

Appendix EGTEX – Emergent Government Title Generation Example

Construction of an emergent Government Title is accomplished in the following steps (which easily can be automated):

1. It must first be decided whether the proposed title is a Social Title or Estate Title. This can be done by a 50-50 die roll, or it can be a conscious decision.
2. Next must be determined the ‘scope of the concept’ in GGDM terms, a die is rolled to determine if the Government Title has 1, 2, 3, or 4 Conflict Checks.
3. The third step is to determine whether one of the Conflict Checks will come from the Interstellar Civilization Themes instead of either the Social or Estate Title Themes. This can be done on a 50-50 die roll as well. If the result is positive, one of the Social or Estate Title Theme is replaced by rolling a Theme from the Interstellar Civilization Group for that Conflict Check. This is done even if the proposed Title has only one Conflict Check; that is, a single Conflict Check Social or Estate Title can arise from Interstellar Civilization Themes, and still act as either a Social or Estate Title in the game.
4. The fourth step then is to make two rolls for each Conflict Check, one to determine which Emergent Government Titles Theme is to be used (#1-20), and the second roll is to determine which Conflict Check is selected from the Theme (#1-10). Do not re-roll duplicates of the first die roll (i.e. two Conflict Checks can come from the same Theme), but do reroll duplicates on the second roll (i.e. a Government Title should not have exact duplicate Conflict Checks).
5. After installing the Conflict Checks, the final step to creating an Emergent Government Title is to first roll a die to determine how many Vital Powers are associated with the Government Title and then to roll to determine which Vital Powers are associated with the Title, re-rolling all duplicates.

For example, a new *Estate Title* is being generated, the die roll result indicates that it will have four Conflict Checks (Steps 1 and 2).

- A die is rolled and on an even result it is determined that one of the four Conflict Checks will be rolled from the Interstellar Civilization Themes (Step 3). So let’s get to it! One d20 is rolled and the result is a 15 which is the Security and Survival Theme (i.e. ICT15). A d10 is rolled in that theme group and the result is a 1: “(T) No other **alien colonies** exist in systems where a Friendly Colony is located *or* all **alien colonies** in a starsystem with a Friendly Colony are owned by the position.” This is the first Conflict Check for the new Estate Title. Hmmmm...
- A d20 is then rolled three times for the Conflict Checks from the Estate Themes (Step 4), with results of 1, 1, and 9, meaning that two Conflict Checks will come from EGT1 - First Estate - Legitimizers and one from EGT9 - Military-Industrial Complex of the Estate Title Themes.
- On EGT1, two d10 are rolled resulting in Conflict Checks: #5 “(F) Friendly population factors (including related Lost Colonist population) are under the control of alien sovereigns (i.e. other Major Positions).” and

#9 “(F) The position has lost a colony to alien conquest within the last three turns.”

- On EGT9, one d10 is rolled, resulting in Conflict Check: #4 “(F) Position has not lost any Warships, Logistical Ships, Bases, or Fighters or fired any Ship Missiles in Combat in the last two turns (in order to lose something in combat, you have to be involved in a combat...).”
- Note that Conflict Checks which begin with (T) pass if they are objectively true, and Conflict Checks which begin with (F) pass if they are objectively false.
- Taken together, the final Estate Title looks like this:
 1. (T) No other **alien colonies** exist in systems where a Friendly Colony is located or all **alien colonies** in a starsystem with a Friendly Colony are owned by the position.
 2. (F) Friendly population factors (including related Lost Colonist population) are under the control of alien sovereigns (i.e. other Major Positions).
 3. (F) The position has lost a colony to alien conquest within the last three turns.
 4. (F) Position has not lost any Warships, Logistical Ships, Bases, or Fighters or fired any Ship Missiles in Combat in the last two turns (in order to lose something in combat, you have to be involved in a combat...).

Players are free to name Social and Estate Titles whatever they wish, I might call this one an ugly bit of xenophobia. To satisfy all of the Conflict Checks the position would 1) need to have exclusive control of all stars where they have Friendly Colonies, 2) control all population factors of their Native Population Type in the game, 3) not lose any colonies to alien attackers and 4) lose ships, bases, fighters or fire Ship Missiles in combat every two turns. This Title may be one of up to ten choices available to the position and the position may choose to install it when conditions warrant.

Finally, the last step, a die roll indicates that two Vital Powers are associated with this Estate Title, and two more rolls result in the Taxation Power and Combat Power being associated.