

Copyright

Copyright 2021 by Alexis Miller

All rights reserved. This guide, and even any portion of it, may not be shared, reused, or republished in any format without express written consent of the author.

Disclaimers:

The information contained in this guide is for informational purposes only. These are my professional opinions and recommendations.

Users of this guide are advised to do their own due diligence when it comes to making decisions. By reading this guide, you agree that me and my company are not responsible for the success or failure of your writing projects relating to any information presented in this guide.

Fantasy L.A.N.D.

Lore text version of video

Hey storyteller, it's Alexis from purpleshelfclub.com and welcome to Fantasy L.A.N.D. This is part 4, Section 2, creating your military.

In this section, we're going to create your military based on four key aspects, the origins, structure, logistics, and warfare.

As always, remember to focus on what's important for your story.

Ready? Let's begin.

In the origins, we want to figure out why the military formed and important events that led to that. In history, militaries have formed:

- To protect freedom
- To expand
- As a result of an event like a revolution
- To rebel
- After separation from another nation
- After unification between two nations
- As a result of internal or external confrontation or threats
- To control

Think cause and effect for this.

You'll also want to figure out the purpose of this military in your story. The purpose can be for the same reason that the military was formed or for a different reason. Be specific about what role they play in your story. If you know the role, then you know the purpose.

Lastly, we need to know who they are fighting and why. What drives them into battle? Or, why do they join? Is it for:

- Personal reasons
- Government order
- Honor
- For their country
- Comradery, they fight for the man next to them
- Sense of purpose

For example, in my story two militaries form because of a split in a nation. Then eventually the two nations went to war. The Sylvan's purpose is to protect their nation and Sylveld's purpose is to expand. With these two sides, I leaned heavily on the civilization worldbuilding I created earlier to develop a different atmosphere between these two. Sylvans fight for honor and country while sylvels fight for class because I decided that rising in rank meant a rise in social status. So same beginnings but already two completely different atmospheres.

The next step is to lay out the structure of the military.

Branches are subdivisions of a military and often categorized by overall function or purpose. There are examples all over with very similar branches. Do pay attention to your natural environment though. For example, a navy requires water which may not play a role in your story.

A unit is a group within a branch and usually has a specific combat/support role. In the United States, a company, platoon, division, and regiment are all units of varying sizes and roles. A division is a large unit or formation. There can also be government divisions pertaining to the military like the department of defense in the United States. But this is dependent

on government type and may not be necessary for your story. Special Forces go on combat, counterterrorism, rescue, and humanitarian aid missions.

However, it's also important to keep note of military structure throughout the ages if your story takes place in a pre-modern era, then there is a less defined structure. You can have none of this and simply have an army with a specified rank structure.

Military ranks often determine responsibility and pay. Again pre-modern eras like the medieval period didn't use such labeled structures. But, whether you want to use a more modern or historical military structure or not, you can think of ranks as a hierarchy or chain of command.

And here's just two examples of how that chain of command can look all laid out.

I used a free mindmap tool to create my hierarchy and I just want to show you my process for this.

First I laid out my government hierarchy from when we worked on our civilizations.

Then I looked at how early medieval Poland organized their military which proved a little difficult because Poland has been through quite a bit even going as far back as the 11th and 12th centuries so I had to do some digging for that.

Then I created my hierarchy keeping in mind that I don't plan on having any sort of navy. I do however have air islands so I added in air rangers as I called them. The names were pure creativity, no real reasoning behind I just like that the names are simple to understand but still unique.

You'll also notice that this structure is the same for both my militaries. I decided this because of my origins, they were once one nation so it wouldn't make much sense that they would change the structure. Honestly, it'd probably create more harm than good, so logically, I believe they would have kept the structure the same.

And I was also feeling creative so I created banners to represent both sides using my bestiary as inspiration.

Essentially what you want to do for your military structure is to create that chain of command.

While working on this you can also decide if there are government spies and divisions? If so, lay those out here or update your government worksheet.

For me there isn't, at least it's not explored in my story. But we do know that the Sylvans had a division that would go on intelligence missions. This is key because one of my characters would have been part of this division. So in a way, there was but not enough for me to lay it out in my doctrine worksheets.

