

LAST HOPE

LIVE ACTION ROLE PLAY

Complete Faction Mechanics & Rules
Version 2.4 – 2016

Last Hope – Live Action Role Play

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Last Hope - Faction Mechanics Table of Contents

WHAT IS A FACTION?	3 -
HOW DO I START A FACTION?	4 -
SETTLEMENT RULES	6 -
MONTHLY ACTIONS	11 -
HOW CAN I GET INVOLVED?	15 -
SETTLEMENT BUILDINGS	16 -
UNIT SUMMARY & ACTIONS	27 -
POLITICAL SKILLS.....	30 -
ECONOMICAL SKILLS	32 -
MILITARY SKILLS	34 -
UNIT COMBAT	41 -
HARVESTING SUPPLIES.....	47 -
SETTLEMENT INCOME	48 -
POLITICS, CAMPAIGNS, & PROJECTS	49 -
RECRUITMENT DRIVES	50 -
CREDITS & DISCLAIMERS	51 -
Disclaimers	51 -

WHAT IS A FACTION?

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

Each month, factions will be allowed to take certain actions, depending on their size and resources. These actions must be submitted to the Faction Herald by the action deadline each month to be performed that month. These actions include writing letters to NPCs, sending shipments of supplies to other settlements or soldiers in the field, moving troops, and many more. If you are unsure as to whether or not your faction is able to do something, ask before the actions are due, allowing yourself time to change the action if you are not capable of doing exactly what you want.

At the end of each month, Faction Leaders will be sent a Monthly Report: a short list detailing the faction's financial or supply gains, the outcomes of any combats with which they were involved, the completion of any projects on which they were working, the current total of each Resource available to the faction for that month, and responses to letters which they may have sent.

Of course, not everyone is a master tactician, a shrewd politician, or an expert bookkeeper. You may choose to take a very active role in the actions your settlement takes each month, reaping the benefits as they arrive and having a more direct impact on the game. You may also choose to take a more passive route, allowing your faction to go about their business with minimal direct intervention from you as the faction leader. Doing so results in them taking fewer risks and leads to smaller pay outs, but requires less input from you, and allows you to focus on other aspects of the world as you see fit.

HOW DO I START A FACTION?

The first question to ask yourself is: Do I really need to start a faction? There are several groups in the game currently, so the first step is to check some of them out. They already have a working faction, and most are happy to recruit new members. If you find one you like which fits your character and their personality, feel free to talk to that Faction's Leader to ask about joining. If this works for you, congratulations! You are now a member of a faction! To find more information about existing factions in the game, feel free to check out our wiki page on the subject (<http://lasthopelarp.wikispaces.com/Established+Factions>) . There you will find a brief summary of each faction, which may help answer some questions you have.

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

If none of the factions fit your needs, or the one you like isn't recruiting, then there are a few things to know before your faction can be submitted for approval. The first step is to have an idea. What kind of group do you want to be? Noble warriors and their supporters like the men and women of Vandregon? Scoundrels and thugs without morals like the Pirates of New Oarsmeet? Perhaps you would prefer to be merchants united in the name of profit like the Mardrun Trading Consortium. There is a possibility for whatever you want to do within the scope of the world, it may just require some creativity.

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

- At least **four dedicated, active PC members**; meaning they cannot already belong to another faction and a PC is considered “Active” for the purposes of the faction mechanics if they have attended an event in the current “block of time”. See “Active Status Members” below.
- At least one of these members must have the **Resources skill** in some manner relevant to the faction, allowing them access to the funds, supplies, and people necessary to form a settlement.
- The loyalties of the members should be easily discernible through some form of **heraldry**: tabards, belt flags, color motifs, and the like all work well, but must be unique

to your faction and worn by any PCs and NPCs during events. Check with a Herald if you need any help deciding what to use.

- A **starting investment** of 25 silver, representing your group putting money into the settlement in an attempt to get it off the ground.
- The final piece of the puzzle for the Faction Leader to assemble is the **back-story**. Similar to PCs, each faction requires a backstory approved by a Herald to ensure that it fits the scope and feel of Last Hope. This story should explain roughly how the faction came to be, explain a little about their personality as a group, and give a little information about the direction they may be trying to go. It will be posted on the wiki page once it is approved, so revealing major plot twists in said story may not be in your best interest. As a reminder, though, the wiki page is to be used for player knowledge, not character knowledge, and if you feel that another player is abusing this resource, discuss the matter privately with a Herald to address the situation.

So you have your story, your members, and your heraldry. You're good to go now, right? Wrong. Everything needs to be submitted as a whole for Herald Approval before the faction is established. Once everything is approved, you will speak with the Faction Herald to discuss the location of your settlement, any buildings, perks, or units you may have, and they will address any questions that might come up. Just because there is the final catch-all at the end does not mean, however, that you should do everything for a faction at once, submit everything together, and expect it to be perfect. Factions take time to establish in the real world, and you should be patient in creating yours. Check in with the Faction Herald periodically as you work to save yourself the time and energy it would take to possibly rewrite major portions of your faction's information.

SETTLEMENT RULES

Once the initial startup investment is paid to build the Settlement in which your faction will operate, you will choose a location where your home settlement will be built at. This settlement is little more than a somewhat organized community, a handful of families who banded together towards a common goal. They may be improved through any of the Buildings listed below. Each Settlement also begins with one of the basic unit types: Militia, Representatives, or Traders, to be decided upon the founding of the Settlement.

Each Settlement is operated and maintained through the expenditure of four main Resources: Silver, Supplies, Time, Experience, and People. To construct a building or train a unit, you must first have the required Silver, Supplies, and Experience before construction begins. Declare your intent to construct the building or train the unit during the Monthly Actions for your faction. Once you declare your intent to create said building/unit, the materials will be deducted from your totals and your timer begins until the project is complete. Your faction can only construct one building at a time; this represents a group effort of finding construction workers, pooling resources, and working together and tasks your faction accordingly. Creating or training a unit does not count as a construction project and these may be done as well as construct buildings.

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

- **Population** is just that: the number of able-bodied residents in your settlement. They will work for you, play a role in the defense of your settlement, and will be used to fill various units for your faction. Every 6 months (January and July) your population has a chance to increase due to childbirth and the expansion of your people. This is typically 1-5% of your current population and is influenced heavily by morale, you could even see a negative to this growth rate should you neglect your people.
- **Supplies** is an abstract blanket term used to describe anything that can be used to improve life in the settlement: Food, water, blankets, clothing, lumber, stone, and so on. Supplies are required to construct buildings which improve your settlement and grant your faction access to certain perks, but may also be needed to feed your Settlement in times of need. Harsh winters, for example, will make the gathering of supplies much more difficult, and you should plan accordingly, stockpiling a few extra Loads of Supplies to feed your settlement through the hard months. Summer and autumn tend to yield more crops, on the other hand, and would be good seasons to prepare for winter..
- **Morale** indicates the happiness of your population. If the people are happy, they will work harder and faster than if they are unhappy. Upset villagers can slow work, and may engage in protests, and even riots or open banditry. By maintaining a high morale, you ensure that your projects will be complete on schedule, and that further resources will not

need to be devoted towards keeping the peace. Content citizens will work harder, produce more supplies, accept higher taxes, fight harder and be in better health than unhappy citizens. The scale for settlement morale is Inspired / Elevated / Neutral / Concerned / Demoralized. Things that can boost morale are things such as donating gifts to the people, letting them use extra supplies, or holding festivals. Things that can diminish morale are pushing workers too hard, taxing them heavily, consuming Supplies when none are in storage, and being attacked and raided by enemies. Morale will “return to neutral” over time whether it is boosted or diminished. Morale modifies almost everything your faction will try to do, so keep your people happy!

- **Silver** is rather self-explanatory: People prefer to be paid for the work they do. By spending silver from your coffers, you are able to purchase the materials, labor, and other required components to complete projects. These amounts are also a bit abstract and do not reflect the true costs of the materials in the game world; they represent more of the cost of investment or the net costs related after a number of hidden variables are determined. Many Ulven clans still do not see the value of the Vandregonian silver, opting instead for a system of bartering. They will still use this resource, as it represents the value (in silver pieces) of the good or service procured. Only the faction leader has access to the faction coffers.
- **Time** is the full number of months required to build a structure. Some constructions are rather quick and can be done in the same month as your action. These will be labeled as “Action” meaning that when you submit your actions during the current month, you can expect a result at the end of the month. Some projects will take longer and will be listed as “Action + X” meaning that after the initial action, you will need to spend X complete months building that structure as well.
- **Communication** between groups and entities in the game can make an enormous impact on your efforts as a faction. Player run factions and players may communicate freely among themselves without the need of skills or buildings. You just simply seek out other players or factions and communicate as you wish. However, communicating with the “game” is different. Should you find yourself wanting to send a message to an ulven Clan, or a colony leader, or NPC entity then you have to go through proper channels. You cannot just simply submit a letter and expect it to be delivered. Factions may build a falconer’s tower and send messages, players can take the Trade:Courier/Falconer or Resource:Courier skills and be able to assist in sending messages, or players can hire a courier for a fee to deliver a message. Some methods of communication are limited (hawks can only carry so much) and some methods may allow you to deliver silver and items as well (like a courier).
- **Units** are groups of individuals with a themed purpose, such as a militia for fighting or traders for moving goods. All units that are able to be given orders in the field take up a

“unit slot” of a settlement, meaning a faction will eventually max out their allotted units able to be built and supported by the settlement. Each settlement starts with two unit slots and may house up to two units of any kind at a time. They are considered to be self-sufficient or working to maintain themselves during this time if they are given Rest actions. These unit slots can also be used temporarily to house allied units, and any additional units may require the settlement to consume Loads of Supplies each month to avoid taking a penalty to Morale as the need to feed and equip them becomes a drain on the people. These accommodations may be expanded through the use of certain buildings.

