



FANTASY L.A.N.D.

Defined Conventions



Alexis from purpleshefclub.com

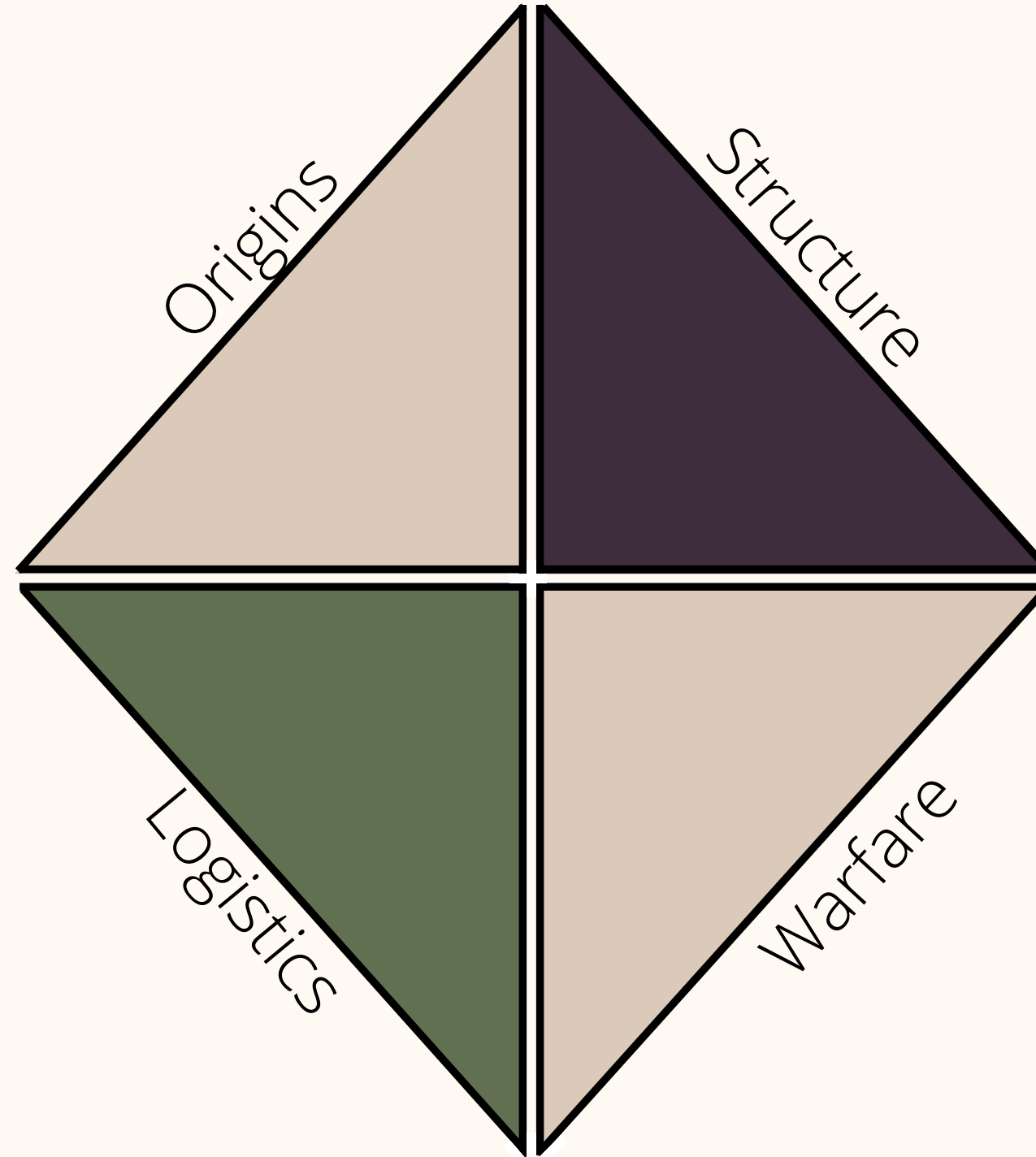


Section 2

- Origins
- Structure
- Logistics
- Warfare



Doctrine Diamond



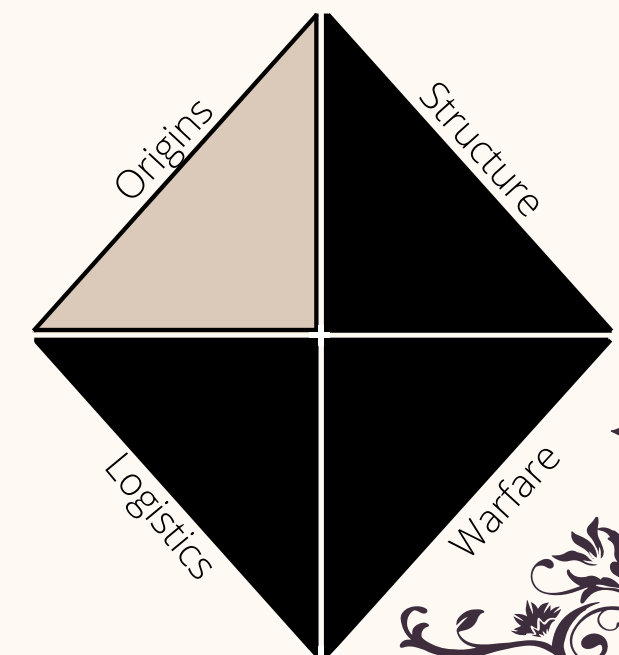
Origins

Military Formation

- 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

Reason to fight

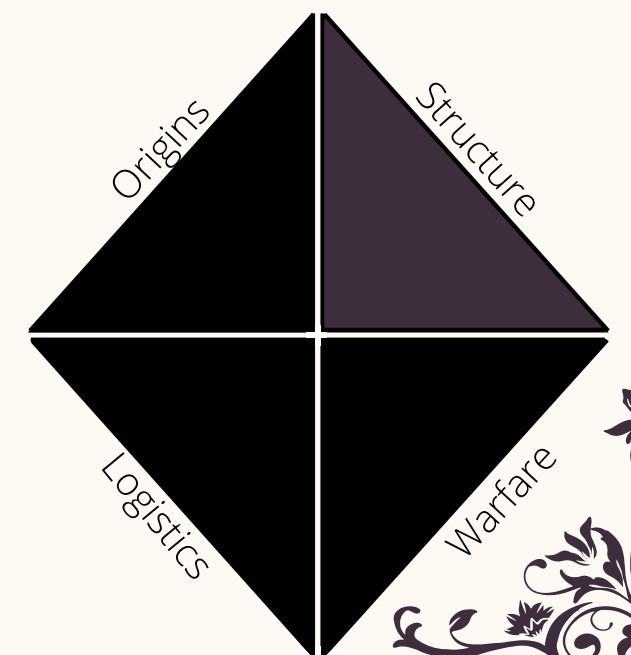
- Personal reasons
- Government order
- Honor
- For their country
- Comradery, they fight for the man next to them
- Sense of purpose



Structure

Some terminology

