



EX LIBRIS

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J. N. – LORD NORJAM

THE  
R U L E B O O K  
OF  
Civ Hybrid Games:

Specifically,  
Those of *Mark XVI*,  
Which is a  
S C E N A R I O

That is to be sett in the Early Modern Era of  
Europe,  
OR  
The years  
MDLVI & on-wards

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The Author J. N.,  
or Lord Noriam

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A U C K L A N D

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*‘For by Art is created that great  
LEVLATHAN called a COMMON-  
WEALTH, or STATE, (in latine  
CIVITAS) which is but an Artificiall  
Man; though of greater stature and  
strength than the Naturall.’*

*—Thomas Hobbes, Leviathan*

# Basic Rules

1. If something is not mentioned in these rules, then it is subject to the main CHG rules.
  1. If something is still not mentioned, then it is subject to a ruling by the Neutral Mods..
2. There are no victory conditions. Like in Mark XII, everyone will have their own aims.
3. Social policies and technologies can't be obtained by normal means..You can't swap non-starter policies or technologies, or remove policies for AP. Instead, techs and policies are manually distributed by the Neutral Mods. Policies and techs may also be gained through events and plots.
4. Minor NPC factions, except the Catholic League and Protestant Union, grant a maximum of 3 PPG in tribute this mark.
5. Plot slots can be consumed for 2 AP this mark.
6. Capitals may be moved and flipped through use of plots.
7. Cities can be renamed reasonably. What is reasonable is at the discretion of the Neutral Mods.
8. Rebellions don't cause a call to arms by default.
9. Factions can sign a peace deal before implementation of the plotdoc.
10. Fantasy elements are banned.
11. Player mistakes will not be compensated for.
12. Plotrunner and gamerunner mistakes will be compensated for, in a limited manner..
13. Be creative, and you might find you receive a greater outcome.
14. Events will be posted whenever relevant. They will usually have a set of generic responses, though custom responses will be allowed (unless explicitly stated that they are not), and, in fact, preferred. A faction may give an event response to the plotrunner before the part is due, though this will finalise that response. If relevant, this can be announced and responded to by other factions.

# Factional Rules

1. Generally, a Major Faction is a full civ, whereas a Minor Faction is a city state.
2. The Catholic League and Protestant Union are special cases of a Minor Faction. They cannot be joined, but you may join a faction that represents one of their constituent states.
3. Major factions and some Minor factions will begin with some modifiers
4. A Major faction has 5 plot slots, and a Minor faction has 4.
5. Players may not plot to overthrow their faction's *de facto* government in their factional plotdocs.
6. Major factions receive 10 AP every part, and Minor factions will receive 8 AP every part.
7. Every part, all factions get 0.1 PPG for each pop in their cities.
8. Every part, Minor Factions get 5 PPG extra.
9. Major Factions see their faith at the end of a part. Minor Factions receive 5PPF each part.
10. A Minor Faction may become a Major Faction by plot, though unless they are a significant size, they are unlikely to succeed.
11. You cannot settle cities on map.
12. The player limit for each faction is the ratio of players to player-controlled factions plus three.
13. Factions will be either a monarchy, or a republic.
  1. A MONARCHY:
    1. A monarchy will begin with the Tradition social policy tree fully completed. Spain, Portugal, and England will have Exploration and Naval Tradition. All other monarchies will get Aesthetics and Fine Arts. In addition, the Papal States will begin with the Piety social policy tree fully completed.
    2. Every monarchy has a succession law, which determines who succeeds the monarch in case of their death. Every faction's succession will be as it was in the year 1556.
    3. Every monarchy has a monarch, who may not necessarily be represented by a player. A monarchy is a member of every faction they are the monarch of.
  2. A REPUBLIC:
    1. A republic will begin with the Liberty social policy tree fully completed, as well as Patronage and Philanthropy.
    2. Each republic's head is elected as they were historically.
14. In this mark, city control is replaced with the notion of location. One's location represents the city they are residing in (or whichever city they're closest to). The influence a person wields will spread out from their location, bringing nearby cities under their nominal control. Cities further away from a player's location will be less controlled. Between parts, a player's location generally will generally remain at their seat of power, though travelling or imprisonment for extended periods of time can change that. Within a part, someone's location may change temporarily, which might have an effect if there is already unrest of some variety.
15. Players may not sign up as NFEs. They may sign up as a player in a faction with an established chartered company or other such organisation to begin the mark with an NFE with 2 plot slots, or they may create an NFE through a plot.
16. NFEs begin with 1 plot slot, and may plot for up to 3 more. Players may only plot for 1 plot slot per part.

