

## Advanced Player's Guide

Welcome to the Advanced Player's Guide for World of Conflict! This guide is designed to help you master the nuances of gameplay, optimize your nation's potential, and craft compelling stories that will immerse you and your fellow players in the game world. Whether you're a seasoned player or someone eager to expand their strategies, this guide offers tips and techniques to elevate your game. Here are some examples to what this guide might contain:

### Advanced Economy Strategies

Maximizing income requires foresight. Focus on resource-rich regions and establish trade agreements that align with your strengths. Be cautious with overexpansion as economic crashes can cripple your nation.

### Constitution Mastery

High Constitution ensures stability during crises. Invest in public projects and create a robust system of governance to weather any storm. Use Constitution as a tool to recover quickly from wars or disasters.

### Advanced Military Tactics

Each military branch serves a unique role. For instance, a strong Navy can blockade trade routes while an Airforce secures dominance from above. Coordinate multi-theater operations for maximum impact.

### Influence and Diplomacy

Diplomacy is an art. Influence NPC nations through strategic alliances and trade deals. Espionage can reveal secrets or destabilize rival nations, but tread carefully to avoid retaliation.

### Research and Innovation

Research is the backbone of progress. Prioritize innovations that align with your nation's goals. Balance risk and reward when pursuing experimental projects to avoid catastrophic failures.

### Roleplaying Your Nation

Bring your nation to life by developing its culture and values. Make decisions that align with its identity to add depth to the game. Collaborate with other players to create rich, interconnected narratives.

### Dealing with Global Crises

Crises can make or break a nation. Use them as opportunities to strengthen alliances or gain influence. Be adaptable and prepared for the unexpected.

### Creative Gameplay Tips

Exploit the unique aspects of your geography and resources. Think outside the box to surprise opponents, and turn unconventional strategies into game-changing moves.



## Advanced Player's Guide - World of Conflict

### Are you ready to take your nation to the next level?

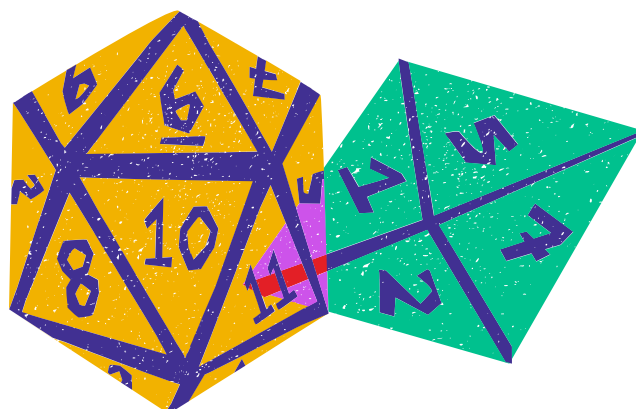
This guide is designed to help you master the intricacies of World of Conflict, transforming you from a mere ruler to a strategic mastermind.

Within these pages, you'll discover advanced tactics, innovative strategies, and creative approaches to gameplay. Whether you're a seasoned player or a newcomer seeking to elevate your skills, this guide offers valuable insights to help you dominate the world stage.

Why should you read this guide?

- Gain a competitive edge: Learn how to outmaneuver your opponents and secure victory.
- Master the art of diplomacy: Influence other nations and form powerful alliances.
- Harness the power of technology: Unlock game-changing innovations through strategic research.
- Navigate global crises: Weather economic downturns, natural disasters, and rebellions.
- Immerse yourself in the game: Develop a rich and engaging backstory for your nation.

I created World of Conflict because I have always loved tabletop games and I also have loved nation building games so one day I decided to combine both! I hope to share the love and care I put into this game with you, and I wish for you to enjoy yourself with this game and have fun!



## Advanced Player's Guide - World of Conflict

Before delving into advanced strategies, it's essential to solidify your understanding of the core mechanics of World of Conflict. A strong foundation will enable you to execute complex maneuvers and adapt to unforeseen challenges.

### Key Concepts to Master:

#### The Five Core Stats:

**Economy:** The lifeblood of your nation, fueling growth and stability.

**Constitution:** The resilience of your people, determining their ability to withstand hardships.

**Strength:** The might of your military, encompassing land, sea, air, defense, and special forces.

**Influence:** Your diplomatic clout, shaping the global political landscape.

**Research:** The engine of innovation, driving technological advancements.

Understand the nuances of dice rolls, critical successes, and failures. Learn how to optimize your rolls through strategic choices and bonuses. Recognize the GM's role in shaping the world and how to effectively interact with them to achieve your goals. Strive for a balanced development of your nation, avoiding over-specialization in a single area.

### Advanced Tips for Beginners:

**Start Small, Think Big:** Focus on building a strong foundation before embarking on ambitious projects.

**Diversify Your Economy:** Avoid relying too heavily on a single resource or industry.

**Invest in Infrastructure:** A well-developed infrastructure can significantly boost your nation's economy and military.

**Build Strong Alliances:** Diplomatic relationships can provide valuable support and protection.

**Don't Underestimate the Power of Espionage:** Gather intelligence on your rivals to gain a strategic advantage.

**Adapt to Changing Circumstances:** Be flexible and willing to adjust your plans as needed.

By mastering these fundamentals, you'll be well-prepared to tackle the challenges and opportunities that lie ahead.