- Branch: subdivisions of a military



Structure

United States

- Arm
- Marines
- Navy
- Air Force
- Coast Guard
- Space Force

Russia

- Russian Ground Forces
- Russian Navy
- Russian Aerospace Forces

United Kingdom

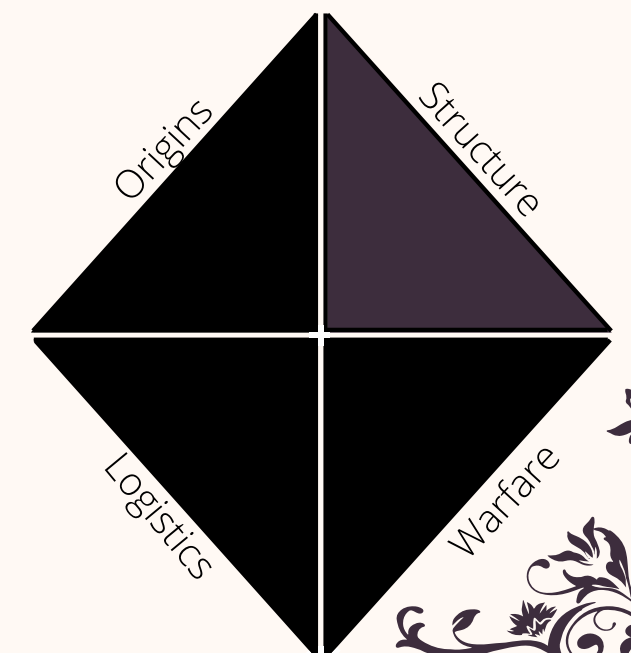
- British Army
- Royal Navy
- Royal Air Force
- Royal Marines

China

- Ground Force
- Navy
- Air Force
- Rocket Force
- Strategic Support Force

North Korea

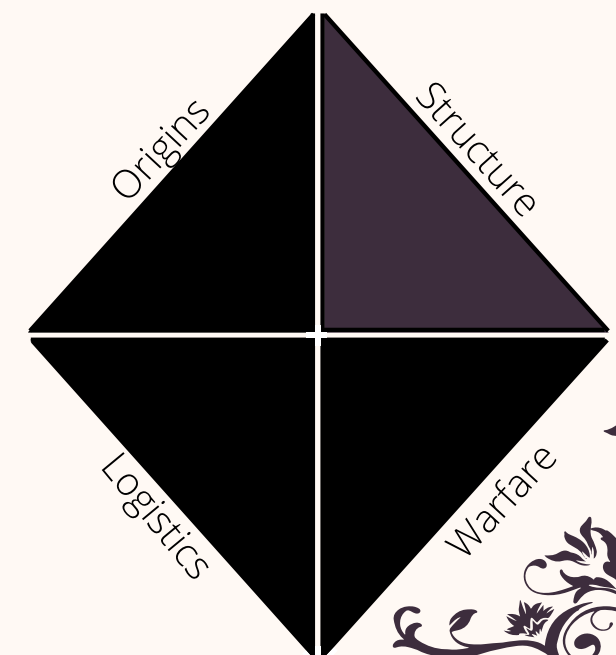
- Ground Force
- Naval Force
- Air and Anti-Air Force
- Strategic Rocket Forces
- Special Operation Force



