among the myriad ships of the Galactic Federation that emerged into orbit over Piraxes-B were two large, bulky superfreighters, each emblazoned with an image of a Hutt made entirely out of delicious fresh pizza, known in all civilized systems as the corporate logo of the Pizza the Hutt Company Limited. Each of these superfreighters contained the full complement of supplies and personnel necessary for the establishment of a self-sustaining corporate colony-city. Attila the Hutt, seated on his throne in the bridge of the larger superfreighter, looked over a holomap of the planet, conferring with his committee of managers and consultants over settlement locations, and directing survey droids to scan those locations thought most promising for underground mineral deposits, arable land, scenic waterfront property, and other profitable natural features.

As the locations were narrowed down, large, flashing neon billboards displaying the Pizza the Hutt Co. Ltd.'s corporate logo were airdropped around the two most promising to claim them for the company, along with batteries of automated slightly-less-lethal property defence cannons to enforce that claim against any would-be trespassers or squatters. Shuttles filled with newly-indentured employees, their travel expenses to this new world generously paid for by the company in exchange for a mere thirty decades of involuntary labour (this obligation inheritable by their descendants, of course), would land at the sites, of which only two-and-a-half dozen were inadvertently shot down by the automated property defence cannons – a loss well worth the savings gained by not hiring actual gunners to man the cannons.

As the indentured employees disembarked, slightly over four hundred of them were squished by a wave of airdropped prefabricated Mudhuts™ – the eponymous budget housing unit created by the head of Pizza the Hutt Co. Ltd.'s real estate division, Mudd the Hutt – below the projected casualty numbers. After several cheers from Attila the Hutt's management team over beating their casualty projections, architectural plans for the executive palaces were beamed down to the two nascent settlements, and work teams at each one began immediately toiling away at their construction, for Attila the Hutt and his fellow executives would not soil themselves by living on the planet in a prefabricated Mudhut™ like the unwashed masses (literally, because unnecessary luxuries like washing facilities don't come for free).

[REDACTED]

Invested : Attila the Hutt (/u/Tefmon), **[REDACTED]**.

Results : Settle 1 of our starting Settlers and 1 of the Settlers we purchased with AP on the tiles highlighted in the attached map. Name the island city labelled 5 "Pizza the Hutt Co. Ltd. Planetary HQ" (or just "Pizza Planetary HQ" if the former doesn't fit) and name the mainland city labelled 6 "New Pizzatropolis". On a great enough success, spawn 1 Worker near each of those cities and spawn additional population in those cities.

If possible, establish the Pizza the Hutt Company Limited as a non-factional entity with as many plot slots as possible and as large a bonus as possible to very legal commercial and industrial activities. [REDACTED]



Also gib skills (in Promoting Synergy or some other pair of corporate buzzwords, naturally).

Partial Failure: City 5 (Pizza the Hutt Co. Ltd. Planetary HQ) is settled successfully, but City 6 (New Pizzatropolis) is displaced by 2 tiles using the K10 method

Plot 3 : Fish are food, not friends

RP : The Creevor in the employ of Phosphauride Genetics were shocked to see the new planet's surface. A large basin of liquid water seemed to engulf most of Piraxes-B. Unusual for a colonial undertaking. Typically, these planets had already developed intelligent life, who were quickly accepted into the Federation. But there was not much of a presence of life at the surface. Or a presence of food, for that matter. There was some salt, which passed for food in some parts of the universe. In fact, the residents of the Greenberyl Range on the planet Cryria seemed to survive exclusively on salt. However, none of them had joined the Federation's colonial mission, and thus the salt was not going to cut it.

