

## **Welcome to the Cerroneth Baronial Campaign.**

This guide should provide you with the needed information to take part in the between-events and global aspects of the Cerroneth Solar Game.

So, what exactly is the Baronial Campaign, and what is it not?

Well, it's not a chance to simply make the powerful more powerful, or the rich richer, nor is it put together in an attempt to foster Barony-to-Barony Conflict, or encourage PvP. The Baronial Campaign is our attempt to 'fill-in' the world a bit in those twenty-odd days between events. It should create a more active environment for the things your character (and everyone's character) does between gatherings. It provides a way to track the population and constructions of cities in the country in order to give a richer background for RP, as well as providing actual cards and statistics for aspects of play that have long been 'phantom'- like ships, troops, and roads.

And also, the Baronial Campaign gives Plot better access to controlling the world- and creating problems for the heroes of it to look into. What if there were a drought in Tymor? How would that affect their population, or the country's economy? If the country were being invaded, plot would be able to state exactly where- and the players could respond appropriately, moving documented troops to respond, whether it be the vast navy of the Shining South, or waves of horsemen from northern Cerroneth...

As a player, there are a number of different ways that you can get involved during your turn- build a building, ply a trade through a craft skill, work on a baronial project, move troops around...

In this newest edition, we have endeavored to make the complicated system of BarCamp into something more streamlined. You will find many changes listed in the Preface that explain mechanical changes to the rules, and how things interact with one another. The number of resources to keep track of has been reduced, as has some of the number bloat by having resources accrue twice per month. This does NOT invalidate older BarCamp turns, Units, or Structures - everything translates rather easily.

Despite this streamlining, this rulebook is thicker than other versions because THERE IS SO MUCH MORE that has been added to it. A lot of these things were developed to handle players trying out different things in the system, and so rules have been tested and written to help those types of things happen for everyone. If you are new to the BarCamp or are getting back into the swing of things, I recommend heading straight to the chapter you are most interested in and digging in!

Enjoy!

**Ryan S. Campbell**  
**HoBC 2020**

## PREFACE: LIST OF CHANGES

List of changes to implemented in BarCamp User's Handbook v1.5:

- TURNS
  - Clarify how Players qualify for turns.
- RESOURCES
  - Combined Textile and Tools Resources into Refined Resources
  - Combined Iron, Copper, and Silver Resources into Metal Ore Resources
  - Changed Gold into Coin Resources
  - Changed all Upkeep to be paid per month, rather than per turn
  - Changed all Production to be generated per month rather than per turn.
- SKILLS
  - Improved efficiency of Training skills.
  - Added Espionage skills.
- STRUCTURES
  - Remove "Gold Only" column for upkeep.
  - Replace with general "Coin Supplement" Rule.
  - More details given on general Structure Rules.
  - Remove multiple Upkeep options from all structures.
  - Changed all Structures to accommodate new Resources.
  - Updated Fortress and City upgrade Requirements
  - Removed Well Structures and Requirements.
  - Move Rookery from City structure to Basic structure
  - Move Crypt from City structure to Basic Structure
  - Combined Sanitorium with Healer's Hall
  - Remove limitations on where Lighthouses can be built. Also extended their bonuses to Airships.
  - Add 6 levels to Settlements (total of 10)
  - Add 1 level to Structures (total of 5)
  - Add City Technologies
  - Added the following Structures: Alchemy Laboratory, Poison Magazine, Potion Brewery, Scrivener, Leyline Observation Tower, Focusing Array, Mint, Monument
  - Added Palisade and Moat type Walls
- TRAVEL
  - Changed description and penalty for difficult and dangerous terrain.
- TRADE & COMMERCE
  - Updated Coin generation to reflect Ratings of Trade Units
- FORMAL & LEYLINE MAGIC
  - Added Leyline Magic Chapter

- COMBAT & DEFENSE
  - Added Combat & Defense Chapter
- UNITS
  - Insert language showing Healer Units can improve DI.
  - Add Commando to Units options
  - Change Infantry to Guardsmen
  - Change Elite Infantry to Footmen
  - Change Healer Unit requirements to show Healer's Guild instead of Mage's Tower.
  - Added Officers
- MILITARY ORGANIZATION
  - Added Military Organization Chapter
  - Changed Unit size from 100 -> 25
- TRAINING & EQUIPMENT
  - Added Training & Equipment section
  - Updated all M. Tradeskills to standardize them.
  - Changed the bonuses of Favoured Enemy and Terrain Training to better stack with other skills.
- DOMESTIC INDEX
  - Completely reworked DI system

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# *TAKING TURNS*

## TAKING TURNS

Every action that is taken in BarCamp has a Time associated with it, this is expressed in Turns. A Turn is the basic measurement for effort that is used in BarCamp. In between one Gather and the next there are 2 (two) Turns. Roughly, they are each 2 weeks long, but depending on the dates of Gathers, it can fluctuate. There are a few different ways that a Player can take turns in BarCamp, such as their own characters, NPC's, any buildings or units under their control.

## WHO CAN TAKE TURNS

Any player that pays for an event - or works for the game - can interact with BarCamp by taking turns. However, if you end up missing an Event, don't worry, there is a 1 game grace period. If you miss two Solar Cerroneth events in a row, you will NOT be able to participate in Bar Camp. A player may only take the turns for 1 of their characters per month (in simple turns, even if you play two characters, each every other month, you will only be able to have Turns for 1 character each month.)

- 1) If you play a Character at an Event, that Character can take Hero turns for the month following.
  - a) When a Character gets Hero turns, all Companions loyal to that Character get their turns as well, and the Player may take them.
  - b) When a Character gets Hero turns, all Structures and/or Settlements they have control over get their turns, and the Player may take them.
- 2) If a Player works for the Game, and plays no Character, they can still interact with BarCamp.
  - a) Plot will receive bonuses upon the completion of their Plot Tenure, and will be able to purchase more BarCamp resources and much more with Plot points.
  - b) If your work for the Game is not Plot related, and no Character was played, the Player (Worker) gets 2 Prosperity Turns for the following month. These are powerful Turns in which existing Settlements or Structures gain a significant boost.

## GIVING TURNS TO OTHERS

It is not uncommon for a Player or group of Players to band together and either turn in all their turns at once, or nominate one among them as the 'manager' and will allow them to take turns for the whole group. - THIS IS PERFECTLY OK! - however there are some things to keep in mind if you find yourself in this position:

- BarCamp is for the enrichment of the players of SOLAR: Cerroneth. All players - including their 'manager' must play at least once every other Event to continue to get Turns & interact with BarCamp
- Communication is extremely important. A Player's BarCamp turns should not interfere with any actions they are taking with Plot. If a Player's character is on the Plane of Fire teaching Elementals how to play Bocce, but BarCamp turns show that same character digging Wells in a new Settlement, that is a problem. In essence, it is cheating, as your Character cannot be in two places at once. It is up to the Players and their 'manager' to make sure this does not happen. If it becomes an issue, BarCamp and in between Event Plot access may be restricted or removed,.
- Consent. If you wish to allow someone else to 'manage' your BarCamp turns, contact your HoBC.

## TYPES OF TURNS

### Hero Turns

A Hero has 2 'open' Turns that a Player can use after each Gather. These 'open' turns can be used to do nearly anything and everything in BarCamp. Some examples include: building a Farm, working in a Mine, running a shop with a Tradeskill, training soldiers, sailing a ship, throwing a parade, traveling the countryside, and nearly anything else that one can think of.

*NOTE: a Hero can use up to 4 Skills in a single Turn. The skills used will not allow extra actions to be performed in the same Turn.*

### Companion Turns

NPC's that are under the direction or 'control' of a Player are called Companions in BarCamp. Not every Companion will be able to take Turns, but it will be listed on their card should that be the case. Many Companions that can take Turns will only be able to take 1 Turn per Gather. Unless otherwise written on their card, Companion Turns are "open" turns just as a Hero's are.

### City Turns

If a Player has control over a city, it too can take turns. In order for a city to be able to take turns, it must have Food, Water, and any prerequisites listed for its City Center. (ie a lvl 1 city must have: a lvl 1 Farm, and a lvl 1 Well to take turns, while a lvl 2 city requires more\*). A City with its prerequisites provided for, receives 2 Turns after each Gather. A City Turn, unlike a Hero Turn, has restrictions on what it can be used for:

- Building a structure inside the city,
- Upgrading a structure inside of the city.
- Building a road.
- Other tasks limited to the scope of a city (see HoBC if you have questions.)

*\* see Structures chapter*

### Structure Turns

If a Player has control over a Structure, either by itself, or inside of a city the player controls, it too can take turns. In order for a Structure to be able to take turns, it must have its Upkeep provided for. A Structure with its prerequisites provided for, receives 2 Turns after each Gather. A Structure has very strict restrictions on what it can use its turns for. Each entry for a Structure will detail what it can use its Turns for.\*

- Generating Basic Resources
- Training Units
- Upgrading Units

*\* see Structures chapter*

### Unit Turns

If a Player has control over a Troop, Siege Engine, or Ship, by itself, or inside of a city the player controls, they too can take turns. In order for a Unit to be able to take turns, it must have its Upkeep provided for. A Unit with its prerequisites provided for, receives 2 Turns after each Gather. A Unit has very strict restrictions on what it can use its turns for. Specifically 1) Move and & 2) Fight.\*

*\* see Combat & Defense chapter*

**Prosperity Turns**

If a Player has worked for the game, but not played a character they still can interact with BarCamp. These types of players get 2 Prosperity Turns per month, and reflect a Structure's output for 1 turn.

- Any output (Resources, Units, etc) that a Structure produces for 1 Turn.
- The Structure will be set at level 3 unless otherwise changed by HoBC.
- The Structure choice can change from Turn to Turn.
- No upkeep is paid.
- No production cost is paid (for Units, etc.).

**\*\*There are so many Actions that a Player can perform in BarCamp that it is impossible to list them all here. If you have an idea or specific Action you want to enact, please contact the HoBC to discuss it!!**



# *RESOURCES*

## RESOURCES

Resources are presented in increments called "Trade Units" or sometimes just "BarCamp Units". These represent large quantities of each material that are distinct, and separate from any similarly named resources seen at Gatherers. There is no way for Trade Units to be converted into items at a Gather, and vice versa (except for Trade between individuals\*) There are 6 (six) main resources that are used in BarCamp:

### BASE MATERIALS

#### L - Lumber

Gathered from Lumber Mills, Lumber is the main Resource in constructing and maintaining Structures.

#### S - Stone

Gathered from Quarries, Stone is used primarily in defenses, roads, and a secondary Resource in Structures.

#### M - Metal Ore

Gathered from Mines, this covers Silver, Copper, Iron, along with many other types of Metals.

#### F - Food

Gathered from Farms & Fishing Camps, Food is a very important Resource in every City, Fortress, and Troop.

### MANUFACTURED MATERIALS

#### R - Refined Goods

Made from Forges, Textile Mills or similar Structures, Refined Goods a very important Resource for upgrading items, Structures and Units.

#### C - Coin

Gathered from Commerce and Trade from Merchants or Shipping, Coin is a very important Resource for every aspect of BarCamp.

\* see *Trade & Commerce chapter*

There are several ways for Resources to be gathered in BarCamp.

- The most basic way is to have control of, or build the Basic Resource Structures outlined above (*or see Basic Structures chapter*).
- A Player may also build a SHOP (*see Basic Structures chapter*) in which they could utilize a Craft skill to generate an appropriate Resource.
- Some NPC's or Companions will increase the production of Resources when 'attached' to a Structure. This will be indicated on their card.
- Heros and Companions can also work at a Structure that generates resources. This results in that character producing the BASE amount of resources for the Structure for each turn they work.
- In addition to the above, if a Hero (or Companion) has a Craft skill usable in the generation of that Resource, it will increase the output of that Resource by an additional 50% (round up).

*NOTE: When applying bonuses to Production Upkeep, all bonuses are applied simultaneously to the base#. For example, a Hero with a Craft skill, working at a structure applies a 150% Bonus.*

*NOTE: The bonus from only 1 Hero, NPC, Companion, or Worker may be applied to a Structure per level.*

*NOTE: Structures inside of a city, that receive a City Bonus to production, apply that bonus BEFORE any of the bonuses listed above.*

# *Using Skills*

## PRODUCTION SKILLS

Production Skills reflect a character's ability to collect resources, improve structures, or a myriad of other uses. These skills and their build cost can be found in the SOLAR: Cerroneth main rulebook. Any uses for a skill listed here are above and beyond what is listed there.

### Unskilled Resource Collection

Once per turn, a Hero may attempt to collect a single resource from their surroundings. They do so at the following rates:

- Lumber, Stone, Metal, Food - 2 Units per Turn (5 Units for 2 Turns)
- Refined Material - 1 Unit per Turn (3 Units for 2 Turns)
- Coin - Unable to collect

### Craftskill (Miner, Lumberjack, Farmer, Weaver, Quarrier, Blacksmith, Merchant, etc)

Once per turn, when a Hero attempts to collect a single resource from their surroundings, and has the appropriate Craftskill, they do so at the following rates:

- Lumber, Stone, Metal, Food - 3 Units per Turn (7 Units for 2 Turns)
- Refined Material - 2 Unit per Turn (5 Units for 2 Turns)
- Coin - 1 per 2 Turns

Once per turn, when a Hero works at a Structure that produces a Resource that matches a Craftskill, that Structure generates an additional 50% of that Resource (total of 100% Bonus).

### Craftskill (Surveying, Metallurgy, etc)

Once per turn, when a Hero builds a Rare Mine, they may shift the final roll 1 point for each appropriate Craftskill towards their desired type.

### Craftskill (Civil Engineering, City Planning)

Once per month, when a Hero builds a Structure they may reduce the time required by 1 Turn (to a minimum of 1 Turn).

### Craftskill (Basket Weaving, Butcher, Tour Guide, etc.)

Once per turn, when a Hero works at a matching Shop (*see Basic Structures chapter*), they may generate a random amount of appropriate Resources. Each Shop will be able to produce Gold as an option, in addition to their other Resource (this represents selling whatever goods are made at the Shop).

### Mastercrafting (Alchemy, Armorsmithing, Cooking, Jewelrycrafting, Poisons, Potions, Scrolls, Weaponsmithing)

Once per month, when a Hero attempts to collect Mastercrafting resources from their surroundings, they may receive one (1) random Mastercrafting material. This takes 2 Turns.

## COMMAND SKILLS

Command Skills reflect a character's ability to push Units under their command to their best and beyond. These skills and their build cost can be found in the SOLAR: Cerroneth main rulebook. Any uses for a skill listed here is above and beyond what is listed there.

It is important to understand the different ways a character can interact with their Units in battle.

- **Controller:** A Hero that has purchased a Unit, or has been given permission by their Baron (or other Kingdom official) to make turns for a Unit. A Unit's Controller need not be in a battle.
- **Commander:** A Hero who is actually giving directions to a Unit or Units. To Command a Unit, the character must be in the same battle.
- **Leader:** A Hero who is directing a particular Unit, and is inside of that Unit. The Hero still activates separately from the Unit, but must move and attack the same targets as the Unit (or any Heros leading them).

None of these conflict with the others, and a Hero may Command every Unit in a Battle while Leading a particular Unit, and Controlling all the Units at a different Fortress. A Unit may not have more than one person in any of the categories at any one time (ie. A Unit may be Lead by one character, under the Command of another, and under the Control of still a third.)

### Battlefield Commander

While in Command of up to three Troops, the Hero gives them a +1 ATT Leadership Bonus (these units may change throughout the Battle). Any additional Units under the Hero's Command perform as per their normal Ratings.

### Horsemanship

While in Command of up to three Cavalry troops, the Hero gives them either a +1 ATT or +1 DEF Leadership Bonus. Any additional Units under the Hero's Command perform as per their normal Ratings.

### Leadership

Once per Combat Round, the Hero may choose any one Unit they Command, this Unit may take an additional Move OR Attack. Once per Battle the Hero may issue new commands. Any one Unit they Command may RE-ROLL a failed Variance Roll.

### Seamanship

While in Command of up to three Ships, the Hero gives them either a +1 CM or a +1 DEF Leadership Bonus. Any additional Units under the Hero's Command perform as per their normal Ratings.

### Siege Engineering

While in Command of up to three Siege Engines, the Hero gives them either a +1 ATT or a +1 DEF Leadership Bonus. Any additional Units under the Hero's Command perform as per their normal Ratings.

### Combat Lore (creature type)

This skill allows a Hero to assist their Unit in fighting a familiar foe. While the Hero is the Leader of a Unit, that Unit receives a +1 ATT Leadership Bonus against a particular creature type. This does not stack with the Unit's own Preferred Enemy skill.

### Survival (specific region)

This skill allows a Hero to assist their Unit in fighting over familiar terrain. While the Hero is the Leader of a Unit, that Unit receives a +1 DEF Leadership Bonus while in that region. This does not stack with the Unit's own Terrain-trained skill.

## TRAINING SKILLS

Training Skills reflect a character's ability to train Units into elite forces. These skills and their build cost can be found in the SOLAR: Cerroneth main rulebook. Any uses for a skill listed here are above and beyond what is listed there.

### **Battlefield Commander**

This Hero may mentor any unit of Troops to receive either a +1 ATT or +1 DEF to their base Ratings. This takes 2 turns, and has no cost.

### **Horsemanship**

This Hero may mentor any unit of Cavalry to receive either a +1 ATT or +1 DEF to their base Ratings. This takes 2 turns, and has no cost.

### **Seamanship**

This Hero may mentor any unit of Ship Crew for their Ship to receive either a +1 C.M or +1 DEF to its base Ratings. This takes 2 turns, and has no cost.

### **Siege Engineering**

This Hero may upgrade and reinforce any Siege Engine to receive either a +1 ATT or +1 DEF to its base Ratings. This takes 2 turns, and has no cost.

### **Craftskill (Wainwright)**

This Hero may upgrade and reinforce a Caravan to receive a +1 to any of its base Ratings. This takes 2 turns, and has no cost.

### **Craftskill (Shipwright)**

This Hero may upgrade and reinforce a Ship to receive a +1 to any of its base Ratings. This takes 2 turns, and has no cost.

### **Craftskill (Artillery)**

This Hero may upgrade and reinforce a Siege Engine to receive a +1 to any of its base Ratings. This takes 2 turns, and has no cost.

### **Craftskill (Military Training)**

This Hero may upgrade and reinforce a Troop to receive a +1 to any of its base Ratings. This takes 2 turns, and has no cost.

*NOTE: Mercenary Units have Enhancement limitations because they are not trained or motivated in the same way regular military is. Consult Campaign Manager for details.*

*NOTE: Similar Craftskills have a stacking effect when used on a single Turn. (ie. a Hero with Miner, Expert Miner, & Silver Miner will increase the output of a Turn spent at a Silver Mine by an additional +2M collected after applying the 100% bonus). Up to 4 applicable Craftskills can be used by any one Hero at any one Structure per Turn.*

### **ESPIONAGE SKILLS**

These skills and their build cost can be found in the SOLAR: Cerroneth main rulebook. Any uses for a skill listed here are above and beyond what is listed there. The following uses of Espionage Skills are only their Basic uses. For more detail please see the ESPIONAGE Chapter.

#### **Cipher**

This Hero or Companion may spend 1 Turn encrypting trade papers, increasing the Coin Production of all Trade Units at a Market/Harbor by +1C for the month.

#### **Counter-Intelligence**

This Hero or Companion may spend 1 Turn to increase the Espionage Defense of a Settlement by +1. If a character possesses multiple Espionage Skills, this bonus increases by 1 for each ADDITIONAL skill.

#### **Fast-Talk**

This Hero or Companion may spend 1 Turn to reduce the Upkeep of all Mercenary Troops in a Settlement by -1C. Additionally, while Commanding Mercenary Troops in battle, those Troops fail a Variance Roll on a 1 (instead of a 1 or 2).

#### **Forgery**

This Hero or Companion may spend 1 Turn forging trade papers or titles, Stealing 1C from a Settlement. If a character possesses multiple Espionage Skills, this increases by 1 for each ADDITIONAL skill.

#### **Spycraft**

This Hero or Companion may spend 1 Turn to infiltrate a Settlement. This lowers the Spycraft Defense of the Settlement by -1. If a character possesses multiple Espionage Skills, this increases by 1 for each ADDITIONAL

**\*\*There are so many Actions that a Player can perform in BarCamp that it is impossible to list them all here. If you have an idea or specific Action you want to enact, please contact the HoBC to discuss it!!**

# *STRUCTURES*



## STRUCTURES RULES

**City Production Bonus:** Inside of a *City* (not a *Fortress*), a number of buildings produce ADDITIONAL resources. For any Structure that produces a BASIC Resource, the City bonus is equal to the level of city.

**Coin Supplement:** When paying Upkeep, instead of any other Resources, COIN may be substituted on a 1 for 1 basis with any Resource.

### Structure Description:

- **Produces:** Most Structures provide an immediate benefit with Resources it generates as long as its upkeep is paid. Some Structures can train Units or NPCs as long as its upkeep is paid, and the Unit Cost is paid. Other Structures might provide other bonuses to Domestic Index or something else.
- **Build Time:** The number of Turns it takes for a Structure to be completed. Until a Structure is completed, it offers no benefit, and needs no Upkeep.
- **Build:** The Resources needed to build a Structure. These must be paid BEFORE construction will begin.
- **Upkeep:** Once Completed, this is the Resources needed EACH MONTH to remain functioning. If the Upkeep is not paid, the Structure immediately ceases functioning. If Upkeep is not paid for 3 months, the Structure Closes. If it is unpaid for a year, the Structure becomes a RUIN. Closed Structures, or Ruins can affect Domestic Index.

### SETTLEMENT CENTER STRUCTURES

Settlement Centers are important Structures that are the backbones of Settlements. City Halls and Fortress Keeps (along with others) are the most important Structures, and inform and limit the other Structures in a Settlement. While other Structures can be leveled up as high as 5, they will only function at the same level as it's Center Structure.

- **Upgrade Requirements:** Settlement centers have additional requirements (other than Resources) that need to be met when upgrading them.
  - Structures - The listed Structures (or their equivalent) must be present in a Settlement before the Center Structure can be upgraded.
  - Edu/Med/Mor - The Settlement Center needs the listed number of Structures for each of the following categories.
    - Medical Care - Are there adequate locations and resources for Healing and medical care?
    - Education - Do your lands have training and education opportunities for your people?
    - Morale - Are there entertainment options, and community activities in your lands?
  - Time - Settlement Centers take longer to upgrade than other Structures as they represent the infrastructure of the Settlement.
- **Crit Pop:** This represents the point at which a Settlement is fully formed, and functioning at peak efficiency. Many things will be affected by this status, and explained later on. If a Settlement is at Critical Population, it may take 1 additional Settlement Turn each month.

## BASIC STRUCTURES

*Basic Structures* provide all the main resource generation for BarCamp. *Basic Structures* can be built anywhere on the map, both inside *Cities* and *Fortresses*, and outside of them. *Basic Structures* can be advanced to level 4 regardless of location. However, inside of a *City* or *Fortress*, the output of the structure is limited to the level of the *City* or *Fortress*. Sometimes bureaucracy sucks (Towers and Lighthouses are exempt from this).

*NOTE: ALL structures MUST be located somewhere on the grid map- even if your character doesn't want to report their shop to the noble that manages those lands, it still has to have a 'where' on record.*

BASIC STRUCTURE	PRODUCES	BUILD TIME	BUILD COST	UPKEEP COST
lvl 1 Crypt	*	1 Turn	2S, 2R	1S
lvl 1 Dry Dock	*	1 Turn	2L, 1S	1L
lvl 1 Farm / Fishing Camp	5 Food	1 Turn	1L, 1S, 1M	-
lvl 1 Leyline Observation Tower	Detects Formal Ritual	2 Turns	4L, 4S, 6M, 2R	1L, 1S, 1R
lvl 1 Lighthouse	*	2 Turns	5L, 5S, 1R	1S
lvl 1 Lumber Mill	5 Lumber	1 Turn	1L, 2S, 2M	-
lvl 1 Mine (Basic)	5 Metal Ore	1 Turn	2L, 2S, 1M	-
lvl 1 Mine (Rare)	3 Refined Material	1 Turn	3L, 2S, 3M	1L, 1M
lvl 1 Monument	*	2 Turns	5L, 5S, 5M	-
lvl 1 Rookery	*	1 Turn	1L, 1F	1F
lvl 1 Quarry	5 Stone	1 Turn	2L, 1S, 2M	-
lvl 1 Shop	Utilizes Craft skill	1 Turn	3L, 2S <b>-OR-</b> 4C	-
lvl 1 Tower	*	1 Turn	5L, 5S	1L

**Basic Materials**

- L - Lumber**
- S - Stone**
- M - Metal Ore**
- F - Food**

**Manufactured Materials**

- R - Refined Goods**
- C - Coin**

**CRYPT**

Burial ceremonies are important reminders of the connections all people share in life and death. Crypts help memorialize those loved ones that have passed on.

Undead Units can be hidden here.

If undead are found DI drops to 0 and city begins to revolt.

*\*A Crypt helps increase the Domestic Index of a Settlement (Moral)*

**DRY DOCK**

Often times little more than a shallow beach protected from waves. Boats are driven into Dry Docks for storage.

A Dry Dock has storage enough for 4 ships per lvl. While in a Dry Dock, a Ship does not take up space in a Harbor, does not need upkeep paid, and does not generate any resources.

**FARM / FISHING CAMP**

This cleared area of land is the basic facility in FOOD production. Most Farms are family run, with multiple generations of the same family providing all the manual labor and upkeep that it requires.

Commercialized fishing vessels bring the bounty of the sea into these processing plants. A Fishing Camp must be built with access to a River, Lake, or other larger body of water.

Farms will be affected by Land and Weather Events.

Fishing Camps will be affected by Sea and Weather Events.

**LEYLINE OBSERVATION TOWER**

A Tower with Sensitive Instruments that detect fluctuations in Magical power.

Can detect the presence of a Formal Ritual within 1 HEX away per level.

**LIGHTHOUSE**

A tall tower built on the coastline. A torch or signal flare burns brightly at night and in inclement weather signaling safe passageways and coastlines to Ships on the water.

