Mission Classes

Metrics

There are 3 metrics:

- Victory Points: Degree to which this stops Cornaith from taking over the world/increases likelihood that the armies the Silversword alliance has brought in will successfully cripple Cornaith.
- Chaos: Degree to which Uft is more likely to fall into infighting or even fall altogether in the aftermath.
- Suspicion: Degree to which Cornaith and his lackeys suspect active underground rebellion is occurring in the city.

You must accumulate victory points past a certain threshold by the time the armies arrive to fully stop Cornaith from conquering the world. If you make it to 3/4ths of that threshold, Cornaith will only be able to conquer East Europe. If you don't even make 3/4ths, Cornaith will face-stomp the incoming armies and proceed to conquer Europe.

Assuming you do accumulate enough victory points to stop Cornaith, if you accumulate Chaos past a certain threshold, Uft will fall into infighting or ruin. This is only checked at the end of the campaign; Chaos has no direct affects during the campaign.

If you accumulate Suspicion past a certain threshold, Cornaith becomes sufficiently suspicious of rebellious activity that he locks the city down and you may not take part in a mission during the next week, and instead must help the Silversword alliance lay low. The week after the city is put on lockdown, Suspicion is halved.

Finally, each individual PC will have a suspicion meter specific to them. If Suspicion + Their Suspicion exceeds the Suspicion threshold, they are occupied for a full week while an investigation occurs, and cannot help the rest of the party with their mission. This investigation will be roleplayed, and if they are successful in avoiding further suspicion, their suspicion will be cleared and Suspicion will be reduced by their suspicion.

You will not be able to see the actual point values of the missions you take, though you may use your intuition, plus the info below, to make educated guesses. I will also inform you when you hit the halfway marker towards any threshold.

In general, missions unlocked later into the game will be worth more victory points and be more costly in Chaos and/or Suspicion then earlier ones.

Uncategorized

Typically some combination of

- Available on any week
- Has no deadline
- Can be completed multiple times

Populace

Revolts, protests, etc. Stopping protests greatly reduces Chaos (Chaos can go negative) but won't net many Points, if any. Inciting protests to the point of violence will net Points, but will never reduce Chaos.

Infrastructure

Damaging city or military infrastructure. Usually requires knowing or finding somebody with easy access to said infrastructure. High in points, but often increases Suspicion.

Military

Causing issues for the four military fronts. Worth medium Points, but unlikely to cause disastrous Chaos or Suspicion increases.

Cornaith And Friends

Causing issues directly for Cornaith and his specific plans. Very high in victory points but always with a great cost in Chaos or Suspicion. However, no Cornaith-and-Friends mission costs both Chaos and Suspicion.

Information Gathering

Never increases Victory Points, Chaos, or Suspicion, but will unlock more valuable missions.

There will be 3 available information-gathering missions:

- Info-Gathering 01
  - Can be done on Week 1 and onward.
- Info-Gathering 02

    - Can be done on Week 2 and onward.
- Info-Gathering 03
    - Can be done on Week 5 and onward.

Note that you do not have to have done a previous Information Gathering mission in order to attempt a later one, but ~1/4th of the missions will not be unlocked unless you had done the previous Information Gathering mission, as they require pre-requisite knowledge.

You will have a very hard time succeeding if you do not take any Information Gathering missions.

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