Needs & Nations

National Information Sheet

Studento Examploria

Name

National Flag

Glorious Empire of Cora

Nation

Social 20-1 Period 2

Class/Course

81

Class #

5

Classes Until National Evolution

64

Order

Order is the life of your nation. If you run out of Order, then your reign is over.

84

[8 GDP/Round]

Economy

Your Economy score displays the strength of your country's economy. Each round you can spend up to 10% of your Economy score to upgrade your country. These points are your GDP.

20

Technology

Each round, you roll a 100-sided dice. If you roll below your Technology score, you gain double the number of GDP points for that round.

Upgrade Costs

2 for 1	Order
4 for 1	Economy
2 for 1	Military
3 for 1	Diplomacy
1 for 1	Technology

Internationalism

Ideology

x 2.0 Diplomacy
x .75 Military

Advantages/Disadvantages

45

Military

You compare your Military scores when you engage in armed conflicts with other nations. The higher the score, the more likely you will succeed.

67

Diplomacy

You compare your Diplomacy scores when you engage in negotiations with other nations. The higher the score, the more likely you will succeed.

Allies	Enemies
Londe	Thebe
Kegate	Trastov

Activity Log

Achieved a United Alliance on the Continent +4 Diplomacy, -3 Military

Lost Gold Mining Rights in the North - 4 Order, -3 Economy