

Cold War Proposal

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Basic Rules

Firstly, basic CHG rules apply.

The world is composed of several major nations (represented by in-game civs) and minor nations (represented by city-states). Note that minor nations are coloured as well.

Major nations are unlimited in player count.

Minor nations are limited to two players each.

If a Minor Nation reaches a total of eight (8) cities, they may become a Major Nation.

If a Major Nation loses 75% of its cities, it becomes a Minor Nation (note that rebel civs currently at war with the major nation don't count for this figure). Rebel civs out of a major nation are automatically majors.

Turns

Each turn is a total of 2 years.

The game begins in 1950 and will run for 20 parts (until 1990).

Coalitions

A varying number of coalitions exist. Each coalition is associated with an Ideology.

At game start, two coalitions exist:

- **NATO** (Freedom)
- **The Warsaw Pact** (Order)

It is possible, albeit difficult, to found more coalitions. However, it is not possible to destroy coalitions.

The initial third coalition founded will be Third Way (Autocracy). Dissident coalitions are formable, if difficult, and will be subject to Committee decision on bonuses and maluses.

Each coalition provides benefits and disadvantages to its members. Similarly, each member provides benefits to its coalition.

NATO: provides the following benefits and disadvantages:

- **Minor civs** receive 5 AP per part and 5 plot points worth of gold (PPG).
- **Major civs** receive 10 AP and 2 PPG per part.
- NATO nations must choose a **Governing Style**:
 - **Democracy**: +2 AP per part.
 - 5% chance of **governmental shift**— you lose control of your nation and generic actions are sent in.
 - **Martial Law**: No extra AP. No Governmental Shift.
 - However, rebels may spawn.

Warsaw Pact: provides the following benefits and disadvantages:

- **Minor civs** receive 7 AP per part and 3 PPG.
- **Major civs** receive 12 AP per part.
- Warsaw Pact nations must make a decision on **Borders**:
 - **Open Borders**: +2 PPG per part.
 - **Population exodus** occurs— 10% chance to lose 1 population each part per city.
 - **Close Borders**: No extra gold. No population is lost.
 - However, rebels may spawn.

Third Way / Fascism: provides the following benefits and disadvantages:

- **Minor civs** receive 4 AP per part, 3 free military units, and 1 PPG.
- **Major civs** receive 8 AP per part and 6 free military units.
- Third Way nations must make a decision on **Authoritarianism**.
 - Adopt **Totalitarianism**: +3 AP per part.
 - Rebels may spawn
 - 5% chance of **coup**—you lose control of your nation, generic actions are sent in, and players may be imprisoned or even executed.
 - Adopt **Liberalism**, no extra AP, no mal-effects.

Unaligned: provides the following benefits:

- Minor civs receive 3 AP per part, and 1 plot point worth of gold.
- Major civs receive 6 AP per part, and 2 plot points worth of gold.
 - May join coalitions without incurring anarchy.
 - Stop being unaligned after joining a coalition.

In addition:

- For every 3 minor civs enrolled in its coalition, each major civ gets 1 AP
- For every 2 minor civs enrolled in its coalition, each superpower (the coalition leader) gets 1 AP

Membership in a coalition works similarly to Tribute in Mk. 6.

- **Player-controlled nations** can decide their coalition as they wish. However, changing coalitions results in 1 part of **anarchy** (-2 to all plots and -33% to all gold).
- **NPCs** start with various orientations(balanced between West and East). Coalitions can plot to switch their orientation.
- After not sending in actions for two parts, player-controlled nations become NPCs on the third part.

Puppeting

Major civs can puppet unoccupied minor civs. After successfully plotting to puppet a minor civ already in their Coalition, they may then send actions for them. However, puppeting may break down over time.

Decolonisation

- Africa and Asia are divided into colonies, each of which is divided into colonial cities
- The colonies in Africa and Asia begin puppeted by their European masters.
- Each part, each colonial city has an increasing chance of rebellion (1/10, 2/10, etc.)
- Nations can plot to decolonise peacefully; the ensuing colonies will ally to their side. If you don't decolonise peacefully, the ensuing colonies may not be amenable to you.
- Nations may plot to halt the pace of decolonization, but it may have side effects from the strain of continuing to manage a global empire.

