

LAST HOPE

LIVE ACTION ROLE PLAY

Complete Faction Mechanics & Rules
Version 3.0 – 2019

Last Hope – Live Action Role Play

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WHAT IS A FACTION?

A faction is a group of people who have come together under a common banner for a similar cause. They may be idealistic missionaries who wish to spread the word of their deity, a band of mercenaries who are out to make a name and a fortune for themselves, a guild of merchants interested only in profit, or anything in between. Factions are able to interact with the world on a much larger scale than individuals, if for no other reason than simply by virtue of numbers. They may establish settlements, trade routes, alliances and militaries to suit their needs, and may earn PCs involved in the faction a reputation, as well as some silver to spend.

Each month, factions will be allowed to take certain actions that must be submitted on the forums by the action deadline each month. These actions include writing letters to NPCs, moving troops, and many more. If unsure as to whether or not the faction is able to do something, ask before actions are due, allowing time to change the action if not capable of doing exactly it.

At the end of each month, a Monthly Report will be posted on the forums. This includes the outcomes of any combats actions involved, the completion of any projects, the current total of each Capacity available to the faction for that month, and responses to letters.

Not everyone is a master tactician, a shrewd politician, or an expert bookkeeper. One may choose to take a very active role in the actions of the settlement each month, reaping the benefits as they arrive and having a more direct impact on the game. One also may choose to take a more passive route, allowing the faction to go about their business with minimal direct intervention from as the faction leader. Doing so results in the faction taking fewer risks and leads to smaller payouts.

HOW DO I START A FACTION?

First ask: Do I really need to start a faction? There are several groups in the game; see if you like any of them. They already have a working faction, and most are happy to recruit new members. If you find one you like which fits your character and their personality, feel free to talk to that Faction's Leader to ask about joining. If this works for you, congratulations! You are now a member of a faction! To find more information about existing factions in the game, feel free to check out our wiki page on the subject. There you will find a brief summary of each faction, which may help answer some questions you have.

There are also plenty of other options that do not involve creating a faction as well: Perhaps your character is a wandering merchant, moving goods for whoever offers the juiciest profit. You could be a member of one of the massive Ulven clans such as Nightriver or a citizen of one of the colonies like New Aldoria, technically affiliated with them in-game, though without a cohesive group or monthly actions to worry about. Nothing in the rules state that you must join or create a faction, and while groups tend to be more influential in the world, individuals can make a substantial difference by talking to the right people, greasing the right palms, and swinging a sword for a cause.

If no factions fit your needs, then there are a few things to know before your faction can be submitted for approval. The first step is to have an idea. What kind of group do you want to be? Noble warriors and their supporters? Scoundrels and thugs without morals? Perhaps you would prefer to be merchants united in the name of profit? There is a possibility for whatever you want to do within the scope of the world.

To be recognized as a faction, have access to the mechanics in place, and start earning resources, a faction must meet the following requirements:

- At least **four dedicated, active Player members and their PCs**; meaning they cannot already belong to another faction and a PC is considered “Active” for the purposes of the faction mechanics if they have attended an event in the current “block of time”. See “Active Status Members” below.
- At least one of these members must have the **Resources skill Martial, Economic, or Political**, allowing them access to the funds, supplies, and people necessary to form a settlement.
- The loyalties of the members should be easily discernible through some form of **heraldry**: tabards, belt flags, color motifs, and the like all work well, but must be unique to your faction and worn by any PCs and NPCs during events. Check with a Faction Team members if you need any help deciding what to use.
- A **starting investment** of 25 silver, representing your group putting money into the settlement in an attempt to get it off the ground.
- The final piece of the puzzle for the Faction Leader to assemble is the **back-story**. Similar to PCs, each faction requires a backstory approved by a Herald to ensure that it fits the scope and feel of Last Hope. This story should explain roughly how the faction came to be, explain a little about their personality as a group, and give a little information about the direction they may be trying to go. It will be posted on the wiki page once it is approved, so revealing major plot twists in said story may not be in your

best interest.

Faction Checklist:

1. Four Players with PCs not affiliated with another Faction
2. One member with Resources: Martial, Economic, or Political
3. Heraldry
4. 25 Silver investment
5. Backstory

When all of that is completed, it must be submitted as a whole to the Faction team. The Faction team will discuss it and any revisions that may be needed. In addition, they will ask:

1. What type of Faction it is (Martial, Economic, Political). This will determine the Capacity bonus (below)
2. Location of the settlement
3. Units you can start with
4. Perks/Flaws the Faction may have

Establishing a Faction takes time. Be patient and check in with the Faction team periodically to help address any issues as they may come up.

SETTLEMENT RULES

The Faction settlement at the beginning is little more than a somewhat organized community, a handful of families who banded together towards a common goal. This may be improved through any of the Buildings listed below. Each Settlement also begins with one of the basic unit types: Militia, Representatives, or Traders, to be decided upon the founding of the Settlement. Note there is an **Upkeep** cost on this unit of 1 Martial, 1 Economic, and 1 Political Capacity per month.

Each Settlement is operated and maintained through the expenditure of four main Resources: **Capacity, Growth Points, Time, and Experience**. To construct a building or train a unit, you must first have the required Capacity, Growth Points, and Experience. Declare your intent to construct the building or train the unit during the Monthly Actions for your faction.

Once you declare your intent to create said building/unit, the resources will be deducted from your totals and your timer begins until the project is complete. Your Faction can build as many buildings and train as many units at a time as they have the resources to do.

Listed below are some major points of each settlement or in managing a settlement or faction, including the four main resources described above.

- **Capacity** is the amount of an action your settlement can do a month. It is an abstract measure representing the available work hours and actions your people can do in that time. Every faction action will take Capacity, including growing the settlement.
- **Growth Points** are accumulated by dedicating Capacity (or not) every month. These Growth Points determine both the number of buildings you can build (as every building takes 1) and the size of your settlement.
- **Faction Size** is determined by the number of Growth Points a faction has accumulated. The more Growth Points accumulated, the larger the settlement is. However, if you accumulate negative Growth Points, your settlement starts to shrink. This can have adverse effects over the long term.
- **Morale** indicates the happiness of your population. If the people are happy, they will work harder and faster than if they are unhappy. Upset villagers can slow work, and may engage in protests, and even riots or open banditry. The scale for settlement morale is Inspired / Elevated / Neutral / Concerned / Demoralized. Things that can boost morale are things such as donating gifts to the people, holding festivals, or dedicating Capacity. Things that can diminish morale are pushing workers too hard, taxing them heavily, and being attacked and raided by enemies. Morale will “return to neutral” over time whether it is boosted or diminished. Morale modifies almost everything your faction will try to do, so keep your people happy!
- **Time** is the full number of months required to build a structure or train a unit. The label of “Action” means the month the action is submitted in. Projects with additional time requirements will be listed as “Action + X” meaning that after the initial action, it will take X complete months to complete.
- **Communication** between groups and entities in the game can make an enormous impact on your efforts as a faction. Player run factions and players may communicate freely among themselves without the need of skills or buildings. However, communicating with the “game” is different. Should you find yourself wanting to send a message to an NPC

entity then you have to go through proper channels. You cannot just simply submit a letter and expect it to be delivered. Factions may build a Falconer's Tower to send messages, players can take the Trade: Courier/Falconer or Resource: Courier skills and be able to assist in sending messages, or players can hire a courier for a fee to deliver a message. Some methods of communication are limited (hawks can only carry so much) and some methods may allow you to deliver silver and items as well (like a courier).

- **Units** are groups of individuals with a themed purpose, such as a militia for fighting or traders for moving goods. All units that are able to be given orders in the field take up Capacity in the form of Upkeep. Units must be trained, paid, and sustained no matter where they are and what they are doing. A faction will eventually max out the number of units they can field due to not being able to sustain their Upkeep.
- **Contracts, Campaigns, & Projects** are circumstantial or can be granted by certain buildings/units and conducted at a settlement giving your people another goal or activity to work towards from month to month. Contracts will be specific requirements to complete, Campaigns let your faction push certain agendas, and Projects allow your people to organize efforts, research, and larger goal oriented changes.
- **Experience** (or XP) is used to show how active members of the faction are in the events surrounding their lives in the world, and also indirectly represents the motivation of the population to strive for greatness. A faction earns one experience point each time one of their members attends an event AND visibly displays the heraldry of the faction. **Declare your faction affiliation and display your heraldry at check-in to earn this XP.** Standards and flags played a large role in the fame and attention granted to nations, factions, and units. To replicate this, showing up to an event with at least four PCs and prominently displaying a standard, flag, or other herald-approved symbol for your faction will earn you an additional XP for that event. In addition, Faction XP can be earned through monthly membership subscriptions.
- **Active Faction** - In order to wield any sort of significant influence over the world, factions are expected to maintain some level of active presence, both in- and out-of-game. **To remain Active as a faction**, the group must accrue 5 XP in a 6-month period (see "blocks of time" below) by attending events and it must have 4 dedicated player members. Failure to do this means the faction is "Inactive". In addition, the Faction Leader must, in those 6 months, submit at least one monthly action via the forums. Attendance for factions will be based on two "blocks" throughout the year; January-June / July-December. A PC is considered "Inactive" if they fail to attend one event in any given block of time. After another continuous 6-month block of time of being Inactive they will be removed from the roster.

If inactive, the Faction and settlement cannot take actions or further projects. After another continuous 6-month block of time of being Inactive, the faction becomes an NPC group and has a chance to disband entirely. Other players interested in reviving the faction may work with the Faction Team at this point to take over. If at any time the roster of a faction drops to less than 4 Player members, the faction immediately reverts to Inactive status for the current block of time.

- For example, Faction A has 4 Players. During the first block (Jan-Jun) of the year, two Players attend one event and the faction leader attends three events. The group has earned 5 exp in the Jan-Jun block, so it remains active. However, the 4th Player

never attended any events, so their roster now shows 3 Active members and 1 Inactive member. During the second block (July-Dec), each active member attends 2 events, generating 6 exp for the faction. However, the Inactive PC still did not show and is removed from the roster. Even though the faction earned enough exp (6 total) from attendance, the current roster still places the faction as “Inactive” for the next block of time, Jan-Jun of the next year.

