

# LAST HOPE

## LIVE ACTION ROLE PLAY

**Faction Mechanics**  
**Version 6.0**

Last Hope – Live Action Role Play  
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# WHAT IS A FACTION?

A **Faction** is a group of people who have come together under a common banner. Factions can interact with the world in an expansive way 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 Faction a reputation.

Each month, members of a Faction that utilize the Downtime Action system can add assets earned, built, or unlocked by their Faction to their efforts. Members can leverage the Attribute levels that are relevant, various Units of different types and specialties, and keynotes that could be relevant to different situations.

At the end of each month/beginning of the next month, all Downtime Actions involving a Faction's assets will be added to the narrative story log of that Faction.

## How do I create a Faction?

To be recognized as a Faction, have access to these mechanics, and start earning Faction XP, a Faction must meet the following requirements:

- At least **4 different Player members with 4 unique PCs** all earning at least 1 Faction XP each during the first month of Faction creation.
- At least two of these PCs must have a **Resources skill**.
- Easily discernible **heraldry for members**: tabards, belt flags, and color motifs must be unique to your Faction and worn by any PCs and NPCs during events.
- A **payment of 25 silver**, representing your group investing into the Faction to get it off the ground.
- Choose a **Faction Leader**. This is the player (not PC) responsible for posting Faction updates/upgrades/training and will be the primary contact person.
- A **Location for your headquarters/settlement**. *Choose wisely on location as it will have impacts on the Faction!* 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 a Faction can grow to.
- A **backstory/bio** for the Faction is required and must be approved by Staff to ensure that it fits the scope and feel of Last Hope LARP.

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

***Be patient!*** Faction growth is deliberately slow, focusing on the “long game” method of narrative storytelling; it is common for Factions to take years to really get moving. Establishing a Faction with reliable or influential assets to assist members in their Downtime Actions will take time and effort.

# MAINTAINING A FACTION

Factions are expected to maintain a minimum level of active presence.

To remain **“Active”**, a Faction must have a minimum of 4 **unique** PCs on their roster from 4 **different** Players. To be Active, these 4 PCs must:

- Accrue a minimum of 4 Faction XP in a calendar year.
  - Member attendance and/or membership perks can be used to qualify this.
    - Banner XP does not count towards this required XP.
- Or pledge a minimum of 4 DTAs using Faction assets in a calendar year.
- Or any combination of those 2 options above that adds up to 4.
  - This will be tracked per PC on the Faction sheet.
  - A PC/Player is considered Inactive if they fail to accrue this amount.
  - Inactive PCs/Players do not count towards the 4 PCs/Players needed to maintain a Faction.

A Faction becomes **“Inactive”** should it fail to retain 4 Active Players/PCs.

- If at any time the Player/PC roster of a Faction drops to less than 4 Players/PCs, the Faction immediately goes Inactive.
- If at the end of the year the Faction does not have enough qualifying Active Players/PCs, the Faction goes Inactive at the start of the new year.
- All assets of the Faction are unable to be used in Downtime Actions while Inactive.
- All Training and Construction will continue in the background if this was already started before going Inactive.
- If a Faction is Inactive for another calendar year, they will be retired and removed as a playable option.

Players may choose to retire a Faction, working with Staff on a suitable closure of the story of that Faction instead of waiting until the end of the time requirements.

	DTAs Pledged and/or Faction XP Accrued				
Player/PC #1	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>Active</i>
Player/PC #2	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<i>Active</i>
Player/PC #3	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<i>Inactive</i>
Player/PC #4	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<i>Inactive</i>

# **FACTION MECHANICS OVERVIEW**

In the beginning, a Faction is little more than a building used for a headquarters and a handful of followers. With time and experience, a Faction can increase their reach and capabilities, as well as draft specialized Units from their growing supporters.

To strengthen an Attribute or to train a Unit, you must first have the required Faction XP to cover its cost. Once you declare your intent to strengthen the Attribute/train a Unit during the month for your Faction, the XP will be deducted from your totals, and your timer begins until the upgrade/training is complete.

Listed below are some major points in managing a Faction:

- **Faction XP** is used to show how active Faction members are in the events surrounding their lives in the world and indirectly represents the reputation (good or bad) of the Faction. The more XP earned, the bigger the social “footprint” of a Faction.
  - A Faction earns one XP point when:
    - A PC member 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.*
    - A PC member may choose the “Faction XP” membership perk(s).
      - *This may be selected more than once with applicable memberships.*
    - A minimum of two PCs, with visible heraldry, attend an event AND are prominently displaying a “Standard” (flag or banner) of the Faction’s heraldry.
      - Standards must be displayed on their own banner poles, either on stands or properly hung from tents.
      - Draping a standard on a table/cart or using sticks from the woods to hang them from trees is not sufficient for this bonus XP.
- **Downtime Actions** refer to the need for all Faction assets to be used in conjunction with a Faction member’s Downtime Actions. Factions cannot do things on their own; a PC must lead an initiative and then may apply the appropriate assets to their effort.
  - Actions may be enhanced in various ways, such as spending additional Faction XP or using relevant Keynotes, to hasten/boost/improve the outcome as well, representing the clout and capabilities of your settlement putting in “extra” to help the effort.
- **Units** are groups of individuals with a themed purpose, such as a militia for fighting or traders for moving goods, that specialize in different types of tasks.
  - A Faction has a cap on the number of Units they can support, which can be unlocked one at a time. The max number of Units allowed for a Faction is 5.

- **Time** is the full number of months required to invest in an upgrade, strengthen a Attribute, or train a Unit. This includes the month the request to build/upgrade was submitted.
  - Most upgrades and training will be noted as “Building/Training in *MONTH*-to-*MONTH*, ready in *MONTH*” to help confirm the time expectation.
  
- **Communication** between groups and entities in the game can make an enormous impact on your efforts as a Faction. Players may communicate freely among themselves as they see fit. However, communicating with the “game/NPCs” is a different story. If you want to send a message to an NPC entity, then you must go through proper channels to do so.
  - Players can take the Trade: Courier/Falconer or Resource: Courier/Falconer skills and be able to assist in sending messages through Downtime Actions.
  
- **Settlement Status** indicates the “health” of your settlement. If your settlement is attacked, your settlement has defenses and defenders that will fight, but they can only do so much if targeted by multiple enemy Units or for long periods of time.
  - Settlement Defenders will absorb attacker damage.
    - **Any attack** on a Settlement will drop that Settlement’s Morale by one level, regardless of if Settlement Defenders are able to fight back.
    - If any amount of damage “cannot be absorbed” by Settlement Defenders, then the settlement will degrade by one Status level.
  - This abstract measure replicates buildings being damaged, daily affairs being interrupted or deterred, and your people suffering under enemy attacks.
  - Settlement Status levels are NOT recovered by Rest/Recovery actions.
    - Considerable focused effort and/or time is needed to recover each lost Status level of a settlement.
  - If a Settlement Status runs out, the Settlement is destroyed, forcing a Faction to spend time and resources to relocate to a new area and/or rebuild, and Staff will coordinate with your members on how to proceed.
  
