

last hope

LIVE ACTION ROLE PLAY

**Organization Rules
Version 5.0**

Last Hope – Live Action Role Play
www.lasthopelarp.com

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WHAT IS AN ORGANIZATION?

An **Organization** (also known as an Org) is a group of people who have come together under a common banner. Organizations can interact with the world on a much larger scale than individuals by virtue of combined effort. They may establish settlements, trade routes, alliances, and militaries to suit their needs, and may earn PCs involved in the Organization a reputation.

Each month, Organizations will be allowed to take a certain number of actions that must be submitted by the action deadline each month. If unsure as to whether the Organization can do something, ask before the due date to give time to receive an answer.

At the end of each month/beginning of the next month, a Monthly Report will be given in reply. This includes the outcomes of any combat actions, the completion of any projects, and responses to letters.

Not everyone is a master tactician, a shrewd politician, or an expert bookkeeper. One may choose to take a very active role, having a more direct impact on the game with perhaps more risk; or one may choose to take a more passive route, taking fewer risks and leading to smaller results.

How do I create an Organization?

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

There are also plenty of other options that do not involve creating an Organization; nothing in the rules state that you must join or create an Org, 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.

There are a few things to know before your Organization can be submitted for approval. The first step is to have an idea. What kind of group do you want to be? There is a possibility for whatever you want to do within the scope of the world.

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

- At least **five active Player members and their PCs**; meaning their PCs cannot already belong to another Org and a PC is considered “Active” for the purposes of the Organization mechanics if they generated 2 XP for the Organization either through event attendance and/or membership perks in the current “block of time” See “*Active Status Members*” below.
- At least one of these members must have a **Resources skill** allowing them to start building their networks.

- Easily discernible **heraldry for members**: tabards, belt flags, and color motifs must be unique to your Organization and worn by any PCs and NPCs during events.
- A **starting investment** of 25 silver, representing your group putting money into the Organization to get it off the ground.
- A choice of **Organizational Leader**. This is the player (not PC) responsible for posting actions on the forums, and will be the primary contact person for staff.
- A **Location for your headquarters/settlement**. *Choose wisely on location as it will have impacts on the Organization.* Most territory is owned by someone else; some areas may have taxes while others may have some fealty or service requirements. These locations can be self-contained or part of a larger settlement. Some locations may have restrictions on what size an Organization can grow to. While your settlement location can be moved in the future, this will take time and effort and being proactive with this is helpful.
- The final piece of the puzzle for the Organization Leader to assemble is the **back-story**. Like PCs, each Organization requires a backstory approved by Staff to ensure that it fits the scope and feel of Last Hope LARP. This story should explain roughly how the Organization came to be, explain a little about their personality as a group, and give a little information about the direction they may be trying to go. It will be posted on the wiki page once it is approved.

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

The next step; ***Be patient!*** Organizations are a slow-moving “long game” focused method of narrative storytelling; it is common for Organizations to take years to really get moving. Establishing an Organization takes time.

ORGANIZATION RULES OVERVIEW

An Organization at the beginning is little more than a building used for a headquarters. With time and experience, the Organization can increase their reach and capabilities, as well as draft specialized units from their followers.

Each Organization is operated and maintained through the expenditure of three resources: **Org Actions, Time, and Org Experience**. To strengthen a Focus or train a Unit, you must first have the required Org XP to cover its cost, and commit Organization Actions to doing so. Once you declare your intent to strengthen the Focus/raise the unit during the Monthly Actions for your Organization, the Experience will be deducted from your totals and your timer begins until the upgrade is complete.

Listed below are some major points in managing an Organization:

- **Experience** (or Org XP) is used to show how active members of the Organization are in the events surrounding their lives in the world, and indirectly represents the reputation (good or bad) of the Organization. Earning Org XP is needed to stay Active as an Org and is needed to generate Org Actions. An Organization earns one experience point when:
 - Each time a PC member attends an event AND visibly displays the heraldry of the Organization.
 - *Declare your Organization affiliation and display your heraldry at check-in to earn this XP.*
 - PC Members may choose the “Org XP” membership perks.
 - *This may be selected more than once with applicable memberships.*
 - At least three PCs are in attendance AND are prominently displaying a standard, flag, or other heraldic-approved symbol for the Organization.
- **Organization Size** is determined by the amount of XP invested into the settlement, and the initiation of Organization projects to expand. The size of an Org is relevant to having access to certain perks and expansion. There are three levels of Organizational Size (in this order): Affiliation (starting), Faction (medium), and State (large).
- **Organization Actions** refer to both the max number of actions an Organization can take in a month and a pool of Actions that is drawn from when Actions are submitted. The max number of actions allowed is determined by the size of the Organization.
 - An Affiliation gets 2 actions per month.
 - Faction gets 3
 - State gets 4

All Organizational assets must flow through these Actions to influence the Organization and can be combined with Units and submitted personal Downtime/Assist actions. Some actions may be boosted with additional XP spent to hasten/boost/improve the outcome as well, representing the clout and capabilities of your settlement putting in “extra” to help the efforts.

- **Units** are groups of individuals with a themed purpose, such as a militia for fighting or traders for moving goods.
 - An Organization has a cap on the number of units they can support relevant to it's size.
- **Time** is the full number of months required to invest in a project, strengthen a Focus or train a Unit. The label of "Action" means the month the action is submitted in.
 - Upgrades with additional time requirements will be listed as "1 Action + X month(s)" meaning that after the initial action, it will take X complete months to complete, then be finished/available at the end of that time.
- **Communication** between groups and entities in the game can make an enormous impact on your efforts as an Organization. Player run Orgs and players may communicate freely among themselves. However, communicating with the "game/NPCs" is different. Should you find yourself wanting to send a message to an NPC entity then you must go through proper channels. You cannot just simply submit a letter and expect it to be delivered.
 - Players can take the Trade: Courier/Falconer or Resource:Courier/Falconer skills and be able to assist in sending messages through Downtime Actions
 - Players can hire a messenger for a fee to deliver a message.
 - Some methods of communication are limited (hawks can only carry so much) and some methods may allow you to deliver silver and items as well (like a courier).
 - Organizations of Faction size gain access to one Messenger Hawk use per month.
 - Organizations of State size gain access to a locked in price of using Couriers.
- **Settlement Morale** indicates the "happiness" of your followers. You can attempt to boost morale by donating gifts to the people, holding festivals, or dedicating XP. Things that can diminish morale are ignoring the needs of the people, taxing them, and being raided by enemies.
 - Morale is directly damaged by attacking units using the "Raid" action.
 - Morale will "return to neutral" over time.
 - Morale can affect everything an Organization does; negative morale can give boosts to efforts and negative morale can diminish efforts or create strikes/work stoppages for actions if it gets bad enough.
- **Settlement Status** indicates the "health" of your settlement. If your settlement is attacked, your settlement has defenses and defenders that will be able to fight. However, if those defenders cannot absorb all attacking damage, the carry-over damage onto the settlement will degrade the Status of your settlement one level. Considerable focused effort and/or time is needed to recover each lost Status level of a settlement.
 - This abstract measure replicates buildings being damaged, daily affairs being interrupted or deterred, and citizens suffering under enemy attacks.
 - Settlement Status levels are not recovered by Rest/Recovery actions.