- **Perks and Flaws:** During their creation, factions may choose to add a unique perk and flaw to their group, granting them certain in-game bonuses at the cost of an in-game detriment. These benefits should be small; approach the Faction Team with an idea before finalizing your faction. The faction also be given a comparable penalty, determined by the Faction Team to counterbalance the benefit gained. You may choose to accept or decline the perk at this point, or respond with a different benefit idea, which will follow the same process. You do not need to pursue this step if you don't want to, although after your faction has been finalized, you may no longer add such a perk to the group.
 - For example, the Phoenix Syndar live alone on an island that happens to stay more temperate year-round than the mainland. They do not have competition for supplies, and may harvest food slightly easier, although their secluded location makes moving goods and units to and from their settlement more difficult. On the other hand, the Vandregonian Infantry enjoys the protection and some of the resources of Newhope where their headquarters is stationed. In order to recuperate some of these expenditures, however, the Council of Ten has levied a tax against the group, which makes financing projects more difficult.

CAPACITY

Capacity is the amount of an action your settlement can do a month. It is an abstract cap representing your available work hours and the actions your people can do in that time. There are three types of Capacity: **Martial, Economic, and Political**. All settlements start with three base Capacity in all categories. The Capacity type the same as the Faction type will get a two Capacity bonus (ie. A Martial Faction will start with 5 Martial, 3 Economic, 3 Political). Capacity is “reset” every month, meaning that spent Capacity returns and unspent Capacity does not get stored.

While there may be ways of temporarily boosting Capacity, the only permanent way is the construction of Buildings. Buildings require Growth Points as this represents attracting more people to the settlement to be able to be put to work.

- **Martial Capacity** - Martial Capacity represents combative power, policing, and law and order functions of the settlement. Creating, training, upgrading, and maintaining military units all takes Martial Capacity. This is due to having to dedicate time and energy to the process. Some of these actions require consistent attention month to month, which is captured as Upkeep. Martial Capacity also represent law and order functions in the settlement. Policing the settlement is a martial job and requires trained personnel. The Courts of the settlement require the martial powers to sentence and jails require the martial powers to punish.
- **Economic Capacity** - Economic Capacity represents not only the wealth of the settlement, but also the agricultural and production capabilities. Financial actions like trading, selling, buying, and centralized monetary institutions will increase the wealth of the settlement through the movement of silver. However, agricultural activities are the baseline of the economy, and is required for the settlement to be successful. Finally, the settlement produces goods as well, whether it be food, pottery, or other resources. These resources all affect the economy.
- **Political Capacity** - Political Capacity represents not only the political actions you can undertake, but the social actions as well. The focus of politics is the community, and Political Capacity is first focused on maintaining the community. Factions are purpose driven organizations when started. Paying attention to reaffirming that purpose keeps citizens behind the cause. In addition to solidifying the homefront, Political Capacity can be used to help support the Faction’s interests abroad as well. Whether its supporting their own initiative or others, this Capacity adds weight to those actions.

Conclusion:

Capacity’s main purpose is used to maintain and grow the Faction settlement. To this end, it can be used to generate Growth Points to build new buildings. However, it can be used like the Resources skills to put additional weight behind a cause. Finally, there may be events that come up during the year that require certain amount of Capacity to achieve.

GROWTH RATINGS AND POINTS

Every Faction has a Growth Rating. This represents whether they are attracting people, focusing on having a stable population, or ignoring/driving people away. The ratings are **Growing / Stable / Declining**, and are calculated on Capacity put towards growth.

- To be **Stable**, a settlement must dedicate 1 Martial, 1 Economic, and 1 Political Capacity per month. This represents the Law and Order functions of the settlement running (Martial) as well as defense; the money, trade, and agricultural being undertaken and distributed (Economic); and maintaining the people behind your cause and their leadership (Political) . This will net a Faction +0 Growth Points per month.
- To be **Growing**, a settlement must dedicate an additional 1 Martial, 1 Economic, and 1 Political Capacity per month (for a cumulative 2/2/2). This represents additional services required by new residents to your settlement. Having 2/2/2 will net a faction +0.5 Growth Points per month. If a Faction wishes to grow quicker, dedicating a cumulative 4/4/4/ will net +1 Growth Points per month, 8/8/8 will net +1.5 Growth Points per month, and so forth.
- If a Faction does not dedicate at least 1 Martial, 1 Economic, and 1 Political Capacity per month to maintain their settlement, they are **Declining** and will net a -0.5 Growth Point per month.

Growth Points are used to build Buildings for your settlement. 1 Building requires 1 Growth Point, 5 Faction XP, and may require additional Capacity during its construction. Buildings will NEVER have Upkeep costs; any additional Capacity required will ONLY be during the construction phase.

Capacity Dedicated	Growth Points per Month
None	- 0.5
1 Martial, 1 Economic, 1 Political	+ 0.0
2 Martial, 2 Economic, 2 Political	+0.5
4 Martial, 4 Economic, 4 Political	+1.0
8 Martial, 8 Economic, 8 Political	+1.5
16 Martial, 16 Economic, 16 Political	+2.0

Faction size is determined by the sum of the Growth Points earned by the Faction. A Faction earning positive Growth Points will increase the faction size; factions earning negative Growth Points will decrease faction size. Factions fall under five size categories that are roughly related to population.

Faction Size	Growth Points Earned	Approx. Population
Tiny	0-10	0-100
Small	11-20	101-300
Medium	21-30	301-600
Large	31-40	601-1000
Grand	40+	1000+

MONTHLY ACTIONS

Each month, your faction leader will be responsible for giving instructions to each of your units, dedicating Capacity to causes, and allocating resources as they see fit, all of which will be submitted as their Monthly Actions. These actions may be detailed, allowing you to exert a greater level of control over the minutia involved in political, military, or economic wheelings and dealings. On the other hand, you may opt to leave your faction to their own devices, taking a more passive role in their actions. Doing so will lead the units to be far more cautious, with their chances of success slightly reduced, and their opportunity to excel diminished significantly.

Here is a summarized list of the information covered in the monthly reports for each faction:

=== FACTION RESOURCES & STORAGE ===

Faction Size: (The size of your settlement determined by Growth Points)

Growth Points: (The number of surplus people you have to work buildings)

Morale: (The current morale of the settlement)

Martial Capacity: (The ability to take and sustain martial actions this month)

Economic Capacity: (The ability to take and sustain economic actions this month)

Political Capacity: (The ability to take and sustain political actions this month)

Silver: (The amount of silver in the Faction coffers)

Experience: (The amount of experience points your faction has available to spend on new training and buildings)

Heraldry: (Summary of the heraldry/uniform of your faction)

Members: (List of the names of the characters in your faction. Inactive members will be tagged as such, so faction members can see this and plan accordingly)

=== SETTLEMENT BUILDINGS & PROJECTS ===

Building Name (This is where each building is detailed. The effects and attributes of the building will be summarized here).

Projects: (Current projects, if available, will be here along with any resources or items allocated towards it with a detail of estimated goal, estimated time to completion, % of completion, and a list of anything contributing to the project)

Faction Perk: (Your faction perk, if chosen, will be detailed here. You must take a flaw if you choose a perk.)

Faction Flaw: (Your faction flaw, if chosen, will be detailed here. You must take a flaw if you choose a perk.)

=== FACTION UNITS ===

Housed Units: (What units currently housed at your settlement)

Unit Name

- Rank: (The current rank or training level of that unit)
- Max Size: (The largest size the unit can grow to unless later modified)
- Able: (The number of able bodied people that contribute to any actions taken)
- Injured: (The number of injured people; injured cannot contribute to actions like regular troops can)
- Morale: (The current Morale of the unit, which influences actions).
- Skills: (This is where additional training, add-ons, or equipment is listed with their effects)
- Located: (Current location of the unit)
- Notes: (Special notes like drives, conditions, or updates may be listed here)
- Upkeep: (How much Martial, Economic, Political Upkeep the unit needs)

=== MONTHLY ACTIONS & UPDATE ===

Monthly Information

Messages: (Incoming and outgoing messages will be summarized here.)

Settlement: (This is where a brief summary will go that details out many aspects of the faction's settlement; visitors, gifts that came in, construction projects, festivals or events, encounters or attacks on the people, etc.)

Random Encounters: (Each month, we roll for random encounters that add flavor for the faction. These can be good, bad, or special encounters. Sometimes, they are modified greatly by existing buildings or units.)

Unit Actions: (This is where each unit will have a summary of their actions and what they did for the month.)

Player Actions: (This is where players who use skills or donate items will be detailed.)

Due to many factors involved in each group's actions each month, leaders are encouraged and even expected to strive for more critical thinking when announcing their faction's monthly plan. Asking "What can I do?" is a very open-ended question that could not realistically be answered in a timely fashion and to the player's satisfaction. Instead asking "Can I do...?" allows for a much more pointed answer, shows the heralds that the players are thinking for themselves, and allows for expansion and elaboration on both the part of the player and of the herald dictating the action.

As a faction, you will also be forced to respond to things that can periodically happen. Crime in your settlement, banditry against your units, harsh weather conditions, favorable merchant visits, and moments of opportunity can all randomly happen from month to month. This will require each faction to react to random encounters much like we have to in the real world. You may also use some of your player skills creatively, such as Resources: Economical, to have access to buying things on the open market. This is a place where commodities, such as Reagents, could be purchased. Many factors can influence the costs of things you may need; distance to nearby

settlements, the time of the year, the current state of banditry in your area, etc.

It is very important to keep in mind the scope of the world when planning your faction's desired actions each month: you make up a small community of people. Cities such as Newhope and New Aldoria are comprised of several thousand, whereas the larger Ulven clans may be tens of thousands or more. This does not mean that your faction is insignificant, it is simply to remind leaders that there is always someone bigger. Your faction may not have the numbers to win an assault on the center of a Clan's territory, but perhaps they could take or hold an outlying village, or persuade someone who has that kind of military presence to assist you. Other factions will often be willing to work with you to accomplish these goals, so communicate! Talk to each other, set up trade routes and deals, determine the tactics to be used for an upcoming battle. Find allies, send hawks or diplomats to speak for you where you cannot. The world will change, with or without your efforts. You may not be able to force a drastic difference in the course of actions, but you may be able to guide it towards a favorable outcome, and with enough groups working together and planning their actions accordingly, the possibilities are nearly endless.

