

Emergent Government Titles Tables
Interstellar Civilization Themes 1 – Population

Conflict Checks: True or false statements, *if false, Conflict Check fails*. Conflict Checks generally relate to fluid in-game (not post game) legitimacy, sovereignty, security, survival, and forward expectations. For playability, any Conflict Check must be capable of failing; for example, “position has stardrive technology” is not capable of failing at any point after the position obtains stardrive technology and the GT could never be disrupted.

1. (T) Friendly colony population located on all Balkanized planets outnumber the total alien population present (applies to both sovereign and non-sovereign planets).
2. (T) Census Power has been activated in the last two turns.
3. (T) Census and Taxation Powers have both been activated in the last four turns.
4. (T) Friendly population has not been destroyed or lost in the last three turns, including loss due to Maximum Habitability, but excluding adverse News Events.
5. (T) Average friendly population per sovereign colony is 50 population factors.
6. (T) Average friendly population per sovereign colony is 80 population factors.
7. (T) Friendly population factors are not located on any planet with alien populations (Major or minor).
8. (T) Position controls all Friendly population factors in the game, excluding those of related Lost Colonist positions.
9. (T) Friendly population is not located on any Hostile or Unpleasant Class planets.
10. (T) Position has no Specialized or Low-Population colonies.

Emergent Government Titles Tables
Interstellar Civilization Themes 2 – Power Activations

Conflict Checks: True or false statements, *if false, Conflict Check fails*. Conflict Checks generally relate to fluid in-game (not post game) legitimacy, sovereignty, security, survival, and forward expectations. For playability, any Conflict Check must be capable of failing; for example, “position has stardrive technology” is not capable of failing at any point after the position obtains stardrive technology and the GT could never be disrupted.

1. (T) All ten Vital Powers have been activated within the last five turns.
2. (T) Ten Powers have been activated in the last three turns.
3. (T) A Government Title is associated with each Vital Power and at least 35% of Cultural Proficiencies on the Public Space are Power Proficiencies.
4. (T) At least five Scenes are on the Public Space currently.
5. (T) At least eight Acts are on the Power Strip currently.
6. (T) No Power is without at least one Act on the Powerstrip currently.
7. (T) Taxation Power has been activated within the last three turns.
8. (T) On one turn within the last three turns, all Power Activations have been used.
9. (T) No Power Activation has failed due to inactive Constructural Elements in the last two turns (failures due to lack of RPs, Acts or Scenes or legality do not count).
10. (T) No colony has failed Taxation in the last four turns.

Emergent Government Titles Tables
Interstellar Civilization Themes 3 – Constructural Elements & Disruption

Conflict Checks: True or false statements, *if false, Conflict Check fails*. Conflict Checks generally relate to fluid in-game (not post game) legitimacy, sovereignty, security, survival, and forward expectations. For playability, any Conflict Check must be capable of failing; for example, “position has stardrive technology” is not capable of failing at any point after the position obtains stardrive technology and the GT could never be disrupted.

1. (T) All Constructural Elements of one type (excluding Temporal) are active currently.
2. (T) Three-quarters or more of Epistemological Constructural Elements are currently active (incl. both colonies and ships).
3. (T) Three-quarters or more of Symbolic Constructural Elements are currently active (incl. both colonies and ships).
4. (T) Three-quarters or more of Ideological Constructural Elements are currently active (incl. both colonies and ships).
5. (T) The Culture Power has been activated for the purpose of Cohering within the last two turns.
6. (T) No Government Title has been Disrupted within the last five turns.
7. (T) No Friendly or Naturalized Colony has suffered a Disruption Event in the last three turns.
8. (T) The Capital Colony of the position has not suffered a Disruption Event in the last ten turns (even if this Government Title was not active at the time).
9. (T) All current Social or Estate Titles have never been Disrupted while this Title has been active.
10. (T) No College is currently inactive due to inactive Constructural Elements on the Host Colony.

Emergent Government Titles Tables
Interstellar Civilization Themes 4 – Culture (incl. Writs)

Conflict Checks: True or false statements, *if false, Conflict Check fails*. Conflict Checks generally relate to fluid in-game (not post game) legitimacy, sovereignty, security, survival, and forward expectations. For playability, any Conflict Check must be capable of failing; for example, “position has stardrive technology” is not capable of failing at any point after the position obtains stardrive technology and the GT could never be disrupted.

