Guide for SuperFantasyPowers

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Getting Started

Creating Your Nation

Before you claim, you need to create your nation. Your first step should be to create a factbook to record your information.

- Your Factbook is your nation, no bonuses will be considered unless its listed in your factbook.
- You must link your factbook along with every Action.

Claiming

- A player must Claim using a reddit account that is at least one week old.
- When starting out, a player may claim the equivalent of **six** provinces.
- Out of those six provinces the player must choose one province to be there capital.
- These provinces must be adjacent, or within the same seazone
- New players must fill out the Claim Form before making a Claim.
- New claims can be made within the territory of an old nation one week after the player quit/declaimed.
- If two people claim in the same territory, the one that posted first will receive the territory and the other will need to re-claim.
- A claim must use the following template, claims not using this will be deleted:

Title: [CLAIM] <Country Name>
Post: *Culture, Leader, Backstory*
<*Picture of Claimed Provinces, distinguishing the capital*>

Communication

Players are free to communicate with each other through comments, posts and private messages. Send a pm to the sub with your email to be added to the slack.

Population

Population this time around is a little different then before, each province is worth 25k. A players capital is worth 100k pop, while the other five provinces which a player originally claims is worth 50k.

Roleplay and Theme

Culture

The nations of SuperFantasyPowers are at least partially inspired by cultures of the real world. Most of the Seven Kingoms are a lot like the H.R.E, meaning they're a big conglomeration of different cultures.

Magic

Magic is present in the world of SuperFantasyPowers, but primarily as a means of adding theme to mundane actions than as a world changing force. As a result, anything done with magic is equally effective and equally costly to doing it without magic. For example, it would not be acceptable for a player to create an Event describing a mage instantly carve a castle out of rock, as the magic is being used to hand-wave the necessary work. It would be fine for a player to have a mage grow a castle out of stone through a lengthy ritual which lasted just as long as if it had been built by manual labour. Obviously, in the second example the player could have just built the castle with workers and gotten an identical result, but choosing to describe a mage shaping the rock was more fun and interesting.

In addition:

- Entirely new forms of magic must be approved by the mods, and players are advised to run it by a mod prior to investing too much work.
- There is currently no unified cosmology or “system of magic” for the world. Different nations can have entirely different and even contradictory ways in which magic works, and all are entitled to their beliefs.
- Magical armies are possible, but once again they will have costs and strength equivalent to a mundane army.

Lore

Posts by players that only serve to add flavour to their nation can fall under the Lore category. These sorts of posts are just for fun and develop the background of a player’s civilization. They have no effect on gameplay. If a player wants a development to have a tangible effect, they must use an Event. Lore as a general concept need not be restricted to Lore posts, and can be liberally used in all of a player’s actions.

- Lore posts can be made at any time, and do not require the use of an action
- They cannot affect other nations unless agreed upon by both
- They cannot be referenced at a later time to receive bonuses or justify actions.

Examples of Lore

1. [Lore] (*Trend*) has become fashionable in (*Nation*)
2. [Lore] (*Crime*) has occured in (*Nation*)
3. [Lore] Historians in (*Nation*) have published a record of (*Historical Event*)

Actions

What's an Action

Players may perform one action every day, including the day they claim. The day resets at midnight UTC/GMT. There are three main types of actions; Research, Conquest and Conflict.

Players who were on vacation/sick/etc can post events for a maximum of 3 missed days. This is only allowed once every 2 months irl.

Action Points

Every week the player receives 5 action points, which can be spent on actions within the week. Points don't transfer over to the next week, and can be put towards your actions.

Compensation

Every couple weeks the number of provinces that a new player can claim goes up to compensate for lost actions, new players can also choose a set number of Tech to start off with depending on how far along we are

Old players will always have the advantage over new, but this is in place so the gap between new players and old isn't too huge.

Conquest [2 Ap]

- You may choose to expand between 1-5 provinces depending on your army size. It's not always guaranteed that you are able to hold onto the provinces afterwards though. [See table below]
- To conquer a province bordering more than three provinces, you must own two provinces bordering it already. If you find loopholes and still make long snakey arms, god have mercy on your soul.

Provinces Able to Take	1	2	3	4	5
14k Military Size [Base]	100%	75%	50%	25%	0%
25k Military Size	100%	100%	75%	50%	25%
50k Military Size	100%	100%	100%	75%	50%
100k Military Size	100%	100%	100%	100%	75%

- When a Mod accepts your conquest, they will also roll a d4 if applicable, as well as calculate your troop loss.

Posting

- You must state in the post how many soldiers are being sent.
- You must post an image that shows the conquered provinces, and the ones you already own.
- You must link your Factbook.

Diplomacy

[Does not count as your event for the day]
Players are welcome to play out diplomacy in any way they choose. For the sake of simplicity, messengers, envoys and diplomats are not expected to abide by the same movement rules as trade convoys or armies. When players come to official agreements, it can be announced as an Diplomacy Event so that it can be officially recorded and known by all.

Diplomacy range must be kept within reason, the only limit is that trade agreements must follow your trade range.

Posting

- You must state the names of the nations taking part in a trade agreement in the title.
- You must state the resources being traded.
- You must link your Factbook.