HOW CAN I GET INVOLVED?

Factions are handled and coordinated in various ways and it is up to the players joining a faction and that faction's leaders to figure out how they want to be involved. Factions are not required to be a part of Last Hope, but they are a great way to join forces with other players and accomplish goals. Here are a few ways to get involved.

- Players can attend events and properly wear their faction heraldry. This can allow them in-game role playing opportunities but will generate experience points for their faction.
- Read the faction summaries and actions that are posted on the Last Hope forums. Each faction has their own private board that has their faction info and what is happening each month with the faction. Knowing this information can help you expand your own story and role play.
- Support projects, initiatives, and units through the use of donating items and money, or even certain skills. For example, if you want to influence the economy of your settlement, then pledging your PC's Resource: Economics skill to influence the Economic Capacity would be a great option. Another example could be to use Resources: Political to help a current political campaign.
- Trade skills can sometimes help other faction members during downtime mechanics. For example, if a PC has a warrior and their equipment is busted up, if another active PC in the faction has Trade: Blacksmith then they can assist in the cost in-between events. Downtime mechanics are paid for by each PC at check-in and they represent the costs of healing and repairs. A small faction with a blacksmith may give a small bonus to each other faction member... but if this is combined with a Trade Guild, a Hospital, and an Armory, then faction members can work together to get premium/low costs on repairs and healing.
- Nothing. That is right, there is nothing saying you are required to get more involved in factions. Some players are very involved, making new props and writing lore and content for their faction, and others take on a passive role and let someone else do the faction work. Either option is fine and is up to you and your faction members.

CONTRACTS, CAMPAIGNS, & PROJECTS

There are three main goal-oriented actions that factions can participate in. These are not your standard actions and have much larger scope. Most of these actions can be enhanced by applying different resources to them. The Resource skill can involve your members helping with their areas of expertise. Units can be tasked or sent to work on them, applying their martial, economic, and political prowess to the cause. Your faction can spend experience points, representing using the clout and impactful nature of your dealings with the world be a boost towards a goal. Silver can be invested to help with whatever costs might be found along the way. And finally, endorsements from influential leaders or people in the world can make a big difference.

- **Contracts** – Contracts will periodically become made available to factions. These will either be random encounters of opportunity or they will be the result of some of your efforts and focus. Contracts will usually have a set time, unit, and capacity requirement to achieve.
 - For example, you may have a contract from a local village leader to keep the area around a nearby village safe from banditry. The contract is presented to your faction; 1 Unit is needed, 2 Martial Capacity, 1 Economic Capacity, / and 1 Political Capacity is needed for 3 months. If you accept the contract, the Upkeep of your unit can help pay for part of the contracts requirement but your settlement will have to dedicate capacity to assist. You send a Militia (1 Martial, 1 Econ, 1 Political) it would cover most of the requirements but you would have to spend 1 more Martial capacity to satisfy the requirement. However, sending a Soldier unit (2 Martia, 1 Econ, 1 Political) could satisfy it without any additional capacity being needed.
- **Campaigns** – Similar to recruitment drives or political movements, campaigns are summarized as a larger scale effort in order to achieve some sort of result. The exact nature of this campaign will vary and some may be open ended or have more detailed requirements. Similar to how a politician will push their political agenda to their followers, a campaign has less of a definite result like what a Contract does. A political unit is required to conduct a campaign.
 - For example, your settlement may start a campaign that has a goal of “Gaining audience with the City-State of Newhope Council”. There is no defined method to accomplish this and how many resources, capacity, units, or even faction experience you put into this effort is up to you. Perhaps you decide to spend 5 Political Capacity on this Campaign and you discover that you have enough sway to get an audience, but you also expend 3 Economic Capacity to help bribe/gift some of the stewards and admin staff. If a campaign is stopped and a new one is started, all current efforts are lost.
- **Projects** - Projects organized by a settlement can follow a very similar path to campaigns and can be ways to tackle immense duties or very difficult tasks. These are not standard actions and would take a lot of coordination. Money, experience, Resource skill uses, role playing at events, certain buildings, and circumstantial bonuses can all be added together and tracked in a project to help get closer to a result or outcome. Projects will range from clearly defined “You must provide X, Y, and Z to achieve a result” structures to completely open ended and up to your faction members to research. Projects will usually

have a “percentage to completion” that your faction can track so you know you are on the right path. Once this is filled up to 100%, your Project will either be complete or unlock a milestone. Project milestones will usually result in research clarity, defining what might be needed to complete the project, the next step of the project, or a puzzle or obstacle that must be completed before continuing. If a project is stopped and a new one is started, all current research and efforts are lost. Settlements do not start with the ability to do projects. However, factions are able to build certain buildings which grant them the ability to coordinate projects.

- For example, perhaps your faction has the applicable buildings to be able to do a project. You decide to create a project of “Organizing and Searching through library materials to find out information related to Corruption idols” and you dedicate 2 Martial, 2 Economic, and 2 Political Capacity to it. Your members also dedicate player actions, pledging to use Resources: Gather Info, Resources: Divine, and Resources: Ritual. Just to give it some more traction, you also pledge 5 faction experience to the project. After the first month, you find out that your efforts are at 80%. That is a good start! The second month, you decide to pledge 3 Economic Capacity and 3 Political Capacity to the project and at the end of the month your efforts have raised to 100%. You discover that you have unlocked a milestone in the form of a puzzle; some ancient text on a scroll was found that has information about gravestones but it must be deciphered. This milestone puzzle would need to be completed before being able to continue on the project.

SETTLEMENT BUILDINGS

Below is a list of buildings available to improve the settlement. Each Building may be constructed once per settlement unless otherwise noted. Enemy attacks, fires, or natural disasters can damage buildings. A damaged building is inoperable and gives no benefit to the settlement until it is repaired; a list of materials and the time needed to repair a building will be noted. Finally, these building names are generic and may be renamed for to match a faction's culture/theme. If so, staff will rename the building in the faction reports while indicating the corresponding building.

MAGICAL BUILDINGS

BUILD ACADEMY: The settlement seeks to establish itself as a place of knowledge and power in the ways of magic. This building grants access to the Mages unit and has the potential to give circumstantial bonuses throughout the year. This building grants the faction access to this Lore: Arcane skill once per month to be used by email for events to gather additional knowledge or information (as long as paired with a Resource skill) or between events.

Growth Point: 1

XP: 5

Time: Action + 3 Months

- **BUILD ARCANE LABS:** Building on the Academy, a new section is constructed that serves the purpose of expanding research and project management. As such, this building grants the use of a Resources: Arcane once per month.

Growth Point: 1

XP: 5

Time: Action + 3 Months

Requires: Academy

BUILD LIBRARY: When this building is constructed, choose three Lore skills. The faction will have access to these Lore once per month to be used by email for events to gather additional knowledge or information (as long as paired with a Resource skill) or between events. This building also gives the ability to research a Project of any type. In addition, this building also gives a slight bonus to the Academy, Temple, and Ritualist Circle, making them more effective in various ways.

Growth Point: 1

XP: 5

Time: Action + 3 Months

- **BUILD GRAND LIBRARY:** With this building, the settlement sets itself up as a place of knowledge. When choosing to construct this building, choose three Lore skills not chosen for the Library. These skills are used the same way as the Library. In addition, this building increases the bonus to the Academy and Temple.

Growth Point: 1

XP: 5

Time: Action + 3 Months

BUILD TEMPLE: Whether a shrine to a specific deity or simply a place for others to come worship as they choose, this building creates a spiritual center for the settlement. It grants access to the Clerics unit and has the potential to give circumstantial bonuses throughout the year. This building grants access to Lore: Divine skill once per month to be used by email for events to gather additional knowledge or information (as long as paired with a resource skill) or between events.

Growth Point: 1

XP: 5

Time: Action + 3 Months

- **BUILD MONASTERY:** By expanding a wing of the Temple for contemplation and study, it serves the purpose of expanding research and project management. As such, this building grants use of Resources: Divine once per month.

Growth Point: 1

XP: 5

Time: Action + 3 Months

Requires: Temple

BUILD THAMATURGY HALL: The peak of any scholar of Arcane or Divine Magic study, to be considered a Thaumaturgist speaks of the awe of work one can do with mana. Here the “greats” come to teach and the “excellents” come to learn. Due to the knowledge contained at this building, there is potential to give significant circumstantial bonuses throughout the year. In addition, it allows for the use of Resources: Decipher Magic once per month. Finally, this building gives 1 additional Magical Project that can be worked on in the settlement.

Growth Point: 1

XP: 5

Time: Action + 3 Months

Requires: Arcane Labs, Monastery, Ritualists Grove, Grand Library

BUILD RITUALIST CIRCLE: The settlement seeks to establish itself as a place of knowledge and power in the ways of magic. In that manner, the settlement constructs a building with the necessary knowledge and space to help ritualists practice their art. This building grants access to Lore: Ritual skill once per month to be used by email for events to gather additional knowledge or information (as long as paired with a resource skill) or between events.

Growth Point: 1

XP: 5

Time: Action + 3 Months

- **BUILD RITUALIST GROVE:** The Circle is expanded into a full Grove. This allows the ritualists to have their connection with nature and the mana stream directly. The new Grove serves the purpose of expanding research and project management. As such, this building grants the use of a Resources: Ritual skill once per month.