- **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, suffering enemy attacks, and having the immediate territory raided by enemies.
  - Morale is impacted by enemy Units attacking your settlement.
  - Morale is impacted by Units using the “Raid” action in their territory.
  - Morale will “return to neutral” over time and can be boosted by efforts.
  - Morale can affect everything a Faction does; positive morale can give boosts to efforts and negative morale can diminish efforts or create strikes/work stoppages for actions if it gets bad enough.

- **Projects & Contracts** can be conducted by giving your people another goal or activity to work towards from month to month via Downtime/Assist actions.
  - **Projects** are long-term goals that are tracked and/or checked against success.
    - Only one active 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 “archived” to focus on something else, then picked back up at a later date.
  - A Faction may also have a **Contract**. 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 DTAs; others can be more passive and exist in the background. The specifics of which will be described in the contract itself.
    - A Faction can only have one Contract active at a time.
  
- **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/consumable depending on what they are. Some Keynotes may have limitations, or their ability, expansion, or potency is dependent on your Faction’s Attributes strength. Keynotes are also where the resume of accomplishments, expansions, and overall theme of a Faction can really shine.
  
- **Shared Trades**: Faction members with Trade: Healer/Blacksmith can aid other Faction members with discounted pricing when recovering wounds and repairing damaged equipment in between events. This is handled at events during Check-In.

# MONTHLY FACTION ACTIONS

There are two types of actions related to a Faction:

- Faction member submitted **Downtime Actions**.
- Faction Leader submitted **Faction Updates**

Each month, your Faction members can submit **Downtime Actions** (also known as **DTAs**) and have their PCs take the lead on different narratives. 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 Faction assets to their own devices, taking a more passive role in their use.

- Players who submit Downtime Actions can expect that Staff will analyze the overall narrative and the application of Faction assets *in good faith* and assume that a Faction's settlement, populace, and specialize Units are relatively competent to the best of their abilities. The goal is to provide meaningful narratives, so that will be kept in mind as a baseline for players choosing to expend their DTAs using Faction assets.
- The chosen actions submitted are done so with leverage of what the capabilities are of the Faction. All actions are "weighed" by what Attributes 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 Faction with a "Greater" Martial rating is able to bring to bear some "Greater" assets to their actions, if applicable. However, Faction members attempting to utilize the same Attribute for multiple different actions will experience diminishing returns on the settlement's capabilities, balanced against the level of Attribute strength and the scope/scale of the various actions.
- Units involved in DTAs 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 Unit may only be applied to a single DTA in a month, representing the need for that group of focused/specialized individuals committing to a single task, but multiple Units can be applied to a single DTA.

A Faction Leader is responsible for submitting monthly changes via **Faction Updates**. These updates can be done freely without the need for DTAs. This is a form that will be filled out and submitted, which will be reconciled with updates at the end of the month the same time that Faction DTA narratives are returned to players and copied into the unfolding narrative log of a Faction. The following things are considered "free actions" and are submitted via Faction Update forms:

- Attribute Construction/Expansion
- Settlement Upgrades/Unlocks
- Unit Creation, Training, and Standing Orders (not involved in DTAs that month)
- Resting/Recovery of Units (not involved in DTAs that month)
- Secure Storage & Faction Coffers Management
- Confirming Faction Member DTA submissions (for error proofing, corroboration)

# SETTLEMENT ATTRIBUTES

Factions with larger aspirations will look towards increasing their networks, capabilities, and influence in the world. To do this, they need to strengthen their Attribute levels.

An **Attribute** is an area in which the Faction has decided to start growing its network and capabilities. The stronger the attribute, the more impact any of that type of relevant Downtime Action taken will have. This is an abstract measure of the potency, capacity, and support structure of your settlement related to this area.

- Attribute levels must be purchased with Faction XP and takes time to construct/develop.
- Attribute upgrades must be done one step/level at a time; they cannot be upgraded “in bulk”.

The Five Attributes are:

- **Martial** – this represents the military might of the Faction, built up defenses, and a fighting populace. It also represents law & order.
  - The level of Martial Attribute is also factored into Attack rolls when the settlement is attacked.
- **Economic** – this 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 Attribute is also factored into Defense rolls when the settlement is attacked.
- **Political** – this 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 Attribute is factored into rolls to see if your people notice spy attempts on your settlement.
  - Political Attribute also expands on the number of Morale levels (Resolute) your settlement has, allowing it to endure more negative impacts on morale.
- **Arcane** – this represents the mastery of the arcane power and knowledge, as well as the potential for it, and is crucial to magic research.
  - The level of Arcane Attribute is also factored into Attack rolls when the settlement is attacked.
- **Divine** – this 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 Attribute is also factored into Defense rolls when the settlement is attacked.

### **Attribute Strength/Tiers**

Expanding an Attribute can be explained as additional buildings being constructed, expansions of territory, specialized training, expanding themed administration and logistics, or hiring/accepting of more people to live in your settlement. Each Attribute can be strengthened/enlarged by investing XP into them. This represents the clout and renown of the Faction 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 expansions to different Attributes at the same time; but each Attribute can only be upgraded one level at a time.

Faction members can add relevant Attributes to their Downtime Actions, representing their ability to rely on or leverage the current level of capabilities that the Faction has built.

- A PC using a DTA to try to “patrol for bandits” with only a Tier-1 (Basic) Martial Attribute may only be able to rely on watchful commoners, a simple stick fence, and/or a handful of brave people with farming implement and lanterns to keep an eye on the countryside.
- A PC doing the same action noted above but with a Tier-5 (Greater) Martial Attribute would be able to rely on sturdy walls around the settlement, a populace that is able to be levied into militia service, with a stockpile of basic weapons at small armories, towers that provide watch rotations, and/or gates that organize and control entry into the settlement.

While the Attributes of a Faction’s Settlement abstractly represent the expanded baseline capabilities, there is a balancing factor of diminishing returns that will be applied if the same Attribute is used heavily in any given month. One PC leveraging their Political Attribute to help with some targeted social interaction will have a greater supporting impact than if five PCs all tried to leverage the same Political Attribute in the same month for five different things. The narrative impact will be balanced once all Faction DTAs are sent for the month and will be reflected in the return at the end of the month.

Below are the five Tiers of Attribute strength, their XP costs, and their time to develop.

<b>Attribute Strength/Tier</b>	<b>XP Cost</b>	<b>Action Cost &amp; Time</b>
Tier 1 (Basic)	5	2 months
Tier 2 (Moderate)	10	3 months
Tier 3 (Expanded)	15	4 months
Tier 4 (Improved)	20	5 months
Tier 5 (Greater)	25	6 months

# **FACTION UPGRADES/EXPANSIONS**

Factions start out as a hand full of individuals pulling together for a common cause. However, as they start building Attributes and establishing connections, they can grow.

