

Country Creation

Stats (8 points):

Might, Commerce, Science, Diplomacy

Holdings (5 points):

Resources, Territory, Cities

Aspects (5 points, max 3 per Aspect):

Describe your country, pros and cons.

Turn Order

1. **Declare:** Write 2 Edicts, Allocate Points.
2. **Resolve:** Reveal Edicts, Roll & Burn.
3. **Renew:** Reallocate 1, Cities Produce.

Edict Resolution

If opposed, roll 4dF + Allocated Points.

- Higher total narrates outcome.
- Ties produce no results and no burn.
- Lower total creates Aspect if loss by 1-4.

Burn 1 Allocated point to gain/steal 1, except:

- **Territory/Resources:** Burn 2 points to gain 1.
- **Cities:** Burn 2 Resources + 2 points to gain 1.
- **Existing Aspects:** Burn 1 point to gain 2.

Country Creation

Stats (8 points):

Might, Commerce, Science, Diplomacy

Holdings (5 points):

Resources, Territory, Cities

Aspects (5 points, max 3 per Aspect):

Describe your country, pros and cons.

Turn Order

1. **Declare:** Write 2 Edicts, Allocate Points.
2. **Resolve:** Reveal Edicts, Roll & Burn.
3. **Renew:** Reallocate 1, Cities Produce.

Edict Resolution

If opposed, roll 4dF + Allocated Points.

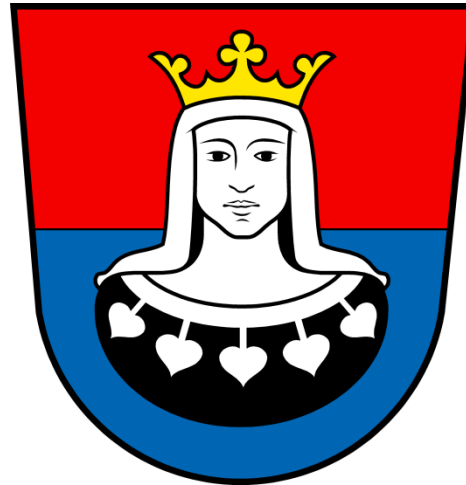
- Higher total narrates outcome.
- Ties produce no results and no burn.
- Lower total creates Aspect if loss by 1-4.

Burn 1 Allocated point to gain/steal 1, except:

- **Territory/Resources:** Burn 2 points to gain 1.
- **Cities:** Burn 2 Resources + 2 points to gain 1.
- **Existing Aspects:** Burn 1 point to gain 2.

NanoRegent

A Tiny Game of Countries



By T.W.Wombat

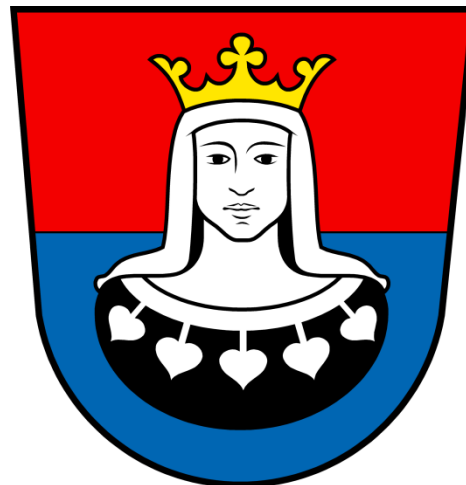
A Games In Pockets Product



NanoRegent is licensed CC-BY under a [Creative Commons Attribution 4.0 Int'l License](https://creativecommons.org/licenses/by/4.0/).

NanoRegent

A Tiny Game of Countries



By T.W.Wombat

A Games In Pockets Product



NanoRegent is licensed CC-BY under a [Creative Commons Attribution 4.0 Int'l License](https://creativecommons.org/licenses/by/4.0/).

Players play the roles of countries.

Distribute 8 **Stat** points.

Might, Commerce, Science, and Diplomacy.

Distribute 5 **Holding** points.

Resources, Territory, and Cities.

Distribute 5 **Aspect** points.

Describe your country. Maximum 3/Aspect.