Conflict [1 Ap]

Conflict is how wars are waged between players, similar to Conquest a player may attempt to take control of an opposing player's province.
(this can only be done 1 province at a time, unlike conquest)

- Initiating a conflict uses a player’s action for that day.
- A player may not declare war on a nation less than seven days old.
- A player can deploy armies from any province that is not separated from the capital of their nation. Players should check with a moderator for edge cases.
- When starting a conflict, player should indicate how many soldiers are being deployed (in thousands) and provide a map showing their route.

Posting

- You must state the names of the nation under attack, in the title.
- You must state the names of the nations taking part.
- You must link your all Factbooks that are applicable.

Research [1-3 Ap]

Players can advance their tech through [Research] actions by investing Action Points into the tech tree. For a player's daily action they can research a technology, gaining bonuses and advancing down tech tree's. [See Technology Below]

Posting

- You must state the Tech being researched in the title.
- You must state any bonuses gained from the tech.
- You must link your Factbook.
- Lore relating to it is always a nice touch.

Technology

The technology of the game is currently limited by what was available in our own world by 250 AD and advance past through Tech (see Tech below). Magic is also expected to abide by the rules of the tech limit. As such, magical elevators, airships or mechanisms are not allowed.

-The Tech Tree will be released on the 5th-

Military

Attack Rating-

Defence Rating-

Military Size-

Transport

Trade Range-

Troop Movement-

Naval Movement-

Infrastructure

Forts-

Resources

Combat

Troop Recovery

After a battle you will lose at least some troops, no matter if you win or lose. of course you'll lose a whole lot more when you lose.
It takes a year(week irl time), to regain the troops you have lost. Make sure you record when they come back.

Troop Movement

All Movement is based on the Terrain Map, all nations start off with 15 movement points for troops.

Movement costs are as follows:

Type	**Cost in Movement Points**
Road	0.5
Plains (Green)	1
Forest (Dark Green)	1.5
Hills (Brown)	2
Desert (yellow)	1.5
Tropics (Light orange)	2
Swamp (Purple)	3
Crossing within a seazone with a land army.	4 (sailing across narrow straits or between island chains does not require lengthy embarkation, and the cost of 4 is only paid once)
Embarking or disembarking army for longer sea voyages	Embarking costs 4, and Disembarking costs 3
Mountains (Grey)	10 (an army cannot end it's turn in mountains, and must cross them by the shortest route possible (no traveling along mountain ranges)).

Coast	1

These Apply to both Combat and Trade

The Large areas of the ocean undivided by seazones are currently impassable.

Navies and Naval Control

- A player automatically controls a seazone if they own the majority of coast adjacent to it, compared to other players.
- A player has an opportunity to attack navies, embarked armies, and trade fleets that travel through seazones controlled by the player.
- A player may gain control of a seazone by occupying it with a navy using a Conflict action.
- Navies have a default of 15 movement points.

Armies

- To begin with, roughly 4% (plus tech bonuses) of a player's total population is considered to be part of their standing army.
- When defending, players receive a sizable bonus to army size from militias, eager recruits and civilian support, adding about 2% of your population.
- Armies have a default of 15 movement points, as do navies.
- Countries begin with the ability to cross single-water-tile crossings, And a basic Navy which can be improved through tech.

Economy

Resources

To begin salvaging a resource you must first Research how to Salvage said resource.
Check the Tech Tree for more details

You may trade the output of any number of tiles in your nation, the outputs are as seen below.

Tile Outputs

Terrain	**Resources**
Plains	Crops, Livestock
Hills	Rare Metals, Stone
Desert	Rare Metals [Count for .5]

Forest	Wood
Tropics	Resins
Swamp	Herbs

Crops/Livestock

Helps supply your army, giving them rations and allowing them to travel further distances.
Every 6 tiles you receive gives you +1 to troop movement

Rare Metals

Help supply your army with better stronger material.
Every 9 tiles after 3 you get +.5 Defence Rating.
Every 9 tiles after 9 you get +.5 Attack Rating

Wood

Wood is your main resource for trading, helps you build more ships, carts and set up trade posts.
For every 3 tiles you receive +1 Trade Range and for every 6 you get +1 Tradepost. (See how tradeposts work below)

Herbs

Herbs are a resource rare in some cultures and common in others, they help treat the wounded and stop the spread of infection.
For every 6 tiles after 3 you receive a -1 Modifier to Troop Loss

Resins

Used for research purposes.

Stone

Used for research purposes.

Example Table of how Resources work

Resource	**Bonus**	**3 tiles**	**6 tiles**	**9 tiles**	**12 tiles**	**15 tiles**	**18 tiles**	**21 tiles**	**24 tiles**	**27 tiles**
Crops &	Troop	-	+1	-	+1	-	+1	-	+1	-

Livestock	Movement Modifier									
Rare Metals	Combat Modifier	+.5 Dr	-	-	+.5Ar	+.5Dr	-	-	+.5 Ar	+.5 Dr
Wood	Trade Range	+1	+1	+1	+1	+1	+1	+1	+1	+1
Herbs	Troop loss Modifier	-1	-	-	-1	-	-	-1	-	

Trade Range

Everyone starts with a base 15 trade range, this can be improved with the following

Trade Range is the amount of tiles, that a trade caravan or traders can move to make a trade route between two nations

Trade Range can be increased through the Trade Tree, in techology.

Trade Posts

Trade posts are mini bases, which can be placed in the province of a friendly player run nations, which adds 10 trade range around the trade posted province.

Said province must already be in trade range of your nation or another tradepost.