



Spis treści

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1. Introduction.

The following rules are designed to guide strategic gameplay using the map generated by Azgaar's Fantasy Map Generator and using its features to record that game.

It is intended to be a grand strategy game, so you will encounter a lot of simplification here.

2. What you'll need.

First, you would need to modify FMG a bit, exactly what needs to be changed will be described in the following section.

You'll also need some kind of a record sheet (paper or electronic) and some D6 dice.

It is very useful to have a game master/judge.

3. FMG modifications.

Most of the value we will use is based on FMG cells, so proper generator preparation is very important here.

3.1. FMG option parameters:

- 3.1.1. Canvas size – Don't make it to big. I've found that 1200 x 800 is working fine.
- 3.1.2. Points Number – should be set to 10k (default).
- 3.1.3. Year and Era – As a turn will last a month during the game, it is a good idea to add the month number after dot in the year value.
- 3.1.4. Province ratio – Should be above 75%.
- 3.1.5. Growth rate – Between 0.2-0.4, this will leave some space for colonization.
- 3.1.6. Towns number – around 5x States number.
- 3.1.7. Religions number – more than Cultures number.

3.2. FMP military setup:

- 3.2.1. Units – follow the screen below. But keep in mind that the values in conscription percentage for rural/urban population are there just to generate some military units. Strength of those units needs to be modified in accordance with the rules described later.

Icon	Unit name	Biomes	States	Cultures	Religions	Rural	Urban	Crew	Power	Type	Sep.
	Land_Strength	all	all	all	all	0.02	0.01	100	20	melee	☐
	Naval_Strength	all	all	all	all	0.00	0.02	50	25	naval	☒
	Influence_Strength	all	all	all	all	0	0.01	1	1	magical	☐
	Character	all	all	all	all	0	0	1	1	magical	☐

Apply Add Restore Cancel

4. Game phases

4.1. Order of phases

Economic phase

Move phase

Diplomatic phase

Buy phase

4.2. Order of play

All phases are played simultaneously

4.2.1. Economic phase

- Gathering (EP) from all cities. Add up size of all not besieged cities. That is your income this turn.
- If it is the beginning of the 9th month, you should also collect (EP) from all provinces. For each province make a calculation: Province Quality x Controlled Province Area. Add this value to the Income from the Cities.
- Pay maintenance for all the units.

4.2.2. Move phase

- Write down all move orders for all the units.
- Make all the moves.

4.2.3. Diplomatic phase.

- Place holder

4.2.4. Buy phase

- Spend money for new units and place them on the map.

5. Economy

You will receive income in the form of Economic Points (EP). These represent both cash and the goods or labour that subjects should provide to their sovereign. The source of these (EP) will be provinces (once a year) and cities (once a month).

In the first place, setup should be done only for a player's kingdoms. Non Player Kingdoms (NPK) should be detail only if it is required for some kind of interaction between Player Kingdom and NPK.

5.1. Initial setup

5.1.1. Provinces

Each province will be described with parameters:

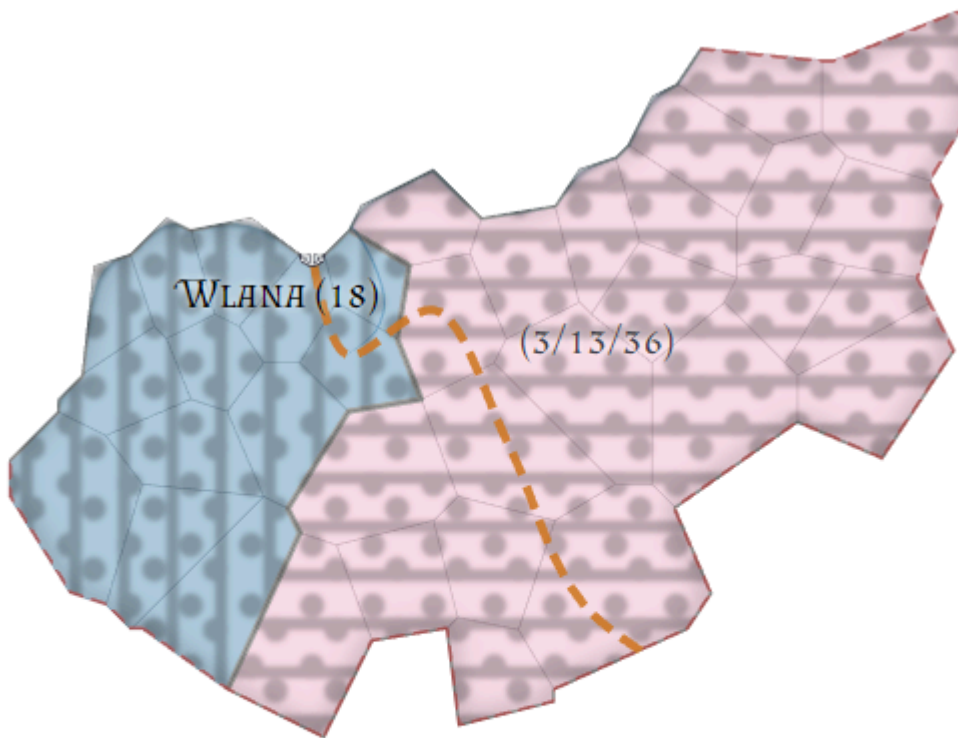
5.1.1.1. Quality - Use the following formula to determine this value:

$1 + D6/2$ (rounding down).

