

MICROKINGDOMS ACTION INDEX

Civilian

Conscription

Conscript Platoon

Conscript Regiment

Conscript Division

Improvements & Upgrades

Drain Swamp/Marsh

Upgrade to Walled City

Normal/Idling

Gather Resources

Population

Grow Population

Repair & Scrapping

Repair City

Repair Walled City

Repair Capital

Scrap City

Scrap Walled City

Settling

Settle Tile (Using 1 Population)

Settle Tile (Using 2 Population)

Military

Combat

Platoon Siege Attack

Regimental Siege Attack

Divisionary Siege Attack

Decommissioning

Decommission Platoon

Decommission Regiment

Decommission Division

Organization/Garrison

Merge Platoons to Regiment

[Merge Regiments to Division](#)

[Divide Division to Regiments](#)

[Divide Regiment to Platoon](#)

[Garrison Unit in Native/Vassal City](#)

[Garrison Platoon in Allied City](#)

[Garrison Regiment in Allied City](#)

[Garrison Division in Allied City](#)

[Movement](#)

[Move Platoon Once](#)

[Move Platoon Twice](#)

[Move Regiment](#)

[Move Division](#)

[Occupation](#)

[Occupy City with Platoon](#)

[Occupy City with Regiment](#)

[Occupy City with Division](#)

[Regimental Occupational Enforcement Upgrade](#)

[Divisional Occupational Enforcement Upgrade](#)

[Occupation Force Split](#)

[Raze City](#)

[Raze City](#)

CIVILIAN

CONSCRIPTION

CONSCRIPT PLATOON

Converts 1 Civilian population units into 1 Platoon.

FSM Cost per Use: [2:0:2]

Move ID: 1

CONSCRIPT REGIMENT

Converts 2 Civilian population units into 1 Regiment.

FSM Cost per Use: [4:1:4]

Move ID: 2

CONSCRIPT DIVISION

Converts 4 Civilian population units into 1 Division.

FSM Cost per Use: [8:2:8]

Move ID: 3

IMPROVEMENTS & UPGRADES

DRAIN SWAMP/MARSH

Drains a Marshland tile and dams up its edges, converting the tile into Fertile Land.

FSM Cost per Use: [12:10:3]

Tasked Population: 2

Move ID: 4

UPGRADE TO WALLED CITY

Upgrades a regular city to a walled city. Capitals do not begin with walls and thus be upgraded by this method.

Required CPU to upgrade: 4

FSM Cost per Use: [5:5:5]

Tasked Population: 2

Move ID: 5

NORMAL/IDLING

GATHER RESOURCES

Occurs for every population unit that is not put to work on another task.

FSM Cost per Use:	none
Tasked Population:	1
Move ID:	6

POPULATION

GROW POPULATION

Grows population by 1 population unit as long as conditions are satisfied.

Prerequisite Food Supply:	$4 \times P_{tc}$ *
Eligibility Occurrence Before Growth:	Every even-numbered turn and three turns after last use.
Maximum Usage:	Twice per City.

*Four times the population of the target city, compounded per use.

Additionally, once your population is 5 or more, it will only cost 20 food per individual increase.

Maximum population is 8.

REPAIR & SCRAPPING

REPAIR CITY

Repairs a damaged city.

FSM Cost per Use:	[3:3:2]
Tasked Population:	2
Move ID:	7

REPAIR WALLED CITY

Repairs a damaged walled city.

FSM Cost per Use:	[5:5:3]
Tasked Population:	3
Move ID:	8

REPAIR CAPITAL

Repairs a damaged capital.

FSM Cost per Use: [6:6:5]

Tasked Population: 3

Move ID: 9

SCRAP CITY

Scraps a city. Population migrates at random to nearby cities.

FSM Net Refund: [1:2:1]

Move ID: 10

SCRAP WALLED CITY

Scraps a walled city. Population migrates at random to nearby cities.

FSM Net Refund: [3:6:3]

Move ID: 11

SETTLING

SETTLE TILE (USING 1 POPULATION)

Migrates 1 Civilian population from an adjacent city of 3+ population to an empty tile to settle a city.

FSM Cost per Use: [4:4:3]

Move ID: 12

SETTLE TILE (USING 2 POPULATION)

Migrates 2 Civilian populations from two adjacent cities each of 3+ population to an empty tile to settle a city.

