

# **Battle Specifications**

## **ALL SOLDIERS**

All soldiers have the following parameters:

### *HP - Hit Points*

- The unit's lose condition.
- All damage reduces HP.
- If the unit loses all of their HP, they are KO'd.

### *Br - Bravery*

- Ranges from 1 to 100.
- Affects all of the unit's stats in various conditions.
- When an ally is KO'd, a unit has a chance of being "Broken".
  - Bravery is the unit's % chance to NOT become Broken.
- When a unit is Broken, their stats become a % of their former values.
  - Bravery is the % rate that the unit's stats change while Broken.

### *Lg - Logic*

- Ranges from 1 to 100.
- Represents the unit's % chance to inflict any stat Boon or Rend.

### *At - Attack*

- Increases damage dealt by the unit's actions.
- Firearms' damage are unaffected by attack.

### *Df - Defense*

- Reduces damage taken from enemy actions.
- Firearms are unaffected by defense.

### *Fo - Focus*

- Affects the success rate of Firearm attacks.
- Affects how long stat Rend conditions (and "Broken") last.

### *Vi - Vitality*

- Affects healing taken from healing actions.
- Affects how long stat Boon conditions last.

## **MINOR STATS**

### *Sp - Speed*

- - All characters start with 20 Speed.

- - Speed is decreased by the weight of Firearms, Sidearms, Uniforms, and Boots.
- - Firearm and Sidearm weight only apply when acting with the appropriate weapon. Uniform and Boot weight is always active, however.

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## DAMAGE ALGORITHMS

Power is innate to all weapons. Firearms have drastically higher Power than sidearms.

Accuracy is innate to all Firearms. It tends towards a base of 50%.

### FIREARM DAMAGE

$damage = Power$

### SIDEARM DAMAGE

$damage = (Power * At) - (Armor * Df)$

### FIREARM HIT RATE

$hit = Accuracy + (Fo * 3)$

### HEALING SKILLS

$healing = Vi ^ 2$

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## DAMAGE ALGORITHMS

Unique (commander) soldiers have the following parameters:

Cm - Command

- Ranges from 1 to 100.
- The commander's leadership ability.
- Helps the commander's soldiers avoid being Broken.
- When a unit would be broken, that soldier has an additional % equal to their commander's Command to avoid being broken.
- If their party lacks a commander, they do not get a Command bonus.

WI - Willpower

- Ranges from 1 to 100.
- The commander's force of will.

- Serves as a % chance to survive any damage with 1 HP.
  - Willpower offers no protection when the commander is at exactly 1 HP.
  - When willpower triggers, the commander is stated to have refused to die.
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## CLASSES

All units start out as the *Militia* class.

Units advance into the following basic classes:

*Minuteman*

*Defender*

*Medic*

Units then advance into the following advanced classes:

*Musketeer*

*Sharpshooter*

*Brawler*

*Escort*

*Hunter*

*Cavalry*

*Cannoneer*

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## MILITIA

Requires: Nothing

*The base of all classes, the Militia fights for home and country the only way they know how.*

HP Bonus per Level: 2

Completion Bonus: 1 Vitality

Firearms: Basic

Sidearms: Bayonets

Attire: Basic

Action Command: **Fundamentals** - *The basics of the art of warfare.*

Lv1 - Learns **Tend**.

Lv2 - +1 Attack.

Lv3 - Learns **Reload**.

Lv4 - +1 Defense.

Lv5 - Learns **Aimed Shot**.

Lv6 - +1 Focus.

Lv7 - Learns **Aggress**.

Lv8 - +1 Vitality.

Lv9 - Learns **Boost**.

Tend - ●● - Restore HP to the user.

Reload - ●●● - Unit readies their used Firearm, reenabling its use.

Aimed Shot - ●●● - Damage to a foe by Firearm. Does not miss.

Aggress - ●●● - 150% Damage to a foe by Side-arm. Inflicts Shock.

Boost - ● - Gains ●●● AP.

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## MINUTEMAN

Requires: Militia Lv5

*Fast-response units intended to serve as a first line of defense.*

HP Bonus per Level: 4

Completion Bonus: 1 Attack.

Firearms: Basic, Long

Sidearms: Bayonets

Attire: Basic

Action Command: **Response** - *Address threats as rapidly as possible.*

Lv1 - Learns **Ambush**.