- **Messenger Hawk** is a starting feature that all Factions get. It can be used once per month in a single PC's DTA effort to help communicate with NPC groups, such as sending a letter at the beginning of the month to contact someone proactively, as needed during the month to help with smoother results, or sent at the end of the month to report something after it is done. Note which in your Faction Member's submitted DTA.
  - We encourage players to write actual letters to be sent when using messenger hawks. There is a 100-word maximum allowed per letter sent.
  - An acceptable backup is to note that the hawk can be used to "send the most appropriate message related to this effort" and it will be factored into the narrative.
- **Courier** is a starting feature that all Factions get. Couriers can be used to send items or silver, and the influence of using a courier is sometimes noteworthy.
  - All Faction members using DTA's can rely on a locked-in rate of 5 silver per courier use when applied to their DTAs.
  - There is no limit to the number of couriers that can be used by Faction members in a month.
- **Unit Slots** are unlocked one at a time, allowing for the training of specialized Units. All Factions start with zero Unit slots. Unlocking a Unit slot represents your settlement organizing dedicated space, lodging, and facilities for a Unit of specialized people to operate out of.
  - Like Attributes, a Unit slot can only be unlocked one at a time until they reach five Unit slots.
  - A Unit slot can be unlocked at the same time that a new Unit is being created.

<b>Unit Slot</b>	<b>XP Cost</b>	<b>Time</b>	<b>Prerequisite</b>
#1	0	2 months	1 Attribute at Basic
#2	10	2 months	1 Attribute at Moderate
#3	10	2 months	1 Attribute at Expanded
#4	20	2 months	1 Attribute at Improved
#5	20	2 months	1 Attribute at Greater

- **Standing Orders** represents Units having better planning, more efficient use of food/supplies, and localized command and control to handle needed tasks and to be self-sufficient. This will be explained more in the Unit Actions section below.
  - A Faction can support up to 3 Standing Orders each month.
  - A Unit can be placed on a Standing Order if they have the Leader upgrade.
- **Secure Storage** represents the proper storage, cataloging, security, and administration of various items. Each slot holds a “Load of goods”. A “load” could be a unique item, a stack of a single type of reagent, or bulk trade goods.

<b>Secure Storage</b>	<b>XP Cost</b>	<b>Time</b>	<b>Prerequisite</b>
4 Slots	5	2 months	Moderate Economic Attribute
+6 Slots (10 total)	10	4 months	Improved Economic Attribute

- **Settlement Buildings** are narrative options for a group to expand the theme of their Faction’s settlement. For each level of an Attribute, you may choose up to 2 buildings from the following list or make up your own with approval.
  - ***These buildings do not have any mechanical effects!*** They are simply an abstract way to help with detailing 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 Faction.
  - 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 & CONTRACTS

**Projects** organized by a settlement can be ways to tackle immense duties or long-term goals. These are not simple tasks 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. A Faction can only have one ongoing project at a time, representing the need to have dedicated people, organizers, and working space to a larger task. If a project is stopped and a new one is started, all current research and efforts are lost, as that dedicated space needs to be tasked to something else, but anything completed upon reaching a “milestone” can be saved/archived and returned to later.

Projects come in three different forms:

- **Percent to Completion**: The end goal of this project is to get to 100% and putting actions and efforts to this will continue to raise the percentage of completion. Once you hit 100%, the project is completed or a new milestone/stage is unlocked.
  - This is sometimes referred to as a “**Construction**” project.
  - Example: Using blueprints to build something unique in your settlement to give you a specifically themed Keynote.
  
- **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 percentage. Luck plays a large factor into this project type but can be minimized by continued efforts. If success is rolled, the project is completed or a new milestone/stage is unlocked.
  - This is sometimes referred to as a “**Eureka**” project.
    - An alternative version of this focuses on the PCs/Faction to choose when to check against the chance for success instead of it being a constant check every month.
  - Example: Tasking researchers at unlocking a unique magic ritual, seeing if they find a breakthrough each month OR accumulating intel related to an enemy location and choosing when to act on it.
  
- **Effort Tracking**: This project is more open ended and meant to be a continuous tracker of relevant efforts that are accumulated over time. Most of the time this either has a time limit or a player-choice of when they decide to end the project and then proceed with some sort of goal. This project is not percentage based.
  - This is sometimes referred to as a “**Stockpile**” project.
  - **Example**: Using DTAs and assets to put support in towards a voyage that is planned to depart 3 months; at that time, all accumulated effort will be factored into the next step of the narrative.

**Contracts** are specific long-standing actions that usually have prerequisites to achieve. An applicable Unit is required to have a Contract. 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, Faction XP, or pledging Downtime/Assist actions.

Examples could be a patrol of military forces to deter banditry, delivery of merchant goods to towns in an area, working an export to generate profit, or applying your arcane and/or divine scholars to collaborative research.

Contract Format:

- **Description:** Contact details and theme
- **Type:** Martial, Economic, Political, etc
- **Time:** How many months until complete
- **Units:** What type/how many Units required
- **Actions:** How many DTAs needed to complete
- **Support/Aid:** Extra things being pledged to this effort to boost it
- **Investment:** Is there a silver or Item up front cost/investment?
- **Payment:** Usually, silver is returned; you did the job, you get paid.
- **Profit:** Either a set scale or a hard cap of additional return based on going above and beyond the minimum of the contract

Contract Example:

- **Type:** Economic
- **Time:** 3 months
- **Units:** 1x Economic Unit, minimum Tier 1
- **Actions:** 1x DTA minimum
- **Support/Aid:** 1x Basis Economic Attribute
- **Investment:** Up to 10 silver can be invested in this contract
- **Payment:** 15 silver upon completion
- **Profit:**
  - A bonus of 0-5 silver is available based on additional effort support
  - There is a 50% chance all invested silver is lost and a 50% chance all invested silver is doubled.
    - Extra effort pledged to this contract could shift the investment chance up to 25% (25% chance lost, 75% chance doubled)

# KEYNOTES

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

Keynotes are meant to be open-ended to allow for a focal point for a Faction to work towards goals. 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 Faction. They will be limited based on your supporting efforts, how strong the Attributes are of your settlement, and the narrative that is unfolding through your monthly actions.

Keynotes usually require projects, actions, Faction XP, and/or effort to create. Some keynotes may be small scale and easy to earn while others are immense projects that take time, effort, and research to earn. They may involve supplemental rules/metrics that are more complex and specific if needed.

A brief description of some keynotes and a few supporting examples are provided below, separated into 3 types; **Consistent**, **Circumstantial**, and **Consumable**.

- **Consistent Keynotes - Theme/Influential**

These are unique aspects to your Faction. 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.

- **Flavor/Theme:** Small changes or additions to fit a Faction’s theme.
- **Fealty/Taxation:** Either fealty expectations or tenant and landlord agreements, details related to service, payment, and actions can be variable and unique.
- **Outposts:** The expansion of territory and the ability to defend territory.
- **Expanded Holdings:** Managing local villages and hamlets and their populace in your territory, focusing on realm activities and management.
- **Unique Training:** Special bonuses to various stats of your Units or your settlement such as unique offensive or defensive abilities.

- **Circumstantial Keynotes – Locational/Situational**

Some keynotes are contingent on some sort of thing or variable and usually focus on a location or a type of situation that makes them relevant. These all have some sort of “if this, then this” aspect to them.