- If a Settlement Status runs out, the Settlement is destroyed, forcing the Org to spend time and resources to relocate in a new area and/or rebuild from, and Staff will coordinate with your members on how to proceed.
- **Secure Storage** of items or goods for the Organization (only available at State size) can be helpful if you have certain things that should be kept at home or with the Org headquarters. Only the Org leader has access to storage. State sized Orgs have enough storage space to hold 8 “Loads”. A “load” could be an unique item, a stack of a single type of reagent, or bulk trade goods, and represent the proper storage, cataloging, security, and administration of these items.
- **Projects, Campaigns, & Contracts** can be conducted by giving your people another goal or activity to work towards from month to month using your Organization’s actions. This can further be enhanced by player actions at events and supported with Downtime/Assist actions.
 - Only one project can be worked on at any given time and switching to a new project will cause all current progress to be lost.
 - However, if a project has reached a “milestone” it may be put on hold to focus on something else.

An Org may also have Campaigns and/or Contracts going. This could be an economic service or political commitment that takes up a certain amount of time and effort. Some contracts require the use of units and Org actions; others can be more passive and exist in the background. The Org can only have one Campaign and one Contract active at a time. The specifics of which will be described in the campaign or contract itself.

- **Keynotes**: Keynotes are things such as Perks, Flaws, or important things that happen through actions, interactions, role play, and completed projects. They can influence things in the future and be both permanent, semi-permanent, situational, or single-use depending on what they are. Some Keynotes may have limitations or their ability, expansion, or potency is dependent on your Organization’s Foci strength. For example, an economic-centric organization may only be able to build a certain number of mercantile trade routes based on the level of their Economic Focus. Keynotes are also where the resume of accomplishments, expansions, and overall theme of an Org can really shine.
 - *See the “Keynotes” section for full details on this.*

MAINTAINING AN ORGANIZATION

To wield any sort of significant influence over the world, Organizations are expected to maintain some level of active presence, both in- and out-of-game. **To remain Active as an Organization**, an Org must have a minimum of 5 PCs on their roster from 5 different Players.

- These 5 PCs must accrue 2 Org XP each in a 6-month “Block”.
 - Member attendance, membership perks, or a combo of both.
 - Attendance for Organizations will be based on two “blocks” throughout the year; January-June / July-December.
 - A PC/Player is considered “Inactive” if they fail to accrue the minimum 2 Org XP for their Organization in any given 6-month block of time.
 - Inactive PCs/Players cannot count towards the PCs/Players needed to maintain an Org.
- This makes the minimum Org XP generated by attendance and/or perks is 10.
 - Banner XP does not count towards this total.

Should an Org fail to accrue the minimum Org XP at the end of any single 6-month “block” of time, they will revert to “On Hold” status and will be unable to take any actions. Training and Construction will continue in the background, but no other actions may be conducted. After an additional 6-month block of time in “On Hold” status, an Org becomes an NPC group and/or has a chance to disband entirely. Other players interested in retiring or reviving the Org may work with Staff at this point.

If at any time the roster of an Organization drops to less than 5 Active Player members, the Organization immediately reverts to “On Hold” status for the remainder of the current block of time or until they acquire enough PCs/Players to requalify as an active Org.

Members of an Org that goes “On Hold” may continue to earn Org XP, which will be tracked in case the Org returns to “Active” status.

ORGANIZATION FOCI

Organizations come together for a reason. Doing such grants Organization members certain perks like lesser downtime costs, personal access to the Bankers Guild, and a separate coffers for the Org. However, Orgs with larger aspirations will look towards increasing their networks and influence in the world. To do this, they need to strengthen their Focus (or Foci).

A **Focus(Foci)** is an area in which the Organization has decided to start growing its network and capabilities. The stronger the focus, the more impact any of that type of action taken by the Org will have. This is an abstract measure of the potency and capabilities of your settlement related to this area. However, these can only be developed to a certain strength depending on the size of the Org.

- A Focus must be purchased with Org XP to unlock and takes time to construct/develop.
- Foci upgrades must be done one step/level at a time; they cannot be “bulk purchased”.

The Five Foci are:

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

Focus Strength

Expanding a Focus can be explained as additional buildings being constructed, expansions of territory, or hiring/accepting of more people to live in your settlement. Each Focus can be strengthened/enlarged by investing XP into them. This represents the clout and renown of the Organization and its members working towards expanding their networks and drawing in new adherents as well as expanding the facilities and infrastructure needed to support this increase in capabilities.

Construction crews for your settlement can coordinate multiple expansions to different Foci at the same time; increasing your Foci is a “Broad Action”; any number of Foci growth upgrades can be started in a month for only a single Org action but each has a cost and time that must be paid.

Below are the five levels of strength, their costs, and their time to develop. An Org can grow all of their Foci to Weak regardless of their chosen theme/type.

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

Expanding Foci levels higher than Weak and how many Foci can be grown higher than that can only be accomplished at certain Org sizes. This is detailed in the next section.

