

LAST HOPE

LIVE ACTION ROLE PLAY

**Complete Organization Rules
Version 4.1**

Last Hope – Live Action Role Play
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WHAT IS AN ORGANIZATION?

An **Organization** is a group of people who have come together under a common banner for a similar cause. Organizations are able to interact with the world on a much larger scale than individuals by virtue of combined effort. They may establish settlements, trade routes, alliances and militaries to suit their needs, and may earn PCs involved in the Organization a reputation, as well as some silver to spend.

Each month, Organizations will be allowed to take a certain number of actions that must be submitted on the forums by the action deadline each month. If unsure as to whether or not the Organization is able to do something, ask before the due date to give time to receive an answer.

At the end of each month, a Monthly Report will be posted on the forums. This includes the outcomes of any combat actions, the completion of any projects, 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, reaping the benefits as they arrive and having a more direct impact on the game; or one may choose to take a more passive route, taking fewer risks and leading to smaller result

How do I create an Organization?

First ask: *Do I really need to start an Organization?* There are several groups in the game; see if you like any of them. They already have a working Organization, and most are happy to recruit new members. To find more information about existing Organizations in the game, feel free to check out the wiki page on the subject. There you will find a brief summary of each Organization, which may help answer some questions you have.

There are also plenty of other options that do not involve creating an Organization as well; nothing in the rules state that you must join or create an Organization, 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 Organizations fits your needs, then there are a few things to know before your Organization can be submitted for approval. The first step is to have an idea. What kind of group do you want to be? There is a possibility for whatever you want to do within the scope of the world.

To be recognized as an Organization, have access to the mechanics, and start earning Member XP, an Organization must meet the following requirements:

- At least **four active Player members and their PCs**; meaning they cannot already belong to another Organization and a PC is considered “Active” for the purposes of the Organization mechanics if they generated XP for the Organization either through event attendance or membership perk in the current “block of time”. See “Active Status Members” below.
- At least one of these members must have a **Resources skill** allowing them to start building their networks.

- Easily discernible **heraldry for members**: tabards, belt flags, and color motifs must be unique to your Organization and worn by any PCs and NPCs during events.
- A **starting investment** of 25 silver, representing your group putting money into the organization in an attempt to get it off the ground.
- A choice of **Organizational Leader**. This is the player (not PC) responsible for posting actions on the forums, and will be the primary contact person for staff.
- A **Location for your headquarters and possible future settlement**. *Choose wisely on location as it will have impacts on the Organization.* Most territory is owned by someone else; some areas may have taxes while others may have some fealty or service requirements. These locations can be self-contained or part of a larger settlement. Some locations may have restrictions on what size an Organization can grow to. While your settlement location can be moved in the future, this will take time and effort and being proactive with this is helpful.
- The final piece of the puzzle for the Organization Leader to assemble is the **back-story**. Similar to PCs, each Organization 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 Organization 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.

When all of that is completed, it must be submitted as a whole to **LastHopeLarp@gmail.com**. The Last Hope Staff team will discuss it and the Interact Herald will reach out to the Organization Leader with any revisions or additions that may be needed.

The next step; ***Be patient!*** Organizations are a slow-moving “long game” focused method of narrative storytelling; it is common for Organizations to take years to really get moving. Establishing an Organization takes time. Check in with the Interact Herald periodically to help address any issues as they may come

ORGANIZATION RULES OVERVIEW

The Organization at the beginning is little more than a building used for a headquarters. With time and experience the Organization can increase their reach and capacity, as well as bring specialized units on board.

Each Organization is operated and maintained through the expenditure of two resources: **Time and Experience**. To strengthen a Focus or train a Unit, you must first have the required Experience. Declare your intent to strengthen the Focus or train the unit during the Monthly Actions for your Organization.

Once you declare your intent to strengthen the Focus/raise the unit, the Experience will be deducted from your totals and your timer begins until the project is complete.

Listed below are some major points in managing an Organization.