Nukes

Nukes cannot be produced nor fired by the AI. To accomplish this, all Uranium will be removed from the map.

Furthermore, the Manhattan Project is unavailable. You must plot to complete the Manhattan Project by acquiring it/reverse-engineering it from another civ. At game start, only US and USSR have researched the Manhattan Project, and the USSR has a higher cost to build nukes in the first two parts.

There are three variants of nukes:

- Atomic Bombs (radius=2, can be fired from up to 5 tiles away or with a bomber's range)
- H-Bombs (radius=4, can be fired from up to 15 tiles away, worth 10 atomic bombs for purposes of MAD)
- ICBMs (radius=6, can be fired from up to 30 tiles away, worth 100 atomic bombs for purposes of MAD)

For H-Bombs and ICBMs, exactly one-half of each radius is a zone of total destruction, where everything is completely destroyed and population drops to 1.

You must plot to can the tech for all of the above at DC of (40, 30, 50) respectively.

For Atomic Bombs and H-Bombs, you can purchase them at a rate set by the Neutral Mods.

For ICBMs, you have to plot to obtain each for a DC of 20 due to their strength

- Nukes get cheaper to buy or plot the more nukes you have ever produced or owned
- Nukes may be transferred between civs.

Mutually Assured Destruction

Approximately 400 atomic bombs **or equivalent** are needed to be fired to trigger a Mutually-Assured Destruction ending. The number is randomized with a mean of 400.

Settling

Settlers are not available. However, you can plot to settle **unclaimed land, as well as land that you own.**

Settling proceeds along the following DC's:

- If the nearest enemy city is 3 tiles away, 60 DC to settle
- if the nearest enemy city is 4 tiles away, 50 DC
- if the nearest enemy city is 5 tiles away, 40 DC
- if the nearest enemy city is 6 or more tiles away, 30 DC

If you're resettling your city that was nuked off the map, the DC is automatically 15.

Military Resistance

When you take a city originally belonging to another nation, it fills with rebels. The number of rebels is proportional to how much larger the attacking nation is than the defending nation. This proportion is multiplied by **2** if you're invading a nation 1 tier below you and **4** if you're invading a nation 2 tiers below you.

In addition, if you're fighting an unjustified war (invading a nation) and not doing well, you may suffer domestic unrest in the form of plot mala, rebels, rebellious cities, and even the death of invading players.

As you invade, you can plot to reduce resistance in newly-conquered territory. You can also plot to reduce internal unrest. Be creative!

Conquering

If a nation is partially conquered, it retains its AP/UN votes. You may only claim its AP if the nation is totally eliminated and you control at least 50% of its cities. You may only claim its UN votes if you set up a puppet-government or if, as a rebel, the major civ is either now a minor civ or has permitted your secession. 75% of the UN general assembly is need to replace a Big Five member.

Starting Tech Levels

- The People's Republic of China begins with all techs of the Industrial Era, in addition to Radio, Replaceable Parts, Flight, Refrigeration, and Railroad.
- The Republic of China, Brazil, and India begin with Plastics, and Ballistics, as well as all above techs.
- Western Europe, Iberia, Australia, and the United Kingdom begin with Radar and Combined Arms, in addition to all techs of the Modern Era.
- The superpowers (USA and USSR) begin with Penicillin and Atomic Theory, in addition to all above techs.

Starting Policy Levels

Unlike tech levels, policies were designed to reflect upon some of the history of a nation, rather than reflecting upon its position on the world stage.