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Dice rolling is central to World of Conflict, driving outcomes for everything from battles to scientific advances.

Mastering the mechanics can give you a strategic edge.

Every action relies on a simple formula:

Roll (d20) + Modifier = Result

- Roll: A 20-sided die determines the base number.
- Modifier: Adjusts the roll based on your nation's stats, skills, and situational factors.

To succeed, your Result must meet or exceed the Base Success Threshold (BST)—a difficulty set by the GM. For example:

- A routine task might have a BST of 10.
- A high-stakes military operation could require 18 or more.

Modifiers can boost or hinder your roll and stem from several sources:

- Core Stats: Economy, Constitution, Strength, Influence, and Research.
- Skills and Abilities: Special traits of your nation or its leaders.
- Contextual Factors: Terrain, alliances, or other situational influences.

Example:

To invade a fortified nation (BST 15), you roll a d20 and add your Strength modifier (e.g., +5). A roll of 10 or higher ensures success.

Success often lies in planning around modifiers:

- Identify Key Factors: Focus on the most relevant stats and abilities for your goal.
- Combine Bonuses: Leverage multiple positive modifiers.
- Counter Opponents: Account for rival modifiers that might disrupt your plan.
- Adapt as Needed: Choose an alternate action or wait for a better chance if the odds are poor.

Understanding dice rolls and modifiers allows you to navigate challenges, gain the upper hand, and shape your nation's future.

**Remember this formula: Roll + Stat Modifier + Context Bonus ≥ Base Success Threshold (BST)**

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The initial stages of your nation's development are crucial. A well-thought-out strategy can set the stage for future success. Your government type will significantly impact your nation's strengths and weaknesses. Consider the following factors when making your choice:

**Long-term goals:** If you envision a powerful military, a dictatorship might be a good choice. If you prioritize scientific advancement, a technocracy could be more suitable.

**Balancing strengths and weaknesses:** While certain government types offer significant bonuses, they also come with drawbacks. Carefully consider the trade-offs.

**Adaptability:** Be prepared to adapt your government type as your nation evolves. A democratic nation might transition to a more authoritarian one during a crisis.

Remember, the GM has the final say on the feasibility and impact of your chosen government.

The initial allocation of Free Points and Strength Points will shape your nation's early development. Focus on the stats that align with your long-term goals. For example, a nation focused on military might should prioritize Strength, while a nation focused on scientific advancement should prioritize Research. While it's tempting to specialize in a particular military branch, a balanced military force is often more effective. Your nation's geography will also influence your military strategy. A coastal nation might benefit from investing in a strong Navy, while a landlocked nation might prioritize a powerful Land Army. Your nation's identity is more than just its government type and resources. It's a unique blend of culture, history, and ideology. What does your nation stand for? Is it a militaristic empire, a peaceful trading nation, or a religious theocracy?

A rich history can add depth and realism to your nation. Consider events like wars, revolutions, and periods of prosperity. Unique cultural practices can set your nation apart from others.

Remember, the GM is the ultimate creator of the world. Work with them to develop a unique and compelling backstory for your nation. They can create custom classes if you need! The rule books and guides are simply suggestions, not limitations.



## Advanced Player's Guide - World of Conflict

The early game is a crucial period for laying the foundation of your nation. Focus on building your economy, establishing diplomatic relations, and developing your military. A strong economy is the backbone of any nation. Prioritize the following:

**Resource Management:** Identify and exploit your nation's natural resources. Trade surplus resources for goods and services that you lack.

**Infrastructure Development:** Invest in infrastructure to improve transportation, communication, and trade.

**Technological Advancement:** Research technologies that can boost your economy, such as improved farming techniques or advanced manufacturing processes.

**Taxation:** Implement a fair and effective tax system to generate revenue. Be careful not to overtax your citizens, as this can lead to unrest.

### Diplomacy and Alliances

Diplomacy is a powerful tool that can be used to achieve your nation's goals.

Establish diplomatic relations with other nations. This can lead to trade deals, military alliances, and cultural exchange.

Use diplomacy to secure favorable trade deals, military alliances, or non-aggression pacts.

You can use spies to gather intelligence on other nations. This information can be used to gain a strategic advantage in later game. Pass a note or whisper to your GM who you want to spy on and to give you the information in secret if you wish. You can spread propaganda to influence public opinion in other nations.

A strong military is essential for self-defense and expansion. Build a well-trained and disciplined military. Research and develop advanced weapons and military tactics. Develop a sound military strategy, taking into account your nation's strengths and weaknesses. If you put a majority of points into navy, then use naval heavy strategies. And remember, while it's important to focus on foreign affairs, don't neglect domestic issues. If you have a low constitution then your nation could fall from hardships. Ensure the well-being of your citizens. Provide basic necessities like food, water, and shelter.

Invest in infrastructure to improve the quality of life for your citizens. Educate your citizens too, a well-educated populace is essential for a strong and prosperous nation.