FSM Cost per Use: [6:6:4]

Move ID: 13

MILITARY

Combat

Platoon Siege Attack

Besieges a city using a platoon.

FSM Cost per Use: [0:1:0]

Move ID: 14

Regimental Siege Attack

Besieges a city using a regiment.

FSM Cost per Use: [0:2:0]

Move ID: 15

Divisionary Siege Attack

Besieges a city using a division.

FSM Cost per Use: [0:4:0]

Move ID: 16

Decommissioning

Decommission Platoon

Decommissions a platoon for a refund. The unit must be decommissioned in any city that is not at its maximum civilian population capacity in order to receive a population refund.

FSM Refund per Use: [0:0:1]

CPU Refund per Use: 1

Move ID: 36

Decommission Regiment

Decommissions a regiment for a refund. The unit must be decommissioned in any city that is not fewer than two points away from its maximum civilian population capacity in order to receive a full population refund.

FSM Refund per Use: [0:0:2]

CPU Refund per Use: 2

Move ID: 37

Decommission Division

Decommissions a division for a refund. The unit must be decommissioned in any city that is not fewer than three points away from its maximum civilian population capacity in order to receive a full population refund.

FSM Refund per Use:	[0:0:4]
CPU Refund per Use:	3
Move ID:	38

Organization/GARRISON

Merge Platoons to Regiment

Merges two platoons into a regiment.

FSM Cost per Use:	none
Move ID:	17

Merge Regiments to Division

Merges two regiments into a division.

FSM Cost per Use:	none
Move ID:	18

Divide Division to Regiments

Partitions one division into two regiments.

FSM Cost per Use:	none
Move ID:	19

Divide Regiment to Platoon

Partitions one regiment into two platoons.

FSM Cost per Use:	none
Move ID:	20

GARRISON Unit in Native/Vassal City

Garrisons a single unit into a city that belongs to you or one of your vassals.

FSM Cost per Use:	none
Move ID:	21

GARRISON PLATOON IN ALLIED CITY

Garrisons a platoon into an allied city. Use only applies at beginning.

FSM Cost per Use: [1:0:1]
Move ID: 22

GARRISON REGIMENT IN ALLIED CITY

Garrisons a regiment into an allied city. Use only applies at beginning.

FSM Cost per Use: [2:0:2]
Move ID: 23

GARRISON DIVISION IN ALLIED CITY

Garrisons a division into an allied city. Use only applies at beginning.

FSM Cost per Use: [3:0:2]
Move ID: 24

Movement

Move Platoon Once

Moves platoon 1 tile.

FSM Cost per Use: [1:0:0]
Move ID: 25

Move Platoon Twice (*Fast-move*)

Moves platoon 2 tiles.

FSM Cost per Use: [3:0:0]
Move ID: 26

Move Regiment

Moves regiment 1 tile.

FSM Cost per Use: [2:0:0]
Move ID: 27

Move Division

Moves division 1 tile.

FSM Cost per Use: [3:0:0]
Move ID: 28

OCCUPATION

OCCUPY CITY WITH PLATOON

Occupies an enemy city with a platoon. Cost inflicted every turn for 3 turns, or until enemy surrender.

FSM Cost per Turn: [2:0:1]
Move ID: 29

OCCUPY CITY WITH REGIMENT

Occupies an enemy city with a platoon. Cost inflicted every turn for 2 turns, or until enemy surrender.

FSM Cost per Turn: [4:0:2]
Move ID: 30

OCCUPY CITY WITH DIVISION

Occupies an enemy city with a division. Cost inflicted once, or until enemy surrender.

FSM Cost per Turn: [6:0:3]
Move ID: 31

REGIMENTAL OCCUPATIONAL ENFORCEMENT UPGRADE

Adds a platoon to an already occupying platoon, creating a regiment to occupy the city. Only occurs once.

FSM Cost per Use: [1:0:1]
Move ID: 32

DIVISIONAL OCCUPATIONAL ENFORCEMENT UPGRADE

Adds a regiment to an already occupying regiment, creating a division to occupy the city. Only occurs once.

FSM Cost per Use: [3:0:3]
Move ID: 33

OCCUPATION FORCE SPLIT

Divides the occupational force in half (division or regiment only) to relocate troops.

FSM Cost per Use: [1:0:0]
Move ID: 34

Raze City

Raze City

Destroys an enemy city.

FSM Cost per Use: [0:0:2]

Move ID: 35