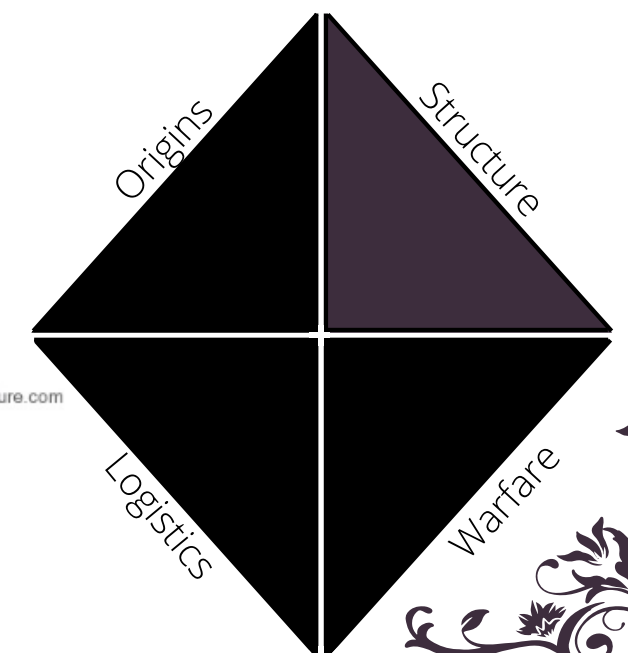
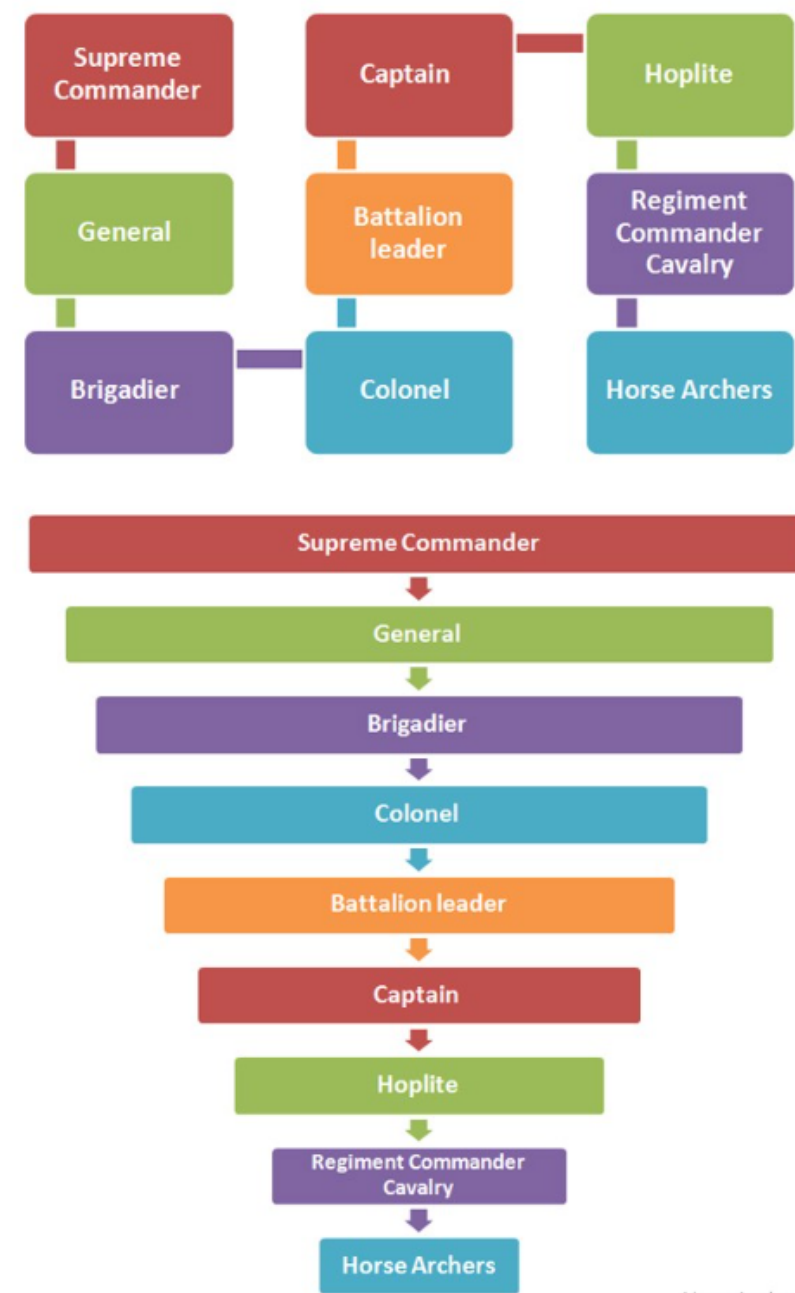
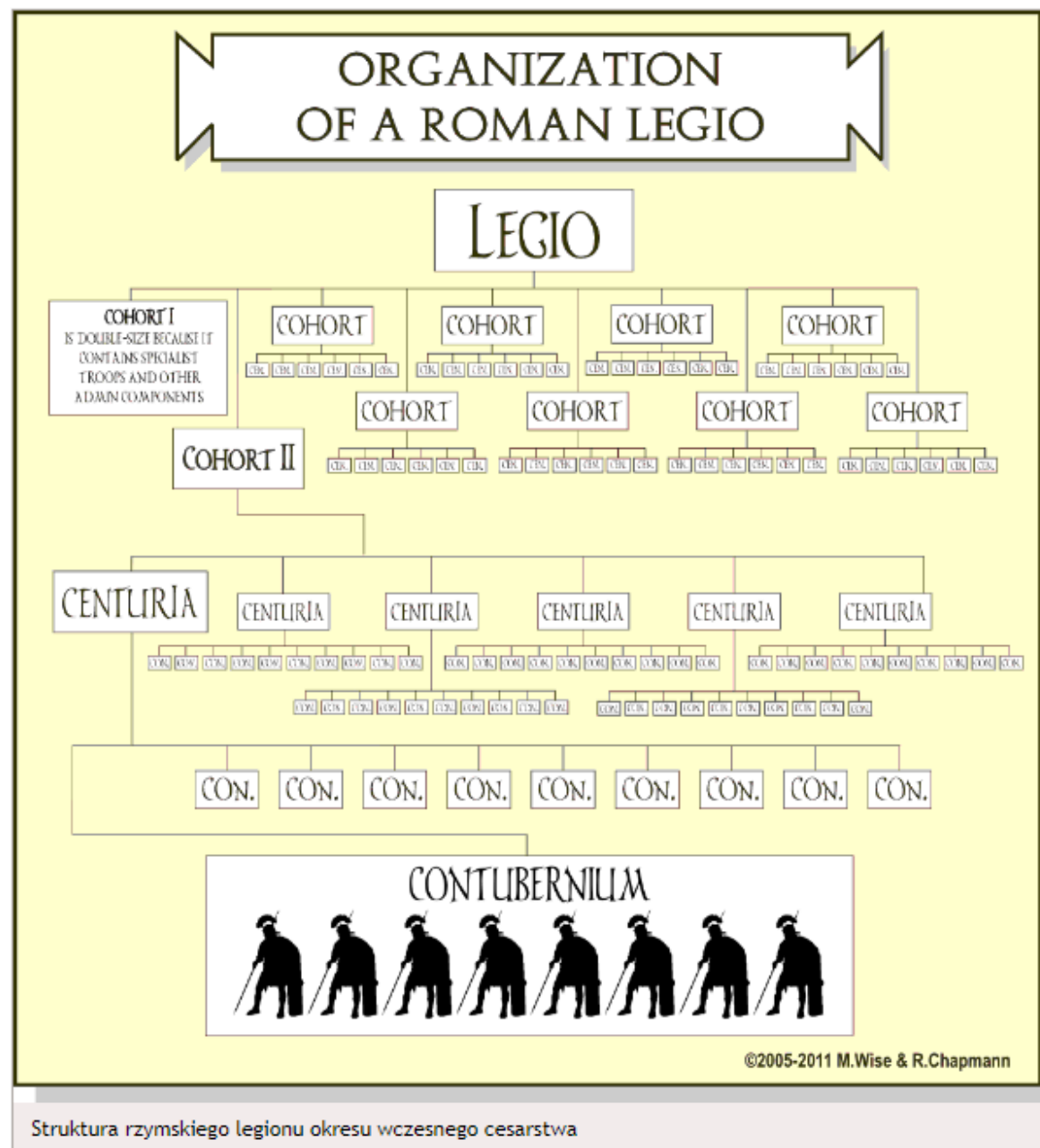
Structure

