Qst Nation Builder

To Start
Race:
Location:
Fluff:

How to Play?

Each turn
Roll 4d100 for actions.
Actions can build, expand, attack, recruit, conduct diplomacy, and research. The primary gameplay loop is to develop your provinces, attack your neighbors, and acquire more provinces or more opportunities to develop the provinces you have.

Catch Up Mechanic: If you missed a turn, roll for that turn in addition to the current turn. If you have missed more than three turns, you receive 2 points for each turn that has gone by. Assign those to your provinces or to technologies.

Full Rules

Provinces
Provinces are sections of the map. They contain developments, resources, and are owned by players. Provinces are only defended by units placed there. Provinces can have a number of developments equal to the number of open, unworked tiles. Population will live in these provinces equal to the total levels of developments in that province. For example a Farm II will always have 2 population working that tile. Provinces also add a number of base resources to the national total for use or exploitation.

Stats:
Population: A measure of the number of people that live in a province. A nation cannot have more units than it has Population. Population grows by 1 every turn until it hits the Food limit of the province.
Production: A measure of how much is made for consumption in the province. This is used for upkeep and for producing developments.
Wealth: A measure of the precious resources a province has. This is used for some upkeeps and for events.
Food: A measure of how much food is made in a province. A province cannot have more population than food, and will shrink to the Food amount the turn following the decrease.
Resources: The type of resources available in a province. Each province starts with five, but actions can be taken to search for more. These are necessary for developments.
Upkeep: How much a building or unit costs to maintain. If the wealth of a province cannot maintain the upkeep, that unit or building is dismantled.

Technology - Technology provides a bonus to actions, combat, or to stats. Technology also determines the size of an associated development. Developments cannot be a higher level than their respective technology. Some technologies open up new developments or tag types. Technologies all have a [x] denoting how many points it costs to level it up. Each successful action is one point. Rolls with modifiers of 80 or higher are worth 2 points. These do **not** carry over.

Developments: Developments are buildings or districts like farmlands, mines, forges, universities, or other such buildings. These have effects on the provinces they are inside of. Some buildings, such as universities, provide a bonus to actions taken. More types of developments will be unlocked as the game progresses.

Traits: Traits can be acquired at the start and through events that take place to your nation. They can radically change how stats interact with your civilization.

Units: Units are the soldiers of your civilization. Each Unit costs an amount of Production equal to 1+ [Tag Costs]. These units cost Upkeep equal to 1+(1*Tags). You can recruit as many units in a province as you can afford in Production, but no more than your Population.

The Simple Combat rules
Roll 1d10 for every unit involved. Add +1 for each basic tag level on that unit. Advanced techs give +2 for each advanced tag on the unit. Casualties are rounded down.
Combat Difference Chart:
Tie: 20% casualties to both sides, No tiles exchanged
1-4 Narrow Victory: 20% Casualties to loser, 20% to winner, 1d4 tiles.
5-9 Close Victory: 25% Casualties to loser, 15% to winner, 1d6 tiles.
10-14 Clear Victory: 30% casualties to loser, 15% to winner, 1d8 tiles.
15-20 Crushing Victory: 40% Casualties to loser, 10% to winner, 1d10 tiles.

Example: Player A attacks player b with 5 units. They all have Spear 3 and Shields 3. Player B defends with 3 Archers who have Bows 5. Player A rolls 5d10+30 and rolls 1,3,8,3,9 for a total of 54. Player B rolls 3d10+15 and rolls 10, 9, 1 for a total of 35. This is a crushing victory. Player A loses no units. Player B loses 1 unit. (10% vs 40%). Player A will get 1d10 tiles from Player B's province.

The ending combat calculation can be further affected by map conditions like the presence of fortresses, crossing rivers, moving or attacking over mountains, or amphibious assaults.

