

## **Special Rules for Mk XIX, CHG in SPACE**

As a general note if it is not mentioned in this doc it is subject to the [Main CHG Ruleset](#). If it is still unmentioned please ask the Neutral Mods.

### **# of plots per era:**

- 6 plot slots during Atomic and Information Eras
- 7 plot slots during Future Worlds Era

### **Part 0 Plotting:**

- After a map is selected, factions will plot to “colonize” the planet, choosing where they want to settle on the map.
- Every faction will start with three settlers and can choose to settle as spread out or condensed as they like. Additionally, there are no limits on how close together cities can be settled so there is a chance different factions can settle within one or two tiles of each other.
- Your starting 3 settlers can only be settled via plot during part 0, but any additional settlers purchased can be moved/settled as normal
- For Part 0 every faction will begin with 10 ppg
- The game will begin in the Renaissance Era, and every faction will have access to techs up through the middle of the Atomic Era to begin

### **Supernatural Elements:**

- The setting for Mk XIX will be a Space Fantasy, meaning that we will be very open to magic and other non-realistic sci-fi shenanigans

### **Ideology:**

- All Player Factions will pick an ideology Part 0
- Ideologies are being shifted around based on the following mod, please see mod for details

<https://steamcommunity.com/sharedfiles/filedetails/?id=2987043427>

In addition one new ideology is added by this mod. The details of what are available in it are listed in the mod, but here listed is the CHG specific bonus a faction gets from completing this ideology:

- Bonus for adopting Reactionary Ideology: *2 standard naval or air units may be purchased for 3 AP. Receive 2 ppg per part.*
- The Freedom adoption bonus is changing to be: *Can activate 2 Great People for 1 AP. Gain the ability to purchase Great People at 6 AP per Great Person. One of each type may be purchased every part. Receive 2 ppg per part.*
- The Autocracy adoption bonus is changing to be: *2 standard land units can be purchased for 3 AP. Receive 2 ppc per part.*

#### Ideology Rules Changes:

- The initial adaptation of an ideology in Part 0 is free, anything other than the adoption follows rules laid out below.
- The cost of Ideology purchases won't increase, staying at 4 AP for every ideology point purchased in a part
- There is no cap on Ideology purchases
- You can swap between ideologies, but you will have to plot for it and it may cause revolts at Plotrunner discretion
- You may only have one Ideology at a time
- While difficult, you can plot to swap another factions ideology
- You CANNOT swap an ideology tenet for a social policy

A complete list of all Social Policy and Ideology bonuses can be found [HERE](#)

#### **Social Policies:**

- All base social policy trees are being shifted around based on the following mod, please see mod for details  
<https://steamcommunity.com/sharedfiles/filedetails/?id=2987043427>
- The Honor policy bonus for finishing the tree is changing to just be “You may purchase 2 military buildings for 3 AP”, removing the unit purchasing buff
- The mod changes the name of Exploration to Imperialism
- A great musician can be activated as normal to gain a social policy

In addition three new policy trees are added by this mod. The details of what policies are available are listed in the mod, but here listed are the CHG specific bonuses a faction gets from completing each policy tree:

- Authority Policy finish bonus: +2 Bonus to Unit Building plots

- Diplomacy Policy finish bonus: +2 Bonus to CS Diplo plots
- Security Policy finish bonus: +2 Bonus to Antiplots

### **Religion:**

- We are looking at adding the following mod to give more options for religion, it is still being tested and might not be in the final game but it's here to get an idea -  
<https://steamcommunity.com/sharedfiles/filedetails/?id=2114517583>

### **City Control:**

- If the controller of a city dies, there will be a bonus to offensive plots targeting that city

### **Unit Purchasing/Gifting:**

- Instead of using the Unit Gold cost template, purchasing units with gold will be simplified to 1 unit per 1 ppg
- Gifted units can be transferred to any civ using the standard AP unit movement costs
- Gifting will be cheaper for giving units to any City-State or the two worst off player factions, as determined by in-game score. The cost for transferring to these is 1 ppg per 3 units moved.
- The limit on early-game settler purchasing is raised from 1 settler per part to 3.
- Settlers can be purchased with gold at a rate of 1 settler per 3 ppg. All other civilian units can be bought 1 for 1. Settler purchases with AP are also lowered to 4 AP for 1
- There is a cap to the number of units you can purchase in one part, that being 2x the number of cities controlled by your faction

### **NFEs:**

- The hard restriction of no self-help plots from NFEs will not be in effect this Mk. Instead NFE plot slots cannot be used to affect on-map entities without an RP justification, up to plotrunner discretion. When in doubt ask.

### **Offmap Plotting:**

- Off-Map Entities, or OME's, are a special kind of NFE available to each faction after the "Reach Out to the Stars" World Congress measure has passed. These represent the home planet/system your faction came to this planet from, and each faction can have a maximum of one.
- Any plots involving direct contact or collaboration with the respective homelands will need to be run through the OME. This being said they are able to have more plot slots than a typical NFE, but you will still need to plot beforehand to gain more slots.
- Once unlocked you must opt in to OME's by running a plot to contact your respective OME
- These are exempt from the traditional NFE self-help rules

### **Player Skills/Deaths/Etc.:**

- Mechanically the same as base game, but RP-wise feel free to have clones, AIs, mind swapping that might circumvent any restrictions presented. It won't give you any bonuses off the rip but is still a fun time.

### **Mergers:**

- Not strictly banned but will be very difficult and require neutral mod approval before plotting for it

### **City-States:**

- There will be 24 City-States on the map at game start, representing the native peoples of the planet. As of right now they are not playable in any capacity, and it is unlikely that will change unless a convincing argument is made