

Faction Name: Truesteel Order
Faction Leader: Invar Mundivore the First, The Steel Emperor
Capital City: Maeander

“You are strong, tempered like steel in the fire and by the blows of the hammer of life. Nothing will break you again, only make you stronger and more whole. Perfection is the pride of those who have not lived, who know not these things in their arrogance. They remain the same - raw and without form. The hammer never touches them, and they lie on the shelf, gathering dust, slowly tarnishing and fading and crumbling. The blows of the hammer in the fire refine us into bright shining glory for the roles we play in life - until we are one with the anvil, becoming immune to the hammer's little knocks, and smile at it.”

— Christina Engela

“Don't fear suffering. The strongest steel is forged in the hottest fire. The facts are always friendly. Without a little agony, none of us would bother to learn a thing. The earth has to be tilled before the seeds can be planted.”

— Ethan Hawke

The Truesteel Order is a growing nation that emerged from the ashes of the Tectic Empire, a once-powerful civilization that was destroyed in a catastrophic event of their own making. Composed of surviving clans, the Truesteel Order is one of the newcomer factions in the region, with a deep obsession in potent Starsteel and the pursuit of mythical 'Truesteel'.

Under the leadership of the Truesteel Order, the Tectic people have begun to rebuild their shattered civilization. With a strong focus on metallurgy and knowledge, the Truesteel Order seeks to restore the glory of the Tectic Empire and reclaim its place as a dominant force in the region.

The Tectics

The Tectics are the peculiar and obsessive sort of bipedal sapients that constitute the population of the Truesteel Order. Each Tectic is a large stocky tetrabrachial humanoid, with two sets of arms, the outer and larger set is primarily used for muscle and the smaller inner pair used predominantly for fine motor work. A short hairless head with four eyes sits atop broad torsos that terminate with two stocky legs with the common four digits of the race. Tectics possess a diamond-shaped pair of gemstone-like eyes, each with a minute black point for an iris, located front-facing on their hairless head. They also have two large slits for nostrils and a wide, craggy maw. The lower set of eyes, slightly smaller than the upper set, share the same color as the upper set. A typical Tectic will range in heights from about 8 ft to a towering 14 ft, weighing a couple hundred pounds before armor and gear increase their loading. Their frames are typically covered in jagged rocky outcroppings, seemingly stone emerging from lightly scaled flesh and acting as ablative armor. The stones are continuously grown and chiseled down as maintenance throughout the lifespan of a Tectic, though few are sure what would happen after a couple centuries of life as few Tectics live to old age, typically dying from smelting incidents or from expeditions for more interesting crafting materials, their immense appetites and sometimes reckless experimentations causing them to occasionally bite off far more than they can chew. Their rocky hides vary in material and their contents, some having mineral or gemstone inclusions grown.

Each Tectic is, to a fault, obsessive in their work and have been known to infuriate others in their dogged single-mindedness towards a project or goal. Fast to form rivalries and alliances, these determined crafters excel at whatever they can agree on.

Tectic Culture

Before Starfall, the tectic clans were nomadic crafting families, wandering the world for ever-gnawing appetites of consumption and creation. They lived out of large enclosed wooden wagons and spent most of their time in isolation with their individual clans, only occasionally meeting in groups for exchanges of goods or large projects. Their early strength was in the production of Clansteel, iron worked with bloodletting rituals that would alloy and react with components of Tectic blood to form superior quality steels far sooner than other similar societies. This advancement of metallurgical development allowed Tectic society to dominate nearby rivals who had only feeble bronze.

Tectic society believes that no culture lasts longer than its oldest record, and to ensure that the sometimes reckless experimentations of their citizenry should always yield workable information, they keep extensive records, regardless of the process, typically on tremendous metal Steles are carried by each clan. These Steles are an inscribed record accounting back to when the clans were first established, towering slabs documenting the journeys and experiments of the clan.

On the night of Starfall, a massive Iron Meteorite (later dubbed the Hammer) struck the valleys that the Tectics had long roamed, obliterating some and changing the nature of the valley itself. The impact crater that formed around the Hammer was soon filled with the remaining Clans, who found the allure of alien metal too tempting to resist. Eschewing their former nomadic ways, the clans began erecting more permanent structures to house the massive open-hearth furnaces required to work the iron from the meteorite, producing Starsteel for the first time.

Starsteel revolutionized Tectic society. This alloy of the Meteoric Iron and some otherworldly metal present in the Hammer allowed for Starsteel immense resistance to deformation from temperature as well as retaining heat for incredible periods of time. Starsteel shards could provide illumination for Lanterns that could be recharged through heating, allowing for greater productivity and quality of living. Starsteel weapons could be forged, staying white-hot from the heat of the furnace for hours, portable hearths brought with advancing armies to pre-heat their weapons to devastating potency.

Over the decades that followed, Starfall city grew in scale and advanced technologically at a breakneck pace, and began feeding its ever hungry smelteries with metals taken not purely through mining, but also through the fires of conquest. In a short time, Starfall became the capital for an ever-hungry Empire, additional Forge-Cities raised in the Glory of Inverus. The abundance of metalcraft in Tectic society led to a surge in creativity and self-expression. Tectic soldiers adorned themselves with increasingly intricate designs of armor and citizens incorporated metallic designs more into their clothing. With access to a wealth of metal, each citizen became a skilled craftsman, experimenting with new designs and creating unique tools for any task they set their minds to.

Tectic Warfare

The Truesteel Order's warfare is centered around the strength and durability of their heavily-armored Tectic warriors, whose size and weight alone can be devastating to smaller opponents. In close combat, Tectics rely on their immense bulk and powerful armaments to overwhelm their foes, using their towering height and massive weapons to deliver crushing blows and battering rams. Their slow, deliberate movements give them an imposing presence on the battlefield, but also make them vulnerable to swift and agile enemies who can outmaneuver them.

In order to make up for their lack of speed, Tectics employ a variety of tactics that allow them to take advantage of their strengths. Shield walls and defensive formations are common, allowing Tectics to protect themselves and their allies from ranged attacks and flanking maneuvers. Tectics often fight in close formation, relying on each other's strengths to compensate for their individual weaknesses. This creates a sense of camaraderie and brotherhood among Tectics, who view themselves as a united force rather than a collection of individual warriors. When on the offensive, Tectics often charge headlong into enemy formations, using their mass and momentum to break through defensive lines and scatter their opponents.

Ironhorns are the primary mounts for Tectic fighters in the Truesteel Order, providing them with a faster alternative to their sedate pace. These massive, stocky beasts have been bred for centuries by the Tectics to serve as their steeds, and they are highly valued for their strength and durability. With their powerful legs and massive, iron-reinforced horns, Ironhorns are able to charge through enemy lines and trample over smaller foes, creating a path for Tectic warriors to follow.