Lv2 - +1 Attack

Lv3 - Learns **Load Shot**.

Lv4 - Gains **Readiness**.

Lv5 - +1 Focus

Lv6 - Learns **Rout**.

Lv7 - +1 Vitality

Lv8 - Learns **Flank**.

Lv9 - Gains **Take Cover**.

Ambush - ●●● - Fast Priority. Damage to a foe by Firearm, DF rend.

Load Shot - ●●●●● - Damage to a foe by Firearm. Firearm may be reused.

Rout - ● - Fast Priority. Inflicts AT Rend on one foe, halving damage.

Flank - ● - Fast Priority. Inflicts DF Rend on one foe, doubling damage.

Readiness - Pas. - Starts battle with an additional ● AP.

Take Cover - Pas. - When damaged with a Firearm, gain DF Boon.

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## DEFENDER

Requires: Militia Lv5

*A class devoted to halting the advance of the enemy.*

HP Bonus per Level: 5  
Completion Bonus: 1 Defense.

Firearms: Basic  
Sidearms: Bayonets, Swords  
Attire: Basic, Heavy, Specialized

Action Command: **Defend** - *Halt enemy advances and stall for time.*

Lv1 - Gains **Thick Skin**.  
Lv2 - +1 Defense  
Lv3 - Learns **Envigor**.  
Lv4 - +1 Vitality  
Lv5 - Gains **Receptive**.  
Lv6 - +1 Defense  
Lv7 - Learns **Fortify**.  
Lv8 - +1 Vitality  
Lv9 - Learns **Great Wall**.

Envigor - ● - Fast Priority. Heals HP to an ally out of the user's own HP.  
Fortify - ● - Fast Priority. Grants DF Boon to one ally, halving damage.  
Great Wall - ●●● - Slow Priority. Grants DF Boon to the party.

Thick Skin - Pas. - Damage taken is halved while at full HP.  
Receptive - Pas. - Healing taken is doubled while under 50% maximum HP.

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## MEDIC

Requires: Militia Lv5

*Units that tend the wounds of themselves and others.*

HP Bonus per Level: 4  
Completion Bonus: 1 Focus

Firearms: Basic  
Sidearms: Bayonets  
Attire: Basic, Heavy

Action Command: **Doctor** - *Bind wounds and stanch bleeding.*

Lv1 - Learns **Bind**.  
Lv2 - +1 Defense  
Lv3 - Gains **Samaritan**.  
Lv4 - +1 Focus  
Lv5 - Learns **Cathartic**.  
Lv6 - +1 Attack

Lv7 - Learns **First Aid**.  
Lv8 - +1 Focus  
Lv9 - Gains **Downtime**.

Bind - ●●● - Slow Priority. Restores HP to the target and removes stat Rends.  
Cathartic - ●●●● - Slow Priority. Restores HP to the party. Saps ● AP.  
First Aid - ●●● - Fast Priority. Restores HP to target ally.

Samaritan - Pas. - Upon restoring an ally to full HP, gain ● AP.  
Downtime - Pas. - Recovers 50% HP after a battle.

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## MUSKETEER

Requires: Minuteman Lv7

*Single-sighted experts in the use of firearms.*

HP Bonus per Level: 5  
Completion Bonus: 2 Focus

Firearms: Basic, Heavy  
Sidearms: Bayonets, Heavy  
Attire: Basic

Action Command: **Volley** - *Excessive bullets, expertly aimed and fired.*

Lv1 - Learns **Sleight**.  
Lv2 - +1 Focus  
Lv3 - Learn **Scattershot**.  
Lv4 - +1 Focus  
Lv5 - Learns **Line Up**.  
Lv6 - Gains **Heartbeat**.  
Lv7 - +1 Focus  
Lv8 - Gains **Expertise**.  
Lv9 - Learns **Sure Shot**.

Sleight - ●●●● - Damage to a foe by Firearm, even if expended.  
Scattershot - ●●●● - Damage to all foes by Firearm. Inflicts FC Rend.  
Line Up - none - FC Boon to user.  
Sure Shot - ● - Damage to a foe by Firearm. Upon missing, ready Firearm.

