



# TERRITORY & MILITARY ACTION “MAPPING SIMULATION”

*This document explores Territory & Military Action in more detail.*

## Version 1

### GENERAL:

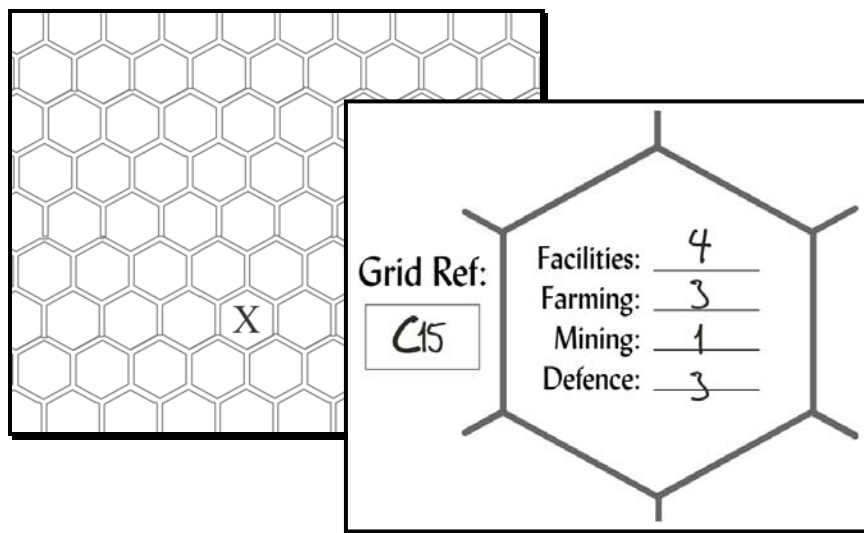
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# ☐ GENERAL INFORMATION

## 1.1 WHAT IS A TERRITORY?

An area of land of approximately 5km x 5km, that players can explore, invade and develop during Downtime. Each Territory is part of a larger mapping system that players can manipulate in a number of interesting ways.

A Territory has values for; the number of available Facilities, Farming output, Mining output and Defensive value. Each value ranges from 1 to 5, with 5 being the best.



## 1.2 WHERE IS MY TERRITORY?

To gain access to a Territory a character with the Reconnaissance Skill must provide a map as pictured above on the right. Each map has a grid reference used to locate the Territory on the larger map.

If you wish to produce a chart coordinating the Territories you have obtained maps to you can do so yourself.

Note that some maps provide different levels of detail depending on the Recon skill level of the character creating them. Detailed maps can also be obtained for Territories you control.

### 1.3 RECON SKILL & MAPS

A character with the 'Reconnaissance Skill' has a broad range of abilities concerning surveillance and information gathering at distant, often enemy held locations. They are adept at camouflage and can remain hidden for long periods. They have a solid grounding in cartography, military strategy and espionage.

A character with the Recon Skill can create maps of Territories, with varying levels of detail depending on their skill level. A basic geographical map is required for any activity on a Territory, some Military Actions will require a more detailed map.

For each Recon Skill level, the character receives one action - to make a basic geographical map of a territory will take one action. Further actions can be used to gain additional info on a particular Territory. If you have never visited a Territory before, first you need to map it. Once you have mapped the Territory, you will be able to spy on it; the more actions you use for spying, the more detailed the spying information will be.

- The first spying action will tell you if the Territory is occupied, and by which faction.
- Using a second action will tell you the number of operational Facilities in the Territory.
- A third action will tell you the troop numbers located in a Territory.
- The final spying action provides the most detail, including exactly who controls that Territory.

The other use for the Recon Skill is for Military Actions. Any military unit that wishes to attack a territory will need a map and a character with Reconnaissance to take them there.

### 1.4 TERRITORY CONTROL

The focus of Territory and Downtime is for players to develop Facilities and gather resources. Each Territory has a maximum number of Facility slots equal to its Facility value. Some of these might be already in use by another player group or NPC faction, some might be abandoned buildings available for immediate use, or require a 'Labour Project' to build or upgrade them.

Developing Facilities, resource gathering and building or upgrading Facilities is discussed in the 'Facility Guide' rules supplement.

Once you gain control of a Territory, the following Downtime you can obtain a detailed map.

To operate a Facility in any given Territory, you must have 'Control' of that Territory or be given authorisation by those holding control.

Where a rival group is in control of a Territory or a Facility within it, you must organise a 'Military Action' and remove them by force! With many different inhabitants, each with a myriad of agendas conflict will be common place.

## 1.5 MILITARY ACTION

To remove an enemy presence from a Territory, you must organise a 'Military Action' to eliminate them. The correct map is required for this activity on a Territory and a character with the Reconnaissance Skill is required to lead the way to the target.

Players can fight along side 'Militia' Minions in Military Actions. Minions will not lead an attack by themselves, at the very least, a character with the Recon Skill and a suitable map is required to lead them. Militia Minions will defend the territory they are stationed in without a character's leadership.

Casualties of Military Actions are worked out randomly depending on a number of variables. Players injured in Military Action start the next event with an injury, but they will never be killed outright. Minions injured in a Military Action are killed outright and lose any equipment they are carrying.

A Military Action must choose one of the following commands:

- Attack Territory – requires basic map.
- Defend Territory
- Attack a Facility – requires detailed map, including targeted Facility.
- Defend a Facility
- Destroy Facility – requires detailed map, suitable bomb and explosives skill!