In battle, Tectic Cavalry units mounted on Ironhorns are a formidable sight, as they thunder across the field with their riders perched atop them like heavily-armored knights. The impact of an Ironhorn charge can break enemy lines, while the sheer size and strength of the mount can crush opponents with bulk alone.

The Truesteel Order is known for their extremely direct military tactics, eschewing the use of dedicated archers and instead favoring brutal close quarters combat where their steel and bulk will prevail. However, the Order recognizes the importance of ranged combat and has reached an agreement with the Artists guild, a group of pyrofanatical devotees of artistic expression and liquid fire. From this alliance comes the Incendiary Dilettantes, who are tasked with handling the rare ranged duels that the Order faces.

The Incendiary Dilettantes are highly skilled with their inflammatory-spears, which act as the base for a siphon system operated by bellows. This system propels gouts of liquid fire towards their foes, melting them and keeping them at a distance. In close combat, the spears can also be used to deadly effect, as the additional threat of flame tends to distract and unnerve their enemies.

The Incendiary Dilettantes are true artists at heart, and they take great pride in their work. They often use their flamethrower-like weaponry to create works of art on the battlefield, leaving behind a trail of burning patterns that can strike fear into the hearts of their enemies.

Starsteel Katafracti are heavily armored knights of the Order that rely on their strength of Starsteel Armor to weather any and all assaults before retorting with brutal counters. With the extreme durability and thermal resistance provided by their armor, Katafracti eschewed the use of shields to instead bring larger two handed weapons to bear. Each is rigorously trained in mounted combat, and typically takes to the field mounted upon the tremendous wagons the Order relies so much upon. While not the fastest or most nimble warriors, they are very difficult to take down, and can dish out a tremendous amount of damage with their massive steel weapons.

Similarly the Varangon Worldstriders are the elite of the Order, composed of the largest and strongest Tectics that have been outfitted with the heaviest armor and weaponry the Order can provide. Towering over even their Katafracti brethren, they are slow but unstoppable engines of destruction, capable of tearing through even the most heavily armored foes. In combat, Varangon fight with reckless abandon, cleaving through enemy armor with tremendous swings of heavy bludgeons, picks, and hammers.

The key to victory for the Truesteel Order is to maintain a cohesive front and to slowly grind down the opposition on the heavy armor of its military. This can be a difficult proposition against more nimble foes, but the Order's disciplined ranks and tenacious nature usually carry the day in the end.

In case of a victory, surviving Tectics will eagerly strip the dead from both sides, tittering over quality and occasionally chucking what they deem trash elsewhere on the field. The occasional fight will break out as arguments over merits of materials, but it rarely escalates past a few quick blows as Ironmasters or other ranking members of the Order assert control.

Notable Materials Used by the Order

Clansteel - Ritualistically made steel using volunteered blood from clan-members, holds the will of the clan and also happens to make pretty decent steel.

Soulsteel - Steel made from the body and weapons of the departed as an attempt to keep their will alive, even if the spirit and flesh are gone. Rarely used for weapons, used predominantly for memorializing Tectics in death.

Starsteel - Imperial Steel, first forged in the weeks following starfall. The incredible thermal properties of the meteorite make for impressive crafts that can absorb and emit tremendous amounts of heat seemingly without damage. Makes for forgesafe armor and incredibly durable weapons.

Kaolinite Brick - Primary material used for building Tectic structure, prized for its resilience and resistance to high heat.

Tectic Faith

The Tectic religious system is loosely described as Dualistic. Inverus and the Lawbringer.

The God of the Living Forge; Inverus, The Unmolten, The Eternal, The Lord of Metalcraft and Weapons, Ruler of that Which Divides and Unites, the Forger, the Shaper..

Inverus has no dedicated temples, with common acts of ritual reverence performed as part of smelting and forging practices. With entire cities dedicated to the act of forging, it could be said that all forge-cities are blessed by Inverus' gaze. As the God of the Living Forge, he is associated with metalworking and craftsmanship. He is often depicted as a powerful and imposing figure, with a muscular build and a stern expression. Inverus is said to be the source of all metal, and he is revered by those who work with metal, particularly blacksmiths and metalworkers.

Inverus is also associated with the concept of duality, as he is seen as both the divider and the uniter. This reflects the nature of metalworking, which involves the separation of raw materials and the forging of those materials into a new, unified object. As a result, smelting and forging practices are often accompanied by acts of ritual reverence to Inverus. Warfare and the usage of metal tools for conquest is also within the domain of Inverus, Warriors commonly giving prayers to Inverus to Guide Their Blades, Bless Their Armor, and Curse their foes to have their blades Shatter meekly upon their armored frames.

Standing equal but apart from Inverus is the deity known only as the Lawbringer, whose worshippers adhere to enforcing Tectic law and codes of honor. She brings Order and definition to the chaotic nature of the Tectic society, requiring her faithful to adhere to rigid codes of conduct to maintain social structures.

Temples of the Lawbringer are colossal affairs of stone and record keeping, immense halls of written record of the achievements and glories of the Order enacted in the names of their Gods (and own personal glory).

The worship of the Lawbringer is focused on upholding Tectic law and codes of honor, and those who worship her are expected to adhere to a strict set of ethical and moral guidelines. The Lawbringer is often seen as a counterbalance to Inverus, representing order and justice in opposition to Inverus' chaotic and creative energy.

Tectic Flora and Fauna

Due to their obsessive nature to try and understand and wholly utilize all elements in creation, Tectic Society has gathered and domesticated a wide range of flora and fauna for the dietary needs for its population, often drawing from difficult locations to find sustenance.

Furthermore, their focus on utilizing the best materials and ingredients for their creations has led to a sort of monopolization of certain resources, such as high-quality ores and rare plants used in their smoking herbs. This has given the Tectics a certain level of control over certain markets, which they use to their advantage in maintaining a steady supply of vital resources.

Geode Berries are small, berry-like fruits that grow underground in rocky environments. They are covered in a hard, mineral-like exterior that resembles the rocky outcroppings on the surface. Within the hard rocky exterior, the berries contain sweet, jewel-like clusters of fruit that burst with flavor when eaten. The exterior of the Geode Berries is often rough and spiky, making them difficult to harvest without protective gear. However, once the exterior is removed, the clusters of fruit inside can be eaten fresh, used in cooking, or processed into juice or preserves

Geode Berry juice is often tart and sweet, with a distinct mineral aftertaste that lingers on the palate. The juice can be fermented into a variety of sparkling wines that are often served at special occasions and celebrations within Tectic society. The wines are prized for their complex flavor profile and unique texture, which is said to be reminiscent of drinking liquid gemstones. *Radiant Rosé, Golden*

Gleam, Azure Bubbles, Crimson Sparkle, and Opal Fizz are among the most popular of the Geode Berry Sparkling wines.