Heartbeat - Pas. - When HP falls under 50%, gain ● AP.  
Expertise - Pas. - Upon damaging with a Firearm, gain ● AP.

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## SHARPSHOOTER

Requires: Minuteman Lv4, Medic Lv4

*Cold-blooded killers for whom men are mere targets.*

HP Bonus per Level: 4

Completion Bonus: 1 Focus, 1 Attack

Firearms: Long

Sidearms: Bayonets, Gun

Attire: Basic, Cover

Action Command: **Snipe** - *Aimed shots for achieving exact goals.*

Lv1 - Gains **Cold Blood**.

Lv2 - +1 Focus

Lv3 - Learns **Cripple**.

Lv4 - +1 Defense

Lv5 - Learns **Long Load**.

Lv6 - +1 Attack

Lv7 - Learns **Gun Nest**.

Lv8 - +1 Focus

Lv9 - Learns **Kill a Man**.

Cripple - ●● - Attempt to Inflict AT Rend, DF Rend to one foe.

Long Load - ● - Unit readies their used, Long-class Firearm.

Gun Nest - ●●● - FC Boon to user, user cannot be targeted for three turns.

Kill a Man - ●●●● - Instantly halve a non-Commander unit's HP.

Cold Blood - Upon KO'ing an enemy, gain ●● AP.

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## **BRAWLER**

Requires: Minuteman Lv4, Defender Lv4

*Units who forego firearms entirely in favor of closer quarters.*

HP Bonus per Level: 6

Completion Bonus: 2 Vitality

Firearms: None

Sidearms: Bayonets, Swords, Heavy

Attire: Basic

Action Command: **Berserk** - *Finesse is another word for holding back.*

Lv1 - Gains **Retaliate**.

Lv2 - +1 Attack

Lv3 - Learns **Knuckle Down**.

Lv4 - +1 Vitality

Lv5 - Gains **Bloodthirst**.

Lv6 - +1 Attack  
Lv7 - Learns **Beatdown**.  
Lv8 - +1 Attack  
Lv9 - Learns **God Hand**.

Knuckle Down - ● - AT Boon, DF Rend to user.  
Beatdown - ● - Attacks foe by Sidearm. Repeats until AP is depleted.  
God Hand - ●●●● - Ejects target foe from the battle.

Retaliate - Pas. - Upon taking Sidearm damage, attack with Sidearm.  
Bloodthirst - Pas. - Recover 25% of damage dealt with Sidearms.

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## ESCORT

Requires: Defender Lv7

*Units focused on preventing all harm to their allies.*

HP Bonus per Level: 6  
Completion Bonus: 2 Defense

Firearms: Basic, Heavy  
Sidearms: Swords  
Attire: Heavy, Specialized

Action Command: **Guardian** - *Protects the subject from all harm.*

Lv1 - Learns **Forewarn**.  
Lv2 - +1 Defense  
Lv3 - Gains **Distribute**.  
Lv4 - +1 Defense  
Lv5 - Learns **Bulwark**.  
Lv6 - +1 Defense  
Lv7 - Gains **Stalwart**.  
Lv8 - +1 Defense  
Lv9 - Learns **Bodywall**.

Forewarn - ●●● - Fast Priority. Target ally cannot be damaged this turn.  
Bulwark - ●● - Fast Priority. User nullifies damage this turn.  
Bodywall - ●●●●● - Fast Priority. User is the only valid target in the party for the turn.

Distribute - Pas. - Excess healing to the unit is divided amongst allies.  
Stalwart - Pas. - Upon nullifying damage, gain ● AP.

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## HUNTER

Requires: Medic Lv7



HP Bonus per Level: 5  
Completion Bonus: 1 Attack, 1 Vitality

Firearms: Basic, Long  
Sidearms: Bayonets, Swords, Gun  
Attire: Basic

Action Command: **Warden** - *Knowledge of all forms of battlefield.*

Lv1 - Gains **Fleetfoot**.  
Lv2 - +1 Vitality  
Lv3 - Learns **Advantage**.  
Lv4 - Learns **Balm**.  
Lv5 - +1 Attack  
Lv6 - Learns **Assist**.  
Lv7 - Learns **Trickery**.  
Lv8 - +1 Vitality  
Lv9 - Gains **Natural Grudge**.