1. (T) The Culture Power has been activated for any purpose in the last two turns.
2. (T) The Culture Power has been activated for at least four different purposes in the last four turns.
3. (T) The position currently has at least one piece of 12 different Proficiencies on the Public Space.
4. (T) The position currently has at least 12 Aspect pieces on the Public Space.
5. (T) The position currently has more Proficiencies than Aspects on the Public Space.
6. (T) The position currently has more Aspects than Proficiencies on the Public Space.
7. (T) The position has at least two Fuzzy Groups on the Public Space currently.
8. (T) The position has actualized at least one Fuzzy Group in the last two turns.
9. (T) The position has had a successful Writ of Naturalization in the last six turns.
10. (T) The position currently has at least one other undisrupted Social Government Title.

Emergent Government Titles Tables
Interstellar Civilization Themes 5 – Colleges

Conflict Checks: True or false statements, *if false, Conflict Check fails*. Conflict Checks generally relate to fluid in-game (not post game) legitimacy, sovereignty, security, survival, and forward expectations. For playability, any Conflict Check must be capable of failing; for example, “position has stardrive technology” is not capable of failing at any point after the position obtains stardrive technology and the GT could never be disrupted.

1. (T) Position has at least one Endowed College currently and has no unendowed or suspended Colleges currently.
2. (T) Position has at least three Endowed Colleges currently.
3. (T) Position has founded a new College within the last five turns.
4. (T) Position has at least two colonies hosting Colleges not including the Capital Colony, and all Colleges are active currently.
5. (T) Position has constructed an Institution within the last two turns.
6. (T) Position has not failed to operate any Institution in the last two turns.
7. (T) All Friendly Colonies with 30 or more population factors currently have at least one Institution.
8. (T) Position currently has no Colleges or Institute on colonies captured by or reverted to other positions.
9. (T) The Culture Power has been activated for a purpose relating to Colleges within the last three turns.
10. (T) No Faculties have been committed to Combat in the last two turns.

Emergent Government Titles Tables
Interstellar Civilization Themes 6 – Order & Other Government Titles

Conflict Checks: True or false statements, *if false, Conflict Check fails*. Conflict Checks generally relate to fluid in-game (not post game) legitimacy, sovereignty, security, survival, and forward expectations. For playability, any Conflict Check must be capable of failing; for example, “position has stardrive technology” is not capable of failing at any point after the position obtains stardrive technology and the GT could never be disrupted.

1. (T) The Order Power has been activated for any purpose in the last two turns.
2. (T) The Order Power has not been activated to Declare/Move Capital Colony in the last five turns.
3. (T) The position has successfully converted a colony (by any means) in the last three turns.
4. (T) The position has no Naturalized Colonies but has at least three Converted Colonies.
5. (T) The position has not activated the Order Power for the purpose of Government Formation in the last five turns.
6. (T) The position currently has an equal number of undisrupted Social and Estate Titles.
7. (T) The position currently has had no disrupted Government Titles in the last five turns.
8. (T) The position’s Structural Government Title has not been either Disrupted or changed in the last ten turns.
9. (T) All Friendly and Naturalized Colonies have Ground Units located at the colony.
10. (T) At least half of the Cultural Proficiencies on the Public Space are either Police or Security Proficiencies *or* the Order Power has been activated for the purpose of Maintenance in the last turn.

Emergent Government Titles Tables Interstellar Civilization Themes 7 – Colonies

Conflict Checks: True or false statements, *if false, Conflict Check fails*. Conflict Checks generally relate to fluid in-game (not post game) legitimacy, sovereignty, security, survival, and forward expectations. For playability, any Conflict Check must be capable of failing; for example, “position has stardrive technology” is not capable of failing at any point after the position obtains stardrive technology and the GT could never be disrupted.