In addition to their use in alcoholic beverages, Geode Berries are also used in a variety of desserts and baked goods, where their jewel-like appearance and sweet, tangy flavor make them a popular ingredient. Some Tectic confectioners even use Geode Berries to create edible gemstones that are both visually stunning and delicious.

Stoneshock Fruit are small, tart fruits that are not often eaten raw but are used in various culinary applications. They have a hard, tough exterior and a dense, slightly sour flesh with a surprisingly high electrolyte content, making the juice of Stoneshock fruit extremely conductive. The fruit comes in a range of colors, from deep red to greenish-yellow, and is known for its crisp texture and ability to hold up well in cooking and preserving. Tectics use Stoneshock Fruit to make jams, jellies, sauces, and Ciders. Stoneshock Orchards are slow to cultivate, and are prized as a well earned reward for heavy toil in mountainous biomes. Tectic engineers have been experimenting with Stoneshock Juice as a source for electrolysis with metals, though the process is still early.

Obsidian Fruits are a type of fruit that grow in the rocky soils and craggy landscapes of the Tectic territories. The fruits themselves are small and dark, almost black, and are typically about the size of a large grape. They get their name from their hard, shiny exterior, which looks very much like polished obsidian.

Inside the tough outer shell is a soft, juicy pulp that is a deep red in color. The flavor of Obsidian Fruits is rich and complex, with a tartness that is balanced by a deep, almost smoky sweetness. They are often described as having a slightly earthy or mineral-like taste, which is not surprising given the Tectics' volcanic origins.

Obsidian Fruits are highly prized by the Tectics for their unique flavor and nutrient content. They are rich in antioxidants and other beneficial compounds, and are often used in traditional Tectic medicines and tonics. The fruits are also a popular ingredient in Tectic cuisine, where they are used to add flavor to everything from savory stews to sweet desserts.

Some Tectic brewers also use Obsidian Fruits to make a type of drink called *Night Wines*. These beverages are known for their deep, complex flavors and are highly sought after by connoisseurs of Tectic cuisine and drink.

Amber Nectar is a sweet and rich sap harvested by Tectics from special trees found in the forests of their lands. These trees have a deep brown bark and broad, green leaves that grow in clusters. They are called Amber Trees by the Tectics, and are highly prized for their sap. To harvest the sap, Tectic gatherers will drill small holes into the bark of the trees, causing the sap to ooze out and collect in small containers.

The sap has a distinct amber color and a smooth, syrupy texture. It has a rich, caramel-like flavor and is often used as a sweetener or ingredient in Tectic cooking. Tectic brewers also use Amber Nectar in the creation of specialty alcoholic beverages, which are highly sought after by Tectics and other races alike.

Ironroot is a hardy tuberous root vegetable that is a staple food in Tectic society. The plant has a tough, knotty root system that grows deep into the earth, allowing it to survive in harsh conditions. The outer skin of the root is tough and fibrous, protecting the sweet and slightly nutty flesh inside. The flesh of the root is rich in nutrients, particularly iron, which gives it its name.

Ironroot is a versatile ingredient that can be prepared in a variety of ways. It can be boiled, roasted, or mashed, and is often used in stews and other hearty dishes. Ironroot can also be grated and dried to make a type of flour that is used in baking.

Ironroot has a mild starchy flavor that is complemented by herbs and spices, and it pairs well with meats and other vegetables. It is often used as a base for stews and soups, and can be combined with other root vegetables to make a flavorful side dish. Boiled or Vent Steamed Ironroots pair exceptionally well with butter, and is enjoyed year round by Tectics regardless of position.

Ironroots are commonly roasted and distilled into Ironroot Dark Rum, typically aged in Amber Wood barrels for additional sweetness and complexity.

Granite Valley Oats are a hardy subspecies of Wild Oats that Tectics encountered in the Gray Granite ridden Valleys of their homelands, and quickly spread to wherever the Clans would travel. Granite Valley Oats are rich in minerals and nutrients that are absorbed by the strong roots as the plants grow, giving them a distinct flavor and texture. The oats are also known for their durability, making them a popular choice for use in stews, porridges, and other hearty dishes.

In Tectic society, Granite Valley Oats are a staple food, used in a variety of dishes and consumed by all members of the community. They are often cooked with other ingredients, such as nuts, fruits, and spices, to create flavorful and nutritious meals. Because of their hardy nature, Granite Valley Oats are also a popular choice for travel rations, as they can withstand the rigors of long journeys and provide sustenance for extended periods of time.

Starry Spelt is a variety of spelt grain that is characterized by its small, star-shaped bran. The grain has a deep, nutty flavor and a chewy texture, making it a popular ingredient in hearty, rustic breads and pastries. The unique shape of the bran also gives Starry Spelt a striking appearance, making it a popular decorative element in dishes.

Aurora Barley is a type of barley that is known for its distinctive coloring. The grain has a deep, reddish-purple hue that is reminiscent of the Northern Lights, which is how it got its name. Aurora Barley has a nutty flavor and a chewy texture, and is often used in soups, stews, and grain salads. In addition to being a versatile ingredient in the kitchen, Aurora Barley is also rich in nutrients, including fiber and protein, making it a healthy and sustainable crop for the Tectics to cultivate.

Glacierhorn Aurochs are a hardy and rugged breed of cattle that are well-suited to living in cold and mountainous regions. Bred specifically by Tectics after encountering a variety of Aurochs suited to

the climates they visited, They are large and powerful, with shaggy fur that protects them from the elements. Their most notable feature is their massive, curved horns, which can grow up to four feet in length. These horns are used by the Glacierhorn Aurochs for defense and for breaking through ice and snow to reach food and water.

The meat of the Glacierhorn Aurochs is lean and rich in flavor, with a slightly gamey taste that is reminiscent of venison. Tectics use every part of the animal, including the horns, which are often carved into intricate designs or used in the construction of weapons and tools. The fur is consistently shorn and is used for textiles and bedding, and the tremendous skins are tanned and used for durable leather. Their milk is used for a variety of butters and cheeses, complimenting the Tectic diet with rich fats.

Due to their formidable size and strength, Glacierhorn Aurochs are difficult to handle, but the Tectics have managed to do so through a combination of patience and ingenuity. Despite their massive size, Glacierhorn Aurochs are surprisingly nimble, able to navigate steep cliffs and narrow mountain paths with ease.