ORGANIZATION SIZE & ABILITIES

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

- **Affiliations** are the first size all Organizations start out as. This can range in size from the initial members of the Org to a small group of adherents. They also give all members access to the Bankers Guild for their money, the Org has its own coffers, allow members to share downtime recovery mechanical benefits, and create one unit.
 - After 40 Org XP has been invested and completed into the Organization in either Focus, Units, or a combination of both, an Affiliation can grow to Faction size.
 - The Faction expansion requires 25 Org XP to start and an Org Action + 3 months to complete.
 - Once completed, the Organization will be considered Faction size.
- **Factions** are groups that now have a governing structure in place. They may still be part of a larger settlement but are now governing districts (or the whole) of the settlement. Otherwise, an Organization may choose to leave a larger settlement to create their own or expand their headquarters compound into a full settlement. The Org can now send one Messenger Hawk (max 100 words) per month, expand its Foci levels, and expand its units to three.
 - After a Faction level Organization invests and completes 140 Org XP in either Foci, Units, or a combination of the two, it can grow to the next level: State.
 - The State expansion requires 50 Org XP to start, and an Org Action + 6 Months to transition.
 - Once it has been completed, it is considered State size.
- **States** are an independent governing unit of great renown, representing increased holdings of territory and potentially governance of smaller hamlets or villages. While a State may still owe fealty to a larger State or Nation, it runs its own affairs in the manner seen fit within reason. A State cannot co-exist in a larger settlement; it either must move to take up its own residence, it must take over the territory, or some sort of arrangement must be negotiated within an existing large territory. The Org can now have secure storage facilities, discounted rates for Couriers, expand its Foci levels again, and expand its units to five.

Size	Max Org Actions Per Month	Number of Max Foci	Max Foci Strength	Unit Cap	XP Investment Requirements
Affiliation	2	1	Moderate	1	None
Faction	3	3	Strong	3	40 XP Completed
State	4	5	Great	5	140 XP Completed

Settlement Buildings

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

Example Buildings:

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

PROJECTS, CAMPAIGNS, & CONTRACTS

Projects organized by a settlement can be ways to tackle immense duties or very difficult tasks. These are not standard actions and take a lot of coordination. Money, Experience, Downtime & Assist actions, role playing at events, and circumstantial bonuses can all be added together and tracked in a project to help get closer to a result or outcome. Units are not required for a Project. An Organization can only have one ongoing project at a time. If a project is stopped and a new one is started, all current research and efforts are lost, but anything completed upon reaching a “milestone” can be saved and returned to later.

Projects come in two different forms:

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

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

Contracts are specific long-standing actions that usually have prerequisites to achieve. An applicable unit is required to have a Contract. Examples could be a patrol of military forces to deter banditry, delivery of merchant goods to towns in an area, or applying your arcane and/or divine scholars to collaborative research. These contracts usually take the form of a multi-month timeframe along with unit and action requirements to fulfill, with options to enhance the chances of success in the return of investment through additional efforts such as more units, more actions, Org XP, or pledging Downtime/Assist actions.

KEYNOTES

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

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

Temporary / Single-Use Keynotes

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

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

Theme/Influential Keynotes

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

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

Large Goal Keynotes

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

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

MONTHLY ORG ACTIONS

Each month, your Organization leader will be responsible for giving instructions to each of your units, strengthening Foci, and allocating assets as they see fit, all of which will be submitted as their Monthly Actions. These actions may be detailed, allowing you to exert a greater level of control over the minutia of your actions. On the other hand, you may opt to leave your Org 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.

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

Organizations can “do things” with just Org actions (No units, no resources) because it is an abstract measure of how much the Org followers can focus on and impact on their own. However pledging Units and Downtime/Assist actions to the Org actions are potent ways to boost things and make them more impactful. Some actions may favor or even require Units to complete, such as active combat with an enemy force (Martial units), the movement of bulk trade goods (Economic units), or the calming of a nearby village’s concerns (Political unit).

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

The list of available Org Actions:

- Create a Unit
- Take a Unit Action (from the list of unit actions detailed below, including Broad Actions)
- Take a Generic Action (utilize your Foci levels to task in any number of various ways)
- Begin Settlement Upgrade (increase from Affiliation to Faction, or Faction to State)
- Begin Building Foci (Broad Action; enhance any number of Foci one level)
- Take a Special Action (reacting to contracts, political encounters, or various things)
 - Any Org Actions that are impacting or influencing the upcoming in-person event for the month must be noted on the submitted actions so they are processed accordingly.

UNIT SUMMARY & ACTIONS

A **Unit** is composed of roughly 20 people from your settlement representing a group that is focused and trained to work and stay together. Units may be upgraded over time. Fully upgraded units have roughly up to 40 people, to define abstractly.

There are 3 ways to enhance a unit and every increase costs 5 Org XP:

- **Tier Levels** represents the overall training and skills related to what the unit is designed for; Martial units get better at fighting, Economic units get better at moving goods and working contracts, etc. The Tier of a unit is a potent factor in their overall aptitude and capabilities.
- **Specialties** represent niche training and expansion of specialized skillsets within a unit, usually providing bonuses in certain areas.
 - Each unit may have up to two Specialties.
 - A specialty can only be taken once.
- **Upgrades** add bonuses and special abilities to your unit or represent experienced individuals. Many Upgrades add additional levels of Supplies, Status, or Morale to a unit and make it far more robust.
 - An upgrade may only be taken once.

A unit has three attributes/levels which will affect its capabilities:

- **Supplies** represent the equipment, food, and items a unit can use to function at higher capacity. For a combat unit, this will narratively be themed with armor, shields, protective auras, hearty meals, and healing/repair supplies needed to sustain a martial force. For an non-combat unit, this is an abstract measure of how well stocked and supplied the unit is and the overall capabilities that unit has to be able to move goods or last on the road.
 - The starting scale for Unit Supplies is:

Stocked	DEPLETED
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- **Status** represents the overall operational condition of your unit. When the unit suffers casualties, a drop in Status can represent wounds, deaths, or severe damage to equipment beyond the scope of what is covered abstractly in Supplies. A “Destroyed” unit is removed and will require Rest/Recovery actions to bring back. Status has a direct impact on Attack and Defense rolls of a unit.
 - The starting scale for Unit Status is:

Good +2	Able +1	Neutral +0	Weakened -1	Damaged -2	DESTROYED (Temp)
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- **Morale** represents the hope, spirits, and will of the members to act or for fighters to remain in battle. If battles are lost, 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. On the other hand, proper rest or continuous combat victories will raise a unit's spirits. A “Routed” unit must retreat the following month and may only move

towards an allied or friendly settlement. Morale has a direct impact on Attack and Defense rolls of a unit.

- The starting scale for Unit Morale is:

Inspired +2	Elevated +1	Neutral +0	Concerned -1	Demoralized -2	ROUTED (Must flee)
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Once units are made, they can be used for different Organization actions. A single or multiple units in proximity can be tasked with only a single Org action and focus their efforts, or multiple units can be split up among multiple Org actions trying to accomplish multiple objectives. Any action by a unit needs an Organization action, but some actions are considered “Broad Actions” which allow multiple units to participate. Example: a single “Rest/Recovery” Org action that allows 3 different units to benefit from it. Units may also be given “If this, then this” commands if they are simple; troops in the field may have a secondary option available to them but overly complex commands may not be possible. Example: “Move/Patrol throughout the territory hunting bandits, if any are found then Push to then Attack them, Charging stance”.