1. (T) Average Friendly Colony population is 20 or less factors currently.
2. (T) Average Friendly Colony population is 60 or greater factors currently.
3. (T) No colony has failed to grow during a Census in the last three turns (i.e. Maximum Habitability).
4. (T) All colonies have industry currently *and* all colonies over 30 population factors have a Shipyard currently.
5. (T) No sovereign Friendly or Naturalized Colony has lost either Maximum Habitability or Habitability Class in the last three turns.
6. (T) The position currently owns no Conquered or Converted colonies.
7. (T) All Friendly Colonies at 50% or greater Maximum Habitability currently have Orbital Cities.
8. (T) The Taxation Power has not been activated in the last five turns.
9. (T) All sovereign colonies are currently within Short Movement of another sovereign colony in Galactic Space.
10. (T) All Friendly and Naturalized Colonies are in a starsystem with at least one other colonized world currently (i.e. on another planet, can be **alien colony**).

Emergent Government Titles Tables
Interstellar Civilization Themes 8 – Homeworld & Capital Colony

Conflict Checks: True or false statements, *if false, Conflict Check fails*. Conflict Checks generally relate to fluid in-game (not post game) legitimacy, sovereignty, security, survival, and forward expectations. For playability, any Conflict Check must be capable of failing; for example, “position has stardrive technology” is not capable of failing at any point after the position obtains stardrive technology and the GT could never be disrupted.

1. (T) Capital Colony is at least twice as large as any other sovereign colony in Friendly Population Factors.
2. (T) Capital Colony is at least three times as large as any other sovereign colony in total population.
3. (T) Capital Colony has constructed a ship in the last turn turns (laying keel does not count).
4. (T) The starsystem where the Capital Colony is located has not been entered by any alien ship, of any type, while this Government Title has been active (note this is a permanent fail once breached).
5. (T) Cargo Ships have unloaded at least 10 RPs at the Capital Colony in the last two turns.
6. (T) All sovereign colonies are within two turns movement of the Capital Colony.
7. (T) Diplomatic Spaces are connected to the Public Space (fails if position does not currently have a Capital Colony or if the Capital Status is disrupted due to inactive Symbolic Constructural Elements)
8. (T) The Homeworld is in Galactic Space but has not been owned by the position for less than five turns (reroll on this table if position is not either Homeworld or Lost Colonist).
9. (T) The Homeworld is in Galactic Space and has suffered reduction in Habitability Class or Maximum Habitability within the last five turns (reroll on this table if position is not either Homeworld or Lost Colonist).
10. (T) The Homeworld has not been the Capital Colony for less than eight turns (reroll on this table if position is not either Homeworld or Lost Colonist).

Emergent Government Titles Tables
Interstellar Civilization Themes 9 – Conversion & Naturalization

Conflict Checks: True or false statements, *if false, Conflict Check fails*. Conflict Checks generally relate to fluid in-game (not post game) legitimacy, sovereignty, security, survival, and forward expectations. For playability, any Conflict Check must be capable of failing; for example, “position has stardrive technology” is not capable of failing at any point after the position obtains stardrive technology and the GT could never be disrupted.

1. (T) Position has Naturalized a Converted Colony within the last five turns.
2. (T) Total Naturalized Population exceeds the total Friendly Population.
3. (T) Total Conquered or Converted population exceeds total Friendly population controlled by the position.
4. (T) Position currently holds no Conquered Colonies (i.e. Converted or Naturalized Colonies do not count).
5. (T) No Friendly Population Factors have been Converted or Naturalized by another position while this title has been active (note this is a permanent fail once breached).
6. (T) No Naturalized Colony has been lost or reverted to another position while this title has been active (note this is a permanent fail once breached).
7. (T) Position has never conquered or looted an **alien colony**.
8. (T) Position has never initiated Orbital Bombardment or Pacification Combat.
9. (T) A Naturalized or Converted Colony is currently the Capital Colony.
10. (T) No Naturalized, Converted or Conquered Colonies owned by the position are within Short Movement of the Capital Colony at the current best ship movement speed.

Emergent Government Titles Tables
Interstellar Civilization Themes 10 – Technology

Conflict Checks: True or false statements, *if false, Conflict Check fails*. Conflict Checks generally relate to fluid in-game (not post game) legitimacy, sovereignty, security, survival, and forward expectations. For playability, any Conflict Check must be capable of failing; for example, “position has stardrive technology” is not capable of failing at any point after the position obtains stardrive technology and the GT could never be disrupted.

