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# Turns

## >Turns

Simply put, after each round 1 turn passes and it serves as a strictly abstract way to tell how much time passes.

It's made abstract to prevent arguments over how unrealistic or realistic it takes for actions to be done and combat to finish.

So, it's meant to crush problems by its abstractness.

>>>>>A. Scavenge for supplies.

This represents the acquisition of necessary items for survival anywhere from acquiring food, water, or other materials. Its definition may change according to the game style in question but its basics stay the same.

>>>>>B. Try to improve the base/settlement(infrastructure)

Or another way to put it improving your infrastructure. Once a piece of infrastructure is initially completed it becomes available to all player settlements/bases.

>>>>>C. Try to improve armaments.

Weapons, armor, munitions, all such improvements regarding said things go here along with their possible production.

>>>>>D. Research technology.

All attempts to improve tech goes here.

>>>>>E. Research Magic(or other)

For games that have non traditional means of research can go here. For the most part I have only revealed the following for it (mutation, Psi, and magic)

>>>>>F. Check out a direction/something.

For checking out something in a direction or particular. Another way is Scouting but that is for a more military fast paced approach. Exploring is more detailed but slower.

>>>>>G. Scavenge for raw materials.

For acquiring things NOT vital for staying alive goes here. Obviously the stuff you need to stay alive is up top less you end up with game over.

>>>>>H. Your choice

For actions that do not fit in the above categories.

Actions or to be the ones explained above are meant to categorize simple actions and to help give an idea of what to do. They may change in definition or explanation but their general point remains true across game types.

## Resources and supplies

>>Reserves/resources/currency.

Meant to represent a simplistic type of material that will be consumed by MOST but not ALL actions. It will vary across game style in what its called in question but it all serves the same general purpose.

>>>Population

Simple regarding how many people you got. Be aware that having too many or too few can be a bad thing.

>>>Military:

From 1-10 the quality of your military forces.

>>>>Food:

1-10 on quantity of obviously your food. If you run out bad things happen first(cannibalism) then if not fixed game over(death).

>>>>Water:

1-10 on quantity but worse as there is no brief grace period(cannibalism) before game over.

>>>>>Morale: High

1-10 quality of morale higher is better as it has a bonus or penalty to all actions. Be aware if you run out of morale its instant game over as your factions falls completely apart. Before that except increasing amount of rebellions and riots as it slowly declines to 0.

>>>>>Medicine

from 1-10 quantity Directly improves a LOT of stuff anywhere from health, to military, and even pop. Higher is better as it will give a bonus to them all...if it's low on the other hand expect penalties.

God help you if get hit by a sickness with a low medicine score...or a lot of fighting. As both will directly drain your medicine level.

>>>>>Health: Good

If you were wondering why some of the above stats were listed as 'quantity' instead of 'quality' here is why.

Poor quality food or water will decrease your health stat while medicine and tech will improve it.

>>>>>Armaments:

1-10 quantity of your reserves. This covers all your weapons, armor, and munitions. If it runs out you won't be able to commit any military actions(even self defense included)

>>>>>Fuel:

1-10 quantity of fuel that certain actions may require say if you have beasts or vehicles any actions involving them will cost you this, also covers powering your faction.

Don't run out as it will directly harm your faction.

If you wondering how can it directly harm your faction?

Here is how.

Not only do you become incapable of using beast/vehicle units your factions also gets harmed as it becomes no longer capable of using fuel to keep warm, cool, or shit powered depending on game style.

Until its fixed you will lose people, morale, and suffer constant penalties.

This is also true if you don't have enough(shortages) in which case though its slower in affect and you can still use units requiring it.

>>>>>Tech level:

Represents your level of technology from quality 1-10. Be aware that if you breach 10 then you instantly upgrade to the next stage and your stats ALL get cut in half and previous limiters are removed.

I admittedly don't have this completely figured out in stages or full blown tech trees but in general it gives an idea of what you are roughly capable.

As in without the right tech(including level) shit ain't happening or includes a penalty/bonus.  
>>>>>Reputation: The word on your faction in question good, bad, mixed, or whatever else.

The following stats below are special in that instead of a 1-10 scale they are actually a list of what you have available/unlocked.

>>>>>Infrastructure

The oh so vital goodness that keeps your faction running and allows for oh so much more.