Next we want to look at how one can rise through the ranks and how one gets recruited into your military.

There are several ways your military can rise through the ranks. It could be

- Time in service
- Physical/mental knowledge exams (aptitude testing)
- Government approval for high officer ranks
- Money
- Influence

- Field promotions (in times of war, usually because someone dies and there is an urgent need for replacements)

When choosing how one rises through the ranks, think back to your world's culture and how that would influence your military.

For my story, Sylvans rise through time in service and via approval of the king. But it's harder for Sylvelds. Field promotions are acceptable but otherwise things like money and influence coupled with the King's approval is required to rise.

There are also several different types of recruitment, and it can depend on the government type and size so keep that in mind too.

For instance a nation/state is always voluntary or involuntary. Whereas rebels/guerrillas can be professionally or nonprofessionally organized. They are in general significantly smaller than a nation, their tactics are smaller, and they typically have limited resources or are funded from other governments. And they form because they oppose the current regime of power, ideologies, or religion.

And a private military is hired by government, but don't operate under same rules of government. Unlike rebels/guerrillas, they follow the money and ideologies. For real life examples, look to the Ukraine war, and Afghan/Iraq war which is where PMCs got a foothold, so a good place for information and could be an interesting new addition to fantasy.

Here you can also decide who can serve. Some factors to consider here are:

- Gender norms
- Sexual/gender identification and views within the culture on this

- Nonhuman species

In my story, only men can serve, magical creatures and nature spirits do not serve under human militaries. Sylvans volunteer and follow the family line because it's a source of honor and pride. Sylvelds have the same options but the culture effects this because men are looked down on if they don't serve, especially by their family since it can be a way to rise in social status.

The third aspect of your military is the logistics.

This is arguably the most important aspect of your military doctrine since logistics often determine success in battles and war. Logistics are everything that keep your military running. It determines the size and strength. I've created a calculator to take these factors into consideration. Answer the questions on the worksheet then determine the size of your military. Use the calculator if you want the calculation done for you. It will help you determine the size of your military. You can then take that number and divide it up between your ranks, branches, etc. as you see fit.

I also recommend having your advancement worksheets side by side with your Military Doctrine worksheets so that you can make changes on both as needed.

At first I tried to find a logistics calculator that exists already but all I found were ones that only took population into account but there is so much more. So I created one instead. I'm going to walk through the logistics this way using the Sylvan military as an example. I recommend adding details to the questions I bring up into your worksheets, but then using this calculator to tie the logistics into your military manpower.

The populations questions can be pretty much whatever you want but keep in mind what you know about your story already. I used a

graphic that's in your directory to come up with what my total population was. Then, the Sylvans are losing children to the Sylvelds constantly, so the percent too young to serve is small. I kept the next two as small because people do not live as long in my world and the Sylvans are not doing as good as the Sylvelds so they wouldn't be capturing/imprisoning as many but also women aren't allowed so that does raise it a bit.

The rate of recruitment is dependent on the type of recruitment you chose earlier and the level of support from society. The rate of loss is dependent on if your military is actively engaging in battles.

I wanted the recruitment rate to be higher than the loss because of the reason men join in this nation but also because this military follows a guerrilla like style so by nature they don't engage in large battles if they can help it meaning less losses.

Alright onto the more detailed part of the calculator. When you use the calculator, be sure to hover over these parts with the black marks so you know what number to put in based on your logistics.

Okay, so What resources and territory do they have access to?

Resources refers to things like food, water, natural resources, magical resources, and other various resources that you might have created for your story.

Territory refers to what your military has access to. Things like transportation, ports, land/water coverage, regions they hold. You could also add fantastical elements here. Use your map and advancement worksheets to help you answer this.

In my story, resources are abundant on both sides but the Sylvans have less territory. In the military doctrine worksheets, I wrote out what these resources were and what territory each side had.

Support and upkeep is what keeps your military running, this can be things like:

- In military support like non-combat jobs like units being, access to resources, medical aide, etc.
- Non-military support like civilians supplying the military equipment, food, weapons, and armor

Look back to what jobs you created for your civilization. In what way would these jobs be impacted by the military or a time of war?