- **Bonus Modifiers:** 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 types of interactions.
- **Good/Bad Relations:** Expanding on relationships with NPCs/NPC groups, these keynotes detail being in or out of favor and how it might impact efforts.
- **Exports:** Working on an export, like mining ore, felling timber, or raising crops, may involve bonuses that can influence specific types of efforts or windows of time during the year that are relevant.
- **Special Buildings:** Unique buildings that give bonuses to certain areas, like market stalls in various towns, or bonuses to specific things like a seaport being used to boost economic contracts involving ships.

- **Consumable Keynotes - Temporary / Single-Use**

Some keynotes are changes or additions to your Faction 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 and expendable boons that can be used in DTAs.

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

# UNIT & ACTION SUMMARY

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 Faction XP:

- **Tier Levels** represent 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 supplies and working contracts, etc. The Tier of a Unit is a potent factor in their overall aptitude and capabilities. When a roll is needed to determine the outcome of a task related to the Unit's efforts, their Tier level is very important.
- **Specialties** represent niche training and expansion of specialized skillsets within a Unit, usually providing bonuses in certain areas, or unique qualities that define the Unit.
  - Each Unit may have up to two Specialties.
  - A specialty can only be taken once.
- **Upgrades/Doctrines** 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. Doctrines represent focused combat styles.
  - An Upgrade may only be taken once.
  - Only one combat Doctrine can be taken per Unit.

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 optimal 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 a non-combat Unit, this is an abstract measure of how well stocked and supplied the Unit is. And specifically for Economic Units, this is also the measure of that Unit to be able to move loads of bulk goods.
- **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 to bring back. Status has a direct impact on Attack and Defense rolls of a Unit.
- **Morale** represents the hope, spirit, 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 subjected to harsh conditions, 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.

Once Units are made, they can be used for different Faction member DTAs. A single or multiple Units in proximity can be tasked in the same DTA to focus their efforts, or multiple Units can be split up among multiple member DTAs trying to accomplish multiple objectives. 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, Attack them”.

The following list are examples of what a Unit can do in a month:

- **Move** allows Units to travel across the map to a destination or to several destinations. Most of the time, a Unit can move around the continent with enough time to do something and return, unless they intend to stay and can act independently. Additional context is needed when Units are moved so that the narrative can be crafted with more details than just simply walking across the continent.
  - Moving is part of other Unit actions and must be combined with Patrols/Gathering Info/Attacking/Defending/etc.
  - Recalling Units to their home settlement does not require a DTA.
- **Patrol/Gather Info** allows Units to move to/through an area and actively patrol, look for danger/encounters/activity, or to gather information (social, mercantile, scholarly) about the surrounding location or the distance between two areas.
  - It is recommended to provide context on what the Units do if/when they run into certain types of encounters, like noting “Our Unit patrols and then fights any bandits they come across” so there is some guidance on intent.
  - This can be an active Unit action that requires a DTA.
  - This could be a Standing Order option for applicable Units.
- **Attack/Defend** actions are an abstraction of the work that goes into moving to and 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, travel time to arrive and/or return, posturing for tactical advantage, finding a good camping space for personal tents and supplies nearby, for scouting out pre-battle details, and then finally moving to battle.
  - An Economic Unit may be included in an Attack/Defend action to support other Units by transferring their levels of Supply to the other Units after that combat is over that month, but are only involved directly in combat rounds if attacked.
  - This can be an active Unit action that requires a DTA.
  - Defending can be a Standing Order for applicable Units.

- **Raiding** actions are an abstraction of attacking a location with the intent to terrorize the populace and steal supplies. Outlying farms are looted, trade routes blocked, and the immediately territory is considered unsafe at this time.
  - A Settlement can only be raided once per month.
  - A d4 is rolled (Add +1 for each Unit involved in the raid)
    - The raid generates that many levels of Supplies that can be added to any number of Units involved in the raid.
    - If Supplies are full, Morale is then increased.
  - Settlements that have their territories raided suffer a drop of 2 Morale levels.
  - Combat capable Units on active Defense actions or on Garrison/Patrol Standing Orders will interrupt this raid attempt, forcing combat.
  - This must be an active Unit action that requires a DTA.
  - Raiding cannot be a Standing Order.
- **Standing Orders** can be given to Units that have the Leader upgrade. Units on Standing Orders cannot Rest, Train, or be included in any Faction member DTAs.
  - A Faction can support up to 3 Standing Orders maintained each month.
    - **Patrol:** The Unit will actively move through a small area and provide martial deterrence (Neutral stance).
    - **Gather Info:** The Unit will interact with locals and attempt to keep an eye/ear out for anything useful, themed towards the Unit's type.
    - **Garrison:** The Unit will provide defense (Neutral stance) to a settlement, willing to step in to defend it if it is attacked.
- **Rest/Recovery** 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 1 Supply, 1 Status, and 1 Morale.
    - Some Unit Specialties can influence their Rest action.
    - Faction members utilizing DTAs could make Resting efforts faster/more impactful.
  - Resting a "Destroyed" Unit will begin their Recovery process.
    - The Unit is moved back home to begin Recovery.
    - A Unit in Recovery cannot be given any action until their Status returns to Good level. This represents the time and training to fully replace a Unit, acquire new recruits, and get them up to speed on the Unit's training and capabilities.
    - Faction members cannot use DTAs to hasten a Unit in Recovery.
  - Resting is a Unit action that does not require a DTA.
- **Create/Train/Upgrade** represents your settlement putting together the supplies, gathering the people, and coordinating the training or enhancement of a Unit. This could be Unit Creation, Upgrades, Specialties, or rising to the next Unit Tier.
  - A single Unit can only be given one training or upgrade at a time.
  - This is a Unit action that does not require a DTA.

## UNIT TYPES & TIERS

Type: Name/Tier	Description & Time/Cost
Martial: <u><b>Create Militia</b></u> (Tier 1)	<ul style="list-style-type: none"> <li>• 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 an organized mob, they're more accustomed to farm work/trades than soldiering.</li> <li>• This Unit may fight back if attacked in combat.</li> <li>• This Unit may initiate attacks.               <ul style="list-style-type: none"> <li>○ 2 months</li> <li>○ Basic Martial Attribute</li> </ul> </li> </ul>
Martial: <u><b>Soldiers</b></u> (Tier 2)	<ul style="list-style-type: none"> <li>• Soldiers 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.</li> <li>• +1 Attack</li> <li>• +1 Defense               <ul style="list-style-type: none"> <li>○ 2 months</li> <li>○ Moderate Martial Attribute</li> <li>○ Tier 1 Unit</li> </ul> </li> </ul>
Martial: <u><b>Veterans</b></u> (Tier 3)	<ul style="list-style-type: none"> <li>• Veterans 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.</li> <li>• +2 Attack</li> <li>• +2 Defense               <ul style="list-style-type: none"> <li>○ 3 months</li> <li>○ Expanded Martial Attribute</li> <li>○ Tier 2 Unit</li> </ul> </li> </ul>
Martial: <u><b>Elites</b></u> (Tier 4)	<ul style="list-style-type: none"> <li>• 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.</li> <li>• +3 Attack</li> <li>• +3 Defense</li> <li>• Adds the "Determined +0" Morale level               <ul style="list-style-type: none"> <li>○ 4 months</li> <li>○ Improved Martial Attribute</li> <li>○ Tier 3 Unit</li> </ul> </li> </ul>

