

NanoRegent

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Players control countries/factions.

Distribute 8 **Stat** points:

- Might
- Commerce
- Science
- Diplomacy

Distribute 5 **Holding** points:

- Territory (Edict: +1 Territory burns 2 points.)
- Cities (Edict: Create City burns 2 Resources +2 points from separate sources. Max Cities = Territory. Whenever Cities > Territory, immediately burn 1 City.)
- Resources (Edict: +1 Resource burns 2 points.)

Distribute 5 **Aspect** points, max 3/Aspect.

Anyone can burn Aspects if relevant. Edict: Create Aspect requires Stat burn, all others burn points interchangeably. Edict: Increase Existing Aspect gives +2.

Each game Month:

1. **DECLARE** – Write two Edicts on cards; keep hidden. Format: Allocated points/intended outcome.
Examples:
 - a. Invade Poland. 3 Might, Poland *Pacifist*/+1 Territory
 - b. Train Scientists. *Inquisitive*/+1 Science
 - c. Trade Embargo. 1 Commerce/Germany *Poor*
2. **RESOLVE** – Reveal Edicts in any order. Defender can oppose with Unallocated points, but burns 1. Roll 4dF + Allocated points, winner narrates result. If loss by 4 or less, loser creates Aspect without further burn. Declarer burns 1 (or more) Allocated point. Declarer can withdraw, but still burns 1 point.
3. **RENEW** – Cities give +1 Stat every other turn after creation. Reallocate up to 1 Stat/Aspect point.

Play until finished.



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