A Lighthouse does 2 things for both Ships & Airships:

- Increases Hex Speed by 1 for each Lighthouse lvl (to a max of +5). This bonus applies to ships up to 5 Hexes away.
- Increases Gold production for Ships at the same location by +1 for each Lighthouse Lvl (highest if multiple Lighthouses)

	PRODUCES	BUILD TIME	UPGRADE	UPKEEP
<b>lvl 2</b>	-	1	3S, 3R	2S
<b>lvl 3</b>	-	1	4S, 4R	3S
<b>lvl 4</b>	-	1	5S, 5R	4S
<b>lvl 5</b>	-	2	6S, 6R	5S

	PRODUCES	BUILD TIME	UPGRADE	UPKEEP
<b>lvl 2</b>	-	1	3L, 2S	2L
<b>lvl 3</b>	-	1	4L, 3S	3L
<b>lvl 4</b>	-	1	5L, 4S	4L
<b>lvl 5</b>	-	2	6L, 5S	5L

	PRODUCES	BUILD TIME	UPGRADE	UPKEEP
<b>lvl 2</b>	10F	1	2L, 2S, 2M	2M
<b>lvl 3</b>	15F	1	3L, 3S, 3M	3M
<b>lvl 4</b>	20F	1	4L, 4S, 4M	4M
<b>lvl 5</b>	25F	2	5L, 5S, 5M	5M

	PRODUCES	BUILD TIME	UPGRADE	UPKEEP
<b>lvl 2</b>	-	2 Turns	5L, 5S, 7M, 3R	2L, 2S, 2R
<b>lvl 3</b>	-	2 Turns	6L, 6S, 8M, 4R	3L, 3S, 3R
<b>lvl 4</b>	-	2 Turns	7L, 7S, 9M, 5R	4L, 4S, 4R
<b>lvl 5</b>	-	4 Turns	8L, 8S, 10M, 6R	5L, 5S, 5R

	PRODUCES	BUILD TIME	UPGRADE	UPKEEP
<b>lvl 2</b>	-	2	6L, 6S, 2R	2S
<b>lvl 3</b>	-	2	7L, 7S, 3R	3S
<b>lvl 4</b>	-	2	8L, 8S, 4R	4S
<b>lvl 5</b>	-	3	8L, 8S, 5R	5S, 1R

**LUMBER MILL**

Processing raw lumber into usable wood is a labor intensive process. Teams of workers split, hew, plane and cut trees down into planks and other building material. Particularly advanced Lumber Mills may have large whip saws driven by water wheels or windmills to assist the labor.

	PRODUCES	BUILD TIME	UPGRADE	UPKEEP
<b>lvl 2</b>	10L	1	2L, 3S, 3M	2M
<b>lvl 3</b>	15L	1	3L, 4S, 4M	3M
<b>lvl 4</b>	20L	1	4L, 5S, 5M	4M
<b>lvl 5</b>	25L	2	5L, 6S, 6M	5M

**BASIC MINE**

This is a mine for common or mundane metals such as Copper, Iron, Silver, or other similar ores. Mines are dangerous places to work whether in large open pits, or labyrinthine tunnels dug into the hills and mountains.

	PRODUCES	BUILD TIME	UPGRADE	UPKEEP
<b>lvl 2</b>	10M	1	3L, 3S, 2M	2S
<b>lvl 3</b>	15M	1	4L, 4S, 3M	3S
<b>lvl 4</b>	20M	1	5L, 5S, 4M	4S
<b>lvl 5</b>	25M	2	6L, 6S, 5M	5S

**RARE MINE**

This is a mine for rare minerals, gems or metals - Gold in particular. Just like Basic Mines, these are dangerous places to work, but the product that is pulled from them is highly sought after in luxury goods, high end Structures and magical components.

	PRODUCES	BUILD TIME	UPGRADE	UPKEEP
<b>lvl 2</b>	6R	1	4L, 3S, 43M	2L, 2M
<b>lvl 3</b>	9R	1	5L, 4S, 5M	3L, 3M
<b>lvl 4</b>	12R	1	6L, 5S, 6M	4L, 4M
<b>lvl 5</b>	15R	2	7L, 6S, 7M	5L, 5M

*NOTE: There is a 50% chance that this mine fails to locate precious material, and is instead a Basic Mine. Please contact HoBC when building a Rare Mine.*

**MONUMENT**

**MORALE STRUCTURE**

Monuments are large, eye-catching constructions of Stone and/or precious materials. Monuments normally commemorate an important person or occurrence in history.

	PRODUCES	BUILD TIME	UPGRADE	UPKEEP
<b>lvl 2</b>	-	2	6L, 6S, 6M	2S
<b>lvl 3</b>	-	2	7L, 7S, 7M	3S
<b>lvl 4</b>	-	2	8L, 8S, 8M	4S
<b>lvl 5</b>	-	3	8L, 8S, 8M, 1R	5S, 1R

Monuments cover a broad spectrum of possible constructions. The ratings to the right can be considered a "Basic Monument." Contact HoBC for additional details.

**QUARRY**

Rock quarries literally supply the building blocks for a city. Usually the best method to harvest stone is in strip mining hills and cliffsides. It is hard work, and leaves unsightly scars on the countryside, but Stone is a necessity in building anything from city walls to paving roads.

	PRODUCES	BUILD TIME	UPGRADE	UPKEEP
<b>lvl 2</b>	10S	1	3L, 2S, 3M	2L
<b>lvl 3</b>	15S	1	4L, 3S, 4M	3L
<b>lvl 4</b>	20S	1	5L, 4S, 5M	4L
<b>lvl 5</b>	25S	2	6L, 5S, 6M	5L

**ROOKERY**

A Rookery is usually a tall tower with a Ravenmaster or Pigeoneer that houses, feeds, and trains the Specialized birds for message delivery. Both Ravens and Carrier Pigeons are wonderful birds, being both smart and possessing long memories. These allow quicker communication between cities than runners can provide.

	PRODUCES	BUILD TIME	UPGRADE	UPKEEP
<b>lvl 2</b>	-	1	2L, 2F	2F
<b>lvl 3</b>	-	1	3L, 3F	3F
<b>lvl 4</b>	-	1	4L, 4F	4F
<b>lvl 5</b>	-	2	5L, 5F	5F

A Rookery can have 4 Routes per level.

**SHOP**

A Shop allows a player to utilize a craft skill. This shop has no upkeep, and cannot be upgraded. If a character uses their turn to work in their shop, they may roll dice with the HoBC to collect Resources. Some Resources are easier to collect than others, and will offer different results.

**TOWER**

Tall and commanding, Towers give a strategic advantage to those manning them, allowing them to scout far and wide, and provided a defensive strongpoint.

Towers can be leveled up no matter their location (inside or outside of a city), and always perform at their level, not the city's level.

Towers have a garrison Capacity of 1 troop per lvl.

Towers decreases movement by -1 (minimum of 1) for all enemy troops within 2 Hexes.

- At lvl 2, the "sight range" of the Tower increases to 3 Hexes.
- At lvl 3, the Tower decreases enemy troop movement by -2 (minimum of 1)
- At lvl 4, the "sight range" of the Tower increases to 4 Hexes

**SHOPS CANNOT LEVEL UP**

*\*If a player wishes \*any\* sort of income between events, they \*must\* have some sort of structure, somewhere.*

	PRODUCES	BUILD TIME	UPGRADE	UPKEEP
<b>lvl 2</b>	-	2	6L, 6S	2L
<b>lvl 3</b>	-	2	7L, 7S	3L
<b>lvl 4</b>	-	2	8L, 8S	4L
<b>lvl 5</b>	-	3	8L, 8S, 1R	5L, 1R

# *CITY STRUCTURES*

## CITY STRUCTURES

*City Structures* provide the infrastructure and entertainment for a city's population in BarCamp. *City Structures* can only be built inside *Cities*. *City Structures* can be advanced to level 4 inside of a *City*, however the output of the structure is limited to the level of the *City*. Sometimes bureaucracy sucks (Towers and Lighthouses are exempt from this).

*NOTE: ALL structures MUST be located somewhere on the grid map- even if your character doesn't want to report their shop to the noble that manages those lands, it still has to have a 'where' on record.*

CITY CENTER	UPGRADE REQUIREMENTS			BUILD COST	CRIT POP.
	Structures	Edu/Med/Mor	TIME		
lvl 1 Town Hall	NA	1	2 turns	5L, 5S, 5M, 5F, 5R	4,000
lvl 2 Town Hall	Walls (any), Market, Refinery	3	4 turns	10L, 10S, 10M, 10F, 10R	15,000
lvl 3 Town Hall	Walls (any), Market (lvl 2), Refinery (lv2), Garrison	5	6 turns	20L, 20S, 20M, 20F, 20R	55,000
lvl 4 Town Hall	Stone Walls, Market (lvl 3), Refinery (lvl3), Garrison (lvl 2)	7	8 turns	30L, 30S, 30M, 30F, 30R	100,000
lvl 5 Town Hall	Stone Walls, Market (lvl 4), Refinery (lvl 4), Garrison (lvl 3), Grand Library (lvl 1)	9	12 Turns	40L, 40S, 40M, 40F, 40R	150,000
lvl 6 Town Hall	Stone Walls, Palisade, Market (lvl 4), Refiner (lvl 4), Garrison (lvl 4), Grand Library lvl (lvl 4)	11	16 Turns	55L, 50S, 55M, 55F, 55R	200, 000
lvl 7 Town Hall	Stone Walls, Palisade, Market (lvl 4), Refinery (lvl 4), Garrison (lvl 4), Grand Library lvl (lvl 4), Academy (lvl 1), Monument (lvl 4)	13	20 Turns	65L, 60S, 65M, 65F, 65R	300, 000
lvl 8 Town Hall	*(see below)	15	24 Turns	75L, 70S, 75M, 75F, 75R	500,000
lvl 9 Town Hall	*(see below)	17	30 Turns	85L, 85S, 85M, 85F, 85R	700,000
lvl 10 Town Hall	*(see below)	19	36 Turns	100L, 100S, 100M, 100F, 100R	1,000,000

**\*NOTE:**

- Only a Baron/Baroness, or their direct representative, can found (or upgrade) a City.*
- Only a Count/Countess, or their direct representative, can upgrade a City to lvl 8.*
- Only a Duke/Duchess, or their direct representative, can upgrade a City to lvl 9.*
- Only a King/Queen, or their direct representative, can upgrade a City to lvl 10.*

<b>CITY STRUCTURE</b>	<b>PRODUCES</b>	<b>BUILD TIME</b>	<b>BUILD COST</b>	<b>UPKEEP COST</b>
lvl 1 Arena	*	1 Turn	2L, 1S, 2R, 1C	1L, 1R
lvl 1 Brewery	*	1 Turn	4S, 2L, 2R	1L
lvl 1 Casino	5 Coin	2 Turns	4L, 4S, 2M, 4R	2L, 2S, 1R
lvl 1 Focusing Array	Projects Formal Ritual	2 Turns	2L, 2S, 5M, 4R,	2M, 2R
lvl 1 Forge/Refinery	5 Refined Goods	1 Turn	3L, 3S, 3M	1L, 1S, 1M
lvl 1 Garrison	Houses Units	1 Turn	1L, 2S, 1M, 1R, 2F	1S
lvl 1 Grand Library	*	2 Turns	5L, 5S, 2M, 5R, 5F, 2C	1M, 1S, 1R
lvl 1 Harbor	3 Coin	2 Turns	5L, 2S, 4R	1L, 1S, 1M
lvl 1 Market	3 Coin	2 Turns	4S, 4L, 2 R	2R
lvl 1 Mint	25 Gold	4 Turns	4L, 4S, 8M, 8R, 4C	2R, 2C
lvl 1 Sanatorium	Trains Healer Units	2 Turns	5L, 2S, 2M, 2R	1L, 1S, 1M
lvl 1 Shipyard	Builds Ships	2 Turns	5L, 3S, 2M, 4R	1L, 2R
lvl 1 Tavern	Recruits Mercenaries	1 Turn	2L, 2M, 4S, 2R, 3F	1R
lvl 1 Theatre	*	1 Turn	1L, 1S, 2R	1R
lvl 1 Trade School	Trains Companions	1 Turn	2L, 3S, 2M	1L, 1S
lvl 1 Warehouse	*see description	1 Turn	2L, 2S, 2M	1R

**Basic Materials**

- L - Lumber**
- S - Stone**
- M - Metal Ore**
- F - Food**

**Manufactured Materials**

- R - Refined Goods**
- C - Coin**



**ARENA**

**MORALE STRUCTURE**

Bloodsport, Prize Fights, Opiate of the masses. The Arena is where people go to be entertained by the fighting of others, or sometimes to do the fighting themselves. Small Arenas are sometimes little more than dirt pits, but some cities boast truly massive architecture housing their fights.

An Arena helps increase the Domestic Index of a City (Loyalty). Additionally, a special Unit may be trained here.

*\*See the Troops entry in Combat & Defense for more information.*

**BREWERY, etc.**

**MORALE STRUCTURE**

Breweries, Vineyards, Tobacco Farms, and all other sorts of luxury consumables are represented here.

A population loves nothing more than to forget their woes with smoke and drink. A Brewery is THE place for them to pursue those types of vices.

**CASINO**

**MORALE STRUCTURE**

From small, dirty card houses, to horse races and betting parlors, Casinos are lively places where money is passed hand to hand all night long. Despite customers sometimes winning large payouts the Casino itself generates a healthy income.

**FOCUSING ARRAY**

A Focusing Array is an intricate arrangement of magical instruments set up along perfect geometrical patterns that allows the Caster of a Formal Ritual to project the Magic of a Leyline Ritual outside the Formal Circle.

Allows a Ritual cast to have a Target up to 1 HEX away per level.

*\*note: Formal Magic creates many interesting rules problems. Consult your HoBC for more information.*

**FORGE/REFINERY**

A working Forge or Refinery can be heard, seen, and even smelled anywhere in town. The billowing smoke and ping of the smith's hammer are hallmarks of this cornerstone building.

Supplying tools, horseshoes, nails, textiles, gold leaf, cut stone and dozens of other necessities keeps the wheels of the city turning.

	PRODUCES	BUILD TIME	UPGRADE	UPKEEP
<b>lvl 2</b>	-	1 Turn	3L, 2S, 3R, 2C	2L, 2R
<b>lvl 3</b>	-	1 Turn	4L, 3S, 4R, 3C	3L, 3R
<b>lvl 4</b>	-	1 Turn	5L, 4S, 5R, 4C	4L, 4R
<b>lvl 5</b>	-	2 Turns	6L, 5S, 6R, 5C	5L, 5R

	PRODUCES	BUILD TIME	UPGRADE	UPKEEP
<b>lvl 2</b>	-	1 Turn	4S, 3L, 3R	2L
<b>lvl 3</b>	-	1 Turn	5S, 4L, 4R	3L
<b>lvl 4</b>	-	1 Turn	6S, 5L, 5R	4L
<b>lvl 5</b>	-	2 Turns	7S, 6L, 6R	4L, 1R

	PRODUCES	BUILD TIME	UPGRADE	UPKEEP
<b>lvl 2</b>	10C	2 Turns	5L, 5S, 3M, 5R	3L, 3S, 2R
<b>lvl 3</b>	15C	2 Turns	6L, 6S, 4M, 6R	4L, 4S, 3R
<b>lvl 4</b>	20C	2 Turns	7L, 7S, 5M, 7R	5L, 5S, 4R
<b>lvl 5</b>	25C	4 Turns	8L, 8S, 6M, 8R	6L, 6S, 5R

	PRODUCES	BUILD TIME	UPGRADE	UPKEEP
<b>lvl 2</b>	-	2 Turns	3L, 3S, 6M, 5R,	2M, 2R
<b>lvl 3</b>	-	2 Turns	4L, 4S, 7M, 6R	4M, 4R
<b>lvl 4</b>	-	2 Turns	5L, 5S, 8M, 7R	6M, 6R
<b>lvl 5</b>	-	4 Turns	6L, 6S, 9M, 8R	8M, 8R

	PRODUCES	BUILD TIME	UPGRADE	UPKEEP
<b>lvl 2</b>	10R	1	4L, 4S, 4M	2L, 2S, 2M
<b>lvl 3</b>	15R	1	5L, 5S, 5M	3L, 3S, 3M
<b>lvl 4</b>	20R	1	6L, 6S, 6M	4L, 4S, 4M
<b>lvl 5</b>	25R	2	7L, 7S, 7M, 1R	5L, 5S, 5M

**GARRISON**

A structure that houses troops and their supplies and weaponry. A Garrison allows a Unit to be prepared and fight with little to no warning. Garrisoning Troops allows them to be used in the protection of citizens and enforcing the law.

A Garrison may house its level x2 Units.

*\*Troops in a Garrison help increase the Domestic Index of a City (Control)*

	PRODUCES	BUILD TIME	UPGRADE	UPKEEP
<b>lvl 2</b>	-	1	2L, 3S, 2M, 2R, 3F	2S
<b>lvl 3</b>	-	1	3L, 4S, 3M, 3R, 4F	3S
<b>lvl 4</b>	-	1	4L, 5S, 4M, 4R, 5F	4S
<b>lvl 5</b>	-	2	5L, 6S, 5M, 5R, 6F	5S, 1R

**GRAND LIBRARY**

**EDUCATION STRUCTURE**

Giant aisles of shelves filled with books and artifacts, a Grand Library is a beacon of culture and knowledge.

Every time a Grand Library is built or levels up, choose one Professor to hire and keep on staff. The choice is permanent (they all have tenure and can't be fired.)

\* **Professor** of ( )- functions identically to a Trade School (including adding to Domestic Index: Education)

*\*Requires level 2 Town Hall or Higher*

	PRODUCES	BUILD TIME	UPGRADE	UPKEEP
<b>lvl 2</b>	-	2 Turns	6L, 6S, 3M, 6R, 6F, 3C	2M, 2S, 2R
<b>lvl 3</b>	-	2 Turns	7L,7S , 4M, 7R, 7F, 4C	3M, 3S, 3R
<b>lvl 4</b>	-	2 Turns	8L, 7S, 5M, 8R, 8F, 5C	4M, 4S, 4R
<b>lvl 5</b>	-	4 Turns	9L, 7S, 6M, 9R, 9F, 6C	5M, 5S, 5R

**HARBOR**

Ships require a safe haven to weather storms, or simply to be kept while not in use. While sometimes nothing more than a protected cove, larger Harbors sport intricate spiderwebs of docks and wharfs where all manner of trade is performed.

In addition to its own resource production, any Hero or Companion can spend 1 turn to convert up to 5 of any 1 Basic Resource type into another Basic Resource type on a 1:1 conversion

*\*Requires Water Access*

*\*See the Trade and Commerce section for more information.*

	PRODUCES	BUILD TIME	UPGRADE	UPKEEP
<b>lvl 2</b>	6C	2 Turns	6L, 2S, 4R	2L, 2S, 2M
<b>lvl 3</b>	9C	2 Turns	7L, 3S, 5R	3L, 3S, 3M
<b>lvl 4</b>	12C	2 Turns	8L, 4S, 6R	4L, 4S, 4M
<b>lvl 5</b>	15C	4 Turns	9L, 5S, 7R	5L, 5S, 5M

**MINT**

A Mint takes currency out of circulation in a Settlement and funnels it directly to the Baronial Court. This allows the Court to live in an accustomed luxury, however, this damages the Economy of the Settlement. Many citizens resent this behavior.

In addition to its own resource production, any Hero or Companion can spend 1 turn to convert:  
 - 2 Coin into 25 gold.

*\*Requires lvl 7 Town Hall or Higher*

*\*See the Trade and Commerce section for more information.*

	PRODUCES	BUILD TIME	UPGRADE	UPKEEP
<b>lvl 2</b>	50 Gold	4 Turns	5S, 5L, 9M, 9R, 5C	4R, 4C
<b>lvl 3</b>	75 Gold	4 Turns	6S, 6L, 10M, 10R, 6C	6R, 6C
<b>lvl 4</b>	100 Gold	6 Turns	7S, 7L, 11M, 11R, 7C	8R, 8C
<b>lvl 5</b>	125 Gold	8 Turns	8S, 8L, 12M, 12R, 8C	10R, 10C

**MARKET**

The busy bustling Market. Center of commerce and capitalism. Most every city has a Market. In some, smaller cities, it is simply an area not occupied by other buildings in which traders and merchants set up lean-to shelters or tent-shops. In larger cities, the Market can take the shape of giant open-air pillared clearings or vaulted halls, or stranger arrangements.

In addition to its own resource production, any Hero or Companion can spend 1 turn to convert:

- 5 of any 1 Basic Resource type into 1 Coin
- 2 of any 1 Basic Resource type into 1 Refined Goods
- 2 Refined Goods into 1 Coin

*\*See the Trade and Commerce section for more information.*

**SANATORIUM**

**MEDICAL CARE STRUCTURE**

A Sanatorium, sometimes called a Hospital is a building set aside for healing of the sick and injured. It is a place of healing and succor.

In addition to training Healer Units (\*See the Troops entry in Combat & Defense for more information), the Sanitorium provides for the Domestic needs of a Settlement(Healing category).

**SHIPYARD**

Shipyards are busy and bustling endeavors perched on the edges of the shore. Here, the mighty tall-masted ships are crafted alongside tiny fishing vessels. Craftsmen that can work on the many different vessels are highly sought after.

Shipyards in smaller cities are little more than dugout earth where workers can lay the keel of ships, while in larger cities they are a web of pulleys and ropes, towering cranes, and miles of dry docks and wooden keel beds.

*\*See the Ships entry in Combat & Defense for more information.*

*\*Requires Water Access*

**TAVERN**

**MORALE STRUCTURE**

More than just a simple Alehouse. Taverns serve as important hubs of information, gossip and, of course alcohol. They also are seats for town and community meetings. But above all that, they also serve as impromptu headquarters, offices, and recruiting grounds for town militias and mercenary companies.

In addition to providing for the upgrade requirements of a City (the Moral category), Irregular troops, Mercenaries, and Militia can be recruited here.

*\*See the Troops entry in Combat & Defense for more information.*

	PRODUCES	BUILD TIME	UPGRADE	UPKEEP
<b>lvl 2</b>	6C	2 Turns	5S, 5L, 2 R	4R
<b>lvl 3</b>	9C	2 Turns	6S, 6L, 3R	6R
<b>lvl 4</b>	12C	2 Turns	7S, 7L, 4R	8R
<b>lvl 5</b>	15C	4 Turns	8S, 8L, 5R	10R

	PRODUCES	BUILD TIME	UPGRADE	UPKEEP
<b>lvl 2</b>	Healer Units	2 Turns	6L, 3S, 3M, 2R	2L, 2S, 2M
<b>lvl 3</b>	Healer Units	2 Turns	7L, 4S, 4M, 4R	3L, 3S, 3M
<b>lvl 4</b>	Healer Units	2 Turns	8L, 5S, 5M, 5R	4L, 4S, 4M
<b>lvl 5</b>	Healer Units	4 Turns	9L, 6S, 6M, 6R	5L, 5S, 5M, 1R

	PRODUCES	BUILD TIME	UPGRADE	UPKEEP
<b>lvl 2</b>	Builds Ships	2 Turns	6L, 4S, 3M, 5R	2L, 3R
<b>lvl 3</b>	Builds Ships	2 Turns	7L, 5S, 4M, 6R	3L, 4R
<b>lvl 4</b>	Builds Ships	2 Turns	8L, 6S, 5M, 7R	4L, 5R
<b>lvl 5</b>	Builds Ships	4 Turns	9L, 7S, 6M, 8R	5L, 1M, 6R

	PRODUCES	BUILD TIME	UPGRADE	UPKEEP
<b>lvl 2</b>	-	1 Turn	3L, 3M, 5S, 3R, 4F	2R
<b>lvl 3</b>	-	1 Turn	4L, 4M, 6S, 4R, 5F	3R
<b>lvl 4</b>	-	1 Turn	5L, 5M, 7S, 5R, 6F	4R
<b>lvl 5</b>	-	2 Turns	6L, 6M, 8S, 6R, 7F	1M 5R

**THEATER**

**MORALE STRUCTURE**

Theaters, parks, or any Structure that simply help improve the happiness of a settlement's citizens. Unlike Taverns or Crypts, there is no additional affect a Theater will have in Trade or Defense.

	PRODUCES	BUILD TIME	UPGRADE	UPKEEP
<b>lvl 2</b>	-	1 Turn	2L, 2S, 3R	2R
<b>lvl 3</b>	-	1 Turn	3L, 3S, 4R	3R
<b>lvl 4</b>	-	1 Turn	4L, 4S, 5R	4R
<b>lvl 5</b>	-	2 Turns	5L, 5S, 6R	1L, 5R

**TRADE SCHOOL**

**EDUCATION STRUCTURE**

Trade Schools are a catch all term for the different schooling and training that is available outside of Academies. Trade Schools can only train one skill, that is set when the Trade School is built. There are an innumerable amount of skills that can be taught at a Trade School, many of them can only be found out in play. However, a Trade School can never teach an Academy Only or Restricted Skill.

A Trade School can train 1 (one) unit, Hero, or Companion at a time, per level.

	PRODUCES	BUILD TIME	UPGRADE COST	UPKEEP COST
<b>lvl 2</b>	-	1 Turn	3L, 4S, 3M	2L, 2S
<b>lvl 3</b>	-	1 Turn	4L, 5S, 4M	3L, 3S
<b>lvl 4</b>	-	1 Turn	5L, 6S, 5M	4L, 4S
<b>lvl 5</b>	-	2 Turns	6L, 7S, 6M	5L, 5S

Upgrade	Target	BUILD TIME	BUILD COST	NOTES
Teaching Skill	Unit, Hero, Companion	2 Turns	1C	Target learns skill
Craft Skill	n/a	2 Turns	2C	Creates a Skilled Worker*

*\*A skilled worker is a NPC that may be assigned to any Structure that produces Resources. That Structure produces an additional +1 Resource per turn.*

*\*NOTE: The bonus from only 1 Hero, NPC, Companion, or Worker may be applied to a Structure.*

**WAREHOUSE**

A structure that houses supplies and raw materials. A Warehouse allows a City to rebuild quickly, or withstand sieges.

A Warehouse subtracts 1 of each Resource from any Raid total in the Settlement.

