

Organization Rules: Changelog: 4.0 to 4.1

- Updated “X Months” wording to “1 Action + X months” and fixed it everywhere in the document.
- Drastically expanded info on Keynotes since its such an important part to the uniqueness of each faction with supporting examples/ideas..
- Added in “Standing Orders” action option for Units, allowing for 3 month actions of the same type, but needs a Leader add-on.
- Updated each Leader (Commander, Chief Merchant, Consulate General, Head Cleric, Head Mage) upgrade type to allow a unit to conduct Standing Orders. Significantly lowered the prerequisites to take this upgrade as well.
- Changed some wording in Units; Move is now Move/Patrol, Push clarifies it is combining an attack/move action.
- Clarified in Foci upgrades/Org size upgrades that Exp invested must be completed, not just started, in order to continue building.
- Clarified that “Bulk buying” Foci upgrades is no longer an option; too much confusion. Each step (Very Weak to Weak, Weak to Moderate, Moderate to Strong, etc) must be done one at a time.
- Tweaked some wording to reinforce that upgrades only take the 1st action and then the time is required; an action is not needed every month during the upgrades (only to start it).
- Clarified that units will Rest automatically when in allied settlements or outposts; no actions are needed to do this.
- The Martial Focus level directly impacts combat against a settlement, giving bonuses to your settlement defenders.
- The Political Focus level is factored into being able to tell if someone is spying on your settlement.
- Expanded some wording to clarify that Org Actions for units can encompass multiple units in that action as long as they are in close proximity (Attack, Moves, Rest, etc)
- Clarified that Reinforce actions can only take place in home settlements (since it represents training and filling in for fallen soldiers)
- Heavy change to the Projects/Campaigns/Contracts section, hoping to proactively answer questions related to what these are.
- Removed the example of what Monthly actions look like on the forums; players will see this and its not needed in the rules
- Removed the Monthly Action example; lots of text for something that was highly specific and potentially more confusing to new players.