Some terminology

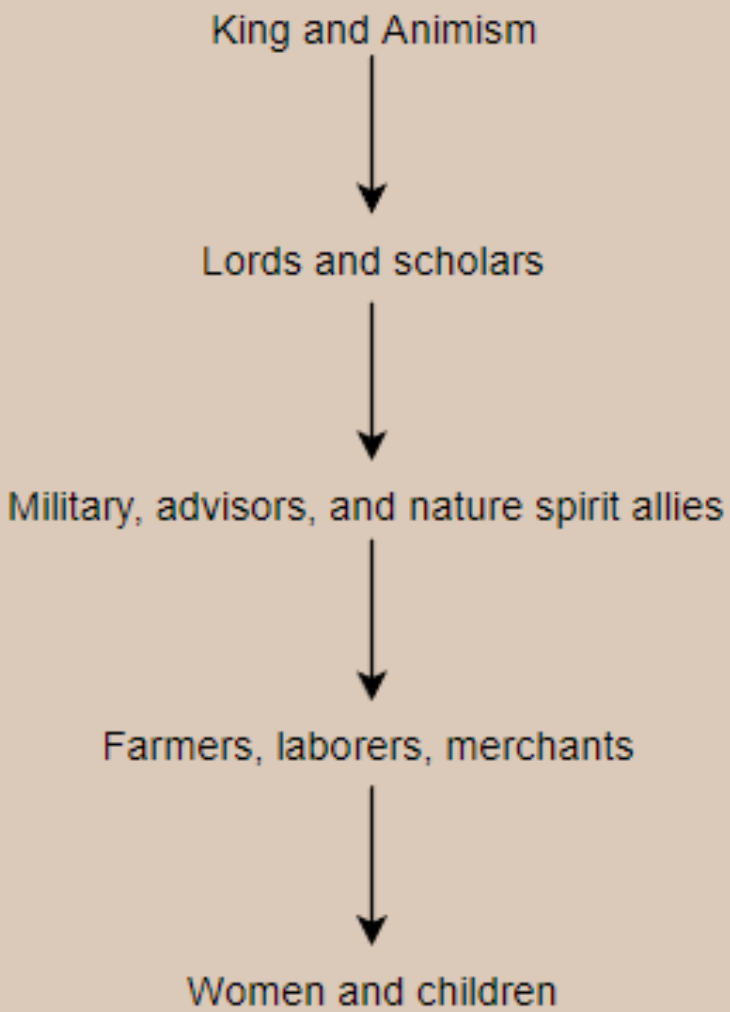
- Branch: subdivisions of a military
- Units: group within a branch
- Division: large unit or formation
- Ranks: Hierarchy or chain of command