	PRODUCES	BUILD TIME	UPGRADE	UPKEEP
<b>lvl 2</b>	-	1 Turn	3L, 3S, 3M	2R
<b>lvl 3</b>	-	1 Turn	4L, 4S, 4M	3R
<b>lvl 4</b>	-	1 Turn	5L, 5S, 5M	4R
<b>lvl 5</b>	-	2 Turns	6L, 6S, 6M	5R

<b>City Technology</b>				
<b>Name</b>	<b>Bonus</b>	<b>Time</b>	<b>Requirement</b>	<b>Cost</b>
Irrigation Canals	+1 Bonus Food per Structure	12 Turns	lvl 5 Town Hall, Grand Library	5L, 5S, 5M, 5R, 5C
Furnace Smelter	+1 Bonus Metals per Structure	12 Turns	lvl 5 Town Hall, Grand Library	5L, 5S, 5F, 5R, 5C
Mechanized Sawmill	+1 Bonus Lumber per Structure	12 Turns	lvl 5 Town Hall, Grand Library	5S, 5M, 5F, 5R, 5C
Advanced Quarry	+1 Bonus Stone per Structure	12 Turns	lvl 5 Town Hall, Grand Library	5L, 5M, 5F, 5R, 5C
Industrial Loom	+1 Bonus Refined per Structure	12 Turns	lvl 5 Town Hall, Grand Library	5L, 5S, 5M, 5F, 5C
Cartographer	+1 Bonus Coin per Structure	12 Turns	lvl 5 Town Hall, Grand Library	5L, 5S, 5M, 5F, 5R

City Technology allows a City to upgrade its production on a wide scale. Once completed, every single Structure that produces the matching Resource will generate an additional +1 of that Resource. City Technology can be researched multiple times, adding an additional +1 each time. However, it gets harder to improve each time, and the cost is increased. (Level 2 is 2x level 1, level 3 is 3x level 1, and so on.)

# ***FORTRESS STRUCTURES***

## FORTRESS STRUCTURES

*Fortress Structures* train the majority of the military units for BarCamp. *Fortress Structures* must be built at the location of a Fortress Keep. *Fortress Structures* can be advanced to the level of that Fortress's Keep. Inside of a *City* or *Fortress*, the output of the structure is limited to the level of the *City* or *Fortress*. Sometimes bureaucracy sucks (Towers and Lighthouses are exempt from this).

*NOTE: ALL structures MUST be located somewhere on the grid map- even if your character doesn't want to report their shop to the noble that manages those lands, it still has to have a 'where' on record.*

### FORTRESS KEEP

FORTRESS KEEP	UPGRADE REQUIREMENTS			BUILD COST	CRIT POP.
	Structures	Edu/Med/Mor	TIME		
lvl 1 Keep	NA	1	2 turns	5L, 5S, 5M, 5F, 5R	2,500
lvl 2 Keep	Wooden Walls, Marshall Yard	3	4 turns	10L, 10S, 10M, 10F, 10R	10,000
lvl 3 Keep	Stone Walls, Marshall Yard (lvl 2), Archery Range, Stables (lvl 2)	5	6 turns	20L, 20S, 20M, 20F, 20R	35,000
lvl 4 Keep	Stone Walls, Marshall Yard (lvl 3), Archery Range (lvl 2), Stables (lvl 2), Engineer Workshop, Armorsmith (lvl 1)	7	8 turns	30L, 30S, 30M, 30F, 30R	75,000
lvl 5 Keep	Marshall Yard (lvl 4), Archery Range (lvl 4), Stables (lvl 4)	9	12 Turns	40L, 40S, 40M, 40F, 40R	125,000
lvl 6 Keep	Palisade, Engineer Workshop (lvl 4), Armorsmith (lvl 4)	11	16 Turns	55L, 50S, 55M, 55F, 55R	175,000
lvl 7 Keep	Moat, Military Tradeskill (Officer), Mage Tower (lvl 4)	13	20 Turns	65L, 60S, 65M, 65F, 65R	250,000
lvl 8 Keep	*(see below)	15	24 Turns	75L, 70S, 75M, 75F, 75R	300,000
lvl 9 Keep	*(see below)	17	30 Turns	85L, 85S, 85M, 85F, 85R	500,000
lvl 10 Keep	*(see below)	19	36 Turns	100L, 100S, 100M, 100F, 100R	750,000

**NOTE:**

- Only a Baron, or their direct representatives can found (or upgrade) a Fortress.*
- Only a Count/Countess, or their direct representative, can upgrade a Fortress to lvl 8.*
- Only a Duke/Duchess, or their direct representative, can upgrade a Fortress to lvl 9.*
- Only a King/Queen, or their direct representative, can upgrade a Fortress to lvl 10.*

A location requires a lvl 1 keep, well and farm to be built before it is considered a Fortress.

The following structures may only be built in a Fortress-town, by a Baron or their direct representative.

<b>FORTRESS STRUCTURE</b>	<b>PRODUCES</b>	<b>BUILD TIME</b>	<b>BUILD COST</b>	<b>UPKEEP COST</b>
lvl 1 Alchemy Laboratory	Alchemy Vials	2 Turns	2L, 3S, 2M, 3R	1L, 1R
lvl 1 Archery Range	Ranged Units	1 Turn	2L, 2M, 5R	1L, 1R
lvl 1 Armorsmith	Upgrade Defense	2 Turns	2L, 3S, 4M, 3R	1L, 1M
lvl 1 Archive	Runesmiths	<i>RESTRICTED: See BarCamp Manager for Details</i>		
lvl 1 Chapter House	Knights	<i>RESTRICTED: See BarCamp Manager for Details</i>		
lvl 1 Engineer's Workshop	Siege Engines	2 Turns	3L, 3S, 5M, 3R	2M, 2R
lvl 1 Focusing Array	Projects Formal Ritual	2 Turns	2L, 2S, 5M, 4R,	2M, 2R
lvl 1 Harbor	3 Coin	2 Turns	5L, 2S, 4R	1L, 1S, 1M
lvl 1 Mage's Tower	Trains Mage Units	2 Turns	5L, 2S, 2M, 2R	1L, 1S, 1M
lvl 1 Marshall Yard	Infantry Units	1 Turn	3L, 2S, 3M, 2R	1S, 1M
lvl 1 Military Trade School	Specializes Units	1 Turn	2L, 3S, 2M	1L, 1S
lvl 1 Poison Magazine	Poison Vials	2 Turns	2L, 3S, 2M, 3R	1L, 1R
lvl 1 Potion Brewery	Potion Bottles	2 Turns	2L, 2S, 3M, 3R	1L, 1R
lvl 1 Scrivener	Battle Scrolls	2 Turns	3L, 2S, 2M, 3R	1L, 1R
lvl 1 Shipyard	Builds Ships	2 Turns	5L, 3S, 2M, 4R	1L, 2R
lvl 1 Stable	Cavalry Units	1 Turn	5L, 2M, 4R	1M, 1R
lvl 1 Tavern	Recruits Mercenaries	1 Turn	2L, 2M, 4S, 2R, 3F	1R
lvl 1 Warehouse	*see description	1 Turn	2L, 2S, 2M	1R

**Basic Materials**

- L - Lumber**
- S - Stone**
- M - Metal Ore**
- F - Food**

**Manufactured Materials**

- R - Refined Goods**
- C - Coin**



**ALCHEMY LABORATORY**

This workshop is stocked with colorful and dangerous alchemical substances. Units can be equipped with points of Alchemical Production. An Alchemy Laboratory can produce 4 points of Alchemy per level, per month. Much like a Hero's skill, recipes must be completed with the points available, and cannot be 'stored'

Producing this Alchemy costs 2C per production point.

*\*Requires lvl 2 Keep*

*\*See the Training & Equipment chapter for more information.*

**ARCHERY RANGE**

It's not all target practice and games at the range. An Archer's training is full of practice and science and more practice. It is said that in order to train a Master Bowman, you start with their grandfather.

The Archery Range allows training of Archers and Slingers.

*\*See the Troops entry in Combat & Defense for more information.*

**ARCHIVE**

A Reliquary of Knowledge that houses the warrior scholars of the Runesmiths. All sorts of knowledge can be found in these Archives, local histories, old wives tales, magic artifacts, each Archive different.

**ARMORSMITH**

Not merely a Blacksmith, an Armorsmith is a vital part of the working of a Fortress. New Armor and Weapons are created here, along with the maintaining and storage of older pieces. An Armorsmith's job is never completed.

The Armorsmith creates Equipment upgrades for Units.

*\*See the Training & Equipment chapter for more information.*

**CHAPTER HOUSE**

Clad in heavy suits of armor and armed with weapons of the highest quality, the Knightly Orders of Cerroneth are heroic brotherhoods, the most famous of which have histories stretching back centuries. Hanging in their holdings are ancient banners flown over wars and conflicts long forgotten by most.

	PRODUCES	BUILD TIME	UPGRADE	UPKEEP
<b>lvl 2</b>	Alchemy	2 Turns	3L, 4S, 3M, 4R	2L, 2R
<b>lvl 3</b>	Alchemy	2 Turns	4L, 5S, 4M, 5R	3L, 3R
<b>lvl 4</b>	Alchemy	2 Turns	5L, 6S, 5M, 6R	4L, 4R
<b>lvl 5</b>	Alchemy	3 Turns	6L, 7S, 6M, 7R	5L, 5R

	PRODUCES	BUILD TIME	UPGRADE	UPKEEP
<b>lvl 2</b>	Ranged Units	1 Turn	3L, 3M, 6R	2L, 2R
<b>lvl 3</b>	Ranged Units	1 Turn	4L, 4M, 7R	3L, 3R
<b>lvl 4</b>	Ranged Units	1 Turn	5L, 5M, 8R	4L, 4R
<b>lvl 5</b>	Ranged Units	2 Turns	6L, 6M, 9R	5L, 5R

*RESTRICTED: See BarCamp Manager for Details*

\*An Archive may only be built by a Runesmith PC or at the behest of a Runesmith NPC (see PLOT)

	PRODUCES	BUILD TIME	UPGRADE	UPKEEP
<b>lvl 2</b>	Upgrade Equipment	2 Turn	3L, 4S, 5M, 4R	2L, 2M
<b>lvl 3</b>	Upgrade Equipment	2 Turn	4L, 5S, 6M, 5R	3L, 3M
<b>lvl 4</b>	Upgrade Equipment	2 Turn	5L, 6S, 7M, 6R	4L, 4M
<b>lvl 5</b>	Upgrade Equipment	3 Turns	6L, 7S, 8M, 7R	5L, 5M

*RESTRICTED: See BarCamp Manager for Details*

\*A Chapter House may only be built by a Knight PC or at the behest of a Knight NPC (see PLOT)

**ENGINEER'S WORKSHOP**

Inside this workshop, among the piles of springs and axles, and blasting powders, a Master Engineer plies their trade with a hint of mischief and genius. Entering without protective headgear is not recommended.

An Engineer's Workshop trains Siege Engines. Though other uses for it can be found out in play.

*\*See the Siege entry in Combat & Defense for more information.*

*\*Requires lvl 2 Fortress*

	PRODUCES	BUILD TIME	UPGRADE	UPKEEP
<b>lvl 2</b>	Siege Engines	2 Turns	4L, 4S, 6M, 4R	4M, 4R
<b>lvl 3</b>	Siege Engines	2 Turns	5L, 5S, 7M, 5R	6M, 6R
<b>lvl 4</b>	Siege Engines	2 Turns	6L, 6S, 8M, 6R	8M, 8R
<b>lvl 5</b>	Siege Engines	4 Turns	7L, 7S, 9M, 7R	10M, 10R

**FOCUSING ARRAY**

A Focusing Array is an intricate arrangement of magical instruments set up along perfect geometrical patterns that allows the Caster of a Formal Ritual to project the Magic of a Leyline Ritual outside the Formal Circle.

Allows a Ritual cast to have a Target up to 1 HEX away per level.

*\*note: Formal Magic creates many interesting rules problems. Consult your HoBC for more information.*

	PRODUCES	BUILD TIME	UPGRADE	UPKEEP
<b>lvl 2</b>	-	2 Turns	3L, 3S, 6M, 5R,	4M, 4R
<b>lvl 3</b>	-	2 Turns	4L, 4S, 7M, 6R	6M, 6R
<b>lvl 4</b>	-	2 Turns	5L, 5S, 8M, 7R	8M, 8R
<b>lvl 5</b>	-	4 Turns	6L, 6S, 9M, 8R	10M, 10R

**HARBOR**

Ships require a safe haven to weather storms, or simply to be kept while not in use. While sometimes nothing more than a protected cove, larger Harbors sport intricate spiderwebs of docks and wharfs where all manner of trade is performed.

In addition to its own resource production, any Hero or Companion can spend 1 turn to convert up to 5 of any 1 Basic Resource type into another Basic Resource type on a 1:1 conversion

*\*Requires Water Access*

*\*See the Trade and Commerce section for more information.*

	PRODUCES	BUILD TIME	UPGRADE	UPKEEP
<b>lvl 2</b>	6C	2 Turns	6L, 2S, 4R	2L, 2S, 2M
<b>lvl 3</b>	9C	2 Turns	7L, 3S, 5R	3L, 3S, 3M
<b>lvl 4</b>	12C	2 Turns	8L, 4S, 6R	4L, 4S, 4M
<b>lvl 5</b>	15C	4 Turns	9L, 5S, 7R	5L, 5S, 5M

**MAGE'S TOWER**

Shrouded in the secrets of power, a Mage's Tower stands out from the buildings around it. No 2 Mage's Towers look alike, each one reflecting the styles, taste, and perhaps madness of the Mages within. Most Mages Towers ban those without training to enter, but all will defend their Towers with deadly magics.

A Mage's Tower Trains Mage Units.

*\*See the Troops entry in Combat & Defense for more information.*

*\*Requires lvl 2 Fortress*

	PRODUCES	BUILD TIME	UPGRADE	UPKEEP
<b>lvl 2</b>	Mage Units	2 Turns	6L, 3S, 3M, 2R	2L, 2S, 2M
<b>lvl 3</b>	Mage Units	2 Turns	7L, 4S, 4M, 4R	3L, 3S, 3M
<b>lvl 4</b>	Mage Units	2 Turns	8L, 5S, 5M, 5R	4L, 4S, 4M
<b>lvl 5</b>	Mage Units	4 Turns	9L, 6S, 6M, 6R	5L, 5S, 5M, 1R

**MARSHALL YARD**

The Marshall Yard is the defacto center of the Fortress. Infantry can be heard marching drills at all hours, when not engaged in mock combat. The combat training ranges from simple 1 on 1 instruction to full scale mock battles. It is the only way to prepare Infantry to the shocking reality of Cerronethian War.

A Marshall Yard trains Infantry Units.

*\*See the Troops entry in Combat & Defense for more information.*

	PRODUCES	BUILD TIME	UPGRADE	UPKEEP
<b>lvl 2</b>	Infantry Units	1 Turn	4L, 3S, 4M, 3R	2S, 2M
<b>lvl 3</b>	Infantry Units	1 Turn	5L, 4S, 5M, 4R	3S, 3M
<b>lvl 4</b>	Infantry Units	1 Turn	6L, 5S, 6M, 5R	4S, 4M
<b>lvl 5</b>	Infantry Units	2 Turns	7L, 6S, 7M, 6R	5S, 5M

**MILITARY TRADE SCHOOL**

**EDUCATION STRUCTURE**

Military Trade Schools are a catch all term for the different academies and training that a Unit can undergo. Like Trade Schools, Military Trade Schools can only train one type of specialization. There are several different specializations available, many of them can only be found out in play. A selection can be seen below.

A Military Trade School can train 1 (one) unit at a time, per level.

*\*See the Training & Equipment entry in Combat & Defense for more information.*

**POISON MAGAZINE**

This workshop is stocked with putrid and deadly poisons. Units can be equipped with points of Poison Production. A Poison Magazine can produce 4 points of Poisons per level, per month. Much like a Hero's skill, recipes must be completed with the points available, and cannot be 'stored'

Producing these Poisons costs 2C per production point.

*\*See the Training & Equipment chapter for more information.*

*\*Requires lvl 2 Keep*

**POTION BREWERY**

This workshop is stocked with painstakingly crafted potions. It is staffed by a unit of Healers whose only job is to craft potion after potion Units can be equipped with points of Potion Production. A Potion Brewery can produce 3 points of Potions per level, per month. Much like a Hero's skill, recipes must be completed with the points available, and cannot be 'stored'

Producing these Potions costs 2C per production point.

*\*See the Training & Equipment chapter for more information.*

*\*Requires lvl 2 Keep*

**SCRIVENER**

This workshop is stocked with stacks of intricately copied Battle Scrolls. It is staffed by a unit of Mages whose only job is to craft towering stacks of Scrolls. Units can be equipped with points of Scroll Production. A Scrivener can produce 4 points of Scrolls per level, per month. Much like a Hero's skill, recipes must be completed with the points available, and cannot be 'stored'

Producing these Scrolls costs 2C per production point.

*\*See the Training & Equipment chapter for more information.*

*\*Requires lvl 2 Keep*

**SHIPYARD**

Shipyards are busy and bustling endeavors perched on the edges of the shore. Here, the mighty tall-masted ships are crafted alongside tiny fishing vessels. Craftsmen that can work on the many different vessels are highly sought after.

Shipyards in smaller cities are little more than dugout earth where workers can lay the keel of ships, while in larger cities they are a web of pulleys and ropes, towering cranes, and miles of dry docks and wooden keel beds.

*\*See the Ships entry in Combat & Defense for more information.*

*\*Requires Water Access*

	PRODUCES	BUILD TIME	UPGRADE COST	UPKEEP COST
<b>lvl 2</b>	-	1 Turn	3L, 4S, 3M	2L, 2S
<b>lvl 3</b>	-	1 Turn	4L, 5S, 4M	3L, 3S
<b>lvl 4</b>	-	1 Turn	5L, 6S, 5M	4L, 4S
<b>lvl 5</b>	-	2 Turns	6L, 7S, 6M	5L, 5S

	PRODUCES	BUILD TIME	UPGRADE	UPKEEP
<b>lvl 2</b>	8 Points Poison	2 Turns	3L, 4S, 3M, 4R	2L, 2R
<b>lvl 3</b>	12 Points Poison	2 Turns	4L, 5S, 4M, 5R	3L, 3R
<b>lvl 4</b>	16 Points Poison	2 Turns	5L, 6S, 5M, 6R	4L, 4R
<b>lvl 5</b>	20 Points Poison	3 Turns	6L, 7S, 6M, 7R	5L, 5R

	PRODUCES	BUILD TIME	UPGRADE	UPKEEP
<b>lvl 2</b>	8 Points Potions	2 Turns	3L, 3S, 4M, 4R	2L, 2R
<b>lvl 3</b>	12 Points Potions	2 Turns	4L, 4S, 5M, 5R	3L, 3R
<b>lvl 4</b>	16 Points Potions	2 Turns	5L, 5S, 6M, 6R	4L, 4R
<b>lvl 5</b>	20 Points Potions	3 Turns	6L, 6S, 7M, 7R	5L, 5R

	PRODUCES	BUILD TIME	UPGRADE	UPKEEP
<b>lvl 2</b>	8 Points Scrolls	2 Turns	4L, 3S, 3M, 4R	2L, 2R
<b>lvl 3</b>	12 Points Scrolls	2 Turns	5L, 4S, 4M, 5R	3L, 3R
<b>lvl 4</b>	16 Points Scrolls	2 Turns	6L, 5S, 5M, 6R	4L, 4R
<b>lvl 5</b>	20 Points Scrolls	3 Turns	7L, 6S, 6M, 7R	5L, 5R

	PRODUCES	BUILD TIME	UPGRADE	UPKEEP
<b>lvl 2</b>	Builds Ships	2 Turns	6L, 4S, 3M, 5R	2L, 3R
<b>lvl 3</b>	Builds Ships	2 Turns	7L, 5S, 4M, 6R	3L, 4R
<b>lvl 4</b>	Builds Ships	2 Turns	8L, 6S, 5M, 7R	4L, 5R
<b>lvl 5</b>	Builds Ships	4 Turns	9L, 7S, 6M, 8R	5L, 1M, 6R

**STABLE**

There are few things more iconic - nor more intimidating - than a massed Cavalry charge. It is here, in these sometimes stinking stalls, that those famed Cavalry are trained. Requiring both Horse and Rider to be at the peak of training, and in sync is no mean task. Cavalry are rightly prized by not only their fierceness, but also their scarcity.

Stables train Cavalry units. More can be found out in play.

*\*See the Troops entry in Combat & Defense for more information.*

	PRODUCES	BUILD TIME	UPGRADE	UPKEEP
<b>lvl 2</b>	Cavalry Units	1 Turn	6L, 3M, 5R	2M, 2R
<b>lvl 3</b>	Cavalry Units	1 Turn	7L, 4M, 6R	3M, 3R
<b>lvl 4</b>	Cavalry Units	1 Turn	8L, 5M, 7R	4M, 4R
<b>lvl 5</b>	Cavalry Units	2 Turns	10L, 6M, 8R	5M, 6R

**TAVERN**

**MORALE STRUCTURE**

More than just a simple Alehouse. Taverns serve as important hubs of information, gossip and, of course alcohol. They also are seats for town and community meetings. But above all that, they also serve as impromptu headquarters, offices, and recruiting grounds for town militias and mercenary companies.

In addition to providing for the upgrade requirements of a City (the Moral category), Irregular troops, Mercenaries, and Militia can be recruited here.

*\*See the Troops entry in Combat & Defense for more information.*

	PRODUCES	BUILD TIME	UPGRADE	UPKEEP
<b>lvl 2</b>	-	1 Turn	3L, 3M, 5S, 3R, 4F	2R
<b>lvl 3</b>	-	1 Turn	4L, 4M, 6S, 4R, 5F	3R
<b>lvl 4</b>	-	1 Turn	5L, 5M, 7S, 5R, 6F	4R
<b>lvl 5</b>	-	2 Turns	6L, 6M, 8S, 6R, 7F	1M 4R

**WAREHOUSE**

A structure that houses supplies and raw materials. A Warehouse allows a City to rebuild quickly, or withstand sieges.

A Warehouse subtracts 1 of each Resource from any Raid total in the Settlement.

	PRODUCES	BUILD TIME	UPGRADE	UPKEEP
<b>lvl 2</b>	-	1 Turn	3L, 3S, 3M	2R
<b>lvl 3</b>	-	1 Turn	4L, 4S, 4M	3R
<b>lvl 4</b>	-	1 Turn	5L, 5S, 5M	4R
<b>lvl 5</b>	-	2 Turns	6L, 6S, 6M	5R

## SETTLEMENT WALLS

*Settlement Walls* provide protection and security for a Settlement's population in BarCamp. These Walls can be built around *Cities or Fortresses*. *Settlement Walls* do not level up, but instead, increase their defenses linked to the level of the *City or Fortress*.

*NOTE: Further Rules for Settlement Walls in combat situations will be in the Siege Combat section in the Combat & Warfare section.*

<b>Walls</b>	<b>Def Bonus</b>	<b>Build Time</b> (Per City Level)	<b>Requirements</b>	<b>Build Cost</b> (Per City Level)	<b>Upkeep Cost</b> (per City Level)
Wooden Walls	+1	1 Turn	Any Settlement	6L, 3C	2L, 1C
Stone Walls	+3	1 Turn	Any Settlement	6S, 4C	2S, 1C
Reinforced Stone Walls	+5	1 Turn	Fortress or Castle, & Engineer's Workshop	6S, 4M, 4C	2S, 1M, 1C
Palisade	+0	2 Turns	Structures	6L, 3C	2L, 1C
Reinforced Palisade	+1	2 Turns	Palisade	6L, 3R	2L, 1R
Moat	n/a	2 Turns	Any Settlement	3L, 6C	1R, 1C

### **PALISADE**

A Palisade is able to be built IN ADDITION to any other Wall a Settlement has. A Palisade is a low wooden wall that encircles the entirety of a settlement, including the outlying farms and other structures. When manned and defended, a Palisade allows defenders to fight in a siege while still having the production of the city intact. The spiked stakes that make up a Palisade are low enough for any troop to fight over and offers an obstacle for enemies to breach, but no defensive bonus. A Palisade may hold twice the amount of troops as a regular wooden wall for Volley purposes.

### **REINFORCED PALISADE**

An upgrade for a Palisade. A Reinforced Palisade may hold twice the amount of troops as a regular wooden wall for all purposes. In all other ways, they function exactly as a Wooden Wall.

### **MOAT**

Though technically not a Wall, a Moat is able to be built IN ADDITION to any other Wall a Settlement has. A Moat is a ditch dug around the Walls of a Fortress, and normally filled with water. The Moat, unless circumvented somehow, slows enemy troops as if it were Dangerous Terrain. A Moat dug around a City Settlement will negatively impact DI.

# TRAVEL

## TRAVEL

Being a broad country, there are many different ways to travel or pass information in Cerroneth. In this chapter, we will explore and define the most common ways to get around the country. All movement rates here are for BarCamp Units (Troops, ships, etc.); individuals (such as heroes) move more or less at the speed of "Plot"

*NOTE: These rates are NOT meant to stifle Role Play, but to enhance it.*

A hexagonally-gridded map is attached at the end of this document.

### **Standard Methods of Travel on Land:**

On Foot: 13 HEXes per turn

On Horseback: 20 HEXes per turn

-Special mounts, items, or player skills can increase these rates.

*NOTE: A horse of any kind is considered an actual Baronial Campaign item, and therefore requires an item card. A standard horse can be purchased from the Campaign Manager for 8 "In-Play" gold.*

### **Standard Methods of Travel on Water:**

Level 1 War Ship: 20 HEXes per turn

Level 1 Merchant Ship: 30 HEXes per turn

Level 1 Scout Ship: 40 HEXes per turn

-Each level of ship allows an additional +4 hexes of movement. Craft skills and other player skills can also increase these rates.

*NOTE: Areas indicated as Rivers can only pass CLASS 2 Scout ships and Merchant ships, or CLASS 1 War ships. They are impassable by larger, heavier ships.*

### **Standard Methods of Travel by Air:**

Pidgeon/Raven: 100 HEXes per turn

War Class Airliner: 20 HEXes per turn

Merchant Zeppelin: 30 HEXes per turn

Scout Dirigible: 40 HEXes per turn

-Craft skills and other player skills can also increase these rates.