- **Storage** of items or goods for the faction can be helpful if you have certain things that should be kept at home or with the faction headquarters. Only the faction leader has access to the storage of a faction. Settlements begin with enough storage space to hold 4 “Loads” indefinitely, although this may be increased later by additional buildings. A “load” could be an item, a stack of a single type of reagent, a type of export or trade good, or 1 unit of Supplies.
- **Projects/Research/Campaigns** can be conducted at a settlement giving your people another goal or activity to work towards from month to month. Perhaps your mages want to research and look into a magic ritual that can help in some way? Perhaps your laborers want to look at a way to increase an export later in the year? You can task your people and applicable buildings with doing research or work towards some sort of goal. This can further be enhanced by player actions at events and Resource skill usages. Most of these projects will be time-intensive goals that require attention in order to complete. Political Campaigns (detailed at the end of this ruleset) are included in this type of activity.
- **Experience** (or XP) is used to show how active members of the faction are in the events surrounding their lives in the world, and also indirectly represents the motivation of the population to strive for greatness. If the people of a village see their leaders out and about working to improve the world, they will seek to emulate those leaders. However, if those who control their home are apathetic to the world, chances are the populace will be as well. A faction earns one experience point each time one of their members attends an event AND visibly displays the heraldry of the faction. **Declare your faction affiliation and display your heraldry at check-in to earn this XP.** Standards and flags played a large role in the fame and attention granted to nations, factions, and units: a group of mismatched adventurers with small belt flags will be less noticeable than a cohesive unit decked out in bright tabards and carrying a standard, flying their faction's colors. To replicate this, showing up to an event with at least four PCs and prominently displaying a standard, flag, or other herald-approved symbol for your faction will earn you an additional XP for that event. There may also be circumstantial ways to earn bonus exp at an event, for providing an impressive display or conducting activities that really show the influence of your faction. This will be coordinated through the Faction Herald and is not

a guarantee per event; if you have ideas on how you can make an impact on an event with your faction, feel free to submit your idea to the Faction Herald for review.

- In order to wield any sort of significant influence over the world, factions are expected to maintain some level of active presence, both in- and out-of-game. **To remain Active as a faction**, the group must accrue 5 XP in a 6 month period (see “blocks of time” below) by attending events and it must have 4 dedicated members. In addition, the faction leader must, in those 6 months, submit at least one monthly action via the forums (<http://lasthopelarp.proboards.com/board/7/factions>). Attendance for factions will be based on two “blocks” throughout the year; January to June and then July to December. A PC is considered “Inactive” for the purposes of the faction mechanics if they fail to attend one event in any given block of time. If an Inactive PC fails to attend one event in the next following block of time after becoming Inactive, they will be removed from the faction roster. This is in the interest of fairness to more active players: Players who rarely (if ever) attend events will not be able to use these mechanics to accumulate fortunes, armies, or political power between games. Factions themselves are on this same block of time format; should they fail to accrue 5 exp in any single block of time, they will revert to Inactive and will be unable to earn or lose Silver or Supplies, nor will they be able to take any action with any of their units until they fulfill the requirement to once again be an Active faction. If Inactive, the settlement and the faction will move into a self-sustaining mode and be more passive at this time, tending to daily needs rather than ambitious goals. After one more 6 month block of time of being Inactive, your faction has stopped all production and has a chance to disband entirely or revert back to a narrative group. Other players interested in reviving the faction may work with the faction herald at this point to take over. If at any time the roster of a faction drops to less than 4 members, the faction is immediately reverted to Inactive status for the current block of time and has a chance to disband should you be unable to get additional members to keep the faction going.
 - For example, Faction A has 4 PCs. During the first block (Jan-Jun) of the year, three PCs attend one event and the faction leader attends three events. The group has earned 5 exp in the Jan-Jun block, so it remains active. However, the 4th PC never attended any events, so their roster now shows 3 Active members and 1 Inactive member. During the second block (July-Dec), each active member attends 2 events, generating 6 exp for the faction. However, the Inactive PC still did not show and is removed from the roster. Even though the faction earned enough exp (6 total) from attendance, the current roster still places the faction as “Inactive” for the next block of time, Jan-Jun of the next year. During this time, the faction still exists but will be on “standby” and cannot be given actions. If by the end of that block (the end of June) if that faction has not gained a 4th member, it will disband or return to narrative.

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

Each settlement begins with a total of 100 Civilians, included in that number is one basic unit of your choosing. Each building constructed and each unit trained requires Supplies, Silver, Experience, and People. You must have the required amount of each of these resources available before the project can begin. Any Civilians not assigned to a unit or building will work each month, producing enough food, supplies, and silver to maintain the settlement, plus an additional chance to earn extra supplies per month. The excess supplies may be stored to use for further improvements to the settlement, spent on fixing units and repairing buildings, and aiding other factions in need. This extra silver may be stored to purchase upgrades for the settlement, or may be withdrawn and given to the faction's players. Faction leaders are encouraged, however not required, to keep some silver in their coffers for emergencies.

MONTHLY ACTIONS

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

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

- **=== FACTION RESOURCES & STORAGE ===**

Total Population: (The total number of people in your faction's settlement, buildings, and units)

Civilians: (The number of non-assigned people that are working the farms or available to be turned into units or assigned to buildings)

Morale: (The current morale of the settlement)

Economy Rating: (The modified sum to your income rolls each month after all positives and negatives have been factored)

Silver: (The amount of money in your faction coffers)

Harvest Flips: (The total number of harvest attempts your settlement makes each month)

Harvest Re-flips: (The total number of failed harvest attempts that can be tried again)

Storage(4): (Anything Supplies or non-Supplies based that is stored at the settlement, with a number showing you the max number of things that can be stored)

1)

2)

3)

4)

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

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

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

- **=== SETTLEMENT BUILDINGS & PROJECTS ===**

Building Name (This is where each building is detailed. The number of civilians needed and the affects and attributes of the building will be summarized here, along with any economic drain or boost).

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

Faction Perk:

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

Faction Flaw:

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

- **=== FACTION UNITS ===**

Units Slots & Housing:

- (This is where how many “unit slots” and what unit types allowed are detailed)

Unit Name

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

- **=== MONTHLY ACTIONS & UPDATE ===**

Monthly Information

Income: (This is where your fluctuating income will be detailed out, modified by random variables and your economic boosts and drains.))

Harvest: (Each month your people will attempt to roll against a Harvest score. Getting far below that score will cost you supplies, below but close will sustain your settlement,

hitting that score will net you a load of supplies, and getting far above it will grant you even more supplies.)

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

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

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

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

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

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

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

It is very important to keep in mind the scope of the world when planning your faction's desired actions each month: you make up a small community of people. Cities such as Newhope and New Aldoria are comprised of several thousand, whereas the larger Ulven clans may be tens of thousands or more. This does not mean that your faction is insignificant, it is simply to remind leaders that there is always someone bigger. Your faction may not have the numbers to win an assault on the center of Clan Grimward territory, but perhaps they could take or hold an outlying village, or persuade someone who has that kind of military presence to assist you. Other factions will often be willing to work with you to accomplish these goals, so communicate! Talk to each other, set up trade routes and deals, determine the tactics to be used for an upcoming battle. Find allies, send hawks or diplomats to speak for you where you cannot. The world will change, with

or without your efforts. You may not be able to force a drastic difference in the course of actions, but you may be able to guide it towards a favorable outcome, and with enough groups working together and planning their actions accordingly, the possibilities are nearly endless.

Monthly Action Examples:

Pack Longfang sends their warriors on patrols around their outpost, watching for increased Mordok activity. They have been instructed to try to set up ambushes and use hit-and-run tactics, but to fall back if outnumbered. After spending a load of supplies to send the warriors out on a task, it is determined that the warriors find a small group of Mordok that month, but the creatures flee at the first sign of opposition. *This is an example of a moderately detailed action: The unit has a simple task, but slightly elaborated instructions, giving the faction herald a greater idea of what they are trying to accomplish and how they wish to see that action through.*

The Phoenix Syndar have harvested a handful of extra loads of supplies over the course of the year and wish to sell a few of them off, trying to earn an additional profit from their unneeded supplies. They declare in their monthly actions that they wish to sell two Loads of Supplies using their Caravan unit, leaving the rest to the discretion of the faction herald. The results of the month's actions determine that the Caravan is able to make a profit of 5 silver per Load, resulting in 10 silver being added to the faction's resource totals. *This is an example of very passive actions. Minimal details were given to ensure that the action was completed. Additional details or in-game role play would have resulted in a larger profit, though at the cost of time and effort on the part of the faction leader.*

The Ravens have decided that they wish to persuade one of the nobles on the Council of Ten to lend aid to the war. They announce that they would like to use their Resources: Political to arrange a meeting with a representative for that noble. They dispatch their Representatives to the noble as well, specifying that they would like to try to convince the noble that joining the war would be profitable for them, as well as using subtlety to make the noble believe it was their idea to join. The noble agrees to send a few units as well as a number of carts with supplies to the front lines of the war, being very vocal about this action and pushing for other nobles to match their effort. *This is an example of highly detailed actions, with details and plans in place for the faction herald to work with. The actions were highly successful, although such a result is not guaranteed. They were also far more effective than if the Ravens had chosen a far more passive route.*

HOW CAN I GET INVOLVED?