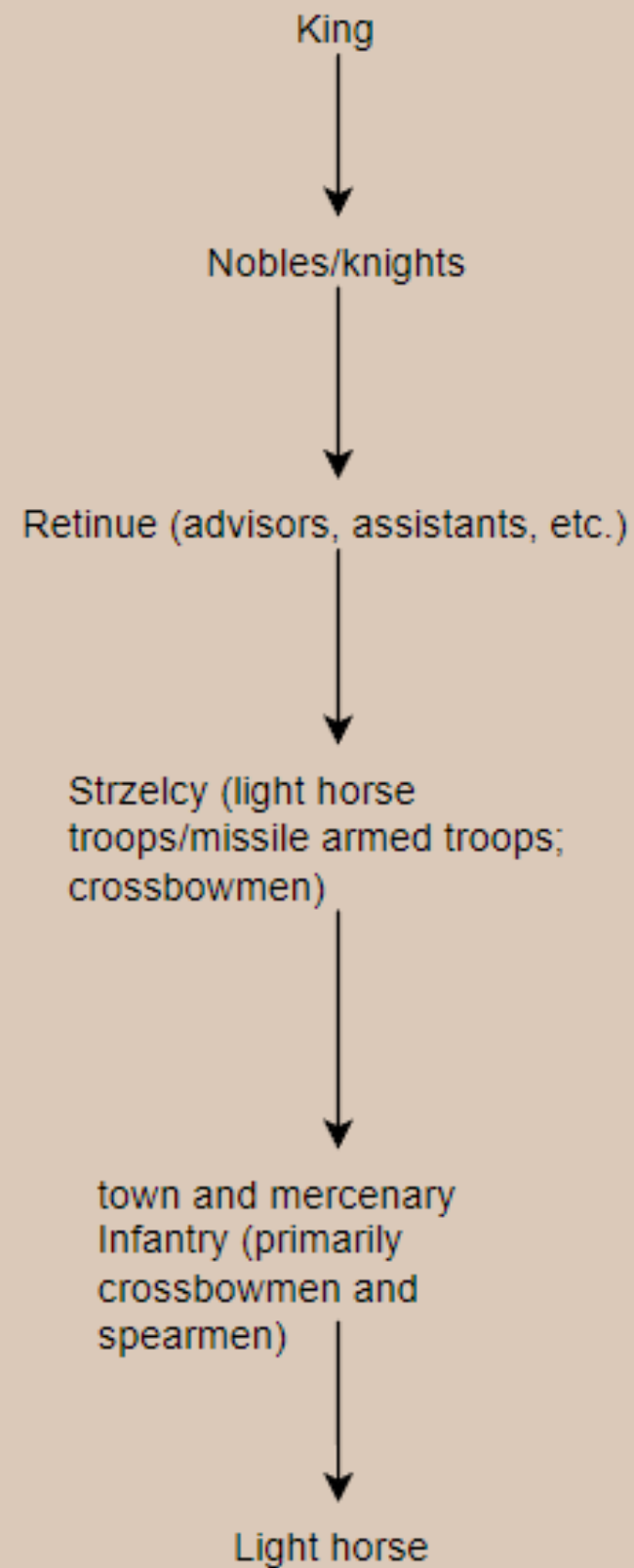
Structure



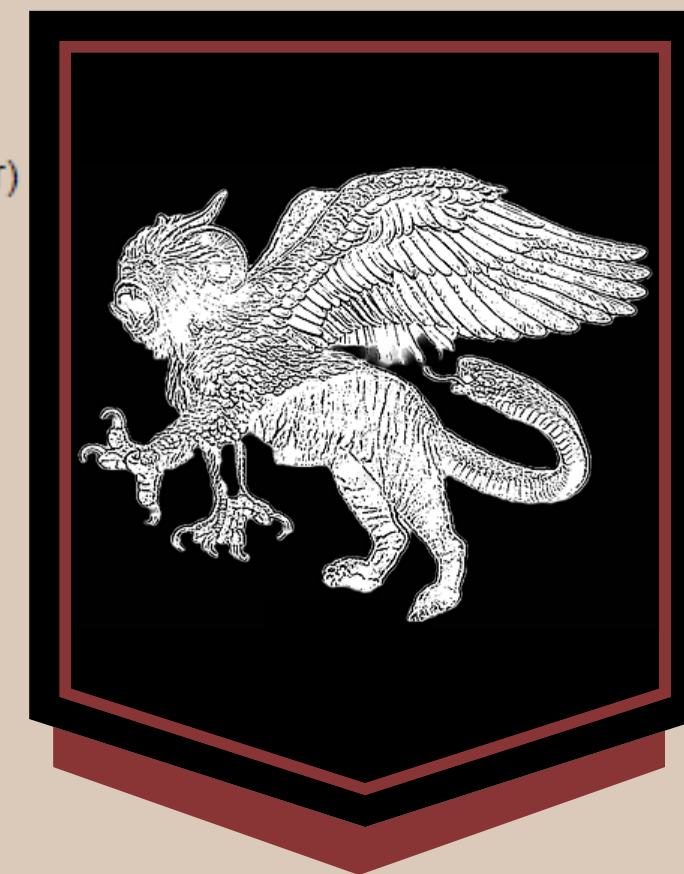
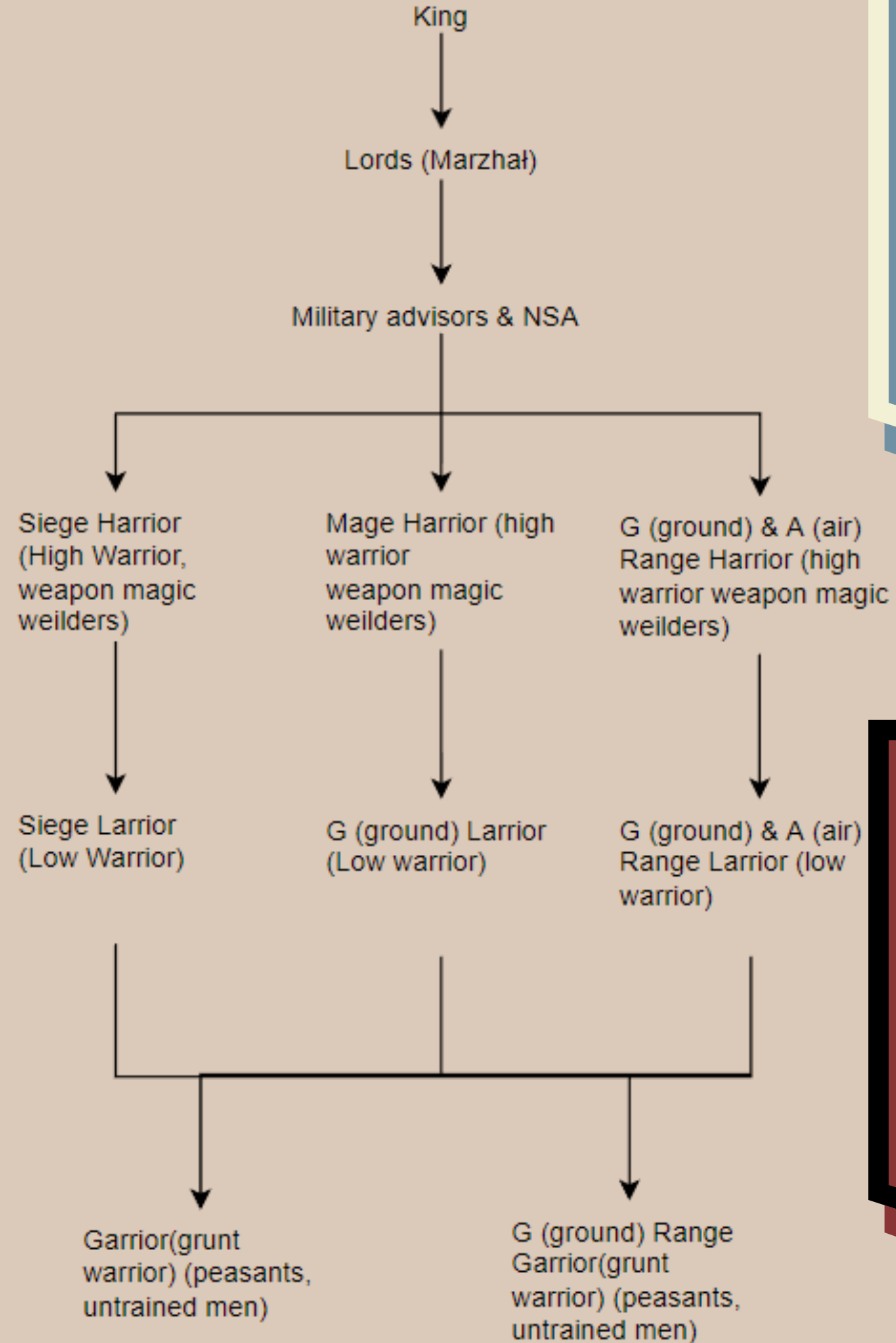
My government heirarchy