Stonewalkers are a large, sturdy, and heavily-built mammal that is native to the rocky terrain of the Tectics' home valley lands. They are similar to steppe horses of a grander scale, with a broad, heavy-set frame that is built to support heavy loads and traverse rough terrain.

Their body is covered in a thick, shaggy coat that helps to protect them from the harsh elements, as well as provide insulation. The coat can vary in color, with some individuals having dark gray or black coats, while others have lighter shades of brown or gray.

Stonewalkers have short, powerful legs that are well-suited for climbing over rocky terrain, as well as running quickly across open areas. They have a broad, flat back that provides a stable platform for carrying loads, as well as a sturdy neck and head that allows them to pull heavy carts or sleds.

In terms of temperament, Stonewalkers are generally calm and even-tempered, making them easy to train and work with. They are also very intelligent and have a good memory, which makes them adept at following complex commands and directions.

Stonewalkers are highly valued by the Tectics for their strength, endurance, and versatility, and are widely used as both pack animals and slow but reliable mounts.

Scoria Crabs are a species of crustaceans found only in the volcanic vents of Tectic Forge-Cities. They have a tough, rocky shell that protects them from the extreme heat and pressure of their environment. They feed on bacteria and other microorganisms that thrive in the heated waters.

Tectics have learned to harvest Scoria Crabs for their meat, which is prized for its unique flavor and texture. The crabs are caught using mechanical traps, which are lowered into the vent ponds to capture the creatures at their depths. Once the crabs are caught, they are usually cooked whole, either by roasting them over an open fire or boiling them in a large pot.

Dragonfire Kernels are a small, fiery red nut that is extremely spicy, and is said to give Tectics a burst of energy and heightened focus when eaten. It is eaten as is, milled into paste, refined into oil used for cooking, and pairs exceptionally well in salads.

Flowing Jade is a type of freshwater algae that is found in clear, flowing streams and rivers. It has a bright green color and is known for its refreshing and invigorating taste. Flowing Jade is rich in minerals and vitamins, and is often used as a natural supplement to support overall health and wellness. It can be eaten raw, blended into smoothies or juices, or used as an ingredient in various recipes.

Blue Riverweed is a type of blue-green freshwater algae that is found in slow-moving rivers and streams. It has a slightly salty and earthy flavor and is known for its high content of essential fatty acids.

Ashpod Peppers are small, dark red peppers that are known for their smoky, earthy flavor and mild to moderate heat. They are often dried and ground into a fine powder, which is used to add flavor and a bit of heat to soups, stews, and meat dishes.

Embercaps are bright orange-red peppers that are fiery hot, with a fruity and slightly floral flavor. They are often used sparingly in dishes to add heat and a unique flavor profile. Embercaps are typically harvested in the late summer and early fall, and are often pickled or preserved in oil to extend their shelf life.

Embercaps are often distilled to make Fireglow, a potent drink with a fiery kick dangerous to those without the rugged endurance of Tectic Anatomy.

Starfire Peppers are elongated, tapered peppers that are yellow-orange to red in color, with a sweet and slightly spicy flavor. They are often used in fresh salsas, stir-fries, and other dishes where their bright color and mild heat can shine.

Frostblaze Peppers are small round peppers that are light blue in color, with a distinctive icy flavor and a moderate to high level of heat. They are often used to add a unique flavor to sauces, marinades, and spice blends, and are especially popular in the winter months. The sensations of a Frostblaze chili can be extremely disorienting to someone unfamiliar with Tectic cuisine, as it somehow provides a sensation akin to brain freeze while also having quite the spicy kick.

Tectics quickly took to the idea of pipes and other smoked leaves, and were delighted to discover a few varieties that they have cultivated to this day.

Cloudleaf is a favored herb for Tectics which emits a fragrant smoke when burned that is said to have a focusing effect on the mind. It is a hardy plant that grows in high altitudes, and is often cultivated in the mountainous regions where the Tectics reside. The leaves of the plant are hand-rolled into small cigars or cigarettes, sometimes out of metal long stemmed pipes. The smoke is said to have a sweet, earthy flavor, with hints of pine and other mountain herbs.

Nightbloom is a similar smoking herb that has a relaxing and calming effect on the body and mind. It has a sweet and earthy aroma, with hints of lavender and chamomile. The smoke produced by burning Nightbloom Herb is thick and aromatic, creating a sense of comfort and serenity.

Nightbloom is commonly smoked leisurely in the evening or before bed to promote relaxation and restful sleep.

Dawn's Delight is a smoking herb with a bright, floral aroma that is both invigorating and soothing to the senses. When smoked, it produces a mild but pleasant buzz that helps to promote focus and alertness, making it a popular smoke for those who need to stay vigilant, such as sentries and night watchmen. The smoke is smooth and easy on the lungs, with a slightly sweet and spicy aftertaste that lingers on the tongue. It is often enjoyed in the morning or early afternoon, as the gentle stimulation provided by the herb can help one tackle the day's tasks with clarity and ease.

Infantry Designs:

Rock Hounds (Swordsman) - 10 HP, 7 Attack, 3 Defense, 6 Movement

Special: Charge (+8 Attack first round of combat)

Utility Special: Burrow (Ignores increased costs of movement through hills and mountains)

Cheap and Cheerful Grunts, useful for massed infantry combat and mountain chicanery. Decent Starter for Mounted engagements until Hearth Stakers or Katafracti become available.

Rock Hounds are the backbone of the Truesteel Order's mining and exploration efforts, using their armor to venture deep into dangerous and uncharted territories in search of vital resources for the Order. Their skill with blasting charges is second to none, as they are well-versed in the art of controlled explosions to extract valuable ores and minerals. In battle, their expertise in using explosives is put to use as they launch explosive charges at the enemy before closing in for close-quarters combat. Armed with short-hafted axes, piercing picks, and small round shields, they are formidable opponents who can swiftly disable enemy armor and shields with their expert blows. Rock Hounds are among the most common soldiers of the Order, constantly expanding the corps of miners and prospectors as they uncover new metal seams and other valuable resources. Though they may lack the specialized training and equipment of other Tectic orders, their resourcefulness and tenacity make them an indispensable part of the Truesteel Order's military might.

Incendiary Dilettante (*Archer*) - 8 HP, 12 Attack, 2 Defense, 6 Movement

Special: First Fire (Can Attack first in Defensive Actions)

Utility Special: Sapper (4 Siege Attack)

Tectic Archer Unit, Blasts Flames at Enemy for Cool Visuals and cheeeep siege for early options. Improves stack defenses with first fire.