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

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

SETTLEMENT BUILDINGS

Below is a list of buildings available to improve your settlement. Each Building may be constructed once per settlement unless otherwise noted. Buildings can become damaged by enemy attacks, fires, or natural disasters. A damaged building is inoperable and gives no benefit to the settlement until it is repaired; a list of materials and the time needed to repair a building will be noted.

BUILD ACADEMY: Your settlement seeks to establish itself as a place of knowledge and power in the ways of magic. This building grants you access to the Mages unit and has the potential to give you circumstantial bonuses throughout the year. This building also allows you to coordinate with a herald to bring in an NPC with access to the Lore: Arcane skill to events. If no NPC is available, your faction will have access to this Lore skill between events.

Civilians: 5

Silver: 20

Supplies: 2 Loads

XP: 5

Time: Action + 3 Months

BUILD ARCANE LABS: By expanding on your Academy, you build a new wing that serves the purpose of expanding research and project management. This building gives you 1 additional Project that can be worked on in addition to your 1 allowed in your settlement as long as this 2nd project has to do with magic research. Additionally, this buildings grants you the use of a Resources:Arcane OR Resources:Ritual skill once per month. Unfortunately, the odd reagents and costly/fragile supplies needed to conduct experiments will have a slight drain (-1) on your economy.

Civilians: 5

Silver: 20

Supplies: 2 Loads

XP: 5

Time: Action + 3 Months

Requires: Academy

BUILD ARMORY: Tending to the armor and weapon needs of the settlement and military units, this building gives your people access to tools and materials to keep weapons and armor in good shape. Choose Improved Weapons OR Improved Armor at the time of construction; the economic drain of the chosen perk (regardless if it is on one unit or many) is reduced to zero. If your settlement also has a Town Guard, they are upgraded to Soldier quality instead of Militia if you have this Armory. This building also grants your members a bonus to downtime mechanics for fixing or maintaining equipment.

Civilians: 5

Silver: 25

Supplies: 2 Loads

XP: 5

Time: Action + 3 Months

Requires: Barracks

BUILD BANK: Your settlement has established a financial institution in order to more efficiently facilitate the flow of wealth into your coffers. This building allows your players to “bank” their silver, depositing any they do not wish to carry with them during the event while registering, or withdrawing any they have previously banked in a similar fashion. In addition, this building grants you a slight bonus (+1) to your income each month, making it easier to make money.

Civilians: 5

Silver: 20

Supplies: 2 Loads

XP: 5

Time: Action + 3 Months

BUILD BARRACKS: Your settlement has constructed a building to house and train military units. This building allows you to add one additional "Military unit slot" to your settlement. This building is required to train military units up to Veteran and Elite levels, to Reinforce units that are Veteran or Elite levels, and to add certain specialists to a unit.

Civilians: 5

Silver: 20

Supplies: 2 Loads

XP: 5

Time: Action + 3 Months

BUILD TRADE GUILD: This building represents both a guildhall for specialists to ply their specific trades for your settlement and also a trade guild membership for discounted services throughout numerous settlements. As a group, they are generally able to meet the needs of your community in a variety of different trades. This building grants a bonus to your members in regards to downtime mechanics to heal wounds AND to repair equipment. When you construct this building, you may choose to have the tradesmen help your economy with a slight benefit (+1) to your economic income each month OR you may choose one of the trade skills available. Your faction may have access to that trade during the time between events and has the potential to grant you circumstantial bonuses during the course of the year. Each craftsmen type may have the ability to work on projects or do special research, depending on the chosen trade.

Civilians: 10

Silver: 25

Supplies: 2 Loads

XP: 5

Time: Action + 3 Months

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

- Ferry
- Tolls
- Special Gardens/Greenhouses

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

Civilians: Variable

Silver: Variable

Supplies: Variable

XP: 5

Time: Variable

BUILD EXPORT: There is some resource of significant value in your area available for harvest: be they herbs for potions, grapes to make wine, spices, precious metals or furs, something in your area is valuable and able to be gathered and sold for profit. This building represents the necessary structures, tools, and space to create and harvest your export. When you take this building, you will coordinate with a herald to determine what resource your workers will harvest. You will then choose 2 months out of the year when your Export is harvested.

During the months the Export is harvested, you will gain a significant economic bonus, depending on whether or not you have an economic unit available and tasked with shipping it, and how extensively trained/upgraded they are. This bonus will also increase if you are able to coordinate and line up a buyer in-game or build additional buildings that may help an export. The silver earned from an export may seem small, but keep in mind that this is simply the profit, as standard expenses regarding the shipment of the product is already included. You may, of course, take a much more active role in moving your goods: Organizing a trade route, lining up a buyer, and discussing payment with traders or merchants who may be willing to move the products for you will likely result in a higher profit, although it will require additional work. Due to the infrastructure established during the construction of this perk, your faction will gain a small (+1) economic boost each month. This building can be built multiple times.

Civilians: 5

Silver: 30

Supplies: 3 Loads

XP: 5

Time: Action + 3 Months

BUILD FALCONER'S TOWER: One of the most valuable resources for a faction is its ability to quickly and effectively communicate with others. This building grants the use of a single

messenger hawk per month, to be used at the faction leader's discretion. Factions may communicate freely and immediately with other players or player factions without this building but need means of communication like a messenger hawk to contact NPC groups within the game. Because the hawks must be able to fly long distances and quickly, messages must be limited in size/weight so that it does not interfere with the bird's flight. This means that a hawk cannot carry extra messages/documents, silver, or items and the message sent must be limited to 350 words or less. While there may be more than one hawk in the tower, they take a long time to recover from long flights and even longer to train, resulting in the limited usage of the birds. Requiring specialized diets, training, and staffing, this building acts as an additional drain (-1) on your economic resources each month.

Civilians: 5

Silver: 20

Supplies: 2 Loads

XP: 5

Time: Action + 3 Months

BUILD FARMS: A series of small farms and fields of crops added to any settlement can make it much easier to harvest much needed food and raise animals. This building reduces the Harvest score each month by 1, making it much easier to feed your populace and easier to harvest additional Loads of Supplies. There are no people needed for this building; your available civilians farming the land are considered to be the workforce necessary for the buildings.

Civilians: 0

Silver: 20

Supplies: 2 Loads

XP: 5

Time: Action + 3 Months

BUILD GARDENS & PENS: Regular farms can keep your people fed and supported fairly well, but expanding on the gardens and livestock pens can drastically increase the amount of supplies generated by your farmers. The expanded production of food can be helpful in generating extra loads of supplies, which can help sustain your units in the field. This building allows you to flip 1 additional coin when calculating how many coins are flipped based on your current civilian populace.

Civilians: 0

Silver: 20

Supplies: 1 Loads

XP: 5

Time: Action + 2 Months

Requires: Farms

BUILD ASSEMBLY: A seat of government within your settlement, the Assembly allows your people to meet and discuss matters that influence their lives. Whether this be current trading

markets, disasters that plague your people, or discussion about policies and law within your populace, the assembly gives your people a place to be heard. This building grants you a reroll on any morale checks in the settlement that would cause your people's morale to drop and a boost to any efforts made to increase the morale of the populace (gifts, ceremonies, celebrations, etc). In addition, your settlement can coordinate another Project as long as it pertains to some sort of political agenda.

Civilians: 5

Silver: 20

Supplies: 2 Loads

XP: 5

Time: Action + 3 Months

BUILD EMBASSY: This building, constructed specifically for the purpose of housing visitors and diplomats from other settlements and also to train those who deal in the arts of politics and diplomacy, will improve your faction's standing with any political representatives staying within its walls. This building allows you to add one additional "Political unit slot" to your settlement. In addition, your settlement can coordinate another Project as long as it pertains to some sort of political agenda. This building is required to train a political unit up to Ambassador training.

Civilians: 5

Silver: 20

Supplies: 2 Loads

XP: 5

Time: Action + 3 Months

BUILD HOSPITAL: Tending to the sick and wounded, your settlement will be able to respond much better to any diseases or sicknesses that could fall upon your populace. This building gives allows you to train the Healers unit that can be added on to military units. For each unit stationed (resting or acting) in your settlement, flip a coin. If heads, that unit will heal 1 wounded person. This building grants a bonus to your members in regards to downtime mechanics to heal wounds.

Civilians: 5

Silver: 20

Supplies: 2 Loads

XP: 5

Time: Action + 3 Months

BUILD HUNTER'S LODGE: A place for hunters to coordinate game, trap animals, dry meat, and tan leather, a hunter's lodge can be a valuable tool for providing extra food and resources to a settlement. Choose a season (Spring, Summer, Fall, or Winter); the harvest score drops by 1 during that season as this represents your hunters focusing on trapping and hunting game to assist with the harvesting of food for your settlement. In addition, this building gives good bonus to any members with Trade:Hunter donating trapped "small game cards" to the faction to help generate supplies or influence harvest roles.

Civilians: 5

Silver: 20

Supplies: 2 Loads

XP: 5

Time: Action + 3 Months

BUILD LABOR GUILD: This building encourages your Civilians to work for you, and to work harder at their jobs. Whenever your settlement rolls against the Harvest score, it may reflip a failed coin flip. If your settlement harvests an export, this unit also increases the total yield from that export's harvest. A settlement with a Laborer's Guild may also construct two building projects at the same time.