Medieval Polish Military



Sylvan & Sylveld Army



Structure

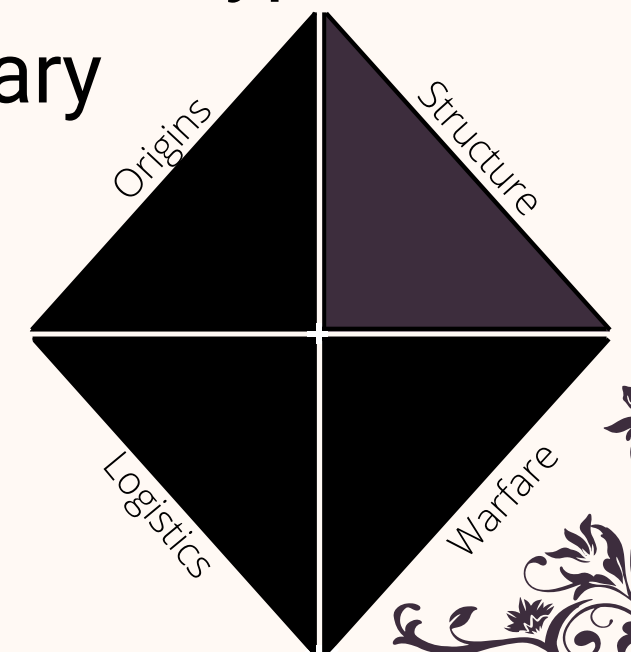
Climbing the ranks

- Time in service
- Aptitude testing
- Government approval
- Money
- Influence
- Field Promotions

Recruitment

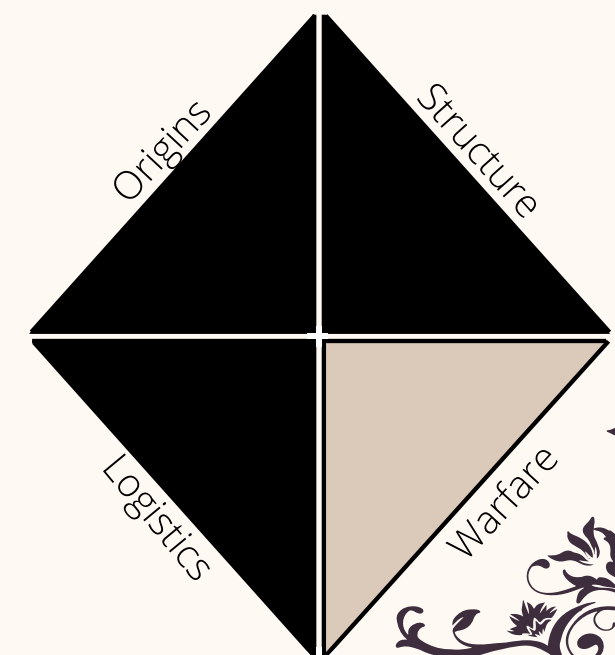
- Voluntary
- Forced/mandated
- Inherited
- Created

Does depend on government type, culture, and size of military



Warfare

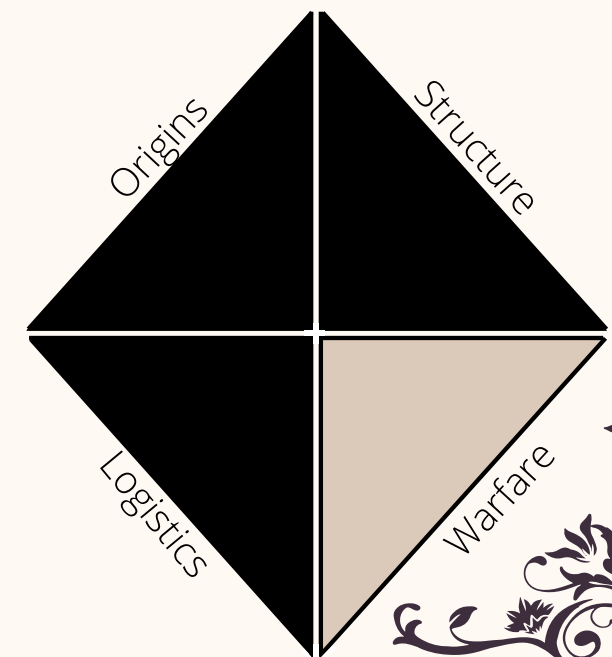
- List out strategies, formations, and tactics your military will or could use,
- Equipment. How to use. Magical Qualities?
- Weapons. How to use. Magical Qualities?
- Armor. Magical qualities?
- Training Notes
- Strengths and weaknesses



Warfare

Things that affect military formation and tactic choices:

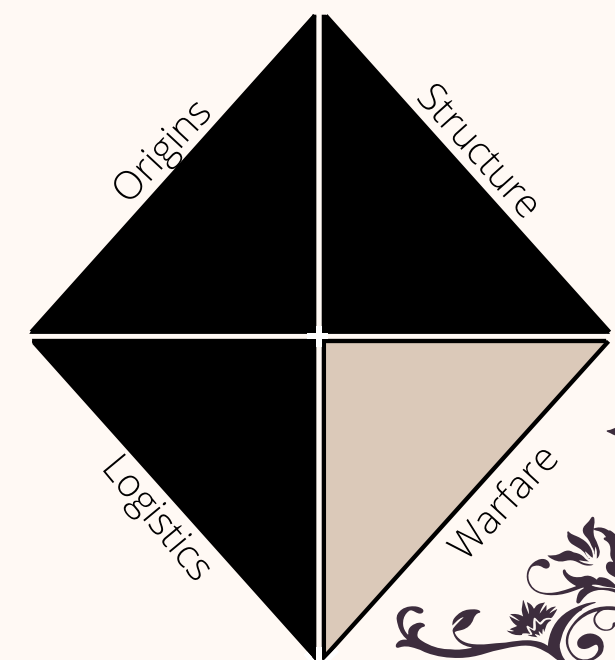
- Enemy
- Location
- Weather
- Military styles
- Other threats like fantastical creatures or even fauna
- Experience and training
- Strengths and weaknesses