<b>Type: Name/Tier</b>	<b>Description &amp; Time/Cost</b>
Economic: <b><u>Create Traders</u></b> (Tier 1)	<ul style="list-style-type: none"> <li>• 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.</li> <li>• This Unit may NOT fight back if attacked in combat.</li> <li>• This Unit may NOT initiate attacks. <ul style="list-style-type: none"> <li>○ 2 months</li> <li>○ Basic Economic Attribute</li> </ul> </li> </ul>
Economic: <b><u>Merchants</u></b> (Tier 2)	<ul style="list-style-type: none"> <li>• Merchants 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.</li> <li>• Attack Roll N/A</li> <li>• +1 Defense</li> <li>• Adds “Stockpile #1” Supply Level <ul style="list-style-type: none"> <li>○ 2 months</li> <li>○ Moderate Economic Attribute</li> <li>○ Tier 1 Unit</li> </ul> </li> </ul>
Economic: <b><u>Caravan</u></b> (Tier 3)	<ul style="list-style-type: none"> <li>• A Caravan has 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.</li> <li>• Attack Roll N/A</li> <li>• +2 Defense</li> <li>• Adds “Stockpile #2” Supply Level <ul style="list-style-type: none"> <li>○ 3 months</li> <li>○ Expanded Economic Attribute</li> <li>○ Tier 2 Unit</li> </ul> </li> </ul>
Economic: <b><u>Convoy</u></b> (Tier 4)	<ul style="list-style-type: none"> <li>• A Convoy 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.</li> <li>• Attack Roll N/A</li> <li>• +3 Defense</li> <li>• Adds “Stockpile #3” Supply Level</li> <li>• Adds the “Determined +0” Morale level <ul style="list-style-type: none"> <li>○ 4 months</li> <li>○ Improved Economic Attribute</li> <li>○ Tier 3 Unit</li> </ul> </li> </ul>

<b>Type: Name/Tier</b>	<b>Description &amp; Time/Cost</b>
Political: <u><b>Create Representatives</b></u> (Tier 1)	<ul style="list-style-type: none"> <li>• 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.</li> <li>• This Unit may NOT fight back if attacked in combat.</li> <li>• This Unit may NOT initiate attacks.               <ul style="list-style-type: none"> <li>○ 2 months</li> <li>○ Basic Political Attribute</li> </ul> </li> </ul>
Political: <u><b>Diplomats</b></u> (Tier 2)	<ul style="list-style-type: none"> <li>• Diplomats 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 or persuading others for or against a cause.</li> <li>• Attack Roll N/A</li> <li>• +1 Defense               <ul style="list-style-type: none"> <li>○ 2 months</li> <li>○ Moderate Political Attribute</li> <li>○ Tier 1 Unit</li> </ul> </li> </ul>
Political: <u><b>Ambassadors</b></u> (Tier 3)	<ul style="list-style-type: none"> <li>• Ambassadors are veteran politicians, negotiators, and 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, so while even these experts are not immune to mistakes, they tend to navigate this challenge well.</li> <li>• Attack Roll N/A</li> <li>• +2 Defense               <ul style="list-style-type: none"> <li>○ 3 months</li> <li>○ Expanded Political Attribute</li> <li>○ Tier 2 Unit</li> </ul> </li> </ul>
Political: <u><b>Consuls</b></u> (Tier 4)	<ul style="list-style-type: none"> <li>• Consuls 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.</li> <li>• Attack Roll N/A</li> <li>• +3 Defense</li> <li>• Adds the “Determined +0” Morale level               <ul style="list-style-type: none"> <li>○ 4 months</li> <li>○ Improved Political Attribute</li> <li>○ Tier 3 Unit</li> </ul> </li> </ul>

<b>Type: Name/Tier</b>	<b>Description &amp; Time/Cost</b>
Divine: <u><b>Create Clerics</b></u> (Tier 1)	<ul style="list-style-type: none"> <li>• 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 power spells.</li> <li>• This Unit may fight back if attacked in combat.</li> <li>• This Unit may NOT initiate attacks.               <ul style="list-style-type: none"> <li>○ 2 months</li> <li>○ Basic Divine Attribute</li> </ul> </li> </ul>
Divine: <u><b>Preachers</b></u> (Tier 2)	<ul style="list-style-type: none"> <li>• Preachers have found a calling in connecting with the people and have also deepened their understanding of the divine. While the higher mysteries of the divine are still out of reach, these Preachers can use a wide variety of spells and are better able to lend their assistance towards healing or research.</li> <li>• +1 Attack</li> <li>• +1 Defense</li> <li>• +1 Damage dealt to enemy Undead units               <ul style="list-style-type: none"> <li>○ 2 months</li> <li>○ Moderate Divine Attribute</li> <li>○ Tier 1 Unit</li> </ul> </li> </ul>
Divine: <u><b>Vicars</b></u> (Tier 3)	<ul style="list-style-type: none"> <li>• Vicars continue to expand their ability to communicate with the divine as well as the people around them have also unlocked great mysteries, becoming esteemed. 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.</li> <li>• +2 Attack</li> <li>• +2 Defense</li> <li>• +2 Damage dealt to enemy Undead units               <ul style="list-style-type: none"> <li>○ 3 months</li> <li>○ Expanded Divine Attribute</li> <li>○ Tier 2 Unit</li> </ul> </li> </ul>
Divine: <u><b>Prelates</b></u> (Tier 4)	<ul style="list-style-type: none"> <li>• Prelates have heeded the higher calling of their faith and 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.</li> <li>• +3 Attack</li> <li>• +3 Defense</li> <li>• +3 Damage dealt to enemy Undead units</li> <li>• Adds the “Determined +0” Morale level               <ul style="list-style-type: none"> <li>○ 4 months</li> <li>○ Improved Divine Attribute</li> <li>○ Tier 3 Unit</li> </ul> </li> </ul>