Remember better infrastructure is always good.

>>>>>Defenses

The amount of completed things that directly increase your ability to defend yourself.

>>>>>Beasts/vehicles

Represents a list of whats available to you for units or other purposes.

# Actions

are what can be done on a given turn. There are many types of actions and you always have a minimum of 1.

If you devote more then one action to a specific subject it will get a bonus. Be aware that the closer the action relates to the subject the bigger the bonus.

So for instance a basic action devoted to a science action will have a bigger affect then a military action devoted to it.

The basic actions are granted for free depending on your sphere of influence(up to a maximum of 5-10)

Other actions can be earned through heroes or other measures the found.

The rule of thumb is the stronger the civ the more actions they have per a turn.

Be aware earning actions because harder and harder. In general the easiest approach is acquiring more basics(which have no limitations but at the same time no bonuses) by increasing sphere of influence.

But even that will become harder and harder to do.

Now the most important part of all...mechanics.

How does shit work?

IN that regard each action requires 1 roll towards it from a d100 higher is better.

a 100 is a critical success which is Success+bonus success.

A 1 which is a critical failure is the same except its a negative so its a failure+failure.

Be aware that 'degrees' of failure or success follow a ratio by 10.

So for every points above or below 10 from 50 will net 1 success or failure.

This means that criticals count as a failure of 5 and BONUS.

Degrees of failure while negative STILL count towards reaching a threshold its just costlier.

So technically both will get you there in the end...but it will be less pleasant and you may not even survive it...

Rule of 3: Should 3 crits of a specific type happen during a game they will count as the OPPOSITE of what it would be.

This by the way have separate counters. The only of which that resets is those dedicated to actions and those only reset after each game.

The others...don't until 3 is reached when they reset again if its not completed.

These means that lets say Jim and Mary both roll a 100 towards one of their actions but then Pam rolls a 100 too as the third player.

But uh oh that 100 due to rule of 3 instead is reversed and counts as a 1 instead!

Dice effected by rules of 3 do NOT count towards another rule of 3.

What about rule of 3 for a non action?

In specific this can mean say a particular goal like completing the research of a tank but so far you have rolled 2 1s...ouch but then a 3rd 1 shows up and by rules of 3 its REVERSED!

Instead it counts a 100 and the counter is reset.

So keep an eye on your crits towards anything NON action!

As action devoted rules of 3 will reset after every game.

Dice modifiers

Dice modifiers work like this  
+/- 5, 10, 20, 30, 40, 50, ect.

Be warned a modifiers CANNOT prevent or cause a crit!

However crits CANNOT kill a civ or make for the impossible happen(in which case it counts as 'wasted').

Modifiers are determined in game with 5 being a 'minor' affect.

Dice modifiers are powerful and can both save or destroy a faction with ease.

GMs you are NOT exempt to dice roll rules UNLESS its hidden!

Hidden rolls for GM count as something that the player's faction would NOT be aware of.

Other dice roll rules

will depend upon the Game, houserules, and actions in question.

If for instance you have a Research action you earned by putting ton of work into research units and infrastructure will for instance not ONLY offer that action! But will ALSO give a bonus towards it!

Now anons am I missing anything that will require thread/note delving?

ah crap pop increase is at base(not including modifiers) a 20% is human and will occur once every 10 turns.

Creation

at start you can do the following either 1 offer pre created faction options OR enable personal creation.

In personal creation ALL stats start at 5 and can be modified by increasing or decreasing them accordingly.

For each point its decreased you earn 1 point to move elsewhere.

A special option is granting different civs options a special 'perk' or 'trait' relating to its civ.

Each Civ will start with 1 HQ if the HQ is lost and there is nowhere else for it to switch to its game over.

HQs are placed in a homeground(which offers a bonus towards operations within it).

HQs are in a homeground.

Homeground is in the area.

The area is in the region.

Region is in continent.

Continent is in the world.

If you haven't noticed it goes by 5.

What everything tends to go by is 5, 10, or Percentages.

Only HQ, Homeground, and the local area is selectable by players. The surrounding region other stuff is up to the GM.

So everything will somehow at least involve one of those for simplicity sake.

Fate Points and boons are options only and up to houserules.