The following structures can influence travel in the following manner:

Roads (apply only the highest Road Bonus per turn):

- Dirt Road: +1 hex per turn
- Wood Framed Road: +2 hexes per turn
- Cobblestone Road: +3 hexes per turn

Sea: (max bonus of +5 Hexes per turn, regardless of how many lighthouses along path)

- Lighthouse +1 hex per turn per level of lighthouse

## DIFFICULT & DANGEROUS TERRAIN

**Difficult Terrain:** Difficult Terrain halves the Movement (round up) of any Unit that is in its HEX

**Dangerous Terrain:** Dangerous Terrain forces a Variance Roll for any Unit that is in its HEX. If a 1 is Rolled:

- Units on Foot cannot move or activate.
- Mounted Units cannot move or activate and are Exhausted in their next Combat unless they rest at a Settlement.
- Ships/Airships/Siege Engines roll on the appropriate Damage/Redline chart.

**Impassable Terrain:** Units may not enter or exit this HEX.

*\*NOTE: some Units are airborne or use another method of movement beyond the typical. They will have their own types of Difficult/Dangerous/Impassible Terrain, see HOBC for more details.*



# *TRADE & COMMERCE*

## TRADE

### Trading from "town to town:"

This form of trading uses resource structures and units in order to supply a Settlement, Barony, or County with gold during its turn. It happens mostly automatically, once these structures are built, and routes are 'set.'

By default, any excess resources produced by a City, Fortress, or Structure is sent to the Capital City at the END of the month. Similarly, any resources needed in a City are sent at the BEGINNING of the month. This is done automatically via supply chain (this is an inherent aspect of Baronies and roads. These supply chains may not be used for any other purpose.)

Warehouses may be built to store resources in Cities/Fortresses. Doing this will also help Domestic Index.

A player that wishes or needs to move his product around can buy a wagon from the manager for 10 gold coins. This is a campaign item that requires a card.

### Trading Barony to Barony or Player to Player.

There are no hard and fast rules regarding trading between players, and no definitive exchange rate. It is up to the players, the economy, and their needs to drive and determine resource trade value.

The Campaign Manager will have NO involvement with enforcing player-to-player trading or dealings, including any involvement if someone suddenly feels that they got a 'bad deal.'

Some Baronies may wish to establish a standard monthly trade agreement. There must be a set of written terms for the agreement agreed upon by both parties.

The Campaign Manager has NO involvement with establishing terms, consequences or enforcing any part of the agreement. All of those things must be handled by players.

ALL resource trading MUST be noted on cards, or through BarCamp files. If you do not get a card, or a card altered and signed, then you do NOT have the resource. This is true for every aspect of the campaign, be it horses, gold, ships, or beaded nightcaps. Trades must be routed, and players need to make certain that there are the means to transport large quantities. (Caravans, Ships, etc.)

## COMMERCE

The main buildings used for commerce inside cities are Harbors and Markets:

The Harbor\* :

- A harbor must be built in a City OR Fortress that has access to water.
- A lvl 1 Harbor produces 5 Coin per month, by itself.
- Additionally, a harbor can host 4 ships per harbor lvl. The Harbor produces +1 Coin per total lvl of hosted ships.

\* see *Structures chapter*

The Market\* :

- A market must be built in a City.
- A lvl 1 Market produces 5 Coin per month, by itself.
- Additionally, a market may host up 4 caravans per market lvl. The Market produces +1 Coin per total lvl of hosted Caravans.

\* see *Structures chapter*

There are also commerce Units that can be hired, or built. These Units can work independently, or work in conjunction with these trade structures.

Merchant-class ships

- Merchant ships are built at a Shipyard.
- A Merchant ship produces an amount of Coin equal to its Cargo Rating per month. (ie. a Flute with 3 base Cargo has a Coin production of 3)
- All ships have a harbor that is their 'Home Port.' If a player wishes to keep their 'income' or ship a secret, they are welcome to try and not inform the Baron that owns that settlement.
- Non-merchant ships can be used to conduct Commerce. They are not ideal suited, however, as the ships are not made for it, nor are their captains versed in haggling. They have a reduced Go production, (their Cargo Rating -1)

*NOTE: The bonus Go (gold) production to a hosting harbor effect is not granted by non-merchant ships being used to conduct Commerce.*

Merchant Caravans:

- A Merchant Caravan is hired by a City or Hero's turns.
- A Merchant Caravan produces an amount of Coin equal to its Cargo Rating per month. (a lvl 1 Merchant Caravan with a Cargo of 2 produces 2 Coin)
- All Caravans have a market that is their 'home base'. If a player wishes to keep their income or caravan a secret, they are welcome to try and not inform the Baron of that settlement.

Both of these units can act independently from any Structure. Independent Trade Units grant income ONLY to their owner/controller. Independant Trade Units are not hosted by a Structure, take no space at one, and provide no additional Coin to a Structure. Their owner/controller may choose to operate them in secret, to escape paying taxes, etc. but success is not guaranteed.

All Trade Units, including Independent Trade Units must still declare a "Home Port" or "Home Base." If there is a natural disaster, battle, or other damaging affect, the Ship or Caravan will ALWAYS count as being at their home base in terms of damage or effect.

The trade routes for these units do NOT need to be charted. A player can simply let them work, and bring their Coin in per month.

**TRADE ROUTES**

However; if a player wants to get bonus income due to the use of roads or lighthouses, then the route must be mapped out.

There are several benefits from using mapped trade routes:

- If a trade route crosses baronial lines, then both the base market/harbor and the arriving market/harbor will get the bonus +1 Coin per Ship/Caravan lvl per month.
- Any Trade Unit that is based at a Baronial or County capital adds an additional +1 Coin to that capital's income.\*
- Any Trade Unit that travels to the Baronial or County capital adds an additional +1 Coin to **that** capital's income.\*

*Note: This means that a trading ship that is harbored at one Capital City, and trades to ANOTHER capital city, generates an additional +1 Coin to EACH Capital City.*

- Mapped Trade Routes gain the benefits of Lighthouses and Roads:
  - Lighthouse: +X Coin per Month per Ship (X = lvl of Lighthouse at Ship's Home Port)
  - Dirt Roads\* +1 Coin per Month per Caravan
  - Wood Framed\* +2 Coin per Month per Caravan
  - Cobblestone\* +3 Coin per Month per Caravan

*Note: To gain the bonus from Roads, the entire Trade Route must be on Roads. Only the lowest bonus applies when traveling on different sets of Roads.*

Road	Travel Effect	Trade Effect	Build Time	Build Cost (Per 8 HEX)	Upkeep Cost (per 10 HEX)
Dirt Roads	+1 HEX / turn	+1 Coin per Month	1 turn per 8 HEX	1L, 1C	1C
Wooden Framed Roads	+2 HEX / turn	+2 Coin per Month	1 turn per 8 HEX	2L, 1M, 1C	1L, 1C
Cobblestone Roads	+3 HEX / turn	+3 Coin per Month	1 turn per 8 HEX	1L, 3S, 1C	1L, 1S, 1C

*Note: The base speed of road construction is 8 HEX per turn.*

Caravans can travel to far off places, and strange locals to boost the economy of the city.

Unit	PRODUCED BY	BUILD TIME	BUILD COST	UPKEEP COST
Caravan	Player/City	2 Turns	2 Lu, 1 To, 2 Te, 2 Go	1 Lu, 1 Fo

	Standard Ratings					Speed (HEX)	Production Cost	Training Time	Upkeep	Trained at:
	Att	Def	C.M	Rng	Cargo					
<b>Caravan</b>	-	1	1	0	2	20	2L, 2R, 1C	2 Turns	1F, 1R*	Player or City action

\* Refined Material upkeep is multiplied by Unit level

In this world nothing can be said to be certain, except death and taxes....

-but you CAN get a Life Spell...

Just a reminder of the cost of doing all this business:

The King will be expecting Taxes paid to him by The Dukes. They will expect to have taxes paid up to them by the Counts. The Counts will, in turn, have to require taxes from their Barons. And the Barons will therefore have to tax you.

All of this information is more of a Find out in Play sort of issue, I'm just letting you know.

# *Formal & Leyline*

## *Magic*

## Formal & Leyline Magic

Formal Magic - A Hero or NPC with this skill may cast a Formal Ritual while inside a Place of Power. They may only attempt a Ritual of the same level or lower than their Formal Magic skill. This takes 2 turns and costs 5C and 5R **per level** of Ritual.

Formal Masteries - A Hero or NPC with this skill may cast a Ritual in half the time (1 Turn) when casting a Ritual that they have Mastery over. Any ritual that requires the mastery to cast does not reduce the time it takes to cast the ritual.

Leyline Lore - A Hero, NPC, or Unit with this skill may Divert Magic from powerful leylines to a Place of Power, resulting in a bonus (+1) to the next ritual completed there. This takes 1 Turn and costs 2S, 3M, 2R.

Familiar/assistant - A Hero, NPC, or Familiar that assists with the entire Ritual will add a bonus of 1 Mana.

### New Structures:

NAME	PRODUCES	BUILD	COST	UPKEEP
Formal Area	Creates a lvl 0 Place of Power that will last for 1 Ritual	1 Turn*	2R	-

\*A Leyline Ritual may be started in a Formal Area the same turn it is constructed as long as it is built by someone who is not involved with the ritual (ie. the Caster, Target, Familiar or Assistant)

### How to Cast Formal Magic:

- 1) To cast a Formal Ritual, a Hero or NPC must be in a Place of Power. What is a Place of Power? Most iconically, it is a Mage's Tower; but more specialized places do exist within our world. Some of these are the Healer's Guild, Necromantic Sepulcher, or Druidic Wellspring, though other, stranger places do exist. A Place of Power cannot be used for any other purpose (upgrading, training, etc.) while a Ritual is being performed.
- 2) The Hero or NPC selects a ritual they wish to perform. This may be any ritual that they currently have the Formal Scroll for.
- 3) The Ritual Cost is paid (5C, 5R per lvl of Ritual).
- 4) Mana is gathered.
  - a) Add 1 Mana from the Caster themselves
  - b) Add 1 Mana from any Familiar/Assistant present
  - c) Add 1 Mana from a Diverted Leyline (if present)
  - d) Add 1 Mana for every odd level that the Place of Power has (1, 3, 5).
- 5) Compare the Mana gathered with the level of the Ritual chosen. If the Mana gathered is greater than or equal to the level of the Ritual, it is a straight-success. Otherwise it is a failure.

When using Leylines to cast Formal Magic, the normal Rules of Formal, and the Scrolls will be used in all cases except the following:

- The Caster may target any willing Vessel in the same HEX (instead of having to be in the Ritual Circle).
- Anything unable to give consent (such as objects) must be in the Circle if possible.
-

# ESPIONAGE

## ESPIONAGE

Espionage Skills reflect a character's ability to conduct information gathering, spying, and sabotage of rival Cities, Baronies, Kingdoms, and Empires. A character may possess one or more of these skills, with each skill making him more powerful in the vicious world of espionage and a threat to the greatest of government secrets.

When it comes to Spycraft, money is the true measure of power. Every month, the Espionage Defense of a Settlement can be bolstered by spending Coin, this is the Espionage Payroll. Additionally, if one wishes to Attack another Settlement, Coin must be spent on EACH individual Attack. There can be as many Attacks as you wish to spend coin on.

### Espionage Defense

- Settlement      Espionage Payroll + City level + DI Bonuses
- Unit              Unit level + DI bonuses
- Structure        Structure Level + DI bonuses

### Espionage Attack

- X ATT              X Coin
- Crosses Baronial Border    +1 Coin
- Crosses County Border    +1 Coin
- Crosses Duchy Border      +1 Coin
- Crosses Kingdom Border   +1 Coin

Espionage Attacks cover a wide selection of types of spycraft or sabotage from information gathering all the way up to assassination. To cover this, use the following chart to adjust the difficulty of each type of Espionage Attack:

(-0 ATT) Information - Success, and the amount of information gathered is a result of how much the Espionage ATT wins by.

(-1 ATT) Disruption - Success, and the amount of Resources disrupted is a result of how much the Espionage ATT wins by.

(-2 ATT) Resources - Success, and the amount of Resources stolen is a result of how much the Espionage ATT wins by.

(-3 ATT) Assassination - Success, and the secrecy of the Attack is a result of how much the Espionage ATT wins by.

*\*NOTE: prominent individuals are likely to have their own bonuses to Espionage DEF. PC's and some NPC's as Espionage Targets will involve PLOT.*



# *COMBAT & DEFENSE*

## COMBAT & DEFENSE

Combat in BarCamp can be quite varied. Detailed below are rules on how to run a Skirmish confrontation between 2 or more sets of forces. Ideally, there should be less than 50 Units total to use these rules. Expanded battles or larger confrontations will be handled at the discretion of the HoBC, to best accommodate time, the player's schedules and the narrative.

No matter the Combat, battles in Cerroneth are bloody and violent things. Swords and Magic and Siege Engines and Monsters make for a harsh battlefield where many die. Likewise, in BarCamp, we reflect this in the quick and deadly rules below. In BarCamp, a battle is a hectic and changing thing, Player's take turns activating individual Units in an "I go; you go." method, resolving all combat and effects from that unit, and passing the play to another player.

### SKIRMISH

This is the basic type of Combat in which 2 or more elements (be they armies, units, or individuals) meet in a more or less open field with the intent to do battle. The HoBC or Plot will set down the map of the area, separated into HEXes, and note any terrain the opposing sides may interact with during the battle. The opposing sides will deploy their Units no more than 3 HEXes from the map edge, Defenders first, then Attackers.

To determine who is the Defender, and who is the Attacker, see below:

1. The Attacker is the side that moved into the HEX.
2. If both sides moved into the HEX simultaneously, the Side that had the most/best foreknowledge of their enemy's presence is the Attacker.
3. If one side is made entirely of Cavalry or Mounted units, they are the attacker.
4. If none of the above are pertinent, each side rolls a d10. The winner of the roll may choose to be either the Attacker or Defender.

The Defenders must deploy their Units first, but get the first Round to act in. The Attackers can see how their enemy is deployed, and react to that knowledge, but must wait till after the Defenders round to act.

*NOTE: In the very rare occurrence that one side was completely caught unawares, and was surprised by the Combat, the Attackers get to act first in a special "Ambush Round"*

A TURN is consisted of first the Defenders Round, then the Attacker's Round. When both/all sides have activated all of their Units, or Passed, then the Turn is over.

- A Player's Round:
  1. Select a Unit.
  2. Reset that Unit's fatigue to 0
  3. Check for any Status Effects (such as Sleep, Web, etc.) or Unit Status (such as Standoff or Pinned)
  4. Make a Variance Roll
  5. Resolve any Status the Unit has.
  6. The Unit has a Combat Move and a Combat Action that they may use in any order they wish, but one must be completed before the other begins.
- Play then passes to their opponent, who proceeds through their Round in the same way.
- Repeat until there are no Units left.
- Advance all Casualties

### COMBAT MOVE

- Unit may move UP TO its C.M. in hexes.
- Unit may embark/disembark on a Ship.
- Any other Combat Move allowable by Unit's card.

**COMBAT ACTION**

- Unit may take a 2nd Combat Move action
- Unit may attack enemy target Unit.
- Any other Combat Action allowable by Unit's card.

**MELEE COMBAT**

Melee Combat is very straight forward. A Unit with a Melee Attack can target any Unit in an adjacent (or rarely same) HEX. Compare the Attacker's ATT Rating vs the target's DEF Rating.

- If the Attacker wins, the melee attack inflicts  $Y \times \text{INJ}\%$  Wounded Casualties (where  $Y$  = the difference between the Attacker's ATT and the target's DEF)
- If there is a Draw between the Attacker's ATT and the target's DEF Ratings, they will enter a standoff. Both units will begin to take their opponent's INJ% in Wounded Casualties.
- If the Defender wins, the melee attack does nothing.

After the attack is finished, advance the target Unit's Fatigue by 1.

**RANGED COMBAT**

There are generally two types of Ranged Combat: Archers & Thrown Weapons. Archery Units are generally longer ranged, and have a better ATT. Thrown Weapon Units are cheaper to train, and benefit more from some spells that enhance Strength.

Units with Ranged Capabilities have a "Range" Rating which indicates how many Combat Hexes can be between the Ranged Unit and its Target. For example, a unit with 2 Range can have up to two vacant hexes, and the next Hex is occupied by the target. If the target Unit is further away than the Unit's Range, the Attack automatically misses.

A maximum of one Hex between an Attacker and their Target may be occupied for the Ranged Attack to be Clear. If more than one Hex is occupied between the Ranged Unit and their Target, then success is reduced by 50%. (Decided via Dice Roll. All or nothing.)

- If the Attacker wins, the Ranged Attack inflicts  $Y \times \text{INJ}\%$  Wounded Casualties (where  $Y$  = the difference between the Attacker's ATT and the target's DEF)
- If there is a Draw between the Attacker's ATT and the target's DEF Ratings, the target will become pinned. (see below)
- If the Defender wins, the melee attack does nothing.

After the attack is finished, advance the target Unit's Fatigue by 1.

**AMBUSH ROUND**

If one group (of Units or individuals) is completely surprised by another group, this results in the surprisers gaining an Ambush Round. In an Ambush Round, each Unit in the surprising group can take a Combat Move and a Combat Action. Just as with a normal Round, a Variance Roll is made for each unit when activating. Should a Unit fail their VR, the Ambush Round is over, all remaining Units cannot activate, and the normal Skirmish rules are followed for the remainder of the battle.

**INJ%**

To determine the number of casualties a Unit can inflict, use its INJ% rate (*see below*). For every point that a Unit's ATT is over its target's DEF, it inflicts it's INJ% in casualties.

Standard INJ% is used unless otherwise indicated on the card.

30%

*For example: A Unit of Troops with ATT 4 targets a Unit with DEF 2 with a melee attack. That attack action will inflict  $2 \times 30\% = 60\%$  Wounded casualties.*

**FATIGUE**

Fatigue represents a Unit's extra stressors when facing multiple opponents. Whenever a Unit is attacked, whether or not that attack Injures, their Fatigue is advanced by +1. Whenever their Fatigue advances to a point to be higher than their lvl, their DEF drops by 1. Should their Fatigue ever get to twice their lvl (and any multiples that follow) their DEF drops by an additional 1 (each time).

- Heroes, well used to facing numerous opponents, are considered lvl 5 for the sake of Fatigue ONLY.
- Companions, likewise, used to being outnumbered are considered lvl 3 for the sake of Fatigue ONLY.
- Guardians, also used to being outnumbered are considered lvl X for the sake of Fatigue ONLY. (here, X = the summoning lvl of the Guardian / 2, round up)
- A Unit removes all Fatigue at the beginning of its activation.

**PINNED**

A Pinned Unit has thrown up shields or gone to ground to defend themselves from a withering Ranged or Magic Attack. A Pinned Unit cannot act. There are 2 ways for the Pinned status to drop off of a unit. 1) A Pinned Unit must roll to recover on their next activation with an additional Variance Roll after its Initial Variance Roll. 2) A Pinned Unit that is attacked by a Melee attack from an enemy Unit immediately recovers.

**STAND-OFF**

A Unit in a Standoff with another Unit has entered into a bloody, costly melee in which neither side has the upper hand. Both sides will take 30% casualties every activation until the Standoff ends. There are 2 ways for the Pinned status to drop off of a unit. 1) A Unit in Standoff that passes their Variance Roll can activate normally. 2) A Unit in Standoff that is attacked by another Unit immediately recovers.

**(S) TYPE**

Units that have an (S) behind their DEF stat are considered "structural" Units. These are usually things like ships, towers, and walls; but may include other things not listed, at the HoBC discretion. Structural Units have several differences over normal Units.

- They do not roll for Variance (their crew, however do)
- They have a pool of BODY in addition to their normal Ratings, and ignore INJ% stat.
- They can never be pinned.
- They can never enter a Standoff.
- They also only suffer Fatigue from (S) type Attacks.

Normal attacks targeting a structural Unit have a hard time causing damage. When a unit with a normal ATT targets a structural Unit, Instead they take Body Damage = the ATT of a successful Attack, regardless of how much the ATT beat the defenders DEF.

Similarly, units that have an (S) behind their ATT stat are considered to have a "structural" Attack. They are not considered (S) units, but are specifically designed to damage them. These units fling large stones, or massive fireballs, or cannonballs that are very effective against walls and towers. The following are examples of units that have (S) ATT.

- Siege Engines
- Mage Units with Siege Magic training.
- Ships and Airships

(S) type attacks inflict their ATT in Body points for EVERY point their ATT beats the Defenders DEF.

**VARIANCE ROLL**

When a unit activates, it must roll its Variance Roll: 1d10 (90%). On a 1 or lower, the unit cannot activate, however, on a 2 or higher, the unit activates normally.

Some battlefield effects (such as ambushes) or units may change a unit's Variance Roll. This change is always to the final roll, and not the target number (ie. a Unit suffering a -1VR rolls a 2 -1 = 1 which means a failed roll)

Some battlefield effects (such as Pinning) or units may force a unit to make a 2nd Variance Roll. This roll is always made AFTER the unit's normal roll. If ANY of the rolls fail, the unit fails its VR.

**CASUALTIES**

If a unit is down by melee damage, elemental damage or by a spell like Sleep, Poison, Web, Trance, etc they are considered Casualties. Casualties reduce the effectiveness of a unit, if a unit has suffered more than 33% INCAPACITATED, their DEF and ATT Ratings are reduced by 1 (minimum 1). If a unit has suffered more than 66% INCAPACITATED, their DEF and ATT Ratings are reduced TO 1.

The Casualty track (Below) charts the path that a wounded unit has to deal with its wounded. **Wounded** Casualties have until the end of the combat round to receive a healing spell (or other similar effect), or they will advance to **Incapacitated** status. Casualties suffering from a **Status Effect** have until the end of the combat round to receive a reversing spell (or other similar effect), or they will advance to **Incapacitated** status. Once at Incapacitated status, the casualties advance one step at the end of each friendly round until they are **Lost**. Casualties are progressively harder to heal the further along the Casualty Track they go.

**Wounded**----->

Healing spell (or similar effect)

**Incapacitated**----->

Healing spell (or similar effect)

**Slain**----->

Cure/Heal Critical Wounds spell (or similar effect)

**Dead**----->

Life/Revive spell (or similar effect)

**Lost!**

Remove them from the battle, and turn their card into HoBC.

**Status Effect** ----->

Reversing spell (or similar effect)

**NAVAL**

Naval battles are engagements between ships on the water. However, these rules can be used with airships, or large flying or swimming mounts.

Naval battles follow all the normal Skirmish rules except for the following:

- When a Ship activates, all Units aboard activate at the same time.
- Every turn, the wind will be randomly rolled. All ships traveling WITH the wind move at 1.5x C.M, while ships traveling AGAINST the wind move at .5x C.M.
- The Range of all Ship cannons is set at 3.

**SIEGE**

Fighting in a Siege is a long, drawn out, and bloody affair. Normal combat is far apart from Siege Combat, and both Attackers and Defenders are sure to suffer heavy casualties. But the prize is the sweetest to be found, taking cities or forts from the enemy, crippling them like no other blow.

**INITIATING A SIEGE**

In order to initiate a Siege, an attacking force must have many, many troops. The minimum amount of troops to successfully hold a siege is 10x the level of the Settlement. These troops must move into the same hex as the target city or fortress, and the order given to start the Siege. If the number of Units ever falls below this number, the Attackers can no longer maintain the Siege.

**FIGHTING THE SIEGE**

Unless Sieging against a settlement with a Palisade, all of the resource production of the settlement immediately stops. Though the Defenders hold the high ground and benefits of their own defenses, the complete lack of resources is a mighty weapon against them. Attackers, on the other hand may leverage their superior numbers and Offensive Siege Engines against the forces holed up behind their walls.

A Siege normally takes place over several BarCamp turns, and the following actions can be taken:

- Break the Siege - Defenders move out from the Settlement and engage in a Skirmish with the Attackers.
- Assault the Walls - Attackers move to the Settlement Walls and engage in a Skirmish with the Defenders. See below for using Settlement Walls as Obstacles.
- Maintain Siege - Attackers cut off all outside supplies to a Settlement.
- Pillage - Attackers loot all that they can get their hands on.
- Raze - Attackers destroy all Structures they can. This action fails if there are any walls or defending troops present. Add up all the ATT stats present, and compare to the chart on the next page. All Structures at that level or below are destroyed.

<b>Settlement Walls as Obstacles</b>		
	<b>Def</b>	<b>Body</b>
Palisade	0	80
Wooden Wall//Reinforced Palisade	1	100
Stone Wall	3	130
Reinforced Stone Wall	5	180

ATT needed to Raze Structures

ATT	Razed Structures					
	Fortress/Castle Keep	Fortress Structures	Town Hall	City Structures	Tower/Lighthouse	Basic Structures
9	-	-	-	-	-	lvl 1
18	-	-	-	lvl 1	-	lvl 2
27	-	-	lvl 1	lvl 2	lvl 1	lvl 3
39	-	lvl 1	lvl 2	lvl 3	lvl 2	lvl 4
57	lvl 1	lvl 2	lvl 3	lvl 4	lvl 3	lvl 5
75	lvl 2	lvl 3	lvl 4	lvl 5	lvl 4	
93	lvl 3	lvl 4	lvl 5		lvl 5	
110	lvl 4	lvl 5	lvl 6			
130	lvl 5		lvl 7			
160	lvl 6		lvl 8			
180	lvl 7		lvl 9			
200	lvl 8		lvl 10			
230	lvl 9					
275	lvl 10					

## COMBAT RATINGS

### Attack (Att)

An average unit's Attack rating is 2. Base attack rating ranges from 1 to 4, but may be enhanced up to a 6.

The measure of a unit's total ability to do damage. Attack Rating must exceed the Opponent's Defense Rating to Incapacitate an Opponent.

There are three basic types of Attacks: Melee, Ranged, and Magic. If a unit has more than one type of attack, the Att stat will show both (ie. 2/3), and further details will be given in special notes.

Melee: Close, martial combat.

Ranged: Long-range martial combat. (Archery, Thrown Weapon, etc.) Range is indicated by Distance Rating on Cards and Tracking.

Magic: Battle magic used by column. A hero with a 9 column may cast 9 "Warfare" spells per battle.

\*Mage and Healer troops work differently, see Warfare Magic below. Battle Magic spells can effect 1/3 of a unit similarly to a Mage unit's Warfare Magic.

For damage based spell, their Attack will be counted as follows:

1st-2nd	1 ATT
3rd-4th	2 ATT
5th-6th	3 ATT
7th-8th	4 ATT
9th	5 ATT

All other spells will have their normal effect.