<b>Type:</b> <b>Name/Tier</b>	<b>Description &amp; Time/Cost</b>
Arcane: <u><b>Create Mages</b></u> (Tier 1)	<ul style="list-style-type: none"> <li>• 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 cannot access any higher power spells.</li> <li>• This Unit may fight back if attacked in combat.</li> <li>• This Unit may NOT initiate attacks.               <ul style="list-style-type: none"> <li>○ 2 months</li> <li>○ Basic Arcane Attribute</li> </ul> </li> </ul>
Arcane: <u><b>Theurgists</b></u> (Tier 2)	<ul style="list-style-type: none"> <li>• Theurgists have widened their understanding of the Arcane, finding unique qualities of mana and magic. 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.</li> <li>• +1 Attack</li> <li>• +1 Defense               <ul style="list-style-type: none"> <li>○ 2 months</li> <li>○ Moderate Arcane Attribute</li> <li>○ Tier 1 Unit</li> </ul> </li> </ul>
Arcane: <u><b>Magians</b></u> (Tier 3)	<ul style="list-style-type: none"> <li>• Magians have graduated from academia or have successfully led discovery projects or have unlocked the great mysteries of the magic. 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.</li> <li>• +2 Attack</li> <li>• +2 Defense               <ul style="list-style-type: none"> <li>○ 3 months</li> <li>○ Expanded Arcane Attribute</li> <li>○ Tier 2 Unit</li> </ul> </li> </ul>
Arcane: <u><b>High Magus</b></u> (Tier 4)	<ul style="list-style-type: none"> <li>• The High Magus have expanded their abilities, tapping into the magnitude of scholastic possibilities, joined the revered arcane elite. Concepts of mana, spell craft, 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 is unparalleled, even on unspecialized areas of study.</li> <li>• +3 Attack</li> <li>• +3 Defense</li> <li>• Adds the “Determined +0” Morale level               <ul style="list-style-type: none"> <li>○ 4 months</li> <li>○ Improved Arcane Attribute</li> <li>○ Tier 3 Unit</li> </ul> </li> </ul>

## UNIT SPECIALTIES & UPGRADES

Type: Name	Specialty Descriptions & Time/Cost	Mar- tial	Econ	Poli- tical	Divine	Arcane
Specialty: <u>Arcane Offense</u>	<ul style="list-style-type: none"> <li>• +2 Attack</li> <li>• -1 Defense                             <ul style="list-style-type: none"> <li>○ 2 months</li> <li>○ Moderate Arcane Attribute</li> </ul> </li> </ul>	✓	-	-	-	✓
Specialty: <u>Guards</u>	<ul style="list-style-type: none"> <li>• The Unit still cannot initiate an Attack action but is now able to fight back if attacked.</li> <li>• This Unit now gets an Attack roll with a bonus equal to their Defense roll upgrades.                             <ul style="list-style-type: none"> <li>○ 2 months</li> <li>○ Basic Martial Attribute</li> </ul> </li> </ul>	-	✓	✓	-	-
Specialty: <u>Berserkers/ Zealots</u>	<ul style="list-style-type: none"> <li>• +2 Attack</li> <li>• -1 Defense                             <ul style="list-style-type: none"> <li>○ 2 months</li> <li>○ Moderate Martial Attribute</li> <li>○ Tier 2 Unit</li> </ul> </li> </ul>	✓	-	-	✓	-
Specialty: <u>Courtiers &amp; Companions</u>	<ul style="list-style-type: none"> <li>• Bonus to Political actions.</li> <li>• Bonus to Gather Info actions.                             <ul style="list-style-type: none"> <li>○ 3 months</li> <li>○ Expanded Political Attribute</li> <li>○ Tier 3 Unit</li> </ul> </li> </ul>	-	-	✓	-	-
Specialty: <u>Divine Defense</u>	<ul style="list-style-type: none"> <li>• +2 Defense</li> <li>• -1 Attack                             <ul style="list-style-type: none"> <li>○ 2 months</li> <li>○ Moderate Divine Attribute</li> </ul> </li> </ul>	✓	-	-	✓	-
Specialty: <u>Healers</u>	<ul style="list-style-type: none"> <li>• +1 Status when Resting.</li> <li>• Adds “Triage -2” Status level.                             <ul style="list-style-type: none"> <li>○ 2 months</li> <li>○ Moderate Economic or Divine Attribute</li> </ul> </li> </ul>	✓	-	-	✓	-
Specialty: <u>Ranged Weapons</u>	<ul style="list-style-type: none"> <li>• +1 Attack                             <ul style="list-style-type: none"> <li>○ 2 months</li> <li>○ Moderate Martial Attribute</li> </ul> </li> </ul>	✓	-	-	-	✓
Specialty: <u>Researchers</u>	<ul style="list-style-type: none"> <li>• Bonus to Projects and magical research.</li> <li>• Bonus to Gather Info actions.                             <ul style="list-style-type: none"> <li>○ 2 months</li> <li>○ Moderate Divine or Arcane Attribute</li> <li>○ Tier 2 Unit</li> </ul> </li> </ul>	-	-	✓	✓	✓

Specialty: <b><u>Reserve Forces</u></b>	<ul style="list-style-type: none"> <li>• Adds the “Reserves -1” Status level. <ul style="list-style-type: none"> <li>○ 2 months</li> <li>○ Moderate Martial Attribute</li> <li>○ Tier 2 Unit</li> </ul> </li> </ul>	✓	-	-	✓	✓
Specialty: <b><u>Scouts</u></b>	<ul style="list-style-type: none"> <li>• Bonus to Patrol/Gather Info actions.</li> <li>• +1 Supply when Resting. <ul style="list-style-type: none"> <li>○ 2 months</li> <li>○ Moderate Martial Attribute</li> <li>○ Tier 2 Unit</li> </ul> </li> </ul>	✓	-	✓	-	-
Specialty: <b><u>Shield Wall</u></b>	<ul style="list-style-type: none"> <li>• +2 Defense</li> <li>• -1 Attack <ul style="list-style-type: none"> <li>○ 2 months</li> <li>○ Moderate Martial Attribute</li> </ul> </li> </ul>	✓	-	-	✓	-
Specialty: <b><u>Spies</u></b>	<ul style="list-style-type: none"> <li>• Bonus to Gather Info actions.</li> <li>• Bonus to spy/counter-spy themed actions. <ul style="list-style-type: none"> <li>○ 3 months</li> <li>○ Expanded Political Attribute</li> <li>○ Tier 3 Unit</li> </ul> </li> </ul>	-	-	✓	-	-
Specialty: <b><u>Trade Wagons</u></b>	<ul style="list-style-type: none"> <li>• Adds “Wagons” Supply level.</li> <li>• Bonus to Merchant Contracts. <ul style="list-style-type: none"> <li>○ 3 months</li> <li>○ Expanded Economic Attribute</li> <li>○ Tier 3 Unit</li> </ul> </li> </ul>	-	✓	-	-	-
Specialty: <b><u>Weavers</u></b>	<ul style="list-style-type: none"> <li>• +1 Defense</li> <li>• Bonus to Project actions and magical research. <ul style="list-style-type: none"> <li>○ 3 months</li> <li>○ Tier 3 Unit</li> </ul> </li> </ul>	-	-	-	✓	✓
Specialty: <b><u>Work Crew</u></b>	<ul style="list-style-type: none"> <li>• Adds “Laborers” Supply level.</li> <li>• Bonus to Merchant Contracts. <ul style="list-style-type: none"> <li>○ 3 months</li> <li>○ Moderate Economic Attribute</li> </ul> </li> </ul>	-	✓	-	-	-