- **Experience** (or XP) is used to show how active members of the Organization are in the events surrounding their lives in the world, and also indirectly represents the reputation (good or bad) of the Organization. An Organization earns one experience point each time one of their members attends an event AND visibly displays the heraldry of the Organization. *Declare your Organization affiliation and display your heraldry at check-in to earn this XP.* In addition, showing up to an event with at least three PCs and prominently displaying a standard, flag, or other herald-approved symbol for your Organization will earn you an additional XP for that event. Finally, Member XP can be earned through membership perks.
- **Organization Size** is determined by amount of XP invested into the settlement, and the initiation of Organization projects to increase. There are three levels of Organizational Size (in this order): Affiliation (starting), Faction, and State. Larger Organizations require more commitment to maintain.
- **Organization Actions** are the number of actions an Organization can take in a month. These are determined by the size of the Organization. An Affiliation gets 2 actions per month, a Faction gets 3, and a State gets 4. All Organizational assets must flow through these Actions to have an effect on the Organization and can be combined with Player skills, Units, and other resources submitted. Some actions may be boosted with additional Exp spent to hasten/improve the outcome. This does not mean players can only submit actions through their Organizations, however.
- **Units** are groups of individuals with a themed purpose, such as a militia for fighting or traders for moving goods. An Organization has a cap on the number of units they can support.
- **Time** is the full number of months required to invest in a project, strengthen a Focus or train a Unit. The label of “Action” means the month the action is submitted in. Upgrades with additional time requirements will be listed as “1 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 an Organization. Player run Organizations and players may communicate freely among themselves without the need of skills. 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. Players can take the Trade: Courier/Falconer or Resource:Courier/Falconer skills and be able to assist in sending messages, or players can hire a messenger 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). Organizations of Faction size gain access to one Messenger Hawk use per month. Organizations of State size gain access to a Courier use per month locked in at a good rate.
- **Morale** indicates the happiness of your followers. The scale for organization 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 XP. Things that can diminish morale are ignoring the needs of the people, taxing them heavily, and being attacked and raided by enemies. Morale will “return to neutral” over time. Morale can affect everything an Organization does so be aware of it.
- **Storage** of items or goods for the Organization (only available at State size) can be helpful if you have certain things that should be kept at home or with the Organization headquarters. Only the Organization leader has access to the storage of an Organization. Organizations have enough storage space to hold 8 “Loads”. A “load” could be an item, a stack of a single type of reagent, or trade goo and represent the proper storage, cataloging, and administration of these items.
- **Projects/Campaigns/Contracts** can be conducted by giving your people another goal or activity to work towards from month to month using your Organization’s actions. This can further be enhanced by player actions at events and Resource skill usages. Only one project can be worked on at any given time and switching to a new project will cause all progress to be lost. Political Campaigns and Contracts are long-term efforts with set or variable results.
- **Keynotes**: Keynotes are things such as Perks, Flaws, or important things that happen through actions, interactions, role play, and completed projects. They can influence things in the future and be both permanent, semi-permanent, or single-use depending on what they are. Some Keynotes may have limitations or their ability, expansion, or potency is dependent on your Organization’s Foci strength. For example, an economic-centric organization may only be able to build a certain number of mercantile trade routes based on the level of their Economic Focus.

MAINTAINING ORGANIZATION LEVELS

In order to wield any sort of significant influence over the world, Organizations are expected to maintain some level of active presence, both in- and out-of-game. **To remain Active as an Organization**, they must accrue 6 Member XP (through member attendance and membership perks) in a 6-month period (see “blocks of time” below) and have 4 dedicated/active player members. In addition, the Organization Leader must, in those 6 months, submit at least one monthly action via the forums. However, larger Organizations have more strident requirements.

Attendance for Organizations will be based on two “blocks” throughout the year; January-June / July-December. A PC is considered “Inactive” if they fail to accrue Member XP for their Organization in any given block of time.

Organizations themselves are on this same block time format; should they fail to accrue 6 XP in any single block of time, they will revert to Inactive and will be unable to take any action until Active again. After another continuous 6-month block of time of being Inactive, the Organization becomes an NPC group and/or has a chance to disband entirely. Other players interested in reviving the Organization may work with the Organization Team at this point to take over. If at any time the roster of an Organization drops to less than 4 Active Player members, the Organization immediately reverts to Inactive status for the current block of time.

If an Organization cannot maintain a larger size, it will slide down to the largest size it can maintain or certain assets available at the higher level will be “on hold” until it is resolve or a more permanent change is coordinated.

For instance, if a State sized Organization only has 5 player members or 10 XP, it will become a Faction; if it only has 4 players or 5 XP, it will become an Affiliation. However, if they meet the higher requirements the Organization will once again be of the larger size and regain those higher-level foci/abilities.

Organization Size	Active Members (Min 1 Org Exp/6 months)	Org Exp (Generated in 6 months)
Affiliation	4	6
Faction	5	10
State	6	14

ORGANIZATION FOCI

Organizations come together for a reason. Doing such grants Organization members certain perks: lesser downtime costs, personal bank accounts, and storage. However, Organizations with larger aspirations will look towards increasing their networks and influence in the world. To do this, they need to strengthen their Focus (or Foci).

A **Focus** is an area in which the Organization has decided to start growing its network and capabilities. The stronger the focus, the more impact any of that type of action taken by the Organization will have. This is an abstract measure of the potency and capabilities related to this area. However, these can only be developed to a certain strength depending on the level of the Organization. A Focus must be purchased with Member XP to unlock, starting with 5 XP at first level. This also takes a certain time to develop; 1 Action + X month(s). Foci upgrades must be done one at a time; they cannot be “bulk purchased”.

Five Foci:

- **Martial** – the Martial focus represent the military might of the Organization, and the connections with the career soldiers of Mardrun. It also represents law & order. The level of Martial Focus is also factored into combat rolls when the settlement defends itself.
- **Economic** – the Economic focus represents the economic power of the faction. This includes not only their economy, but also how attractive they are as a place to set up business. It also represents overall wealth and agriculture.
- **Political** – the Political focus represents the connections among the ruling classes of Mardrun, and the ability to maneuver individuals and groups to attain goals. It also represents the hearts, minds, and needs of the people. The level of Political Focus is also factored into rolls to see if your people notice spy attempts on your settlement.
- **Arcane** – the Arcane focus represents the mastery of the arcane power and knowledge an Organization has, as well as the potential to have, and is crucial to magic research.
- **Divine** – the Divine focus represents the piety and mastery of divine power and knowledge, as well as the potential for it, and is crucial to magic research.

Focus Strength

Each Focus can be strengthened/enlarged by investing XP into them. This represents the clout and renown of the Organization and its members working towards expanding their networks and drawing in new adherents. Below are the five levels of strength, their costs, and their time to develop. However, certain levels of strength can only be accomplished at a certain size.

