

Random Dependents

Update History

- Feb 9th 2025 (rewrote entire document)

Dependents

Dependents represent anything from fresh recruits to the kinds of hangers on that tend to accumulate around military companies. The exact nature of these personnel is left to the imagination of the player.

If Random Dependent Addition is enabled in Campaign Options, dice are rolled at the beginning of each month to determine whether new Dependents start traveling with your campaign. The flipside to this is the Random Dependent Removal option. Which, if enabled, will allow Dependents to leave the campaign at the beginning of each month.

Dependent Capacity

A campaign's Dependent Capacity is equal to 5% of its current active non-dependent personnel. A campaign with 100 active non-dependents would have a Dependent Capacity of 5, for example. This is a hidden value that is calculated dynamically whenever Dependents are added or removed.

Dependents with non-adult children, a spouse, or who are children are not counted towards Dependent Capacity.

Random Dependent Removal

On the first of each month, a 20-sided dice is rolled for each Dependent traveling with the campaign. That Dependent will leave the campaign if the die roll equals 1.

If the campaign is currently exceeding its Dependent Capacity two dice are rolled, with the lowest roll used.

Only Dependents with non-adult children (or no children), no spouse, and who is not a child are eligible for removal in this manner.

Random Dependent Addition

On the first of each month, if there is any remaining capacity, a number of 20-sided dice is rolled equal to 20% of the remaining capacity (or 1, whichever is greater). If any of these rolls equal 1 a new Dependent is added.

If the number of current Dependents is equal to or less than half the available capacity, roll twice and use the lower roll.

Random dependent addition is always rolled after random removal.