Civilians: 5

Silver: 25

Supplies: 3 Loads

XP: 5

Time: Action + 3 Months

BUILD LIBRARY: When you construct this building, choose three Lore skills. This building allows you to coordinate with a herald to bring in an NPC with access to one of those Lore skills at events and has the potential to give you circumstantial bonuses throughout the year. If no NPC is available, your faction will have access to these Lore skills between events. This building also gives you the ability to research another Project, adding on to the number of projects you can normally research. In addition, this building also gives a slight bonus to the Academy and the Temple, making them more effective in various ways.

Civilians: 5

Silver: 20

Supplies: 2 Loads

XP: 5

Time: Action + 3 Months

BUILD LUMBER MILL: Designed to harvest lumber more efficiently, this Building improves your chances of harvesting loads of Supplies. Whenever your settlement rolls against the Harvest score, it may reflip a failed coin flip. The lumber mill also acts as a bonus (+1) to your economic income each month. In addition, the lumber harvested by this Building reduces the construction time for your Settlement's Buildings by 1 month.

Civilians: 5

Silver: 30

Supplies: 3 Loads

XP: 5

Time: Action + 3 Months

BUILD OUTPOST: Your settlement has constructed a forward base of sorts, improving your awareness of your surrounding areas, granting your units a place to rest during peace times, and a defensible position during war. This outpost is primarily a small wooden group of buildings with perhaps a basic fence and a small lookout. Additional defenses, such as Walls/Watchtowers and stationed military units, can improve the usefulness of the outpost. The outpost may store up to two Loads of Supplies and can house one unit of any kind each month at no penalty to the Settlement. Due to the resources needed to maintain an Outpost, this building will act as a slight to heavy drain (-1 to -5) on your economic income each month based on the distance between the outpost and the settlement.

Civilians: 5

Silver: 40

Supplies: 4 Loads

XP: 10

Time: Action + 4 Months

BUILD SEAPORT/PIERS: This building allows you to dock larger seafaring vessels or shallow hull boats, allowing you to move goods onto nearby piers and into your settlement much more easily. Although it requires constant upkeep to maintain, the efficiently in moving goods so close to your settlement makes it worth the price. Any settlements that ship or receive an export by sea will drastically increase their profits and this building negates any penalties for how islands or remote locations impact the cost of supplies. Due to the upkeep needed, this building has a slight (-1) economic drain on the settlement.

Civilians: 5

Silver: 40

Supplies: 3 Loads

XP: 5

Time: Action + 3 Months

BUILD ROADS: By removing bad terrain and smoothing out roads and maintaining them around the settlement, your people have been able to make several miles of smooth road which makes transportation by foot and by cart or wagon much easier. Any units that leave your settlement on orders to move and act once they arrive (Push action) have a small chance that they can perform those actions with no penalty or loss to morale. In addition, the roads make it easier and more inviting for merchants to travel to your settlement and give you a slight (+1) economic boost. The civilians needed for this building represent the workers who maintain the roads, fill in the ruts, and push out the snow in the winter.

Civilians: 5

Silver: 20

Supplies: 2 Loads

XP: 5

Time: Action + 3 Months

BUILD SETTLEMENT DEFENSES: This building is actually a series of static defenses; spiked entry ways, enhanced towers, reinforced gates, burning pitch or oil, stockpiles of hurling rocks, and other means of defending your settlement during an attack. Any units that are defending your settlement or any civilians drafted to fight back against any raiders or invaders do an additional point of damage in combat. Unfortunately, stockpiling these additional weapons/defenses and keeping them always at the ready has a slight (-1) drain on your economic rating. Note that “Siege” attacks are not directly on a settlement and therefore these defenses will not help the defenders.

Civilians: 0

Silver: 20

Supplies: 1 Loads

XP: 5

Time: Action + 3 Months

BUILD STOREHOUSE: This building allows your settlement to store an extra four Loads of Supplies or other goods inside your walls indefinitely. Whether it be salt dried or smoked meat, packaged supplies, pickled and canned goods, or just utilizing food that expires first and saving stable foods for later, the proper utilization and organization of food and supplies lets this building allow you to reflip 1 failed Harvest roll per month.

Civilians: 5

Silver: 20

Supplies: 2 Loads

XP: 5

Time: Action + 3 Months

BUILD TAVERN: Not just a regular tavern or inn, this building is a dedicated establishment with rooms for rent, a feasting hall, meeting rooms, and space to host travelers. The ability to serve hot meals, cold brews, and quality rooms draws locals to your settlement and allows people to visit in good comfort. The influx to your economy is helpful, granting you a slight (+1) boost to your economy rating. In addition, your settlement may “house” one guest or allied unit so that there is no additional drain on your Supplies. This does NOT add another “unit slot” to your settlement, but instead lets you accommodate visiting units easier.

Civilians: 5

Silver: 20

Supplies: 2 Loads

XP: 5

Time: Action + 3 Months

BUILD TEMPLE: Whether a shrine to a specific being or simply a place for others to come worship as they choose, this perk grants your settlement a spiritual center. This building grants you access to the Clerics unit and has the potential to give you circumstantial bonuses throughout the year. In addition, it allows you to coordinate with a herald to bring in an NPC with access to

the Lore: Divine skill to events. If no NPC is available, your faction will have access to this Lore skill between events.

Civilians: 5

Silver: 20

Supplies: 2 Loads

XP: 5

Time: Action + 3 Months

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

Civilians: 10

Silver: 25

Supplies: 2 Loads

XP: 5

Time: Action + 3 Months

BUILD TRADING POST: A gathering spot for merchants and customers alike, the Trading Post is often considered the hub of any market setting. This building allows you to add one additional "Economic unit slot" to your settlement. The Trading Post also acts as a slight benefit to your economic income each month (+1 econ rating) and can help influence your faction's ability to find supplies and items on the open market, making finding items or finding them at a fair price easier. This building is required to train an economical unit up to Caravan training.

Civilians: 5

Silver: 20

Supplies: 2 Loads

XP: 5

Time: Action + 3 Months

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

Civilians: 0

Silver: 15

Supplies: 1 Loads

XP: 5

Time: Action + 1 Months

Requires: Bank

BUILD WALLS: Improving the defenses of your settlement, this building increases your chances of successfully defending your settlement against attacks by making better walls, secure gates, or elevated defenses that make defense easier. This building can be completed a total of three times; Walls will grant a +1 Defense bonus, Improved Walls will grant another +1 Defense bonus (stacks), and Greater Walls will reduce the lethality of combat to defending units (1 dead fighter is instead wounded at the end of combat). This Building requires no Civilians to maintain, although any units stationed in the settlement or Civilians actively defending will be more effective in combat to defend the settlement. This building can be constructed on a settlement or an outpost. Note that “Siege” attacks are not directly on a settlement and therefore these defenses will not help the defenders.

Civilians: 0

Silver: 20

Supplies: 2 Loads

XP: 5

Time: Action + 3 Months

BUILD WATCHTOWERS: Serving as a series of lookouts and elevated locations around and inside the settlement, watchtowers allow you to post guards that have a great chance of spotting incoming enemy troops or to see things happening in the nearby countryside. Similar to a Scout unit, this allows you to get notifications early on about enemies moving on your settlement, allowing you a chance to respond to hostile actions against your settlement. This also gives you a chance to see encounters taking place nearby, such as banditry or opportunities, and they may be presented to you early on. Creating this building upgrades your settlement and any outposts you have built; it need not be built for each one.

Civilians: 5

Silver: 20

Supplies: 2 Loads

XP: 5

Time: Action + 3 Months

BUILD HOUSING: A series of dwellings and buildings for minor storage, these are dedicated to living quarters for people assigned to jobs other than tending the fields and working the buildings in the settlement. Whether it be the living quarters of soldiers on the march, traders who come and go in the settlement, or politicians that are constantly working different campaigns, these houses allow you to expand your settlement with additional units. You gain one “unit slot” for your settlement of any type and can house that unit or an allied/visiting unit. You

can buy this building multiple times, but each building beyond the first will have a slight (-1) economic drain to your settlement.

Civilians: 0

Silver: 20

Supplies: 2 Loads

XP: 5

Time: Action + 3 Months

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

Civilians: 5

Silver: 20

Supplies: 2 Loads

XP: 5

Time: Action + 3 Months

UNIT SUMMARY & ACTIONS

A unit begins as one of three possibilities: Militia, Representatives, or Traders. This base unit is composed of 20 Civilians from your settlement and may be upgraded over time through skills available to that unit's branch (Military, Political, or Economic). Some skills increase the size of this unit, either through training reinforcements or adding a smaller sub-unit of alternately skilled individuals. Each of these upgrades requires the stated number of resources (silver, supplies, civilians) from your settlement to acquire. Units have a maximum size of 40 members, although your faction may have several units. In addition, 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, although the number of troops filling this unit increases as normal as well. Upgrades (Commander, Toughness, Improved Equipment, etc.) do not count as specialized sub-units and can be added even if a unit has sub-units attached, but they cannot be taken more than once unless the skill states otherwise.

