



# AGE OF AMBITION

Campaign Options





# Campaign Options

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# Introduction

## In which an author's forward is presented for the perusal for the discerning reader

I love systems. Each subsystem in a role-playing game is like a spice in the cabinet of the GM, just waiting to be used to cook up the right kind of story.

Magic systems help tell stories about arcane powers. Combat systems tell stories of violent confrontations. Social conflict systems help tell tales of streetcorner agitation, public debates or masquerade balls.

Choose the right subsystem and it can become the cornerstone of a campaign. It can help set that campaign apart from the myriad others, giving focus to what's important to that particular story.

On the other hand, the problem with subsystems is that it's easy to get overwhelmed. Just as you shouldn't dump every spice you own into a soup, the GM shouldn't blindly dump every possible subsystem into a campaign. The art of cooking up a good campaign, just as with cooking up a good soup, is knowing which to pick and choose.

When writing *Age of Ambition*, I knew that I wanted to keep the core game focused, so as to deliver the best possible out-of-box experience. For better or worse, this meant paring down the systems that would be included in the core rulebook.

That was difficult work; it's always hard to cut your darlings. And some of the subsystems on the chopping block were great! Even if some were admittedly more niche or best suited to particular types of campaigns.

The systems presented in this book provide different ways for the heroes to interact with and change the world. Not all of them will be suited to every *Age of Ambition* campaign, but there ought to be something here for everyone.

The **Quick Combat** system is a fast and flexible alternative to the combat system found in the core rulebook. **Consequence Tracks** are an abstract way to track the progress of any sort of action scene. The **Chase** system is a fast-paced way to handle any sort of foot chase, vehicular race or naval pursuit. The **Mass Combat** system is a way to resolve large battles, focusing on the impact of the party. Finally, the **Trading** system is a framework for campaigns that focus on mercantile operations.

Whether you're running a campaign where the heroes are traveling peddlers or running a game focused on largescale conquest, we hope that the systems in this book provide just the spice you need to make your game unforgettable.

Thorin Tabor  
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# Action Scenes

In which is elucidated a variety of options for handling scenes of perilous confrontation

Three systems follow for handling various sorts of action scenes. Consequence tracks make a great way to frame heists, infiltrations and other precarious scenarios. The quick combat system is a way to quickly handle minor confrontations. And finally, the chase system is a fast-paced way to resolve chase scenes.

## Consequence Tracks

A consequence track is a way to model an ongoing effort to overcome an obstacle or the approach of an impending hazard. Think of it as a series of boxes in which you place consequences.

The more complex the problem, the more boxes are in the track, but in general, keep to the Rule of Three. That is, when in doubt, place three boxes in the track.

Once the boxes are full, the track resolves. If it were being used to model overcoming an obstacle, that obstacle is now overcome. If it were being used to track the approach of trouble, that trouble has now arrived.

When you create a progress track, think about the obstacle, not about the way it is to be overcome. For example, the tracks used to sneak into the king's treasury room might be

named "Guard Patrols" and "Arcane Wards," not "Sneak Inside" and "Dispel the Wards." The importance here is that players should be able to overcome the obstacles in a variety of ways.

Not every obstacle merits a consequence track. Use one when an obstacle is the main focus of a particular scene. Complex setups might even be broken up into several tracks, each representing an obstacle or other important aspect of the scenario.

*Nachme is attempting to sneak into an enemy camp. A consequence track represents the alertness of the enemy. A "Suspicion Raised" consequence is placed on the track each time he fails a stealth flip or suffers another complication. Once the track is full, the enemy raises the alarm.*

*Rando is attempting to seduce the Baroness and ply her for information. A consequence track is used to represent her suspicion about Rando's seduction.*

*Ymir is attempting to break into the Bronzebeard manor and steal a priceless gem before the occupants get home. A consequence track is used to represent the countdown until they arrive.*

*A "Civil Unrest" consequence track is used to model when the Melanoc refugees riot over poor treatment. Certain events or actions might add or remove an "Unrest" consequence from the track.*

## Quick Combat

Sometimes a fight doesn't merit busting out the full combat system, either because the fight isn't meant to be a real challenge, or because there's just not enough time in the session for a full-length combat and the GM wants to get on to more important scenes. In these situations, the game master may opt to use quick combat system.

### Setting the Scene

The GM should begin by describing the situation and the enemies that the party is facing. Then, go around the table. Each player should describe what her character is planning to do in the combat. For example, using the Lore of Fire to set enemies ablaze, or rushing forward, axe swinging. From these descriptions, the GM should call for an appropriate flip from each player. For example, **Chr/lore of fire** for setting enemies aflame, or **Attack/berserker-style** for rushing in with an axe. If a tactic is particularly advantageous, the GM might even award the flip a **+**, or impose a **-** if it is disadvantageous.

### The Opposition

The difficulty of each flip will be based on the competency of the enemies. For this the GM has two options:

- ✦ Pick a difficulty off the standard table of TNs. For example, average enemies might be TN 10 or particularly easy enemies might be TN 8.
- ✦ Look up the enemy stat block and add together its Attack and Defense scores, plus twice its Size. This gives the enemy's TN. Feel free to add or subtract a few points from the TN to represent special abilities, exceptional equipment or strength in numbers.

### Design Intent

The quick combat system is intended as a fast way to resolve minor combats without wasting too much time at the table. It is highly abstracted and leans heavily in the players' favor. GMs should call on it when it's almost a given that the players will be victorious, or when the combat itself isn't the point of the scene: for example, when the point is finding clues on the defeated enemies.

### Resolving the Combat

As long as at least one player's flip was successful, the party was victorious.

Each character who was successful in her flip contributed significantly to the fight, navigating her way through it unharmed. With Margin 5 or more, she particularly shined and the GM should narrate the spectacular results.

With a failed flip, the character may still have contributed to the fight, but not without consequences. A failure collectively grants the enemy side a single successful action against her. Usually this means one of them gets to deal the character damage, but other actions are possible, such as screaming to alert nearby guards or throwing a hostage off a cliff, etc.

When dealing damage, if the GM has the stat block for the enemies ready, she should pick a listed attack and apply damage as normal, making a flip if necessary. Otherwise, the GM can improvise damage by making a **10-Flip** and treating that as the damage dealt.

*Wernelle only gets a 7 on her quick combat flip (TN 10), meaning she failed with Margin 3. The GM makes a 10-Flip for damage and gets an 8. This means she is dealt 8 damage. Thankfully, her Armor reduces this to 4.*



*Obasi is trying to jump a servant who caught him sneaking into the castle before the servant can alert the guards. The GM calls for a Spd/brawler-style-8 flip and he gets a total of 11. The GM rules that he successfully renders the servant unconscious before she can scream to alert the guards. Had Obasi failed this flip, he would still have rendered the servant unconscious, but she would have let out a loud scream before he could do so.*

## Injury & Death

Characters who are reduced to negative HP as the result of damage from quick combat gain a Grave Wound consequence as normal (see the *Age of Ambition* core rulebook, page 171).