- The United States starts with the following policies:
 - Liberty
 - All
 - Honour
 - Opener, Discipline, Professional Army, Military Tradition
 - Commerce
 - Opener, Wagon Trains, Entrepreneurship
 - Rationalism
 - Opener, Secularism, Free Thought
 - 4 Freedom tenets, to be assigned at player choosing.
- The USSR starts with the following policies:
 - Tradition
 - Opener, Landed Elite, Legalism, Oligarchy
 - Liberty
 - Opener, Republic, Citizenship, Collective Rule
 - Piety
 - Opener, Mandate of Heaven, Organized Religion
 - Rationalism
 -
 - 6 Order tenets, to be assigned at player choosing.
- The United Kingdom starts with the following policies:

- Tradition
 - All
- Exploration
 - All
- Commerce
 - Opener
- Rationalism
 - Opener, Secularism, Scientific Revolution
- 4 Freedom Tenets, to be assigned at player choosing.
- Western Europe starts with the following policies:
 - Tradition
 - Opener, Aristocracy, Landed Elite
 - Liberty
 - Opener, Collective Rule, Citizenship,, Republic
 - Aesthetics
 - All
 - Rationalism
 - Opener, Secularism, Sovereignty
 - 4 Freedom Tenets, to be assigned at player choosing.
- ROC starts with the following policies:
 - Tradition
 - All
 - Liberty
 - Opener, Republic
 - Piety
 - Mandate of Heaven
 - Patronage
 - Opener, Consulates, Philanthropy, Cultural Diplomacy
 - Rationalism
 - Opener, Secularism, Scientific Revolution
 - 4 Autocracy Tenets, to be assigned at player choosing.
- PRC starts off with the following policies:
 - Tradition
 - Opener, Oligarchy, Legalism

- Liberty
 - All
 - Piety
 - Mandate of Heaven
 - Aesthetics
 - Opener, Cultural Centres
 - 6 Order Tenets, to be assigned at player choosing.
- Eastern Europe
 - Stuff
- India
 - Stuff
- Indonesia
 - Stuff
- Brazil
 - Stuff
- Iberia
 - Stuff
- South Africa
 - Stuff
- Chile-Argentina
 - Stuff
- North Africa
 - Stuff
- Egypt
 -
- Ethiopia
 -
- Australia
 -

United Nations

The United Nations is a cityless entity which can't redact. The Secretary-General has a 3-part term and is voted in by UN members, with each member getting 1 vote.

The UN's income consists of a 5% tax levied on all civs and city-states (even inactive ones,

which automatically pay). If you don't pay tax, you can't vote. Members can make proposals to reduce or increase taxation.

Note: All Security Council members may veto the resolution. A vetoed resolution may still be carried out, but would be severely penalized to the point of having no effect.

Actions run by the UN require a 60% majority vote. One nation, one vote.

Should an SC civ die, the remaining SC members are given 1 part to choose a new SC member.

This requires a 75% majority ($\frac{3}{4}$ agree).

Victory Conditions

The game can end via the following ending conditions. Please note that victories are ascribed to *coalitions*, not to individual civs.

- **Collapse Victory:** All existing superpowers belong to the same coalition.
- **Diplomatic Victory:** The UN plots three times to make you World Leader. Each proposal must have 75% support and cannot be vetoed. Sabotaging a diplomatic victory vote is permitted. Be creative!
- **Domination Victory.** 75% of all cities are controlled by one coalition.
- **Mutually-Assured Destruction.** Around 400 atomic bombs or equivalent (exact number secret) have been deployed.
- **Time Victory:** If the game reaches 1990 with no clear ending as above, the coalition with the highest population wins.

Other Rules

Space Race

For completing the Apollo Program, your next part's gold is doubled and you get a free tech.

Tech Trading

One nation may trade a tech to another for a combined expenditure of 12 AP, each side contributing at least 2 AP. You may only trade 2 techs total per part.

City Control

This mark, City Control is fully optional.

If city control exists,

- Rebels will find it more difficult to rebel with cities they were not assigned.
- The player with the most cities cannot have more than two times the player with the least cities(rounded down) with a minimum of 1 city if this rule cannot be followed.

Should City Control not exist,

- The rebel player will be free to revolt with y/x cities (rounded up), with x being the number of players in the civ, and y being the number of cities held by that civ.

Civlist

Note that we're using mostly recoloured vanilla mods for stability.