Advantage - ●● - Damage to a foe by Firearm, stat Rend based on terrain.  
Balm - ● - Restores HP to an ally. Saps ● AP.  
Assist - ●●● - Reload target non-user's Firearm.  
Trickery - ●●●● - Damage to a foe by their own Firearm.

Fleetfoot - Pas. - Upon changing terrains, gain ●● AP at the start of battle.  
Natural Grudge - Pas. - KO'ing this unit saps all AP.

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## CAVALRY

Requires: Defender Lv4, Medic Lv4

HP Bonus per Level: 5  
Completion Bonus: 1 Defense, 1 Focus

Firearms: Basic  
Sidearms: Swords, Gun  
Attire: Basic, Heavy

Action Command: **Cavalier** - *Ride mounted as a terror in battle.*

Lv1 - Gain **Intimidate**.  
Lv2 - +1 Attack  
Lv3 - Learn **Trample**.  
Lv4 - +1 Vitality  
Lv5 - Learn **Passenger**.  
Lv6 - +1 Attack  
Lv7 - Learn **Graze**.  
Lv8 - +1 Vitality

Lv9 - Learn **Ferocity**.

Trample - ●●● - Damage to a foe based on AT, random stat Rend.

Passenger - ●● - Target ally gains ● AP.

Graze - ●●● - Restore HP to the user. Removes stat Rends.

Ferocity - ●● - Damage to a foe by Sidearm, double if target has a stat Rend.

Intimidate - Pas. - Inflicts AT Rend on a random foe at the start of battle.

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## CANNONEER

Requires: Minuteman Lv5, Defender Lv5, Medic Lv5

HP Bonus per Level: 4

Completion Bonus: 1 Attack, 1 Defense, 1 Focus, 1 Vitality

Firearms: Artillery

Sidearms: Bayonets

Attire: Basic

Action Command: **Bombard** - *Rain slow, heavy, metal death upon foes.*

Lv1 - Learns **Single Volley**.

Lv2 - +1 Attack

Lv3 - Gains **Technician**.

Lv4 - +1 Defense

Lv5 - Learns **Wide Volley**.

Lv6 - +1 Focus

Lv7 - Gains **Avenger**.

Lv8 - +1 Vitality

Lv9 - Learns **Repeat Volley**.

Single Volley - ●●● - Damage to a foe by Artillery.

Wide Volley - ●●●●● - Damage to all foes by Artillery.

Repeat Volley - ● - 50% Damage to random foes. Repeats until AP is depleted.

Technician - Pas. - Artillery hits attempt to inflict FO Rend and VI Rend.

Avenger - Pas. - When an ally is KO'd, gain ●●●●● AP.

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## COMMANDERS

Alfred F. Jones

Caucasian Male - British Imperial Army (Continental Army in Book II)

Initial Classes: Militia 1

Gains access to General class after Seven Years War

HP: 42

At: 3

Df: 3

Fo: 3

Vi: 3

Br: 55 (+30 after Seven Years War)(+15 after Valley Forge)

Lg: 40 (+30 after Seven Years War)(+15 after Valley Forge)

Cm: 40 (+30 after Seven Years War)(+15 after Valley Forge)

Wl: 100

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Arthur Kirkland

Caucasian Male - British Imperial Army

Initial Classes: Militia 9, Defender 7, Escort 5

HP: 123

At: 4

Df: 13

Fo: 4

Vi: 7

Br: 100

Lg: 70

Cm: 52

Wl: 61

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Francis Bonnefoy

Caucasian Male - French Imperial Army

Initial Classes: Militia 9, Minuteman 7, Medic 7, Sharpshooter 5

HP: ?

At: ?

Df: ?

Fo: ?

Vi: ?

Br: 59

Lg: 57

Cm: 88  
Wl: 72

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Gilbert Beilschmidt

Caucasian Male - Prussian Royal Army  
Initial Classes: ?

HP: ?

At: ?  
Df: ?  
Fo: ?  
Vi: ?

Br: 59  
Lg: 57  
Cm: 88  
Wl: 72

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Toris Laurinaitis

Caucasian Male - Continental Army  
Initial Classes: ?

HP: ?

At: ?  
Df: ?  
Fo: ?  
Vi: ?