*After failing his quick combat flip, Rando takes damage and is reduced to -4 HP. He gains a Grave Wound consequence and the GM flips on the appropriate table.*

## Defeat

In a quick combat, the party is only defeated if all player characters fail their respective flips, otherwise—despite some potential injuries—they prevail in the end. Should all of the players fail, the GM should skip ahead to whatever scene is prompted by their defeat. Perhaps they are captured and dragged off to confront the villain as captives, or maybe their bodies are looted and left for dead.

## Ammo & Other Resources

Characters using a tactic that expends limited resources will naturally use up a few of these over the course of a quick combat. The GM should use her discretion when deciding how many are expended. As a rule of thumb, make a 10-Flip—capped at the number of enemies—and use its value as the number of arrows, reagents or other resources expended.





# Chases

Chases are a type of action scene that can be both exciting and dynamic, whether a desperate footrace through a crowded marketplace or an overland pursuit on horseback!

## Setup

The GM should draw out a series of boxes that abstractly represent the course of the chase. There should probably be somewhere between five and ten boxes. The distance represented by each box is arbitrary and depends on the nature of the chase. For most chases, being separated by more than a box or two means being out of range of ranged attacks, or possibly even losing sight of the opposition.

## Rounds & Movement

Every chase will break down into rounds, each representing an interval of time suited to the scale of the chase—ranging from several seconds for a footrace, up to an hour for an extended naval pursuit. During a round, all participants move simultaneously.

Each round the participants in the chase will make an opposed flip appropriate to its nature. On a success, that character, mount or vehicle will move one box forward. On a success with at least Margin 5, she moves two boxes forward. Examples include:

- ✂ **Spd/athletics** for a footrace
- ✂ **End/animals** for a chase on horseback
- ✂ **Per/vehicles** for a chase by sailing ship

## Movement Advantage

This system assumes that both parties have roughly similar movement rates. If one side is vastly superior—for example, one party is on foot and the other is on horseback—don't

## Design Intent

Chases are a common type of action scene found in movies and other media. This system is intended as a fast-paced way to resolve those scenes. GMs should call on it when the chase is the center of the conflict, and when the story can meaningfully proceed regardless of the outcome.

use the chase system. The superior side simply outmaneuvers the other.

On the other hand, for chases where one side or the other has a slight movement advantage, at the beginning of the chase, award the superior side one or more boon tokens. That player may choose to spend a token to gain ⊕ on a single flip made during the chase.

## Pushing

Any participant may attempt to “push” herself, her mount or her vehicle to gain more ground. This imposes ⊖ on her flip that round, but on a success she moves forward an additional box. On a failure, she—or her mount or vehicle—gains an Exhausted consequence. If she already is Exhausted, she is instead is out of the chase.

## Obstacles

Chases rarely occur on a featureless, flat plane. Each round, if a clubs card (♣) was used to resolve her flip, that character encounters an obstacle, such as a locked door, a wagon pulling out of a blind alleyway, etc. She must deal with the obstacle or the opposition gains an extra box of movement. This requires an additional flip of some sort, such as a **Spd-10** flip to duck out of the way of the moving wagon. The GM decides the nature of the obstacle and the flip involved.



## Getting a Leg Up

Each round the character that played the highest suit is said to “have a leg up” on the opposition. Suits are evaluated in the following order: spades (♠), hearts (♥), diamonds (♦), clubs (♣). If there is a tie, all tied characters have a leg up.

Having a leg up allows a character to do something tricky to affect the outcome of the chase. Some common options are given below, but players are free to come up with their own suggestions.

- ✦ **Attack:** Melee attacks require both the attacker and target to be in the same box. Ranged attacks require that the attacker and target to be within a box or two of each other, depending on the nature of the attack and of the chase. A successful grapple usually ends a chase, turning it into a combat.
- ✦ **Evasive Maneuvers:** The quarry may intentionally choose tricky ground or attempt to create obstacles. Doing this is usually a Spd- or Per-based flip of some sort—often TN 10. On a success, the opposition will suffer ☹ on her flip next round.
- ✦ **Shortcut:** A character may attempt to find a shortcut to make extra headway. This is usually a Per/survival-10, Per/streetwise-10 flip or similar. On a success, she moves an extra box. On a failure, she loses any movement she would have gained this round and the opposition moves an extra box.
- ✦ **Other:** Players are sure to have other ideas. For example, in vehicular chases, the driver might try to ram the opposition (an opposed flip) or a character might attempt to leap from one vehicle to another. The GM should deal with these situations on the fly.

## Resolution

How a chase is resolved depends on its nature. Some possibilities include:

- ✦ **Catch the Quarry:** This chase will continue until the quarry escapes or is caught. The quarry escapes if she gets a certain number of boxes away from the pursuers—4 is often a good number. Add additional boxes or make the track a loop as needed.
- ✦ **Race to the End:** In this case, the winner of the chase is the party that reaches the end of the track first. If this happens on the same round, the highest total wins.
- ✦ **Stop the Quarry:** In this setup, the quarry is successful if she reaches the end of the track before being caught.
- ✦ **Shadow the Quarry:** In this type of chase, the quarry doesn't necessarily know that the pursuer is following her, but she might still make weird detours or perform tricky maneuvers to lose any possible tail. The goal of this chase is to stay within a certain number of boxes of the quarry until the end of the track is reached—2 boxes is a good number to stay within.









# Mass Combat

In which is presented a system for resolving large battles and establishing the party's effects upon them

Sometimes changing the world means that characters will lead armies, fight battles or participate in other forms of large-scale combat.

The following system can be used to resolve these massive conflicts, focusing on the exploits of the characters. This is not a full-fledged set of wargaming rules, but rather a roleplaying aid designed to allow you to resolve large battles with only a few flips.

## Overview

In mass combat, both sides have a number of troops, each representing a single unit of similar combatants. For example, a group of bowmen and a squadron of mounted dragoons would be treated as different troops. Most troops should consist of somewhere between 10 and 500 combatants, with the GM having the final word.

Each troop has a Might score, reflecting its strength, numbers and capabilities. A side's total Might is the sum of its troops participating in the battle.

Each troop, and each side as a whole, has a commander, who may be either a PC or an NPC. All of this should be recorded somewhere, such as on an index card for each troop.

In battle, each side scores Victory Points (VP) based on Might, troop composition, guile and good tactics. Meanwhile, each player character will get a chance to sway the outcome of the battle by performing heroic acts and earning her side a VP. In the end, the side with the most VP is victorious.

## Troops

Every troop is composed of a single type of combatant, with everyone in it being similarly equipped. Often troops will be differentiated by weapons, armor or mobility. For example, "archers," "cuirassiers" or "aerial cavalry."

Mechanically, every troop has a commander, number of combatants, Might *per combatant* and some number of troop qualities.

The total Might of the troop can be found by multiplying the number of combatants by the Might per combatant. For example, if a troop consists of 100 crossbowmen, each worth Might 3 per combatant, then the troop as a whole has Might 300.