The following list details out the available **Unit Actions** an Organization can do:

- **Move** allows units to travel across the map to a destination or to several destinations. Terrain, distance, and weather/seasons can influence this narratively and/or mechanically. This is considered at a decent pace where time is not wasted but neither is the unit forced to travel quickly. Most of the time, a unit can move around the continent with enough time to return, unless they intend to take more complex actions.
 - This is a “Broad Action” but contingent on units being in close proximity.
- **Patrol/Gather Info** allows units to move through an area and actively patrol, look for danger/encounters/activity, or to gather information about the surrounding location or the distance between two areas.
 - If the unit is expected to “Act/do something” if they find things, then this would require a “Push” action, noted below.
 - This is a “Broad Action” but contingent on units being in close proximity.
- **Attack/Defend** actions are an abstraction of the work that goes into engaging in battle with an opposing unit and/or a settlement. An Attack/Defend action represents everything needed to conduct a martial encounter; the time to check equipment, to gather things needed to march to battle, posturing for tactical advantage, finding a good camping space for personal tents and supplies, for scouting out pre-battle details, and then finally moving to battle.
 - These actions are further divided up into specific types of attacks which are detailed in the Org Combat section.
 - An Economic unit may be included in an Attack/Defend action to support other units by transferring their levels of Supply to the other unit after that unit is done with combat that month, but are only involved in combat if attacked directly.
 - This is a “Broad Action” but contingent on units being in close proximity.
- **Push** is combining a Move or Patrol/Gather Info action with an Attack/Defend action, such as a unit marching across the continent and attacking something when they get to

their destination. This action can be in reverse (Attack, then Move).

- Pushing a unit will impact morale and/or have a detriment to the actions they are trying to do after the first action takes place.
- This is a “Broad Action” but contingent on units being in close proximity.
- **Rest/Recover** allows units to forfeit any attacks and/or movements in exchange for an opportunity to rest, heal wounds, repair equipment, and/or recover morale. This process may be interrupted if the unit is attacked, forcing combat.
 - A Rest action (per unit):
 - Recovers no Supplies
 - Recovers 1 Status (Max Able +1)
 - Recovers 1 Morale (Max Neutral +0)
 - A Rest action (per unit) at home or supported by an allied settlement:
 - Recovers all Supplies
 - Recovers 2 Status (Max Good +2)
 - Recovers 2 additional Morale (Max Elevated +1).
 - Some Unit Specialties can influence the Rest action with bonuses (see below).
 - Resting will recover a “Destroyed” unit and bring them to Depleted Supplies, Damaged Status, and Routed Morale at the end of the month.
 - It can then benefit from further Rest actions.
 - Settlement Defenders gain the benefit of a Rest action even in months where the settlement is attacked and they are involved in combat.
 - This action can only be taken once per month by an Org.
 - This is a “Broad Action” for all Units in an Org, regardless of location.
- **Standing Orders** is an action that can be given to a unit that can be carried out for an additional month (2 months total) with no additional Org actions needed. This requires the Leader upgrade for every Unit. This represents better planning, more efficient use of food/supplies, and localized command and control to handle needed tasks, making this action less taxing on your settlement’s abilities. Example: an Org Action can be given to a unit to “Patrol” an area and if they find any bandits, the unit will “Push” to “Attack, Charging” and have it continue for a 2nd month as a Standing Action.
 - Standing Orders are not “Broad Actions” but could be used to continue broad actions that were taken for an additional month.
- **Train/Upgrade** is an action that represents your settlement putting together the supplies, gathering the people, and coordinating the training or enhancement of a unit. This could be Upgrades, Specialties, or rising to the next Unit Tier.
 - Creating a new unit requires its own dedicated Org Action and is not included.
 - This is a “Broad Action” for all Units in an Org, regardless of location, but a single unit can only be given one training or upgrade at a time.

UNIT TYPES & TIERS

Type: Name/Tier	Description & Time/Cost
Martial: <u>Create Militia</u> (Tier 1)	<ul style="list-style-type: none"> • Create a Martial unit. These untrained fighters may have some uniforms and equipment, but it would be cobbled together and basic in quality. Little more than organized mob, they're more accustomed to farm work/trades than that of soldiering. • This unit may fight back if attacked in combat. • This unit may initiate attacks. <ul style="list-style-type: none"> ○ Create Unit Action + 1 month ○ Very Weak Martial Focus
Martial: <u>Soldiers</u> (Tier 2)	<ul style="list-style-type: none"> • These militia are a step up from the basic armed mob from which they originated. They are equipped with dedicated, if simple, fighting weapons and understand basic combat strategies, and are considered militant professionals. • Attack Roll +1 • Defense Roll +1 <ul style="list-style-type: none"> ○ Train Action + 1 month ○ Weak Martial Focus ○ Tier 1 Unit
Martial: <u>Veterans</u> (Tier 3)	<ul style="list-style-type: none"> • These soldiers can boast real-world experience and their extensive drilling has hardened their hides and their resolve. Many have seen combat. Veterans have additional training and decent weapons and armor. • Attack Roll +2 • Defense Roll +2 <ul style="list-style-type: none"> ○ Train Action + 2 months ○ Moderate Martial Focus ○ Tier 2 Unit
Martial: <u>Elites</u> (Tier 4)	<ul style="list-style-type: none"> • Elites are highly trained warriors who excel in the art of ending lives on the battlefield. Elites have superior training and skills, along with quality fighting equipment to make them successful at their duties. • Attack Roll +3 • Defense Roll +3 • Adds the "Determined +0" Morale level <ul style="list-style-type: none"> ○ Train Action + 3 months ○ Strong Martial Focus ○ Tier 3 Unit