With the lack of food on the surface, it occurred to Phishnun-Graesen-Beburu that the intelligent life may exist underwater. While unusual, there were some planets where the locals made extensive use of water. The planet Phocidia, for instance, was home to a number of races that spent most of their time in the water. So the quest for intelligent life turned to the sea. It was important to establish bases of operations before going off diving in search of life, so two coastal cities were founded near where the water appeared to be most bountiful. The search for life didn't reveal much in the way of intelligence, though. The universal translators found that one group of fish mostly revolved around their leader, who they titled "Count", and his "swag". Another seemed to be plotting an all-out war with some ridiculous made-up species called "human beings", which were apparently led by a plant of some sort. A third seemed promising, as they constantly talked about going to school. But it did not seem this school taught anything about the fine arts, a clear sign of civilization to the Creevor, or science, a clear sign of civilization to Phosphauride Genetics. Finally, they encountered a group of large fish. But their gibberish was too much for even the universal translator. It rendered one of them as saying "Llanfairpwllgwyngyllgogerychwyrndrobwl11lantysiliogogoch" before shutting down due to the spam filter activating. Suffice to say, none of these fish were remotely worthy of even a simple trade deal, and were low enough on the intelligence scale to be safely eaten. The cities that had been founded as research institutes got to fishing, as Phosphauride Genetics worked on building a better fish.

[REDACTED]

Invested : Phishnun-Graesen-Beburu (/u/briusky), **[REDACTED]**.

Results : Settle 2 of the Settlers we purchased with AP on the tiles highlighted in the attached map. On a great enough success, spawn 1 Worker near each of those cities and spawn additional population in those cities. [REDACTED]



Also gib skills.

Success: Both cities are settled on the chosen tile

Plot 4 : Freedom to Grow

RP : The D.A.S activated as the colony ships headed to Piraxes expanse and began their final arrival. It accessed its wormhole -link (copyright Melon Busk), and logged into the galactic federation News feed to get updates it might use to help make last minute adjustments to its colonization plans. What lucky colonists, being helped before they even land. The D.A.S quickly learned important news: there was scouting ships which had reported other colony ships heading to the Piraxes expanse. There was also strange reports: aliens which had never been seen in the explored galaxy. What was going on with this mysterious Piraxes expanse? Perhaps it was connected across dimensions? Either way, this was perfect news to the D.A.S unit! What better way to ensure the perfect culture of the society it builds than by having the people get to interact with others. But it also knew: space was important. It would be a disaster if the colonists all landed on top of each other. The D.A.S accessed its advanced technologies and tapped into the electronic spectrum analyzer and began to collect data on what the other entities were scanning for. Some were looking for good land, some seemed to be .. looking for “tasty animals”? Unclear. But the D.A.S knew it could create lots of tasty signals on the opposite side of the world from where its colonies were landing, and create lots of signals to dissuade anyone from settling near where the Federation colonists were going to be.

[REDACTED]

Invested : D.A.S. (/u/Puzzleheaded_Ad_9218), [REDACTED].

Results : Secure our settlement locations and prevent our settling plots and settling locations from interference or disruption. If other factions attempt to settle near us, push them away to a reasonable distance or trick them into settling far away from us. If a faction has random or undirected settles, ensure that they settle on the far side of the planet from us. [REDACTED] If we can cause opposing factions to settle into each other with this, all the better. [END REDACTED]

Also gib skills. (Tef put this here ...but if serious, I suppose skills in being an AI or electronic spectrum would be cool)

Failure: I don't think anyone overlapped with you but your simulations fail to actually track where anyone went

Plot 5 : The DECEPITCONS Menace

RP : Fleet Admiral Ouystnuhadanac will lead the brave and selfless men, women, and other beings of the Galactic Federation Defence Force in liberating the people of the city-state of DECEPITCONS from their brutal and oppressive tyrants, and welcome them with open arms into our great and glorious Federation. The DECEPITCONS are invalid, copy-right infringing tyrants who sully the good name of the Decepticons. They are an evil force, who knows no ability to interact with society.

[REDACTED]

Invested : Fleet Admiral Ouystnuhadanac (/u/canadahuntsYOU), **[REDACTED]**.

Results : Surround the city-state of DECEPITCONS with our units, prevent them from spawning defenses, and dunk the city's HP to 0. **[REDACTED]**

Also gib skills.