In some cases, a troop might consist of several large pieces of equipment, such as trebuchets or ships. In these cases, the per combatant Might counts the number of these



machines rather than the individual crew. The crew has no separate Might.

Troops each have a stat block that resembles the example below. A list of common troop types and their associated stats can be found beginning on page 18.

### Kaluhn's Knights

**Might** 200 (Combatants 20, Might 5)

**Commander:** Baron Kaluhn (Noble 1)

**Qualities:** Cavalry, Elite

An elite heavy cavalry unit affiliated with the Circle of Honor.

### Troop Qualities

Finally, troops have a set of qualities that each represent special capabilities, equipment or training. Common troop qualities and their effects are listed below.

- ✦ **Aerial:** The ability to fly and fight in the air. Useful for gaining aerial superiority.
- ✦ **Aquatic:** The ability to move and fight underwater. Used to gain naval superiority.
- ✦ **Artillery:** Can set up to bombard the enemy from a distance. Useful for gaining artillery superiority
- ✦ **Cavalry:** Mounted combatants have excellent mobility and can break enemy lines. Used to gain cavalry superiority.
- ✦ **Elite:** The best of the best with plentiful experience. Double troop Might.
- ✦ **Green:** Little combat experience. Halve troop Might.
- ✦ **Naval:** Can move and fight on the surface of the water. Used to gain naval superiority.
- ✦ **Ranged:** Equipped to attack at range. Halve troop Might if not fighting alongside non-ranged troops.
- ✦ **Veteran:** Extensive combat experience. Add 50% troop Might.

## Fighting a Battle

Once battle is joined, perform each of the following steps. These will determine the Victory Points scored by each side and the outcome of the fighting.

- ✦ **Omens & Events:** Fate can play tricks on even the best laid battle plans. The GM may optionally choose to flip a card on the Omens & Events table. See page 13.
- ✦ **Circumstances:** The circumstances of the battle might provide one side or another with an initial benefit in the form of VP. See page 14.
- ✦ **Compare Might:** The side with the greatest Might scores a VP, or several if they outnumber their opponents two-to-one or greater. See page 14.
- ✦ **Troop Superiority:** There are advantages to be had from having an edge in certain types of combat, each such edge grants a VP. See page 14.
- ✦ **Heroic Acts:** Finally, the heroes have a chance to sway the results of the battle. They must balance personal risk and glory! See page 15.
- ✦ **Resolve the Battle:** Once all of the factors influencing the battle have been taken into account, it is time to determine the outcome. See page 16.

### Alliances & Battle

Multiple armies may choose to form an alliance, thereby combining their forces to attack or defend. When this happens, simply combine their committed troops for the purpose of determining Might and scoring Victory Points.



# Omens & Events

Flip a card on the Omens & Events table to determine what fate has in store for the battle. The GM should interpret these results creatively to fit the circumstances of the fighting.

## Rule of Three

The Omens & Events table, as well as several other rules, assumes that each side is composed of multiple troops. If a side has two or fewer troops, it is recommended that the GM reorganize the combatants into three troops or more.

Card	Omens & Events
A – 2	No significant omens or events.
3	Some battle plans were revealed by spies, magic, turncoats, etc. Gain 1 VP.
4	Unexpected reinforcements arrive. Increase Might by 20%. The GM should be creative about what happens.
5	Bad weather reduces visibility and makes the seas rough. Halve the Might of all Aerial, Artillery, Naval and Ranged troops on both sides.
6	An important troop commander is wounded early in the battle. Pick a troop randomly and halve its Might.
7	A troop's commander defects, revealing battle plans and taking her troop with her. The GM picks a troop to switch sides.
8	Dissension among the troop commanders or allies weakens morale, granting the enemy side a VP.
9	One of the troops unexpectedly doesn't show up or deserts. It does not participate in the battle. The GM should come up with a reason for this.
10	Intelligence is somehow gained regarding the enemy's forces or battle plans. This provides + to one Heroic Act of the players' choice.
J	Disease passes through the troops, leaving many combatants not able to fight effectively. Flip a card for each troop. If a joker or face card comes up, halve that troop's Might.
Q	Enemy scouts discover a way around any defenses. Gain one fewer VP from defenses (if any) during the Circumstances step.
K	Omens witnessed before the battle indicate that it will be bloody. Double the losses for both sides when resolving the battle.
Joker	The PCs (or other important heroes) are captured or separated from the battle due to disaster, weather, magic, etc. They cannot participate or perform Heroic Acts this battle. The GM may wish to come up with a scene of what happens to them in the meantime.





## Circumstances

The GM may determine that certain circumstances give one side an advantage. For example, one side might be defending a walled city or the attacker may be able to approach under cover. These circumstances are worth one or several VP, as determined by the GM. A table with some example values is given below.

Circumstance	VP
Attacker catches enemy unprepared	2
Attacker approaches under cover	1
Defender occupies high ground or narrow passage	1
Defender protected by a palisade, trench or unforded river	1
Defender occupies walled city	2
Defender occupies fortress or castle	3
Exceptional morale and good spirits	1
Particularly terrible morale (give VP to the enemy)	1
Under-supplied or ill-equipped (give VP to enemy)	1

## Comparing Might

Find each side's total Might by adding together the Might scores of all participating troops. The side with the highest Might gains a VP. This increases to 2 VP if that side has twice the other's Might, to 3 VP if it has three times the other side's might, to 4 VP if it has four times the other's Might, etc.

However, circumstances may dictate that only certain types of troops may participate in a battle. For example, naval troops may not participate in a battle far inland and cavalry are out of their element in an extended siege. The GM has the final say on which can participate.

## Troop Superiority

There are significant advantages to be had in having superior forces. Each time a battle is fought, total the Might of all participating troops with the following qualities. This total is compared to the similar total for the other side. If your total is twice that of your opponent or greater, you score a VP. Each quality is totaled and compared separately.

- ✦ **Aerial Superiority:** Total the Might of all troops with the Aerial quality. If a side has twice the aerial Might of the other, it gains a VP for aerial superiority. Naturally, in an undersea or underground battle these troops won't be able to participate.
- ✦ **Artillery Superiority:** If the battle is a siege of some kind, total the Might of all troops with the Artillery quality. If a side has twice the artillery Might of the other, it gains a VP for artillery superiority. In a more mobile battle, artillery is unlikely to be able to participate.
- ✦ **Cavalry Superiority:** If this is an open field battle, total the Might of all troops with the Cavalry quality. If a side has twice the cavalry Might of the other, it gains a VP for cavalry superiority. In a siege or similar battle, cavalry is little better than infantry.
- ✦ **Naval Superiority:** Total the Might of all troops with the Naval or Aquatic qualities. If a side has twice the naval Might of the other, it gains a VP for naval superiority. Naturally, naval troops won't be able to participate outside of the waters.





## Heroic Acts

By this point, both sides should have a pretty good idea of how the battle is shaping up, and it's time for the heroes to get involved. Truly heroic acts can turn the tide in a losing battle, or even turn a Pyrrhic victory into an overwhelming success.