Type: Name	Upgrade Descriptions & Time/Cost	Mar- tial	Econ	Politi- cal	Divine	Arcane
Upgrade: <b><u>Bolstered</u></b>	<ul style="list-style-type: none"> <li>• Add the “Bolstered +1” Status level. <ul style="list-style-type: none"> <li>○ 3 months</li> <li>○ Moderate Martial Attribute</li> </ul> </li> </ul>	✓	✓	✓	✓	✓
Upgrade: <b><u>Combat Training</u></b>	<ul style="list-style-type: none"> <li>• May now initiate attack actions. <ul style="list-style-type: none"> <li>○ 2 months</li> <li>○ Moderate Martial Attribute</li> </ul> </li> </ul>	-	-	-	✓	✓
Upgrade: <b><u>Currency Exchange</u></b>	<ul style="list-style-type: none"> <li>• Bonus to Economic Actions.</li> <li>• Bonus to Merchant Contracts. <ul style="list-style-type: none"> <li>○ 3 months</li> <li>○ Tier 3 Unit</li> </ul> </li> </ul>	-	✓	-	-	-
Upgrade: <b><u>Customs &amp; Etiquette</u></b>	<ul style="list-style-type: none"> <li>• Bonus to Political actions.</li> <li>• Bonus to Gather Info actions. <ul style="list-style-type: none"> <li>○ 3 months</li> <li>○ Tier 3 Unit</li> </ul> </li> </ul>	-	✓	✓	✓	-
Upgrade: <b><u>Extra Gear</u></b>	<ul style="list-style-type: none"> <li>• Adds the “Extra Gear” Supply level. <ul style="list-style-type: none"> <li>○ 2 months</li> <li>○ Expanded Economic Attribute</li> </ul> </li> </ul>	✓	-	-	✓	✓
Upgrade: <b><u>Improved Arms</u></b>	<ul style="list-style-type: none"> <li>• +1 Attack <ul style="list-style-type: none"> <li>○ 2 months</li> <li>○ Expanded Martial Attribute</li> </ul> </li> </ul>	✓	✓	✓	✓	✓
Upgrade: <b><u>Improved Armor</u></b>	<ul style="list-style-type: none"> <li>• +1 Defense <ul style="list-style-type: none"> <li>○ 3 months</li> <li>○ Improved Martial Attribute</li> </ul> </li> </ul>	✓	✓	✓	✓	✓
Upgrade: <b><u>Leader</u></b>	<ul style="list-style-type: none"> <li>• Adds the “Holding +0” Morale level.</li> <li>• The Unit may be assigned to Standing Orders. <ul style="list-style-type: none"> <li>○ 2 months</li> <li>○ Tier 2 Unit</li> </ul> </li> </ul>	✓	✓	✓	✓	✓
Upgrade: <b><u>Toughness</u></b>	<ul style="list-style-type: none"> <li>• Adds the “Tough -1” Status level. <ul style="list-style-type: none"> <li>○ 3 months</li> <li>○ Tier 3 Unit</li> </ul> </li> </ul>	✓	-	-	✓	✓
Upgrade: <b><u>Supply Carts</u></b>	<ul style="list-style-type: none"> <li>• Add the “Carts” Supply level. <ul style="list-style-type: none"> <li>○ 2 months</li> <li>○ Moderate Economic Attribute</li> </ul> </li> </ul>	✓	-	✓	✓	✓
Upgrade: <b><u>Unique / Special</u></b>	<ul style="list-style-type: none"> <li>• Units could be given special/ unique upgrades based on the expansion of keynotes, reputation, or relationships. These could siege equipment, focused training, unique Doctrines, etc <ul style="list-style-type: none"> <li>○ Time &amp; Attributes TBD</li> </ul> </li> </ul>	✓*	✓*	✓*	✓*	✓*

Doctrine: <b>Esprit de Corps</b>	<ul style="list-style-type: none"> <li>• +1 Morale when Resting</li> <li>• Adds “Unbreakable -2” Morale level</li> <li>• Only 1 “Combat Doctrine” Upgrade per Unit.             <ul style="list-style-type: none"> <li>○ 3 months</li> <li>○ Tier 3 Unit</li> </ul> </li> </ul>	✓	-	-	✓	✓
Doctrine: <b>Line Fighting</b>	<ul style="list-style-type: none"> <li>• -1 Attack</li> <li>• +2 Defense</li> <li>• Only 1 “Combat Doctrine” Upgrade per Unit.             <ul style="list-style-type: none"> <li>○ 3 months</li> <li>○ Tier 3 Unit</li> </ul> </li> </ul>	✓	-	-	✓	✓
Doctrine: <b>Skirmishing</b>	<ul style="list-style-type: none"> <li>• +2 Attack</li> <li>• -1 Defense</li> <li>• Only 1 “Combat Doctrine” Upgrade per Unit.             <ul style="list-style-type: none"> <li>○ 3 months</li> <li>○ Tier 3 Unit</li> </ul> </li> </ul>	✓	-	-	✓	✓

# UNIT COMBAT

Each month, Units may engage in combat against enemy Units within their immediate vicinity or travel to a location to do so. During this “round of combat” both the initiating attacker gets an Attack roll, and the target gets a (Counter)Attack roll determined by their Unit type and training. Both Units always get a Defense roll. These are compared to determine the amount of damage received by the Units for that round of combat.

- A Unit’s type and training determine what they can do:
  - **Martial** Units can initiate attack actions and counterattack by default.
  - **Divine** and **Arcane** Units can counterattack but are unable to initiate attacks.
    - Can be upgraded to be able to initiate attacks.
  - **Economic** and **Political** Units cannot counterattack, and they can never initiate attack actions.
    - Can be upgraded to be able to counterattack.
- An Attack Roll (2d6) is made for any Units that can attack/counterattack.
- A Defense Roll (2d6) is made for any Unit that is being attacked.
- Unit Tier, Status, Morale, and Specialties/Upgrades are all factors for the modifiers added/subtracted to Attack and/or Defense rolls.

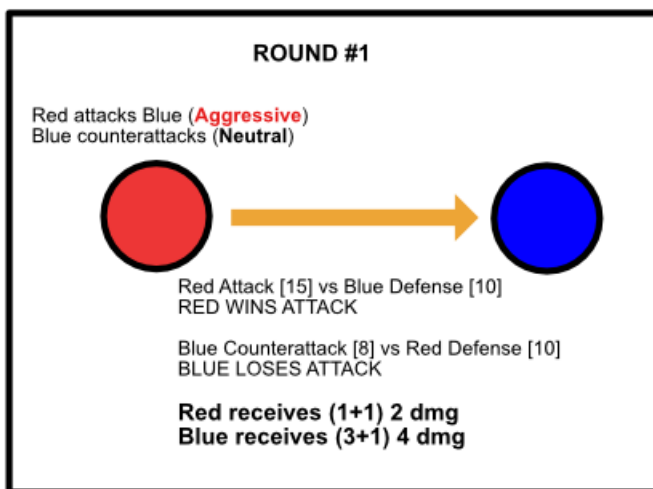
For each round of combat, each Unit involved can choose their **combat stance**, if applicable.

- **Neutral** stance is a balanced approach, favoring neither offense nor defense.
  - No modification to damage during combat.
  - *If no stance is noted, Units will default to the Neutral attack stance*
  - *Units on Standing Orders always take this stance.*
- **Aggressive** stance is a bit reckless but can deal higher damage to the enemy.
  - Add +1 damage dealt and taken during a combat round.
- **Defensive** stance reduces offense but can help endure combat losses.
  - Reduce -1 damage dealt and taken during a combat round.
  - *If a Unit is outnumbered by enemy Units, their Unit may only take the Defensive stance for ALL combat rounds that month.*

## Calculating Damage

Once all Unit Attack stances are confirmed, damage is applied based on the outcome of the Attack and Defense Rolls.