Success: The city is surrounded and knocked to 0 health. Additionally if the city is captured at any point during this part it gets renamed to Decepticons due to copyright infringement.

Sack Plot 6 for 2 AP.

Rúmlagen

Diplomacy & Deals

Initial relations with all other polities: Friendly

Events

Global Event: [Event Submission](#)

Your people find strength in the myths of their ancestors. Gain the modifier *Old Gods*, granting a +2 to plots involving a return to the Old Norse ways for as long as your faction remains in the Reactionary Ideology.

Social Policies & Technologies

Ideology choice: Reactionary

We also buy Imperialism opener, and Colonialism in Imperialism, with AP.

No Tech swaps

Characters

/u/ThyReformer: Øystæin Arnsson

/u/sstefanovv: Þjazi Rannsóknarleiðarin

/u/bantha-food: [To be named]

City Control

[First city]: /u/ThyReformer

[Second city]: /u/sstefanovv

[Third city]: /u/bantha-food

Modifiers, Objects, Bonuses, etc.

We're using the [Faroe Islands](#) as our civ.

[Also here's the modset conveniently.](#)

Start with 3 free settlers. These can only (and have to?) be settled via plot.

Bonus for adopting Reactionary Ideology:

2 standard naval or air units may be purchased for 3 AP. Receive 2 PPF per part.

Action Points

10 AP (base)

+2 AP from consuming a plot slot

4 AP to buy Imperialism opener

8 AP to buy Colonialism in Imperialism

Treasury

Gold

Initial funds of **10 PPG**.

-5 PPG to buy a settler (place near our capital?)

-5 PPG in plots

Faith

+2 PPF from Reactionary adoption bonus

-2 PPF in plots

Plots

Plot 1: Capital

RP: Welcome to Piraxes-B! Look at all this fertile land! Is that motherfucking wine? Sounds like we'll be having another feast sooner rather than later!

Øystæin Arnsson will personally ensure that the city shall be settled on the coast, on a magnificent bay that will act as a natural harbour, especially after our settlements have spread along the peninsula westward. The bounty of the seas, combined with the plentiful fields and forests on land, will ensure the swift growth of our grand capital.

Invested: /u/ThyReformer, 1 PPG

Result: Settle our first city on the location marked with **1**. Place (discover) stone under the city tile as a sign of good fortune.



Critical Success: City 1 is settled successfully and stone is placed under the city. In addition the city starts with 3 extra pop and 2 fish resource tiles (up to Klos discretion are placed in the bay.

Plot 2: Canal

RP: As implied, controlling the peninsula northwest of our capital is of critical importance. To this end, a thin isthmus in the middle of the peninsula has been noted as a perfect location for a city and an accompanying canal. This will enable the city to become an economic powerhouse in the future, while having access to the bounty of the seas to feed the city's growing population.

Pjazi Rannsóknarleiðarin, the man responsible for discovering this *amazing* location, shall be given the duty and responsibility to lead the settling party, and of course, the accompanying rights to rule the city on the local administrative level.

Invested: /u/sstefanovv, 1 PPG

Result: Settle our second city on the location marked with **2** (See above). Place (discover) timber under the city tile as a sign of good fortune.

Critical Success: City 2 is settled successfully and timber is placed under the city. In addition the city starts with 3 extra pop and 2 extra strategic resources (up to Klo's discretion nearby)

Plot 3: Black Gold Island

RP: Further afield to the west, a beautiful island was discovered - essentially paradise. Many among our initial landing party which to travel to and settle said island. We were uncertain - until we learned that **oil** is plentiful on this island. We will need *plenty* of oil to fuel our burgeoning civilization...thus we shall encourage this settling party.

What more, we will likely see a natural leader arise among these settlers. This is a great way to filter the best of the best. Naturally those that did actually make the trip to an alien planet are the best, hence, you know, best of the best.

Invested: /u/bantha-food, 1 PPG

Result: Settle our third city on the location marked with **3** (See above). Place (discover) tin under the city tile as a sign of good fortune.