Growth Point: 1

XP: 5

Time: Action + 3 Months

Requires: Ritualist Circle

MILITARY BUILDINGS

BUILD BARRACKS: The settlement has constructed a building to house and train military units. This building is required to train military units up to Veteran and Elite levels, to Reinforce units that are Veteran or Elite levels, and to add certain specialists to a unit. This building grants 1 Martial Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

- **BUILD TRAINING FIELD:** The settlement clears a place for its units to train and compete against one another. This added area allows for larger mock battles, different use of tactics, and greater learning opportunities. Due to the increased knowledge, skills, and abilities learned, this building grants 1 Martial Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

Requires: Barracks

- **BUILD FOUNDRY:** Creating arms and armor in an efficient, standardized manner takes considerable knowledge. In the Foundry, that knowledge is put into practice to quickly create standard quality equipment. Choose Improved Weapons OR Improved Armor at the time of construction; the Martial Capacity Upkeep of the chosen perk is reduced to zero. The increased ease of armament grants 1 Martial Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

Requires: Barracks

- **BUILD ARMORY:** Tending to the armor and weapon needs of the settlement and military units, this building gives people access to tools and materials to keep weapons and armor in good shape. This building also grants faction members a bonus to downtime mechanics for fixing or maintaining equipment. Due to the increased availability of services, this building grants 1 Martial Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

Requires: Foundry

BUILD HOSPITAL: Tending to the sick and wounded, the settlement will be able to respond much better to any diseases or sicknesses that could fall upon the populace. This building allows training of the Healers unit that can be added on to military units. For each unit stationed (resting or acting) in the settlement, that unit will heal 1 wounded person. This building grants a bonus to

faction members in regards to downtime mechanics to heal wounds.

Growth Point: 1

XP: 5

Time: Action + 3 Months

BUILD LICTOR COURTS: The Lictor Courts gives the population of the settlement some recompense for both criminal and civil offenses against them. In addition, they dispatch trained investigators to find the truth in situations as well as question any suspects. Finally, they create a sense of order in the settlement. Due to this increased security and order, this building grants 1 Martial Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

BUILD MILITARY COLLEGE: The settlement begins to take an interest in the profession of war. As such, some knowledgeable warriors come together to study it in a more formal setting. This building has the potential to give circumstantial bonuses throughout the year. This building grants the use of Lore: Martial once per month to be used by email for events to gather additional knowledge or information (as long as paired with a Resource skill) or between events. Due to the martial knowledge in the settlement, this building grants 1 Martial Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

- **BUILD OFFICERS ACADEMY:** Waging war professionally is difficult, but the settlement looks to excel at it. To do so, great warriors are brought in to help teach. Due to the martial knowledge in the settlement, this building grants 1 Martial Capacity. Additionally, this building grants the use of a Resources: Martial skill once per month.

Growth Point: 1

XP: 5

Time: Action + 3 Months

Requires: Military College

BUILD SETTLEMENT DEFENSES: This building is actually a series of static defenses; spiked entry ways, enhanced towers, reinforced gates, burning pitch or oil, stockpiles of hurling rocks, and other means of defending the settlement during an attack. Any units that are defending the settlement or any civilians drafted to fight back against any raiders or invaders do an additional point of damage in combat. Note that “Siege” attacks are not directly on a settlement and therefore these defenses will not help the defenders. Due to the added security and control, this building grants 1 Martial Capacity

Growth Point: 1

XP: 5

Time: Action + 3 Months

BUILD TOWN GUARD: This building houses and trains the Town Guard, responsible for keeping the peace and maintaining many day-to-day activities of the town. It grants a bonus to any morale checks to see if the people riot. In addition, these guards are able to help rebuild various buildings, reducing the time needed for repairs to only 1 month. The presence of Town Guards will also deter some forms of minor banditry and crime, influencing or negating random events related to them. Finally, they are trained to pull from the population and form into a cohesive unit, fighting for the settlement as a last line of defense. This will increase the settlement's defenders from 20 to 30 when resolving combat where the settlement is targeted directly by enemy units. Due to the additional security, this building grants 1 Martial Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

- **BUILD URBAN COHORT:** The settlement has decided to place priority on their safety and security. The Town Guard, previously a cohesive but lightly trained unit, has been given additional training, arms, and uniforms to carry out their work, transforming into a true Urban Cohort. The bonus to morale checks for riot prevention is increased, and additional banditry and crime is deterred. Also, due to the increased training, the Urban Cohort is considered Soldier quality. Finally, due to these additional skilled warriors in the settlement, this building grants 1 Martial Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

Required: Foundry

BUILD WALLS: Improving the defenses of the settlement, this building increases the chances of successfully defending the settlement against attacks by making better walls, secure gates, or elevated defenses. Walls grant a +1 Defense bonus. Any units stationed in the settlement or civilians actively defending will be more effective in combat to defend the settlement. Note that “Siege” attacks are not directly on a settlement and therefore these defenses will not help the defenders. Due to the added security and control, this building grants 1 Martial Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

- **BUILD IMPROVED WALLS:** Improved Walls grant another +1 Defense bonus that stacks with Walls Defense bonus to give a total +2. Due to the added security and control, this building grants 1 Martial Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

- **BUILD GREATER WALLS:** Greater Walls grant another +1 Defense bonus that stacks with Walls Defense bonus to give a total +3. Due to the added security and control, this building grants 1 Martial Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

BUILD WATCHTOWERS: Serving as a series of lookouts and elevated locations around and inside the settlement, watchtowers have posted guards that have a great chance of spotting incoming enemy troops or to see things happening in the nearby countryside. This knowledge means there are opportunities that may arise that you will be forewarned or knowledgeable about. Due to the added knowledge and security, this building grants 1 Martial Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

- **BUILD CHECKPOINTS AND WAYSTATIONS:** The settlement has decided to take an additional interest in who and what flows through their territory. In that regard, the settlement sets up checkpoints and waystations on the regular paths into and out of their territory. These are manned by a pair or four of guards, usually from the surrounding area, who keep logbooks of those coming and going. Due to this, the settlement has the chance of finding out additional knowledge of whom may have passed through the settlement, or information that may point to larger trends. Because these checkpoints and waystations deter minor banditry and provide small shelter, these buildings grant 1 Martial Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

Required: Watchtowers

ECONOMIC BUILDINGS

BUILD BANK: The settlement has established a financial institution in order to more efficiently facilitate the flow of wealth into the coffers. This building allows faction members to “bank” their silver, depositing any they do not wish to carry with them during the event while registering, or withdrawing any they have previously banked in a similar fashion. Due to the more centralized financial systems, this building grants 1 Economic Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

- **BUILD VAULT:** This building expands on the current bank, fortifying a room and making it secure and able to be organized to hold items. Adding this building to the settlements allows faction members to store items as well as coin in-between events. The settlement still has the ability to store items and using a vault by each member does not fill those storage spaces; this add-on building allows each member to organize the storage of items on their own.

Growth Point: 1

XP: 5

Time: Action + 1 Months

Requires: Bank

BUILD COURIER POST: Most settlements employ falconers for messages but they have their limitations. A courier post is simply a small building that allows couriers coming to, from, or through the settlement a place to organize their tasks and take additional jobs. This also ensures a premium price for the use of a courier, locking in the rate at 5 silver per use instead of it fluctuating (usually between 6-12 silver). Couriers can deliver items, silver, and larger messages without any size limitations... but they can run into complications more than hawks. Coordinating the courier's in the area and line them up with work grants the settlement 1 Economic Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Month

BUILD EXPORT: There is some resource of significant value available for harvest: herbs for potions, grapes to make wine, spices, precious metals or furs. These are able to be gathered and sold for profit. This building represents the necessary structures, tools, and space to create and harvest the export. When creating this building, coordinate with a herald to determine what resource will be harvested. Due to the infrastructure established during the construction of this perk, this building grants 1 Economic Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

BUILD FARMS: A series of small farms and fields of crops added to any settlement can make it much easier to harvest much needed food and raise animals. Due to increased food production, this building grants 1 Economic Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

- **BUILD GARDENS & PENS:** Regular farms can keep citizens fed and supported fairly well, but expanding with additional Gardens and Pens for livestock will help supply food even in less prosperous months. The expanded production of food grants 1 Economic Capacity.

Growth Point: 1

XP: 5

Time: Action + 2 Months

Requires: Farms

- **BUILD HOLDINGS:** As the settlement expands, only so much can be done with land near the settlement. Once those improvements are made, the only way to produce more food is by clearing more land for farming. Increasing the agricultural holdings around the settlement requires more work, but the increased food supply grants an additional 1 Economic Capacity.

Growth Point: 1

XP: 5

Time: Action + 2 Months

Requires: Gardens and Pens

- **BUILD IMPROVED HOLDINGS:** Continuing to expand the farmable land around the settlement will produce even more food, but also take increased labor. The increased food supply grants an additional 1 Economic Capacity.

Growth Point: 1

XP: 5

Time: Action + 2 Months

Requires: Holdings

- **BUILD GREATER HOLDINGS:** Continuing to expand the farmable land around the settlement will produce more food, but also take increased labor. The increased food supply grants an additional 1 Economic Capacity.

Growth Point: 1

XP: 5

Time: Action + 2 Months

Requires: Improved Holdings

BUILD LABOR GUILD: This building recruits more of the population into the laborer field, increasing the number of skilled workers. Due to the increased trained labor force, this building grants 1 Economic Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

BUILD LUMBER MILL: Designed to harvest lumber more efficiently, this helps with construction, reducing the construction time for settlement buildings by 1 month. In addition, the increased lumber availability grants 1 Economic Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

BUILD MARKETPLACE: A gathering spot for merchants and customers alike, the Trading Post is often considered the hub of any market setting. The Trading Post also can help influence the faction's ability to find supplies and items on the open market, making finding items or finding them at a fair price easier. This building is required to train an economical unit up to Caravan training. Due to its benefits, it grants 1 Economic Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

BUILD MERCHANT COLLEGE: Economies are complex, and it takes years of knowledge and

experience to be able to predict how they function. Some esteemed business people congregate to advise the settlement on these matters. This building has the potential to give circumstantial bonuses throughout the year. In addition, it grants access to the Lore: Economics skill once per month to be used by email for events to gather additional knowledge or information (as long as paired with a Resource skill) or between events. Due to the congregation of knowledgeable people, this building grants 1 Economic Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

- **BUILD BUSINESS UNIVERSITY:** Economies are complex, and making money consistently in them requires years of training, experience, and establishing networks of connections. The most magnanimous merchants are willing to help the settlement navigate those networks, granting 1 Economic Capacity. Additionally, this building grants the use of a Resources: Economics skill once per month.