Starting Major Civs

- USA: US under Washington (Vanilla)
- USSR: Russia under Catherine (Vanilla)
- UK: Britain under Elizabeth I (Vanilla)
- Western Europe: France under de Gaulle (JFD)
- ROC: China under Wu Zetian (Vanilla)
- PRC: Mongolia (Vanilla)

Other Available Major Civs

- Eastern Europe: Poland under Casimir I (Vanilla)
- India: India under Gandhi (Vanilla)
- Indonesia: Indonesia under Gaja Mada (Vanilla)
- Brazil: Brazil under Pedro (Vanilla)
- Iberia: Spain under Isabella (Vanilla)
- South Africa: Boers under Kruger (Colonialist Legacies)

- Argentina/Chile: Chile under Bernardo O'Higgins (Leugi)
- Egypt: Egypt under Ramses (Vanilla)
- North Africa: France under Napoléon (Vanilla)
- Ethiopia: Ethiopia under Haile Selassie (Vanilla)
- Australia: Australia under John Curtin (Colonialist Legacies)

Rebel Civs

- Rome under Augustus Caesar (Vanilla)
- Aztecs under Moctezuma (Vanilla)
- Mali under Mansa Musa (JFD)
- Japan under Oda Nobunaga (Vanilla)

Rebel CS

- Multiple rebel CS's exist in-game, for the purpose of facilitating proxy wars and civil wars amongst minor powers.

Minor Civs (note each item is a city, which decolonizes to form the region listed in parentheses)
Africa:

- > Union of South Africa (Starts independent)
- > S. Rhodesia & Botswana (Starts under UK control, can join the Union of South Africa upon independence)
- > Belgian Congo (Starts under EU control, can form Greater Congo upon independence)
- > Angola (Starts under Iberian control, can form Greater Congo upon independence)
- > N.Rhodesia (Starts under UK control, can form Greater Congo upon independence)
- > British East Africa (Starts under UK control can form Swahili Coast upon independence)
- > Mozambique (Starts under Iberian control, can form Swahili Coast upon independence)
- > Madagascar (Starts under EU control, can form Swahili Coast upon independence)
- > Seychelles (Starts under EU control, can form Swahili Coast upon independence)
- > French Equatorial Africa (Starts under EU control, can form Greater Equatorial Africa upon independence)
- > Equatorial Guinea (Starts under Iberian control, can form Greater Equatorial Africa upon independence)
- > Nigeria (Starts under UK control, can form Greater Equatorial Africa upon independence)

independence)

- > Liberia (Starts independent, can form West Africa)
- > Sierra Leone (Starts under UK control, can form West Africa upon independence)
- > Ghana (Starts under UK control, can form West Africa upon independence)
- > Guinea-Bissau (Starts under Iberian control, can form West Africa upon independence)
- > W. Sahara (Starts under Iberian control, can form West Africa upon independence)
- > French West Africa (Starts under EU control, can form West Africa upon independence)
- > Algeria* (Starts under EU control, can form North Africa upon independence)
- *Algeria is a bit of a special case as far as colonies go- it is fully annexed by the EU
- > Tangier (Starts under Iberian control, can form North Africa upon independence)
- > Libya (Starts under both EU & UK control, can form North Africa upon independence)

- > Egypt (Starts independent)
- > Sudan (Starts under UK control, UK has a promise to turn it over to Egypt)
- > Suez (Starts under UK control- may cause a fight between UK & Egypt)

- > Ethiopia (Starts independent)
- > Eritrea (Starts under UK control, UK has a promise to turn it over to Ethiopia)
- > Somaliland (Starts under EU control, can join Ethiopia upon independence)

Asia

- > Yemen (Starts independent, can form United Arab Emirates)
- > Oman (Starts under UK control, can form United Arab Emirates)

- > Indochina (Starts under EU control, can join Southeast Asia)

- > Malaysia (Starts under UK control, can join Indonesia)

- > Goa (Starts under Iberian control, can join India)

Americas

- > Guyana (Starts under UK control, can form Greater Guyana)
- > Suriname (Starts under EU control, can form Greater Guyana)

- > Caribbean (Starts under UK control, can join Cuba)



Note that the colored nations besides PRC, ROC, USSR, USA, Western Europe, and India are city-states.