Focus Strength Level	XP Cost	Time
Very Weak	5	1 Action + 1 Month
Weak	10	1 Action + 2 Months
Moderate	15	1 Action + 3 Months
Strong	20	1 Action + 4 Months
Great	25	1 Action + 5 Months

ORGANIZATION SIZE & ABILITIES

Organizations start out as a hand full of individuals pulling together for a common cause. However, as they start picking Foci and establishing connections, they can grow. However, no matter what size they are, there are limits to an Organization's ability; the chart below details the number and level of Foci, units, and actions available to each Organization size.

An **Affiliation** is the first size all Organizations start out as. This can range in size from the initial members of the Organization to a small group of adherents. They also give all members access to local banks for their money, and allow for shared downtime mechanic benefits.

After 30 Member XP has been invested and completed into the Organization in either Focus, Units, or a combination of both, an Affiliation can initiate a project to start to grow to Faction size.

Factions are groups that now have a governing structure in place. They may still be part of a larger settlement, but are now governing districts (or the whole) of the settlement. Otherwise, an Organization may choose to leave a larger settlement to create their own, or expand their headquarters compound into a full settlement.

The Faction project requires 20 Member XP to start and Action + 3 months to complete. Once completed, the Organization will be considered Faction size. The group now has an Organizational coffer and the ability to send one Messenger Hawk per month.

After a Faction level Organization invests and completes 120 Member XP in either Foci, Units, or a combination of the two, it is able to under the next level of growth: State.

A **State** is an independent governing unit of great renown, representing increased holdings of territory and potentially governance of smaller hamlets or villages. While a State may still owe fealty to a larger State or Nation, it runs its own affairs in the manner seen fit. A State cannot co-exist in a settlement; it either must move to take up its own residence, it must take over the entire settlement, or some sort of arrangement must be negotiated within an existing large territory.

The State projects requires 50 Member XP to start, and Action + 6 Months to transition. Once it has been completed, it is considered State size. It is able to have shared storage for the members, and the ability to send one Courier per month for a set price of 5 silver.

Size	Organizational Actions	Number of Foci	Max Foci Strength	Unit Cap	Exp Investment Requirements
Affiliation	2	1	Moderate	1	None
Faction	3	3	Strong	3	30 XP Completed
State	4	5	Great	5	120 XP Completed

SETTLEMENT BUILDINGS

At each level of a Focus, you may choose 2 buildings from the list or make up your own with approval. *These buildings do not add any mechanical effects*; they are simply an abstract way to help detail out the narrative of what is in your settlement and shows its expansion and growth. They can help with narrative role play or set a tone/feel/theme for your Organization.

- **Martial Buildings:** Barracks, Training Field, Foundry, Armory, Town Guard, Urban Cohort, Lictor Courts, Walls, Medium Walls, Greater Wall, Settlement Defenses, Settlement Artillery, Watch Towers, Checkpoints and Waystations, Military College, Officers School, Jail
- **Economic Buildings:** Bank, Vault, Courier Post, Export, Farms, Gardens and Pens, Holdings, Improved Holdings, Greater Holdings, Labor Guild, Lumber Mill, Marketplace, Merchant College, Business University, Roads, Tavern, Trade Hall, Storehouse
- **Political Buildings:** Assembly, Capital Building, Administrative Buildings, Governor's Mansion, Common Space, Diplomat Hall, Social Club, Embassy, Falconer's Tower, Housing, Monuments, Amphitheater, Secret Police, Spy Network
- **Divine Buildings:** Consecrated Ground, Sacred Grove, Cairn Stones, Stone Circle, Barrows, Shrine, Altar, Temple, Chapel, Church, Hermitage, Monastery, Basilica, Cathedral, Library, Grand Library
- **Arcane Buildings:** Academy, Arcane Lab, Library, Grand Library, Ritualist Circle, Ritualistic Grove, Weavers Circle, Thaumaturgy Hall, Mages Tower, Meditation Gardens

PROJECTS, CAMPAIGNS, & CONTRACTS

Projects organized by a settlement can be ways to tackle immense duties or very difficult tasks. These are not standard actions and take a lot of coordination. Money, Experience, Resource skill uses, role playing at events, and circumstantial bonuses can all be added together and tracked in a project to help get closer to a result or outcome. An Organization can only have one ongoing project at a time. If a project is stopped and a new one is started, all current research and efforts are lost. Projects come in two different forms:

- **Percent Completion:** The end goal of this project is to get to 100% and pledging actions and efforts to this continue to raise the percentage of completion and once you hit 100%, the project is complete, or a new milestone/stage is unlocked.
- **Chance to Succeed:** This project has a chance variable, and every month a dice roll is made to see if you land beneath the target %. Luck plays a large factor into this project type but can be minimized by continued efforts. If a success it rolled, the project is completed, or a new milestone/stage is unlocked.