## Players Act

Go around the table. Each participating player should have a chance to describe what her character is doing to sway the outcome of the battle. This could be anything from commanding forces, to sneaking behind enemy lines to scout or assassinate enemy commanders; or from leading the first charge, to conjuring a storm to hinder enemy arrows.

The GM should evaluate each proposed act and choose an appropriate flip. In general, most heroic acts should either be difficult (TN 12) or are opposed actions. On a success, the act makes a true difference, granting her side a VP. On a critical failure, the GM should choose a negative outcome. Perhaps the act somehow does more harm than good, giving the enemy a VP, or perhaps it leads to the character being captured.



## Enemies Act

The GM should then give the important characters of note on the other side a chance to perform heroic acts as well. If possible, pick named characters with whom the players might be familiar. If not, fall back to the Rule of Three and assume that three enemy commanders get to perform heroic acts to sway the battle.

## Example Heroic Acts

A few example heroic acts and their associated flips are given below.

- ✦ **Bolster Morale:** Make a **Chr/expression-12** flip to improve the troops' morale with an inspiring speech, entertainment or rumors about the transgressions of the enemy.
- ✦ **Gather Intelligence:** An **Int/deception-12** flip. Speak with deserters, captives or a network of spies to gain sensitive intelligence on the enemy forces.
- ✦ **Divinatory Forecasting:** Make a flip using **Per/lore of divination-12** to gain insight into the enemy's battle plans.
- ✦ **Harry Supply Lines:** Make a **Dex/stealth-12** flip to sneak behind enemy lines and cut off their supplies using a combination of guile and guerrilla tactics.
- ✦ **Lead From the Front:** Requires a successful **Det/fighting style-12** flip. Pick a relevant fighting style the character is employing.
- ✦ **Tactical Superiority:** Requires a successful **Int/tactician-style vs. Int/tactician-style** flip. An appropriate Academics specialization, such as Academics (warfare), may be substituted instead. May only be performed once per side by the character acting as the overall commander for that side.



# Resolving the Battle

As the dust settles, count the number of Victory Points scored by each side, then compare the totals. The side with the highest total wins the battle.

Troops that rout are effectively lost until significant time is spent tracking them down and reorganizing them back into a fighting force. Doing so requires a downtime action and a successful **Det/investigate-12** flip.

Troops that are forced to withdraw or rout with nowhere to flee, such as defenders in a siege, gain terrible morale. Those who already have terrible morale instead surrender.

Refer to the table below.

# Casualties

Use the table below to determine the casualties each side suffers. This is the percent of total Might lost. Half of the casualties will be killed outright or permanently injured. The other half might recover if given plenty of time for rest and proper healing.

Unless the GM (or a PC commander) declares that a particular troop was holding back or leading the charge, distribute losses as evenly as possible between the participating troops.

Won by	Victor's Losses	Loser's Losses
0	20%	20%
1 – 2	15%	30%
3 – 4	10%	40%
5 – 6	5%	60%
7+	2%	80%

Won by	Outcome
0	<b>Inconclusive:</b> No clear victor. Both sides may either hold position or withdraw in good order.
1 – 2	<b>Marginal Victory:</b> The victor holds position. The losing commander must make a <b>Chr/tactician-style-10</b> flip. On a success, her troops may either hold position or withdraw in good order, otherwise a number of troops equal to the Margin of failure rout. The rest hold position.
3 – 4	<b>Definite Victory:</b> The losing commander must make a <b>Chr/tactician-style-12</b> flip. On a failure, the number of troops equal to the Margin rout. The losing side may hold position if half or more of its troops remain, otherwise they are forced to withdraw. The victor either holds position, or may capture the defender's position, if she withdrew.
5 – 6	<b>Great Victory:</b> If the attacker is victorious, she captures the defender's position. Victorious defenders gain improved morale. The losing commander must succeed at a <b>Chr/tactician-style-14</b> flip or a number of troops equal to the Margin of failure rout.
7+	<b>Overwhelming Victory:</b> The victor gains improved morale and may capture the enemy's position, if applicable. The losing side routs.





## Extended Warfare

The Mass Combat system is intended to resolve a single pitched battle, or a single day of an ongoing conflict. You might, however, want to use the Mass Combat system as part of an ongoing war or military campaign. This can easily be accomplished with some added rules and ample GM discretion.

## The War Map

The GM should begin by sketching out a map of where the war is taking place. This is not a map of the battlefield, but rather a map of the entire military front.

Next, divide the map into multiple spaces. This can easily be accomplished by either superimposing a hex grid or drawing irregular zones corresponding to terrain features.

In the war, one or more allied troops will occupy a space. When an enemy enters an occupied space, the two sides will fight, resulting in a battle.

Place each troop on the map in the space corresponding to its current location.

## Downtimes

The war map will be updated each time a downtime happens in the game. You can think of each downtime as a turn in the larger war game.

This gives ample opportunity between downtimes for the characters to go on adventures or call on Bonds to influence the war effort. This is also a good use of downtime actions. Characters might lead the recruiting effort, try to keep up morale, scout enemy positions or sabotage enemy defenses. This is great adventuring fodder!

## Troop Movement

Every time a downtime occurs, troops may move or take other actions. Assume most troops can move a set distance on the war map. Pick a value that fits the scale. This might be anything from a single large zone, to two or three hexes. Cavalry should be able to move twice this distance. Navy and aerial troops should be able to move three times the distance. Artillery, on the other hand, might be able to move only half the distance.

Begin with the players and take turns moving troops. If this would result in any battles, resolve these as they occur. Resolve any battles in which the characters are present at the end of the downtime.

## Other Considerations

The GM may want to designate certain spaces on the map as being particularly defensible. This might include anything from steep hills to walled cities. Similarly, the GM may want to designate certain spaces as sources of supplies, forcing troops to guard their supply lines.

Overall, be creative, feel free to mix things up and remember that this is a roleplaying tool, not a full-fledged tactical minis game!





# Troop Stats

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The following troop stat blocks each represent a platoon or similarly sized military unit of the indicated type. Most are led by a Lieutenant (Gentle 1) or equivalent rank.

Variations are common, and the GM should feel free to alter the number of combatants in each troop to match the scale of the battle.

## Infantry Units

Infantry units are land-based troops that move primarily on foot.

### Archers

**Might** 60 (Combatants 20, Might 3)

**Qualities:** Ranged

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Soldiers trained to stand in tight formation and fire volleys of arrows or bolts.

### Arquebusiers

**Might** 60 (Combatants 20, Might 3)

**Qualities:** Ranged

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Infantry armed with smoothbore matchlock firearms. Vulnerable when reloading.

### Grenadiers

**Might** 80 (Combatants 20, Might 4)

**Qualities:** —

---

Often the strongest and largest soldiers, armed with primitive grenades.

### Irregulars

**Might** 40 (Combatants 20, Might 2)

**Qualities:** —

---

Swift-footed soldiers trained to strike from ambush or make hit-and-run raids.