Growth Point: 1

XP: 5

Time: Action + 3 Months

Requires: Merchant College

BUILD ROADS: By removing bad terrain and smoothing out roads and maintaining them around the settlement, transportation by foot and by cart is much easier. Any units that leave the settlement on orders to move and act once they arrive (PUSH action) have a small chance to perform those actions with no penalty or loss to morale. Due to the new ease of trade, this building grants 1 Economic Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

BUILD TAVERN: Not just a regular tavern or inn, this building is a dedicated establishment with rooms for rent, a feasting hall, meeting rooms, and space to host travelers. The ability to serve hot meals, cold brews, and quality rooms draws locals to the settlement and allows people to visit in good comfort. Due to increased travelers, this building grants 1 Economic Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

BUILD TRADE HALL: This building represents a guildhall for specialists to ply their specific trades for the settlement. As a group, they are generally able to meet the needs of the community in a variety of different trades. This increased specialization brings additional resources and contacts, granting the ability to use Resource: (chosen trade) once a month. This building may be built more than one time, but a different trade must be chosen each time.

Growth Point: 1

XP: 5

Time: Action + 3 Months

BUILD STOREHOUSE: This building allows the settlement to store extra goods around the settlement. Whether it be salt dried or smoked meat, packaged supplies, pickled and canned goods, or just utilizing food that expires first and saving stable foods for later, the proper utilization and organization of food and supplies grants the settlement 1 Economic Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

POLITICAL BUILDINGS

BUILD ASSEMBLY: The Assembly allows the people to meet and discuss matters that influence their lives. Whether this be current trading markets, natural disasters, or discussion about policies and law, the Assembly gives the people a place to be heard. This building grants a reroll on any morale checks in the settlement that would cause morale to drop and a boost to any efforts made to increase the morale of the populace (gifts, ceremonies, celebrations, etc.). In addition, the settlement can undertake 1 Non-magical Project. Finally, it grants 1 Political Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

BUILD CAPITAL BUILDING: Every settlement needs a place where the leaders can work on the policies and initiatives of running the settlement. It also is helpful when visiting dignitaries come to discuss matters of settlements. This building represents that central hub. It grants 1 Political Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

- **BUILD ADMINISTRATIVE BUILDING:** As a settlement grows and becomes more complex, additional work is needed to manage it. More work means more workers, and they must be housed somewhere. This building centralizes that work into one area. The increased efficiency from a professional staff in a centralized area grants 1 Political Capacity

Growth Point: 1

XP: 5

Time: Action + 3 Months

Requires: Capital Building

- **BUILD GOVERNOR'S MANSION:** A thoroughly civilized settlement requires a thoroughly civilized ruler's estate. The Governor's Mansion represents the sophisticated building used to house the leader of the settlement, and used to host other leaders as they stay. This building of grace and elegant décor grants 1 Political Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

Requires: Administrative Building

BUILD COMMON SPACE: A place in the settlement the citizens can congregate to do business, meet, talk, or just relax. There are often merchants hawking wares, politicians hawking ideas, and old men hawking nostalgia. This place of commonality for all people creates a sense of community that helps sustain the settlement. This shared sense of identity grants 1 Political Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

BUILD DIPLOMAT HALL: Diplomacy is an art, not a science. It requires a silver tongue, a keen eye, and strong social skills. This requires not only training in local customs but also meeting and making deals. This building represents a meeting place for the settlement's movers and shakers to meet and answer questions. It has the potential to give circumstantial bonuses throughout the year. In addition, it grants access to the Lore: Politics skill once per month to be used by email for events to gather additional knowledge or information (as long as paired with a Resource skill) or between events. This new focus grants 1 Political Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

- **BUILD SOCIAL CLUB:** Exclusive for only the most influential, this is their own private club to make connections, wine, dine, and make deals. The quintessential backroom to make those deals, this allows the faction to tap into that network by wooing the people that matter. As such, this building grants the use of a Resource: Political skill once per month. Finally, this building grants 1 Political Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

Requires: Diplomatic College

BUILD EMBASSY: This building, constructed specifically for the purpose of housing visitors and diplomats from other settlements and also to train those who deal in the arts of politics and diplomacy, will improve the faction's standing with any political representatives staying within its walls. This building is required to train a political unit up to Ambassador training. Finally, it grants 1 Political Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

BUILD FALCONER'S TOWER: One of the most valuable resources for a faction is its ability to quickly and effectively communicate with others. This building grants the use of a single messenger hawk per month, to be used at the faction leader's discretion. Factions may communicate freely and immediately with other players or player factions without this building but need means of communication like a messenger hawk to contact NPC groups within the game.

Because the hawks must be able to fly long distances and quickly, messages must be limited in size/weight so that it does not interfere with the bird's flight. This means that a hawk cannot carry extra messages/documents, silver, or items and the message sent must be limited to 350 words or less. While there may be more than one hawk in the tower, they take a long time to recover from long flights and even longer to train, resulting in the limited usage of the birds.

Growth Point: 1

XP: 5

Time: Action + 3 Months

BUILD HOUSING: A series of dwellings and buildings for minor storage, these are dedicated to living quarters for people assigned to jobs other than tending the fields and working the buildings in the settlement. Whether it be the living quarters of soldiers on the march, traders who come and go in the settlement, or politicians that are constantly working different campaigns, these houses allow the expansion of the settlement with additional workers. This building grants 1 Political Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

BUILD MONUMENTS: The people of the settlement take great pride in coming together for their common cause. This pride is manifested in the Monuments around the settlement. Comprised of statues, art, fountains, and architecture, these Monuments remind the people of their cause and awe guests. This inspiration grants 1 Political Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

- **BUILD AMPHITHEATER:** A stage, a debate hall, a sports facility; the Amphitheater is all this and more. A place to bring the people of the settlement together and entertain them, it lightens the people's mood and makes them more amicable to the leadership. This amicability grants 1 Political Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

Requires: Monuments; Common Space

BUILD SECRET POLICE: Maintaining the order in the settlement can be difficult. Sometimes an extra set of eyes and ears is needed to find out what is truly going on, what people are actually saying, and who is doing what. These *concerned citizens* give settlement leaders circumstance bonuses to know any rumblings or moods in their settlement. This added knowledge and influence grants 1 Political Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

Requires: Assembly, Embassy

- **BUILD SPY NETWORK:** Forewarned is forearmed. This expands the information networks of the settlement from merely informants to active agents. This building acts as a unit of spies permanently set on counter spying for the settlement. This additional reach of knowledge and actions grants 1 Political Capacity.

Growth Point: 1

XP: 5

Time: Action + 3 Months

Requires: Secret Police

CUSTOM BUILDINGS

BUILD CUSTOM BUILDING: Some buildings may not fall under any of the descriptions listed above. This does not mean they are not be able to construct them, it simply means they are uncommon enough that they did not warrant their own entry in this section. For example:

- Ferry
- Tolls
- Special Gardens/Greenhouses
- Seaports
- Outposts

These would all fall under the heading of a Custom Building, along with many others not listed here. Contact the Faction Herald with ideas for a building and to discuss mechanics on a case-by-case basis.

Growth Points: Variable

XP: 5

BUILDING SUMMARIES

MAGICAL BUILDINGS

Academy: Lore: Arcane skill once per month

- **Arcane Labs:** Resources: Arcane once per month.

Library: Three Lore skills (chosen); grants research Project of any type; circumstance bonus to the Academy, Temple, and Ritualist Circle.

- **Grand Library:** Three Lore skills (chosen, can't be doubled) not chosen for the Library; greater circumstance bonus to the Academy, Temple, and Ritualist Circle.

Temple: Grants access to the Clerics unit; circumstantial bonuses; Lore: Divine skill once per month.

- **Monastery:** Resources: Divine once per month.

Thaumaturgy Hall: Significant circumstantial bonuses; Resources: Decipher Magic once per month; 1 additional Magical Project.

Ritualist Circle: Lore: Ritual skill once per month.

- **Ritualist Grove:** Resources: Ritual skill once per month.

MILITARY BUILDINGS

Barracks: Train, reinforce military units up to Veteran and Elite levels; add certain specialists to a unit; grants 1 Martial Capacity.

- **Training Field:** Grants 1 Martial Capacity.
- **Foundry:** Choose Improved Weapons OR Improved Armor Upkeep reduced to zero; grants 1 Martial Capacity.
 - **Armory:** Grants faction members a bonus to downtime mechanics for fixing or maintaining equipment; grants 1 Martial Capacity.

Hospital: Units stationed (resting or acting) in settlement heal 1 wounded person; grants a bonus to faction members in regards to downtime mechanics to heal wounds.

Lictor Courts: Grants 1 Martial Capacity.

Military College: Circumstantial bonuses throughout the year; Lore: Martial once per month; grants 1 Martial Capacity.

- **Officers Academy:** Grants 1 Martial Capacity; Resources: Martial skill once per month.

Settlement Defenses: Defenders do an additional point of damage; not "Siege" attacks; grants 1 Martial Capacity

Town Guard: Grants bonus to morale checks vs riots; buildings, repairs only 1 month; deter minor banditry and crime; settlement's defenders from 20 to 30; grants 1 Martial Capacity.

- **Urban Cohort:** Larger bonus to vs riot prevention; deter more banditry and crime; upgrade to Soldiers; grants 1 Martial Capacity.

Walls: +1 Defense bonus; note "Siege" attacks; grants 1 Martial Capacity.

- **Improved Walls:** +1 Defense bonus (total +2); grants 1 Martial Capacity.
 - **Greater Walls:** +1 Defense bonus (total +3); grants 1 Martial Capacity

Watchtowers: Circumstance bonus to see enemy troops or activity around settlement; grants 1 Martial Capacity.

- **Checkpoints and Waystations:** Chance of finding of activity around settlement; chance to deter minor banditry; grant 1 Martial Capacity.

ECONOMIC BUILDINGS

Bank: Allows faction members to “bank” their silver; grants 1 Economic Capacity.

- **Vault:** Allows faction members to store items.

Courier Post: Locks in 5 silver rate; grants 1 Economic Capacity.

Export: Grants 1 Economic Capacity.

Farms: Grants 1 Economic Capacity.