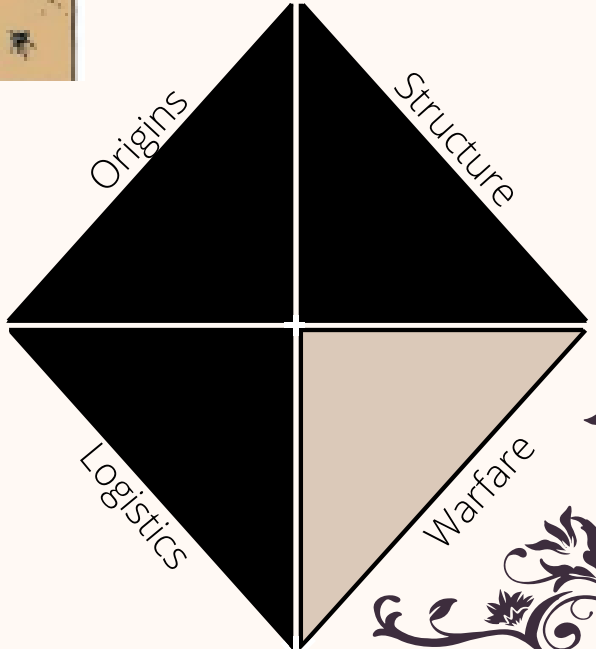
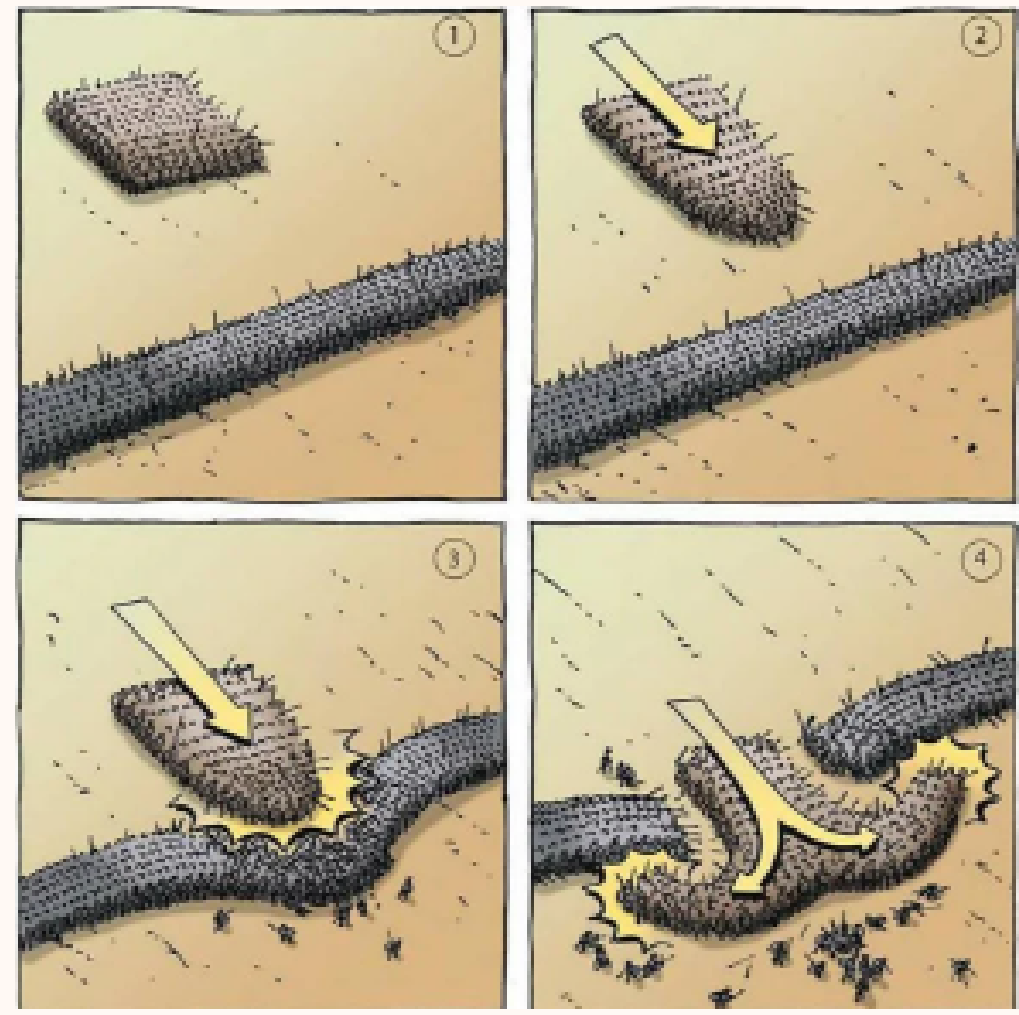
Warfare

Fantasy Ideation Process

- Look to history for inspiration
- Think about the tone and origins of your military