More so than the other sections, politics will require role play on the part of the Organization leader (or a representative sent in their place), due to the nature of political maneuverings. Political units may be sent to a location and tasked with an objective. There is the option to task these units with a **Political Campaign**. Following a more narrative path, an Organization leader will determine how many political units will be sent, along with how much silver to further their negotiations, any Experience with which to back their cause, and how long they will attempt to sway the minds of targets. More politicians grant the benefits of pressure, as having more people voicing strong opinions is more likely to catch the ears of those who make these decisions. Higher amounts of silver can be used for anything from bribes to propaganda to better housing and more suitable garments for politicians, making them seem more affluent and influential. Organization Experience is considered the knowledge, expertise, and renowned of the Organization. By throwing the Organization's political weight behind a cause, including Experience, others are more likely to agree with (or at least be more willing to consider the ideas) than if simply a group of adventurers. Giving units a set amount of time implies a sense of urgency in the dealings. This may or may not be beneficial but ensures an answer in a set amount of time. If this is not a concern, the politicians' can campaign until further notice, allowing them to proceed indefinitely, but tying up a unit in the process. Some Campaigns will be extended actions, others focused Projects until they are completed or stopped.

Contracts are specific long-standing actions that usually have prerequisites to achieve. Examples could be a patrol of military forces to deter banditry or a delivery of merchant goods to towns in an area. These contracts usually take the form of a multi-month timeframe along with unit and action requirements to fulfill, with options to enhance the chances of success of the return of investment through additional efforts such as more units, more actions, Org Exp, or pledging Resource skills.

KEYNOTES

Keynotes are an important part of defining what an Organization is; they showcase the effort put into different areas of the story, detailing the unique differences of each group and truly give an Organization its “theme, tone, or feel.” Keynotes for an Economic/merchant focused Organization will be drastically different than the Keynotes for a Martial/soldier focused one.

Keynotes are meant to be open-ended and vague; a starting point for an Organization to work towards with their efforts. They will be limited based on your supporting efforts, how strong the Foci are in your settlement, and the narrative that is unfolding through your monthly actions. All Keynotes will be case-by-case and built over time, so players are encouraged to ask about options so they know what kind of goals and growth/expansions they can expect for their Organization. Keynotes require projects, actions, Org Exp, and/or effort to create. They may involve supplemental rules that are more complex and specific. These rules will be stored online in the Organization Action section of the forums. A brief description of some keynotes and a few examples are provided below.

Temporary / Single-Use Keynotes

Some keynotes are changes or additions to your Organization that will expire given time. Sometimes these can be tacked onto the unfolding narrative or be negotiated for as stories unfold. They can also be in the form of favors; expendable boons that can be used in actions. Many times, these are earned through efforts but could also be negotiated for.

- **Foci Bonus:** You get a chosen Foci bonus in X territory for one year.
- **Group Favor/IOU:** You can call upon a moderate favor with X group in the future.

Theme/Influential Keynotes

The core of Keynotes, these are unique details to your organization. They could detail a specialty about your populace, the lands you exist on, or themes and qualities that set you apart from others, etc. Most Keynotes that are earned and created will fall into this category.

- **Passive Bonus:** Due to special training, themed narratives, or upgrades over time your populace gain some kind of bonus to certain circumstances such as defense, counter-spy efforts, or specific dealings.
- **Flavor/Theme:** These would be small changes or additions to fit an Org’s theme.
- **Fealty/Taxation:** Either fealty expectations or tenant and landlord agreements, details related to service, payment, and actions can be variable and unique.

Large Goal Keynotes

These Keynotes represent largescale projects and goals that can unlock unique rules to interact with. Any Keynote of this level require considerable effort, work, and cost.

- **Outposts:** The expansion of territory and the ability to house units and defend land.
- **Unique Productions:** Things like Ship building or long-term large-scale contracts for services could be detailed with several variables.
- **Expanded Holdings:** Managing local villages and hamlets and their populace in your territory, focusing on realm activities and management.

MONTHLY ORG ACTIONS

Each month, your Organization leader will be responsible for giving instructions to each of your units, strengthening Foci, and allocating assets 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 deals. On the other hand, you may opt to leave your Organization 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.

In this format, the chosen actions posted are done so with leverage of what the capabilities are of the Organization. All actions are “weighed” by what Foci are needed or most applicable. They are not “spent” in an action, they are abstract in that they theoretically can influence all actions in some way. A State size with a “Great” Martial rating is considered to be able to bring to bear some “Great” assets in any/all of their actions, if applicable.

Organizations can “do stuff” with just actions (No units, no resources) because it is an abstract measure of how much the Organization followers can focus on and impact on their own. However pledging Units and Resources skills to the actions are important ways to boost things up and make them most impactful. Some actions may require or heavily favor Units to complete; such as active combat with an enemy force (Martial units) or the movement of large sums of goods (Economic units) or the calming of a nearby villages concerns (Political unit).

Unit actions (detailed below) represent an abstract effort of your settlement. Whether it is assembling food, gear, and needed supplies for the duration of the month or the tasks of getting needed things to them and supporting them logistically, an Action that involves a unit also involves all of the background things needed for them to do it. A “Rest” action could involve couriers delivering food and medicine. A “Move” action could involve your people assembling supplies or dealing with locals in the area to fix boots or provide simple lodging. This is also why multiple units can be lumped together into one action, such as move or attack, as it is far more efficient for your people to work and act together than it is to split their focus on multiple tasks.

UNIT SUMMARY & ACTIONS

A **Unit** is composed of 20 citizens from the settlement and may be upgraded over time. Base units have cost in time and exp to create or train. Units have a maximum size of 40 members, although a faction may have several units.