Type: Name/Tier	Description & Time/Cost
Economic: <u>Create Traders</u> (Tier 1)	<ul style="list-style-type: none"> • Create an Economic unit. These people are accustomed to bartering and selling their wares in markets and carry them across the continent with backpacks. Their experience will help get a decent price for the goods bought and sold, although they are less than proficient at finding rare items or intense bartering. • This unit may NOT fight back if attacked in combat. • This unit may NOT initiate attacks. <ul style="list-style-type: none"> ○ Create Unit Action + 1 month ○ Very Weak Economic Focus
Economic: <u>Merchants</u> (Tier 2)	<ul style="list-style-type: none"> • These traders have developed a rapport with several of the local communities, ensuring a fair price within the vicinity of the territory, and tends to keep a stock of inventory to bring to settlements. They use travois/sleds, allowing them to carry goods across the land at a slightly faster and easier pace than Traders. • Attack Roll N/A • Defense Roll +1 <ul style="list-style-type: none"> ○ Train Action + 1 month ○ Weak Economic Focus ○ Tier 1 Unit
Economic: <u>Caravan</u> (Tier 3)	<ul style="list-style-type: none"> • These merchants have greatly expanded their influence, ensuring a good price in most settlements with whom they maintain relations. Through the connections they have developed over their careers, they also have the chance to find rare items. They carry their wares on carts, allowing them to move more at a time and at a faster pace than Merchants. • Attack Roll N/A • Defense Roll +2 <ul style="list-style-type: none"> ○ Train Action + 2 months ○ Moderate Economic Focus ○ Tier 2 Unit
Economic: <u>Convoy</u> (Tier 4)	<ul style="list-style-type: none"> • When a group of caravans get together, they can move a larger amount of goods quickly from any place. Their numbers also give them unrivaled bargaining and purchasing power. A Convoy is the epitome of logistical trains and traveling merchants, using wagons and pull-teams to move goods. • Attack Roll N/A • Defense Roll +3 • Adds the “Determined +0” Morale level <ul style="list-style-type: none"> ○ Train Action + 3 months ○ Strong Economic Focus ○ Tier 3 Unit

Type: Name/Tier	Description & Time/Cost
Political: <u>Create Representatives</u> (Tier 1)	<ul style="list-style-type: none"> • Create a Political unit. They are familiar with their own customs, although the ways of other customs may be unfamiliar to 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. • This unit may NOT fight back if attacked in combat. • This unit may NOT initiate attacks. <ul style="list-style-type: none"> ○ Create Unit Action + 1 month ○ Very Weak Political Focus
Political: <u>Diplomats</u> (Tier 2)	<ul style="list-style-type: none"> • These representatives have skills that represent gaining more experience, making them less likely to cause a social faux pas in the presence of important officials and more effective at negotiating. Their training will give them a bonus during political negotiations as Diplomats. • Attack Roll N/A • Defense Roll +1 <ul style="list-style-type: none"> ○ Train Action + 1 month ○ Weak Political Focus ○ Tier 1 Unit
Political: <u>Ambassadors</u> (Tier 3)	<ul style="list-style-type: none"> • Veteran politicians and negotiators, these diplomats are high level politicians. They deal with others professionally and are aware of most of the customs of each of the races, making them supremely effective at negotiation and avoiding offense. Every society has little nuances, though, so even these experts are not immune to mistakes, but they fulfill the role as dedicated Ambassadors. • Attack Roll N/A • Defense Roll +2 <ul style="list-style-type: none"> ○ Train Action + 2 months ○ Moderate Political Focus ○ Tier 2 Unit
Political: <u>Consuls</u> (Tier 4)	<ul style="list-style-type: none"> • These Ambassadors are the elites of the political world, able to walk with leaders and sway great mass of commoners. Even if they make a faux pas, their grace and charm should smooth it over. When deals of kingdoms are to be done, Consuls are the ones to turn to. Their training and experience make them unparalleled negotiators. • Attack Roll N/A • Defense Roll +3 • Adds the “Determined +0” Morale level <ul style="list-style-type: none"> ○ Train Action + 3 months ○ Strong Political Focus ○ Tier 3 Unit

Type: Name/Tier	• Description & Time/Cost
Divine: <u>Create Clerics</u> (Tier 1)	<ul style="list-style-type: none"> • Create a Divine unit. These are newly or lightly trained clerics who understand the basics of Divine casting. They can lend their assistance towards healing and research, but not well. Due to their inexperience, they are not able to access any higher spells than the basic. • This unit may fight back if attacked in combat. • This unit may NOT initiate attacks. <ul style="list-style-type: none"> ○ Create Unit Action + 1 month ○ Very Weak Divine Focus
Divine: <u>Preachers</u> (Tier 2)	<ul style="list-style-type: none"> • These Clerics have found a calling in connecting with the player and have also deepened their understanding of the divine. While the higher mysteries of the divine are still out of reach, these Preachers are able to use a wide variety of spells and are better able to lend their assistance towards healing or research. • Attack Roll +1 • Defense Roll +1 <ul style="list-style-type: none"> ○ Train Action + 1 month ○ Weak Divine Focus ○ Tier 1 Unit
Divine: <u>Vicars</u> (Tier 3)	<ul style="list-style-type: none"> • Preachers that continue to expand their ability to communicate with the divine as well as the people around them have also unlocked the great mysteries of the divine, becoming esteemed Vicars. Only the most esoteric knowledge and spells are outside of their reach. They are great assets in lending aid towards healing and research, though they have not specialized in either. • Attack Roll +2 • Defense Roll +2 <ul style="list-style-type: none"> ○ Train Action + 2 months ○ Moderate Divine Focus ○ Tier 2 Unit
Divine: <u>Prelates</u> (Tier 4)	<ul style="list-style-type: none"> • Vicars that heed the higher calling of their faith have expanded their abilities along with their station among the followers of their creed. Able to sway the masses and channel powerful magic, these Prelates are said to be potent conduits to the divine and hold considerable respect among their religious institutions. • Attack Roll +3 • Defense Roll +3 • Adds the “Determined +0” Morale level <ul style="list-style-type: none"> ○ Train Action + 3 months ○ Strong Divine Focus ○ Tier 3 Unit