- **Gardens and Pens:** Grants 1 Economic Capacity.
 - **Holdings:** Grants 1 Economic Capacity.
 - **Improved Holdings:** Grants 1 Economic Capacity.
 - **Greater Holdings:** Grants 1 Economic Capacity

Labor Guild: Grants 1 Economic Capacity

Lumber Mill: Reduces the construction time by 1 month; grants 1 Economic Capacity.

Marketplace: Circumstance bonus to finding items on market; grants 1 Economic Capacity.

Merchant College: Circumstantial bonuses; Lore: Economics skill once per month; grants 1 Economic Capacity.

- **Business University:** Resources: Economics skill once per month; grants 1 Economic Capacity.

Roads: Chance PUSH action has no penalty or loss to morale; grants 1 Economic Capacity.

Tavern: Grants 1 Economic Capacity.

Trade Hall: Grants Resource: (chosen trade) once a month.

Storehouse: Grants the settlement 1 Economic Capacity.

POLITICAL BUILDINGS

Assembly: Reroll on morale checks; grants 1 Non-magical Project; grants 1 Political Capacity.

Capital Building: Grants 1 Political Capacity.

- **Administrative Buildings:** Grants 1 Political Capacity
 - **Governor’s Mansion:** Grants 1 Political Capacity.

Common Space: Grants 1 Political Capacity.

Diplomat Hall: Circumstantial bonuses; Lore: Politics skill once per month; grants 1 Political Capacity.

- **Social Club:** Resources: Political skill once per month; grants 1 Political Capacity.

Embassy: Required to train Ambassadors; grants 1 Political Capacity.

Falconer’s Tower: Grants the use of a single messenger hawk per month.

Housing: Grants 1 Political Capacity.

Monuments: Grants 1 Political Capacity.

- **Amphitheater:** Grants 1 Political Capacity.

Secret Police: Circumstance bonuses settlement mood; grants 1 Political Capacity.

- **Spy Network:** Spies permanently set on counter spying for the settlement; grants 1 Political Capacity.

UNIT SUMMARY & ACTIONS

A **Unit** begins as one of three possibilities: Militia (Military), Representatives (Political), or Traders (Economical). This base unit is composed of 20 citizens from the settlement and may be upgraded over time. Base units have an **Upkeep Cost**; this Upkeep is required every month. This represents the Capacity needed to train, supply, and recruit for the unit on a continual basis. Each base unit has an Upkeep Cost of 1 Martial, 1 Economic, and 1 Political. **Skills** such as **Sub-Units** or **Upgrades** may increase this Upkeep.

Sub-Units increase the size of the unit, either through training reinforcements or adding a smaller Sub-Unit of special skilled individuals. Each unit may only be modified by two specialized Sub-Units (Archers, Berserkers, Clerics, Mages, Healers, etc). If a specialty Sub-Unit is added twice, the effects stack as well the number of troops in this unit increases. Each of these Sub-Units requires the stated number of resources.

Upgrades (Commander, Toughness, Improved Equipment, etc.) do not increase the size of the unit like Sub-Units do, and can be added even if the unit is at its max size (see below). However, an Upgrade cannot be taken more than once unless the skill states otherwise. Some of these Upgrade may have Upkeep Costs.

Units have a maximum size of 40 members, although a faction may have several units.

A unit has four attributes which will affect its ability: Able, Wounded, Morale, and Skills.

- **ABLE** represents the able-bodied fighters/members of the unit. They are the members of the unit who are still in good health and able to act uninhibited.
- **WOUNDED** represents the members who have been wounded in battle who are no longer able to fight or function. They may be pressed to fight/act on, but doing so will lead to much higher casualties among their number.
- **MORALE** represents the hope and will of the members to act or for fighters to remain in battle. If battles are lost month after month, if units are away from home for too long, or if a unit is pushed to perform additional duties, then their belief in their cause may begin to fade. This makes them less effective in combat and in performing all actions. If conditions do not improve, it may lead to insubordination or even desertion. Proper rest, a figure to lead them, or continuous victories, on the other hand, will raise a unit's spirits, making them more effective.
The scale for unit morale is Inspired / Elevated / Neutral / Concerned / Demoralized.
- **SKILLS** are the Sub-Units and Upgrades that a unit has.

There are three base unit types that can be chosen and then further upgraded based on additional training.

- **MILITIA**: The Military Unit. This is a mob at best, cobbled together from farmers and laborers in the settlement. They can be further upgraded into more disciplined unit through Skills.
- **REPRESENTATIVES**: The Political Unit. These non-combat units will travel to various other settlements. They can be further upgraded into more powerful Political units through skills.

- **TRADERS**: The Economic Unit. Simple merchants, these non-combat units will happily move goods to and from the settlement. They can be further upgraded into more powerful Economical units through skills.
- **SPECIAL**: Some units are unique in that they are not regular units (Scouts, Spies).

Once a unit is made it can take different actions. Most of the time a unit can only do one action per month, but that action can be divided up into a number of different details or cover different key points.

- **MOVE** allows units to travel across the map to a destination or to several destinations. Terrain, distance, and weather/seasons can influence this greatly. This is considered at a decent pace where time is not wasted but neither is the unit forced to march quickly. Most of the time, a unit can move around the continent with enough time to return, unless they intent to take more complex actions.
- **ATTACK** actions are an abstraction of the work that goes into engaging in battle. An Attack action represents everything needed to move to that point; the time to check equipment, to gather things needed to march to battle, posturing, finding a good camping space for personal tents and supplies, and for scouting out details and then finally moving to conflict. Attack actions are further divided up into specific types of attacks, which are detailed in the combat section.
- **PUSH** is combining two actions into one. For example, a unit being able to march across the continent and attack something when they get there. Pushing a unit means that both actions are taxing and are hindered; there is high chance that it will impact morale or have a detriment to the actions they are trying to do.
- **REST** allows units a chance to regroup, forfeiting any attacks and/or movements in exchange for an opportunity to heal, rest, or recover morale. This process may be interrupted if the unit is attacked, forcing it on the defensive. Whenever a unit rests, they will heal 1 soldier back to able status, and this can be modified by Healers, Hospitals, and resting at a settlement.
- **REINFORCE** is actively seek out replacements from the populace in order to fill in for people in a unit that have been killed. Reinforcing costs:
Time: 1 action for base units + 1 month per level of training.
 For example, a Militia will take 1 Action to reinforce back up to full, but an Elite unit would take 1 Action + 3 months (Soldier, Veteran, Elite) to reinforce.

POLITICAL UNITS

CREATE: REPRESENTATIVES: Creates a unit of Representatives to send on missions. They are familiar in their own customs, although the ways of other customs may be lost on them. They may not know what to say in every situation, though they generally know what would constitute a cultural faux pas and will work to avoid it. They are a non-combat unit; if attacked, they cannot fight back and will deal no damage to an enemy unit.

Upkeep: 1 Martial, 1 Political, 1 Economic

XP: 5

Time: Action + 1

UPGRADE: TRAIN DIPLOMATS: This skill represents a little more experience on the part of the Representatives, making them less likely to cause a social faux pas in the presence of important officials and more effective at negotiating. Their training will give them a bonus during political negotiations.

Upkeep: + 1 Political (stacks with Representatives)

XP: 5

Time: Action + 1 Month

Requires: Representatives

UPGRADE: TRAIN AMBASSADORS: Veteran politicians and negotiators all, Ambassadors are high level diplomats. They deal with others professionally, and are well aware of most of the customs of each of the races, making them supremely effective at negotiation and avoiding offense. Every society has little nuances, though, so even these experts are not immune to missteps. Their training will give them a medium bonus during political negotiations.

Upkeep: + 1 Political (stacks with Diplomats)

XP: 5

Time: Action + 2 Months

Requires: Diplomats and Guest Housing

UPGRADE: TRAIN CONSULS: These are the Elites of the political world, able to walk with Kings and sway great mass of commoners. Even if they make a faux pas, their grace and charm smooths it over. When deals of nations are to be done, these are the ones to turn to. Their training and experience make them unparalleled negotiators, granting them a large bonus.

Upkeep: + 1 Political (stacks with Ambassadors)

XP: 5

Time: Action + 2 Months

Requires: Ambassadors, Guest Housing, and at least 3 months of negotiations.

SUB-UNIT: ADD ARMED ESCORT: This skill adds guards to Political units with basic weapons and Militia training to use them. The unit cannot attack, but may defend itself if attacked, giving the unit a chance to inflict damage back on their attacker. Although nowhere near as skilled as a military unit, this training allows a Political unit to roll if they are involved combat. Their skill increases to Soldier if the base unit upgrades to Diplomat, Veteran if the base unit upgrades to Ambassadors, and Elite if base upgrades to Consuls. This sub-unit may only be

taken once by each Political Unit.

Upkeep: + 1 Martial (stacks with base cost)

XP: 5

Time: Action + 1 Month

Requires: Base unit to attach to (Representatives, Diplomats, Ambassadors, or Consuls)

SUB-UNIT: ADD COURTIERS: Courtiers are those special men and women who serve representatives to the highest level. They are skilled at knowing what their masters need and when, often before they do. In addition, these courtiers are able to mingle with common crowds and lesser servants, finding out information that may be able to help their negotiating teams. This sub-unit gives the chance that an extra piece of information may be found during negotiations, and offers a small bonus to negotiations as they allow their representatives to focus. This sub-unit may only be taken once by each Political Unit.

Upkeep: +1 Political (stacks with base cost)

XP: 5

Time: Action + 1 Month

Requires: Base unit to attach to (Representatives, Diplomats, Ambassadors, or Consuls)

SUB-UNIT: ADD COMPANIONS: A Companion is a skilled, well-educated, well-respected personal entertainer. The beauty, elegance, and skills of the Companions have earned them respect in social circles. There is no stigma to bringing a Companion to a party, as doing so proves one has both money and the ability to impress. This sub-unit adds a moderate bonus to negotiations as the Companions lend their weight to your representatives. However, they will not just serve anyone. This sub-unit may only be taken once by each Political Unit.