### Levies

**Might** 10 (Combatants 20, Might 1)

**Qualities:** Green

---

Part-time conscripted soldiers raised from the freemen of a feudal holding.

### Pikemen

**Might** 80 (Combatants 20, Might 4)

**Qualities:** —

---

A type of heavy infantry armed with pikes; often used to protect ranged units against cavalry.

### Scouts

**Might** 20 (Combatants 20, Might 1)

**Qualities:** —

---

Soldiers trained to range ahead of the army and perform reconnaissance.

### Skirmishers

**Might** 60 (Combatants 20, Might 3)

**Qualities:** Ranged

---

Foot soldiers trained to fight in a loose formation and armed with ranged weapons.

### Swordsmen

**Might** 80 (Combatants 20, Might 4)

**Qualities:** —

---

Foot soldiers with swords and armor, trained to fight in tight formation.

### War Mages

**Might** 80 (Combatants 20, Might 4)

**Qualities:** —

---

Specially trained mages make for effective soldiers, but are expensive to maintain.



## Cavalry Units

Cavalry units are land-based troops that fight from horses or similar mounts.

### Cuirassiers

**Might** 120 (Combatants 20, Might 6)

**Qualities:** Cavalry

Cavalry soldiers usually equipped with heavy armor, firearms, a sword and horseman's pick.

### Dragoons

**Might** 60 (Combatants 20, Might 3)

**Qualities:** Cavalry

Lightly armored soldiers who uses horses for mobility, but who dismount after entering melee.

### Harquebusiers

**Might** 80 (Combatants 20, Might 4)

**Qualities:** Cavalry

Lightly armored cavalry with smaller horses and shorter firearms; used to support heavier cavalry.

### Lancers

**Might** 100 (Combatants 20, Might 5)

**Qualities:** Cavalry

Armored cavalry armed with large horses and lances, often used to charge in as shock troops.

### Troop Quality

Most first-time troops begin with the Green quality, but lose this quality after surviving a couple battles. After several more battles, they may gain the Veteran quality. Only a few battle-hardened units ever achieve the Elite quality. When a troop gains or loses these qualities is up to the GM.

## Artillery Units

Land units trained in the use of heavy military ranged weapons or demolitions.

### Cannons

**Might** 80 (Combatants 10, Might 8)

**Qualities:** Artillery

Large artillery guns used for direct fire at enemy troops or fortifications.

### Mortars

**Might** 40 (Combatants 10, Might 4)

**Qualities:** Artillery

Short barreled siege artillery used to fire over walls, and usually transported by a pair of soldiers.

### Sappers

**Might** 20 (Combatants 20, Might 1)

**Qualities:** Artillery

A foot soldier trained in demolitions, bridge-building and field engineering.

### Adding Optional Abilities

The GM may want to optionally add special abilities to certain troops or troop types to differentiate them or emphasize their capabilities in a specific battle. Below are some ideas:

- ✦ **Anti-cavalry:** Subtract this troop's Might from your foe's total Cavalry Might for the purpose of determining Cavalry Superiority (min. 0).
- ✦ **Mobility:** Troops with good mobility can move twice as far between battles
- ✦ **Scouts:** Allows you to know the full extent of your foe's forces before you commit yours to battle.



## Naval Units

Naval units consist of singular well-armed ships that are outfitted to fight on the open sea.

### Brig

**Might** 40 (Combatants 1, Might 40)

**Qualities:** Naval

---

A two-masted sailing ship, usually armed with several cannons and often favored by pirates.

### Frigate

**Might** 150 (Combatants 1, Might 150)

**Qualities:** Naval

---

A fighting ship with three masts, a broadside of 30+ cannons and a crew of 100+.

### Galleon

**Might** 80 (Combatants 1, Might 80)

**Qualities:** Naval

---

A sizable “man o’ war” with a heavy broadside of cannons and space to carry troops.

### Merchantman

**Might** 20 (Combatants 1, Might 20)

**Qualities:** Naval

---

A merchant sailing ship, pressed into service and outfitted with several cannons.

## Naval vs. Land Troops

Land units cannot participate in a fully naval battle, but naval units might be able to provide supporting fire in a land-based battle that is taking place along the coast. The comparative Might scores of land and naval units assume this sort of supporting fire. When in doubt, use common sense.

## Aquatic Units

Aquatic units are capable of fighting not just on the surface, but underwater as well.

### Aquatic Infantry

**Might** 40 (Combatants 20, Might 2)

**Qualities:** Aquatic

---

Sea elves or aqua gnome marines trained and outfitted to fight underwater.

### Submersible

**Might** 20 (Combatants 1, Might 20)

**Qualities:** Aquatic

---

An experimental type of small watercraft designed to operate mostly underwater.

## Aerial Units

Rare military forces that are trained and ready to fight from the sky.

### Aerial Cavalry

**Might** 80 (Combatants 20, Might 4)

**Qualities:** Aerial

---

Light cavalry armed with ranged weapons and mounted on griffins, pegasi or similar beasts.

### Ballooneers

**Might** 2 (Combatants 1, Might 2)

**Qualities:** Aerial

---

A hot air balloon with a tether and ground team. Generally used for observation; not air-mobile.

### Skyship

**Might** 40 (Combatants 1, Might 40)

**Qualities:** Aerial

---

An arcane flying ship used by the Blaugh’ocks. Stolen or pirated skyships may exist.



## Monstrous Units

Monsters sometimes see use in war.

### Dragon

**Might** 90 (Combatants 1, Might 90)

**Qualities:** Aerial

---

A truly formidable ancient dragon is capable of fighting an entire platoon of soldiers

### Flying Beasts

**Might** 20 (Combatants 20, Might 1)

**Qualities:** Aerial

---

A swarm of trained flying attack beasts, such as giant bats, striges or will-o'-the-wisps.

### Sea Monster

**Might** 20 (Combatants 1, Might 20)

**Qualities:** Aquatic

---

A huge sea serpent, kraken or other sizable aquatic menace.

### Titan

**Might** 150 (Combatants 1, Might 150)

**Qualities:** Cavalry or Artillery

---

A truly enormous land-based monster, probably a construct or the product of mad engineering.

### Undead Horde

**Might** 20 (Combatants 20, Might 2)

**Qualities:** —

---

Hordes of skeletons, zombies or other lesser undead are a necromancer favorite.

### War Beast

**Might** 20 (Combatants 1, Might 20)

**Qualities:** Cavalry

---

Includes war elephants, dinosaurs, hydras or other similarly-sized beasts.

## Types of Battles

Below are several categories of battles which impact the types of troops that may participate. This is not a strict list. Numerous variations exist. The GM should take these into account when deciding which troops can fight in a battle.