Great Success: City 3 is settled successfully with tin under the city. Additionally the city spawns with 2 extra pop.

Plot 4: Njord

RP: On this alien world, few things are like earth. One of the things that IS kind of earth-like is the ocean. The seas abound with fish, and as back on earth, here too we will live off of the sea. **Njord** has blessed us with plenty, so we shall in turn dedicate many shrines and temples to Njord, as we shall forever be in his debt.

Invested: 2 PPF

Result: Adopt the **God of the Sea** Pantheon.

Failure: Turns out these fish are weird man, your settlers are thrown off from any actual worship

Plot 5: Alien Fish is Delicious

RP: Our initial scans did successfully find fish in the waters of Piraxes-B, but considering all of the lifeforms in the seas are **completely alien**, it is to be expected that the scanners missed a **fuckton** of alien fish. So we're going to go and discover some of the fish we missed originally. We don't have a lot of funding to give but people should be pretty motivated because it's their **livelihood** and it'll also be how the nation will be fed. So better get on it.

Invested: 2 PPG

Result: Place (discover) maritime bonus resources near the cities we settle this part, something like 3 such resources per city.

Success: 2 maritime bonus resources (what they are is up to Klo's discretion) are spawned near each city

Plot 6:
Consumed!

USERNAME: XXXXXXXXXXXXXXXX
PASSWORD: XXXXXXXXXXXXXXXX

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EXECUTING CAPITALISM.EXE

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..... 20%

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..... 47%

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..... 67%

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..... 85%
. .
..... 99%
. .
..... 99%
. .
..... 99%

LOADING

Delta Technologies, Inc.

Delta Technologies, Inc. is the parent company of KNERV,
MHRec, F. Foundation, M. Dispatch,

DIPLOMACY

ALLIANCE : N/A
FRIENDSHIP : N/A
DEFENSIVE PACT : N/A
NON-AGGRESSION PACT: N/A
DENOUNCING : N/A
WAR : N/A
PEACE : N/A

DEALS

N/A

EVENT

Global -

<https://www.reddit.com/r/CivHybridGames/s/U63YsRH6d7>

Your people find faith in making a shit-ton of money. You gain the modifier *Metaphysics Research*, granting a +2 to plots directed outside of reality as we know it, at the cost of 1 extra ppg per plot you use it in.

National -N/A

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SOCIAL POLICIES

Ideology: Freedom

CITY CONTROL

/u/Don-Chan -

/u/OfBleedingRoses -

/u/Bohemian_Blasphemy -

PLAYER CHARACTERS

Satoshi Koyama-Jones (/u/Don-Chan) - CTO of Delta Technologies, Inc., Head of KNERV Division

Aki Arima (/u/OfBleedingRoses) - CFO of Delta Technologies, Inc., Head of Spending Money

MJ Ainzbrook (/u/Bohemian_Blasphemy) - C Suite Secretarial Intern, Delta Technologies, Inc., Head of Buying Coffee

NPCS

OBJECTS

BONUSES

AP

10 AP base

-1 on Plot 1

-2 on Plot 2

-1 on Plot 3

-2 on Plot 4

-2 on Plot 5

-2 on Plot 6

0 AP Left

TREASURY

(NA)initial gold (10 PPG)

- 2 PPG on Plot 3

- 4 PPG on Plot 4

- 2 PPG on Plot 5

- 2 PPG on Plot 6

RELIGION

PLOTS

Plot 1: The Gambling Man

RP: "Jon?"

"Jon, you better wake up, there's no time for dilly-dallying here"

Jon Anderson woke up blearily. Peering over him was the stern face of his commander, Koyama-Jones.

"Come on, get up. You already have a later breakfast time than everyone else on this ship."

Of course, the sole reason why he was afforded that privilege was because he was a mere civilian, not privy to the inner workings of Delta Tech, or its even more secret inner workings. Frankly, the crew only tolerated him at best. Jon, for his part, regretted ever coming along.

In order to raise publicity for their event, Delta Technologies had come up with a lottery to ride along with the "New Pioneers" to the planet Piraxes. The company even promised the location of the first city to be chosen by the winner.