Aspects

These adjectives or short phrases describe your country, both pro and con. They can be burned to perform actions. Anyone can assign and burn any country's Aspect if relevant, so write them on cards and make sure all players can see them at all times.

Edicts

Game actions happen by declaration of edicts, where your country invests its points to change the world. Edicts require burning 1 Assigned point (Stat, Holding, or Aspect) to create or steal 1 point, except as detailed below.

- Burn 2 points to gain 1 **Resources/Territory**.
- Burn 2 Resources plus 2 points from separate sources to gain 1 **Cities**.
- Burn 1 point to gain +2 to an existing **Aspect**.

By T.W.Wombat – <http://www.twombat.com/>

Cover Image: Coat of Arms of the Imperial Abbey of Kempten
By Demidow [Public domain], via [Wikimedia Commons](#)

Players play the roles of countries.

Distribute 8 **Stat** points:

Might, Commerce, Science, and Diplomacy.

Distribute 5 **Holding** points:

Resources, Territory, and Cities.

Distribute 5 **Aspect** points.

Describe your country. Maximum 3/Aspect.

Aspects

These adjectives or short phrases describe your country, both pro and con. They can be burned to perform actions. Anyone can assign and burn any country's Aspect if relevant, so write them on cards and make sure all players can see them at all times.

Edicts

Game actions happen by declaration of edicts, where your country invests its points to change the world. Edicts require burning 1 assigned point (Stat, Holding, or Aspect) to create or steal 1 point, except as detailed below.

- Burn 2 points to gain 1 **Resources/Territory**.
- Burn 2 Resources plus 2 points from separate sources to gain 1 **Cities**.
- Burn 1 point to gain +2 to an existing **Aspect**.

By T.W.Wombat – <http://www.twombat.com/>

Cover Image: Coat of Arms of the Imperial Abbey of Kempten
By Demidow [Public domain], via [Wikimedia Commons](#)

Cities

Cities are precious, as they give +1 to one Stat of your choice every other turn during Renew. If **Cities** are ever higher than **Territory**, immediately burn Cities until Cities = Territory.

Each game turn represents one month of game time.

DECLARE – Write two Edicts on cards; keep hidden.

Format: Allocated points/intended outcome.

Examples:

- Train Scientists. *Inquisitive* (+1)/+1 Science
- Trade Embargo. 1 Commerce (+1)/Germany *Poor*
- Invade Poland. 3 Might, 1 Resource, Poland *Pacifist* (+5)/Steal 1 Territory from Poland

RESOLVE – Reveal Edicts in any order. One player can oppose with any number of Unallocated points, but burns 1. Roll 4dF + Allocated points; winner narrates result. If loss by 1-4, loser creates Aspect without further burn. Declarer burns 1 (or more) Allocated point. Declarer can withdraw, but still burns 1 point.

RENEW – Cities give +1 Stat every other turn after creation. Reallocate up to 1 Stat or Aspect point.

Play until everyone agrees on a logical conclusion.

Cities

Cities are precious, as they give +1 to one Stat of your choice every other turn during Renew. If **Cities** are ever higher than **Territory**, immediately burn Cities until Cities = Territory.

Each game turn represents one month of game time.

DECLARE – Write two Edicts on cards; keep hidden.

Format: Allocated points/intended outcome.

Examples:

- Train Scientists. *Inquisitive* (+1)/+1 Science
- Trade Embargo. 1 Commerce (+1)/Germany *Poor*
- Invade Poland. 3 Might, 1 Resource, Poland *Pacifist* (+5)/Steal 1 Territory from Poland

RESOLVE – Reveal Edicts in any order. One player can oppose with any number of Unallocated points, but burns 1. Roll 4dF + Allocated points; winner narrates result. If loss by 1-4, loser creates Aspect without further burn. Declarer burns 1 (or more) Allocated point. Declarer can withdraw, but still burns 1 point.

RENEW – Cities give +1 Stat every other turn after creation. Reallocate up to 1 Stat or Aspect point.

Play until everyone agrees on a logical conclusion.

Created for the [200 Word RPG Challenge](#).

Initial Draft - 30 Apr 2015.

Pocket Print Edition (3x5) - 06 May 2015.