Sub-Units increase the size of the unit by 5 individuals, by adding a smaller Sub-Unit of special skilled individuals. Each unit may only have two Sub-Units (not including Bolstering). If a specialty Sub-Unit is added twice, the effects stack as well the number of troops in this unit increases. **Bolstering** increases the unit by 10.

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 upgrade states otherwise.

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.

Once a unit is made it can be used for different organization actions. A single or multiple units in close proximity can be tasked with only a single action and focus their efforts, or multiple units can be split up among multiple actions try to accomplish numerous objectives. Any action by a unit is considered an Organization action, so try to focus your efforts with multiple units and resources on a few objectives. An example would be to do one single "REST" action but have 3 different units participate in it. Units may also be given "If this, then this" commands as long as they are simple; troops in the field may have a secondary option available to them but overly complex commands would not be possible. For example, you could say "MOVE/PATROL throughout the territory hunting bandits, if any are found then PUSH to then ATTACK them".

- **MOVE/PATROL** 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. A secondary option is to have a unit move through an area and actively patrol, looking for danger/encounters/activity.
- **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 a Move/Patrol action with an Attack action. 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 a 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 and resting at a settlement. Units automatically rest, no action required, if stationed at a friendly settlement/outpost, but in the field, this will require an action.
- **REINFORCE** is actively seeking out replacements from the populace in order to fill in for people in a unit that have been killed. Reinforcing costs:
Time: 1 month for base units + 1 month per level of training. (Not sub-units or upgrades) This action can only be done while stationed at your home settlement.
- **STANDING ORDERS** is an action that is focused but lengthier in time. This requires the applicable Leader upgrade for the unit type. One action can be given to a unit that can be carried out for a maximum of 3 months with no additional actions needed. This represents better planning, more efficient use of food/supplies, and localized command and control to handle needed tasks, making this action less taxing on your settlement's abilities. For example, standing orders can be given to a unit to "MOVE/PATROL" an area then "PUSH" to "CHARGE" any bandits they find and have it continued for 3 months. An action would be needed to alter or cancel the standing order prior to the end of the 3 months.

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 (unless stated otherwise 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 seven options: CHARGE, DEFEND, ENGAGE, PRESS, SIEGE, RAID, and RETREAT.

- **CHARGE** is a very aggressive attack, although it opens up defenses; +1 attack and -1 defense to each die rolled. This bonus applies to only the first attack/defense round. This attack can be done against enemy units and settlements.
- **DEFEND** reduces offense, but makes defending easier; -1 attack and +1 defense to each die rolled. This bonus applies to only the first attack/defense round. This attack can be done against enemy units and settlements.
- **ENGAGE** is a balanced approach: the unit falls into whichever formation in which they are most trained, favoring neither offense nor defense. +0 to attack and defense. This attack can be done against enemy units and settlements. If no specific orders are given, units will choose this attack.
- **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 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, administration, and travel abilities. This makes it very difficult for a settlement to make food and supplies or travel to and from the settlement. This attack has a great chance at impacting or hindering a settlement's activities/actions. This attack represents surrounding a settlement and attempting to control the areas around it. 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 defensive attack action, as the sieging unit will focus on any incoming attacks.
- **RAID** is a special attack that is used only against settlements. Choose to downgrade the amount of damage dealt in combat (roughly to half) to a settlement to instead target the supplies and homes of the people. This gives a chance to impact the morale and potentially even produce loads of supplies or raided loot for the attacking unit.
- **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.

Being 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.

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 loads of supplies.

A unit's current morale bonus or penalty is NOT added to any morale checks.

EXAMPLE COMBAT ORDER

Combat follows this order:

1. Each unit determines which type of attack action they will take.
2. Any sub-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 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 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 Able 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 Able Fighter Number in the unit, minimum of 1.
 - c. In the case of a tie between the Attack and Defense scores, the Attacker wins
6. When damage is dealt, half the damage (rounded up) wounds Able fighters.
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. If a Unit is composed of only Wounded fighters, the unit simply rolls 1 dice.
9. Attackers will always do a minimum of 1 damage to an enemy unit in combat, regards of perks/etc. This can be reduced to zero due to equipment/perks, however.
10. Morale Checks (only one made per unit per combat)
 - a. If unit succeeds on both Attack and Defense rolls, roll a Morale 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 only this check)
 - i. 1-5: Failure - lose 1 point of Morale
 1. If cannot, they are Routed (forced Retreat action)
 2. After retreat roll d10
 - a. 1-5: Failure - Continued Retreat towards home settlement.
 - ii. 6-10: Success - No Morale change
11. Repeat steps 3-10 again but with both units in ENGAGE strategy. This means that each combat is 2 rounds of attacking/defending.
12. Determine if a PRESS Action is involved on either side
 - a. If one unit PRESSES, repeat steps 3-10 again but with both units in ENGAGE.
 - b. If both units PRESS, go through steps 3-10 twice (unless one unit is routed).

MARTIAL UNITS

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

XP: 5

Time: 1 Action + 1 Month

Requires: Very Weak Martial Focus

- **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).

XP: 5

Time: 1 Action + 1 Month

Requires: Militia, Weak Martial Focus

- **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).

XP: 5

Time: 1 Action + 2 Months

Requires: Soldiers, Moderate Martial Focus, Unit been involved in at least 1 month of combat.

- **UPGRADE: TRAIN ELITES:** 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).

