

In addition to the basic chance (expressed as a percentage) for recruiting Majors, taking into consideration of Social Class differences and other factors, there is an additional adjustment for the terrain where the recruiter is located when issuing a 'recruit' order. (Only applies where a specific Major Character type is included in the 'Recruit' order format).

Terrain for Recruiting Majors

Fiddle Factor as a percent: 25

Terrain	'Die Roll' adjustment %	Major Character included in 'Recruit' order
Woods	25	Farmer, Explorer, Knave and Count
Church	25	Necromancer, Monk, Archaeologist, Grave Digger and Priest
Temple	25	Necromancer, Monk, Archaeologist, Grave Digger, Priest and Shaman
Garden	25	Gardener, Crow Master, Ploughman, Mechanic and Retrobate
Jungle	25	Couturier, Botanist, Merchant and Wax Worker
Mall	25	Seamstress and Shaman
Scrapyard	25	Monarch and Jester
Desert	25	Mason and Wax Worker
Labs	25	Sculptor and Wax Worker
Plain	n/a	No Special Bonus
Fort	n/a	No Special Bonus