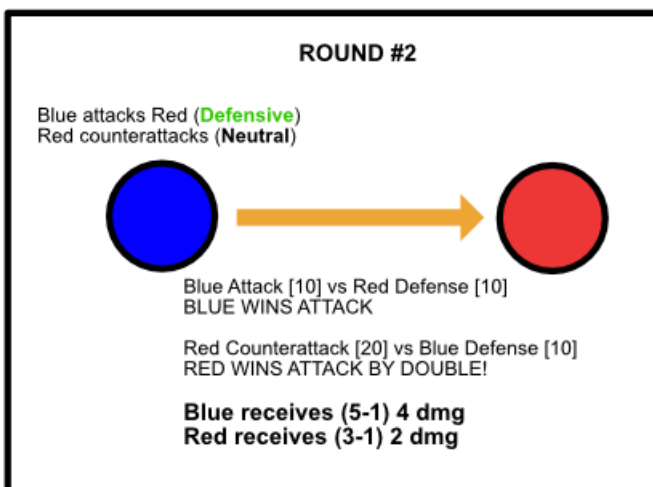
- If the Attack Roll is **lower than** the Defense roll, the attack fails, dealing 1 damage.
- If the Attack Roll **meets or beats** the Defense Roll, the attack succeeds, dealing 3 damage.
- If an Attack Roll **doubles** the result of the Defense Roll, the attack deals 5 damage.
- The damage received by each Unit is then modified by each Unit's stance.
  - An average combat round results in 1-5 damage, before stance modifications, to each Unit involved.
- Damage received by a Unit can never be modified to 0; the minimum is 1.



**END OF MONTH:**

Red receives 4 dmg

Blue receives 8 dmg



### Applying Damage to Units

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.**
- 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.
- Damage drops one level for each point.
  - If the Unit runs out of levels of any attribute, then damage is applied back and forth between the remaining attributes

Starting Unit levels noted in black

SUPPLIES	STATUS	MORALE
STOCKED	GOOD +2	INSPIRED +2
DEPLETED	ABLE +1	ELEVATED +1
	NEUTRAL	NEUTRAL
	WEAKENED -1	CONCERNED -1
	DAMAGED -2	DEMORALIZED -2
	DESTROYED	ROUTED



Assume this Unit lost 2 rounds of combat (3 damage each)


SUPPLIES	STATUS	MORALE
STOCKED	GOOD +2	INSPIRED +2
DEPLETED <b>1</b>	ABLE +1 <b>2</b>	ELEVATED +1
	NEUTRAL <b>4</b>	NEUTRAL <b>3</b>
	WEAKENED -1 <b>6</b>	CONCERNED -1 <b>5</b>
	DAMAGED -2	DEMORALIZED -2
	DESTROYED	ROUTED

## Morale & Routed Units

**Morale** is 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.

- **Winning both** the Attack Roll and Defense Roll 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 number of rounds of combat.
    - However, morale losses/gains could be returned to baseline (or improve/worsen) depending on how any subsequent rounds of combat play out.
    - Each round of combat will be checked and the order in which combat takes place dictates the order in which the final result is achieved.
- Attacking a Unit that has no Attack Roll (like a stock Economic Unit) requires only the Attack Roll to succeed in raising/lowering Morale and an Attacker cannot lose morale if the attack roll fails.

SUPPLIES	STATUS	MORALE
STOCKED	GOOD +2	INSPIRED +2
DEPLETED	ABLE +1	ELEVATED +1
	NEUTRAL	NEUTRAL
	WEAKENED -1	CONCERNED -1
	DAMAGED -2	DEMORALIZED -2
	DESTROYED	ROUTED



- If a Unit's morale level drops to "**Routed**" then it **MUST** Move (flee/retreat) the following month towards friendly territory or settlements.
- A "Routed" Unit can only participate in Rest/Recovery actions or Move actions that have them returning to their home settlement.

# SPECIAL UNITS

## Settlement Defenders & Attacks on Settlements:

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 Faction.
- This Unit cannot be upgraded like other Units. Instead, the Faction’s Attribute levels will enhance this Unit:
  - **Martial** and **Arcane** Attribute levels will increase this Unit’s Attack roll.
  - **Economic** and **Divine** Attribute levels will increase this Unit’s Defense roll.
- This Unit cannot be given any actions other than Rest/Recovery; it will only fight if the settlement is attacked.
  - This Unit will always take the “Defensive” attack stance during combat.
- This Unit cannot be destroyed but it can be damaged to drop its Supply, Status, and Morale levels to be less effective in combat and less able to absorb damage.

When a **settlement is attacked** and their settlement defenders participate in combat, damage reconciliation is handled differently. Your populace will grow increasingly worried and panic over attacks, regardless of if the Settlement Defenders are able to adequately protect them.

- If the Settlement Defender Unit **can absorb all** the incoming damage of an attacking Unit, the defender Unit takes damage as normal.
  - Due to an attack on the Settlement, Settlement Morale will be reduced by 1.
- If the Settlement Defender Unit is **unable to absorb all** the damage and there is any left over, the settlement will then be damaged.
  - If all damage cannot be absorbed, Settlement Status will be reduced by 1.
  - Due to an attack on the Settlement, Settlement Morale will be reduced by 1.

## Hiring Mercenaries:

Mercenary Units can be sought after and a contract negotiated with and brought into service to bolster a Faction’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 a Faction’s Unit slots that are unlocked, 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 a Faction that is unable to be supported by the settlement because your Faction has no available unlocked Unit slots. 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 narratives that are not front and center with current events, so any “ocean faring” vessels are strictly plot-only. This does not remove “sailing off to X” narratives 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 Faction accessible boats are “coastal faring” vessels but are still a high-end goal (and sometimes a status symbol) for Factions to strive for.

- Boats are created like regular Units, and they take up a Unit slot like other Units.
  - An Expanded Attribute level of the applicable boat Unit type is required.
  - Each Faction 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 considered a boat’s “structure slots” and are similar in function to a PC’s “body slots” for Mana Reserve and Toughness skills. *This cannot be changed once a boat is created and will result in a variety of ship options.*

<b>Base Silver Cost</b>	<b>Structure Slots</b>
0	2 (Basic quality)
100	3 (Good quality)
300	4 (High quality)

<b>Structure Type</b>	<b># of Structure Slots</b>	<b>Effect</b>
Speed	<ul style="list-style-type: none"><li>• 1 (Slow)</li><li>• 2 (Medium)</li><li>• 3 (Fast)</li></ul>	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"><li>• 1 (Small)</li><li>• 2 (Medium)</li><li>• 3 (Large)</li></ul>	Used to calculate how many Units or abstract “loads of goods” that can be moved for narrative supplies and/or mercantile contracts.

# **CREDITS & DISCLAIMERS**

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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Last Hope – Live Action Role Play

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