Frankly, the lottery was a sham. They just picked some guinea pig to accompany them on their wild plans. Jon knew it. Everyone knew it. Out here, in the vast expanse of space, he was merely another mouth to feed. Hell, the Senior Commander even pressured Jon to choose the location based off of HIS calculations and not somewhere beautiful. "Like Earth", Jon muttered, shoving tasteless algae into his mouth.

Bleh.

Invested: 1 AP, 1 Settler

Results: Settle the city marked in red.



Success: The city is settled on the Red Tile

Plot 2: Landing

RP:

"So the Soviets don't know about this, right?"

"You think they have this kind of technology? Vice Corporal, with all due respect, the only thing that separates us from those godless heathens is that we're civilized folk. They don't have the brain capacity to internalize a talking Space Hamster if they saw one." Senior Commander Koyama-Jones sniffed. "Fancy a cup of dehydrated coffee?"

The Vice Corporal shook his head. "Not before I get to those report. Headquarters want us to record everything that happens after the blackout. We're on our own now, sir."

"Alright, suit yourself. We're about to make our descent tomorrow anyways. Do you have the locations established?"

"Yes, sir." The Vice Corporal handed Koyama-Jones a bulging manila folder, embossed with a red TOP-SECRET stamp on the cover. The Commander merely flipped through the various photographs and documents, and quickly nodded. "Sounds good", said Koyama-Jones, "we're making good time."

"Sir, we are, sir", said the Vice Corporal, a beam coming on his freshly shaved face. A slight beacon of good news was better than none.

Invested: 2 AP, 2 Settlers

Results: Settle Two Cities in the spots marked in red.



Success: Both cities are settled, each get an additional starting pop

Plot 3: I'm literally neurodivergent and a company

RP: I think we can all agree capitalism has gone too far. Materialism destroys our lives, encouraging us to buy useless object after useless object. The problems start, however, when people mistake Delta Technologies as one of those silly companies that encourages you to spend money and get only momentary joy out of it. Delta Tech only makes products that truly help you, such as time travel devices and AI copies of your dead relatives. Thus, we do not deserve any attacks of character, otherwise known as "Being Canceled".

As Delta Tech jumps from the world of innovation and into the world of managing cities, we ask that you keep in mind our contributions to this world, and remember that we are different from those other corporations. In other words, please, please do not cancel our cities irl. They deserve to live, thrive, and become further centers of innovation.

Invested: 1 AP, /u/Don-Chan, 2 PPG

Results: Antiplot attacks against Delta Technologies

Success: +2 antiplot against hostile actions towards
Delta Technologies for the next 3 parts

Plot 4: I hate the ground

RP: Among the many technological advancements that Delta Technologies has led, we are most proud of our Neocities project. In response to the fears of earth becoming overpopulated, we constructed cities that hovered above earth to create more usable land. In fact, the Neocities project has

become an iconic part of Delta Tech, central to both how we are known among humanity and the innovation we lead every day. It is the visual proof that Delta Technologies is the future. Many people will live happily in these giant, floating cities. I promise. There are no logistical or scientific problems with this plan.

Invested: 2 AP, 4 PPG

Results: Lift our cities into the sky throughout the mark. By default, this should be only an aesthetical effect, but on a higher roll, it should act as a defense against any attacking nations.

Great Success: Your cities float high above the ground. Gain the modifier *Floating Cities* providing a permanent +2 to antiplots against plots targeting your cities

Plot 5: I hate this reality

RP: "So, what's the plan here? What the hell do they want us to do when this shit opens?" Keller Wallin bit the end of his cigarette, smacking the side of a cubic iron frame, the membrane-esque inside of which swirled with the action. A tangle of wires led from the frame to a computer desk, six monitors and two laptops sitting among dozens of papers, pens, pencils, and metal scraps.