A unit has five attributes which will affect its ability: Able, Wounded, Morale, Supplies, 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.
- **SUPPLIES** are the things needed for the daily life of a soldier or traveler: food, blankets, bandages, and scraps for repairs are all covered under the blanket term of "Supplies". Running out of supplies reduces a unit's Morale, although more can be sent from your settlement's stores. Each unit consumes Supplies to take any actions. Military units may act for one month after they consume a load of Supplies. Economic and Political units still need to eat, although they will not consume as many supplies as a Military group: Each load of Supplies they consume will feed them for two months, instead of one. Units are able to take food and goods they need and carry it with them in pouches, backpacks,

or sacks. Military units are able to carry one load of Supplies with them, Political units cannot carry any loads of Supplies, and Economic units may carry as many Loads as their description states. Units can carry more loads with them (of supplies or other goods) through the upgrade of their equipment.

- **SKILLS** can be bought and given to a unit, such as equipment, additional training or other skills, or adding special sub-units that could be useful (Such as having healers, mages, or archers present). Each of these skills has an effect which it will bestow upon the unit as a whole, as well as a material, financial, experience, and time cost (training and equipping units would require a substantial investment, and new units do not get trained overnight). Again, the unit may only be supplemented by two sub-units.

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

- **MILITIA**: This unit is a mob at best, cobbled together from farmers and laborers in the settlement. They can be further upgraded into more powerful Military units through skills.
- **REPRESENTATIVES**: These non-combat units will travel to various other settlements at your request. They can be further upgraded into more powerful Political units through skills.
- **TRADERS**: Simple merchants, these non-combat units will happily move goods to and from your settlement for you. 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 you have a unit made then you can begin to give it 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 your unit 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 abstract because it may seem odd that a unit can only attack once in an entire month when decisive battles can be determined in a matter of hours or minutes. An attack action represents everything needed to move to that point; the time to check equipment, to gather things needed to march to battle, to posturing in nearby

terrain to find 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 when you try to combine two actions into one. For example, you would have to push a unit to be able to have them 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 you are trying to do.
- **REST** allows your 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. Units that rest at a settlement (home or allied) will take up one of the unit slots available but will not consume any supplies; they are considered to be a bit more self-sufficient, needing far less to be on standby than operating in the field, and also being supported by your people. If a unit rests in the field, it grants a 50% chance to not consume Supplies for the month. 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 when you actively seek out replacements from your populace in order to fill in for people in a unit that have been killed. Perhaps a rockslide crushed some people in your cart caravan, Mordok attacked your politicians on the road, or your militia fought some bandits near your settlement... deaths will happen to your units. Reinforcing them may take time, money, or both in order to draw in replacements and get them trained to the level of your other members. This will cost (5 silver for each level of training) and (1 action for base units + 1 month per level of training beyond that) to reinforce. For example, a Militia will take 5 silver and 1 Action to reinforce back up to full, but an Elite unit would take 20 silver and 1 Action + 3 months (Soldier, Veteran, Elite) to reinforce. Representatives would take 5 silver and 1 Action to reinforce but Ambassadors would take 15 silver and 1 Action + 2 months (Diplomats, Ambassadors) to reinforce. Traders would take 5 silver and 1 Action to reinforce but Caravans would take 15 silver and 1 Action + 2 months (Merchants, Caravans) to reinforce.

POLITICAL SKILLS

CREATE REPRESENTATIVES: Taking this skill grants you a unit of Representatives to send on trips for you. 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 (but can be upgraded with the Armed Escort). Although this unit cannot carry any loads of supplies with them, each time this unit consumes a Load of Supplies they are able to travel for two months without penalty. They are able to consume this Load of Supplies before they depart.

Civilians: 20

Silver: 10

Supplies: 1 Load

XP: 5

Time: Action + 1

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

Civilians: None; upgrade

Silver: 20

Supplies: 1 Load

XP: 5

Time: Action + 1 Month

Requires: Representatives

TRAIN AMBASSADORS: Veteran politicians and negotiators all, Ambassadors are the highest level of diplomat. They deal with others professionally, and are well aware of most of the customs of each of the races of the Coalition, 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 large bonus during political negotiations.

Civilians: None; upgrade

Silver: 30

Supplies: 2 Loads

XP: 5

Time: Action + 3 Months

Requires: Diplomats and Guest Housing

ADD ARMED ESCORT: This skill adds guards to one of your Political units with basic weapons and Militia training to use them. The unit may still not 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 your Political unit to roll if they are involved combat. Their skill increases to Soldier if the base unit upgrades to Diplomat, and Veteran if the base unit upgrades to Ambassadors.

Civilians: 10

Silver: 20

Supplies: 1 Load

XP: 5

Time: Action + 1 Month

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

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 for you, you 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 a roll and varying circumstances (paranoia/defenses of the target, ease of access, luck, etc.), and will report back during your monthly report. On the other hand, if your Spies are set to counterintelligence, they will actively work to root out enemy spies in your 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 you some silver. Spies can also use a load of Supplies to gain a boost to their efforts, should a task prove to be difficult or dangerous.

Civilians: 10

Silver: 35

Supplies: 2 Loads

XP: 5

Time: Action + 3 Months

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

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.

Civilians: None; upgrade

Silver: 20

Supplies: 1 Load

XP: 5

Time: Action + 2 Months

ECONOMICAL SKILLS

CREATE TRADERS: Taking this skill grants you a single unit of Traders. These men and women are accustomed to bartering for and selling their wares in markets, and are able to transport 1 Load of Supplies across the continent on basic sleds. These inefficient vehicles make travel slow-going, though more efficient than moving goods without them. Their experience will help you get a good price for the goods you buy and sell, 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 (but can be upgraded with the Armed Escort). Each time this unit consumes a Load of Supplies, they are able to travel for two months without penalty. They are able to consume this Load of Supplies before they depart.

Civilians: 20

Silver: 10

Supplies: 1 Load

XP: 5

Time: Action + 1 Month

TRAIN MERCHANTS: This unit has developed a rapport with several of the local communities, ensuring you a fair price within the vicinity of your territory. They use travois, allowing them to carry a second Load of Supplies across the land at a slightly faster and easier pace than Traders. Merchants are considered to always be buying and selling goods for the settlement, giving you a slight bonus (+1) to your economy roll each month.

Civilians: None; upgrade

Silver: 20

Supplies: 1 Load

XP: 5

Time: Action + 1 Month

Requires: Traders

TRAIN CARAVAN: These merchants have greatly expanded their influence on the continent, ensuring you a fair price in most civilizations with whom you maintain good relations. Through the connections they have developed over their careers, they also have the chance to find rare items you might be looking for. Caravans are considered to always be buying and selling goods for the settlement, giving you a slight bonus (+1) to your economy roll each month (his does NOT stack with the Merchant bonus). They carry their goods on carts, allowing them to move up to three Loads of Supplies at a time and at a faster pace than Merchants.

Civilians: None; upgrade

Silver: 30

Supplies: 2 Loads

XP: 5

Time: Action + 3 Months

Requires: Merchants and Trading Post

ADD TRADE WAGONS: This skill equips one of your Economic units 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 skill allows the chosen unit to haul an additional two Loads of Supplies, increasing their profitability and usefulness. This sub-unit may only be taken once by each Economic Unit.

Civilians: 10

Silver: 30

Supplies: 2 Loads

XP: 5

Time: Action + 2 Months

ADD ARMED ESCORT: This skill adds guards to one of your Economic units with basic weapons and Militia training to use them. The unit may not attack, but is able to defend itself if attacked, inflicting damage back on any attackers. Although nowhere near as skilled as a military unit, this training allows your Economic unit to roll if they are involved combat. Their skill increases to Soldier if the base unit upgrades to Merchant, and Veteran if the base unit upgrades to Caravan. This sub-unit may only be taken once by each Economic Unit.

Civilians: 10

Silver: 20

Supplies: 1 Load

XP: 5

Time: Action + 1 Months

Requires: Base unit to attach to (Traders, Merchants, Caravan)

ADD WORK CREW: This skill equips one of your Economic units with a group of workers and laborers and necessary tools and skills to export harvests more effectively. Anytime that this unit is tasked with assisting an export during its month of harvest, the amount of silver gained from that export is significantly increased. This sub-unit may only be taken once by each Economic Unit.

Civilians: 5

Silver: 20

Supplies: 1 Load

XP: 5

Time: Action + 2 Months

TRAIN 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. For example:

- Cargo Barge
- Skiff
- Ox-drawn cart

These are simply examples of units available to your faction when you train this unit. If you have

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 your faction, influencing your 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.

Civilians: Variable

Silver: Variable

Supplies: Variable

XP: 5

Time: Variable

MILITARY SKILLS

CREATE MILITIA: Taking this skill grants you an additional Militia unit. These untrained fighters may have some basic uniforms and equipment, but it would be whatever was cobbled together from the settlement and be very 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.

Civilians: 20

Silver: 10

Supplies: None

XP: 5

Time: Action + 1 Month

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).

Civilians: None; upgrade

Silver: 20

Supplies: 1 Load

XP: 5

Time: Action + 1

Requires: Militia

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).

Civilians: None; upgrade

Silver: 30

Supplies: 2 Loads

XP: 5

Time: Action + 2 Months

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

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).

Civilians: None; upgrade

Silver: 30

Supplies: 2 Loads

XP: 5

Time: Action + 2 Months

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

CREATE SCOUTS: This is a special unit, not linked with or attached to your normal units, and takes up one of your available unit slots. They may be given one “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. The Scouts are not warriors, they are trained to observe and report, and flee instantly from combat or an area if threatened. They usually take no damage, but whatever mission which they had been attempting fails if they are confronted. Carrying lightweight gear and living off the land, Scouts are very self-sufficient and do not consume any Loads of Supplies when they act outside of their walls. If a Scout Unit is assigned an action to support a combat unit, they can grant a small bonus to that unit but have a chance of being damaged during combat.