# Time and Religious Rules

1. Time will pass at a rate of 6 years per part.
2. Over time, two things will happen.
  1. Once a character ages to around 80, they will die, though death may happen sooner. Accordingly, the age of each character must be stated in a plotdoc.
  2. Characters will have children, a maximum of two per part. These will be semi-randomised. Older characters will be less likely to sire children, and infertile characters will not be able to sire children at all. To sire children, one must list any couples they would like to have children in a dedicated “Children” section on their plotdoc.
3. You may specify which year a plot takes place in. This will usually not have an effect, as in most circumstances plots will be executed before the part is run, but may be relevant given another character’s location, the year a character dies, and the like.
4. Each faction must have a state religion. This must be representable by a religion in game, though more specific denominations (such as Presbyterianism or Puritanism) are possible.
5. Each character must have a personal religion, indicated next to their name in their plotdoc.
6. Each faction will gain +0.1 PPF for each city in the world that follows their state religion. They will also receive -0.5 PPF for each of their cities which does not follow their state religion.
7. The Pope is a unique role in Catholicism. The Pope receives the Pope modifier, which gives +1 AP and +3 to plots against Protestantism. The Pope may promulgate papal bulls, convene ecumenical councils of Catholic factions, and appoint Cardinals.
8. If the sitting Pope dies, the College of Cardinals will elect a new Pope. The election will take place within the part, but you may plot to influence the College during the same part that the Pope dies.
9. The Religions of the world are grouped as follows:
  1. Christian
    1. Catholic
      1. Roman Catholicism
    2. Protestant
      1. Lutheran
      2. Calvinist
      3. Anglican
    3. Eastern Orthodox
  2. Non-Christian
    1. Islam
      1. Sunni Islam

# Colonial Rules

1. There are twelve trading regions outside of Europe, as follows. The regions they connect to are listed in brackets.
  1. North America (Europe)
  2. Central America (Europe, Southeast Asia, Japan, China)
  3. South America (Europe)
  4. The Caribbean (Europe)
  5. West Africa (Europe, Southern Africa)
  6. Southern Africa (West Africa, Arabia, India)
  7. Arabia (Southern Africa, India)
  8. India (Arabia, Southern Africa, Southeast Asia)
  9. Southeast Asia (India, Central America)
  10. China (Central America)
  11. Japan (Central America)
2. In addition to the above connections, all New World regions (North America, Central America, South America, The Caribbean) are connected to each other. All Far East regions (China, Japan, Southeast Asia) are connected to each other.
3. Factions may extend a trade route to a region by first establishing factories in the target region and a region which is already connected by trade routes to Europe, and then establishing the trade route proper. Trade routes and factories may be destroyed or taken over.
4. Lacking an Atlantic port city will make plots to establish an overseas factory more difficult.
5. Each active trade route between Europe and a trading region gives colonial PPG based on a number of factors. Factions can choose whether a trade region they have access to is active or not in their plotdocs.
  1. +1 PPG: West Africa, Caribbean
  2. +2 PPG: Southern Africa
  3. +3 PPG: Arabia, North America, South America, Central America
  4. +4 PPG: Southeast Asia, Japan
  5. +5 PPG: China, India
6. The value of a trade region may be changed by event. Colonies may have modifiers applied to them.
7. The base PPG is modified by how many other factions are trading in the area.
  1. One faction trading: 1.75x modifier
  2. Two factions trading: 1.25x modifier
  3. Three factions trading: 1x modifier
  4. Four factions trading: x0.75 modifier
  5. Five factions trading: x0.6 modifier
  6. Six factions trading: x0.5 modifier
8. Each faction with a factory outside of Europe gets a colonial plotdoc, appended to the end of their regular plotdoc.
9. Plot slots may be bought in the colonial plotdoc for 2PPG, up to a maximum of four slots.
10. Plots in the colonial plotdoc must solely relate to affairs outside of Europe.
11. Spain begins with factories and trade routes to Central America, The Caribbean, and South America, and a factory in Southeast Asia.
12. Portugal begins with factories and trade routes to South America, West Africa, Southern Africa, Arabia, India, Southeast Asia, and Japan.