

Extra Classes - World of Conflict

Advanced Classes Guide

Welcome to Extra Classes for World of Conflict!

In the core Player's Handbook, you were introduced to four core government types: Democracy, Dictatorship, Theocracy, and Technocracy.

This document expands on that foundation, offering new government types to enhance your gameplay experience.

Each government type has its own strengths, weaknesses, and unique roleplay dynamics. GMs are encouraged to use these examples

as a springboard for creativity, adapting or inventing government types to fit their campaigns.

Players: Collaborate with your GM to choose or create a government type that aligns with your strategic goals and roleplay aspirations.

GMs: Don't hesitate to adjust or invent new types to match your story. If a player proposes a "corporate oligarchy," "space technocracy,"

or even a "nomadic federation," embrace the challenge! The more creative, the better.

Remember, balance is key. Each class in this guide offers clear numerical advantages and drawbacks to maintain fairness,

while opening up opportunities for roleplay and strategic depth. Now, let's dive into the new options!

Corporate Oligarchy

Stats: +3 Economy, +2 Influence, -1 Constitution, -1 Defense.

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A government ruled by powerful corporate interests. This type excels in generating wealth and manipulating global politics but struggles with internal stability and defensive coordination.

GM Notes: Roleplay Tip: Citizens are likely to resent the wealth gap, leading to frequent protests or even uprisings.

Martial Autocracy

Stats: +3 Strength, +1 Defense, -2 Research.

A government dominated by military leadership. Martial autocracies are formidable in warfare but lack innovation and struggle to advance technologically.

GM Notes: Roleplay Tip: Military traditions dominate culture; civilians often take a backseat, causing tension during peacetime.

Ecocracy

Stats: +2 Constitution, +2 Defense, -1 Economy, -1 Influence.

A government focused on environmental sustainability. While resilient and defensively strong, its strict environmental regulations can stifle economic growth and diminish global influence.

GM Notes: Roleplay Tip: Citizens often embrace the 'green' agenda, but corporate and industrial interests may resist.

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Feudal Monarchy

Stats: +2 Influence, +2 Strength, -1 Economy, -1 Research.

A hierarchical government ruled by a monarch and regional lords. Feudal monarchies excel in localized power structures but struggle with coordination and innovation.

GM Notes: Roleplay Tip: Internal power struggles among lords can lead to intrigue and betrayal.

Cyber Technocracy

Stats: +3 Research, +1 Defense, -2 Constitution.

A high-tech government run by AI or cybernetic leaders. Cyber technocracies are innovative but face challenges with citizen well-being and societal cohesion.

GM Notes: Roleplay Tip: NPC citizens may mistrust or fear the loss of human control, causing unrest.

Religious Federation

Stats: +2 Influence, +2 Constitution, -1 Defense, -1 Strength.

A coalition of religious communities working together under a unified vision. Religious federations are influential and resilient but can struggle with military might and defensive strategies.

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GM Notes: Roleplay Tip: Inter-factional disputes within the federation may arise, requiring diplomacy.

Anarcho-Collective

Stats: +2 Economy, +1 Defense, +1 Influence, -1 Strength, -1 Research.

A decentralized government prioritizing mutual aid and local governance. This type is versatile but lacks centralized military and research efforts.

GM Notes: Roleplay Tip: Roleplay the decentralized nature with players having to reach consensus for significant actions.

Imperial State

Stats: +3 Strength, +1 Economy, -2 Constitution.

A government centered around conquest and empire-building. Strong militarily and economically driven but struggles with internal stability.

GM Notes: Roleplay Tip: Focus on the moral and logistical costs of maintaining an empire.