Civilians: 10

Silver: 20

Supplies: 1 Load

XP: 5

Time: Action + 2 Months

ADD SPOTTERS: This add-on represents the training your combat unit has undergone to allow them to function as Scouts and added these specialists to your unit. You may give this unit 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. During months where this unit only surveys for intelligence, there is a 50% chance they will not use any Loads of Supplies.

During months where this unit Rests, they automatically consume no Supplies, as it is assumed they are foraging for their own food.

Civilians: 5

Silver: 20

Supplies: 1 Loads

XP: 5

Time: Action + 1 Month

Requires: Soldiers (Minimum)

ADD ARCHERS: Your 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. Before combat, flip 2 coins. For each result that is heads, the enemy unit takes a point of damage, dealt as normal during the damage resolution step of combat. For each result that is tails, the archers deal no damage.

Civilians: 5

Silver: 20

Supplies: 1 Load

XP: 5

Time: Action + 1 Month

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, flip a coin for each dead fighter. If heads, the unit does 1 more point of damage to the opposing unit. If tails, the unit does no additional damage. This unit also gains a +1 bonus to all Attack combat rolls, representing the consistent focus on aggressive attacks.

Civilians: 5

Silver: 20

Supplies: 1 Load

XP: 5

Time: Action + 1 Month

ADD CLERICS: This unit of holy men and women has access to simple Divine spells. They have a chance to prevent some of your Dead warriors from dying after combat each month, leaving them wounded instead. Flip two coins before damage is resolved. For each heads, one of your soldiers who would have died are Wounded instead.

Civilians: 5

Silver: 20

Supplies: 1 Load

XP: 5

Time: Action + 1 Month

Requires: Temple

ADD MAGES: Wielders of the arcane, this unit has a chance to impact the amount of damage the unit puts out in combat. Flip one coin before damage is resolved. If heads, you do an 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.

Civilians: 5

Silver: 20

Supplies: 1 Load

XP: 5

Time: Action + 1 Month

Requires: Academy

ADD HEALERS: This small support unit increases the survivability of your troops. Each month, your unit flips a coin. If the result is heads, one of your Wounded warriors is healed back to Able status. If you are resting rather than fighting, you flip an additional coin with the same potential results (2 total). If you are resting in a friendly settlement or outpost, you flip an additional coin with the same potential results (3 total).

Civilians: 5

Silver: 20

Supplies: 1 Load

XP: 5

Time: Action + 1 Month

Requires: Hospital

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 your unit a +1 bonus on their Defend roll. In addition, flip a coin each combat when this unit takes damage. If heads, one warrior who would have died is instead wounded.

Civilians: 5

Silver: 20

Supplies: 1 Load

XP: 5

Time: Action + 1 Month

Requires: Soldiers (Minimum), Barracks

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 your unit (attacking and moving in the same month). When this unit attempts a retreat and fails, re-roll the check. And lastly, this unit has a 50% chance that if Pressed by an enemy unit, the second attack never takes place, unless this unit is also Pressing.

Civilians: 5

Silver: 20

Supplies: 1 Load

XP: 5

Time: Action + 1 Month

ADD BOLSTERED RANKS: Pulling citizens from your settlement, you increase the size of one of your units. These recruits take time, money, and supplies to train, and permanently increase the maximum and current size of the unit by 10. This perk may be taken up to two times, although the size of the unit may never exceed 40 fighters, even with the 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.

Civilians: 10

Silver: 20

Supplies: 1 Load

XP: 5

Time: Action + 1 Month per level of base training

TRAIN COMMANDER: One or more of your 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 you to 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 straight 1d10 roll.

Civilians: None, upgrade

Silver: 20

Supplies: 1 Load

XP: 5

Time: Action + 1 Month

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

EQUIP IMPROVED ARMOR: Representing better overall gear for your unit, this skill increases their survivability in combat. Through heavier armor and sturdier shields, your unit is better able to repel attacks against them. When this skill is taken, it reduces the damage suffered by the unit by 1 during each combat. This skill introduces a slight (-1) economic drain on your settlement; this represents the cost of supplying such high quality armor and gear for the group, which can be lessened by the Armory.

Civilians: None, upgrade

Silver: 20

Supplies: 1 Load

XP: 5

Time: Action + 1 Month

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. This skill introduces a slight (-1) economic drain on your settlement, representing the cost of supplying and maintaining the higher-quality equipment of the group, which can be lessened by the Armory.

Civilians: None, upgrade

Silver: 20

Supplies: 1 Load

XP: 5

Time: Action + 1 Month

TRAIN TOUGHNESS: Your warriors have been in combat before, and they 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.

Civilians: None, upgrade

Silver: 20

Supplies: 1 Load

XP: 5

Time: Action + 1 Month

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

ACQUIRE MERCENARY CONTRACT: Your faction has established connections with the right circles, granting you access to mercenary contracts in the future. These contracts will require you to coordinate with the Faction Herald the terms of the contract, including payment, duration, and the skill of the mercenaries being sent. Hiring mercenaries will have a variable economic drain (-1 to -10) on your faction based on their training and skill, influencing your income roll during the duration they are hired. Once you acquire a contract, then you can hire and dismiss mercenaries at will. You must acquire a contract before you can begin a search for a mercenary group; each month you can try to refine that search but only after the open contract has been established. Establishing the network to obtain a contract will not count as a unit for purposes of determining how many “unit slots” your settlement and faction can accommodate, but when you hire a unit of mercenaries, then it will.

Civilians: None

Silver: Variable

Supplies: Variable

XP: 5

Time: Variable

ADD SUPPLY WAGONS: Taking this skill grants your unit access to a handful of small wagons which may be used to help haul supplies to the battlefield. Taking this skill increases the

number of Loads of Supplies your unit may carry by 1. This unit requires no additional Civilians to operate, as the carts are designed to be pulled by the members of the military unit. This upgrade can only be taken once by a unit.

Civilians: None; upgrade

Silver: 20

Supplies: 2 Loads

XP: 5

Time: Action + 1 Month

TRAIN 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 to you through this unit. You may work with the Faction Herald to train and equip a specialized unit for your 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 your faction, influencing your economy roll 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.

Civilians: Variable

Silver: Variable

Supplies: Variable

XP: Variable

Time: Variable

UNIT COMBAT

Each month, units may engage in combat against an enemy within their immediate vicinity. During this combat, each side gets both an Attack and a Defend score (except for Political and Economic units) which are compared to determine the outcome of the fighting that month.

Before the attack begins, each unit decides their strategy for the month from seven options: CHARGE, DEFEND, FORM UP, PRESS, SIEGE, RAID, and RETREAT.

- **CHARGE** is a very aggressive attack, although it opens up your defenses; +1 attack and -1 defense to each die rolled. This bonus applies to only the first attack/defense action; a unit involved in a PRESS attack does not gain this bonus/penalty after the first. This attack can be done against enemy units and settlements.
- **DEFEND** is the opposite as it reduces offense, but makes defending easier; -1 attack and +1 defense to each die rolled. This bonus applies to only the first attack/defense action; a unit involved in a PRESS attack does not gain this bonus/penalty after the first. This attack can be done against enemy units and settlements.
- **FORM UP** 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.
- **PRESS** is a bloody option: it represents your unit moving in with the intent to commit to a solid fight, to keep the combat going longer to try to lead to a quicker and more decisive victory. Your unit is allowed a second attack but the enemy unit does as well (So if both units decide to PRESS, each would be allowed to take three attack actions during the month). Doing so can end a battle much faster, but puts your unit in much greater danger than any other option. This attack can be done against enemy units and settlements. You cannot PUSH a unit and PRESS a unit in the same month.
- **SIEGE** is a special attack that is used only against settlements. You can choose to forego any damage during an attack to instead target a settlement's farms and influence their harvest scores, making it very difficult for a settlement to make food and supplies. This attack represents your people surrounding a settlement and attempting to starve out those inside. Note that Siege attacks are not directly on a settlement and therefore defenses such as settlement defenses or walls will not help the defenders as no real combat is taking place. A Siege attacked that is counter-attacked will revert to a defensive attack, as the sieging unit will focus on any incoming attacks.
- **RAID** is a special attack that is used only against settlements. You can choose to downgrade the amount of damage dealt in combat to a settlement to instead target the

supplies and homes of the people. This gives you a chance to damage the morale and potentially even produce loads of supplies for your attacking unit.

- **RETREAT** is the tactical version of running away, forfeiting your Attack Roll for the month in exchange for a 50% chance to disengage your enemy (the retreating unit is still allowed a Defend Roll if the Retreat is unsuccessful). Attempting to retreat is tricky; your people are trying to stay together, to coordinate, and to make it out alive... all while an enemy unit is pursuing and trying to make sure you are not able to flee. This is not a full blown route or a complete flight from the other unit, which would most likely result in immense casualties due to the disorganized nature of such maneuvers.

Once each unit has determined which type of action they will take, start with any side units which may act prior to combat, such as Archers and Mages. When these results have been determined and applied, the units begin their attack: a d10 will be rolled for every 10 Able fighters (rounded up). Each die gets modified by morale, training, perks, attack type, etc and the combined total is called the Attack Value. The same will be done for the unit's defense, resulting in a Defense Value.