Type: Name/Tier	Description & Time/Cost
Arcane: <u>Create Mages</u> (Tier 1)	<ul style="list-style-type: none"> • Create an Arcane unit. These newly or lightly trained Mages understand the basics of Arcane casting. This means they can lend their assistance towards research, but not well. However, due to their inexperience, they are not able to access any higher spells than the basic. • This unit may fight back if attacked in combat. • This unit may NOT initiate attacks. <ul style="list-style-type: none"> ○ Create Unit Action + 1 month ○ Very Weak Arcane Focus
Arcane: <u>Theurgists</u> (Tier 2)	<ul style="list-style-type: none"> • Mages that widen their understanding of the Arcane, finding unique qualities of mana and magic become Theurgists. While the higher mysteries of the Arcane are still out of reach, they can use a wide variety of spells and are better able to lend their assistance towards research, having spent time with scholars and working on esoteric projects. • Attack Roll +1 • Defense Roll +1 <ul style="list-style-type: none"> ○ Train Action + 1 month ○ Weak Arcane Focus ○ Tier 1 Unit
Arcane: <u>Magians</u> (Tier 3)	<ul style="list-style-type: none"> • Theurgists that graduate from academia or have successfully led discovery projects and have unlocked the great mysteries of the magic join the ranks of Magians. Only the most esoteric knowledge and spells are outside of their reach. They are great assets in lending aid towards research, though they have not specialized in either. • Attack Roll +2 • Defense Roll +2 <ul style="list-style-type: none"> ○ Train Action + 2 months ○ Moderate Arcane Focus ○ Tier 2 Unit
Arcane: <u>High Magus</u> (Tier 4)	<ul style="list-style-type: none"> • Magians who have expanded their abilities, tapping into the magnitude of scholastic possibilities, join the revered High Magus. Concepts of mana, spellcraft, and complex equations of research/advancement theories are their forte. They can cast even more spells and participate in grand rituals. Their aid in research and is unparalleled, even on unspecialized areas of study. • Attack Roll +3 • Defense Roll +3 • Adds the “Determined +0” Morale level <ul style="list-style-type: none"> ○ Train Action + 3 months ○ Strong Arcane Focus ○ Tier 3 Unit

UNIT SPECIALTIES & UPGRADES

Type: Name	Specialty Descriptions & Time/Cost	Mar- tial	Econ	Poli- tical	Divine	Arcane
Specialty: <u>Arcane Magic</u>	<ul style="list-style-type: none"> Reduce Defense Roll by -1. Gain +2 on Attack Rolls. <ul style="list-style-type: none"> Train Action + 1 month Weak Arcane Focus 	✓	-	-	-	✓
Specialty: <u>Armed Escort</u>	<ul style="list-style-type: none"> The unit still cannot initiate an Attack action but is now able to fight back if attacked. This unit now gets an Attack roll with a bonus equal to their Defense roll upgrades. <ul style="list-style-type: none"> Train Action + 1 month Very Weak Martial Focus 	-	✓	✓	-	-
Specialty: <u>Berserkers</u>	<ul style="list-style-type: none"> Add +1 to Attack Rolls. <ul style="list-style-type: none"> Train Action + 1 month Weak Martial Focus Tier 2 Unit 	✓	-	-	✓	-
Specialty: <u>Courtiers & Companions</u>	<ul style="list-style-type: none"> Bonus to Political actions and Campaigns. <ul style="list-style-type: none"> Train Action + 2 months Moderate Political Focus Tier 3 Unit 	-	-	✓	-	-
Specialty: <u>Divine Magic</u>	<ul style="list-style-type: none"> Reduce Attack Roll by -1. Gain +2 on Defense Rolls. <ul style="list-style-type: none"> Train Action + 1 month Weak Divine Focus 	✓	-	-	✓	-
Specialty: <u>Healers</u>	<ul style="list-style-type: none"> Rest recovers +1 Status level. <ul style="list-style-type: none"> Train Action + 1 Month Weak Economic or Divine Focus 	✓	-	-	✓	-
Specialty: <u>Ranged Weapons</u>	<ul style="list-style-type: none"> Add +1 to Attack Rolls. <ul style="list-style-type: none"> Train Action + 1 month Weak Martial Focus 	✓	-	-	-	✓
Specialty: <u>Researchers</u>	<ul style="list-style-type: none"> Bonus to actions related to Projects and magical research. <ul style="list-style-type: none"> Train Action + 1 month Weak Divine or Arcane Focus Tier 2 Unit 	-	-	✓	✓	✓
Specialty: <u>Reserve Forces</u>	<ul style="list-style-type: none"> Adds the “Reserves -1” Status level. <ul style="list-style-type: none"> Train Action + 1 month Weak Martial Focus Tier 2 Unit 	✓	-	-	✓	✓

Specialty: <u>Scouts</u>	<ul style="list-style-type: none"> • Bonus to Patrol/Gather Info actions. • Recover 1 level of Supply when Resting, instead of none. <ul style="list-style-type: none"> ○ Train Action + 1 months ○ Weak Martial Focus ○ Tier 2 Unit 	✓	-	✓	-	-
Specialty: <u>Skirmishers</u>	<ul style="list-style-type: none"> • “Pushing” this unit cannot drop Morale lower than Neutral. • When Retreating, reduce damage by -3 instead of -2. (Min 1) <ul style="list-style-type: none"> ○ Train Action + 1 month ○ Very Weak Martial Focus 	✓	✓	-	-	✓
Specialty: <u>Shield Wall</u>	<ul style="list-style-type: none"> • Add +1 to Defense rolls. <ul style="list-style-type: none"> ○ Train Action + 1 month ○ Weak Martial Focus 	✓	-	-	✓	-
Specialty: <u>Spies</u>	<ul style="list-style-type: none"> • Bonus to Patrol/Gather Info actions. • May be given special spy/counter-spy actions. <ul style="list-style-type: none"> ○ Train Action + 2 months ○ Moderate Political Focus ○ Tier 3 Unit 	-	-	✓	-	-
Specialty: <u>Trade Wagons</u>	<ul style="list-style-type: none"> • Adds “Wagons” Supply level. • Adds “Crates” Supply level. <ul style="list-style-type: none"> ○ Train Action + 2 months ○ Moderate Economic Focus ○ Tier 3 Unit 	-	✓	-	-	-
Specialty: <u>Weavers</u>	<ul style="list-style-type: none"> • Bonus to actions related to Projects and magical research. <ul style="list-style-type: none"> ○ Train Action + 2 month ○ Tier 3 Unit 	-	-	-	✓	✓
Specialty: <u>Work Crew</u>	<ul style="list-style-type: none"> • Adds “Laborers” Supply level. • Grants bonus to Merchant Contracts & Exports. <ul style="list-style-type: none"> ○ Train Action + 2 months ○ Weak Economic Focus 	-	✓	-	-	-