- Aerial:** These unusual battles take place high in the air, beyond the range of bows or firearms. Only aerial troops may participate.
- Naval:** These battles take place atop the seas. Only aerial, aquatic or naval troops may participate.
- Open Field:** This classic type of battle involves two opposing armies meeting on an open field. Artillery is comparatively useless in these battles, as large engines of war are slow, take time to set up and are easily outmaneuvered.
- Siege:** This type of battle involves one side remaining relatively stationary and attempting to hold a defensible position. Cavalry troops are out of their element in these battles, as horses do not climb walls.
- Undersea:** These exotic battles take place completely underwater. Only aquatic troops may participate.







# Mercantile Trading

In which Our Heroes are given the option of pursuing vast wealth through mercantile exchange

One adventurous lifestyle is that of the traveling merchant. Such merchants regularly face dangers on the road—threatening storms, bandits, warlords, wandering beasts and dishonest help. They need their wits about them.

Of paramount importance to traveling merchants is the sale of goods as they move from settlement to settlement. Whether porting wares by ship or trading caravan, a merchant's bottom line is what determines if she is successful in her trade.

Below is a system for handling the purchase and sale of bulk trade goods, as well as for managing a traveling mercantile operation. It is intended for campaigns where the party is operating its own trading ship or caravan.

## Moving Goods

Traveling merchants move goods by the load. This is an abstract unit that varies with the nature of the merchandise, but for many goods, you can think of a load as being about one ton (about 900 kg).

This is more than can be carried on foot or on horseback. Generally, moving trade goods mean that your merchant is going to need a ship, riverboat or a train of wagons. Furthermore, she is going to need a capable crew. For a ship, this means sailors; for a wagon, it means a driver and capable draft animals.

Cost, carrying capacities and crew for a number of common vehicles are given below. For descriptions of each vehicle, see page 146 of the *Age of Ambition* core rulebook.

Vehicle	Capacity	Crew	Cost	Availability
Caravel	50 loads	20 crewmen	170,000 bp	Exotic
Carrack	150 loads	40 crewmen	510,000 bp	Exotic
Cart	1 load	Ox and driver	500 bp	Common
Keelboat	6 loads	8 crewmen	16,000 bp	Uncommon
Rowboat	1 load	2 crewmen	2,500 bp	Uncommon
Sled	1 load	16 dogs and driver	1,000 bp	Uncommon
Wagon	2 loads	2 oxen and driver	3,000 bp	Common



# Starting Costs

Sailing ships are expensive, as are wagons, crew and numerous draft animals. Even if the entire party pools their resources, the starting costs of a merchant operation are well beyond the means of most player characters.

Because of this, the party will usually need to either find a rich patron or take out a loan from one of Trystell's many financial institutions.

## Patrons

Rich patrons rarely provide funding out of their goodness of their hearts. Instead, the patron will usually have her own agenda and demands that the party must accommodate. This gives each member of the party the **Obligation (mercantile patron)** weakness.

Perhaps the patron expects the party to spy on neighboring cities in their travels, gives them a restricted list of destinations or brings along other complications that increase the danger. Or maybe the patron wants a particular trading rival undercut or taken out of the picture. The GM and players should work out the patron's motives and what demands will be placed on the party.

## Loans

A variety of banking houses and other financial institutions are willing to provide loans to would-be merchants, but will require both interest payments and collateral. The foremost financial institution on Trystell is the Consortium. It has both the resources to lend, and the reach to ensure that its debtors don't simply skip off with its money.

Collateral could take the form of a character's estates, artifacts of particular import or,

for some particularly shady lenders, even the lives of the party's loved ones.

Consortium loans are usually for a five year term. Loans are paid back seasonally—four times a year—at any Consortium office. Offices are found in most large cities. The amount due for each payment is 10% of the principal. This means that over the course of five years, your merchant will pay back twice the original amount of the loan.

Late payments result in a fee of 10% of the principal. This means you will have to make one additional loan payment. If you miss two payments in a row, the Consortium will use its considerable weight to send bounty hunters after your merchant and her associates.

## Ongoing Costs

In addition to the startup costs, traveling merchants face a number of ongoing expenses.

## Hireling Salaries

Traveling merchants frequently hire sailors, porters, guides and others to help them in their travels. These hirelings don't work for free.

Theoretically, wages are paid monthly—that is, ten times per year. However, we find it easiest to simply pay out wages once per downtime. This makes the bookkeeping simple.

Below is a table of typical hireling wages. These wages include living expenses.

Position	Status	Pay
Driver	Common 3	140 bp
Guard	Common 3	140 bp
Guide	Common 4	170 bp
Porter	Common 2	110 bp
Sailor	Common 2	60 bp



## Upkeep Costs

As a merchant goes about her trade, expenses will tend to crop up. Wagons will break, ships will take damage and beasts of burden will get sick.

All of this is covered by a monthly upkeep cost. This cost can be determined by adding up the merchant's expenses from the table below.

Not paying an upkeep cost means that either a hireling deserts, a beast of burden dies or a vehicle deteriorates. Fine quality vehicles lose that property, normal vehicles gain the Poor property and Poor quality vehicles become useless.

Factor	Upkeep
Beast of burden expenses	50 bp
Caravel upkeep	250 bp
Carrack upkeep	750 bp
Cart upkeep	50 bp
Keelboat upkeep	100 bp
Rowboat upkeep	25 bp
Sled upkeep	50 bp
Wagon upkeep	150 bp



## Downtime Activities

Two common trading actions require a downtime. These use the rules for downtime activities (see the *Age of Ambition* core rulebook, page 192). For ease of reference, each of these actions are summarized below:

- ✦ **Find a Buyer:** Finding a potential buyer requires a **Per/socialize-10** flip. Negotiating the sale is a **Chr/persuade** flip which does not require a separate downtime action. An appropriate Tradecraft specialization may be used in place of either or both of these skills. See page 26.
- ✦ **Find a Seller:** Finding a seller requires a **Per/socialize-10** flip. Negotiating the sale is a **Chr/persuade** flip which does not require a separate downtime action. An appropriate Tradecraft specialization may be used in place of either or both of these skills. See page 27.

## Handling Special Cases

Players are sure to come up with clever ideas or point out situations that they believe to be special cases. Perhaps one of them has a crafty scheme to gain an edge when negotiating a sale price. Or maybe it makes sense than an unusual good would be available in a particular settlement.

When in doubt, reward creativity with a boon or similar benefit. Be conscientious, however, of letting repeated attempts with any given tactic unbalance the system. After all, once the party has tried a specific tactic once, word of the scheme is sure to spread to neighboring communities.



# Markets

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To buy or sell goods, a merchant must first travel to a market. Usually this means traveling to a settlement of some sort, whether a small country fair or a bustling metropolis.

## Available Goods

Different markets will have different goods available for purchase, with some goods being more common than others. The GM determines which goods are available at each market. These are the only goods that may be purchased.

Listings for various types of settlements, including which goods are available and which are in demand, have already been compiled. See the Settlement Listings, beginning on page 29.

## Demand

Every market will also have a list of goods that are in particular demand. Goods on this list benefit from + when you attempt to sell them in the settlement. Conversely, attempting to sell a particular good on the market's available goods list suffers -.

