

PRINCIPALITY OF ULEK

Military Time Unit Expenditures

In the Living Greyhawk campaign setting every player receives 52 time units per year to play his or her character. Characters in the Army or Mine Rangers operate under a special restriction:

“Members of the Royal Army [or Mine Rangers] are always considered to be on reserve duty, and may be called to report for special missions, assignments, patrols, etc. Characters may not spend more than 26 Time Units a year outside of the military.”

In practical terms, this means that for a member of the Army or Mine Rangers:

- They have up to 26 TUs which they can use in non-military activities.
- They have 26 or more TUs remaining for "military approved" TU costs.

The following are what constitute “Military Time Units”:

- Any scenario or interactive that is considered “Army-approved” for members of the Royal Army, or “Mine Ranger-approved” for members of the Mine Rangers. Check the web site and the addendum of this document for a listing of scenarios that are approved as military TUs for the Army or Mine Rangers.
- Opportunities given directly by the Royal Army or the Mine Rangers that cost Time Units.
- The yearly and initial TU costs for joining and advancing in the Army or Mine Rangers.
- Appropriate Profession and Craft checks after a scenario but not Magic Item Creation.
- The yearly and initial TU cost of joining a religious organization as a Lay Worshipper. This is due to the close support and respect that the armed branches have for the clergy.

It is the intention of the Triad that if a character plays all of the military approved scenarios, and that if they continue to advance in the Royal Army or Mine Rangers, that they should be able to spend around 26 TUs in the military.

As an example, this would be the military Time Unit expenditure of a character who in year 3 was promoted from Corporal to Sergeant in the Royal Army:

1 military TU: The yearly TU cost for being a Lay Worshipper in the Temple Hegemony.
8 military TUs: Spent 2 initial TUs as a Corporal, and 6 yearly TUs.
2 military TUs: Promoted to Sergeant – another 2 initial TUs.
10 military TUs: Played in all seven Royal Army-approved scenarios.
8 military TUs: Played in both interactives that were Royal Army-approved.
Total military TUs: 29

This would be the example of someone who was in the Mine Rangers:

1 military TU: The yearly TU cost for being a Lay Worshipper in the Temple Hegemony.
8 military TUs: Spent 2 initial TUs as a Corporal, and 6 yearly TUs.
2 military TUs: Promoted to Sergeant – another 2 initial TUs.
7 military TUs: Played in all four Mine Ranger-approved scenarios.
4 military TUs: Played in the interactive that was Mine Ranger-approved.
4 military TUs: Used Profession(Miner) skill after 4 regional scenarios.
Total military TUs: 26

Finally, if someone is a member of both the Royal Army and the Mine Rangers, simultaneously, this would be a sample TU expenditure:

8 military TUs: Spent 2 initial TUs as a Royal Army Corporal, and 6 yearly TUs.
2 military TUs: Promoted to a Royal Army Sergeant – another 2 initial TUs.
8 military TUs: Spent 2 initial TUs as a Mine Ranger Corporal, and 6 yearly TUs.
2 military TUs: Promoted to a Mine Ranger Sergeant – another 2 initial TUs.
10 military TUs: Played in some of the Royal Army or Mine-Ranger approved scenarios.
8 military TUs: Played in both interactives that were Royal Army or Mine Ranger-approved.
Total military TUs: 38

Note that if a character is a member of both the Royal Army and Mine Rangers, it is expected that they are splitting their time between the armed branches, and hence that they may progress less quickly. It is nonetheless a matter of respect and support for each other that the armed branches do not each require 26 military TUs. Very likely, someone who has joined both the Army and Mine Rangers simultaneously will decide not to advance in both armed branches in the same year.

Addendum – Military Scenarios

<u>Year 2</u>	<u>Royal Army</u>	<u>Mine Rangers</u>	<u>Year 3</u>	<u>Royal Army</u>	<u>Mine Rangers</u>
ULP2-01	Yes	No	ULP3-01	No	No
ULP2-02	No	Yes	ULP3-02	Yes	No
ULP2-03	Yes	No	ULP3-03	No	Yes
ULP2-04	Yes	No	ULP3-04	Yes	Yes
ULP2-05	No	No	ULP3-05	No	No
ULP2-06	Yes	No	ULP3-06	Yes	No
ULP2-07	Yes	No	ULP3-07	No	No
ULP2-08	Yes	No	ULP3-08	Yes	Yes
ULP2-I01	Yes	No	ULP3-I01	Yes	No
ULP2-I02	No	No	ULP3-I02	Yes	Yes
ADP2-01	No	No	SHE3-01	No	Yes
ADP2-02	No	No	SHE3-02	No	No
			SHE3-03	No	No
			SHE3-04	No	No
			SHE3-05	Yes	No
			SHE3-06	Yes	No
			SHE3-07	Yes	No