Upkeep: +1 Political (stacks with base cost)

XP: 5

Time: Action + 1 Month

Requires: Ambassadors

UPGRADE: TRAIN CUSTOMS AND ETIQUETTE: This skill, when taken by the chosen Political unit, represents an increased knowledge in the customs of other cultures. This skill eliminates any penalty for being unfamiliar with another group when trying to sway them politically and gives even more chances for success to push agendas or gain favor.

Cost: +1 Political Upkeep during Training only

XP: 5

Time: Action + 2 Months

UPGRADE: TRAIN CONSULATE GENERAL: This person is the head of any negotiations, treaties, or campaign. The Consulate General is titled such because he holds such importance as a military General would be. This person gives a chance for any faux pas to be smoothed over effectively, and a small bonus to negotiations.

Cost: +1 Political Upkeep during Training only

XP: 5

Time: Action + 1 Month

Requires: Unit must have been involved in at least 1 month of negotiations.

CREATE: SPIES: Trained in many skills that may seem underhanded to some, spies are experts

at extracting and spreading information. This special unit may be used either for intelligence-gathering or for counterintelligence. If they are gathering information decide their target; this can be a settlement (NPC or PC), a specific person (NPC or PC), or an agenda/rumor/initiative. Each month they will have a chance to gain information about the target, based on varying circumstances, and will report back during monthly report. On the other hand, if Spies are set to counterintelligence, they will actively work to root out enemy spies in a faction or settlement. Spies can also be used to deliver messages, but they may need to grease some palms or tip others in order to do what needs to be done to deliver it, costing some silver. Finally, Spies specialize in the political arena – any scouting operations or economic actions asked of them will be at severe detriment. *NOTE: Only 1 Spy unit may be trained for the faction.*

Upkeep: +1 Political

XP: 5

Time: Action + 3 Months

Requires: A unit of Representatives to already be created; not an upgrade or add-on

ECONOMIC UNITS

CREATE: TRADERS: Creates a single unit of Traders. These men and women are accustomed to bartering and selling their wares in markets and carry them across the continent on basic sleds. Their experience will help get a good price for the goods bought and sold, although they are less than proficient at finding rare items. They are a non-combat unit; if attacked, they cannot fight back and will deal no damage to an enemy unit.

Upkeep: 1 Martial, 1 Political, 1 Economic

XP: 5

Time: Action + 1 Month

UPGRADE: TRAIN MERCHANTS: This unit has developed a rapport with several of the local communities, ensuring a fair price within the vicinity of the territory. They use travois, allowing them to carry goods across the land at a slightly faster and easier pace than Traders.

Upkeep: + 1 Economical (stacks with Traders)

XP: 5

Time: Action + 1 Month

Requires: Traders

UPGRADE: TRAIN CARAVAN: These merchants have greatly expanded their influence on the continent, ensuring a fair price in most civilizations with whom they maintain good relations. Through the connections they have developed over their careers, they also have the chance to find rare items. They carry their goods on carts, allowing them to move more at a time and at a faster pace than Merchants.

Upkeep: + 1 Economical (stacks with Caravan)

XP: 5

Time: Action + 2 Months

Requires: Merchants and Trading Post

UPGRADE: TRAIN CONVOY: When a group of caravans get together, they are able to move a larger amounts of goods quickly from any place. Their numbers also give them unrivaled bargaining and purchasing power. A Convoy is the epitome of logistical traveling merchants.

Upkeep: + 1 Economical (stacks with Caravan)

XP: 5

Time: Action + 3 Months

Requires: Caravan and Trading Post

SUB-UNIT: ADD TRADE WAGONS: This skill equips one Economic unit with a handful of sturdy wagons and some extra helpers to pull them. These vehicles move easier than carts or travois and increase the carrying capacity of the unit. This sub-unit may only be taken once by each Economic Unit.

Upkeep: + 1 Economical (stacks with base unit)

XP: 5

Time: Action + 2 Months

SUB-UNIT: ADD ARMED ESCORT: This skill adds guards with basic weapons and Militia

training to one Economic unit. The unit may not attack, but is able to defend itself if attacked. Their skill increases to Soldier if the base unit upgrades to Merchant, Veteran if the base unit upgrades to Caravan, and Elites if the base unit is a Convoy. This sub-unit may only be taken once by each Economic Unit.

Upkeep: + 1 Martial (stacks with base unit)

XP: 5

Time: Action + 1 Months

SUB-UNIT: ADD WORK CREW: This skill equips one Economic unit with a group of workers and laborers with the necessary tools and skills to help work exports, harvests, or trade jobs more effectively. This sub-unit may only be taken once by each Economic Unit.

Upkeep: + 1 Economical (stacks with base unit)

XP: 5

Time: Action + 2 Months

UPGRADE: CHIEF MERCHANT: A certain individual has proven themselves to have the necessary acumen to take the lead in negotiations, or finding of special items. This person is appointed the Chief Merchant, and is empowered by the unit to by the final word in it. This Upgrade gives a small bonus to finding items at a good price, and finding rare items.

Upkeep: + 1 Economical (stacks with base unit)

XP: 5

Time: Action + 1 Months

Requires: Unit must have been used to purchase goods or find a rare item for at least 1 month.

UPGRADE: CURRENCY EXCHANGE: Merchants do not take credits, only money. Money, though, often times is not money. Different currencies can and are accepted across the continent. This Upgrade helps the unit maneuver through these different currency rates and types. However, to do so requires as certain level of credibility. This Upgrade gives a medium bonus to the unit to find its objectives.

Upkeep: +1 Economical (stacks with base cost)

XP: 5

Time: Action + 1 Month

Requires: Caravan

CREATE: SPECIAL MERCHANTS: Not all caravans are created equal: Some are simple sleds pulled by the merchants peddling their wares, while others are far more specialized like boats. These are simply examples of units available to a faction when they train this unit. If have there is a specific unit in mind, contact the Faction Herald to discuss the details. This unit is designed to account for options beyond those listed in the section above, to be coordinated on a case-by-case basis with the Faction Herald to determine in- and out-of-game effects, costs, and the like. Special units like this may have some sort of economic drain on the faction, influencing the economy roll based on the final unit type. Any boats fall into this category, as each boat will have a number of variables that will influence its cost and upkeep; speed, cargo capacity, docking ability, fighting ability, etc.

Upkeep: Variable

XP: 5

Time: Variable

MILITARY SKILLS

CREATE: MILITIA: Creates a Militia unit. These untrained fighters may have some basic uniforms and equipment, but it would be whatever was cobbled together from the settlement and basic in quality and most likely farm implements. However, they can survive better in combat than non-combat units, and are able to take all the normal combat actions.

Upkeep: 1 Martial, 1 Political, 1 Economic

XP: 5

Time: Action + 1 Month

UPGRADE: TRAIN SOLDIERS: These warriors are a step up from the mob of militiamen from which they were trained. They are equipped with fighting weapons and understand basic strategies, granting them a small bonus (+1) in combat and a small bonus (+1) to morale checks in regards to losing morale (but not in gaining morale).

Upkeep: + 1 Martial (stacks with Militia)

XP: 5

Time: Action + 1

Requires: Militia

UPGRADE: TRAIN VETERANS: Having seen and survived combat, these soldiers can boast real-world experience, and their extensive drilling has hardened their hides and their resolve. Veterans have additional training and decent weapons and armor, giving them a bonus (+2) in combat. In addition, Veterans are more resolute in their cause, granting them larger bonus (+2) to morale checks in regards to losing morale (but not in gaining morale).

Upkeep: + 1 Martial (stacks with Soldiers)

XP: 5

Time: Action + 2 Months

Requires: Barracks, Soldiers, Unit must have been involved in at least 1 month of combat.

UPGRADE: TRAIN ELITES: The best of the best at what they do, Elites are highly trained warriors who excel in the art of ending lives on the battlefield. Elites have superior training and skills, along with enough fighting equipment to make them successful at their duties, giving them a good bonus (+3) in combat. In addition, Elites are even more resolute in their cause, granting them a good bonus (+3) to morale checks in regards to losing morale (but not in gaining morale).

Upkeep: + 1 Martial (stacks with Veterans)

XP: 5

Time: Action + 2 Months

Requires: Barracks, Veterans, Unit must have been involved in at least 3 months of combat.

SUB-UNIT: ADD SPOTTERS: This add-on represents the training a combat unit has undergone to allow them to function as Scouts and added these specialists to unit. This unit may be given a "Recon" task per month, whether that is keeping tabs on a specific area, scanning a region for anything of note, or some other intelligence gathering action

Upkeep: + 1 Martial (stacks with base)

XP: 5

Time: Action + 1 Month

Requires: Soldiers (Minimum)

SUB-UNIT: ADD ARCHERS: The unit has trained a handful of archers, allowing them to loose a volley of arrows prior to combat, damaging the enemy unit as they close in. Add 1 point of damage to the enemy unit, dealt as normal during the damage resolution step of combat.

Upkeep: + 1 Martial (stacks with base)

XP: 5

Time: Action + 1 Month

SUB-UNIT: ADD BERSERKERS: These warriors throw themselves into the fight with reckless abandon, the first to charge and the last to retreat. After damage is dealt, for each 2 dead fighters the unit does 1 more point of damage to the opposing unit. This unit also gains a +1 bonus to all Attack combat rolls, representing the consistent focus on aggressive attacks.

Upkeep: + 1 Martial (stacks with base)

XP: 5

Time: Action + 1 Month

SUB-UNIT: ADD CLERICS: This unit of holy men and women has access to simple Divine spells. They have a chance to prevent some of the Dead warriors from dying after combat each month, leaving them wounded instead. 1 fighter who would have died are Wounded instead.

Upkeep: + 1 Martial (stacks with base)

XP: 5

Time: Action + 1 Month

Requires: Temple

SUB-UNIT: ADD MAGES: Wielders of the arcane, this unit has an impact the amount of damage the unit puts out in combat. This unit does 1 additional point of damage. This unit also gains a +1 bonus to all Attack combat rolls, representing the consistent power and impact arcane magic can have on a fight.