Type: Name	Upgrade Descriptions & Time/Cost	Mar- tial	Econ	Poli- tical	Divine	Arcane
Upgrade: <u>Bolstered Ranks</u>	<ul style="list-style-type: none"> Add the “Bolstered +1” Status level. <ul style="list-style-type: none"> Train Action + 2 months Weak Martial Focus 	✓	-	-	✓	✓
Upgrade: <u>Carts</u>	<ul style="list-style-type: none"> Add the “Carts” Supply level. <ul style="list-style-type: none"> Train Action + 1 month Weak Economic Focus 	✓	✓	✓	✓	✓
Upgrade: <u>Combat Training</u>	<ul style="list-style-type: none"> May now initiate attack actions. <ul style="list-style-type: none"> Train Action + 1 month Weak Martial Focus 	-	-	-	✓	✓
Upgrade: <u>Currency Exchange</u>	<ul style="list-style-type: none"> Grants bonus to Merchant Contracts & Exports. <ul style="list-style-type: none"> Train Action + 2 months Tier 3 Unit 	-	✓	-	-	-
Upgrade: <u>Customs & Etiquette</u>	<ul style="list-style-type: none"> Bonus to Political actions and Campaigns. <ul style="list-style-type: none"> Train Action + 2 months Tier 3 Unit 	-	-	✓	-	-
Upgrade: <u>Extra Equipment</u>	<ul style="list-style-type: none"> Adds the “Extra Equipment” Supply level. <ul style="list-style-type: none"> Train Action + 1 month Moderate Economic Focus 	✓	-	-	✓	✓
Upgrade: <u>Improved Arm(s/or)</u>	<ul style="list-style-type: none"> Choose: “Attack +1” or “Defense +1” <ul style="list-style-type: none"> Train Action + 1 month Moderate Martial Focus 	✓	-	-	✓	✓
Upgrade: <u>Leader</u>	<ul style="list-style-type: none"> Adds the “Holding -1” Morale level. May conduct “Standing Orders” actions, continue action for one additional month. <ul style="list-style-type: none"> Train Action + 1 months Tier 2 Unit 	✓	✓	✓	✓	✓
Upgrade: <u>Toughness</u>	<ul style="list-style-type: none"> Adds the “Tough -1” Status level. <ul style="list-style-type: none"> Train Action + 2 months Tier 3 Unit 	✓	-	-	✓	✓
Upgrade: <u>Unique / Special</u>	<ul style="list-style-type: none"> Units could be given special/ unique upgrades based on the expansion of keynotes, reputation, or relationships. These could be tactical doctrines, siege equipment, focused training, or unique equipment. <ul style="list-style-type: none"> Time & Foci TBD 	✓*	✓*	✓*	✓*	✓*

UNIT COMBAT

Each month, units may engage in combat against an enemy within their immediate vicinity (or Push to move a farther distance and still engage in combat). During this combat, each side gets both an Attack Roll and a Defend score unless stated otherwise, which are compared to determine the outcome of the fighting that month.

- Martial units can fight back if attacked and initiate attack actions by default.
- Divine and Arcane units can fight back if attacked but are unable to initiate attacks.
 - Can be upgraded to be able to initiate attacks.
- Economic and Political units cannot fight back if attacked and they can never initiate attack actions.
 - Can be upgraded to be able to fight back if attacked.

Before the attack begins, each unit decides their strategy for the month from the options below.

- **Attack** unit actions are used to perform rounds of combat against enemy units. Whether or not your unit gets an Attack and Defense roll is based on unit type and training. A stance is then chosen that can further expand on your attack action.
 - **Charging** is a very aggressive attack, although it opens defenses; +1 to damage dealt but also +1 to damage taken. This attack can be done against enemy units and settlements and can be selected for every round of combat in a month.
 - **Guarded** reduces offense but makes defending easier; -1 to damage dealt but also -1 to damage taken. This attack can be done against enemy units and settlements and can be selected for every round of combat in a month.
 - **Engage** is a balanced approach: the unit falls into whichever formation in which they are most trained, favoring neither offense nor defense; damage dealt and received is not changed. This attack can be done against enemy units and settlements and can be selected for every round of combat in a month.
 - If no stance is noted, units will default to the Engage attack stance.
- **Raid** is a special unit attack that is used only against settlements. An Attack Roll vs the Settlement Defender's unit is still rolled. Raiders take no damage from defenses and cannot gain/lose Morale from this attack. Damage dealt by the Raiding unit is converted into Morale levels lost by the settlement and Supply levels gained by the raider.
 - Can only be used if Settlement Defender's unit is "preoccupied" by another attacking unit, requiring a minimum of 2 units to Raid a settlement.
- **Retreat** forfeits the Attack Roll for the month in exchange for reducing damage taken in combat by -2, to a minimum of 1. They must move away from the area and the distance is dictated by any pursuit of the opposing unit. This ties into being "Routed" due to bad morale, which forces a unit to "Retreat" to a nearby friendly settlement the following month.

Applying Damage to Units

Once all unit attack action types are confirmed, an Attack Roll is made for any units that are capable of damaging their opponents and a Defense Roll is made for any unit that is being attacked. Unit Tier, Status, Morale, and Specialties all factor into the bonuses added to Attack and/or Defense rolls. If two Units attack each other, this results in 2 rounds of combat.

- All Attacks do 1 minimum damage, regardless of anything that reduces damage or whether the Attack Roll is successful or not.
 - If Attack Roll meets or beats the Defense Roll, the attack succeeds, dealing +2 damage (3 total).
 - If an Attack Roll doubles the result of the Defense Roll, the attack deals +2 more damage (5 total).
 - Damage dealt and received is then modified by the Attack stances chosen by both attackers and defenders. (Charging or Guarded)

An average combat where two units fight each other (and both get attack actions) results in between 2-10 damage before modifications.

- Two units (Charging) attacking each other results in 6-14 damage
- Two units (Guarded) and attacking each other results in 2-6 damage

Damage is applied at the end of the month in one lump sum from all combats involving the unit. Damage goes to Supplies, then Status, then Morale, then starts over again. Damage drops a level once for each point. This gives an overall abstract “How many wounded/dead you have and what kind of fighting shape you/your equipment/your spirits are in” metric.

Being Outnumbered in Combat

Being outnumbered by enemy units is never a good situation. Doing so requires a unit to focus on defense to stay alive, reducing their potential for damage. Select one enemy unit for each unit you control to focus on. Combat is handled normally against that unit. Against all other enemies involved in combat with your unit in that month, your unit's attack actions must be "Guarded".