XP: 5

Time: 1 Action + 2 Months

Requires: Veterans, Strong Martial Focus, Unit been involved in at least 1 month of combat.

SUB-UNIT: ADD SCOUTS: A sub-unit of Scouts are added to the unit. This unit now 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.

XP: 5

Time: 1 Action + 1 Month

Requires: Soldiers

SUB-UNIT: ADD ARCHERS: A sub-unit of trained 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.

XP: 5

Time: 1 Action + 1 Month

Requires: Soldiers

SUB-UNIT: ADD BERSERKERS: A sub-unit of warriors that 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.

XP: 5

Time: 1 Action + 1 Month

Requires: Soldiers, Moderate Martial Focus

SUB-UNIT: ADD CLERICS: A sub-unit of divine casters with 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.

XP: 5

Time: 1 Action + 1 Month

Requires: Weak Divine Focus

SUB-UNIT: ADD MAGES: Wielders of the arcane, this sub-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.

XP: 5

Time: 1 Action + 1 Month

Requires: Weak Arcane Focus

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.

XP: 5

Time: 1 Action + 1 Month

Requires: Weak Martial Focus

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 sub-unit grants a +1 bonus on their Defend roll. In addition, 1 warrior who would have died is instead wounded.

XP: 5

Time: 1 Action + 1 Month

Requires: Soldiers (Minimum), Moderate Martial Focus

SUB-UNIT: ADD SKIRMISHERS: Hit-and-run mobile fighters, this unit is adept at not getting bogged down by combat or long travel. This unit is less inhibited by lengthy travel, travel during adverse conditions such as during the hot summer or cold winter, and when Pushing. When this unit attempts a retreat and fails, re-roll the check. Lastly, this unit has a 50% chance that if Pressed by an enemy unit, the attack never takes place, unless this unit is also Pressing.

XP: 5

Time: 1 Action + 1 Month

Requires: Soldiers

SUB-UNIT: ADD BOLSTERED RANKS: Increases the size of a unit. These recruits 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.

XP: 5

Time: 1 Action + 1 Month per level of base training

UPGRADE: TRAIN COMMANDER (LEADER): 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 upgrade allows a re-roll a single Morale check per combat, which may be used to either stave off a drop in morale or to attempt to boost morale. Because this re-rolled morale check represents the commanding presence and inspiring words of a Commander and not that of additional training, this re-rolled morale check is NOT modified by training (Soldier, Veteran, Elite) and is a 1d10 roll. May conduct “standing orders” actions.

XP: 5

Time: 1 Action + 1 Month

Requires: Soldiers + Any one additional upgrade/training/sub-unit

UPGRADE: EQUIP IMPROVED ARMOR: Representing better overall armor for the unit, this upgrade increases their survivability in combat. When this skill is taken, it reduces the damage suffered by the unit by 1 during each combat.

XP: 5

Time: 1 Action + 1 Month

Requires: Moderate Martial Focus

UPGRADE: EQUIP IMPROVED WEAPONS: Through better weapons, this upgrade improves the unit's ability to deal damage. When this upgrade is taken, it increases damage dealt by the unit by 1 during each combat.

XP: 5

Time: 1 Action + 1 Month

Requires: Moderate Martial Focus

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.

XP: 5

Time: 1 Action + 1 Month

Requires: Soldiers, Moderate Martial Focus, Unit must have been in 1 Month of combat.

ACQUIRE MERCENARY CONTRACT: An Organization can find and hire mercenaries on contract. This will take actions and resources to do, and silver to support them.

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.

XP: 5

Time: 1 Action + 1 Month

Requires: Very Weak Economic Focus

- **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.

XP: 5

Time: 1 Action + 1 Month

Requires: Traders, Weak Economic Focus

- **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.

XP: 5

Time: 1 Action + 2 Months

Requires: Merchants, Moderate Economic Focus

- **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.

XP: 5

Time: 1 Action + 3 Months

Requires: Caravan, Strong Economic Focus

SUB-UNIT: ADD TRADE WAGONS: 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.

XP: 5

Time: 1 Action + 2 Months

SUB-UNIT: ADD ARMED ESCORT: 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.

XP: 5

Time: 1 Action + 1 Month

Requires: Very Weak Martial Focus

SUB-UNIT: ADD WORK CREW: 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.

XP: 5

Time: 1 Action + 2 Months

Requires: Weak Economic Focus

UPGRADE: CHIEF MERCHANT (LEADER): 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. May conduct “standing orders” actions.

XP: 5

Time: 1 Action + 1 Month

Requires: Merchants + Any one additional upgrade/training/sub-unit

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.

XP: 5

Time: 1 Action + 1 Month

Requires: Caravan

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.

XP: 5

Time: 1 Action + 1 Month

Requires: Very Weak Political Focus

- **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.

XP: 5

Time: 1 Action + 1 Month

Requires: Representatives, Weak Political Focus

- **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.

XP: 5

Time: 1 Action + 2 Months

Requires: Diplomats, Moderate Political Focus

- **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.

XP: 5

Time: 1 Action + 2 Months

Requires: Ambassadors, Strong Political Focus, and at least 3 months of actions.

SUB-UNIT: ADD ARMED ESCORT: Adds guards to one Political unit 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.

XP: 5

Time: 1 Action + 1 Month

Requires: Representatives (minimum), Very Weak Martial Focus

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.