Upkeep: + 1 Martial (stacks with base)

XP: 5

Time: Action + 1 Month

Requires: Academy

SUB-UNIT: ADD HEALERS: This small support unit increases the survivability of the troops. Each month, 1 of the Wounded warriors is healed back to Able status. If resting rather than fighting, 2 of the Wounded warriors is healed back to Able status. If resting in a friendly settlement or outpost, 3 of the Wounded warriors is healed back to Able status. This bonus can stack with other troop healing bonuses such as the Hospital

Upkeep: + 1 Martial (stacks with base)

XP: 5

Time: Action + 1 Month

Requires: Hospital

SUB-UNIT: ADD SHIELD WALL: Experts of defense, these fighters are most effective on the front lines, using their talents with their shields to help repel attacks. This skill grants a unit a +1 bonus on their Defend roll. In addition, 1 warrior who would have died is instead wounded.

Upkeep: + 1 Martial (stacks with base)
XP: 5
Time: Action + 1 Month
Requires: Soldiers (Minimum), Barracks

SUB-UNIT: ADD BOLSTERED RANKS: Increase the size of a unit. These recruits take time, money, and effort to train, and permanently increase the maximum and current size of the unit by 10. This perk may be taken twice, but the unit may never exceed 40 fighters including additional troops from sub-units added on. This perk is not a replacement for the Reinforcement action available to units; it is designed to make the unit larger, not simply refill its lost members.

Upkeep: + 1 Martial (stacks with base)
XP: 5
Time: Action + 1 Month per level of base training

UPGRADE: TRAIN COMMANDER: One or more fighters has proven themselves a leader. The other men and women look up to this individual and are inspired by their mere presence. This training allows a +1 to Morale checks, which may be used to either stave off a drop in morale or to attempt to boost morale.

Upkeep: + 1 Martial during Training Only
XP: 5
Time: Action + 1 Month
Requires: Unit must have been involved in at least 1 month of combat.

UPGRADE: EQUIP IMPROVED ARMOR: Representing better overall gear for the unit, this skill increases their survivability in combat. When this skill is taken, it reduces the damage suffered by the unit by 1 during each combat. The Upkeep for this Upgrade can be negated by a Foundry.

Upkeep: + 1 Martial (stacks with base)
XP: 5
Time: Action + 1 Month

UPGRADE: EQUIP IMPROVED WEAPONS: Through sharper swords, heavier maces, sturdier pole arms, and various weapon types this skill improves the unit's ability to deal damage. When this skill is taken, it increases damage dealt by the unit by 1 during each combat. The Upkeep for this Upgrade can be negated by a Foundry.

Upkeep: + 1 Martial (stacks with base)
XP: 5
Time: Action + 1 Month

UPGRADE: TRAIN TOUGHNESS: The warriors have been in combat before, and have grown tougher as a result. After the results of the Attack and Defense Rolls are determined and damage is assigned, one warrior who would have died is instead wounded. This represents the stubbornness of the warriors, holding on to life despite wounds that would normally kill, along with better gear to help them survive.

Upkeep: + 1 Martial during Training Only
XP: 5

Time: Action + 1 Month

Requires: Soldiers (Minimum), Unit must have been in 1 Month of combat.

CREATE SCOUTS: Scouts are a unit of trained Spotters that operate independently of another unit. This unit may be given a “Recon” task per month, whether that is keeping tabs on a specific area, scanning a region for anything of note, or some other intelligence gathering action. They are not fighters, and flee if threatened or engaged in combat. Finally, their specialty is in the military area – if given political or economic operations to conduct, they will be at a severe detriment.

NOTE: Only 1 Scout unit may be trained by the Faction.

Upkeep: +1 Martial

XP: 5

Time: Action + 3 Months

Requires: A unit of Militia to already be created; not an upgrade or add-on

ACQUIRE MERCENARY CONTRACT: A faction can find a mercenary company willing to be hired on contract. These contracts will require coordination with the Faction Herald in terms of the contract, including payment, duration, and the skill of the mercenaries being sent.

CREATE SPECIAL UNIT: Several militaries employ units not listed above. This skill is a catch- all for those units. For example:

- Naval ship
- Cavalry Unit
- Siege Engines

The above are but a handful of possibilities available through this unit. Work with the Faction Heralds to train and equip a specialized unit for the faction. The individual costs will be determined on a case-by-case basis, as will the in- and out-of-game bonuses granted by this unit. Special units like this almost always have some sort of economic drain on the faction, influencing economy rolls based on the final unit type. Some of the variables factored into special units are their speed, defenses or special attacks, carrying/cargo capacity, etc.

Upkeep: Variable

XP: Variable

Time: Variable

UNIT COMBAT

Each month, units may engage in combat against an enemy within their immediate vicinity. During this combat, each side gets both an Attack and a Defend score (except for Political and Economic units) which are compared to determine the outcome of the fighting that month. Before the attack begins, each unit decides their strategy for the month from five options: FORM UP, PRESS, SIEGE, RAID, and RETREAT.

- **FORM UP** is a balanced approach: the unit falls into whichever formation in which they are most trained, favoring neither offense nor defense, taking advantage of what the current battle conditions warrant the most whether that be attack or defense. This is a straight +0 to attack and defense. This attack can be done against enemy units and settlements.
- **PRESS** is a bloody option: it represents a unit moving in with the intent to commit to keep the combat going longer to try to lead to a quicker and more decisive victory. The unit is allowed a third attack but the enemy unit does as well (So if both units decide to PRESS, each would be allowed to take four attack actions during the month). Doing so can end a battle much faster, but puts a unit in much greater danger. This attack can be done against enemy units and settlements. A unit cannot PUSH and PRESS in the same month.
- **SIEGE** is a special attack that is used only against settlements. Choose to forego any damage during an attack to instead target a settlement's farms and influence their harvest, making it very difficult for a settlement to make food and supplies. This is done by "using up" a number of Economic and/or Political Capacity based on the level of Martial Capacity of the Sieging unit. This attack represents surrounding a settlement and attempting to starve out those inside. Note that Siege attacks are not directly on a settlement and therefore defenses will not help the defenders. A Siege attack that is counter-attacked will revert to a form up attack, as the sieging unit will divert focus to any incoming attacks.
- **RAID** is a special attack that is used only against settlements. Choose to downgrade the amount of damage dealt in combat to a settlement to instead target the supplies and homes of the people. This gives a chance to damage the morale and potentially even produce goods or Economic Capacity for your own unit/settlement.
- **RETREAT** forfeits the Attack Roll for the month in exchange for a 50% chance to disengage the enemy. The retreating unit is still allowed a Defend Roll if the Retreat is unsuccessful.

Combat follows this order:

1. Each unit has determined which type of action they will take.
2. Any side units which may act prior to combat, such as Archers and Mages, calculate their actions and are applied.
3. The units begin their attack: a d10 will be rolled for every 10 Able fighters (rounded up).
 - a. Each die gets modified by morale, training, perks, attack type, etc.
 - b. The combined total is called the Attack Value.
4. The same will be done for the unit's defense, resulting in a Defense Value.
5. Compare each unit's Attack Value to the opponent's Defense Value.

- a. If the unit's Attack Value is higher than the opponent's Defense, the attack is a success.
 - i. The attacking unit will deal damage equal to 10% (Rounded up) of the Fighter Number in the unit, doubled.
 - b. If the Attack is less than the Defense, the attack is a failure and much less successful, though still dangerous:
 - i. The attacking unit will deal damage equal to 10% (Rounded up) of the Fighter Number in the unit, minimum of 1.
 - c. In the case of a tie between the Attack and Defend scores, the Attacker is considered victorious.
6. When damage is dealt, half the damage (rounded up) injures Able fighters, taking them to Wounded.
 7. Any remaining damage is lethal, killing Able fighters.
 8. If all of a unit's Able fighters are reduced to Wounded or Dead, the damage is dealt to Wounded fighters, killing them outright (as they are already Wounded).
 - a. Wounded fighters may be pressed to fight sooner than this by adding their total to the number of Able fighters when calculating how many coins to flip, but any damage that would be dealt to Able fighters to wound them is instead dealt entirely to the Wounded fighters (Lethal damage is still dealt as normal to Able fighters) which will kill them quickly.
 9. Attackers will always do a minimum of 1 damage to an enemy unit, regardless of perks and skills.
 10. Morale Checks
 - a. If unit succeeds on both Attack and Defense rolls, roll a Morale check on d10. (Only Commander bonuses apply to this check)
 - i. 1-5: Failure - No Morale change
 - ii. 6-10: Success - Gain 1 point of Morale
 - b. If unit loses both Attack and Defense rolls, roll a Morale Check on a d10 (Commander and Training bonuses apply to this check)
 - i. 1-5: Failure - lose 1 point of Morale
 1. If cannot lose another point, they are Routed (forced Retreat action)
 2. After retreat roll d10
 - a. 1-5: Failure - Continued Retreat towards random location
 - b. 6-10: Success - Rallies, can be given actions next month
 - ii. 6-10: Success - No Morale change
 11. Repeat steps 3-10 again but with both units in FORM UP strategy.
 12. Determine if PRESS Action is involved on either side
 - a. If one unit PRESSES, go through steps 3-10 again but with both units in FORM UP strategy.
 - b. If both units PRESS, go through steps 3-10 twice (unless one unit is routed).

Morale

Morale is also important: Fighters with hope in mind will fight harder and be more willing to follow orders to continue fighting than those filled with despair. The scale for unit morale is Inspired (+2 bonus to combat), Elevated (+1 bonus to combat), Neutral (+0 bonus to combat), Concerned (-1 penalty to combat), and Demoralized (-2 penalty to combat). A unit cannot go any

higher than Inspired morale; no check is needed to gain morale if already at Inspired.

Morale will naturally come back to the baseline of zero over time; bad morale will recover and good moral will fade. This can take months and can be recovered faster by resting and expending Capacity. A unit's current morale bonus or penalty is NOT added to any morale checks..

Outnumbered

Being outnumbered by enemy units is never a good situation. Doing so requires a unit to focus on defense to stay alive, reducing their potential for damage. Select one enemy unit for each unit control to focus on. Damage is dealt normally to that unit.

Against all other units involved, the unit's damage is reduced by one step: A successful attack deals damage as if it were a failure, and a failed attack deals no damage. It should be noted that only the number of full units count towards being outnumbered, not the number of troops themselves.

CREDITS & DISCLAIMERS

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