Remember, the early game is a delicate balance between expansion, diplomacy, and domestic development. By carefully considering your options and making strategic choices, you can lay the foundation for a powerful and enduring nation.

As your nation reaches its zenith, the stakes become higher. The choices you make in the late game will determine your legacy. One important thing are advanced military strategies. Mentioning specific strategies could get the GM to add points to the context bonus in your favor.

Here are some basic strategies to consider (note, some might require some research but can be effective)

**Total War:** Mobilize your entire nation for war, sacrificing economic and social stability for military might.

**Guerrilla Warfare:** Employ unconventional tactics to wear down a more powerful enemy.

**Nuclear Deterrence:** Develop nuclear weapons to deter aggression and maintain peace.

**Space Warfare:** Invest in space-based weapons and defenses to gain a strategic advantage.

### Advanced Research Paths

**Bioengineering:** Create genetically engineered soldiers or develop advanced medical treatments.

**Artificial Intelligence:** Develop advanced AI to automate tasks and enhance military capabilities.

**Energy Dominance:** Master renewable energy sources or develop advanced fusion power.

**Cyber Warfare:** Use cyberattacks to cripple enemy infrastructure and steal sensitive information.

Another good idea could be to learn military maneuvers like flanking, encirclement, penetration, etc. These can enhance the roleplay and make the dice rolls in your favor. Look these up online if you wish.

A good idea could also be to start looking at nation builds, I will talk more about this on the next page. At this point, you probably know exactly what you want to focus on. If you want to crush everything with extreme force, you can focus on military might and territorial expansion.

If you want to control trade, look at prioritizing economic growth and trade.

You could invest heavily in research and development and become an advanced spacefaring civilization, or you could just focus on becoming a cultural hegemon, spreading your culture and influence through diplomacy and soft power.

Develop a unique identity for your nation. This will help you make decisions that align with your nation's values. Always plan ahead and consider the long-term consequences of your actions. Don't be afraid to think outside the box, with a GM you can do nearly anything. Build alliances and negotiate deals. Also, remember that even the most powerful nations can fall. Learn from your mistakes and adapt to changing circumstances. As you approach the end game, consider these ultimate goals:

**Global Domination:** Conquer the entire world and establish a one-world government.

**Interstellar Exploration:** Colonize other planets and stars.

**Technological Singularity:** Achieve a technological breakthrough that fundamentally alters human civilization.

Remember, the possibilities are endless. Use your imagination and strategic thinking to shape the future of your nation.



As your nation approaches its end goal, it's time to shift your focus to long-term goals. This is the stage where you can truly shape the future of the world. It's time to look at builds. A "build" in World of Conflict refers to a specific strategy for developing your nation. Here are a few examples of powerful end-game builds:

### **The Hegemon**

Focus: Military Domination

Ideal Stats: High Strength, Influence, and Constitution.

Research Priorities: Advanced weaponry, military tactics, and intelligence gathering.

Geography: A large landmass with access to resources and strategic choke points.

Government Type: A totalitarian or militaristic regime.

Playstyle: Aggressive expansionism, crushing rivals through sheer force.

### **The Economist**

Focus: Economic Domination

Ideal Stats: High Economy and Influence.

Research Priorities: Banking, finance, and trade.

Geography: A strategic location with access to trade routes.

Government Type: A capitalist or mercantilist state.

Playstyle: Manipulating markets, exploiting resources, and controlling the global economy.

### **The Explorer**

Focus: Technological Advancement and Space Exploration

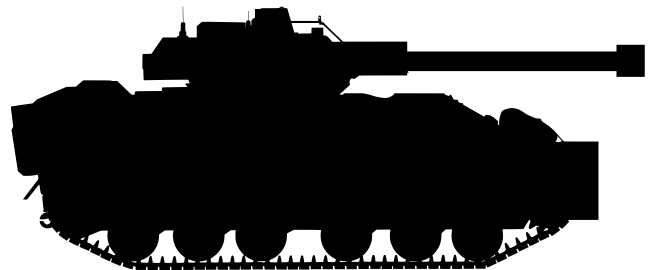
Ideal Stats: High Research and Influence.

Research Priorities: Space travel, advanced materials, and artificial intelligence.

Geography: A large landmass with access to resources and a strong scientific community.

Government Type: A technocracy or meritocracy.

Playstyle: Pioneering new technologies, colonizing other worlds, and shaping the future of humanity.



### The Cultural Hegemon

Focus: Cultural Influence and Soft Power

Ideal Stats: High Influence and Constitution.

Research Priorities: Education, arts, and media.

Geography: A diverse landscape with rich cultural heritage.

Government Type: A democratic or theocratic state.

Playstyle: Spreading your culture, winning hearts and minds, and shaping global opinion.

While these builds offer a solid foundation, feel free to customize them to fit your specific goals and playstyle. You may choose to combine elements from different builds or develop entirely new strategies. For example, a nation could combine elements of the Hegemon and the Economist to create a powerful military-industrial complex. Or, a nation could combine elements of the Explorer and the Cultural Hegemon to become a cultural powerhouse that spreads its influence through space colonization.

Remember, the most important thing is to have fun and experiment. The possibilities are endless.