The Incendiary Dilettantes are a unique and specialized order within the Truesteel Order, known for their pyromaniacal tendencies and their exceptional mastery of alchemical flame. These fiery artists utilize some of the most esoteric and dangerous forms of combining the arts of pyromancy and alchemy to create devastating weapons capable of bringing liquid fire to bear against their enemies, burning through fortifications and reducing entire enemy armies to ash.

At the core of their arsenal are their cheirosiphon-spears, which are hollow heavy steel spears designed to propel gouts of liquid fire at a distance. The liquid fire is highly volatile and adheres to its targets, rendering even relatively fireproof materials such as stone and metal useless under the prolonged weight of fire. To enable the use of these spears, the Incendiary Dilettantes wear flame-resistant robes and treated armor, and utilize a small bellows system that connects a reservoir of liquid fire to the spear, providing the necessary pressure to expel the burning fuel at great distances.

These Fire Obsessed Artists are not merely weapons masters, but also possess an almost religious fervor for the power of fire. They see themselves as vessels for the flame and often create intricate works of art and pyrotechnics to honor their beloved element. But when called upon to engage in battle, their fiery zeal transforms them into deadly combatants, raining destruction upon their enemies from afar and turning the tide of battle with their alchemical flames.

Forge Wardens (*Bruiser*) - 24 HP, 8 Attack, 2 Defense, 4 Movement

Utility Special: Garrison (Cannot leave cities, but 50% reduction in upkeep, 20/turn)

City Defense and Extra Meat for Holding the Line. Cheap and Cheerful Heavy Unit City Bound.

The Forge Wardens are not only skilled in the arts of metallurgy and warfare, but they also possess a deep sense of duty and loyalty to their clan and the Order as a whole. They are the protectors of the forge complexes, the very heart of the Truesteel Order's military might, and will stop at nothing to defend them from any threats. Their forging hammers, passed down through generations, are symbols of their authority and power, and when wielded in battle, can crush enemy armor and pulverize stone fortifications.

In addition to their defensive duties, Forge Wardens also play a critical role in the infrastructure and administration of the cities. They oversee the distribution of resources and ensure that the citizens are well taken care of, while also serving as mediators in disputes and enforcers of clan justice. The Wardens work closely with the Golden Robes, the Order's logistical department, to ensure the smooth operation of the Order's vast military machine.

The Forge Wardens are an indispensable part of the Truesteel Order, embodying the Order's values of strength, loyalty, and excellence in all they do. Their expertise in metallurgy and combat, combined with their sense of duty and honor, make them one of the most respected and feared groups in the Order's military hierarchy.

Flexible Designs

C-Class

Solidus Stalwart - 14 HP, 5 Attack (11 in stacks under 12 units), 1 TA, 6 Defense, 10 Move

(6 HP, 1 Attack, 1 Defense, 8 Movement base)

Meatshield 0 pts

25 pts base, 16 pts left.

Shieldbearer 5 pts (6 Defense, max 5 attack)

+8 HP, 8 pts

Illegally Lucky 2 pts (1 True Attack)

+4 Attack, 4 pts

Squad Tactics 2 pts (+6 Attack in Stacks of <12 units)

+2 Movement, 4 pts

The Solidus Stalwarts are a highly disciplined and well-trained unit of Tectic warriors who serve as the frontline defenders of the Truesteel Order. They are known for their massive golden shields, which are nearly impenetrable and draw the attention of enemies with their shining brilliance.

As the Stalwarts move forward with their shields, they create a solid wall of protection for their comrades behind them, allowing other Tectic soldiers to advance and flank the enemy. The Stalwarts themselves are armed with short spears and swords, which they use to pierce through gaps in the enemy lines and take down individual targets.

One of the key strengths of the Stalwarts is their ability to coordinate their movements with great precision, allowing them to outmaneuver larger and less organized groups of enemies. By slowly encircling their foes and striking from multiple angles, they can quickly overwhelm and defeat even heavily armored opponents.

In battle, the Stalwarts are fiercely loyal to each other and to the Truesteel Order, and will fight to the death to protect their comrades and uphold the honor of their cause.

D-Class

Ironhorns - 17 HP, 11 Attack, 4 Defense, 14 Movement

(6 HP, 1 Attack, 1 Defense, 8 Movement base)

Heavy (5 pts, 10 hp, 3 Attack, 1 Defense, -2 movement)

25 pts base, 13 pts remaining

Mount (0 pts, can carry 1 light unit)

+1 HP, 1 pts

Speedy (4 pts, +4 Movement)

+7 Attack, 7 pts

Speed Demon (3 pts, +4 Movement)

+2 Defense, 5 pts

Ironhorns are large, powerful animals with a stocky build and reinforced iron horns, making them highly sought after as war mounts. These formidable creatures possess a thick, heavy hide that is nearly impenetrable to most weapons, providing exceptional protection for their riders. Known for their incredible strength and endurance, Ironhorns are capable of carrying heavily armored Tectic soldiers across long distances, traversing rugged terrain with ease.

In battle, Ironhorns exhibit a fierce and aggressive nature, charging into enemy lines with their massive horns. Their powerful charges can punch through weaker armor, wreaking havoc among enemy ranks. Once an Ironhorn gains momentum, it becomes nearly unstoppable, its sheer size and strength instilling fear in even the most valiant opponents.

Beyond their physical prowess, Ironhorns are revered for their intelligence and unwavering loyalty. They develop strong bonds with their riders and possess the remarkable ability to quickly comprehend and respond to commands, making them invaluable in tactical maneuvers and strategic engagements.

Whether unmounted, where they display their natural rhinoceros-like ferocity, or serving as mounts for Tectic soldiers in chariots, Ironhorns are a symbol of power and resilience within the Truesteel Order. They are prized assets, embodying the strength, endurance, and unwavering loyalty that define the Tectic spirit on the battlefield.

E-Class

Starsteel Katafracti - 15 HP, 18 Attack (25 when mounted), 6 Defense, 6 Movement

(6 Hp, 5 Attack, 1 Defense, 6 Movement base)	35 pts (30 to spend)
Gilded Armor (0 pts, +1 Armor, has to be 6 at end)	(+4 Defense, 14 pts)
Riposte (2 pts, +6 Attack due to 6 Defense)	(+9 HP, 9 pts)
Cavalier (3 pts, +7 Attack when Mounted)	(+7 Attack, 7 pts)

Heavy Mainline Infantry and Cavalry.

The Starsteel Katafracti are the elite heavy cavalry of the Truesteel Order, feared and respected on the battlefield. They are the epitome of Tectic warfare, combining superior armor, weaponry, and husbandry skills to devastating effect. Their armor is crafted with meticulous care, with each piece reflecting the distinctive characteristics of the wearer's clan.