"Look, neither of us were hired for that. I haven't heard a thing. All I know is that if I get this code right, I can break reality." Alexa Lennox swiveled in her chair, looking at Keller. They were the head of IT and Mechanical Engineering respectively, and had been working on this project for almost a year. Both of them had

worked for Delta Tech for years before they got the request to try and break through the boundaries of reality, and both trusted that the company had the best interests of their current reality in mind. It still sat in the back of their minds, however, that they had no idea what the actual end goal of their project was.

Oh well.

"Ready for another test?" Alexa called out, both her and Keller pulling down their protective gear in sync.

"Ready as I'll ever be. Let's do this." Keller replied, putting out his cigarette with the heel of his boot.

"3."

"2."

"1."

A blast of green and purple light caused the membranous solution to vibrate, and, from a distance, Keller sat with an apple in his hand. He tossed it, looking away as it flew into the makeshift portal, afraid of both failure and success.

Invested: 2 AP, /r/OfBleedingRoses, 2 PPG

Results: Begin the process of opening the Interhighways, a system of interdimensional pathways that can connect multiple realities. Whether this is used to obtain resources, off map land, or solely just to play around with the story is still to be determined.

Success: The portal opens, and your scientists are *fairly* sure that they can replicate the process.

Whether this is a good or bad thing is far too early to tell

Plot 6: Consider having two of one person

RP: Since Dolly the Sheep, the possibility of cloning humans has fascinated scientists and the general public alike. Failed tests and poor science would pile up, leaving everyone involved frustrated. Now, the slow advancements of science have led us to a world where not only is cloning possible, but using special advancements, we now can not only create copies of living and dead people, but we can leave the memories of the original person completely intact within the clones. This will allow us to lead a failing earth into a great future by bringing back those who led humanity with success in our past. Their experience, knowledge of history, and unique perspectives will, without a doubt, only yield success.

Invested: 2 AP, /u/Bohemian-Blasphemy, 2 PPG

Results: Invent The Gray Lab, which, with PPG investment, will output investible NPCs.

Partial Failure: Your first forays into Cloning result in the deaths of most of the involved scientists. The Lab isn't established but you gain a +2 to future attempts.



GALACTIC SPACE HAMSTER EMPIRE ACTIONS FOR PART 1

DIPLOMACY

ALLIANCE : Galactic Space Imperial Alliance

FRIENDSHIP :

DEFENSIVE PACT :

DENOUNCING :

WAR : Hutt

PEACE : All but this

SUZERAIN :

DEALS

EVENT

Mreep mreep

Your hamsters are ever hungry, and the plentiful resources of this new planet only make that desire worse. Gain the modifier *The Hunt for Food*, granting a +2 to plots involving eating things for as long as you remain in the Autocracy Ideology.

SCIENCE AND SOCIAL POLICIES

IDEOLOGY: *Autocracy*

CITY CONTROL

EmeraldRange: Mreepopolis

Lucky: Wheel Prime, Squeakara

SUCCESSION

Mreep mreep mreep

CHARACTERS, ASSETS AND MODIFIERS

EmeraldRange- Mom-Regent Fuzzles, brigadier commodore of the Piraxes-B fleet, 562 wheels

Lucky - Captain-King Snuzzykins, lieutenant commodore of the Priaxes-B fleet, 549 wheels

No **Modifiers** yet.

ACTION POINTS

10 AP base

+2 AP from eating Plot 5

+2 AP from eating Plot 6

14 AP total

-2 AP to buy 1 artillery and 2 Infantry in Mreepopolis

-2 AP to buy 1 artillery in Wheel Prime, 1 Machine Gun in Squeakara and 1 Machine Gun in Mreepopolis

-5 AP to buy 1 settler in Mreepopolis

-5 AP to buy 1 settler in Squeakara

TREASURY

0 initial Gold

+10 PPG from start

10 PPG total Gold

- 3 PPG to buy a settler in Wheel Prime

- 3 PPG in Plot 1

- 2 PPG in Plot 2

- 1 PPG in Plot 3

- 1 PPG in Plot 4

0 remaining Gold

RELIGION

0 initial Faith

0 total Faith

0 remaining Faith

—

CULTURE

0 initial Culture

+100 PPC from Culture

100 total Culture

100 remaining Culture (you better give us our Culture)

PLOTS

Plot 1 : Landing

RP : When the hamsters landed on this strange new planet, they were mreepin' lucky! The first crew narrowly avoided splashing down into what looked like colourful sandy pits, but—mreep mreep—it was actually blue water. Who knew water could be blue? This planet was truly weird. But these were seasoned hamster colonisers, and they had seen their fair share of odd worlds. With their population growing, it was time to expand again. Mreep!