1. (T) The Technology Power has been activated for any purpose in the last two turns.
2. (T) The position has successfully prosecuted a new, non-existential Patent in the last four turns.
3. (T) Thirty-five percent or more of RPs spent during Power Activations in the last three turns have been spent on Technology Power activations.
4. (T) The position has an equal or greater number of undisrupted Research Groups on the Public Space than undisrupted Government Titles currently.
5. (T) The position has completed only Existential Patents.
6. (T) The position has an active, endowed Technology College on the Capital Colony.
7. (T) An Institution associated with an active Technology College operated last turn.
8. (T) The current Era Matrix has more than 50% of Applications completed (note this can fail due to Era Progression).
9. (T) More than half of the Cultural Proficiencies on the Public Space are either Engineering or Medical Proficiencies.
10. (T) The position had either a successful Research Attempt or Development Attempt last turn.

Emergent Government Titles Tables
Interstellar Civilization Themes 11 – Ships (incl. Stardrive)

Conflict Checks: True or false statements, *if false, Conflict Check fails*. Conflict Checks generally relate to fluid in-game (not post game) legitimacy, sovereignty, security, survival, and forward expectations. For playability, any Conflict Check must be capable of failing; for example, “position has stardrive technology” is not capable of failing at any point after the position obtains stardrive technology and the GT could never be disrupted.

1. (T) Position has attempted Prosecution of a new Stardrive Patent in the last three turns (note that successful prosecution might eventually cause this Conflict Check to fail).
2. (T) Position has either laid keel or constructed a new Ship in the last two turns.
3. (T) Position has constructed a new Shipyard in the last three turns.
4. (T) Position has successfully increased maximum Ship Speed of any Stardrive in the last three turns.
5. (T) Position has increased either Operational Flight Limitations (OFL) or Operational Supply Limitations (OSL) in the last three turns.
6. (T) Position has more warships than non-warships currently (individual ships, not RP value).
7. (T) Position has more non-warships than warships currently (individual ships, not RP value).
8. (T) Position currently has any combination of three Ship or Stardrive Research Groups on the Public Space.
9. (T) Position has initiated interstellar movement in the last turn.
10. (T) No ship owned by the position, including Scouts, has been destroyed in the last three turns.

Emergent Government Titles Tables
Interstellar Civilization Themes 12 – Exploration & Expansion

Conflict Checks: True or false statements, *if false, Conflict Check fails*. Conflict Checks generally relate to fluid in-game (not post game) legitimacy, sovereignty, security, survival, and forward expectations. For playability, any Conflict Check must be capable of failing; for example, “position has stardrive technology” is not capable of failing at any point after the position obtains stardrive technology and the GT could never be disrupted.

1. (T) Expansion Power has been activated for any purpose in the last two turns.
2. (T) Position has activated the Expansion Power for the purpose of Looking within the last three turns.
3. (T) Position has activated the Expansion Power for the purpose of Scouting within the last three turns.
4. (T) No Scout Ships owned by the position have been destroyed in the last three turns.
5. (T) Five factors of Friendly Population have either been Loaded to or Unloaded from Colony Ships owned by the position within the last two turns.
6. (T) Position has activated the Expansion Power for the purpose of Transporting Population within the last three turns.
7. (T) Position has Landed a new colony within the last three turns.
8. (T) Position has Landed a colony on a Hostile or Unpleasant Class Planet in the last three turns.
9. (T) Position does not have two Friendly colonies in the same starsystem.
10. (T) Position has more Low-Population colonies than non-Low Population colonies (see 4 Taxation & Census, p. 326).

Emergent Government Titles Tables
Interstellar Civilization Themes 13 – Combat & Conquest

Conflict Checks: True or false statements, *if false, Conflict Check fails*. Conflict Checks generally relate to fluid in-game (not post game) legitimacy, sovereignty, security, survival, and forward expectations. For playability, any Conflict Check must be capable of failing; for example, “position has stardrive technology” is not capable of failing at any point after the position obtains stardrive technology and the GT could never be disrupted.