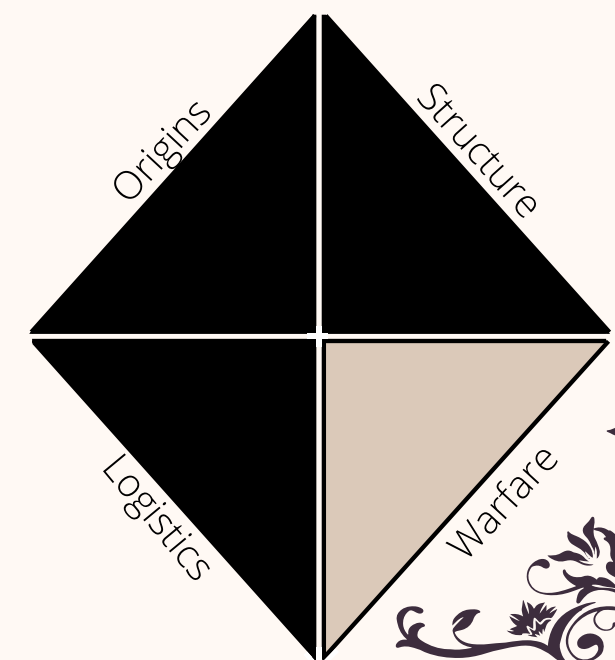
Warfare



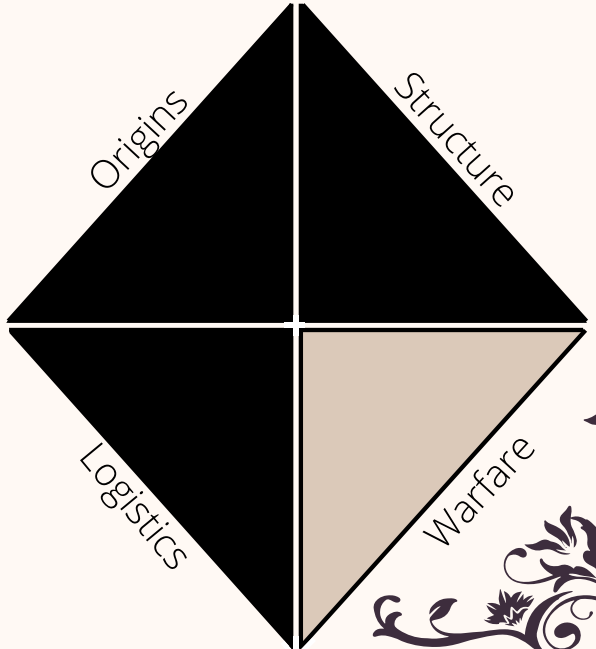
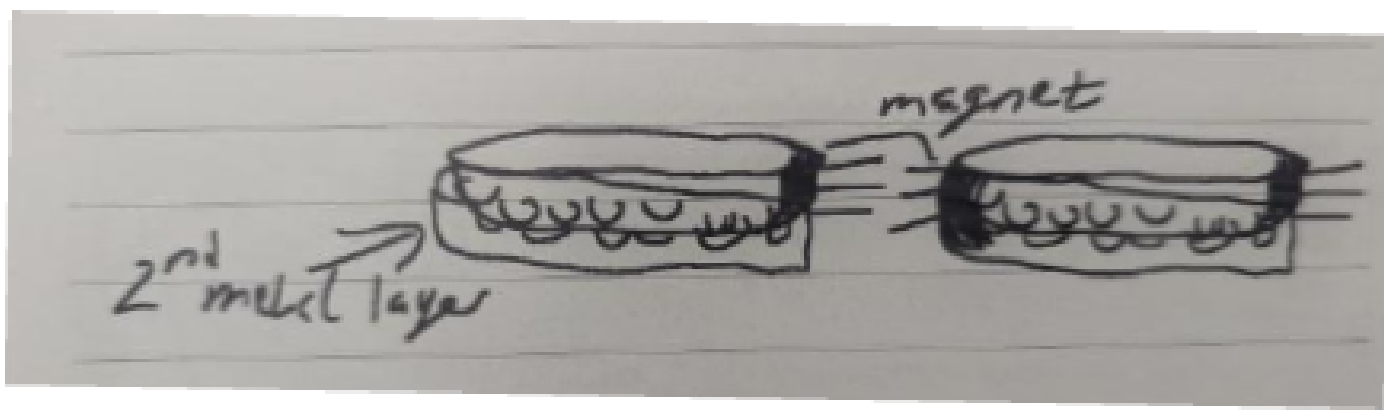
Warfare

Fantasy Ideation Process

- Look to history for inspiration
- Think about the tone and origins of your military
- Add magical effects and limitations
- Choose armor based on weapons, weight, and protection
- Look at environment, skill, strength, stealth, your world



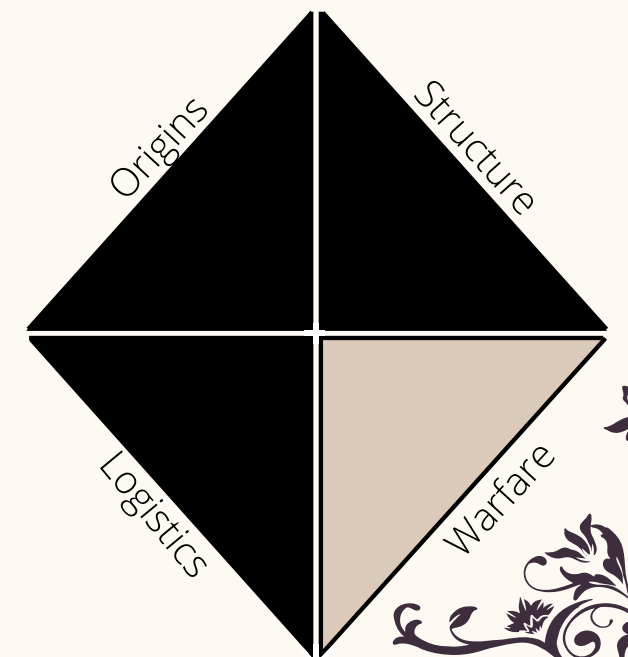
Warfare



Warfare


Fantasy Ideation Process

- Look to history for inspiration
- Think about the tone and origins of your military
- Add magical effects and limitations
- Choose armor based on weapons, weight, and protection
- Look at environment, skill, strength, stealth, your world
- More modern choices will change things like war size, tactics, armor, architecture, and other weapon choices





Recap

- Origins
 - Structure
 - Logistics
 - Warfare
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