5.1.1.2. Controlled area - This is the area (number of cells) from which you can collect (EP). In order to be able to do this from an area it must be in a culture acceptable to the kingdom (or religion if the state is a Theocracy). This value must not exceed the sum of the sizes of all cities in the province or province total cell count (depending on which is smaller).

5.1.1.3. Size of the province - These are all cells that belong to the province.

Example: (3/13/36) – Quality of a province is 3, control area is 13, total cell count is 36.



Zones Editor					
Description	Type	Cells	Area	Population	
Accepted Culture	Unknown	13	3.1K km ²	111K	⚙️
Different Culture	Unknown	23	7.7K km ²	185K	⚙️
Total Cell count	Unknown	36	11K km ²	296K	⚙️
Zones: 3 of 3 Cells: 5131 Area: 4.2M km ² Population: 22.4M					
Type: all					

That is, the owner of this province will get 18 (EP) every month and an additional $3 \times 13 = 39$ (EP) once a year (quality x controlled area)

So even though it is a large province (36), the income from it will be reduced due to the size of the area that is actually controlled.

If the whole province had the same culture, the income would still be less due to the size of the controlling city, which is 18. That is, once a year the province income will be increased only by 54 (EP) - 3×18 .

5.1.2.Cities

Each city has its own size, which is limited by the size of the province. The sum of the sizes of all cities in a province cannot exceed the "Province total cell count" $\times 2$.

The maximum number of cities in a province cannot exceed 3.

5.1.2.1. Determining the initial size of cities:

Capital – $10 + D6$

Cities – $4 + D6$

5.1.2.2. When determining the initial size of cities, it is important to keep in mind the limitations imposed by the size of the province.

5.2.Spendings

You can spend your hard-earned (EP) on various things:

5.2.1. Military/Influence

Lp.	Strength point	Cost (EP)	Maintenance (EP) / month
1	1 Land Strength	5	0,5
2	1 Naval Strength	8	1
3	1 Influence Strength	5	-

5.2.2. Infrastructure

Lp.	Name	Cost (EP)
1	Improving the quality of the province by 1 level	(Province quality + 1) x Province total cell count
2	Increasing the size of the city by 1 level	(City size + 1) x 10
3	Road construction	5 / Cell
4	Establishing a sea route	5 / Cell
5	Creation of new province	1 / province – own territory +3 / Cell – not bordering own territory +2 / Cell – foreign culture*

*religion if Theocracy

5.2.3.Culture

Lp.	Target Cell	Cost (EP)
1	Culture empty cell	1
2	Foreign Culture same family	2
3	Foreign Culture	4
4	City size X	+ X
5	If new cells are not link to culture territory*	+3

*cells are considered linked also by a cells that are target of this action.

5.2.4.Religion

Lp.	Target Cell	Cost (EP)
1	Religion empty cell	1
2	Religion from which yours originated	2
3	Foreign Religion	4
4	City size (X)	+ X
5	If new cells are not link to religion territory*	+3

*cells are considered linked also by a cells that are target of this action.

5.2.5. Territory annexation

Lp.	Target Cell	Cost (EP)
1	No Culture/Religion	0
2	State accepted Culture	0
3	State accepted Religion	0
4	State not accepted Culture (same family)	+ 3
5	State not accepted Religion (same family)	+ 3
6	State not accepted Culture (different family)	+ 6
7	State not accepted Religion (different family)	+ 6
8	Not bordering own territory	+ 1 *

*For each distance over 4 cells from own territory on land (8 over sea, only shore cells)

6. Movement

6.1. General rules.

The movement is simultaneous, so if it matters it should be carried out in appropriately smaller sections.

Lp.	Name	Land Move	Land Move Along Road	Sea Move	Sea Move Along Route
1	Army Strength Points	6	12	*	*
2	Navy Strength Points	-	-	12	24
3	Influence Strength Points	12	24	24	48

* Each 1 Navy Strength Point can transport a maximum of 5 Army Strength Points.

6.2. Every move must be presented in writing in the form of an 'order'.

Lp.	Order Target	Move target	Notes (conditional order)
1	1st Army	Location / Cell: X: Y:	

Example:

Lp.	Order Target	Move target	Notes (conditional order)
1	1st Army	C:394 X:788 Y:544	If no enemy, continue with Order 2 If enemy present, engage
2	1st Army	City: Wlana	Start, siege

7. Combat

7.1. General

Combat will occur when two hostile armies enter the same cell

7.2. Control zone

All military units have a control zone, in all cells bordering the cell they are in.

If at any time the control zones of two units overlap, the units know of each other's existence and can take appropriate action if it was specified in the orders.

If one unit enters the control zone of an enemy unit, it must stop or attack it if it has enough movement.

7.3. Resolving Combat

Use FMG battle feature. All battles may last for 12 turns (use battle tool play button 12 times).

8. Diplomacy

8.1. General

Place holder