1. (T) The Combat Power has been activated to Initiate Combat within the last three turns.
2. (T) The Combat Power has been activated for either Combat Alert at a Friendly Colony or to Seize the Initiative in an ongoing combat in the last two turns.
3. (T) The position is currently engaged in at least one ongoing combat (i.e. engaged in a combat that carries over the Regular Turn) where at least one Combat Round was processed between the last Regular Turn and the current Regular Turn (i.e. not Sieges).
4. (T) The position has either won a combat (all enemy units destroyed or retreated) in the last two turns *or* has not lost a combat (all friendly units destroyed or retreated) in the last three turns (ongoing combats do not count, as they are neither won or lost).
5. (T) The position has either conquered an **alien colony** *or* destroyed an **alien colony** by Orbital Bombardment in the last three turns.
6. (T) Position has successfully Converted a colony by Pacification Combat in the last five turns.
7. (T) Position has not lost a Ship Combat while this title is active (note that this is a permanent fail upon being breached).
8. (T) Position has not lost a Colony Combat while this title is active (note that this is a permanent fail upon being breached).
9. (T) Position has built a new Warship in the last turn.
10. (T) Position has transferred Ship Missiles or Fighters to a Warship (incl. Carriers, see 1 Combat) in the last two turns (can be from either a colony or Logistical Ship).

Emergent Government Titles Tables
Interstellar Civilization Themes 14 – Colony Defenses

Conflict Checks: True or false statements, *if false, Conflict Check fails*. Conflict Checks generally relate to fluid in-game (not post game) legitimacy, sovereignty, security, survival, and forward expectations. For playability, any Conflict Check must be capable of failing; for example, “position has stardrive technology” is not capable of failing at any point after the position obtains stardrive technology and the GT could never be disrupted.

1. (T) All Friendly, Naturalized and Converted Colonies have at least one Defense Base (of any type) *and* have defenses at the current Era of the position (new colonies, Era Progression can cause this to fail).
2. (T) Thirty-five percent of RPs spent in the last three turns were spent for Defense Bases, Ground Units, and Colony Defense Era Upgrades at Friendly or Naturalized Colonies.
3. (T) The position has not lost a Colony Combat at a sovereign colony while this title has been active (note this is a permanent fail upon being breached).
4. (T) The position has not lost a Ground Combat at a sovereign colony while this title has been active (note this is a permanent fail upon being breached).
5. (T) All sovereign colonies that have either a Shipyard or Orbital Cities also have at least three Orbital Defense Bases and one System Defense Base.
6. (T) All Friendly and Naturalized colonies have the maximum number of Fighters allowed.
7. (T) All sovereign colonies have a Ground Unit and at least three Ground Bases.
8. (T) All **alien colonies** on Balkanized Planets are owned by the position.
9. (T) At least one Warship is in each system with a sovereign colony.
10. (T) At least one friendly Warship is located in any starsystem that has a Cargo Ship or Logistical Ship at the end of the turn (Ships in interstellar flight at the time of the Regular Turn do not require a Warship).

Emergent Government Titles Tables
Interstellar Civilization Themes 15 – Population

Conflict Checks: True or false statements, *if false, Conflict Check fails*. Conflict Checks generally relate to fluid in-game (not post game) legitimacy, sovereignty, security, survival, and forward expectations. For playability, any Conflict Check must be capable of failing; for example, “position has stardrive technology” is not capable of failing at any point after the position obtains stardrive technology and the GT could never be disrupted.

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. (T) Colonies containing the position’s Native Population Type (not counting those descended from related Lost Colonist positions) in the Galactic Space are equal to the number of turns elapsed in the game minus 25% (i.e. on Turn 20, there must be at least 15 colonies in Galactic Space of your Native Population Type), regardless of current ownership (i.e. they do not have to be Friendly Colonies).
3. (T) Position has eliminated a minor race within the last 20 turns.
4. (T) Position has at least one Friendly Colony at least three turns movement at best ship speed from the current Capital Colony.
5. (T) Position has at least 50 Friendly Population factors loaded on Colony Ships currently.
6. (T) No Friendly Populations (i.e. factors of the position’s Native Population Type) are located on Orbital Cities currently, regardless of sovereign ownership or political status.
7. (T) At least half of the Cultural Proficiencies pieces on the Public Space currently are either Security or Nationhood Proficiencies.
8. (T) The position currently has an active, endowed Census College and at least one Institution associated with the Census College operated last turn.
9. (T) At least 42% of Cultural Proficiencies on the Public Space currently are Regeneration Proficiency pieces.
10. (T) Position has at least two Life Research Groups currently on the Public Space.

