

Guide & Rulebook

Rules

1. No Double Accounts
 - Double accounting will result in a ban, it's not worth doing.
 2. No Make Up Turns
 - If you miss your turn, I will not go back and redo your turn unless it was a mistake done on my behalf.
 3. Refrain From Being Toxic
 - Arguments and banter allowed, usually everyone can agree when it gets too far.
 - DM admin or any cases when I am not available
 4. Please be Active
 - It makes the game more fun and goes quicker, so please be active.
 5. COMMENT
 - Even if you DM, you have to comment “DMs” or you risk your move not being done.
 6. Naming Rule
 - Names must be reasonable, must be logical, otherwise not allowed
 - i. “Shitland” is a example of a name that would get rejected
 - ii. Serbia that is solely in North Africa as example of not allowed
 - iii. There are exceptions provided there is reasonable lore.
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How to Join

- Available Nations
 - Please DM or Comment to join as a nation that is not taken, or in an open space
 - You may join after initial rounds if you are late to join.
 - Rebellions
 - Some Cultures may rebel after a set amount of time after being conquered, must meet conditions
 - Culture becomes available to rebel 3 turns after forming.
 - Culture cannot rebel again once defeated for 5 turns.
 - Any troops in the region become rebels
 - Any forts in the region are handed over to rebels
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Population

- Population
 - One of the main components of your nation. They do the following;
 - Recruit Troops
 - Costs mention in shop
 - Soldiers recruited are removed from the population pool
 - Colonize Lands
 - Pay Taxes
 - Every 10 population pays 1 gold
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Provinces

- Provinces
 - Provinces are subsections of your empire. You can individually manage them.
 - Standard Autonomy- These provinces provide no benefits or weaknesses
 - Recruitment Priority - This makes the province priority in recruitment when building troops.
 - Increases population growth by +25
 - Decreases income by -10 gold per turn
 - Local Autonomy - This lowers resistance and gradually converts cultures to yours.
 - Increases Legitimacy by +5 per turn.
 - Decreases gold per turn by -5
 - Tax Province - These provinces can tolerate higher taxes but lowers max legitimacy
 - Brings Max Legitimacy to 80, increases taxes to 1.5 gold per 10 population

Legitimacy

- Legitimacy determines how stable your empire is. Legitimacy may vary by province.
 - High legitimacy stabilizes empires. Making rebellions or revolts unlikely.
 - Being at peace, and being active (moves) increases Legitimacy by 10 per turn nationwide.
 - Conquering land or being at war reduces Legitimacy nationwide.
 - Every 100 population conquered results in -1 Legitimacy. Min/Max of -5/-25 for conquering provinces.
 - Each troop recruited decreases Legitimacy by -1.

Prosperity

- When a province is not under conflict, it gains an additional separate gold called Prosperity. This gold CANNOT be used by players. This gold will self-improve the province by building structures. Excessive Prosperity CAN be raided by enemies, and converted to usable gold. Prosperity Gold maxes out at 100. It gains 5 Gold Per Turn
 - Things that can be built by Prosperity
 - Farmlands / Mines
 - Roads / Sea Routes
 - Wooden / Stone Forts
 - Ports / Markets

Expansion

- Nations can expand using troops. Places expanded into Unorganized Territories.
 - Nothing can be built in Unorganized Territories except for Outposts.
 - Outposts are minor forts that allow forward positions for troops.
- Unorganized Territories can be converted to Provinces, when a Province is bought.
 - A city is automatically placed, and transfers 100 population from the closest province to it.

Farmlands / Mines

- Farmlands generate an additional +10 population growth to a province, with a maximum of 3 per province. They must be placed in terrain that is bottom 2 (greens) of the 5 elevations.
- Mines generate additional +10 income to a province, with a maximum of 3 per province. They must be placed in terrain that is top 3 (tans / reds) of the 5 elevations.

Trade

- Trade is an additional source of income that can be gained through two ways.
 - Land
 - Requires a Market at each connection, connected by Roads.
 - Produces +30 Gold for foreign connections. Produces +10 Gold for domestic connections
 - Sea
 - Requires a Ports at each connection, connected by Sea Routes.
 - Produces +30 Gold for foreign connections. Produces +10 Gold for domestic connections

Culture

- When a province / nation is conquered, their culture remains. This culture is only present in provinces, not Unorganized Territories.
 - If Legitimacy is under 90 in a province, a province that is a different culture may rebel if it feels strong enough to realistically gain independence.

Diplomacy & Titles

- Diplomacy
 - Alliances, Leagues, etc outside of warfare have no limits.
 - In warfare, **only 3** nations may participate on one side for a total of a **3v3**.
- Titles
 - All nations have titles with limits depending how many provinces they own.
 - Duchies have **a minimum of 1 province**.
 - Kingdoms have **a minimum of 5 provinces**.
 - Empires must have **a region under control, as well as 2 provinces outside** of the region.

Warfare

How does warfare work?

- Warfare is done by taking cities or land from other nations. Cities and roads play a crucial part in warfare as they transport and are the spawn location of units.
 - Armies will come together to battle if near each other enough.

Attrition

- If an army is cut off from supplies (typically encirclements),
 - the nation will lose 10% of its army to attrition for every turn supply chains are cut off.
 - Armies will suffer attrition if all cities are lost at a 25% rate

Roads & Cities

- Roads and Cities are pretty crucial due to them being the backbone of nations. Without cities, nations cannot create units.
 - Roads have both civil and strategic uses. Roads provide a **bonus to speed to any troops.**
 - Troops can only be stationed in
 - Cities, outposts, or forts **outside of war.**
 - When cities are captured, so is the surrounding land or “outskirts” of the city.
 - Nations automatically surrender **if all cities are captured.**

Raiding Prosperity

- When an army captures a city, they have **two options**. Raid or Leave Alone
- Raiding will **seize all prosperity gold, and remove any farmlands or mines.**
- Farmlands and Mines will provide **5** gold per structure destroyed.
- It will reduce the provinces legitimacy by **-1** per **10** gold, and **-5** per farmland and mine

Treaties

- Treaties should be made with both players in agreement. A NAP will be created for the duration of the treaty, the length of the NAP is depending on the severity of the treaty.
 - Rule of Thumb; Add admin to peace treaty discussions, admin can help mediate NAPs or other factors if met at standstill.

Types of Units