For economy, look to your economy sheet and think over if it still makes sense with your military. If not, make adjustments. For me I'm going to say the Sylvans are stable and holding, there isn't growth at the moment.

For war acceptance take a moment to think about how your civilizations feels about who your military is fighting, their understanding on why, and if this war is creating a stable or unstable economy. All these things can affect the level of support. For instance, the sylveld civilization is more divided whereas the sylvans do support the current war. Two completely different looks on the war.

And lastly is what your units are being or not being provided with. On both sides for my story, things like weapons, armor, and training are provided. I will note in my worksheets though that the Sylvelds are expected to maintain what they are provided so it won't be as easy for them to get more if needed.

Once you've answered all those questions, you'll see on average how much of your population is military vs non-military. You can then take these numbers to get a general idea of how many are in each rank and each non-military job role.

Finally, we enter the warfare

Questions to answer here:

- **List out strategies, formations, and tactics your military will or could use**
- **Equipment. How to use. Magical Qualities?**
- **Weapons. How to use. Magical Qualities?**
- **Armor. Magical qualities?**
- **Training Notes.**
- **Strengths and weaknesses**

When I started on warfare, I firstly understood that I won't use everything I come up with. Secondly I found working on the strategies, armor, and weapons at the same time allowed me to make easier decisions. They all affect each other so there's no issue in coming up with bits of each at the same time.

When I filled out my worksheets, I found a list approach worked best, and I have resources that can help me define and know when to use certain formations, tactics, weapons, and so on.

First, use real world information and look at your inspirations chosen in your lore and civilizations to choose the strategies, formations, tactics, equipment, weapons, and armor. For instance, I found both polish and Viking inspirations particularly when it came to formations.

Speaking of which there are several things that affect military formation and tactic choices such as:

- Enemy
- Location
- Weather
- Military styles
- Other threats like fantastical creatures or even fauna
- Experience and training
- Strengths and weaknesses

So keep those in mind when making your choices.

You can also look to your military origins and style. Here I found several strategies for the Sylvans based on guerilla resources.

To add fantastical elements to your weapons and armor, or even to come up with new weapons and strategies and such, look to what exists already, then enhance it. Then do the same for what exists in your world and enhance that.

For example, in my world there are air islands and both normal and magical metals and the humans innovate to combine and use the two. I knew I wanted the Sylvelds to have an upperhand with air units so I began to think about how they could combine magical and non-magical elements. For an airship, you need a way to get the ship in their air, and you need propulsion.

I decided that the Sylvelds would use smaller, unused air islands on ships by breaking off parts of those magical islands that float in the air and attaching those pieces to the bottom of the boats they make.

This gets the boats floating in the air, but there is no movement. What I do know is that magnets can be made from nickel and iron and magnetic propulsion has been used to move things as heavy as cars. So my thought process was to have the Sylvelds use magnets on the front and backs of these boats to move them in

the air. And to keep an upper edge, they will add another layer to the bottom of the boat so the Sylvans can't figure out how they did it as easily.

Normally, you have to keep weight as a factor too for airships, but since their air islands are floating, and they are super heavy, I know that the pieces of their air islands can certainly support my small military ships.

As you can tell, that's a thought process that takes some time to arrive to. And again, always keep in mind how much you want to reveal to the reader. Your fantasy elements can be detailed or vague. That is up to you.

The last thing I want to note is that if you decide to use more modern warfare choices, keep in mind it will have an effect on how your world functions. So be selective on what you choose and think about how it will affect war, your natural environment, and the advancement portions of your world.

Okay, in this section, we created our military based on four key aspects, the origins, structure, logistics, and warfare.

In the next and final section, we're going to look at genre conventions, tropes, and cliches. But before you move on, I strongly encourage you to fill out your military doctrine document and put any important resources relevant from the directory to your storyteller binder or wherever you want to keep your world building materials. I found that my magic system had quite the effect on my military so it might be good for you to complete this first. If you have any questions or requests, let me know in the chat.

When you're ready, I'll see you in section 3, your conventions and cliches.