### **Attack Territory - Seize 'Control' of Territory**

If your troops are successful, you have gained Control of the Territory and can now start to operate Facilities. You may also wish to check to see if any rival groups are occupying any established Facilities in the Territory, if they are, they are not likely to give them up without a fight!

**Defend Territory** – Troops with this command will defend the Territory as best they can.

**Attack Facility** – This action requires a detailed map of the Territory, or Territory Control. Your troops will attack a specific building within a Territory, if successful you will occupy it.

**Defend Facility** – Troops with this command will defend the Facility as best they can.

**Destroy Facility** - This action requires a detailed map, a bomb and an explosives expert. If successful, and a suitable bomb detonated, the Facility will be reduced to a smoking heap! A suitable explosive device is required to be placed by a character with the relevant Explosives Skill level, to be successful in destroying the Facility.

The most important factors in any Military Action are troop numbers, weapons & supplies and intelligence. The better weapons and more supplies and troops you have available, generally, the better your chances of victory.

## 1.6 MINIONS & MILITARY ACTION

Minions are the faceless masses of the bleak future. The main way to gain minions is to use Networking Skill. They can be traded between characters freely, but cannot be stolen.

Militia Minions can fight in 'Military Actions' during downtime, but they will not appear at events. Minions do not work independently – a player character is required to lead any downtime action that uses minions. Militia Minions will defend the Territory they are stationed in, without a player character leading them.

There are three types of Minion: Technicians, Labourers and Militia. These can be used for R+D, Labour Projects and Military Actions respectively. Each Minion has a SPEC value indicative of their quality, but Minions do not have a GRADE value.

When using Favours to acquire Minions, you will gain one Minion at a time – the quality of the Minion, as indicated by the Minions SPEC, will depend on the number of Favours you use. Minions can also be trained in certain Facilities to improve their abilities.

Minions also need to be fed during downtime. If you do not feed them they will desert. This means that, while a character can build up a substantial band of Minions, increased numbers require considerable logistics and support. Additionally, if the controlling character is killed, some of their Minions will pass to their group, but a percentage will be lost permanently.

## 1.7 DEFENSIVE STRUCTURES

Defensive structures are a network of bunkers, watch-towers and fences that provide a significant bonus to the natural defence value of the land, therefore improving the defence of a 'Territory' and all Facilities within it.

This equation is used determine the defensive bonus given to Facilities and control of the Territory. At this time we are choosing not to disclose exactly how this effects the result of Military Actions. However, the higher the result the better!

$$\left[ \frac{(\text{GRADE} \times \text{SPEC}) + \text{Defence Value of Territory}}{10} \right] + 1 = \text{Defensive Bonus}$$

Defensive Structures are built like any other Facility and the rules are covered in the next section. For more detailed info on Facilities, please see the Facility Guide Supplement available on our forums.

## 1.8 LABOUR PROJECTS: BUILDING & UPGRADING DEFENSIVE STRUCTURES

Building and upgrading Facilities requires time and resources. The time taken to build or upgrade a Facility is considered using 'Work-Points'(WP). When converting the Facility to a new function they revert back to BASIC.

|          | <i>Upgrade</i> | / | <i>Build</i> | <i>Mechanical Components</i> |
|----------|----------------|---|--------------|------------------------------|
| BASIC    | =              |   | 10 WP        | 5 Basic                      |
| MODERN   | = 20 WP        |   | 30 WP        | 5 Modern                     |
| ADVANCED | = 30 WP        |   | 60 WP        | 5 Advanced                   |

Building Facilities also requires a number of Mechanical components of the same GRADE as the structure you wish to build. A Character with Mechanics skill and a relevant Mechanics Tool-Kit must lead the Labour Project.

## 1.9 BUILDING & WORK-POINTS

Working with Facilities, as with all Research + Development, is calculated using 'Work-Points'. Each project has a total number of Work-Points required to complete the work.

For every character working on a project during Downtime, they combine their relevant skill levels; the result is the number of Work-Points they generate per Downtime. Minions of the correct type also generate Work-Points equal to their SPEC, and some Facilities also generate Work-Points towards R+D Projects.

Each Downtime spent working on a project, all the Work-Points combine towards the total Work-Points required to complete the project.

Thanks for reading this Rules Supplement, we hope you find it informative!

Please bear in mind, with such a large system in place, its important to remember as you read through these mechanics, that you need not memorise it all, and to progress in the game, does not require you participate in all the different avenues available to you. You can enjoy N-E-X-U-S at whatever pace suits your individual play style.

Good Luck!

Please let us have your comments and suggestions on our forums:

[www.NEXUSlarp.co.uk](http://www.NEXUSlarp.co.uk)

The rules here are provided for the playing of N-E-X-U-S live action games.  
Please seek our written approval before using any part of our system.

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**Important safety Notice:**

Everyone's enjoyment and especially safety should be foremost in everyone's mind. While we take all due care to minimise risk to customers, by booking to attend a

N-E-X-U-S Event, you accept that you will be involved in simulated combat using Foam Latex and airsoft technologies and that this carries with it a risk of injury due to bad luck or misuse of equipment. The games take place often running around at pace, on uneven surfaces and sometimes in poor light.

By booking to attend any N-E-X-U-S Events players acknowledge this risk and understand that primary responsibility for their own safety remains with themselves.

See end section for Rules & Regulations when Booking to attend an event.