Emergent Government Titles Tables
Interstellar Civilization Themes 16 – Progress

Conflict Checks: True or false statements, *if false, Conflict Check fails*. Conflict Checks generally relate to fluid in-game (not post game) legitimacy, sovereignty, security, survival, and forward expectations. For playability, any Conflict Check must be capable of failing; for example, “position has stardrive technology” is not capable of failing at any point after the position obtains stardrive technology and the GT could never be disrupted.

1. (T) Position has at least one other undisrupted Social Title *and* no other active Social Title has any failed Conflict Checks.
2. (T) Position has more active, Endowed Colleges than undisrupted Government Titles.
3. (T) At least 75% of each Constructural Element is active.
4. (T) At least 50% of current Cultural Proficiencies on the Public Space are either Urbanization or Spirit Proficiencies.
5. (T) Construction Power has been activated for at least two Friendly or Naturalized Colonies in the last three turns, and Industry was built in the last three turns.
6. (T) All Friendly and Naturalized Colonies, except Low Population and Specialized Colonies, have at least 60% of the maximum allowed industry.
7. (T) Both the Technology and Construction Powers have been activated for any purposes in the last two turns.
8. (T) Position has at least three Fuzzy Groups and/or Zeitrice currently on the Public Space.
9. (T) Position has more active Corporations and/or membership in Megacorporations than undisrupted Government Titles.
10. (T) Position owns no Warships.

Emergent Government Titles Tables
Interstellar Civilization Themes 17 – Diplomatic Spaces (incl. Meanings)

Conflict Checks: True or false statements, *if false, Conflict Check fails*. Conflict Checks generally relate to fluid in-game (not post game) legitimacy, sovereignty, security, survival, and forward expectations. For playability, any Conflict Check must be capable of failing; for example, “position has stardrive technology” is not capable of failing at any point after the position obtains stardrive technology and the GT could never be disrupted.

Note: Conflict Checks based on Diplomacy naturally depend more than usual on the actions of other positions

1. (T) Position has had First Contact with a Major or minor race in the last 5 turns (note, at some point this will fail).
2. (T) Position has at least one Friendly or Naturalized Colony located on each Diplomatic Space.
3. (T) Position has unloaded RPs from a Cargo Ship onto a non-sovereign **Alien Colony** in the last three turns.
4. (T) Over half of the Friendly population factors controlled by the position are located on Balkanized planets.
5. (T) Position currently has at least three Meanings *and* no Meanings have been destroyed in the last two turns.
6. (T) Total Diplomatic Spaces equal 40% of the Public Space.
7. (T) All Diplomatic Spaces are accessible by both parties (i.e. both parties currently have a Capital Colony).
8. (T) Position has at least two Shared Meanings with two different positions.
9. (T) Position owns the Host Worlds of three MegaCorporations; must be different worlds, but position does not need to have membership in the MegaCorporations it hosts.
10. (T) Position has not initiated any Combats while this Title has been active (note, permanent fail upon being breached).

Emergent Government Titles Tables
Interstellar Civilization Themes 18 – Commerce

Conflict Checks: True or false statements, *if false, Conflict Check fails*. Conflict Checks generally relate to fluid in-game (not post game) legitimacy, sovereignty, security, survival, and forward expectations. For playability, any Conflict Check must be capable of failing; for example, “position has stardrive technology” is not capable of failing at any point after the position obtains stardrive technology and the GT could never be disrupted.