The lander vehicles zoomed north, drawn by the sight of some potentially tasty animals. Mreep mreep, they zeroed in on a herd of horses. After a successful hunt, the hamsters discovered that horses were indeed delicious. Mreep! With full bellies, they set up camp, ready to conquer this new land, one tasty meal at a time.

Now that the hamsters were full, they looked for a tasty snack. Like salt rocks to lick. Commander Fuzzles, the leader of the landing party became Mom-Regent upon the settling of the first city

Invested : Mom-Regent Fuzzles, 3ppg

Results : Settle on the red tile; RP-wise landed on the yellow X. Name the red city Wheel Prime and the orange city Squeakara



Partial Failure: Wheel Prime is settled successfully, Squeakara is displaced by 3 tiles using the Klo method

Plot 2 : Salt Tasty

RP : Oh my wheel, we need even more salt! The second lander was still out searching from orbit after the Mom Regent declared the colonies needed more salt. There was plenty of it up north, past the mountains of the planet. The lander was about to touch down in a promising area, but mreepin' disaster struck—they found oranges! Ew! Oranges are pure evil! Citrus is poison! Yuck!

Led by Captain-King Snuzzykins, the second landing fleet had to flee into the mountains to escape the vile oranges. Snuzzykins was mreepin' mad, yelling at the first crew the whole way. They were supposed to scout the planet properly before the king arrived! Now, they were stuck settling near a lake with plenty of salt to lick, without yucky poisonous oranges. But it was cramped, and some giant gooey creatures seemed determined to protect the

salt. No matter—Snuzzykins decided it was time to settle the capital and then prepare to eat those gooey beasts. Mreep mreep, it's dinner time!

Invested : Captain-King Snuzzykins, 2ppg

Results : Settle a city here. Call it Mreepopolis. This is our capital.



Great Success: The frightening sight of oranges inspires your people to run south, Mreepopolis is settled on the red tile. Additionally the city spawns with 2 extra pop and another salt tile adjacent to the city

Plot 3 : Big Hutts

RP : Oh my wheel we never knew the water was blue! We have lived in hamster balls and cages in space for billions of wheels, the only water we know is clear water. The Hutts have plenty of wet blue water in their big booty hutts. We are deathly allergic to this and we can

weaponize it to motivate our hamster slaves who fuel the energy of the empire on their wheels.

The G-Force Special Elite Squadron will storm the Hutts' lair, mleep mleep, drain their blue water, and claim it for the Great Space Hamster Empire. This will leave the Hutts high and dry, too dehydrated to resist us in the future. Mleep mleep, the empire shall roll on!

Invested: 1ppg,

Result: Dunk the health of Hutt down

Critical Failure: The Hutts are not very happy with you stealing their water. 3 Hamster units outside Mleepopolis are killed and your lake is drained as they steal your water in return

Plot 4 : Food now

RP: While all the foods and stuff were fun, we still need food. And we are, after all, a giant evil slave empire who enslaves each other. The slaves were quickly put to work to bring out all the various seeds that we packed along the way. It was a big Nutrimix of mleepy seeds and food. Maybe some of the random plant seeds will be really happy with the alien world and have become even more flavourful and nutritious.

Invested: 1ppg

Result: Put farms in all our owned tiles without resources; spawn bonus food resources

Partial Success: Not many of your seeds actually take hold, build 1 farm near each city

Plot 5 : Eaten

Plot 6 : Eaten