

## 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 trains and 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 barges or 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