1. (T) The Commerce Power has been activated for any purpose in the last two turns.
2. (T) Position owns more Cargo Ships (including any that might be assigned to Corporations or MegaCorporations) than any other type of ship.
3. (T) Position has Loaded or Unloaded Resources at a non-sovereign **Alien Colony** in the last two turns.
4. (T) Position has Loaded and Unloaded Cargo Ships at a sovereign colony in the last turn (note, to do this, the position must own at least two Cargo Ships).
5. (T) No Cargo Ships have been destroyed in the last three turns.
6. (T) All Cargo Ships not currently in interstellar flight are located in systems with a friendly warship.
7. (T) No Cargo Ship has been located in the same system for more than two turns.
8. (T) No Cargo Ship has retreated from a Combat in the last five turns.
9. (T) No Cargo Ship has been attacked while this Title has been active (note, this is a permanent fail once breached).
10. (T) Position has more active Corporations than undisrupted Government Titles, each Corporation is hosted on a different world, *and* a new Corporation or MegaCorporation has been added to the position in the last three turns (all must be simultaneously true to pass the Conflict Check).

Emergent Government Titles Tables
Interstellar Civilization Themes 19 – Corporations & MegaCorporations

Conflict Checks: True or false statements, *if false, Conflict Check fails*. Conflict Checks generally relate to fluid in-game (not post game) legitimacy, sovereignty, security, survival, and forward expectations. For playability, any Conflict Check must be capable of failing; for example, “position has stardrive technology” is not capable of failing at any point after the position obtains stardrive technology and the GT could never be disrupted.

1. (T) Position has more active Corporations than memberships in MegaCorporations *and* owns the Host Colony of all MegaCorporations in which it is a member.
2. (T) Position has never established a Corporation or had membership in any MegaCorporation (note, this is a permanent fail once breached).
3. (T) Position has no Cargo Ships that are not committed to either a Corporation or MegaCorporation.
4. (T) More than half of the Cultural Proficiencies on the Public Space are either Finance or Resource Proficiency pieces.
5. (T) All other undisrupted Government Titles are either Structural or Estate Titles, which have not been disrupted while this Title has been active (note, this is a permanent fail if any of the Estate Titles or the Structural Title is disrupted).
6. (T) Position has Shared Meanings with all other members of MegaCorporations in which the position has membership (note this fails – is false – automatically if there are no Shared Meanings and/or the position is not a member of any MegaCorporations).
7. (T) Position is a member of at least one MegaCorporation *and* has never established a Corporation (note, this is a permanent fail if position has ever established a Corporation).
8. (T) Position has membership in more MegaCorporations than it has undisrupted Government Titles.
9. (T) All MegaCorporations in the game are hosted on colonies controlled by this position.
10. (T) Position is the clear majority shareholder in all MegaCorporations in the game.

Emergent Government Titles Tables
Interstellar Civilization Themes 20 – Little Secrets & Special Operations

Conflict Checks: True or false statements, *if false, Conflict Check fails*. Conflict Checks generally relate to fluid in-game (not post game) legitimacy, sovereignty, security, survival, and forward expectations. For playability, any Conflict Check must be capable of failing; for example, “position has stardrive technology” is not capable of failing at any point after the position obtains stardrive technology and the GT could never be disrupted.

1. (T) Roll 1d10 each turn, on a 1 result, an embarrassing tragic fatal secret has been exposed and this conflict check fails permanently, cannot be restored (it’s only a matter of time...). Do not make additional rolls after failure.
2. (T) Position has activated the Special Operations Power in the last three turns.
3. (T) Position has at least five Missions currently Lodged (note the aging of missions problem).
4. (T) Position has at least seven targets under protection *and* no more than half of targets under protection are on the Capital Colony.
5. (T) Position has activated the Special Operations Power for the purpose of Counter Operations in the last turn.
6. (T) Position has Counter-Operations Missions on all Friendly and Naturalized Colonies.
7. (T) Position has activated the Special Operations Power for either Special Operations or Counter Operations on a Host World or Capital Colony in the last two turns.
8. (T) Position has activated the Special Operations Power for the purpose of Information in the last two turns.
9. (T) Position has ships currently located in at least six starsystems with an **Alien Colony** and no sovereign colonies.
10. (T) Position has attempted a Probe of an **Alien Colony** within the last five turns.