### Combat Move (C.M.)

An average unit has a standard movement rating of 2, which can be used in any direction available.

Combat Move simply indicates the standard distance that can be moved during half of a Combat Round. Note that there is a difference between Movement rate and Combat Move. Units switch to Combat moves once opponents enter the same map hex.

All terrain navigation is figured into Combat Move Rates except water and high mountains. Campaign Manager will indicate those areas.

If a unit has special Terrain navigation abilities, it should be indicated on their Card.

### Defense (Def)

An average unit has a Defense rating of 2. Base Defense ratings range from 1 to 4, but may be enhanced up to a rating of 6.

Quantifies your unit's combined ability to Defend itself against Attacks. If an opponent attacks you and their Attack rating is higher than your Defense rating, then you have one Combat Round to Enhance your Defense rating or that unit is Incapacitated.

### Range (Rng)

Base range rating may vary from 1 to 4 and may be enhanced no further than 6.

Range simply indicates the standard distance that a unit can reach for its attacks during a battle.



**CALCULATED RATINGS:**

When converting Characters, Companions, NPC's, monsters, Cabin Guardians and the rest into BarCamp, some adjustments are made to scale down some abilities and skills into BarCamp Ratings.

**Attack (ATT)**

Same as a Unit's ATT. See Chart Below.

**Defense (DEF)**

Same as a Unit's DEF. See Chart Below

Damage per Swing	ATT		BODY & Armor	DEF
0 - 2	0		1 - 10	0
3 - 6	1		11 - 19	1
7 - 11	2		20 - 39	2
12 - 17	3		40 - 69	3
18 - 24	4		70 - 99	4
25 - 34	5		100 - 149	5
35 - 44	6		150 - 249	6
45 - 59	7		250 - 399	7
60 - 79	8		400 - 599	8
80 -->	9		600 -->	9
***	10		***	10

*NOTE: to advance to ATT or DEF 10 takes extraordinary circumstances unlikely to be achieved by players*

**Combat Move (C.M.)**

Same as a Unit's C.M.

- An individual on foot has a C.M. of 2.
- An individual on a horse has C.M of 3.
- An individual on any other type of mount, please see BarCAMP manager for more details.

Some skills (ie Horsemanship) may increase this stat, please see BarCAMP manager for more details.

**RNG**

Same as a Unit's RNG.

- An individual with a ranged weapon, or a magic column has a RNG of 2.
- An individual with a thrown weapon has a RNG of 1.
- Some skills (ie Missile Mastery) may increase this stat, please see BarCAMP manager for more details.

**SPECIAL ABILITIES**

Some Individuals have Special Abilities, such as being able to throw 20 Acid 5/day, or creating a Wave 1/Combat. In general, these abilities will be useable at a reduced rate in BarCamp due to the combat rules. Special Abilities that mimic Battle Magic Spells or High Sorcery will have their rate divided by 3 (rounded up), and noted on their BarCamp card. For other, more esoteric abilities, see the HoBC for more information.

**THRESHOLD: X**

Some Individuals are immune to attacks below a certain strength, or from certain sources or elements. This will be noted on the BarCamp card. Threshold abilities on a non-BarCamp card will be divided by 3 (rounded up) and noted on their BarCamp card.

Threshold: X ceases to function if their DEF is reduced to 1 or below (due to Magic, combat modifiers, Fatigue, etc.)

**MAGIC**

Some individuals have magic casting abilities by Column. Magic Column abilities on a non-BarCamp card will be divided by 4 (rounded down) and noted on their BarCamp card.

**COMBAT SKILLS**

Some individuals have Combat Skills such as Critical Slay or Backstab. See the following chart. For other, more esoteric abilities, see the HoBC for more information.

<b>Combat Skill</b>	<b>BarCamp effect</b>
Critical Slay	ATT +1 for 1 Round
Fatal Blow	ATT +2 for 1 Round
Backstab	Calculate ATT on chart above.*
Assassinate	ATT +2 for 1 Round *
Shield Skill & Shield	+1 DEF
Florentine & Weapons	+1 ATT
2 Weapon Fighting & Weapons	+1 ATT or DEF (does not stack with Florentine)
Parry/Shield Parry	+1 DEF for 1 Round

*\* Applies only when the individual is flanking their target, or they are otherwise engaged.*

# *UNITS*

## UNITS

A Unit is any individual, group, or piece that can be given orders in BarCamp, and can be Troops, Siege Engines, Ships, Airships, Structures, Heroes, or Companions.

- Troops are groups of 25 soldiers in a cohesive formation, whether Infantry, Cavalry, Mages, etc.
- Siege Engines are individual machines usually intended to breach Walls or destroy Structures.
- Ships are individual constructs that move and fight on water, and the crew that mans it.
- Airships are individual constructs that move and fight in air, and the crew that mans it.
- Structures are large pieces of construction that normal weapons are hard pressed to harm.
- Heroes are individuals, the Player's Hero.
- Companions are NPC's that are under the direction or 'control' of a Player.

TROOPS

	Standard Ratings				Speed (HEX)	Production Cost	Training Time	Upkeep	Trained at:
	Att	Def	C.M	Rng					
<b>Archers</b>	2	1	2	2	13	1L, 2R, 1C	4 Turns	1F, *C	Archery Range of appropriate Level
<b>Cavalry</b>	2	2	3	0	20	2M, 2R, 2C	6 Turns	2F, *C	Stable of appropriate Level
<b>Commando</b>	1	1	2	0	13	1M, 1R, 1C	4 Turns	1F, *C	Marshall Yard of appropriate Level
<b>Caravan</b>	0	1	1	0	20	2L, 2R, 1C	2 Turns	1L,1F	Player/City
<b>Footmen</b>	2	1	2	0	13	1M, 1R, 1C	4 Turns	1F, *C	Marshall Yard of appropriate Level
<b>Druids</b>	<i>RESTRICTED: See BarCamp Manager for Details</i>								
<b>Gladiator</b>	#	#	#	0	X	2R, 1C	2 Turns	1F, *C	Arena of Appropriate Level
<b>Healer</b>	X	0	2	2	13	2F, 1R, 2C	4 Turns	1F, 1R, *C	Appropriate Lvl Healer's Guild Required
<b>Guardsmen</b>	1	2	2	0	13	1M, 1R, 1C	4 Turns	1F, *C	Marshall Yard of appropriate Level
<b>Irregular Archers</b>	2	1	2	2	13	4C	2	2C*	Tavern of appropriate Level
<b>Irregular Cavalry</b>	2	2	3	0	20	6C	2	2C*	Tavern of appropriate Level
<b>Irregular Infantry</b>	1	1	2	0	13	3C	2	2C*	Tavern of appropriate Level
<b>Knights</b>	<i>RESTRICTED: See BarCamp Manager for Details</i>								
<b>Mages</b>	X	0	2	2	13	2F, 1R, 2C	4 Turns	1F, 1R, *C	Appropriate Lvl Mage Tower Required
<b>Rangers</b>	<i>RESTRICTED: See BarCamp Manager for Details</i>								
<b>Runesmiths</b>	<i>RESTRICTED: See BarCamp Manager for Details</i>								
<b>Slingers</b>	1	1	2	1	13	1L, 1R, 1C	2 Turns	1F, *C	Archery Range of appropriate Level

\* Coin upkeep is multiplied by Unit level

# See detailed description for Ratings

OFFICERS

	Officer Bonus	Speed (HEX)	Production Cost	Training Time	Upkeep	Trained at:
<b>Archers</b>	+1 ATT if target is behind Cover.	13	1L, 2C	6 Turns	1F, 1C	lvl 2 Archery Range
<b>Cavalry</b>	+1 ATT if Unit moves before attacking.	20	2M, 2C	8 Turns	1F, 1C	lvl 2 Stable
<b>Commando</b>	Adds +1 Backstab to Unit	13	1M, 2C	6 Turns	1F, 1C	lvl 2 Marshall Yard
<b>Footmen</b>	Unit ignores Casualty penalties to DEF	13	1M, 2C	6 Turns	1F, 1C	lvl 2 Marshall Yard
<b>Engineer</b>	Adds +1 to Trap and Siege Engine limit	-	1M, 2C	4 Turns	1F, 1C	lvl 2 Engineer's Workshop
<b>Druids</b>	<i>RESTRICTED: See BarCamp Manager for Details</i>					
<b>Gladiator</b>	If victorious in Battle, Settlement receives +1 DI (Moral)	X	1M, 2C	4 Turns	1F, 1C	lvl 2 Arena
<b>Healer</b>	Specialized School*	13	1R, 2C	6 Turns	1F, 1C	lvl 2 Healer's Guild
<b>Guardsmen</b>	May use Equipment while moving.	13	1M, 2C	4 Turns	1F, 1C	lvl 2 Marshall Yard
<b>Irregular</b>	Attached Unit has +1 to its Variance Rolls	13	3C	4 Turns	2C	Lvl 2 Tavern
<b>Knights</b>	<i>RESTRICTED: See BarCamp Manager for Details</i>					
<b>Mages</b>	Specialized School*	13	1R, 2C	4 Turns	1F, 1C	lvl 2 Mage Tower
<b>Rangers</b>	<i>RESTRICTED: See BarCamp Manager for Details</i>					
<b>Runesmiths</b>	<i>RESTRICTED: See BarCamp Manager for Details</i>					
<b>Slingers</b>	Skirmish - Unit may make their ATT at any point of their movement, not just the beginning or end.	13	1M, 2C	4 Turns	1F, 1C	lvl 2 Archery Range
<b>Armorsmith Guild</b>	<i>RESTRICTED: See BarCamp Manager for Details</i>					
<b>Healer Guild</b>	<i>RESTRICTED: See BarCamp Manager for Details</i>					

- \* Gold upkeep per level
- \*\* see BarCAMP Manager for more details
- # See detailed description for Ratings

**OFFICERS**

This Officer NPC is a Corporal, and can attach to any Unit.

- DEF - When attached to a Unit, that Unit receives a +1 DEF bonus.
- ATT - When attached to a matching Unit (same type), that Unit receives a +1 ATT bonus. (spellcasters see below)

Spellcasting Officers in Spellcasting Units:

- Spellcasting Column. - When attached to a Unit with a matching Spell Column, that Unit receives a +1 Spellcasting Column bonus.
- Specialized School - Officer Bonus is based off of their Chosen Column:
  - Earth Generalist - The attached Unit starts the battle with Spirit Armor effect.
  - Healer - The attached Unit ignores the first poison OR disease tagline each round.
  - Druid - *RESTRICTED: See BarCamp Manager for Details*
  - Necromancer - *RESTRICTED: See BarCamp Manager for Details*
  - Celestial Generalist - The attached Unit starts the battle with Enchanted Blade effect
  - Confinist - Any Unit Targeted by the attached Unit has -1 C.M. next round
  - Elementalist - The attached Unit may call an Elemental tagline [Fire, Ice, Lightning]
  - Inscription - *RESTRICTED: See BarCamp Manager for Details*

**ARCHERS**

Archer Units are infantry armed with missile weapons. Whether bows, crossbows, or the more exotic, they will rain death on their enemies.

*“The Archer is the true weapon; the bow is just a long piece of wood.”*

- S. de Castell, Historian

**CAVALRY**

Cavalry Units are specially trained mounted soldiers. Normally mounted on Horses, there are few more effective warriors in Cerroneth.

- **Mounted** - Cavalry Units have difficult time traversing rough terrain. See Travel Chapter for more information.

*“In tough times, we all hope for knights in shining armor,  
or the cavalry, to show up and effect change.”*

- Master Devlin, Historian

**COMMANDO**

Cavalry Units are specially trained mounted soldiers. Normally mounted on Horses, there are few more effective warriors in Cerroneth.

- **Sneak Attack** - When attacking a target that is already engaged, or unaware, this Unit gains a +1 ATT bonus. This special rule can be leveled up exactly like a Rating.

*“Where in the Primarch’s name did they come from?!”*

- enemy, shortly deceased

**FOOTMEN**

Elite infantry unit highly trained in bringing the attack to the enemy. Through experience, specialized training or both, these Units make War their sole Profession.

*“When war does come, my advice is to draw the sword  
and throw away the scabbard.”*

-Gen. Stonewall

**DRUIDS**

Druid Units are groups of spellcasters steeped in nature's magic. To cross them is to cross the power of nature itself.

- **Restricted** - See BarCamp Manager for more Details.
- **Code** - While these Units will work for a Barony, County, etc. they hold themselves to a higher calling. Giving commands that run counter to their Code will result in them performing NO action, just as if they failed a Combat Variance Roll. Repeated violations of their Code may result in the unit disbanding or deserting.

*"Never does Nature say one thing and wisdom another."*

*-Lunius Iuvenalis, poet*

**GLADIATOR**

Gladiator Units are groups of entertainers and combatants from an Arena or Coliseum. Banded together, these troops are continuously training and improving their abilities. When war comes to their city, it is often that they will rush to its defense, giving the enemy a show they will never forget.

- Gladiator Ratings (#) and level are tied to the level of the Arena itself, where # = the level of the Arena. Similarly, the Coin cost to upkeep this unit is equal to the level of the Arena.
- Gladiator Units cannot move from the city the Arena resides in. Gladiators do not take any space to house, instead using the Arena itself.
- Mercenary - this Unit does not have the rigid training of a normal unit. It fails a Variance roll on a 1-2.
- Gladiators can not level in the normal fashion, and cannot receive any equipment upgrades.

*dies fortior adesso "The day is on the side of the stronger."*

*-Ancient Sylvan saying*

**HEALERS**

Healer Units are groups of spellcasters well versed in Healing magic. Sometimes these are direct representatives of the Healer's Guild, but they are always a welcome sight on the battlefield.

- Healer Upkeep - The Gold portion of the Upkeep increases PER LEVEL.
- Spell Caster Level - A Healer Unit has a Spell Caster Level equal to its actual level. This special rule can be leveled up exactly like a Rating.
- Healer Units help improve the **MEDICAL CARE** of a Settlement.

*"Rule 1. good people will die. Rule 2. not all can be saved.*

*Rule 3. Healers break the rules."*

*- attributed to Guildmistress Anastasia*

**GUARDSMEN**

Guardsmen are the line infantry and backbone of any army. Better equipped to hold a position rather than take it, these infantry, nevertheless, are an important necessity in war.

*"...they are the underdogs. They are the mud-rain-frost-and wind boys.*

*They have no comforts, and they even learn to live without the necessities.*

*And in the end they are the guys that wars can't be won without."*

*- E.T. Pyle, Historian*

**IRREGULARS**

Irregular Units are Units of Mercenaries, levies, or militia. They are recruited through a Tavern (or similar Structure).

- Mercenary - this Unit does not have the rigid training of a normal unit. It fails a Variance Roll on a 1-2.
- Irregulars can be hired immediately for an additional 2 Coin
- Irregulars cannot level up except through combat.
- Irregulars cannot be trained in a skill they do not already possess.



- Irregulars given any Equipment upgrade will never give it back up.

*“A mercenary is worth 3 men; 1 more fighting for you;  
1 less fighting for them; and one less to feed.”  
- unknown*

### **RUNESMITHS**

Runesmith Units are groups of Runesmith Protectors, sworn to defend the citizens. They use their magic to enhance both their offense and defense.

- **Restricted** - See BarCamp Manager for more Details.
- **Code** - While these Units will work for a Barony, County, etc. they hold themselves to a higher calling. Giving commands that run counter to their Code will result in them performing NO action, just as if they failed a Combat Variance Roll. Repeated violations of their Code may result in the unit disbanding or deserting.

*“A Rune is a tool. In the wrong hands it is dangerous.  
In the right hands it is deadly.”  
- Master Tyberius*

### **KNIGHTS (Mounted and Foot)**

Knight Units are groups of sworn Knights. Usually a Unit consists of those from a single Order, but will never consist of multiple types of Knight (Dark, Light, Gray)

- **Restricted** - See BarCamp Manager for more Details.
- **Code** - While these Units will work for a Barony, County, etc. they hold themselves to a higher calling. Giving commands that run counter to their Code will result in them performing NO action, just as if they failed a Combat Variance Roll. Repeated violations of their Code may result in the unit disbanding or deserting.

### **RANGERS (Melee and Ranged)**

Ranger Units are groups of Nature's protectors. Usually a Unit consists of those from a single Grove, but some will come from many different areas.

- **Restricted** - See BarCamp Manager for more Details.
- **Code** - While these Units will work for a Barony, County, etc. they hold themselves to a higher calling. Giving commands that run counter to their Code will result in them performing NO action, just as if they failed a Combat Variance Roll. Repeated violations of their Code may result in the unit disbanding or deserting.

**SIEGE ENGINES**

Siege Engines is the generic term for all manner of machines used for the purpose of breaching a Town/Fort/Tower/Castle. Siege Engines are not self powered unless otherwise noted, they must be operated by a Troop Unit. When operating a Siege Engine, the Troop may operate it IN ADDITION to their own combat action. In Combat, they can only Move OR Attack during a combat round, not both due to a considerable reload time.

Traps are a generic term for a number of battlefield hazards carried by a Troop, and deployed in the field of battle. A Troop may only carry 1 Trap at a time, and it takes a Combat Action to set the Trap in an adjacent HEX.

	Standard Ratings				Speed (HEX)	Production Cost	Training Time	Upkeep	Notes
	Att	Def	C.M	Rng					
<b>Cavalry Trap</b>	3	-	Dep	-	-	1L, 1M, 1R	1 Turn	-	Engineer's Workshop (lvl 1)
<b>Infantry Trap</b>	3	-	Dep	-	-	1L, 1M, 1R	1 Turn	-	Engineer's Workshop (lvl 1)
<b>Wall Trap</b>	3	-	Dep	-	-	1L, 1M, 1R	1 Turn	-	
<b>Naval Trap</b>	3 S	-	Dep	-	-	1R, 1C	1 Turn	-	Engineer's Workshop (lvl 1)
<b>Mantlet</b>	-	-	Dep	-	-	1L, 1R, 1C	1 Turn	1L	Engineer's Workshop (lvl 1), Wall (+1 DEF)
<b>Ballista</b>	3	1	1	2	-	1L, 1M, 1R, 1C	2 Turns	1L	Engineer's Workshop (lvl 1)
<b>Catapult</b>	4 S	2	1	2	-	1L, 1S, 1R, 1C	2 Turns	1L	Engineer's Workshop (lvl 1),
<b>Iron Ballista</b>	4	2	1	2	-	1L, 2M, 2R, 1C	2 Turns	1M	Engineer's Workshop (lvl 1)
<b>Mangonel</b>	4 S	2	1	2	-	2L, 1S, 2R, 1C	2 Turns	1R	Engineer's Workshop (lvl 1), Indirect Fire
<b>Gallery</b>	-	3S	1	-	-	2L, 1M, 1C	1 Turn	1L	Engineer's Workshop (lvl 2), 16 BODY
<b>Naval Ram</b>	* S	-	-	-	-	2L, 2M, 1C	2 Turns	1M	Engineer's Workshop (lvl 2)
<b>Sambuca</b>	-	2	-	-	-	2L, 1R, 2R, 1C	2 Turns	1L	Engineer's Workshop (lvl 2)
<b>Trebuchet</b>	5 S	2	1	3	-	<i>RESTRICTED: See BarCamp Manager for Details</i>			
<b>Springal</b>	4	2	1	3	-	<i>RESTRICTED: See BarCamp Manager for Details</i>			
<b>Battering Ram</b>	4 S	3 S	1	-	-	3L, 1M, 2R, 1C	2 Turns	1L	Engineer's Workshop (lvl 3), 16 BODY
<b>Siege Tower</b>	-	4 S	1	-	-	4L, 2R, 1C	2 Turns	1L, 1M	Engineer's Workshop (lvl 3), 22 BODY

*NOTE: Siege Units are single units, unlike Troop Units.*

**CAVALRY TRAP**

Cavalry Traps are specialized Siege Engines that are deployed in the field outside the walls of a settlement. They are sometimes sharpened staves, or fall-out traps, but specifically target the weaknesses of cavalry. They have no effect on Infantry, but any Cavalry moving through them trigger the traps and incur the damage.

- Traps don't differentiate between friend and foe, so ANY Cavalry is subject to the trap until they are destroyed or dismantled.
- Infantry units may use their movement and combat action to dismantle any Cavalry Trap. Siege Engineers may do so freely by just moving through them.
- Though they are only made in Engineer's Workshops, any Siege Engineering Unit may "carry" and "deploy" these traps in the field anywhere. If deployed outside of a city while not besieged, the Domestic Index of that city is harmed.

Traps are single - use. Once deployed, they are not recoverable.

Traps are not Units, and do not count against the number of Units allowed in any space.

*NOTE: Should a Unit carrying a Trap be destroyed, the trap is immediately deployed in the hex the former Unit occupied.*

**INFANTRY TRAP**

Infantry Traps are specialized Siege Engines that are deployed in the field outside the walls of a settlement. They are sometimes caltrops or ditches, but specifically target the weaknesses of massed infantry. They have no effect on Cavalry, but any Infantry moving through them trigger the traps and incur the damage.

- Traps don't differentiate between friend and foe, so ANY Infantry is subject to the trap until they are destroyed or dismantled.
- Siege Engineer units may use their movement and combat action to dismantle any Infantry Trap.
- Though they are only made in Engineer's Workshops, any Siege Engineering Unit may "carry" and "deploy" these traps in the field anywhere. If deployed outside of a city while not besieged, the Domestic Index of that city is harmed.

Traps are single - use. Once deployed, they are not recoverable.

Traps are not Units, and do not count against the number of Units allowed in any space.

*NOTE: Should a Unit carrying a Trap be destroyed, the trap is immediately deployed in the hex the former Unit occupied.*

**WALL TRAP**

Wall Traps are some of the simplest and most effective traps available to a Defensive Force. Deployed on the walls, Wall Traps are used against forces attacking the walls themselves, or fighting outside it. Sometimes they are boiling water or oil, sometimes just rocks and sharp objects dropped on the heads of their enemies. No matter what they specifically are, Wall Traps are single use items, and require a unit atop the walls to use their combat action to use.

- Traps don't differentiate between friend and foe, so ANY unit is subject to the trap once it is triggered.
- Wall Traps, unlike other Siege Traps are not produced in an Engineer's Workshop. A city or player must use a turn to produce them.
- Wall Traps, unlike other Siege Traps do not affect the Domestic Index of a city if deployed on a wall.

Traps are single - use. Once deployed, they are not recoverable.

Traps are not Units, and do not count against the number of Units allowed in any space.

*NOTE: Should a Unit carrying a Trap be destroyed, the trap is immediately deployed in the hex the former Unit occupied.*

**NAVAL TRAP**

Naval Traps are specialized Siege Engines that are deployed in the waters during Ship combat. They are sometimes burning oil or heavy nets, but specifically target the weaknesses of Ships. They have no effect on anything besides Ships, but any Ships moving through them trigger the traps and incur the damage.

- Traps don't differentiate between friend and foe, so ANY Ship is subject to the trap until they are destroyed or dismantled.
- Any non-Ship units that can swim may use their movement and combat action to dismantle any Naval Trap.
- Though they are only made in Engineer's Workshops, any Ship Unit may "carry" and "deploy" these traps in the field anywhere. If deployed outside of a city while not besieged, the Domestic Index of that city is harmed.

Traps are single - use. Once deployed, they are not recoverable.

Traps are not Units, and do not count against the number of Units allowed in any space.

*NOTE: Should a Unit carrying a Trap be destroyed, the trap is immediately deployed in the hex the former Unit occupied.*

### **MANTLET**

Mantlets are large mobile defenses that allow units to have the protection of walls even in the open field. Mantlets consist of wooden pallets or U-shaped constructs that are carried or rolled into position by Infantry.

- A Mantlet doesn't differentiate between friend and foe, so ANY Infantry Unit may use them until they are destroyed or dismantled.
- Infantry units may use their movement and combat action to dismantle a Mantlet. Siege Engineers may do so with just a Combat Action.
- Though they are only made in Engineer's Workshops, any Siege Engineering Unit may "carry" and "deploy" a Mantlet in the field anywhere. If deployed outside of a city while not besieged, the Domestic Index of that city is harmed.

### **BALLISTA**

Ballistae are large, stationary oversized crossbows. Set into stands with a universal joint that allows the operator to alter the trajectory, a Ballista can fire heavy darts, or oversized bolts at enemy Troops.

The Ballista is a Siege Engine that specializes in targeting Troops rather than Walls or Structures (note, it does not have S type ATT).

### **CATAPULT**

The most well known Siege Engine, the Catapult is a necessity in Siege Warfare. Using a lever and tension power to throw heavy projectiles in a low arc, Catapults are easy to make, and widespread in their use.

### **IRON BALLISTA**

Iron Ballistae are heavier, reinforced versions of their smaller cousins. The Iron Ballista can be wound tighter, and it delivers its heavier payload - an oversized iron tipped spear - at a much deadlier speed at enemy Troops.

The Iron Ballista is a Siege Engine that specializes in targeting Troops rather than Walls or Structures (note, it does not have S type ATT).

### **MANGONEL**

The Mangonel is a more advanced version of the trusty Catapult. Using a lengths of rope wrapped to provide torsion power rather than tension power allows the Mangonel to fire in a much higher arc than a Catapult could manage.

**Indirect Fire** - When firing, this unit may ignore friendly Troops and Walls when determining miss percentage.

### **GALLERY**

A Gallery is nothing so much as reinforced walls and covering made mobile with wheels or sleds. A Gallery allows a unit to assault a city's gates, or sometimes its Walls directly while being protected from ranged attacks.

### **NAVAL RAM**

A Naval Ram is a specially fitted sleeve or protrusion on a ship's Prow. It is used in the very simple tactic of running one ship into another. They are crude and heavy, but very, VERY effective.

A Naval Ram has an ATT equal to the Ship's DEF, plus however many HEXes the Ship moved in the same activation.

### SAMBUCA

Sambuca, sometimes called “Harps” are, very simply, Boarding Ramps used to quickly assault another Ship or shore from one’s own Ship. When a Ship with a Sambuca boards another Ship, any boarders can ignore the Bulwark Bonus of the Target ship. Similarly, any units aboard a Ship equipped with a Sambuca can automatically disembark with no penalty.

### TREBUCHET

A Trebuchet is large (up to 100 ft. tall) compound machine that uses a lever to throw projectiles over a very large distance. Whether man or gravity powered, these machines are devastating against fixed emplacements.