XP: 5

Time: 1 Action + 1 Month

Requires: Diplomats (minimum)

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.

XP: 5

Time: 1 Action + 1 Month

Requires: Ambassadors

SUB-UNIT: ADD SPIES: Trained in many skills that may seem underhanded to some, spies are experts at extracting and spreading information. This sub-unit may be used either for intelligence- gathering or for counterintelligence. 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. Spies specialize in the political arena – any scouting operations or economic actions asked of them will be at severe detriment.

XP: 5

Time: 1 Action + 3 Months

Requires: Diplomats

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.

XP: 5

Time: 1 Action + 2 Months

UPGRADE: TRAIN CONSULATE GENERAL (LEADER): 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. May conduct “standing orders” actions.

XP: 5

Time: 1 Action + 1 Month

Requires: Diplomats + Any one additional upgrade/training/sub-unit

DIVINE UNITS

CREATE: CLERICS: Creates a Cleric unit. These are newly or lightly trained Clerics who understand the basics of Divine casting. This means they are able to lend their assistance towards healing and research, but not well. However, due to their inexperience, they are not able to access any higher spells than the basic. Finally, they are not trained in team combat and are a non-combat unit. If attacked, they cannot fight back and will deal no damage to an enemy unit.

XP: 5

Time: 1 Action + 1 Month

Requires: Very Weak Divine Focus

- **UPGRADE: TRAIN IMPROVED CLERICS:** These Clerics have deepened their understanding of the divine. While the higher mysteries of the divine are still out of reach, they are able to use a wide variety of spells, and are better able to lend their assistance towards healing or research. Finally, they are not trained in combat and are a non-combat unit. If attacked, they can't fight back and will deal no damage to enemies.
XP: 5
Time: 1 Action + 1 Month
Requires: Clerics, Weak Divine Focus
- **UPGRADE: TRAIN GREAT CLERICS:** These Clerics have unlocked the great mysteries of the divine. Only the most esoteric knowledge and spells are outside of their reach. They are great assets in lending aid towards healing and research, though they have not specialized in either. Finally, they are not trained in team combat and are a non-combat unit. If attacked, they can't fight back and will deal no damage to an enemy unit.
XP: 5
Time: 1 Action + 2 Months
Requires: Improved Clerics, Moderate Divine Focus, been involved in 1 month of actions
- **UPGRADE: TRAIN GRAND CLERICS:** These Clerics have expanded their abilities. They are able to cast more spells than even the Great Clerics. Their aid in research and healing is unparalleled, even unspecialized. Finally, they are not trained in team combat and are a non-combat unit. If attacked, they cannot fight back and will deal no damage to an enemy unit.
XP: 5
Time: 1 Action + 2 Months
Requires: Great Clerics, Great Divine Focus, and been involved in 3 months of actions.

SUB-UNIT: ADD RESEARCHERS: Adding a group of dedicated researchers to the Cleric unit adds a level of specialization for any magical research. This will give a bonus when Cleric units are used for magical research equal to their level of experience.

XP: 5

Time: 1 Action + 1 Month

Requires: Improved Clerics, Weak Divine Focus

SUB-UNIT: ADD BATTLE CLERICS: Adds a group of Clerics with basic weapons and Militia training to the Divine 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 Improved Clerics, Veteran if the base unit upgrades to Great Clerics, and Elites if the base unit is a Grand Clerics. This sub-unit may only be taken once by each Divine Unit. If a Divine Unit completes the Combat Training Upgrade, this Sub-Unit will grant a +1 bonus on their Defend roll. In addition, 1 warrior who would have died is instead wounded.

XP: 5

Time: 1 Action + 1 Month

Requires: Weak Martial Focus, Very Weak Divine Focus

SUB-UNIT: ADD HEALERS: A group of Clerics specializing in healing, 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. Additionally, if resting rather than fighting, 1 of the Wounded Warriors is healed back to Able status. If resting in a friendly settlement or outpost, 2 of the Wounded Warriors is healed back to Able status

XP: 5

Time: 1 Action + 1 Month

Requires: Weak Martial Focus, Very Weak Divine Focus

SUB-UNIT: ADD BOLSTERED RANKS: Increases the size of the unit. These recruits 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 additions from sub-units. This sub-unit 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.

XP: 5

Time: 1 Action + 1 Month per level of base training

UPGRADE: TRAIN COMBAT TRAINING: The Divine Unit has been ordered to under martial training. They will be taken under the wing of knowledgeable instructors and taught the ways of fighting as a group. However, as they are not martial specialists, this requires better trained instructors than just unskilled levies.

A Divine Unit that completes Combat Training will be able to initiate combat actions. Furthermore, they will be treated as the same base training level of a Martial Unit. For instance, an Improved Cleric unit that completes Combat Training will be considered a Soldier Unit for Combat purposes.

XP: 5

Time: 1 Action + 1 Month per level of base training

Requires: Moderate Martial Focus, Moderate Divine Focus

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.

XP: 5

Time: 1 Action + 1 Month

Requires: Improved Clerics (Minimum), Combat Training, Unit been in 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.

XP: 5

Time: 1 Action + 1 Month

Requires: Moderate Martial Focus, Improved Clerics, Combat Training

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.