In battle, the Katafracti are an unstoppable force, capable of charging headlong into enemy ranks and breaking through even the most tenacious defenses. Their Ironhorn mounts are bred for power and speed, and the Katafracti train them to endure the rigors of combat. The knights themselves are skilled in a variety of weapons, including lances, swords, maces, and axes, and they are able to switch between them seamlessly as the situation demands.

Despite their heavy armor and weaponry, the Katafracti are also skilled in maneuvering and adapting to battlefield conditions. They can form up in tight ranks to present an impenetrable wall of steel, or they can split into smaller units to surround and overwhelm their enemies. They are equally effective in open fields and narrow spaces, and they can fight on foot if necessary.

The Starsteel Katafracti are revered throughout the Tectic society as paragons of martial prowess, and their deeds on the battlefield are celebrated in song and story. To be chosen for this elite unit is a great honor, and those who serve as Katafracti wear their mantle with pride and determination.

F-Class

Varangon Worldstrider - 27 HP, 20 Attack (3 True Attack), 4 Defense, 10 Movement

(6 HP, 5 Attack, 1 Defense, 6 movement base)

Ravenous (0 pts, +4 pts to spend, +8 upkeep per unit,)

Heavy (5 pts, 10 hp, 3 Attack, 1 Defense, -2 movement)

Jaw that Bite (5 pts, 2 TA)

Illegally Lucky (2 pts, 1 TA)

Burrow (0 pts, tears through hills)

52 pts total, 40 pts left to spend

(+11 HP, 11 Pts)

(+12 Attack, 12 pts)

(+2 Defense, 5 pts)

(+6 Movement, 12 pts)

Heavy Dedicated Armor Smashers, Expensive but Strong

The Varangon Worldstriders are an elite force within the Truesteel Order, composed of the most massive and heavily armed Tectics. They specialize in breaking through the front lines of enemy forces, crushing their defenses and clearing the way for the rest of the army to advance. Their heavy weaponry includes massive bar maces and heavy hammers, capable of shattering even the toughest of armor and crushing through any obstacle in their path.

Despite their size and bulk, the Varangon are surprisingly fast and agile, able to keep up with the swiftest of enemies and relentlessly pursue them across any terrain. Their endurance and stamina are also legendary, as they can continue fighting and moving for hours on end without tiring. The Varangon Worldstriders are truly an unstoppable force of destruction, feared by all who stand in their way.

G-Class

Keepers of True Steel - 50 HP, 50 Attack, 6 Defense, 12 Movement

(10/5/1/6 base stats)

Ravenous (0 pts, +16 upkeep, +7 pts for Unit Building))

Abomination (10 pts, +15 HP, +15 Attack, +2 Defense)

Siege (2 pts, attacks do siege damage)

Jericho (2 pts, attacks do double siege damage)

Trample (2 pts, +½ HP as attack, +10 attack)

Burrow (0 pts)

82 pts, 66 remaining

(+25 HP, 25 pts)

(+20 Attack, 20 pts)

(+6 Movement, 12 pts)

(+3 Defense, 9 pts)

"Transcend that which constrains; reforge yourself as the true weapon you have always known yourself to be, Become the Living Flame That Walks and burn away that which dares oppose you."

The Keepers of Truesteel are a fearsome sight to behold on the battlefield. These towering giants are the embodiment of the Truesteel Order's military might and hold the secrets to the creation of the most potent weapons and armor in the world. The Keepers are elite Tectic warriors who have undergone a transformation, imbuing themselves with the power of flame and steel. They are more akin to living forges than flesh and blood, radiating intense heat and unleashing torrents of fiery destruction upon their foes. In battle, the Keepers wield mastercraft weapons, ranging from blazing swords and spears to massive hammers and axes. Their weapons are

infused with the power of flame and can melt through the toughest armor and defenses with ease. In a siege, Keepers of True Steel are the ultimate weapons of destruction. With these weapons of searing heat, they melt through walls, gates, and towers like they are nothing more than wax in a flame. Their fiery attacks sow terror among defenders, and their advance clears the way for the armies of the Truesteel Order to pour through the gaps they create.

The Keepers of Truesteel are few in number but their power is unmatched. They are the ultimate guardians of the Truesteel Order's secrets and the embodiment of its strength and determination.

Invar Mundivore, the Steel Emperor (Ruler) - 15 Hp, 18 Attack (25 Mounted), 7 Defense, 6 Movement, +10% Attack bonus and +1 Defense for led Stacks, can employ Tactics

"We have yet to see the depths of his hunger I fear...He is a vehicle for conquest and constant expansion, and his is not an engine prone to sitting idle." - Whisperings among the Clans.

Invar Mundivore, the self-proclaimed Steel Emperor of the Truesteel Order, is a towering figure among the Tectics. Only members of the Varangon Worldstriders can match his stature. He is a figure of immense physical presence, his armor a work of art and a testament to his power and position. His voice is like thunder, and his commands are obeyed without hesitation or question.

In battle, he is a fierce and relentless warrior, leading his troops from the front lines and striking down his enemies with swift and decisive blows. His weapon of choice is a massive two-handed sword, which he wields with deadly precision.

Outside of battle, Invar is a calculating and strategic leader, constantly seeking to expand the influence and power of the Truesteel Order. He is not without his detractors, however, who view his rise to power as a threat to the traditional power structures of the Tectic clans.

Regardless of one's opinion of him, there is no denying that Invar Mundivore is a force to be reckoned with, and that the Truesteel Order has risen to new heights under his leadership. Only time will tell if he truly deserves the title of Steel Emperor, but for now, his will is law among the Tectics.

Ironmasters (Warlords) - 15 Hp, 18 Attack (25 Mounted), 7 Defense, 6 Movement, +10% Attack bonus and +1 Defense for led Stacks, can employ Tactics

At the forefront of the Truesteel Order's war efforts stand the Ironmasters, an elite council of master smiths and warlords who wield their finely crafted starsteel armor and weapons with unmatched skill and precision. As commanders of the Order's armies, the Ironmasters direct the flow of battle with tactical acumen and strategic insight, instilling in their troops a sense of discipline and fearlessness that few can match.

But the Ironmasters' duties extend far beyond the battlefield. They work tirelessly to oversee upgrades and maintain the Order's armaments and fortifications, ensuring that every piece of equipment is in peak condition and every soldier is armed with the best gear possible. In addition, they oversee the training of new recruits and the selection of promising candidates for the various branches of the Order.

