To make game harder:

Rules:
1: localized resources, make cargo ships to ferry materials
2: localized production, must build facilities to build and produce materials, must build and research engineering vessels to build other places.
3: Capturing allowed
4: Research Tree: use points from completing objectives to research new designs, better facilities, etc
5: No glitches or building on ships when not docked in shipyard
6: aircraft only have certain range of tile distance and must have carrier or airfield to support. Tile range based on *resource amount.*
7: set mechanic to 10 and all faction wide perk to base of 0
8: can't scrap ships without them being in a shipyard (if this happens, throw away 40% of the collected resource. (Doesn't apply if enemy kills ship)

FACILITIES
Certain facilities must be produced in order to build requested vehicles
(Without Facilities, a cap of 1000 materials is what's useable to build with)
WATER

Small Shipyard: produce small watercraft up to 30,000 materials
Upgrade 1: 45,000 material capacity, additional repair abilities
Upgrade 2: 60,000 material capacity, additional repair abilities
Upgrade 3: 75,000 capacity, additional repair

If it can fly, its an aircraft

Hovercraft are watercraft

Medium Shipyard: produce watercraft up to 100,000 materials
U1: 125,000 capacity
U2: 150,000 capacity
U3: 200,000 capacity

Large Shipyard: produce ships up to 300,000 materials
U1:350,000 capacity
U2: 400,000 cap
U3: 475,000 cap

Huge Shipyard: produces any desired material amount ships

AIR

Small Gantry: produce aircraft of up to 25,000 materials
U1: 35,000
U2: 50,000
U3: 70,000

Medium Gantry: produce aircraft up to 80,000 materials
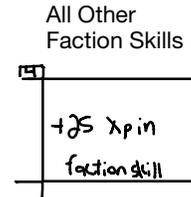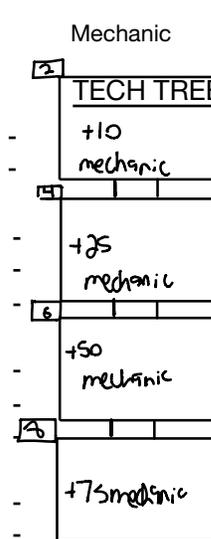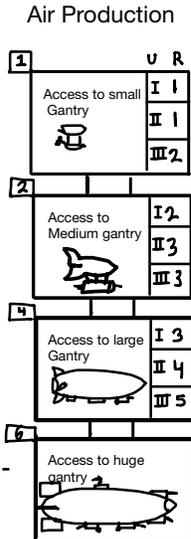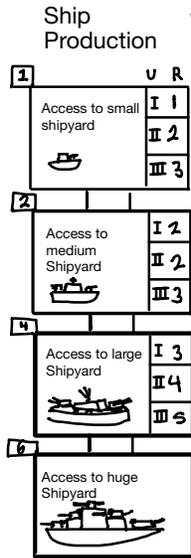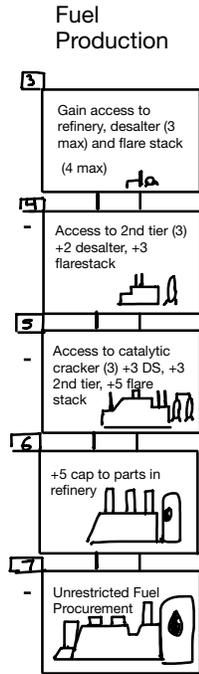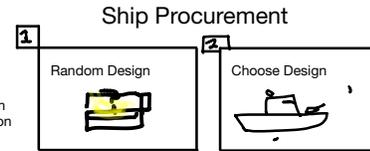U1: 100,000
U2:125,000
U3: 150,000

Large Gantry: produce aircraft up to 225,000 materials
U1:275,000
U2:325,000
U3:400,000

Huge Gantry: unrestricted material use

RESEARCH

In order to progress to new tech research must be acquired. It's is gained through many means.
+1 per tile captured
+3 per resource base acquired
+3 per settlement destroyed
+5 per gantry area destroyed
+7 per HQ destroyed

Ship Procurement

1 Random Design	2 Choose Design

*You make rule on how randomization works

Fuel Production

3	Gain access to refinery, desalter (3 max) and flare stack (4 max)
4	Access to 2nd tier (3) +2 desalter, +3 flarestack
5	Access to catalytic cracker (3) +3 DS, +3 2nd tier, +5 flare stack
6	+5 cap to parts in refinery
7	Unrestricted Fuel Procurement

Ship Production

		U	R
1	Access to small shipyard	I	1
		II	2
		III	3
2	Access to medium Shipyard	I	2
		II	2
		III	3
4	Access to large Shipyard	I	3
		II	4
		III	5
6	Access to huge Shipyard		

You are in charge of creating the facilities of production. Try and make them realistic and at least somewhat a hinderance to your resources.

Air Production

		U	R
1	Access to small Gantry	I	1
		II	1
		III	2
2	Access to Medium gantry	I	2
		II	3
		III	3
4	Access to large Gantry	I	3
		II	4
		III	5
6	Access to huge gantry		

Mechanic

2	TECH TREE +10 mechanic
4	+25 mechanic
6	+50 mechanic
8	+75 mechanic

All Other Faction Skills

4	+25 Xp in faction skill

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START UP

For start, you get:
-3 research points
-Starting fortress counts as Upgrade 1 Shipyard **and** Gantry (loses perk if scrapped or destroyed)

TIPS

- put facilities in defensible locations, away frontline attacks
- guard these facilities (good use for outdated or reserve forces)
- Learn to build efficiently (resources cost really matters!)
- Manage research points effectively
- Invest in support vessels (Cargo ships, engineering ships, etc)