Civil Techs	Effect		
Administration	Adds +3 to all action types		
Constructio	Adds +5 to building Development rolls		

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Religion	Enables Temples.
Education	Enables Universities.
Diplomacy	Adds +5 to diplomacy rolls.
Medicine	Increases Population Growth by 10%.
Scouting	Adds +5 to Exploration rolls.
Metallurgy	Enables Mines, Forges, and other Metallurgical developments.
Agriculture	Enables Farms and other agricultural developments.
Fishing	Enables Fisheries.
Carpentry	Enables forestry developments.
Masonry	Enables stone developments.
Husbandry	Enables pastoral developments, mount taming.
Jeweling	Enables Jewelers.
Brewing	Enables Breweries.
Sculpting	Enables Sculptors
Pottery	Enables Pottery Kilns.
Weaving	Enables Weavers.
Sailing	Enables harbors, permits Ship Unit construction.
Logistics	Enables Roads and bridges.
Military Techs	
Recruitment	Adds +5 to Recruitment rolls.
Siege	TAG. Costs 2 Production per level.
Cavalry	TAG. +1 per Cavalry Unit to Tiles Taken. Costs 2 Production. Requires 1 MOUNT.
Tactics	Adds +1 per level to end of Combat Calculation.
Discipline	TAG. Costs 2 Production per level.
Polearms	TAG. Costs 1 Production per level. Requires 1 WOOD.
Hand Weapons	TAG. Costs 1 Production per level. Requires 1 METAL.
Throwing	TAG. Costs 1 Production per level. Requires 1 WOOD.
Bows / Crossbows	TAG. Costs 1 Production per level. Requires 1 WOOD.

Shields	TAG. Costs 1 Production per level. Requires 1 WOOD or METAL.			
Armor	TAG. Costs 1 Production per level. Requires 1 METAL.			
Skirmishing	TAG. Costs 2 Production per level.			
Well Trained	TAG. Costs 2 Production per level.			
Spy	TAG. Can attack other Developments. Can only be stopped by [Spy] Units.			
Mystic	TAG. Costs 1 Production per level. Requires 1 MANA.			
Medicine	Increases Population Growth by 10%.			
Naval	TAG. Costs 2 Production per level. Requires 2 WOOD.			

Developments	Production Cost	Technology	Effect	Upkeep
Mine	1	Metallurgy	Adds +1 Production to Province. Extracts 1 Metal.	
Forge	2	Metallurgy	Adds +2 Production to Province.	
Lumber Mill	1	Carpentry	Adds +1 Production to Province. Extracts 1 Wood.	
Carpenter	2	Carpentry	Adds +2 Production to Province.	
Farm	1	Agriculture	Adds +1 Food to Province.	
Pasture	1	Husbandry	Adds +1 Food to Province.	
Quarry	1	Masonry	Adds +1 Production to Province. Extracts 1 Stone.	
Mason	2	Masonry	Adds +2 Production to Province.	
Tanner	2	Husbandry	Adds +3 Production to Province.	1 Food
Jeweler	4	Jeweling	Adds +3 Wealth to Province.	1 Metal
Brewer	3	Brewing	Adds +2 Wealth to Province	1 Food
Kiln	3	Pottery	Adds +3 Wealth to Province.	2 Stone
Sculptor	4	Sculpting	Adds +3 Wealth to Province	1 Stone
University	5	Education	Adds +5 to Research rolls.	1 Wood or Stone, 1 Wealth
Fortress	3	Construction	Adds +5 to Combat Calculation in Province.	1 Wood or Stone and 3 Wealth
Harbor	1	Sailing	Upkeep can be shared with 1 other Province by sea for each [Ship] not on campaign.	
Road	1	Logistics	Upkeep can be shared with 1 other Province by Land	1 Wealth
Temple	2	Religion	Adds +1 Mana to Province	

| Stable | 1 | Cavalry | Adds +1 Mount to Province | 1 Food |
| Town | 3 | Administration | Adds 1 pop per turn to the province. | 2 Food, 1 Wealth |