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Origins

Why they formed and important events:

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

What events have led to the point where your story begins? Think cause and effect.

Purpose of military in the 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.

Who are they 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

Structure

Lay out your branches, divisions, ranks, and units from top to bottom. Include other job roles in the military if needed.

Branches are subdivisions of a military and often categorized by overall function or purpose. Do pay attention to your natural environment. 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. Yes they had navy's but they were just part of the army.

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, you can think of ranks as a hierarchy or chain of command.

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

Are there military specific government spies and divisions? If so, lay those out here or update in your government worksheet.

No, at least not explored in my novel. 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.

How to rise through the ranks.

There are several ways your military can rise through the ranks, here are some:

- 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 worlds culture and how that would influence your military.

Recruitment type(s).

There are several different types of recruitment, and it can depend on the government type and size.

- Voluntary
- Forced/mandated even if temporary
- Inherited (follow the family line)
- Created like through magic

Nation/state is always voluntary*(dependent on government style), involuntary (conscripts/drafts)

Rebels/guerillas: can be professionally/nonprofessionally organized, in general significantly smaller than a nation, tactics are smaller, typically limited resources or funded from other governments, oppose current regime of power (ideologies, religion)

Private military: hired by government, but don't operate under same rules of government, essentially mercenaries, 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. 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

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.

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.

Means of Support and upkeep.

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

- Military support like units being provided pay, weapons, armor, food, 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?

Notes on finances.

Use calculator.

Size of army and rate of recruitment and loss.

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.

The size of the army will depend on your entire logistics answers. Population size and more negative results and answers will mean less manpower and vice versa. Use the calculator if you want an easy way to determine the size of your military.

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.