Br: 59  
Lg: 57  
Cm: 88  
Wl: 72

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Ludwig

Caucasian Male - German Hussian Army  
Initial Classes: ?

HP: ?

At: ?  
Df: ?  
Fo: ?  
Vi: ?

Br: 59  
Lg: 57  
Cm: 88  
Wl: 72

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## Random Unit Generation

\*random gender-appropriate name\*

Gender - British Imperial Army / Continental Army

Initial Classes are dependant on game progress.

Start: Militia 1.

After Seven Years War: Militia 5.

After Valley Forge: Militia 5, Minuteman 3, Defender 3, Medic 3

HP: 42 (50 after SYW) (89 after Valley Forge)

At: 3 (4 after SYW) (5 after Valley Forge)

Df: 3 (4 after SYW) (6 after Valley Forge)

Fo: 3

Vi: 3

Random +1 to one stat, random -1 to one other stat.

Br: Random from 40-80

Lg: 120 - Br, as above.

Appropriate Basic Equips

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## UNIQUE CLASSES

GENERAL

Requires: Alfred-Only, after the Seven Years War.

HP Bonus per Level: 5

Completion Bonus: 5 Logic, 5 Command

Firearms: Basic, Long, Heavy  
Sidearms: Bayonets, Sword, Gun, Heavy  
Attire: Basic, Heavy, Specialized

Action Command: **Command** - *Lead by strong word and flawless example.*

Lv1 - Learns **Assault**.  
Lv2 - +1 Attack  
Lv3 - Learns **Garrison**.  
Lv4 - +1 Defense  
Lv5 - Gains **Momentum**.  
Lv6 - +1 Focus  
Lv7 - Learns **Exceed**.  
Lv8 - +1 Vitality  
Lv9 - Gains **Inspire**.

Assault - ●●●●● - AT Boon, FO Boon to all allies. Saps ● AP.  
Garrison - ●●●●● - DF Boon, VI Boon to all allies. Saps ● AP.  
Exceed - ●●●●● - AT Boom, DF Boon, FO Boon, VI Boon to an ally. Saps ●●● AP.

Momentum - Pas. - Upon granting a Boon to one's self, gain ● AP.  
Inspire - Pas. - All allies lose Broken status upon this unit's arrival.

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## COMMANDANT

Requires: Arthur-only, only as an enemy.

HP Bonus per Level: 7  
Completion Bonus: N/A

Firearms: Basic, Long, Heavy  
Sidearms: Bayonets, Sword, Gun, Heavy  
Attire: Basic, Heavy, Specialized

Action Command: **Disregard** - *Means are not of importance; only results.*

Lv1 - Learns **Punishment**.  
Lv2 - +1 Attack  
Lv3 - Gains **Pressure**.  
Lv4 - +1 Defense  
Lv5 - Learns **Taunt**.  
Lv6 - +1 Focus  
Lv7 - Gains **Steeling**.  
Lv8 - +1 Vitality  
Lv9 - Learns **Haphazard**.

Punishment - ●●● - Damage to a foe by sidearm. Repeats for each KO'd ally.

Taunt - ●● - AT Boon, DF Rend to all foes.

Haphazard - ●●●● - 200% Damage to all non-user targets.

Pressure - Pas. - Damaging the user strips stat Boons.

Steeling - Pas. - When an ally is KO'd, recover 50% HP.

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## TERRAIN TYPES

Terrain offers bonuses or inflicts penalties on units that skirmish in a column of their type.

The Hunter skill **Advantage** inflicts a stat Rend based on the Terrain.

The Hunter skill **Fleetfoot** offers additional AP if the unit's previous skirmish was on a different terrain.

*Grassland* - No bonuses or penalties. *Advantage: DF Rend*

*Snowy Plains* - Decreases AT by 2. Deals 10% damage after a skirmish. *Advantage: VI Rend*

*Woodland* - Increases DF by 2. Gun Accuracy falls by 10. *Advantage: AT Rend*

*Deep Woodland* - Increases DF by 4. Gun Accuracy falls by 20. *Advantage: AT Rend*

*Waterfront* - Increases VI by 1. Decreases AT by 1. *Advantage: VI Rend*

*River* - Increases VI by 3. Decreases AT by 3. *Advantage: FO Rend*

*Fort* - Reduces taken damage by 25%. *Advantage: DF Rend*