1. Unit A attacks Unit B, they both may roll Attack/Defense (if applicable) and calculate the damage, which is considered a "round of combat".
 - Each Unit may choose the stance they attack with.
 - This damage per unit is saved until later.
 - Note whether Morale will shift up or down based on Attack/Defense rolls.
2. Unit B then may choose to also attack Unit A, resulting in a 2nd round of combat.
 - Each Unit may choose the stance they attack with.
 - This damage is added to the damage per unit and saved until later.
 - Note whether Morale will shift up or down based on Attack/Defense rolls.
3. If a third Unit C is involved and attacks Unit A, they would also get a round of combat.
 - Unit C may choose an attack stance, but Unit A may only take the "Guarded" attack stance.
 - This damage is also added to the damage per unit and saved until later.
 - Note whether Morale will shift up or down based on Attack/Defense rolls.
4. Repeat Step #3 if there are more units present.
5. Damage totals are applied in one lump sum to each unit.
6. Modify morale up or down based on the outcome of the Attack/Defense rolls.

Morale & Routed Units

Morale is also very important to units. Fighters with hope in mind will fight harder and be more willing to follow orders to continue fighting than those filled with despair.

- A unit cannot go any higher than Inspired (+2) morale.
- Winning both Attack and Defense Rolls in a combat round will increase morale by 1; losing both will decrease morale by 1, applied at the end of the month.
 - This can only be increased once per month regardless of the rounds of combat.
 - However, morale losses/gains could be returned back to baseline (or improve/worsen) depending on how the subsequent round of combat plays out.
 - Each round of combat this will be checked and the order in which combat takes places dictates the order in which the final result is achieved.
- Attacking a unit that has no Attack Roll (like a merchant unit) requires only the Attack Roll to succeed to raise Morale and an Attacker cannot lose morale if the attack roll fails.
- Units "raiding" against a Settlement to gain Supplies cannot gain or lose Morale.
- If a Unit's morale level drops to "Routed" then it must flee/retreat the following month.
- A "Routed" Unit can only participate in Rest/Recovery actions or Move actions that have them returning to their home settlement.
- Res/Recovery actions, or additional efforts from Org leadership, is needed to recover morale.

SPECIAL UNITS

Settlement Defenders:

Each settlement will have a special unit called “Settlement Defenders”. This unit is an abstract measure that represents all the settlement defenses, defensive training, dedicated guards, and conscripted fighters that will be used to defend your settlement from attackers.

- This unit does not take up one of the unit slots available to your organization.
- This unit cannot be upgraded like other units. Instead, the Org’s foci levels will enhance this unit:
 - Martial and Arcane foci levels will increase this unit’s attack roll.
 - Economic and Divine foci levels will increase this unit’s defense roll.
- This unit cannot be given any actions; it will only defend the settlement if attacked.
 - This unit will always take the “Guarded” attack stance when it fights.
 - This unit can participate in combat (defend itself) and benefit from the Rest/Recovery broad action in the same month.
- This unit cannot be destroyed but it can be damaged to drop its Supply, Status, and Morale levels to be less combat effective and less able to absorb damage.

When a settlement is attacked and their settlement defenders participate in combat, damage reconciliation is handled differently.

- If the settlement defender unit can absorb all the incoming damage of an attacking unit, the defender unit takes damage as normal and nothing happens to the settlement.
- If the settlement defender unit is unable to absorb all the damage (damage has reduced Supply, Status, and Morale to the lowest level the unit can take) and there is any left over, that damage will then impact the settlement.
 - Any amount of damage carried over will reduce the Settlement Status by 1.
- Settlement Defenders will be able to stop a Raid attack action by forcing combat, but if they are being attacked by another unit, they cannot stop any Raid attacks that month.

Hiring Mercenaries:

Mercenary units can be sought after and a contract negotiated with and brought into service to bolster an Organization’s units temporarily. Mercs may or may not be reliable depending on their training, reputation, and influences on their Morale levels. Mercenary units act like all other units of a similar type. Merc units traditionally come with a “supported” and “self-sufficient” cost per month.

- A “**Supported**” Merc unit is one that can take up one of an Org settlement’s “unit slots” that are available, representing your populace being able to tend to some of the daily needs and operating costs, bringing down their monthly contract cost.
- A “**Self-Sufficient**” Merc unit is one that is brought into an Org that is unable to be supported by the settlement because your Org has the maximum amount of units allowed; they will charge extra to be able to tend to their own daily needs and operating costs, leading to a higher monthly contract cost.

Boats (Restricted Unit):

Although the “Unique/Special” upgrade for a unit can encompass almost anything, boats are units that have been given their own special rules.

Boats are units in the game that can “break the game world” by sailing beyond the borders of the continent. Voyages across the ocean are incredibly expensive, dangerous, and would make huge impacts on current lore within the game. They can make it too difficult to facilitate plot that isn’t front and center with current events, so any “ocean faring” vessels are strictly plot-only. This does not remove “sailing off to X” plot entirely, it just makes it something that is more controlled by overall LARP direction and larger NPC groups instead of being driven by single groups of PCs. This means that all Organization accessible boats are “coastal faring” vessels but are still a high-end goal (and sometimes a status symbol) for Orgs to strive for.

- Boats are created like regular units, and they take up a unit slot like other units.
 - A Moderate Focus level of the applicable boat unit type is required.
 - Each Org can only have a maximum of one boat.
- Boats will require narrative approval before being constructed and may have a silver cost associated with its construction.
 - Do you have connections? Did you work towards getting quality lumber? Is it part of some sort of deal? Etc.
- Boats can be enhanced with Tier increases, Specialties, and Upgrades based on their chosen unit type, and have the same attack/defend capabilities of other units of that type.
 - They will have the same Supply/Status/Morale levels as other units.
- All boats are “coastal faring” meaning they will be able to sail around the coasts/riverways of the continent of Mardrun but are not able to sail in the open ocean.

At the time of creation, a boat’s nautical speed and cargo hold must be chosen. These are called a boat’s “structure slots” and are similar in function to a PC’s “body slots” for Mana Reserves and Toughness skills. This cannot be changed once a boat is created and will result in a variety of ship options.

Coin Cost	Structure Slots
0	2 (Basic quality)
100	3 (Good quality)
300	4 (High quality)

Structure Type	# of Structure Slots	Effect
Speed	<ul style="list-style-type: none">• 1 (Slow)• 2 (Medium)• 3 (Fast)	Used to calculate the speed at which the boat can travel, it will be compared against other boats in boat-vs-boat attack actions and will factor into some mercantile contracts for profit.
Cargo	<ul style="list-style-type: none">• 1 (Small)• 2 (Medium)• 3 (Large)	Used to calculate how many units or abstract “loads of goods” that can be moved for narrative supplies and/or mercantile contracts.

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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. It is through us all that we tell this story and breathe life into the dream that is Last Hope.

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