As the most trusted advisors of the Steel Emperor, the Ironmasters hold great influence within the Truesteel Order. They are responsible for implementing the Emperor's orders and executing his will, no matter how difficult or dangerous the task may be. And in the face of uncompromising odds, the Ironmasters' unwavering courage and iron will have time and time again turned the tide of battle in the Order's favor.

Stele Cartographers - (Rangers) - 15 Hp, 18 Attack (25 Mounted), 7 Defense, 6 Movement, +2 Mobility for led Stack

"We are the eyes and ears of the Order, and our maps are the backbone of its power."

The Stele Cartographers are an essential unit within the Truesteel Order, serving as the primary map makers and pathfinders for the Empire. They are responsible for surveying the surrounding lands, discovering new deposits of valuable materials, and recording the information on slabs of heavy black Iron; Steles the Order uses for record keeping. The Cartographers are experts in terrain analysis and mapmaking, and are sent out ahead of other Tectic units to chart unexplored territories.

As Rangers of the Order, the Stele Cartographers are highly skilled in both mounted and foot-based combat, with their bulky armor providing ample protection while they wield massive axes or machetes to devastating effect. They are also adept at utilizing the terrain to their advantage, coordinating their movements and strikes with astonishing accuracy. In addition to their mapping duties, the Cartographers are often called upon to serve as scouts, tracking down threats to the Order and engaging in hit-and-run tactics to eliminate them. With their combination of pathfinding skills and combat prowess, the Stele Cartographers are a valuable asset to the Truesteel Order.

Gold Robed - (Courtier) - 8 HP, 4 Attack, 2 Defense, 6 Move, 20% boost from Cities or Farms under Control, additional order per 2 Courtiers.

The Gold Robes are the economic coordinators of the Truesteel Order, entrusted with overseeing the entire production and circulation of the coinage essential to the trade and markets of the Tectics. Gold Robes work closely with the Forge Wardens, who are responsible for the production of various metals and alloys necessary for the functioning of the Order. They also oversee the various farms and mines that the Order operates, ensuring that the logistics and supply lines are maintained and frontline operations are always well-supplied. Despite the messy nature of their work overseeing the foundries, they maintain their golden robes as symbols of their office, keeping them immaculate.

The Gold Robes are the unseen hands that keep the Order's economy functioning smoothly, and their tireless efforts are essential for the continued success and prosperity of the Truesteel Order.

Occasionally, the Gold Robes are called upon to act as diplomatic envoys, although this is a rare occurrence and generally met with grumbling about a preference to resume their actual jobs as soon as possible.

Despite the large quantities of varying metals drawn forth from their mines, Tectic society as a whole places little value on so called precious metals for currency. Instead, the Order runs on Blackiron Coins, effectively acting as a fiduciary economy. Attempts to falsely produce imitation Blackiron coins fail due to the intricate craftsmanship put into each coin during its minting, overseen personally by Gold Robes.

Truesteel Order 'Casters' - (Base Stats: 8 HP, 4 Attack, 2 Defense, 6 Move)

Truesteel Artificer - (Summoner): The Truesteel Artificer is a highly skilled member of the Truesteel Order, who has achieved mastery in the art of manipulating the Arcane metal Truesteel. Unlike the Keepers of Truesteel, who undergo a physical transformation through the Ritual of Transcendence, the Truesteel Artificer has honed their mastery of Truesteel through years of rigorous training and study outside of the accepted dogma of , earning a small amount of animosity from the Keepers.

The Truesteel Artificer serves as a crucial support role in the Truesteel Order, using their mastery of Truesteel to create platforms or vehicles of Flowing Truesteel that can rapidly transport units across

the battlefield. He can also utilize Truesteel to aid in the production and refinement of the steel needed to outfit Tectic units, allowing for rapid reinforcement in the field.

Something from Nothing: During your next production phase, the Summoner produces 12 infantry, 6 C-class units, 6 D-class units, or a combination thereof.

Get over here: During your movement phase, you may transport up to 10 units (including Officers) from one target hex to the Summoner's hex. This movement costs the target units' move, and requires a movement order. The Summoner cannot summon units into a hex containing another side's units.

Master of Siege - (Artillerist) - The Master of Siege is a highly skilled member of the Truesteel Order who specializes in the art of siegecraft. They possess an intricate knowledge of architecture, fortifications, and tactics required to breach enemy defenses and successfully capture enemy strongholds. Normally, they are involved with typical Forge Warden Activities, keeping a city safe and maintaining structures, occasionally guiding the production of Blasting Charges for Rock Hounds. Their expertise in the use of blasting charges and other explosive devices allows them to quickly and efficiently destroy enemy fortifications.

In times of war, the Master of Siege will often be placed in command of the Order's forces tasked with capturing enemy strongholds. They use their knowledge of architecture and fortifications to identify weak points in the enemy defenses and develop strategies to exploit them.

With carefully directed application of the Blasting Charges, enemy fortifications are quickly reduced to rubble, or can act as an unexpected minefield to deter enemy charges in open field skirmishes.

Petard: When attacking a city, destroy one level of all enemy defenses before battle.

Barrage: For one battle, the Artillerist gains +120 Attack and first fire.

Stratios Harvester - (Necromancer) - A Stratios Harvester is a Tectic specialist within the Truesteel Order, charged with the gruesome task of managing battlefield salvage and looting. They are trained to efficiently and rapidly dismantle and break down materials salvaged from battlefields, extracting any useful components for later use. Fallen mounts are butchered for their hides, bones, and meat. Fallen Foes are dispatched with grim silence, only to have their bodies stripped of anything remotely useful to the machinations of the Truesteel Order.

In addition to their scavenging skills, Stratios Harvesters possess a deep knowledge of alchemy, and are able to craft potent and deadly concoctions from the reagents they collect. These alchemical cocktails are used both in combat and for breaking down materials more efficiently. A horrifying cocktail of acids and tree resin is commonly thrown to douse opponents in combat, denying any defenses.

Despite their macabre occupation, Stratos Harvesters are deeply respected within the Truesteel Order, as they play an important role in the war effort by ensuring that no resources are wasted and that every advantage is gained from the enemy's losses.

What were you expecting?: Immediately after a battle which you have won, produce an Infantry unit of your design for every unit that died in this battle, up to 20 units.

Finger of Death: For one battle, the Necromancer gains 21 True Attack.

Lodefunder - (Seer) - A Lodefunder is a skilled Tectic who has an almost otherworldly understanding of geology and the distribution of minerals and metals in the earth. They seem to be able to "see" veins of valuable minerals and metals, often from great distances, and make predictions with a high level of accuracy. This otherworldly understanding comes from the strictly maintained observation post network that a Lodefunder quietly built in lands relevant to Tectic interests, using deep dowsing rods to track significant vibrations in terrain.

