HEGEMONY · VARIANT RULES

ARTIFICIAL INTELLIGENCE

A FAN VARIANT FOR HEGEMONY: LEAD YOUR CLASS TO VICTORY

VARIANT DESIGN
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VERSION
0.7

SOURCES
digitalistpapers.com
anthropic.com/research

AI assisted with layout and research (Claude). Unofficial fan variant, not affiliated with the publishers of the game. Hegemony: Lead Your Class to Victory © Hegemonic Project Limited.

OVERVIEW

This variant explores the **disruptive impact** of artificial intelligence development on society if the laws do not adapt.

IMPORTANT:
The variant clearly unbalances the game, so do not use it for competitive play. It is intended for experienced Hegemony players and is not designed for solo play or play with bots. It is up to them to try to counterbalance the sides that benefit from the rise of AI, but they may not succeed. This variant is broken on purpose.

This variant presents a vision of the future. For that reason, we do not recommend combining it with the *Historical Events* expansion.

Components

In addition to the base game components, you will need:



42 **AI cubes** in the color of your favorite AI service (you will probably need far fewer).

Setup

Set up the game as normal. Keep the AI cubes in the general supply, and put the AI Limit table above the board, next to the Round track, so all players can see it.

RULE CHANGES

AI Cubes

You may place an AI cube on any Worker slot of a Company, whether the slot is empty or occupied. Each Worker slot can hold at most 1 AI cube. If a Worker occupies the slot, the AI cube replaces it, even if the Worker is committed: move the Worker to the Unemployed Workers area of its Class. An AI cube on a Worker slot counts as a Worker in that slot, including for the Company's Production. No Worker can be assigned to a Worker slot occupied by an AI cube. AI cubes are never paid Wages.

IMPORTANT:
When Wages are paid, a Company holding at least 1 AI cube pays one Wage level lower than its Wage marker shows. This may go below the minimum set by the current Labor Market Policy (Policy 2), but never below the lowest Wage printed on the Company card. The Wage marker itself does not move.

AI Limit

Every Worker slot on every Company card shows a color and a Worker figure (Working Class, Middle Class or both). The AI Limit table sets, for each Round, how many slots of each color and figure on a single Company may be occupied by AI cubes. You can never place an AI cube that would exceed this limit.

Each figure allows 1 AI cube on a Worker slot of that type on each Company in that Round; Working Class figures are left of the slash, Middle Class figures right of it. A dash means no AI cubes may be placed on that type of slot.

For this rule, AI cubes behave like Workers of a Class. As in the base game, all Workers on a Capitalist or Public Company must be from the same Class, and the AI cubes on it count as that Class: if Working Class Workers are there, its AI cubes must fit the Working Class limit; if Middle Class Workers are there, they must fit the Middle Class limit. A Company holding only AI cubes counts them all against one Class's limit, never a mix of both.

Removed and changed Companies

If a game effect removes a Company from the board or turns it face-down, return its AI cubes to the supply. If a Company changes owner (for example, through the *Privatization* card), its AI cubes stay on it.

New Basic Action: Implement AI

MIDDLE CLASS | CAPITALIST CLASS | STATE

~~WORKING CLASS~~

Implement AI is a new Basic Action available to the Middle Class, the Capitalist Class and the State. The Working Class cannot perform it.

The Middle Class may perform Implement AI and Assign Workers together as a single Basic Action, following the rules of both.

To perform this action:

1. Place AI cubes from the supply on any of your Companies, following the placement rules and the AI Limit table.
2. For each Company on which you placed at least 1 AI cube, pay an amount equal to the Level 2 Wage shown on that Company, regardless of how many AI cubes you placed on it. If the Company shows no Wages (some Middle Class Companies), pay 10 instead. Pay this amount to the Supply. The State pays from the State Treasury.

Remember: AI cubes can also replace Workers already on the Company (see *AI Cubes*).

AI When Placing Workers

Whenever Workers are placed on a Company (with Build Company, with Assign Workers by any Class, including the Working Class, or by a card effect), the active player may put AI cubes on those Worker slots instead, following the placement rules and the AI Limit table.

The active player pays once per Company: its Level 2 Wage, or 10 if it shows no Wages, regardless of how many AI cubes go on it. AI cubes can also replace the Workers needed to build a Company.

Remember: AI cubes can also replace Workers already on the Company (see *AI Cubes*).

Changed Action: Demonstration

MIDDLE CLASS | WORKING CLASS

~~CAPITALIST CLASS~~ | ~~STATE~~

Demonstration is available to the Working Class and the Middle Class.

When a Demonstration is resolved, each other player can lose VP up to the higher of these two numbers: the empty spaces on their part of the board, or their Companies that hold at least 1 AI cube on a Worker slot for Workers of the demonstrating Class (of any skill). **Important:** A Company that already has Workers of one Class together with AI cubes has, in effect, no Worker slots for the other Class, so it does not count when the other Class demonstrates. All other Demonstration rules are unchanged.

The Middle Class can now also perform the Demonstration action, under the same conditions as the Working Class, but only if the Middle Class has no empty spaces left for building its Companies and all Middle Class Worker slots on its Companies are occupied. Use the same Demonstration token and place it in the Unemployed Workers area, near the Middle Class Workers. If both Classes demonstrate, place the token between both groups of Workers in the Unemployed Workers area: it then counts for both Classes and is resolved twice, once for each, in the same order as the other steps of the Production Phase (Middle Class first, then Working Class). The conditions for ending a Demonstration early apply to each Class separately: if they are met for one Class only, the token stays for the other.

AI LIMIT TABLE — MAXIMUM AI CUBES PER COMPANY

WORKER SLOT	ROUND 1	ROUND 2	ROUND 3	ROUND 4	ROUND 5
Unskilled	– / 1	1 / 1	1 / 1	1 / 2	1 / 2
Agriculture	–	–	1 /	1 / 1	1 / 1
Luxury	–	– / 1	1 / 1	1 / 1	2 / 2
Healthcare	–	–	–	–	– / 1
Education	–	–	–	– / 1	1 / 1
Media	– / 1	– / 1	1 / 1	1 / 2	2 / 2