## Market Size

Some markets are larger than others. At the GM's discretion, particularly large markets may double the number of goods that local vendors are willing to purchase, while particularly small markets may halve this value.

## Tolls

Most walled settlements charge merchants a toll to enter or to otherwise bring their goods to market. The exact toll varies from location to location, but 100 bp per load is common.



Some seasonal fairs or other special events do away with these tolls altogether in order to attract a greater number of merchants.

## Black Markets

Merchants willing to risk the wrath of the law may attempt to buy or sell on the local black market. Making contact with the local underground requires either calling upon a relevant Bond or taking a downtime action to make a **Per/streetwise-12** flip. Success means the merchant gets + on purchasing goods in the settlement. Failure means being caught. Often the authorities will fine a merchant by seizing half her goods and money.

## Selling Goods

---

Finding a buyer is a downtime action (see the *Age of Ambition* core rulebook, page 192). When taking this action, make a **Per/socialize-10** flip. An appropriate Tradecraft specialization may be substituted as well. On a success, a potential buyer is located.

## Number of Loads

A typical buyer will be willing to purchase between 1 and 10 loads of a given trade good. To determine how many, make a **10-Flip**. At the GM's discretion, this number may



be doubled for a particularly large market or halved for a particularly small one.

You must decide how many loads of a particular good you are looking to sell before making the flip to haggle on the price. Backing out of a sale after negotiating the price is a grave social faux pas, imposing **⊖** on all buying and selling flips in this settlement in the future.

*Koenraad wants to sell his shipment of hides. Since he has already located a buyer, the GM makes a 10-Flip and gets a 3. The buyer is willing to purchase up to 3 loads.*

## Making the Sale

Bartering for the sale price is a **Chr/persuade** flip. Alternatively, an appropriate Tradecraft specialization may be substituted. This flip benefits from **⊕** if the good being sold is on the settlement's Demand list. It suffers from **⊖** if it's on the settlement's Available Goods list. Use the flip's total and the Sale column in the table below to determine the negotiated price. This gives a percent of the base value per load.

*Koenraad haggles with the merchant, getting a total of 14. This means he sells each load of hides for 120% of the base cost. As the listed cost for hides is 10,000 bp, this means his sale price is 12,000 bp per load, or 36,000 bp for all three loads.*

Total	Purchase	Sale
3 or less	140%	60%
4 – 5	130%	70%
6 – 7	120%	80%
8 – 9	110%	90%
10 – 11	100%	100%
12 – 13	90%	110%
14 – 15	80%	120%
16 – 17	70%	130%
18 – 19	60%	140%
20 or more	50%	150%

## Buying Goods

Finding a seller works much like finding a buyer, except in reverse. It likewise is a downtime action (see the *Age of Ambition* core rulebook, page 192). When taking this action, make a **Per/socialize-10** flip. Alternatively, an appropriate Tradecraft specialization may be substituted. On a success, you find someone willing to sell at a price that might be profitable. Remember that only certain goods will be available in any given market.

## Number of Loads

A seller typically has between 1 and 10 loads of a given trade good to sell. To determine how many, make a **10-Flip**. At the GM's discretion, this number may be doubled for a particularly large market or halved for a particularly small one.

You must decide how many loads of a particular good you are looking to sell before making a flip to haggle on the price.

## Making the Purchase

Bartering for the purchase price requires a **Chr/persuade** flip. Alternatively, an appropriate Tradecraft specialization may be substituted. Use the flip's total and the Purchase column in the table on the left. This gives a percent of the base value per load.

The agreed upon price represents the going price for that type of good in this settlement. Your merchant can't just keep haggling or look for a better deal here. She must either move on to the next settlement or wait a month in this community to see if the prices have changed.



# Trade Goods

Below is a table of common trade goods priced by load. This table is by no means comprehensive, and GMs are encouraged to come up with other goods, using the prices here as benchmarks. A random trade good can also be generated by flipping a card and looking up the result using the Card column.



Card	Trading Good	Base Cost
A♥	Ale	1,000 bp
A♦	Armor	100,000 bp
A♣	Beasts of Burden	8,000 bp
2♠	Books	30,000 bp
2♥	Canvas	5,000 bp
2♦♣	Cheese	4,000 bp
3♠	Chemicals (e.g. mercury or coke)	10,000 bp
3♥	Clockwork	80,000
3♦♣	Coal or Charcoal	5,000 bp
4♠	Coffee	100,000 bp
4♥♦	Cotton	8,000 bp
4♣	Delicacies (e.g. sweets or caviar)	50,000 bp
5♠	Drugs (e.g. hogwa or pakzut)	200,000 bp
5♥	Dye	20,000 bp
5♦	Gems	500,000 gp
5♣	Glassworks	20,000 bp
6♠♥	Grain	2,000 bp
6♦	Gunpowder	25,000 bp
6♣	Hides (e.g. beaver or bear skins)	10,000 bp
7♠	Iron Ingots	10,000 bp
7♥	Kalid Parts	15,000 bp
7♦	Leather	20,000 bp
7♣	Liquor (e.g. brandy or bourbon)	20,000 bp

Card	Trading Good	Base Cost
8♠	Livestock (e.g. goats or cattle)	4,000 bp
8♥	Lunar Devices	20,000 bp
8♦	Machinery	160,000 bp
8♣	Mead	2,000 bp
9♠	Metalwork	40,000 bp
9♥	Oil	3,000 bp
9♦♣	Paper	8,000 bp
10♠♥	Pottery	6,000 bp
10♦	Preserves (e.g. meats or fruits)	6,000 bp
10♣	Salt	60,000 bp
J♠	Silk	25,000 bp
J♥	Slaves	8,000 bp
J♦	Spices (e.g. mustard or chilies)	60,000 bp
J♣	Tea	75,000 bp
Q♠	Tin Ingots	10,000 bp
Q♥♦	Tools (e.g. picks or shovels)	20,000 bp
Q♣	Weapons (e.g. pikes or maces)	20,000 bp
K♠	Wine	5,000 bp
K♥♦	Wood	2,000 bp
K♣	Wool	8,000 bp



# Settlement Listings

Listings for a variety of settlements of different types have been compiled and follow on the next few pages. The GM can use these listings to quickly determine which goods are available and which are in demand when the party visits a new location. The GM should feel free to alter these listings as makes sense for the region and season.

## Settlement Categories

The Trading system divides settlements into the following broad categories.

- ✂ **Hamlet:** A tiny permanent settlement, usually with from 10 to 100 residents.
- ✂ **Village:** A small settlement, usually with 100 to 1,000 permanent residents.
- ✂ **Town:** A permanent settlement with anywhere from 1,000 to 10,000 residents.
- ✂ **City:** A large settlement with anywhere from 10,000 to 100,000 residents.
- ✂ **Metropolis:** A truly huge settlement with greater than 100,000 residents.
- ✂ **Fort:** A permanent military encampment or fortress, usually with a population similar to that of a village.
- ✂ **Camp:** A nomadic trading encampment that usually grows or shrinks considerably with the seasons.