**Indirect Fire** - When firing, this unit may ignore friendly Troops and Walls when determining miss percentage.

### SPRINGAL

A Springal is able to put forth a full volley by itself, devastating clusters of Troops. The Springal consists of several racks of bolts held inside of a box or honeycomb structure and a paddle attached to an arm under tension. When released, the paddle will hit the backside of the bolts sending them in a high arc to rain down on the enemy.

The Springal is a Siege Engine that specializes in targeting Troops rather than Walls or Structures (note, it does not have S type ATT).

**Indirect Fire** - When firing, this unit may ignore friendly Troops and Walls when determining miss percentage.

### BATTERING RAM

A large ram settled in a cradle under a reinforced covering. A Battering Ram is used to assault a city’s gates, or sometimes its Walls directly.

### SIEGE TOWER

Siege Towers, sometimes called “Breaching Towers” or a “Belfry” is a tall construction on wheels with a height roughly equal to that of a wall, or higher (to allow archers to stand on top of it.) They are used to get troops over an enemy wall. When a siege tower is near a wall, it will drop a gangplank between it and the wall, allowing troops to rush across, fighting the defenders face-to-face, or gaining the defenses.

Ranged units atop a tower can shoot over a wall, ignoring its DEF bonus. Similarly, when adjacent to a wall, Units may scale the tower (as their Combat Move action) and fight the defenders in melee, ignoring the wall’s DEF bonus. Only 1 Troop may benefit from a Siege Tower at any time.

SHIPS

	Standard Ratings				Speed (HEX)	Body	Bulwark	Weapon Mounts	Production Cost	Training Time	Type	Notes
	Att	Def	C.M	Cargo								
Naval Crew	1	1	1	-	X	-	-	-	-	*	-	Seasoned Crew
<b>CLASS I</b>											Standard Upkeep: (1L, 1F, *C) Kingdom Ship Upkeep: (1F)	
Schooner	1	2	2	1	40	16	-	1	1M, 2L, 2R, 1C	2 Turns	SCOUT	Max Stat: 4/4/7/4
Brig	2	2	1	1	20	22	+1	2	1M, 2L, 3R, 1C	3 Turns	WAR	Max Stat: 4/7/4/4
Galeas	1	1	2	2	30	16	-	0	1M, 2L, 2R, 1C	2 Turns	MERCHANT	Max Stat: 4/4/4/7
<b>CLASS II</b>											Standard Upkeep: (2L, 2F, *2C) Kingdom Ship Upkeep (2F)	
Corvette	1	2	3	2	40	22	+1	2	1M, 3L, 3R, 2C	3 Turns	SCOUT	Max Stat: 4/6/7/4
Frigate	3	2	2	1	20	32	+2	3	1M, 3L, 4R, 2C	4 Turns	WAR	Max Stat: 7/7/4/4
Flute	1	2	2	3	30	22	+1	1	1M, 3L, 3R, 2C	3 Turns	MERCHANT	Max Stat 4/4/6/7
<b>CLASS III</b>											Standard Upkeep: (3L, 3F, *3C) Kingdom Ship Upkeep: (3F)	
Polacca	3	2	4	2	40	32	+2	3	2M, 5L, 5R, 3C	4 Turns	SCOUT	Max Stat: 4/6/7/4
Man o War	4	3	2	2	20	44	+3	4	2M, 5L, 6R, 3C	5 Turns	WAR	Max Stat: 7/7/5/5
Galleon	2	2	3	4	30	32	+2	2	2M, 5L, 5R, 3C	4 Turns	MERCHANT	Max Stat: 4/5/6/7
<b>CLASS IV</b>											Standard Upkeep: (4L, 4F, *4C) Kingdom Ship Upkeep: (4F)	
Xebec	3	3	4	2	40	44	+3	4	2M, 6L, 5R, 4C	5 Turns	SCOUT	Max Stat: 5/6/7/4
Ship of the Line	4	4	2	2	20	54	+4	5	2M, 6L, 6R, 4C	6 Turns	WAR	Max Stat: 7/7/4/5
Iselman	2	3	3	4	30	44	+3	3	2M, 5L, 5R, 4C	5 Turns	MERCHANT	Max Stat: 5/5/6/7

- \* Coin upkeep per level
- \*\* see BarCAMP Manager for more details
- # See detailed description for Ratings

## ADDITIONAL SHIP STATISTICS

### **Cargo**

The measure of the size of a Ship's hold. The Ship may hold either a Troop or a BarCAMP Trade Unit for each point of Cargo.

### **BODY**

The measure of a Ship's ability to absorb damage. When a Ship receives damage from an Attack, the value of the attack is subtracted from its Body.

### **Bulwark**

The measure of a Ship's ability to protect its crew. Bulwark acts exactly as a Wall for any Unit defending a Ship. The DEF bonus is equal to the Bulwark Rating.

### **Weapon Mounts**

The measure of a Ship's ability to mount extra weapons (above and beyond the ones that contribute to its ATT). A ship can mount, crew, and fire a number of Siege Weapons equal to this Rating. Ships cannot carry Siege Weapons with Body, nor Siege Weapons with indirect fire.

**NAVAL CREW**

The Naval Crew are the deck hands, gunmen, pilots and sailors that provide the manpower to keep a Ship in action. When a Ship is built, the crew is automatically a part of that Unit. A Naval Crew may not operate separately from its Ship, nor may it be reassigned to another Ship.

**Seasoned Crew** - When the crew of a ship levels up, the player can choose to either increase the Naval Crew's Ratings OR provide a bonus to one of the Ship's Ratings.

- Naval Crew never need to be purchased, they are always considered to be part of a Ship, and are included in the cost and construction of the Ship itself.
- Naval Crew must use their Combat Action to crew the Ship, which will otherwise not be able to move or fight.
- Naval Crew CAN be targeted separately from their Ship in a battle.
- Naval Crew accrue Fatigue separately from their Ship in battle.
- Naval Crew CAN have their equipment upgraded, or be trained in Troop Skills. To do this, the ship cannot be in use (though may be put up in a dry dock).
- When the Naval Crew has suffered more than 33% INCAPACITATED casualties, their DEF and ATT Ratings are reduced by 1 (minimum 1), and their Seasoned Crew bonus is likewise reduced by 1. If a unit has suffered more than 66% INCAPACITATED, their DEF and ATT Ratings are reduced TO 1, and their Seasoned Crew bonus is likewise reduced to 1.

**FISHING BOAT**

A small vessel not rated for combat. The Fishing Boat boosts a Fishing Village's ability to produce Fo (food) by +1. A Fishing Boat may be built at either a Fishing Village OR a Shipyard.

**SCHOONER**

Crew Size: 11-30                      Length: 120-260 ft                      Tonnage: 200-480 tn                      Guns: 2-10

The Schooner is a sailing ship rigged with two or more masts. While some rare Schooners have up to five masts, most have two or three. The large mainsail and smaller jib to the fore gives this ship much maneuverability, and it is a speedy ship usable in both open seas and along shorelines and inland waters.

**BRIG**

Crew Size: 7-26                      Length: 75-165 ft                      Tonnage: 260-480 tn                      Guns: 10-18

The Brig is a sailing ship with two square rigged masts that give it much sailing power. The sails of this warship are smaller and more numerous than some larger ships, making it easier to crew by fewer men. Fast, small, and maneuverable, these ships are favorites of both honorable and illicit sailors alike.

**GALEAS**

Crew Size: 25-100                      Length: 180-260 ft                      Tonnage: 200-480 tn                      Guns: 2-8

The Galeas is a small trade vessel with up to two masts of various rigging and oars. Sometimes built exclusively for river trade, the Galeas is able to sail the open seas competently, if slowly.

**CORVETTE**

Crew Size: 40-60                      Length: 200-320 ft                      Tonnage: 300-500 tn                      Guns: 4-10

The Corvette is a category of many ships smaller than a Frigate with a single deck of guns. The role of the Corvette consists mostly with coastal patrol, fighting in skirmishes, and supporting larger vessels.

**FRIGATE**

Crew Size: 20-50                      Length: 260-340 ft                      Tonnage: 400-520 tn                      Guns: 20-50

The Frigate is a warship built for speed and maneuverability. These warships are square rigged on all three masts and carry guns on one or two decks. In addition many have banks of oars below the upper deck for use in the absence of a favourable wind



**FLUTE**

Crew Size: 50-150      Length: 180-260 ft      Tonnage: 380-500 tn      Guns: 4-10

The Flute is a vessel designed to maximize space and crew efficiency. The cross-section of a Flute shows a narrower top deck than the decks below it. This 'pear shape' allows the Flute to carry more Cargo with less of a crew.

**POLACCA**

Crew Size: 50-80      Length: 250-350 ft      Tonnage: 350-500 tn      Guns: 24-42

The Polacca is a three masted ship with a large lateen hoisted foremast, a gaff mizzen mast and a square rigged mainmast. These multiple style rigs rely on a very large, or very experienced crew. The trade-off, however is a very maneuverable, very fast ship.

**MAN O' WAR**

Crew Size: 40-80      Length: 300-420 ft      Tonnage: 500-650 tn      Guns: 60-100

The Man o' War is a warship with at least 3 masts, each with three to five sails, in addition to headsails and a square rigged mizzenmast. It has a massive amount of cannon on at least three gun decks, with guns on the prow and stern as well.

**GALLEON**

Crew Size: 70-160      Length: 220-340 ft      Tonnage: 440-550 tn      Guns: 20-32

The Galleon is a larger version of the Galeas. With up to four masts, rigged with multiple sails, and a deck of oars, the Galleon is built for the open seas.

**XEBEC**

Crew Size: 60-90      Length: 280-400 ft      Tonnage: 400-550 tn      Guns: 28-50

The Xebec is a three masted ship with a distinctive pronounced overhanging bow and stern. Like the Polacca, it has multiple style rigs, namely a square rig on the foremast, lateen sails on its other 2 masts, a bowsprit and two headsails. No other type of Ship is as fast or maneuverable while still maintaining combat capabilities.

**SHIP OF THE LINE**

Crew Size: 60-120      Length: 350-480 ft      Tonnage: 520-700 tn      Guns: 80-125

The Ship of the Line is a giant, commanding warship. There is no standard design for this type of Ship. Most of them are oversized versions of smaller ships, stacked with additional gun decks and sails. The only requirement seems that a Ship of the Line needs to be able to hold the line of battle all by itself.

**ISLEMAN**

Crew Size: 60-180      Length: 300-420 ft      Tonnage: 480-650 tn      Guns: 24-34

The Isleman is a behemoth of a ship, with at least 3 massive square rigged masts, each with between 3 and 5 sails, and multiple foremasts. Named for its ability to travel the waters of any ocean and bring trade to the farthest flung islands, the Isleman is the largest trade vessel known to Cerroneth.

**AIRSHIPS**

Although not new technology, the design and operation of Airships is an exotic and seldom seen art. Flying high above the earth on balloons of heated air, magic, or misunderstood forces, Airships allow those aboard to quite literally leave the earth behind.

It is a very involved process to learn how to build Airships, and collect the appropriate resources, see the Campaign Manager or Plot for more details.

Airships are built at special Shipyards, and dock at special Harbors. These special Structures operate identically to those for water-bound Ships, but cost 2x the amount to build, and require 2x the Upkeep each Turn to operate.

AIRSHIP											Standard Upkeep: (4L, 4R, 1F, *C) Kingdom Ship Upkeep: (2L, 2F)	
	Standard Ratings				Speed (HEX)	Body	Bulwark DEF	Weapon Mounts	Production Cost	Training Time	Type	Notes
	Att	Def	C.M	Cargo								
Air Crew	1	1	1	-	X	-	-	-	-	*	-	Seasoned Crew
Scout Dirigible	1	3	3	2	40	16	+1	2	8M, 10L, 14R, 12C	10 Turns	SCOUT SHIP	Max Stat: 4/4/5/4
War Airliner	3	2	2	2	20	32	+3	3	8M, 14L, 14R, 12C	12 Turns	WAR SHIP	Max Stat: 4/5/4/4
Merchant Zeppelin	1	2	2	4	30	22	+2	1	8M, 14L, 10R, 12C	10 Turns	MERCHANT SHIP	Max Stat: 4/4/4/5

**AIR CREW**

The Air Crew are the deck hands, gunmen, pilots and sailors that provide the manpower to keep an Airship in action. These operate identically to Naval Crew in all matters.

**SCOUT DIRIGIBLE**

A small Airship designed for maneuverability and speed. These vessels are unparalleled forward scouts

**WAR AIRLINER**

A ponderous Airship with bristling weapons. Designed to both withstand and deal out punishment.

**MERCHANT ZEPPELIN**

A slower Airship, built to transport trade goods in the air. They have little defenses and must rely on escorts for safety.

**MILITARY**

**ORGANIZATION**

**MILITARY ORGANIZATION**

Below is a chart explaining the chain of command that the Militaries of the Kingdom of Cerroneth adhere to. It also reflects the general level of respect afforded the different levels of both Nobility and Officers. Nobility is treated as their corresponding Officership by military personnel. This does not mean that a Baron, for example, can take command of any Legion they wish, but rather that he is treated with the same respect as a General from a different Chain of Command.

However, if a Noble wishes to become involved in the Military of their own Barony/Duchy/County, their skill in Command and Strategy is usually welcomed - especially in the case of war or prolonged conflict. In such a case, a noble in command will be addressed by "Lord" followed by their Officership equivalent. This is to indicate that they have achieved their command by means other than normal experience and promotion. A Baron commanding a Legion will be addressed as "Lord General" while a Princess will be addressed as "Lord High General", etc.

<i><b>Army</b></i>	<i><b>Navy</b></i>	<i><b>Insignia</b></i>	<i><b>Nobility</b></i>
High General	High Admiral	4 Dragon	Royalty
Grand Marshal (General)	Grand (Marshal) Admiral	3 Dragon	Duke
Marshal General	Marshal Admiral	2 Dragon	Count
General	Admiral	Dragon	Baron
Colonel	Commodore	Phoenix	Seneschal
Major	Commander	Lion Head	n/a
Captain	Lieutenant	Gold Circle	Court Champion
Lieutenant	Ensign	Silver Circle	Other Court Nobles
Sergeant	Chief	3 knot	n/a
Corporal	Petty Officer	2 knot	n/a
Lancer	Mate	1 knot	n/a
Private	Seaman	none	n/a

The chart on the following page shows the Chain of Command from Platoon Lieutenant all the way up to High General. It also breaks down the number of Troops and Legions that each Rank could be expected to Command.

**Rank and Command**

<p><b>Royal</b>                  Command: High General                  Sergeant: Sergeant Major                  Corporal: 4                  Total troops: 25                  Royal Size: 39335</p>	<p>4 LEGIONS</p>																																																								
<p><b>Ducal</b>                  Command: Grand Marshal                  Sergeant: Sergeant Major                  Corporal: 4                  Total troops: 25                  Duchy Size: 29509</p>	<p>3 LEGIONS</p>																																																								
<p><b>County</b>                  Command: Marshal General                  Sergeant: Sergeant Major                  Corporal: 4                  Total troops: 25                  County Size: 19683</p>	<p>2 LEGIONS</p>																																																								
<p><b>Legion</b>                  Command: General                  Sergeant: Sergeant Major                  Corporal: 4                  Total troops: 25                  Legion Size: 9826</p>	<p>LEGION</p>																																																								
<p><b>Regiment</b>                  Command: Colonel                  Sergeant: Sergeant Major                  Corporal: 4                  Total troops: 25                  Regiment Size: 3265</p>	<p>1ST</p>								<p>2ND</p>								<p>3RD</p>																																								
<p><b>Battalion</b>                  Command: Major                  Sergeant: Master Sergeant                  Corporal: 4                  Total troops: 25                  Battalion Size: 1078</p>	<p>1ST</p>			<p>2ND</p>			<p>3RD</p>			<p>1ST</p>			<p>2ND</p>			<p>3RD</p>			<p>1ST</p>			<p>2ND</p>			<p>3RD</p>																																
<p><b>Company</b>                  Command: Captain                  Sergeant: First Sergeant                  Corporal: 4                  Total troops: 25                  Company size: 349</p>	<p>A</p>	<p>B</p>	<p>C</p>	<p>A</p>	<p>B</p>	<p>C</p>	<p>A</p>	<p>B</p>	<p>C</p>	<p>A</p>	<p>B</p>	<p>C</p>	<p>A</p>	<p>B</p>	<p>C</p>	<p>A</p>	<p>B</p>	<p>C</p>	<p>A</p>	<p>B</p>	<p>C</p>	<p>A</p>	<p>B</p>	<p>C</p>	<p>A</p>	<p>B</p>	<p>C</p>																														
<p><b>Platoon</b>                  Command: Lieutenanat                  Sergeant: 1 Platoon                  Sergeant                  Corporal: 4 Column Leaders                  Total troops: 100                  Platoon size: 106</p>	<p>1</p>	<p>2</p>	<p>3</p>	<p>1</p>	<p>2</p>	<p>3</p>	<p>1</p>	<p>2</p>	<p>3</p>	<p>1</p>	<p>2</p>	<p>3</p>	<p>1</p>	<p>2</p>	<p>3</p>	<p>1</p>	<p>2</p>	<p>3</p>	<p>1</p>	<p>2</p>	<p>3</p>	<p>1</p>	<p>2</p>	<p>3</p>	<p>1</p>	<p>2</p>	<p>3</p>	<p>1</p>	<p>2</p>	<p>3</p>	<p>1</p>	<p>2</p>	<p>3</p>	<p>1</p>	<p>2</p>	<p>3</p>	<p>1</p>	<p>2</p>	<p>3</p>	<p>1</p>	<p>2</p>	<p>3</p>	<p>1</p>	<p>2</p>	<p>3</p>	<p>1</p>	<p>2</p>	<p>3</p>	<p>1</p>	<p>2</p>	<p>3</p>	<p>1</p>	<p>2</p>	<p>3</p>	<p>1</p>	<p>2</p>	<p>3</p>



## Forces and Kingdom Law

**Baronial Forces:** Kingdom Law regulates the amassing of armed forces by its Baronies.

- A Barony is expected to be able to raise a full Legion (364 BarCamp units) in defense of itself or the Kingdom.
- A Barony is to have no more than a full Legion at its disposal.

*Note: One can see that the above 2 Kingdom Laws don't leave a lot of wiggle room. Actual enforcement of the Legion maximum is lax, and the law is meant to protect Baronies and the Kingdom itself from large scale civil war and usurpation.*

**Other Forces:** Kingdom Law regulates more than just the Baronial/County/Duchy Chain of Command. Any armed group falls under the following Laws:

- Any non-noble raising forces may not exceed the roster of 1 Regiment.
- Any Settlement may allocated forces to City Guard duty no more than 1 Company.
- Any Armed Group exceeding 100 (1 Platoon) must be declared to their local Baron or Baroness.
- Any Armed Group exceeding 100 (1 Platoon) must be declared when traveling the King's Roads or entering another Barony.

*\*Please note that the above are In-Play laws, and not restrictions on BarCamp actions.*

# *Training & Equipment*



**TRAINING & LEVELING TROOPS**

Troops can be leveled up at the same building they were created at. However, the level of the building must be equal to, or greater than the level you wish to train the unit to. It takes the same amount of time, and the Advancement Cost is equal to the Production cost of the Unit. Note, upkeep must still be paid for this troop as they are being trained. When a Troop is leveled up, they gain a +1 to whichever Rating you wish. When a Troop reaches level 4, they gain a +1 to two (2) Ratings.

Some skills can be leveled up like a Rating is. You will see some examples later in this chapter.

Spellcasting is a bit different than the above examples. When a Spellcasting Unit (such as a Mage or Healer) levels up, their Caster level gains a +1. However, the Caster level can ALSO be advanced like a Rating does.

*(ie. a Mage Unit gains 1 level, and their Caster level becomes level 2, then they choose to use their Rating increase to level up their Caster level AGAIN to level 3)*

CASTER LEVEL	SPELL LEVEL								
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
LEVEL 1	2	2	2	1	1				
LEVEL 2	2	2	2	2	1	1	1		
LEVEL 3	2	2	2	2	2	2	1	1	
LEVEL 4	2	2	2	2	2	2	2	2	1
LEVEL 5	4	4	4	3	2	2	2	2	2
LEVEL 6	4	4	4	4	3	3	2	2	2
LEVEL 7	4	4	4	4	4	4	3	3	2
LEVEL 8	4	4	4	4	4	4	4	4	3
LEVEL 9	5	5	4	4	4	4	4	4	4

When training Troops from higher lvl buildings, the building can train one of 2 ways:

A lvl 3 Marshall Yard can train 1 lvl 3 infantry unit - or -

A lvl 3 Marshall yard can train 3 lvl 1 infantry units

The cost of creating higher level units is equal to the unit's base cost times the level being trained.

### TRAINING & LEVELING SHIPS/AIRSHIPS

Ships and Airships do not level. Instead, their crew can level up. (*\*See Ships section of Units chapter for more info.\**)

Ships have classes, which reflects the size, weight and water displacement of the ship. The class of a ship is rated between I and IV, and Ships can only be built at Shipyards of the same or higher level.

When building Ships from higher lvl buildings, the building can train one of 2 ways:

A lvl 3 Shipyard can train 1 class III Ship - or -

A lvl 3 Shipyard can train 3 class I Ships

The cost of building higher class Ships can be found in the Ships section of the Units Chapter.

Airships do not have level or Class. The Airship types named in the Airship section of the Units chapter, once built remain the same, and cannot change.

The ship types named in the Ships section of the Units chapter, once built remain the same, and cannot change. A Brig can never become a Frigate.

### Seasoned Crew

The Ship's crew has the **Seasoned Crew** special rule. When the crew of a ship levels up, the player can choose to either increase the Naval Crew's Ratings OR provide a bonus to one of the Ship's Ratings. Just as with a Troop, when the Ship's Crew reaches level 4, they gain a +1 to two (2) Ratings you wish, or the bonus of the Ship's stas. (no stat may exceed the Ship's max stat from this)

Every time a Ship's Crew levels up, they provide a +4 HEX movement speed bonus.

TROOP SKILLS

Unless otherwise noted, Troop Skills are available through the appropriate Military Trade School (\*see *Fortress Structures* chapter for more info).

Military Trade School:	Target Unit	Turns to Complete	Cost	Description	Bonus
Expert Rider	Cavalry	6	2C	The unit is fully trained in all aspects of Combat Riding.	+1 C.M. & may improve ATT beyond the cap.
Favored Enemy (x)	any Troop	6	2C	The unit specializes and learns how to fight a specific opponent more efficiently.	+1 DEF vs <b>opponent (x)</b>
Combat Engineer	any Infantry Troop	6	1R, 1C	The Unit specializes and learns how to operate Siege Equipment.	Unit may operate 2 separate Siege Engines in the same or adjacent HEX. They may similarly carry up to 2 Traps at the same time.
Volley Fire	any Ranged Troop	6	1L, 1C	The Unit specializes and learns how to fire in massed volleys.	Unit gains the option to use <b>Indirect Fire</b>
Siege Magic	any magic Troop	6	1R, 1L, 1C	The Unit specializes and learns how to use magic against Structures.	Unit gains the option to use <b>S type Attack</b>
Navigation (x)	any Troop	6	2C	The Unit specializes and learns how to move and navigate in a specific Region.	Ignore Movement penalties in <b>region (x)</b>
Terrain-training (x)	any Troop	6	1R, 1C	The Unit specializes and learns how to fight more efficiently in a specific Region.	+1 ATT while in <b>region (x)</b>
First Aid	any Troop	2	1R, 1C	The unit learns how to recognize and treat common battlefield injuries.	Unit may use their Combat Action to remove the Wounded status from all members of their own or adjacent Unit.
Alchemist	any Troop	6	2R, 1C		Unit gains the ability to use equipped Alchemy, RNG: 1
Poisoner	any Troop	6	2R, 1C		Unit gains the ability to use equipped Poisons, RNG: 1
Scribe	any Troop	6	2R, 1C		Unit gains the ability to use equipped Battle Scrolls, RNG: 1
Officer	any Officer	6	4C	The Officer NPC advances in Rank (if available)	Gains the <b>ORDERS</b> ability

**Opponent (X)** - Construct, Dragon, Elemental, Elemental (Air/Earth/Fire/Water), Giant, Goblinoid, Lycanthrope, Magical Creature, Ogre Magi, Planar, Planar (Chaos/Death/Law/Life), Shadow, Undead (Lesser), Undead (Greater), Woodland.

**Region (X)** - Mountain, Forest, Plains, Desert, Ocean, Swamp, Jungle

**Indirect Fire** - Unit may ignore all intervening Units/Structures/Obstructions when Targeting. Unit ignores miss chance for Intervening Units.

**S type Attack** - Unit inflicts Body points = ATT for every point they beat their Target's DEF by. (normally will only inflict 1 Body point for every point they beat their Target's DEF by)

**ORDERS** - When a Unit with an attached Officer activates, one additional Unit may activate in the same Round. This may be result in a chain of Units activating all with attached Officers. If a Unit with an attached Officer is chosen to activate this way, it may only use its ORDERS skill if the first Unit has a hiring ranking Officer.

**EQUIPMENT UPGRADES**

<b>Equipment Upgrade</b>	<b>Location</b>	<b>BUILD TIME</b>	<b>Upgrade COST</b>	<b>UPKEEP COST</b>	<b>STAT +</b>
Battle Alchemy	Alchemy Laboratory	2 Turns	* see below	n/a	n/a
Battle Poison	Poison Magazine	2 Turns	* see below	n/a	n/a
Battle Scrolls	Scrivener	2 Turns	* see below	n/a	n/a
Battle Potions	Potion Brewery	2 Turns	* see below	n/a	n/a
Mounted Infantry	Stables	2 Turns	1M, 1R, 1C	+1F	+7 Move
Masterwork Armor	Armorsmith	2 Turns	8M -OR- 2R, 2C	+1M	+1 DEF
Silver Weapons	Armorsmith	2 Turns	8M -OR- 2R, 2C	+1M	+1 ATT

**WEAPONS**

Silver weapons may be produced at an Armorsmith.

Plans for other Special weapon types may be found IP or through HoBC. These are produced at Silver weapon cost or higher and may provide other bonuses.

**ARMOR**

Masterwork Armor may be produced at an Armorsmith.

Plans for other Special armor types may be found In Play or through HoBC. These are produced at Masterwork Armor cost or higher and may provide other bonuses.