Compare each unit's Attack Value to the opponent's Defense Value. If the unit's Attack Value is higher than the opponent's Defense, the attack is a success. The attacking unit will deal damage equal to 10% (Rounded up) of the Fighter Number in the unit, doubled. If the Attack is less than the Defense, the attack is a failure and much less successful, though still dangerous: The attacking unit will deal damage equal to 10% (Rounded up) of the Fighter Number in the unit, minimum of 1. In the case of a tie between the Attack and Defend scores, the Attacker is considered victorious.

When damage is dealt, half the damage (rounded up) injures Able fighters, taking them to Wounded. Any remaining damage is lethal, killing Able fighters. 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). Wounded fighters may be pressed to fight sooner than this by adding their total to the number of Able fighters when calculating how many coins to flip, but any damage that would be dealt to Able fighters to wound them is instead dealt entirely to the Wounded fighters (Lethal damage is still dealt as normal to Able fighters) which will kill them quickly. Attackers will always do a minimum of 1 damage to an enemy unit, regardless of perks and skills.

Being outnumbered by your opponent is never a good situation to find yourself in. Doing so requires your unit to focus on defense to stay alive, reducing their potential for damage. Select one enemy unit for each unit you control to focus on. Damage is dealt normally to that unit. Against all other units involved, your 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 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. Each month during which your unit loses both its Attack and Defense, a morale check will be rolled on a d10. If the result is 1-5, the morale check “fails” and the unit loses a point of Morale. If they cannot lose any more Morale, they are Routed and flee the combat (as if they chose to Retreat). If the roll is 6-10, the morale check “succeeds” and the unit's morale remains unchanged. The opposite occurs if the unit wins both the attack and defend rolls for a single combat: On a rolled d10, if the roll is 6-10, the morale check succeeds and the unit gains a point of Morale, but remains unchanged if the roll is 1-5. The Commander unit grants your troops the option to re-roll a morale check once per month. Soldiers are trained a bit more and gain a +1 to Morale Checks, Veterans have seen their fair share of battle and are unlikely to shy away, granting a +2 bonus, and Elites have been trained to fight on against all odds if need be, and are awarded a +3 bonus. However, these bonuses are only to stave off reductions in morale and do not modify a morale check roll when attempting to gain morale. Economic and Political units cannot take any additional training to influence their morale checks; they are not seasoned fighters drilled to remain in a formation when people start to die in combat. 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. A unit that fails a morale check and is already at the minimum Morale (Demoralized) is Routed and will be forced to Retreat. 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. Your unit's current morale bonus or penalty is NOT added to any morale checks; they are normally a straight roll unless modified by training but only during rolls against drops in morale.

When a Unit is Routed, they must Retreat for their next action. After spending an action in Retreat, roll a morale check. If successful (6-10), the unit rallies and may be given actions as normal next month. If failed (1-5), the unit will continue to Retreat away from any enemies and will move toward a friendly settlement or safer position, determined randomly.

Combat Example:

A unit of 24 Newhope Army soldiers are marching out against a small farm known to harbor some bandits in the area. This unit has Soldier Training(+1 to combat rolls, +1 to Morale Checks VS Drops), Improved Armor (Economic drain but absorbs 1 damage in combat), and a Commander(Re-roll one morale check per month). Their morale is Neutral. They have not had a chance to scout out the farm, but they decide to CHARGE the unit at the farm in hopes to take advantage of them and dish out as much damage as possible.

The bandits, however, have made a deal with some local severed/outcast Ulven and are much larger than originally thought. Instead of 18 or so bandits, the group is 30 strong with Militia Training (no bonuses to combat or morale) and Toughness (1 dead converts to wounded). Unfortunately, tense negotiations and being on the run have impacted the units morale; they are currently at Concerned (-1 penalty to combat). The bandits try to take advantage of the lack of reinforcements and their opponent's reckless attack, so they decide to PRESS against the Newhope soldiers, forcing the units to perform two attack and defense actions.

During the first attack and defense action...

The Newhope Army attacks and rolls 3d10 (24 able fighters, rounded up) and adds +1 (Soldier Training) and +1 (Charging) to each die roll. They roll a 4, 6, and a 8. This is modified to 6, 8, and 10 for a total Attack Value of 24.

The Bandits defend and roll 3d10 (30 able fighters, rounded up) and adds -1 (Concerned Morale) to each die roll. They roll a 3, 5, and 6. This is modified to 2, 4, and 5 for a total Defense Value of 11.

The Newhope Army attack succeeds; they deal 10% of their Fighter Number (24 x 10% = 2.4 rounded up is 3, doubled is 6) and deal 6 damage. This damage is saved and dealt at the end of the entire combat.

The Bandits now attack and roll 3d10 (30 able fighters, rounded up) and adds -1 (Concerned Morale) to each die roll. They roll a 4, 5, and 7. This is modified to 3, 4, and 6 for a total Attack Value of 13.

The Newhope Army defends and rolls 3d10 (24 able fighters, rounded up) and adds +1 (Soldier Training) and -1 (Charging) to each die roll. They roll a 2, 9, and a 3. This is modified to 2, 9, and 3 for a total Defense Value of 14.

The Bandit attack fails; they deal 10% of their Fighter Number (30 x 10% = 3) and deals 3 damage. This damage is saved and dealt at the end of the entire combat.

Because the Newhope unit attack succeeded and their defense succeed, they role a morale check. They roll a 3 but they do not add +1 due to Soldier training because this check is for gaining morale, not losing morale. This is not enough to change their morale, but they use their Commander perk to re-roll the morale check. They roll a 5 which passes the Morale Check. The Newhope Army morale increases from Neutral to Elevated, but does not influence any rolls this month but will influence actions next month. The Bandits also roll a morale check since they failed their attack and their defense; they roll a 5 and fail; their morale drops from Concerned to Demoralized, but does not influence any rolls this month but will instead influence actions next month.

The Bandit unit pressed, which means both units do another round of attacking and defending. Because the Charge bonus only applies to the first round of a attacks and defense, the Newhope Army move back to a Form-Up attack for any remainder of the combat.

The Newhope Army attacks again and rolls 3d10 (24 able fighters, rounded up) and adds +1 (Soldier Training) and +0 (Form-Up) to each die roll. They roll a 6, 7, and a 9. This is modified to 7, 8, and 10 for a total Attack Value of 25.

The Bandits defend and roll 3d10 (30 able fighters, rounded up) and adds -1 (Concerned Morale) to each die roll. They roll a 8, 9, and 3. This is modified to 7, 8, and 2 for a total Defense Value of 17.

The Newhope Army attack succeeds; they deal 10% of their Fighter Number ($24 \times 10\% = 2.4$ rounded up is 3, doubled is 6) and deal 6 damage again. This damage is saved and dealt at the end of the entire combat.

The Bandits now attack again and roll 3d10 (30 able fighters, rounded up) and adds -1 (Concerned Morale) to each die roll. They roll a 1, 5, and 6. This is modified to 0, 4, and 5 for a total Attack Value of 9.

The Newhope Army defends and rolls 3d10 (24 able fighters, rounded up) and adds +1 (Soldier Training) and +0 (Form-Up) to each die roll. They roll a 1, 9, and a 2. This is modified to 2, 10, and 3 for a total Defense Value of 15.

The Bandit attack fails; they deal 10% of their Fighter Number ($30 \times 10\% = 3$) and deals 3 damage. This damage is saved and dealt at the end of the entire combat.

Because morale checks were already rolled this combat, no more checks are rolled to modify morale any further since these attacks and defenses have all been in the same combat.

All of the damage is now added up and applied to each unit. The Newhope Army unit was dealt 3 damage and another 3 damage, for a total of 6 damage. This is then reduced by 1 due to Improved armor for a total of 5 damage; 2 soldiers die and 3 soldiers are wounded. The Bandit was dealt 6 damage and another 6 damage for a total of 12 damage. 6 bandits die and 6 are wounded, but since they have Toughness, one of the bandits that should have died was wounded instead, modifying the total to 5 dead and 7 wounded bandits. These numbers modify the units troop totals.

The month of combat is over and the Newhope Army unit now has 19 Able fighters and 3 wounded with an Elevated(+1) morale. The Bandit unit now has 18 Able fighters and 7 wounded with a Demoralized (-2) morale.

The next month begins and the Newhope Army decides to take a Defensive attack action. They see the enemy's morale breaking but they don't want to get too confident, so they favor a bit more defensive formation. They attack, rolling only 2d10 due to having less than 20 able fighters and modifying each roll with Soldier Training (+1) and Elevated morale (+1) but subtracting due to their Defend (-1) attack action. The results are 9 and 3 modified to 10 and 4, for a total Attack Value of 14.

The Bandits have opted for a Defend action as well, hoping to reduce the damage coming in. They defend with only 2d10 dice for the same reason, they no longer have enough able fighters for the 3rd dice, modified by their Defend action (+1) and their Demoralized morale (-2). They roll 6 and 7, modified to 5 and 6, for a total Defend Value of 11.

The Newhope Army attack succeeds and they deal 10% of their Able Fighter Number ($19 \times 10\% = 1.9$ rounded up is 2, doubled is 4) and deal 4 damage. This damaged is saved until the end of combat.

The Bandits now attack but chose their Defend action earlier, even though it did not help them. They attack, rolling 2d10 and modifying it with their Defend action (-1) and Demoralized Morale (-2). The results are 1 and 9, modified to -2 and 6, for a total Attack Value of 4.

The Newhope Army defends, rolling their 2d10 and modifying it with their Defend Action (+1) and their Elevated Morale (+1). They roll a 2 and a 4, modified to 4 and 6 for a Defend Value of 10.