## Hamlet Listings

Frequently hamlets consist of a few families engaged in a single economic endeavor.

### Farming Hamlet

- ✂ **Has:** Cotton, Grain
- ✂ **Wants:** Beasts of Burden, Tools

Everyone must eat. Farming hamlets are a backbone of food production.

### Fishing Hamlet

- ✂ **Has:** Preserves, Oil
- ✂ **Wants:** Canvas, Wood

Coastal hamlets and hamlets on major rivers are usually engaged in fishing.

### Herding Hamlet

- ✂ **Has:** Livestock, Wool
- ✂ **Wants:** Grain, Pottery

In areas not suitable for farming, residents may herd sheep, goats or other livestock.

### Logging Hamlet

- ✂ **Has:** Charcoal, Wood
- ✂ **Wants:** Beasts of Burden, Tools

Hamlets in forests are often engaged in logging or gathering from the surrounding woods.

## Listing Available & Demanded Goods

When coming up with the list of available and in demand goods for a particular market, think about the surrounding environment and whether the settlement specializes in a particular industry. For example, a settlement near a large forest likely has wood available. Similarly, a settlement with a large shipbuilding industry likely has a demand for wood.

Pick a number of goods for each list based on the size of the settlement. Larger markets will generally both attract and demand more goods. As a rule of thumb, pick 2 goods for a hamlet, 3 for a village, 4 for a town, 5 for a city and 6 for a metropolis.



## Village Listings

While villages are small, they are usually able to support a modicum of specialized labor.

### Abbey

**Has:** Ale, Books, Mead

**Wants:** Cheese, Paper, Preserves

Abbeys often support a small adjacent village, in addition to the abbey proper.

### Brewing Village

**Has:** Ale, Mead, Wine

**Wants:** Grain, Preserves, Wood

Some communities are well known for their breweries or wineries.

### Milling Village

**Has:** Canvas, Grain, Paper

**Wants:** Beasts of Burden, Wood, Tools

Milling villages frequently support surrounding agricultural hamlets.

### Mining Village

**Has:** Coal, Iron Ingots, Tin Ingots

**Wants:** Chemicals, Machinery, Tools

Mining villages are communities centered around extracting valuable minerals from the ground.

## Town Listings

Towns are medium-size communities with a fair amount of specialized labor.

### Aquacultural Town

**Has:** Delicacies, Oil, Preserves, Salt

**Wants:** Canvas, Glassworks, Pottery, Liquor

Sea elves and aqua gnomes often live in small communities centered around aquaculture.

## Distilling Town

**Has:** Chemicals, Drugs, Dye, Liquor

**Wants:** Ale, Coal or Charcoal, Glassworks, Wine

These towns have an economy centered around the production of hard liquor.

### Lunar Foundry Town

**Has:** Clockwork, Lunar Devices, Machinery, Tools

**Wants:** Chemicals, Coal or Charcoal, Metalwork, Tin Ingots

The Blough'ocks built lunar foundries across Trystell, including in some smaller communities.

### Sericultural Town

**Has:** Drugs, Preserves, Silk, Tea

**Wants:** Dye, Oil, Machinery, Tools

These towns are centered around producing silk and a smattering of other goods.

## City Listings

Cities are large settlements with ample labor and a diverse economy.

### Capital City

**Has:** Books, Dye, Leather, Metalwork, Wine

**Wants:** Armor, Delicacies, Paper, Machinery, Weapons

Capital cities are often rife with bureaucratic and military activity

### Holy City

**Has:** Ale, Cheese, Books, Pottery, Wine

**Wants:** Drugs, Gems, Glassworks, Kalid Parts, Paper

Holy cities attract pilgrims and other faithful from across the world.



## Manufacturing City

- ✦ **Has:** Clockwork, Gunpowder, Machinery, Metalwork, Tools
  - ✦ **Wants:** Chemicals, Coal or Charcoal, Iron Ingots, Tin Ingots, Wood
- 

Manufacturing cities are at the forefront of the world's recent economic changes.

## Trading City

- ✦ **Has:** Delicacies, Coffee, Silk, Spices, Tea
  - ✦ **Wants:** Armor, Clockwork, Drugs, Gems, Machinery
- 

This listing represents a large trading hub of exotic and valuable goods.

## Metropolis Listings

Metropolises are the largest settlements in the world. They are few in number and each has a unique economic niche. Unlike the other listings, these are for specific cities.

### Esten

- ✦ **Has:** Delicacies, Dye, Kalid Parts, Silk, Spices, Tea
  - ✦ **Wants:** Clockwork, Coffee, Drugs, Lunar Devices, Machinery, Wine
- 

From this exotic port, traders spread throughout Bala'umn and the Kaluhn Ocean, bringing in goods from as far away as Gnin and Melanoc.

### Furmagla

- ✦ **Has:** Gems, Gunpowder, Machinery, Metalwork, Tools, Weapons
  - ✦ **Wants:** Cheese, Chemicals, Delicacies, Silk, Spices, Tea
- 

Furmagla's economy is bolstered by the flow of precious metals and gemstones shipped downriver and the rise of industry in recent decades.

## Fort Listings

This category consists of fortresses or other permanent military encampments.

### Fortress

- ✦ **Has:** —
  - ✦ **Wants:** Armor, Grain, Weapons
- 

The soldiers that garrison a fortress have many needs, but produce few physical goods.

### Frontier Fortification

- ✦ **Has:** —
  - ✦ **Wants:** Grain, Liquor, Tools, Weapons
- 

Frontier fortifications help stake an empire's claim over the untamed wilds.

## Camp Listings

Camps are established grounds where nomadic groups trade goods.

### Desert Encampment

- ✦ **Has:** Glassworks, Pottery, Spices
  - ✦ **Wants:** Grain, Livestock, Silk
- 

Deserts are often home to nomadic bands that meet up seasonally to trade goods.

### Kalid Hunting Outpost

- ✦ **Has:** Hides, Kalid Parts
  - ✦ **Wants:** Pottery, Salt, Weapons
- 

The arcane tradition of kalid magic depends on an industry of hunters.

### Plains Encampment

- ✦ **Has:** Hides, Livestock, Preserves
  - ✦ **Wants:** Glassworks, Wood
- 

Plains nomads frequently have established grounds on which to exchange goods.



# Numerous options for handling scenes of perilous confrontation

The world of Trystell is overflowing with the potential for stories of change in a brave new age. All that needs to be done is for players and game masters to come together and tell these tales. *Age of Ambition: Campaign Options* is here to help facilitate this, with new systems for war, trade and perilous confrontation.

*Age of Ambition: Campaign Options* is a key supplement for *Age of Ambition*. Its features include:

- A mass combat system that allows players lead armies, fight battles and participate in other forms of large-scale combat.
- A trading system for handling the purchase and sale of bulk goods, as well as for managing a mercantile operation. Perfect for campaigns centered around cutthroat commerce, piracy or a traveling caravan!
- Several systems for handling scenes of perilous confrontation, including a chase system, a quick combat option and a framework for heists or other precarious situations.