**BATTLE ALCHEMY/POISONS/SCROLLS**

Production may be made at associated Structure. Cost of upgrade = (Production Cost of the Recipe x 2C). Once this equipment is used, it is Consumed.

Plans for other Special recipes may be found In Play or through HoBC. These are produced at production cost or higher and may provide other bonuses.

**MOUNTED INFANTRY**

Mounted Infantry consists of a unit of Foot Troops (infantry, archers, Healers, etc.) that ride rather than march from place to place. Once in position, they fight on foot as they normally would. This increases a unit's movement (out of combat) to cavalry speed (20 hexes).

*\*Note: Regency or Command skills may give a Bonus at higher ratings. This bonus may stack with Equipment.*

# *DOMESTIC INDEX*

## DOMESTIC INDEX

What is a Domestic Index?

Domestic Index is the measurement of wellbeing in your lands; how happy and productive the population is. This will be represented by the following Factors: Stability, Economy, Loyalty, and Unrest. Standard DI is measured on a scale of 0 to 10, and resets every month. Points are accrued by tending to the needs of the citizens (in the case of Stability, Economy, and Loyalty) or ignoring them (in the case of Unrest). Points can be spent from any of these Factors to gain bonuses that last the month. Be careful though, as each month one of these Factors is tested randomly, and if failed, will result in a Random Occurrence. So spend your hard earned points wisely.

Factors that Contribute to you Domestic Index (DI) include:

### Primary Factors

- Stability            Is there enforcement of Baronial and Kingdom Law?
- Economy            How profitable are businesses in your Barony?
- Loyalty             How are nobles perceived by your citizens?
- Unrest              How much dissent exists in the citizens?

### STABILITY

Stability is affected by the following factors: Towers, Garrisons, and Garrisoned Troops. For each of these in a Settlement, they will count for 1 point. The total of these divided by the level of the settlement (minimum 0) will be the Stability Rating. [Points / Settlement Level = Rating] Stability Rating can be used to:

- (-1 pt). Cover the upkeep of one Unit.
- (-1 pt). Speed up the production of any 1 Unit or Structure by 1 Turn (minimum 1 Turn)
- (-3 pt). All Units receive a +1 DEF Morale bonus within the area
- (-3 pt). All Units receive a +1 ATT Morale bonus within the area

### ECONOMY

Economy is affected by the following factors: Markets, Harbors, and Trade Routes. For each of these in a Settlement, they will count for 1 point. The total of these divided by the level of the settlement (minimum 0) will be the Economy Rating. [Points / Settlement Level = Rating]. Economy Rating can be used to:

- (-1 pt). Increase the Lumber Production of a Settlement by 10%
- (-1 pt). Increase the Metal Production of a Settlement by 10%
- (-1 pt). Increase the Stone Production of a Settlement by 10%
- (-1 pt). Increase the Food Production of a Settlement by 10%
- (-2 pt). Increase the Coin production of a Settlement by 10%
- (-2 pt). Increase the Refined Material of a Settlement by 10%

**LOYALTY**

Loyalty is affected by the following factors: Settlement Needs. For each Structure in a Settlement, they will count for 1 point. The average of each Settlement need and the total of structures that affect Loyalty (such as monuments) divided by the level of the settlement (minimum 0) will be the Economy Rating.  $[(\text{Points} / 4) / (\text{Settlement Level}) = \text{Rating}]$ . Loyalty Rating can be used to:

- (-1 pt). Cover the upkeep of one Structure.
- (-1 pt). Add +1 to the Settlement's Espionage Defense
- (-2 pt). Add +1 Stability or Economy Point
- (-3 pt). Subtract -1 Unrest Point

**UNREST**

Unrest works the opposite of the rest, and is a negative factor. Unrest is affected by the following factors: Structures that contribute to Vice such as Casinos & Taverns, failed Random Occurrences, acts of Espionage or enemy attacks. Unrest can be ADDED to by the following:

- (+1 pt). Increase the Coin production of a Settlement by 5%
- (+1 pt). Increase the Refined Material of a Settlement by 5%
- (+1 pt). All Units receive a +1 ATT, -1 DEF Morale bonus within the area

BASIC STRUCTURE	PRODUCES	BUILD TIME	BUILD COST	UPKEEP COST
lvl 1 Crypt	*	1 Turn	2S, 2R	1S
lvl 1 Dry Dock	*	1 Turn	2L, 1S	1L
lvl 1 Farm / Fishing Camp	5 Food	1 Turn	1L, 1S, 1M	-
lvl 1 Leyline Observation Tower	Detects Formal Ritual	2 Turns	4L, 4S, 6M, 2R	1L, 1S, 1R
lvl 1 Lighthouse	*	2 Turns	5L, 5S, 1R	1S
lvl 1 Lumber Mill	5 Lumber	1 Turn	1L, 2S, 2M	-
lvl 1 Mine (Basic)	5 Metal Ore	1 Turn	2L, 2S, 1M	-
lvl 1 Mine (Rare)	3 Refined Material	1 Turn	3L, 2S, 3M	1M
lvl 1 Monument	*	2 Turns	5L, 5S, 5M	-
lvl 1 Rookery	*	1 Turn	1L, 1F	1F
lvl 1 Quarry	5 Stone	1 Turn	2L, 1S, 2M	-
lvl 1 Shop	Utilizes Craft skill	1 Turn	3L, 2S <b>-OR-</b> 4C	-
lvl 1 Tower	*	1 Turn	5L, 5S	1L



CITY CENTER	UPGRADE REQUIREMENTS			BUILD COST	CRIT POP.
	Structures	Edu/Med/Mor	TIME		
lvl 1 Town Hall	NA	1	2 turns	5L, 5S, 5M, 5F, 5R	4,000
lvl 2 Town Hall	Walls (any), Market, Refinery	3	4 turns	10L, 10S, 10M, 10F, 10R	15,000
lvl 3 Town Hall	Walls (any), Market (lvl 2), Refinery (lvl2), Garrison	5	6 turns	20L, 20S, 20M, 20F, 20R	55,000
lvl 4 Town Hall	Stone Walls, Market (lvl 3), Refinery (lvl3), Garrison (lvl 2)	7	8 turns	30L, 30S, 30M, 30F, 30R	100,000
lvl 5 Town Hall	Stone Walls, Market (lvl 4), Refinery (lvl 4), Garrison (lvl 3), Grand Library (lvl 1)	9	12 Turns	40L, 40S, 40M, 40F, 40R	150,000
lvl 6 Town Hall	Stone Walls, Palisade, Market (lvl 4), Refiner (lvl 4), Garrison (lvl 4), Grand Library lvl (lvl 4)	11	16 Turns	55L, 50S, 55M, 55F, 55R	200, 000
lvl 7 Town Hall	Stone Walls, Palisade, Market (lvl 4), Refinery (lvl 4), Garrison (lvl 4), Grand Library lvl (lvl 4), Academy (lvl 1), Monument (lvl 4)	13	20 Turns	65L, 60S, 65M, 65F, 65R	300, 000
lvl 8 Town Hall	*(see below)	15	24 Turns	75L, 70S, 75M, 75F, 75R	500,000
lvl 9 Town Hall	*(see below)	17	30 Turns	85L, 85S, 85M, 85F, 85R	700,000
lvl 10 Town Hall	*(see below)	19	36 Turns	100L, 100S, 100M, 100F, 100R	1,000,000

CITY STRUCTURE	PRODUCES	BUILD TIME	BUILD COST	UPKEEP COST
lvl 1 Arena	*	1 Turn	2L, 1S, 2R, 1C	1L, 1R
lvl 1 Brewery	*	1 Turn	4S, 2L, 2R	1L
lvl 1 Casino	5 Coin	2 Turns	4L, 4S, 2M, 4R	2L, 2S, 1R
lvl 1 Focusing Array	Projects Formal Ritual	2 Turns	2L, 2S, 5M, 4R,	2M, 2R
lvl 1 Forge/Refinery	5 Refined Goods	1 Turn	3L, 3S, 3M	1L, 1S, 1M
lvl 1 Garrison	Houses Units	1 Turn	1L, 2S, 1M, 1R, 2F	1S
lvl 1 Grand Library	*	2 Turns	5L, 5S, 2M, 5R, 5F, 2C	1M, 1S, 1R
lvl 1 Harbor	3 Coin	2 Turns	5L, 2S, 4R	1L, 1S, 1M
lvl 1 Market	3 Coin	2 Turns	4S, 4L, 2 R	2R
lvl 1 Mint	25 Gold	4 Turns	4L, 4S, 8M, 8R, 4C	2R, 2C
lvl 1 Sanatorium	Trains Healer Units	2 Turns	5L, 2S, 2M, 2R	1L, 1S, 1M
lvl 1 Shipyard	Builds Ships	2 Turns	5L, 3S, 2M, 4R	1L, 2R
lvl 1 Tavern	Recruits Mercenaries	1 Turn	2L, 2M, 4S, 2R, 3F	1R
lvl 1 Theatre	*	1 Turn	1L, 1S, 2R	1R
lvl 1 Trade School	Trains Companions	1 Turn	2L, 3S, 2M	1L, 1S
lvl 1 Warehouse	*see description	1 Turn	2L, 2S, 2M	1R

<b>City Technology</b>				
Name	Bonus	Time	Requirement	Cost
Irrigation Canals	+1 Bonus Food per Structure	12 Turns	lvl 5 Town Hall, Grand Library	5L, 5S, 5M, 5R, 5C
Furnace Smelter	+1 Bonus Metals per Structure	12 Turns	lvl 5 Town Hall, Grand Library	5L, 5S, 5F, 5R, 5C
Mechanized Sawmill	+1 Bonus Lumber per Structure	12 Turns	lvl 5 Town Hall, Grand Library	5S, 5M, 5F, 5R, 5C
Advanced Quarry	+1 Bonus Stone per Structure	12 Turns	lvl 5 Town Hall, Grand Library	5L, 5M, 5F, 5R, 5C
Industrial Loom	+1 Bonus Refined per Structure	12 Turns	lvl 5 Town Hall, Grand Library	5L, 5S, 5M, 5F, 5C
Cartographer	+1 Bonus Coin per Structure	12 Turns	lvl 5 Town Hall, Grand Library	5L, 5S, 5M, 5F, 5R

FORTRESS KEEP	UPGRADE REQUIREMENTS			BUILD COST	CRIT POP.
	Structures	Edu/Med/Mor	TIME		
lvl 1 Keep	NA	1	2 turns	5L, 5S, 5M, 5F, 5R	2,500
lvl 2 Keep	Wooden Walls, Marshall Yard	3	4 turns	10L, 10S, 10M, 10F, 10R	10,000
lvl 3 Keep	Stone Walls, Marshall Yard (lvl 2), Archery Range, Stables (lvl 2)	5	6 turns	20L, 20S, 20M, 20F, 20R	35,000
lvl 4 Keep	Stone Walls, Marshall Yard (lvl 3), Archery Range (lvl 2), Stables (lvl 2), Engineer Workshop, Armorsmith (lvl 1)	7	8 turns	30L, 30S, 30M, 30F, 30R	75,000
lvl 5 Keep	Marshall Yard (lvl 4), Archery Range (lvl 4), Stables (lvl 4)	9	12 Turns	40L, 40S, 40M, 40F, 40R	125,000
lvl 6 Keep	Palisade, Engineer Workshop (lvl 4), Armorsmith (lvl 4)	11	16 Turns	55L, 50S, 55M, 55F, 55R	175,000
lvl 7 Keep	Moat, Military Tradeskill (Officer), Mage Tower (lvl 4)	13	20 Turns	65L, 60S, 65M, 65F, 65R	250,000
lvl 8 Keep	*(see below)	15	24 Turns	75L, 70S, 75M, 75F, 75R	300,000
lvl 9 Keep	*(see below)	17	30 Turns	85L, 85S, 85M, 85F, 85R	500,000
lvl 10 Keep	*(see below)	19	36 Turns	100L, 100S, 100M, 100F, 100R	750,000

<b>FORTRESS STRUCTURE</b>	<b>PRODUCES</b>	<b>BUILD TIME</b>	<b>BUILD COST</b>	<b>UPKEEP COST</b>
lvl 1 Alchemy Laboratory	Alchemy Vials	2 Turns	2L, 3S, 2M, 3R	1L, 1R
lvl 1 Archery Range	Ranged Units	1 Turn	2L, 2M, 5R	1L, 1R
lvl 1 Armorsmith	Upgrade Defense	2 Turns	2L, 3S, 4M, 3R	1L, 1M
lvl 1 Archive	Runesmiths	<i>RESTRICTED: See BarCamp Manager for Details</i>		
lvl 1 Chapter House	Knights	<i>RESTRICTED: See BarCamp Manager for Details</i>		
lvl 1 Engineer's Workshop	Siege Engines	2 Turns	3L, 3S, 5M, 3R	2M, 2R
lvl 1 Focusing Array	Projects Formal Ritual	2 Turns	2L, 2S, 5M, 4R,	2M, 2R
lvl 1 Harbor	3 Coin	2 Turns	5L, 2S, 4R	1L, 1S, 1M
lvl 1 Mage's Tower	Trains Mage Units	2 Turns	5L, 2S, 2M, 2R	1L, 1S, 1M
lvl 1 Marshall Yard	Infantry Units	1 Turn	3L, 2S, 3M, 2R	1S, 1M
lvl 1 Military Trade School	Specializes Units	1 Turn	2L, 3S, 2M	1L, 1S
lvl 1 Poison Magazine	Poison Vials	2 Turns	2L, 3S, 2M, 3R	1L, 1R
lvl 1 Potion Brewery	Potion Bottles	2 Turns	2L, 2S, 3M, 3R	1L, 1R
lvl 1 Scribe	Battle Scrolls	2 Turns	3L, 2S, 2M, 3R	1L, 1R
lvl 1 Shipyard	Builds Ships	2 Turns	5L, 3S, 2M, 4R	1L, 2R
lvl 1 Stable	Cavalry Units	1 Turn	5L, 2M, 4R	2R
lvl 1 Tavern	Recruits Mercenaries	1 Turn	2L, 2M, 4S, 2R, 3F	1R
lvl 1 Warehouse	*see description	1 Turn	2L, 2S, 2M	1R

<b>Walls</b>	<b>Def Bonus</b>	<b>Build Time (Per City Level)</b>	<b>Requirements</b>	<b>Build Cost (Per City Level)</b>	<b>Upkeep Cost (per City Level)</b>
Wooden Walls	+1	1 Turn	Any Settlement	6L, 3C	2L, 1C
Stone Walls	+3	1 Turn	Any Settlement	6S, 4C	2S, 1C
Reinforced Stone Walls	+5	1 Turn	Fortress or Castle, & Engineer's Workshop	6S, 4M, 4C	2S, 1M, 1C
Palisade	+1	2 Turns	Any Settlement	6L, 2R, 3C	2L, 1C
Moat	n/a	2 Turns	Any Settlement	3L, 6C	1R, 1C

<b>Road</b>	<b>Travel Effect</b>	<b>Trade Effect</b>	<b>Build Time</b>	<b>Build Cost (Per 8 HEX)</b>	<b>Upkeep Cost (per 10 HEX)</b>
Dirt Roads	+1 HEX / turn	+1 Coin per Month	1 turn per 8 HEX	1L, 1C	1C
Wooden Framed Roads	+2 HEX / turn	+2 Coin per Month	1 turn per 8 HEX	2L, 1M, 1C	1L, 1C
Cobblestone Roads	+3 HEX / turn	+3 Coin per Month	1 turn per 8 HEX	1L, 3S, 1C	1L, 1S, 1C

TROOPS

	Standard Ratings				Speed (HEX)	Production Cost	Training Time	Upkeep	Trained at:
	Att	Def	C.M	Rng					
<b>Archers</b>	2	1	2	2	13	1L, 2R, 1C	4 Turns	1F, *C	Archery Range of appropriate Level
<b>Cavalry</b>	2	2	3	0	20	2M, 2R, 2C	6 Turns	2F, *C	Stable of appropriate Level
<b>Commando</b>	1	1	2	0	13	1M, 1R, 1C	4 Turns	1F, *C	Marshall Yard of appropriate Level
<b>Caravan</b>	0	1	1	0	20	2L, 2R, 1C	2 Turns	1L,1F	Player/City
<b>Footmen</b>	2	1	2	0	13	1M, 1R, 1C	4 Turns	1F, *C	Marshall Yard of appropriate Level
<b>Druids</b>	<i>RESTRICTED: See BarCamp Manager for Details</i>								
<b>Gladiator</b>	#	#	#	0	X	2R, 1C	2 Turns	1F, *C	Arena of Appropriate Level
<b>Healer</b>	X	0	2	2	13	2F, 1R, 2C	4 Turns	1F, 1R, *C	Appropriate Lvl Healer's Guild Required
<b>Guardsmen</b>	1	2	2	0	13	1M, 1R, 1C	4 Turns	1F, *C	Marshall Yard of appropriate Level
<b>Irregular Archers</b>	2	1	2	2	13	4C	2	2C*	Tavern of appropriate Level
<b>Irregular Cavalry</b>	2	2	3	0	20	6C	2	2C*	Tavern of appropriate Level
<b>Irregular Infantry</b>	1	1	2	0	13	3C	2	2C*	Tavern of appropriate Level
<b>Knights</b>	<i>RESTRICTED: See BarCamp Manager for Details</i>								
<b>Mages</b>	X	0	2	2	13	2F, 1R, 2C	4 Turns	1F, 1R, *C	Appropriate Lvl Mage Tower Required
<b>Rangers</b>	<i>RESTRICTED: See BarCamp Manager for Details</i>								
<b>Runesmiths</b>	<i>RESTRICTED: See BarCamp Manager for Details</i>								
<b>Slingers</b>	1	1	2	1	13	1L, 1R, 1C	2 Turns	1F, *C	Archery Range of appropriate Level

\* Coin upkeep is multiplied by Unit level

# See detailed description for Ratings

OFFICERS

	Officer Bonus	Speed (HEX)	Production Cost	Training Time	Upkeep	Trained at:
<b>Archers</b>	+1 ATT if target is behind Cover.	13	1L, 2C	6 Turns	1F, 1C	lvl 2 Archery Range
<b>Cavalry</b>	+1 ATT if Unit moves before attacking.	20	2M, 2C	8 Turns	1F, 1C	lvl 2 Stable
<b>Commando</b>	Adds +1 Backstab to Unit	13	1M, 2C	6 Turns	1F, 1C	lvl 2 Marshall Yard
<b>Footmen</b>	Unit ignores Casualty penalties to DEF	13	1M, 2C	6 Turns	1F, 1C	lvl 2 Marshall Yard
<b>Engineer</b>	Adds +1 to Trap and Siege Engine limit	-	1M, 2C	4 Turns	1F, 1C	lvl 2 Engineer's Workshop
<b>Druids</b>	<i>RESTRICTED: See BarCamp Manager for Details</i>					
<b>Gladiator</b>	If victorious in Battle, Settlement receives +1 DI (Moral)	X	1M, 2C	4 Turns	1F, 1C	lvl 2 Arena
<b>Healer</b>	Specialized School*	13	1R, 2C	6 Turns	1F, 1C	lvl 2 Healer's Guild
<b>Guardsmen</b>	May use Equipment while moving.	13	1M, 2C	4 Turns	1F, 1C	lvl 2 Marshall Yard
<b>Irregular</b>	Attached Unit has +1 to its Variance Rolls	13	3C	4 Turns	2C	Lvl 2 Tavern
<b>Knights</b>	<i>RESTRICTED: See BarCamp Manager for Details</i>					
<b>Mages</b>	Specialized School*	13	1R, 2C	4 Turns	1F, 1C	lvl 2 Mage Tower
<b>Rangers</b>	<i>RESTRICTED: See BarCamp Manager for Details</i>					
<b>Runesmiths</b>	<i>RESTRICTED: See BarCamp Manager for Details</i>					
<b>Slingers</b>	Skirmish - Unit may make their ATT at any point of their movement, not just the beginning or end.	13	1M, 2C	4 Turns	1F, 1C	lvl 2 Archery Range
<b>Armorsmith Guild</b>	<i>RESTRICTED: See BarCamp Manager for Details</i>					
<b>Healer Guild</b>	<i>RESTRICTED: See BarCamp Manager for Details</i>					

SIEGE ENGINES

	Standard Ratings				Speed (HEX)	Production Cost	Training Time	Upkeep	Notes
	Att	Def	C.M	Rng					
<b>Cavalry Trap</b>	3	-	Dep	-	-	1L, 1M, 1R	1 Turn	-	Engineer's Workshop (lvl 1)
<b>Infantry Trap</b>	3	-	Dep	-	-	1L, 1M, 1R	1 Turn	-	Engineer's Workshop (lvl 1)
<b>Wall Trap</b>	3	-	Dep	-	-	1L, 1M, 1R	1 Turn	-	
<b>Naval Trap</b>	3 S	-	Dep	-	-	1R, 1C	1 Turn	-	Engineer's Workshop (lvl 1)
<b>Mantlet</b>	-	-	Dep	-	-	1L, 1R, 1C	1 Turn	1L	Engineer's Workshop (lvl 1), Wall (+1 DEF)
<b>Ballista</b>	3	1	1	2	-	1L, 1M, 1R, 1C	2 Turns	1L	Engineer's Workshop (lvl 1)
<b>Catapult</b>	4 S	2	1	2	-	1L, 1S, 1R, 1C	2 Turns	1L	Engineer's Workshop (lvl 1),
<b>Iron Ballista</b>	4	2	1	2	-	1L, 2M, 2R, 1C	2 Turns	1M	Engineer's Workshop (lvl 1)
<b>Mangonel</b>	4 S	2	1	2	-	2L, 1S, 2R, 1C	2 Turns	1R	Engineer's Workshop (lvl 1), Indirect Fire
<b>Gallery</b>	-	3S	1	-	-	2L, 1M, 1C	1 Turn	1L	Engineer's Workshop (lvl 2), 16 BODY
<b>Naval Ram</b>	* S	-	-	-	-	2L, 2M, 1C	2 Turns	1M	Engineer's Workshop (lvl 2)
<b>Sambuca</b>	-	2	-	-	-	2L, 1R, 2R, 1C	2 Turns	1L	Engineer's Workshop (lvl 2)
<b>Trebuchet</b>	5 S	2	1	3	-	<i>RESTRICTED: See BarCamp Manager for Details</i>			
<b>Springal</b>	4	2	1	3	-	<i>RESTRICTED: See BarCamp Manager for Details</i>			
<b>Battering Ram</b>	4 S	3 S	1	-	-	3L, 1M, 2R, 1C	2 Turns	1L	Engineer's Workshop (lvl 3), 16 BODY
<b>Siege Tower</b>	-	4 S	1	-	-	4L, 2R, 1C	2 Turns	1L, 1M	Engineer's Workshop (lvl 3), 22 BODY



SHIPS

	Standard Ratings				Speed (HEX)	Body	Bulwark	Weapon Mounts	Production Cost	Training Time	Type	Notes
	Att	Def	C.M	Cargo								
Naval Crew	1	1	1	-	X	-	-	-	-	*	-	Seasoned Crew
<b>CLASS I</b>												Standard Upkeep: (1L, 1F, *C) Kingdom Ship Upkeep: (1F)
Schooner	1	2	2	1	40	16	-	1	1M, 2L, 2R, 1C	2 Turns	SCOUT	Max Stat: 4/4/7/4
Brig	2	2	1	1	20	22	+1	2	1M, 2L, 3R, 1C	3 Turns	WAR	Max Stat: 4/7/4/4
Galeas	1	1	2	2	30	16	-	0	1M, 2L, 2R, 1C	2 Turns	MERCHANT	Max Stat: 4/4/4/7
<b>CLASS II</b>												Standard Upkeep: (2L, 2F, *C) Kingdom Ship Upkeep (2F)
Corvette	1	2	3	2	40	22	+1	2	1M, 3L, 3R, 2C	3 Turns	SCOUT	Max Stat: 4/6/7/4
Frigate	3	2	2	1	20	32	+2	3	1M, 3L, 4R, 2C	4 Turns	WAR	Max Stat: 7/7/4/4
Flute	1	2	2	3	30	22	+1	1	1M, 3L, 3R, 2C	3 Turns	MERCHANT	Max Stat 4/4/6/7
<b>CLASS III</b>												Standard Upkeep: (3L, 3F, *C) Kingdom Ship Upkeep: (3F)
Polacca	3	2	4	2	40	32	+2	3	2M, 5L, 5R, 3C	4 Turns	SCOUT	Max Stat: 4/6/7/4
Man o War	4	3	2	2	20	44	+3	4	2M, 5L, 6R, 3C	5 Turns	WAR	Max Stat: 7/7/5/5
Galleon	2	2	3	4	30	32	+2	2	2M, 5L, 5R, 3C	4 Turns	MERCHANT	Max Stat: 4/5/6/7
<b>CLASS IV</b>												Standard Upkeep: (4L, 4F, *C) Kingdom Ship Upkeep: (4F)
Xebec	3	3	4	2	40	44	+3	4	2M, 6L, 5R, 4C	5 Turns	SCOUT	Max Stat: 5/6/7/4
Ship of the Line	4	4	2	2	20	54	+4	5	2M, 6L, 6R, 4C	6 Turns	WAR	Max Stat: 7/7/4/5
Iselman	2	3	3	4	30	44	+3	3	2M, 5L, 5R, 4C	5 Turns	MERCHANT	Max Stat: 5/5/6/7

AIRSHIPS

<b>AIRSHIP</b>													Standard Upkeep: (4L, 4F, *C) Kingdom Ship Upkeep: (2L, 2F)
	Standard Ratings				Speed (HEX)	Body	Bulwark DEF	Weapon Mounts	Production Cost	Training Time	Type	Notes	
	Att	Def	C.M	Cargo									
Air Crew	1	1	1	-	X	-	-	-	-	*	-	Seasoned Crew	
Scout Dirigible	1	3	3	2	40	16	+1	2	8M, 10L, 14R, 12C	10 Turns	SCOUT SHIP	Max Stat: 4/4/5/4	
War Airliner	3	2	2	2	20	32	+3	3	8M, 14L, 14R, 12C	12 Turns	WAR SHIP	Max Stat: 4/5/4/4	
Merchant Zeppelin	1	2	2	4	30	22	+2	1	8M, 14L, 10R, 12C	10 Turns	MERCHANT SHIP	Max Stat: 4/4/4/5	

TROOP SKILLS

Unless otherwise noted, Troop Skills are available through the appropriate Military Trade School (\*see *Fortress Structures* chapter for more info).