The Bandits attack fails and they deal 10% of their Able Fighter Number ($18 \times 10\% = 1.8$ rounded up is 2) and deal 2 damage to the Newhope Army.

Because the Bandit attack and defend failed, they must role a morale check on a 1d10. They roll a 5, just barely missing it, and they are now Routed. They can only take retreat actions in the future/next month but can try to roll to recover morale if they get away. Because they are locked in combat, they only have a 50% chance to break off from their opposing unit.

The Newhoper Army unit succeed on both the attack and defense, so they also roll a morale check. They roll a 3 (no modifiers as their Soldier training and current morale does not influence this roll) but due to having a commander they can re-roll this check. They do and the result is a 7 and they succeed at the morale check. The Commander raises their spirits and they are now Inspired (+2) morale.

All the damage is now given out. The Newhope Army took 2 damage but this was modified to 1 due to their Improved Armor, which means only 1 soldier was wounded and none were killed. The Bandits were dealt 4 damage, injuring 2 of them and outright killing 2 more. Each unit's total are modified.

The second month of combat is over and the Newhope Army unit now has 18 Able fighters and 4 wounded with an Inspired(+2) morale. The Bandit unit now has 14 Able fighters and 9 wounded with a Demoralized (-2) morale and is also routed, forcing their action to be a Retreat next month.

HARVESTING SUPPLIES

Each month, your unassigned Civilians can work the land and harvest food and supplies to support your settlement. They also have a chance to earn additional loads of Supplies each month. For each 10 unassigned Civilians you have in your settlement (rounded up, minimum of 1), flip a coin, granting +1 for each heads and 0 for each tails. Buildings such as the Labor Guild or Lumber Mill may influence these flips. This combined total is compared against the Harvest score, a variable value based on the month (for example, harvesting crops will be far easier in September than in January) and also by your total population (this score raises by 1 for every 50 people in the settlement above the first 50). Reaching this score yields a single Load of Supplies. If you exceed this score by 3 points, you harvest two Loads of Supplies instead of one.

On the other hand, your settlement may also lose supplies if they are unable to keep up with the demand of the populace. Failure to reach the Harvest Score will mean that your faction was unable to produce any extra supplies for the month but is able to feed the current populace (you neither gain nor lose any supplies). Failure to meet the Harvest Score by 3 or more, however, will result in your faction unable to produce enough supplies to maintain their current stores, reducing the number of Loads of Supplies your faction currently has by 1. If you do not have any supplies stored to be consumed in this event, your faction's settlement loses Morale as the people begin to go hungry. Consecutive months of being unable to feed your populace can result in starvation, riots, work stoppages, and even deaths, especially in the winter months. It is important to plan for the needs of your populace and of any of your units you task with any actions throughout the year.

For example, if your settlement has 100 total population and 50 unassigned civilians harvesting in the month of July, which has a Harvest score of 3 (normally 2 but modified +1 due to having 100 population), they could work the fields fairly successfully. You flip really well: 5 heads and 0 tails for a total score of 5. You have reached the Harvest score for the month, and have earned one Load of Supplies, and almost beat the Harvest score by 3 more points which could have netted you a second Load of Supplies.

On the other hand, if you have 30 civilians working the fields in January and a total population of 80 people, which has a Harvest score of 6 (5 base +1 for having 80 population), flipping one tails and two heads (0 from tails, +2 from heads for a total of +2) would end up costing you a Load of Supplies, as your score was three or more points below the Harvest score. Winters are harsh, so planning ahead and making sure you have supplies for the winter is very important.

In times of need, you are able to push your Civilians to produce extra food and supplies. They will work harder and be much more likely to yield results, although the work is hard on minds, bodies, and hearts, decreasing Morale.

The base Harvest scores for the year are listed below.

Spring (March, April, May) - 3
Summer (June, July, August) - 2
Fall (September, October, November) - 1
Winter (January, February, December) - 5

SETTLEMENT INCOME

Taxes, tithes, trade, and other sources of income fill your coffers on a monthly basis. You have the chance to earn extra silver each month to distribute as the Faction Leader sees fit: the coin may be saved to purchase buildings in the future to improve the settlement; it might be doled out to PCs in the faction as a reward for their loyalty and service; perhaps it is paid to another faction to settle a debt or as a sign of good faith. This silver is only profit, as the rest has gone towards running the settlement, and no more is needed on a monthly basis. Faction Leaders are encouraged to maintain a balance of silver in their coffers, however, as accidents are known to happen and repairs can be expensive.

Each month, your faction will try to earn extra silver through various buildings and units which lend themselves to economic progress (like a Bank, Trading Post, or Exports). These bonuses are working against buildings and units which would impose a larger drain on your faction's resources (such as an Outpost or Mercenaries). All other buildings are considered perfectly self-sustaining, but will produce no additional revenue for your faction. At the end of each month, your Economic Rating will be calculated by adding together each of the bonuses from money-making sources, then subtracting each of the penalties from expensive perks. Once totaling these bonuses and penalties, flip three coins. The faction's silver for the month is equal to the total of the bonuses and penalties, +1 for each heads, -1 for each tails.

For example, if your faction has built a Bank and Lumber Mill, each of which grants you a +1 economic rating for the month, then flips two heads and a tails, for a net of +1. The faction would earn 3 silver that month, which would be added to your total. On the other hand, if all three of those flips had been tails, your faction would have actually lost 1 silver, since the +2 from buildings would not be enough to offset the -3 from the coin flips.

As the leader of the settlement, you are able to raise taxes on the population if need be. Doing so will yield additional silver per month, but will anger many Civilians and reduce Morale. If you choose to do this, you may state the level of taxation. Light, Moderate, or even Severe taxation can drastically impact both the incoming silver and the level of morale dropped because of it.

POLITICS, CAMPAIGNS, & PROJECTS

More so than the other sections, politics will require role play on the part of the faction leader (or a representative sent in their place), due to the nature of political maneuverings. You may simply send political units to a location and task them with an objective, but this may take a variable amount of time or result in mediocre results. You have the option to task these units with a Political Campaign, detailed below.

Following a slightly more narrative path, you as a faction leader will determine how many units of politicians (Representatives, Diplomats, and Ambassadors) you will send, along with how much silver you will spend to further their negotiations, any experience with which you choose to back their cause, and how long you would like them to attempt to sway the minds of your targets.

More politicians grant you 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 your politicians, making them seem more affluent and influential than they would have otherwise.

More experience, as valuable a commodity as it is, is used to, for lack of a better phrase, “lower your opponent's defenses”. By throwing your faction's political weight behind a cause, including your own knowledge and expertise, others are more likely to agree with you (or at least be more willing to consider the ideas) than if you were simply a group of adventurers.

By giving your units a set amount of time, you imply a sense of urgency in your dealings. This may or may not be beneficial, depending on the situation, but ensures that you will have an answer in a set amount of time. If this does not concern you, you may choose to have your politicians campaign until further notice, allowing you to proceed indefinitely, but tying up your unit in the process.

Already covered in the settlement info section, projects organized by your settlement can follow a very similar path to political campaigns and can be ways to tackle immense duties or very difficult tasks. Perhaps your people are trying to appeal for a lighter tax from a local Baron, or research a new arcane ritual that your players can use. These are not standard actions and would take a lot of coordination. Money, experience, supplies, Research skill uses, role playing at events, certain buildings, and circumstantial bonuses can all be added together and tracked in a project to help get closer to a result or outcome. Your faction can only organize and work on one project at a time unless expanded by additional buildings allowing multiple projects. Should you choose to stop a project and create a new one, all current research and efforts are lost.

RECRUITMENT DRIVES

In addition to all the other contests available, factions have the option to spend the resources on recruitment drives to attempt to attract settlers. Similar to the political campaigns, you first choose a unit to send out for recruiting purposes. Any unit may be sent (politicians are good at talking to people, traders can speak to the opportunities for wealth within the settlement, and military units are able to demonstrate the security found within your walls), and the more advanced the unit is, the more effective they will be. You may also decide to send an amount of silver for promotional materials, and/or experience to motivate potential settlers through your deeds and their recognition of your name. Finally, you set a time frame during which the recruitment drive is taking place: The longer the drive, the more people you will eventually convince, but the longer your unit is occupied, and longer drives potentially require more resources to properly fund. You may donate additional funds, experience, or items to a drive as it is being conducted. Your members may also donate funds to the drive and this effort is a fantastic way to utilize the Resources skill to help influence it.

When beginning a recruitment drive, you will be asked how long the drive will be: 3 or 6 months. You will also be asked how much of each resource you will be dedicating toward the drive, and which unit will be making the push. Remember, the more you invest, the more successful the drive will be, but the more it will cost until it is finished. The resources must be spent at the time when you declare your intent to begin a recruitment drive.

You will also need to spend some Loads of Supplies to make sure your recruiting unit can be fed during this time, but they are going to be a bit more self sufficient. Any unit recruiting for 3 months will require 1 Load of Supplies and a 6 month recruitment will require 2 Loads of Supplies, but will not require any further Loads of Supplies during this time.

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There are a number of people that have helped make Last Hope a reality. This list grows every year and would be hard to dedicate to specific people. This is a shout out to all of the players, play testers, photographers, venues, sponsors, volunteers, staff members, heralds, patient family members, really patient significant others, and friends who have made this possible. Is it through us all that we tell this story and breath life into the dream that is Last Hope.

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