XP: 5

Time: 1 Action + 1 Month

Requires: Moderate Martial Focus, Improved Clerics, Combat Training

UPGRADE: TRAIN HEAD CLERIC (LEADER): One Cleric 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 re-roll a single Morale check per combat, which may be used to either stave off a drop in morale or to attempt to boost morale. Because this re-rolled morale check represents the commanding presence and inspiring words of a Commander and not that of additional training, this re-rolled morale check is NOT modified by training (Soldier, Veteran, Elite) and is a 1d10 roll. May conduct “standing orders” actions.

XP: 5

Time: 1 Action + 1 Month

Requires: Improved Clerics + Any one additional upgrade/training/sub-unit

ARCANE UNITS

CREATE: MAGES: Creates a Mage unit. These are newly or lightly trained Mages who understand the basics of Arcane casting. This means they are able to lend their assistance towards research, but not well. However, due to their inexperience, they are not able to access any higher spells than the basic. Finally, they are not trained in team combat and are a non-combat unit. If attacked, they cannot fight back and will deal no damage to an enemy unit.

XP: 5

Time: 1 Action + 1 Month

Requires: Very Weak Arcane Focus

- **UPGRADE: TRAIN IMPROVED MAGES:** These Mages have deepened their understanding of the Arcane. While the higher mysteries of the Arcane are still out of reach, they are able to use a wide variety of spells, and are better able to lend their assistance towards research. Finally, they are not trained in team combat and are a non-combat unit. If attacked, they can't fight back and will deal no damage to an enemy unit.

XP: 5

Time: 1 Action + 1 Month

Requires: Mages, Weak Arcane Focus

- **UPGRADE: TRAIN GREAT MAGES:** These Mages have unlocked the great mysteries of the Arcane. Only the most esoteric knowledge and spells are outside of their reach. They are great assets in lending aid towards research, though they have not specialized in either. Finally, they are not trained in team combat and are a non-combat unit. If attacked, they cannot fight back and will deal no damage to an enemy unit.

XP: 5

Time: 1 Action + 2 Months

Requires: Improved Mages, Moderate Arcane Focus, and been involved in 1 month of actions.

- **UPGRADE: TRAIN GRAND MAGES:** These Mages have expanded their abilities. They are able to cast more spells than even the Great Mages. Their aid in research and healing is unparalleled, even unspecialized. Finally, they are not trained in team combat and are a non-combat unit. If attacked, they cannot fight back and will deal no damage to an enemy unit.

XP: 5

Time: 1 Action + 2 Months

Requires: Great Mages, Great Arcane Focus, and been involved in 3 months of actions.

SUB-UNIT: ADD RESEARCHERS: Adding a group of dedicated researchers to the Mage unit adds a level of specialization for any magical research. This will give a bonus when Mage units are used for magical research equal to their level of experience.

XP: 5

Time: 1 Action + 1 Month

Requires: Improved Mages, Weak Arcane Focus

SUB-UNIT: ADD WEAVERS: Adding a group of dedicated Weavers to the Mage unit adds a level of specialization for any magical research. This will give a bonus when Mage units are used for magical research equal to their level of experience.

XP: 5

Time: 1 Action + 1 Month

Requires: Improved Mages, Moderate Arcane Focus

SUB-UNIT: ADD WAR MAGES: Adds a group of Mages with basic weapons and Militia training to the Arcane 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 Improved Mages, Veteran if the base unit upgrades to Great Mages, and Elites if the base unit is a Grand Mages. This sub-unit may only be taken once by each Arcane Unit. If an Arcane Unit completes the Combat Training Upgrade, this Sub-Unit will grant a +1 bonus on their Attack roll and Damage rolls.

XP: 5

Time: 1 Action + 1 Month

Requires: Weak Martial Focus, Very Weak Arcane Focus

SUB-UNIT: ADD BOLSTERED RANKS: Increases the size of the unit. These recruits 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 additions from sub-units. This sub-unit 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.

XP: 5

Time: 1 Action + 1 Month per level of base training

UPGRADE: TRAIN COMBAT TRAINING: The Arcane Unit has been ordered to under martial training. They will be taken under the wing of knowledgeable instructors and taught the ways of fighting as a group. However, as they are not martial specialists, this requires better trained instructors than just unskilled levies.

An Arcane Unit that completes Combat Training will be able to initiate combat actions. Furthermore, they will be treated as the same base training level of a Martial Unit. For instance, an Improved Mage unit that completes Combat Training will be considered a Soldier Unit for Combat purposes.

XP: 5

Time: 1 Action + 1 Month per level of base training

Requires: Moderate Martial Focus, Moderate Arcane Focus

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.

XP: 5

Time: 1 Action + 1 Month

Requires: Strong Martial Focus, Improved Mages, Combat Training

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.

XP: 5

Time: 1 Action + 1 Month

Requires: Strong Martial Focus, Improved Mages, Combat Training

UPGRADE: TRAIN HEAD MAGE (LEADER): One Mage 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 re-roll a single Morale check per combat, which may be used to either stave off a drop in morale or to attempt to boost morale. Because this re-rolled morale check represents the commanding presence and inspiring words of a Commander and not that of additional training, this re-rolled morale check is NOT modified by training (Soldier, Veteran, Elite) and is a 1d10 roll. May conduct “standing orders” actions.

XP: 5

Time: 1 Action + 1 Month

Requires: Improved Mages + Any one additional upgrade/training/sub-unit

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