Lodefunders use a combination of data analysis with this network and materials handling to locate and extract valuable resources. They are experts in understanding the patterns and distributions of materials brought in by Rock Hounds, and are able to identify new locations for mining complexes with great precision.

In times of warfare, this network also is able to accurately predict and track the movement of large forces in owned Territory, keeping the Truesteel Order well apprised of enemy incursions.

I spy: During your next pathfinding phase, you gain 2 additional temporary pathfinders, which may be placed independently of your unit positioning, but must still be contiguous with your revealed map at the start of turn.

Eye of Sour Ron: Next turn, the Seer scouts all visible enemy forces within 6 hexes.

Archego Physik - (Herbalist) - An Archego Physik is a Tectic expert in natural resources, specifically in the areas of agriculture and herbalism. They are responsible for the cultivation and management of the various plants and crops that are used by the Tectics for food, medicine, and other purposes. Their deep obsession with the natural world has led to the discovery and utilization of fortifying supplements added to Soldiers meals, to provide additional stamina and fortitude on the battlefield. When involved in the field in combat, the Archego Physik brings a censer of burning volatiles that burn and sting the enemies, allowing the unaffected biology of the Tectic fighters to gain a decisive advantage.

In addition to their combat roles, Archego Physik are also involved in research and development, working to discover new uses for Tectic plants and resources, and experimenting with new cultivation techniques to increase yields and improve the quality of their crops. They are also involved in the development of new herbal remedies and medicines for use by the Tectic people, driven to improve the quality of life among Tectic citizens.

Fortifying Tincture: For one battle, the Herbalist's stack has an additional 100 HP, which must be lost before the stack takes any casualties.

Slow Poison: For one battle, the Herbalist poisons an enemy stack. That stack will take no additional damage, but will take twice as many casualties post-battle.

Archegeenist Somatolog - (Alchemist) - The Archegeenist Somatolog is a Tectic who specializes in the use of chemical compounds to enhance the physical abilities of their fellow Tectics. Through arcane mixtures of varying reagents, they are capable of producing stimulants that aid in the stamina and strength of Tectics, as well as creating regiments that allow for rapid education and muscle-growth in Trainees, permitting faster recruitment of typically difficult Orders.

Working Closely with the Archego Physik, the pair make remarkable advancements in the fields of pharmacology, nutrition, and understanding the complexities of Tectic anatomy, furthering the profound arcane natural sciences of the Truesteel Order.

Law of Equivalent Exchange: Transform up to eight lesser units into a greater unit.

Invigorating Elixir (It's Meth): At the start of your movement phase, units in the Alchemist's hex gain +2 move this turn.

Common Armory Items

Typical Tectic weaponry is often defined by its brutal simplicity, often taking the form of large sledges of steel, or sharp ax blades for chopping enemies into more manageable portions to deal with.

Cities of the Order

- **Maeander** - Tectic Capital City. Established Rapidly upon the seeming salvation of the Truesteel Order but as of yet unknown gods. Improvised Kilns rapidly churn out the familiar and comforting brick that Tectic society has grown accustomed to using in its architectural processes, expanding now into a small fortress ready to withstand the ills of this new age.

Future City name ideas:

- *Aenosia: named after the ancient Greek city of Aenos, which was known for its metalworking and coin minting.*
- *Sideron: derived from the Greek word "sideros", which means iron.*
- *Chrysoros: derived from the Greek words "chrysos" (gold) and "sideros" (iron), symbolizing the Order's mastery of both metals.*
- *Chalkidiki: named after the Greek region of Chalkidiki, which was known for its mining and metalworking.*
- *Argentos: derived from the Greek word "argyros", which means silver.*
- *Magnesia: named after the ancient Greek city of Magnesia, which was known for its iron production.*
- *Aurelia: derived from the Latin word "aureus", which means golden, reflecting the Order's wealth and prosperity.*
- *Rhodochrysos: derived from the Greek words "rhodon" (rose) and "chrysos" (gold).*

Quotes to use

"This is the day we forge our future!"

"We will forge a new age with their blood!"

"They will break under the weight of our metal!"

"Anvils and hammers, forge their doom!"

"Ash, Steel, and Glory!"

"For the glory of the forge!"

"Greed is good. Greed makes you do great things. It gives you everything, even if you have to obliterate your enemies to do so."

"The Simplest path to Victory is Often through something; bring the right tools for the job."

"There are those who think that it is gold that controls the world around them. They are wrong. It has only ever been about Iron and Steel and those who would Wield them."

Tectic Names for Use Later and for Inspiration/Theming: Kovar, Invar, Elinvar, Constantan, Manganin, Sital, Zerodur. Varying high use alloys of Iron.

Terms to be Aware of for possible later use

Open Hearth Furnace	Cementite	Ledeburite	Austenite
Martensite	Ferrite	Pearlite	Bainite
Plessite	Octahedrite Iron Meteorites	Pallasites	Taenite
Kamacite	Widmanstätten/Thomson Structures	mokume-gane (wood-eye metal)	itame-gane (wood-grain metal)
Eutectoid	Eutectic	Hypotectic	Manufactory
	Move a mountain stone by stone	The Axe Den - (Tavern from Werewolves within)	Hepatizon - Extinct Black Bronze

Old Civ Name Ideas

Ironmaster Order
 Telluric Order
 Tectic Steelworkers Irruption
 Tectic Sovereign Holdings
 Steelworking Tectic Nation
 Steelworking Tectic Autonomy
 United Tectic Steelworking Clans
 United Consortium of Tectic Steelworking Clans
 Tectic Starsteel Imperium

Outdated but Maybe Still Usable(?)

Hearth Staker - 15 HP, 6 Attack (12 in stacks of <12), 1 True Attack 10-16 Siege, 3 Defense, 8 Movement

(6 HP, 1 Attack, 1 Defense, 8 Movement base)

Sapper (0 pts, +4 Siege attack)

Illegally Lucky (2 pts, 1 True attack)

Squad Tactics (2 pts, +6 Attack in stacks of less than 12 units)

Siege (2 pts, does siege damage equal to base attack)

Tectic Scouts, Sappers, Early-Counter-Armor Options

Each Hearth Staker takes with them a portion of the true Hearth flame imbued into the tips of their clansteel spears. When a new city is raised, it is tradition to light the initial Hearth Furnace of the city using the heat of these spears. In combat, foes and walls alike find little defense from the searing heat of these noble polearms.

Hearth Stakers carry massive external frame backpacks that dwarf even the largest from among most non-Tectic races, loaded until just before bursting at the seams with varying samples and souvenirs from the lands the Staker has visited; varieties of local ore, flora, fruits, and otherwise.