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In general though its up to player and GM judgement.

If you got an insane science score and the infrastructure/pop to match you SHOULD be getting some insane bonuses to stuff relating to it but decreasing returns as it relates from farther away.

Homeground gives you a flat 20 bonus to any action you make in your homeground.

Homeground by the way will expand slowly over time as you create new settlements/bases.

I am still up in there when it comes to the specifics of units(its infuriating).

In general units will get a bonus towards whatever they are specialized in(a +10)

With an additional +5 per rank towards ANY action involving them. Be aware though that some actions may be impossible for them or carry penalties.

Green + 0  
Regular +5  
Experienced +10  
Veteran +20  
Elite +25

The more experience they have the easier it is to upgrade them(it gets harder and harder to do so however as they improve)

Depending on what they are rank improvements may include other bonuses or effects.

Basic hero archtypes are the following

Adviser  
Researcher  
Warrior  
Leader  
(other) usually has something to do with scouting or something.

Sub archtypes can vary a LOT. It can be anything from multiclassing a sub multiclass, specialization, or something else entirely.

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Honestly [bonuses are] up to the GM.

So here is the heroic rules to make more sense of it.

Requires for heroic unit  
Elite  
Badass(requires either critical roll either way could work or pulling something that is fitting off)  
Special(can be anything from Officer or something else)

Once those three are ALL acquired a heroic unit is automatically spawned from the unit in question(no the unit isn't sacrificed to do unless it only HAS the one person in it)

Population Growth



Default population growth is 20% every 10 turns for human factions, 15% every 10 turns for human factions with widespread heavy augmentations (and also bandits), and 10% every 10 turns for mutant factions.

Population growth is modified by the following stats: Food, Water, Morale, Medicine, and Health. They do not all affect growth in equal measures.

#### -Pop Growth Modifiers

If, during a 10 turn period, the Food or Water stats ever fall to or below Rating 3 then there will be an immediate 1-turn delay in disbursing a population increase. This delay does not become more severe with scarcer food or water, but the delays for Food and Water shortages will stack.

Example:

If Food and Water BOTH fall to 3 on turn 9 and both are restored to 4 on turn 10 then the population increase will still be delayed until Turn 12.

Food, Water, Morale, Medicine, and Health will all affect population growth as an aggregate. Multiply 25 by the number of turns contained in the last population growth period (this will usually be 10 turns, but in the event of a delay it will be more). Next, you should have recorded the numeric values for all of these stats over the course of the past population growth period, add all of these together. Now divide the second number by the first and you have your pop growth modifier for this period, you should multiply expected pop growth by this number.

Recap:

-Step 1:  $25 * [\# \text{ of turns since last pop increase}]$

-Step 2: Turn-by-Turn Rating #s for Food, Water, Morale, Medicine and Health since last pop increase are all added together.

-Step 3:  $[\text{Result of Step 2}] / [\text{Result of Step 1}]$

-Step 4:  $[\text{Expected Pop Increase}] * [\text{Result of Step 3}]$

Example:

It is time to calculate the pop increase for a mutant faction. Their current population is 1200 and over the past 13 turns their stats have been:

Food: 3, 3, 4, 5, 5, 5, 6, 5, 5, 4, 4, 4, 4 [Added together: 61]

Water: 4, 4, 4, 5, 5, 4, 3, 5, 7, 6, 5, 4, 4 [Added together: 64]

Morale: 3, 3, 4, 4, 5, 5, 6, 6, 5, 5, 5, 5, 7 [Added together: 63]

Medicine: 3, 3, 4, 4, 5, 5, 6, 6, 5, 5, 5, 5, 7 [Added together: 63]

Health: 3, 3, 4, 4, 5, 5, 6, 6, 5, 5, 5, 5, 7 [Added together: 63]

[Total Value: 314]

You might notice that Food or Water have fallen to 3 at 3 points since the last pop increase, causing the delay of 3 turns.

Now we will go by the steps.

-Step 1:  $25 \times 13 = 325$

-Step 2:  $61 + 64 + 63 + 63 + 63 = 314$

-Step 3:  $314 / 325 = .96$

-Step 4:  $120 \text{ (10\% or 1200, because of being a Mutant faction)} \times .96 = 115$

Total increase to population will be 115.