Military Trade School:	Target Unit	Turns to Complete	Cost	Description	Bonus
Expert Rider	Cavalry	6	2C	The unit is fully trained in all aspects of Combat Riding.	+1 C.M. & may improve ATT beyond the cap.
Favored Enemy (x)	any Troop	6	2C	The unit specializes and learns how to fight a specific opponent more efficiently.	+1 DEF vs <b>opponent (x)</b>
Combat Engineer	any Infantry Troop	6	1R, 1C	The Unit specializes and learns how to operate Siege Equipment.	Unit may operate 2 separate Siege Engines in the same or adjacent HEX. They may similarly carry up to 2 Traps at the same time.
Volley Fire	any Ranged Troop	6	1L, 1C	The Unit specializes and learns how to fire in massed volleys.	Unit gains the option to use <b>Indirect Fire</b>
Siege Magic	any magic Troop	6	1R, 1L, 1C	The Unit specializes and learns how to use magic against Structures.	Unit gains the option to use <b>S type Attack</b>
Navigation (x)	any Troop	6	2C	The Unit specializes and learns how to move and navigate in a specific Region.	Ignore Movement penalties in <b>region (x)</b>
Terrain-training (x)	any Troop	6	1R, 1C	The Unit specializes and learns how to fight more efficiently in a specific Region.	+1 ATT while in <b>region (x)</b>
First Aid	any Troop	2	1R, 1C	The Unit learns how to recognize and treat common battlefield injuries.	Unit may use their Combat Action to remove the Wounded status from all members of their own or adjacent Unit.
Alchemist	any Troop	6	2R, 1C	The Unit learns how to use Alchemy.	Unit gains the ability to use equipped Alchemy, RNG: 1
Poisoner	any Troop	6	2R, 1C	The Unit learns how to use Poisons.	Unit gains the ability to use equipped Poisons, RNG: 1
Scribe	any Troop	6	2R, 1C	The Unit learns how to use Scrolls.	Unit gains the ability to use equipped Battle Scrolls, RNG: 1
Officer	any Officer	6	4C	The Officer NPC advances in Rank (if available)	Gains the <b>ORDERS</b> ability

**EQUIPMENT UPGRADES**

<b>Equipment Upgrade</b>	<b>Location</b>	<b>BUILD TIME</b>	<b>Upgrade COST</b>	<b>UPKEEP COST</b>	<b>STAT +</b>
Battle Alchemy	Alchemy Laboratory	2 Turns	* see below	n/a	n/a
Battle Poison	Poison Magazine	2 Turns	* see below	n/a	n/a
Battle Scrolls	Scrivener	2 Turns	* see below	n/a	n/a
Battle Potions	Potion Brewery	2 Turns	* see below	n/a	n/a
Mounted Infantry	Stables	2 Turns	1M, 1R, 1C	+1F	+7 Move
Masterwork Armor	Armorsmith	2 Turns	8M -OR- 2R, 2C	+1M	+1 DEF
Silver Weapons	Armorsmith	2 Turns	8M -OR- 2R, 2C	+1M	+1 ATT

## COMBAT FLOW CHART

### I. AMBUSH ROUND

- A. Select a Unit.
  1. VARIANCE ROLL (*see below*)
  2. COMBAT MOVE (*see below*)
- B. AND/OR
  1. COMBAT ACTION (*see below*)
  2. Repeat until there are no units left.
- C. Advance all Casualties. (*see below*)
- D. Any Units suffering Casualties receive a -1 to their next Variance Roll.

### II. TURN ORDER

- A. PLAYER'S ROUND
  1. Select a Unit.
    - a. Reset Unit's fatigue to 0.
    - b. VARIANCE ROLL
      1. IF <2: Check for "Standoff"
        - a. IF "yes": proceed directly to Combat Action to continue Standoff.
        - b. IF "no": Unit does not activate this Round.
      2. IF >2: Unit may activate normally.
    - c. Check for "Pinned" status.
      1. IF "yes": Roll d10
        - a. IF <2:
          - i. Unit does not activate this Round.
          - ii. Remove "Pinned" status.
        - b. IF >2:
          - i. Unit may activate normally.
          - ii. Remove "Pinned" status.
      2. IF "no": Proceed to next step.
    - d. COMBAT MOVE
      1. Unit may move UP TO its C.M. in hexes.
      2. Unit may move UP TO its 2x C.M. in hexes, but forfeits any Combat Action this Round.
  2. AND/OR
    - a. COMBAT ACTION
      1. Check Range
        - a. IF ranged:
          - i. Check for intervening occupied HEX's
            - a. IF <1: advance to next step.
            - b. IF >1: unit must roll for missed shot.
          - ii. Roll for (if applicable) missed shot. (50% chance)
            - a. IF <50: End Combat Action.
            - b. IF >50: Proceed to next step.
        - b. IF melee: advance to next step.
      2. Check for Target type:
        - a. Is Defender's Def type (S)?
          - i. IF "yes": check for Attacker's ATT type (S).
            - a. If "no": Attacker must roll for ineffective attack.
            - b. If "yes": advance to next step.

- ii. IF "no": advance to next step.
- b. Roll for (if applicable) ineffective attack. (50% chance)
  - i. IF <50: End Combat Action.
  - ii. IF >50: Proceed to next step.
- 3. Check for Attack type:
  - a. Is Attacker's ATT type (S)?
    - i. IF "yes": check for Defender's DEF type (S).
      - a. If "no": Attacker must roll for ineffective attack.
      - b. If "yes": advance to next step.
    - ii. IF "no": advance to next step.
  - b. Roll for (if applicable) ineffective shot. (50% chance)
    - i. IF <50: End Combat Action.
    - ii. IF >50: Proceed to next step.
- 4. Compare Attacker's (ATT) to Defender's (DEF)
  - a. IF Attacker wins:
    - i. Defender suffers INJ% wounded for each point of difference.
    - ii. Advance Defender's fatigue by 1.
  - b. IF there is a tie:
    - i. vs melee:
      - a. Declare Standoff
      - b. Both Attacker and Defender suffer INJ% wounded.
      - c. Advance Defender's fatigue by 1.
    - ii. vs ranged:
      - a. Defender is Pinned.
    - iii. Advance Defender's fatigue by 1.
  - c. IF Defender wins:
    - i. No casualties are suffered
    - ii. Advance Defender's fatigue by 1.

**B. ROUND PASSES TO NEXT PLAYER**

- 1. PROCEED EXACTLY AS ABOVE

**C. Repeat until there are no units left to activate.**

- 1. Advance all Casualties.
  - a. Dead becomes Lost
  - b. Slain becomes Dead
  - c. Incapacitated becomes Slain
  - d. Wounded become Incapacitated.

**Wounded**----->

healing spell (or other similar effect)

**Incapacitated**----->

**Slain**----->

**Dead**----->

**Lost!**

**Status Effect** ----->

reversing spell (or other similar effect)

healing spell (or other similar effect)

Cure/Heal Critical Wounds spell (or other similar effect)

Life/Revive spell (or other similar effect) Remove them from the battle, and turn their card into HoBC.

**Welcome to the Cerroneth Baronial Campaign.**

This update is a Quality of Life update that will hopefully improve the performance of some underperforming BarCamp options and provide new options for Characters in the game. This also covers some rules calls that have been made over the last year. This document will be treated like an **Addendum** until such a time as we can incorporate all these changes into a new version of the game.

As always, in this newest edition, we have endeavored to make the complicated system of BarCamp into something more streamlined. You will find some changes listed that explain mechanical changes, and how things interact with one another. This does NOT invalidate older BarCamp turns, Units, or Structures - everything translates rather easily.

Like I always say, there are so many Actions that a Player can perform in BarCamp that it is impossible to list them all here. If you have an idea or specific Action you want to enact, please contact the HoBC to discuss it!!

I hope you all enjoy!

**Ryan S. Campbell**  
**HoBC 2020**

## 2021 update: BARCAMP USER'S HANDBOOK v1.51

List of changes to implemented in BarCamp User's Handbook v1.51:

### - TURNS

UNIVERSAL BarCamp ACTIONS			
Action	Location	TURNS	COST
Instant cast from Phantom Message	Celestial Guild	0	4R
Basic Resource Exchange (L,S,M,F)	Velyadin Harbor	1	3:2 (Max 15:10)
Advanced Resource Exchange	Velyadin Market	1	10(L,S,M,F) : 1C (Max 50:5) 3(L,S,M,F) : 1R (Max 15:5) 3R : 1C (Max 15:5)
BarCamp - > in game Gold Exchange	Velyadin Mint	1	3C : 25g (max 50 gold)
Lore Tutor Cerroneth, Carpathian, Elemental, Woodland, Elf, Dwarf, Orc, Ogre, Hobling	Velyadin School	1	1C
Craftskill Tutor	Velyadin Tradeschool	1	1C
Any Weapon Skill (not Masteries)	Velyadin Armory	1	1C

### - SKILLS

- **Craftskill (Carpenter):** Once per turn, when a Hero builds a Structure they may reduce the Resources required by -1L (to a minimum of 1L).
- **Craftskill (Mason):** Once per turn, when a Hero builds a Structure they may reduce the Resources required by -SL (to a minimum of 1S).
- **Armorsmith lvl 10 (or higher):** This Hero may spend turns upgrading a Unit exactly as a Armorsmith Structure

### - STRUCTURES

- Garrison is now both a City Structure and a Fortress Structure.
- Lowered prerequisites for Settlement Technologies.
- Lowered Turns required for Settlement Technologies
- Expanded Settlement Technology usage.
- Settlement Taxes set at 1C per 1000 Population
- Settlement Food Cost set at 1F per 1000 Population
- New City Resource Bonus: +1 Resource for every 100 Population working at a Resource Structure inside of a city.

## 2021 update: BARCAMP USER'S HANDBOOK v1.51

### - UNITS

- Reduced all Officer Upkeep Costs
- Updated Costs, Upkeep and Time to Train Ranger and Knight Units (*Those Packets have been updated*)
- Updated Cost, and Upkeep to Train Knight Officers, Ranger Officers, and Guild Representatives (*Those Packets have been updated*)
- Updated Commando Units to improve their performance.

### **COMMANDO**

- **Sneak Attack** - When attacking a target that is already engaged, or unaware, this Unit gains a **+2 ATT** bonus. This special rule can be leveled up exactly like a Rating, adding +1 for each following level.
- ### - TRAINING & EQUIPMENT
- Refined come costs for M. Tradeskills.
  - Added Healing Arts



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<b>BASIC STRUCTURE</b>	<b>PRODUCES</b>	<b>BUILD TIME</b>	<b>BUILD COST</b>	<b>UPKEEP COST</b>
lvl 1 Crypt	*	1 Turn	2S, 2R	1S
lvl 1 Dry Dock	*	1 Turn	2L, 1S	1L
lvl 1 Farm / Fishing Camp	5 Food	1 Turn	1L, 1S, 1M	-
lvl 1 Leyline Observation Tower	Detects Formal Ritual	2 Turns	4L, 4S, 6M, 2R	1L, 1S, 1R
lvl 1 Lighthouse	*	2 Turns	5L, 5S, 1R	1S
lvl 1 Lumber Mill	5 Lumber	1 Turn	1L, 2S, 2M	-
lvl 1 Mine (Basic)	5 Metal Ore	1 Turn	2L, 2S, 1M	-
lvl 1 Mine (Rare)	3 Refined Material	1 Turn	3L, 2S, 3M	1L, 1M
lvl 1 Monument	*	2 Turns	5L, 5S, 5M	-
lvl 1 Rookery	*	1 Turn	1L, 1F	1F
lvl 1 Quarry	5 Stone	1 Turn	2L, 1S, 2M	-
lvl 1 Shop	Utilizes Craft skill	1 Turn	3L, 2S <b>-OR-</b> 4C	-
lvl 1 Tower	*	1 Turn	5L, 5S	1L

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CITY CENTER	UPGRADE REQUIREMENTS			BUILD COST	CRIT POP.
	Structures	Edu/Med/Mor	TIME		
lvl 1 Town Hall	NA	1	2 turns	5L, 5S, 5M, 5F, 5R	4,000
lvl 2 Town Hall	Walls (any), Market, Refinery	3	4 turns	10L, 10S, 10M, 10F, 10R	15,000
lvl 3 Town Hall	Walls (any), Market (lvl 2), Refinery (lvl2), Garrison	5	6 turns	20L, 20S, 20M, 20F, 20R	55,000
lvl 4 Town Hall	Stone Walls, Market (lvl 3), Refinery (lvl3), Garrison (lvl 2)	7	8 turns	30L, 30S, 30M, 30F, 30R	100,000
lvl 5 Town Hall	Stone Walls, Market (lvl 4), Refinery (lvl 4), Garrison (lvl 3), Grand Library (lvl 1)	9	12 Turns	40L, 40S, 40M, 40F, 40R	150,000
lvl 6 Town Hall	Stone Walls, Palisade, Market (lvl 4), Refiner (lvl 4), Garrison (lvl 4), Grand Library lvl (lvl 4)	11	16 Turns	55L, 50S, 55M, 55F, 55R	200, 000
lvl 7 Town Hall	Stone Walls, Palisade, Market (lvl 4), Refinery (lvl 4), Garrison (lvl 4), Grand Library lvl (lvl 4), Academy (lvl 1), Monument (lvl 4)	13	20 Turns	65L, 60S, 65M, 65F, 65R	300, 000
lvl 8 Town Hall	*(see below)	15	24 Turns	75L, 70S, 75M, 75F, 75R	500,000
lvl 9 Town Hall	*(see below)	17	30 Turns	85L, 85S, 85M, 85F, 85R	700,000
lvl 10 Town Hall	*(see below)	19	36 Turns	100L, 100S, 100M, 100F, 100R	1,000,000

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CITY STRUCTURE	PRODUCES	BUILD TIME	BUILD COST	UPKEEP COST
lvl 1 Arena	*	1 Turn	2L, 1S, 2R, 1C	1L, 1R
lvl 1 Brewery	*	1 Turn	4S, 2L, 2R	1L
lvl 1 Casino	5 Coin	2 Turns	4L, 4S, 2M, 4R	2L, 2S, 1R
lvl 1 Focusing Array	Projects Formal Ritual	2 Turns	2L, 2S, 5M, 4R,	2M, 2R
lvl 1 Forge/Refinery	5 Refined Goods	1 Turn	3L, 3S, 3M	1L, 1S, 1M
lvl 1 Garrison	Houses Units	1 Turn	1L, 2S, 1M, 1R, 2F	1S
lvl 1 Grand Library	*	2 Turns	5L, 5S, 2M, 5R, 5F, 2C	1M, 1S, 1R
lvl 1 Harbor	3 Coin	2 Turns	5L, 2S, 4R	1L, 1S, 1M
lvl 1 Market	3 Coin	2 Turns	4S, 4L, 2 R	2R
lvl 1 Mint	25 Gold	4 Turns	4L, 4S, 8M, 8R, 4C	2R, 2C
lvl 1 Sanatorium	Trains Healer Units	2 Turns	5L, 2S, 2M, 2R	1L, 1S, 1M
lvl 1 Shipyard	Builds Ships	2 Turns	5L, 3S, 2M, 4R	1L, 2R
lvl 1 Tavern	Recruits Mercenaries	1 Turn	2L, 2M, 4S, 2R, 3F	1R
lvl 1 Theatre	*	1 Turn	1L, 1S, 2R	1R
lvl 1 Trade School	Trains Companions	1 Turn	2L, 3S, 2M	1L, 1S
lvl 1 Warehouse	*see description	1 Turn	2L, 2S, 2M	1R

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FORTRESS KEEP	UPGRADE REQUIREMENTS			BUILD COST	CRIT POP.
	Structures	Edu/Med/Mor	TIME		
lvl 1 Keep	NA	1	2 turns	5L, 5S, 5M, 5F, 5R	2,500
lvl 2 Keep	Wooden Walls, Marshall Yard	3	4 turns	10L, 10S, 10M, 10F, 10R	10,000
lvl 3 Keep	Stone Walls, Marshall Yard (lvl 2), Archery Range, Stables (lvl 2)	5	6 turns	20L, 20S, 20M, 20F, 20R	35,000
lvl 4 Keep	Stone Walls, Marshall Yard (lvl 3), Archery Range (lvl 2), Stables (lvl 2), Engineer Workshop, Armorsmith (lvl 1)	7	8 turns	30L, 30S, 30M, 30F, 30R	75,000
lvl 5 Keep	Marshall Yard (lvl 4), Archery Range (lvl 4), Stables (lvl 4)	9	12 Turns	40L, 40S, 40M, 40F, 40R	125,000
lvl 6 Keep	Palisade, Engineer Workshop (lvl 4), Armorsmith (lvl 4)	11	16 Turns	55L, 50S, 55M, 55F, 55R	175,000
lvl 7 Keep	Moat, Military Tradeskill (Officer), Mage Tower (lvl 4)	13	20 Turns	65L, 60S, 65M, 65F, 65R	250,000
lvl 8 Keep	*(see below)	15	24 Turns	75L, 70S, 75M, 75F, 75R	300,000
lvl 9 Keep	*(see below)	17	30 Turns	85L, 85S, 85M, 85F, 85R	500,000
lvl 10 Keep	*(see below)	19	36 Turns	100L, 100S, 100M, 100F, 100R	750,000

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<b>FORTRESS STRUCTURE</b>	<b>PRODUCES</b>	<b>BUILD TIME</b>	<b>BUILD COST</b>	<b>UPKEEP COST</b>
lvl 1 Alchemy Laboratory	Alchemy Vials	2 Turns	2L, 3S, 2M, 3R	1L, 1R
lvl 1 Archery Range	Ranged Units	1 Turn	2L, 2M, 5R	1L, 1R
lvl 1 Armorsmith	Upgrade Defense	2 Turns	2L, 3S, 4M, 3R	1L, 1M
lvl 1 Archive	Runesmiths	<i>RESTRICTED: See BarCamp Manager for Details</i>		
lvl 1 Chapter House	Knights	<i>RESTRICTED: See BarCamp Manager for Details</i>		
lvl 1 Engineer's Workshop	Siege Engines	2 Turns	3L, 3S, 5M, 3R	2M, 2R
lvl 1 Focusing Array	Projects Formal Ritual	2 Turns	2L, 2S, 5M, 4R,	2M, 2R
lvl 1 Harbor	3 Coin	2 Turns	5L, 2S, 4R	1L, 1S, 1M
lvl 1 Mage's Tower	Trains Mage Units	2 Turns	5L, 2S, 2M, 2R	1L, 1S, 1M
lvl 1 Marshall Yard	Infantry Units	1 Turn	3L, 2S, 3M, 2R	1S, 1M
lvl 1 Military Trade School	Specializes Units	1 Turn	2L, 3S, 2M	1L, 1S
lvl 1 Poison Magazine	Poison Vials	2 Turns	2L, 3S, 2M, 3R	1L, 1R
lvl 1 Potion Brewery	Potion Bottles	2 Turns	2L, 2S, 3M, 3R	1L, 1R
lvl 1 Scribe	Battle Scrolls	2 Turns	3L, 2S, 2M, 3R	1L, 1R
lvl 1 Shipyard	Builds Ships	2 Turns	5L, 3S, 2M, 4R	1L, 2R
lvl 1 Stable	Cavalry Units	1 Turn	5L, 2M, 4R	1M, 1R
lvl 1 Tavern	Recruits Mercenaries	1 Turn	2L, 2M, 4S, 2R, 3F	1R
lvl 1 Warehouse	*see description	1 Turn	2L, 2S, 2M	1R

<b>Settlement Defenses</b>					
<b>Walls</b>	<b>Def Bonus</b>	<b>Build Time (Per City Level)</b>	<b>Requirements</b>	<b>Build Cost (Per City Level)</b>	<b>Upkeep Cost (per City Level)</b>
Wooden Walls	+1	1 Turn	Any Settlement	6L, 3C	2L, 1C
Stone Walls	+3	1 Turn	Any Settlement	6S, 4C	2S, 1C
Reinforced Stone Walls	+5	1 Turn	Fortress or Castle, & Engineer's Workshop	6S, 4M, 4C	2S, 1M, 1C
Palisade	+0	2 Turns	Structures	6L, 3R	2L, 1R
Reinforced Palisade	+1	2 Turns	Palisade	6L, 3C	2L, 1C
Moat	n/a	2 Turns	Any Settlement	3L, 6C	1R, 1C

<b>Settlement Technology</b>			
<b>Level</b>	<b>Time</b>	<b>Requirement</b>	<b>Cost</b>
1	6 Turns	lvl 1 Settlement	5L, 5S, 5M, 5R, 5C
2	6 Turns	lvl 2 Settlement	6L, 6S, 6M, 6R, 6C
3	8 Turns	lvl 3 Settlement	7L, 7S, 7M, 7R, 7C
4	8 Turns	lvl 4 Settlement	8L, 8S, 8M, 8R, 8C
5	12 Turns	lvl 5 Settlement	9L, 9S, 9M, 9R, 9C

\*\* A Grand Library of the same level as the Technology being researched reduces the Time by -2 Turns. \*\*

- Irrigation Canals: +1 Bonus Food per Structure
- Furnace Smelter: +1 Bonus Metals per Structure
- Mechanized Sawmill: +1 Bonus Lumber per Structure
- Advanced Quarry: +1 Bonus Stone per Structure
- Industrial Loom: +1 Bonus Refined per Structure
- Cartographer: +1 Bonus Coin per Structure
- Specialized Units: Allows specialized Units to be trained in Settlement Structures (other requirements may be present)
- Advanced Units: Allows Units trained in Settlement Structures to begin with bonuses (other requirements may be present)
- Domestic Technology: Allows the Settlement to behave in a specific way, or gain a bonus (other requirements may be present)

Officer Unit Upgrades						
	Officer Bonus	Speed (HEX)	Production Cost	Training Time	Upkeep	Trained at:
<b>Archers</b>	+1 ATT if target is behind Cover.	13	1L, 2C	6 Turns	1C	lvl 2 Archery Range
<b>Cavalry</b>	+1 ATT if Unit moves before attacking.	20	2M, 2C	8 Turns	1C	lvl 2 Stable
<b>Commando</b>	Adds +1 Backstab to Unit	13	1M, 2C	6 Turns	1C	lvl 2 Marshall Yard
<b>Footmen</b>	Unit ignores Casualty penalties to DEF	13	1M, 2C	6 Turns	1C	lvl 2 Marshall Yard
<b>Engineer</b>	Adds +1 to Trap and Siege Engine limit	-	1M, 2C	4 Turns	1C	lvl 2 Engineer's Workshop
<b>Druids</b>	<i>RESTRICTED: See BarCamp Manager for Details</i>					
<b>Gladiator</b>	If victorious in Battle, Settlement receives +1 DI (Moral)	X	1M, 2C	4 Turns	1C	lvl 2 Arena
<b>Healer</b>	Specialized School*	13	1R, 2C	6 Turns	1C	lvl 2 Healer's Guild
<b>Guardsmen</b>	May use Equipment while moving.	13	1M, 2C	4 Turns	1C	lvl 2 Marshall Yard
<b>Irregular</b>	Attached Unit has +1 to its Variance Rolls	13	3C	4 Turns	1C	Lvl 2 Tavern
<b>Knights</b>	<i>RESTRICTED: See BarCamp Manager for Details</i>					
<b>Mages</b>	Specialized School*	13	1R, 2C	4 Turns	1C	lvl 2 Mage Tower
<b>Rangers</b>	<i>RESTRICTED: See BarCamp Manager for Details</i>					
<b>Runesmiths</b>	<i>RESTRICTED: See BarCamp Manager for Details</i>					
<b>Slingers</b>	Skirmish - Unit may make their ATT at any point of their movement, not just the beginning or end.	13	1M, 2C	4 Turns	1C	lvl 2 Archery Range
<b>Armorsmith Guild</b>	<i>RESTRICTED: See BarCamp Manager for Details</i>					
<b>Healer Guild</b>	<i>RESTRICTED: See BarCamp Manager for Details</i>					



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<b>Unit Skills</b>					
<b>Military Trade School:</b>	<b>Target Unit</b>	<b>Turns to Complete</b>	<b>Cost</b>	<b>Description</b>	<b>Bonus</b>
Expert Rider	Cavalry	6	2C	The unit is fully trained in all aspects of Combat Riding.	+1 C.M. & may improve ATT beyond the cap.
Favored Enemy (x)	any Troop	6	2C	The unit specializes and learns how to fight a specific opponent more efficiently.	+1 DEF vs <b>opponent (x)</b>
Combat Engineer	any Infantry Troop	6	1R, 1C	The Unit specializes and learns how to operate Siege Equipment.	Unit may operate 2 separate Siege Engines in the same or adjacent HEX. They may similarly carry up to 2 Traps at the same time.
Volley Fire	any Ranged Troop	6	1L, 1C	The Unit specializes and learns how to fire in massed volleys.	Unit gains the option to use <b>Indirect Fire</b>
Siege Magic	any magic Troop	6	1R, 1L, 1C	The Unit specializes and learns how to use magic against Structures.	Unit gains the option to use <b>S type Attack</b>
Navigation (x)	any Troop	6	2C	The Unit specializes and learns how to move and navigate in a specific Region.	Ignore Movement penalties in <b>region (x)</b>
Terrain-training (x)	any Troop	6	1R, 1C	The Unit specializes and learns how to fight more efficiently in a specific Region.	+1 ATT while in <b>region (x)</b>
First Aid	any Troop	2	1C	The unit learns how to recognize and treat common battlefield injuries.	Unit may use their Combat Action to remove the Wounded status from all members of their own or adjacent Unit.
Healing Arts	any Troop	2	1C	*requires First Aid* This Unit now grants a bonus to DI, exactly as a Healer Unit.	Unit may use their Combat Action to remove the Incapacitated status from all members of their own or adjacent Unit
Alchemist	any Troop	6	2R, 1C		Unit gains the ability to use equipped Alchemy, RNG: 1
Poisoner	any Troop	6	2R, 1C		Unit gains the ability to use equipped Poisons, RNG: 1
Scribe	any Troop	6	2R, 1C		Unit gains the ability to use equipped Battle Scrolls, RNG: 1
Officer	any Officer	6	4C	The Officer NPC advances in Rank (if available)	Gains the <b>ORDERS</b> ability