WARD — Defend and Protect

Ward actions respond to immediate threats: storms, equipment failures, conflicts, external dangers. These are reactive, protective actions ensuring the settlement survives to continue building.

Duskara-Specific Ward Examples:

Environmental Hazards:

- Prepare for incoming superstorm predicted by weather workers
- Respond to sudden temperature spikes threatening greenhouses
- Rescue people caught in flash wind-shear
- Contain fire from overheated thermal exchangers
- Evacuate areas threatened by day-side heat creep

Infrastructure Crises:

- Emergency repair of failing storm barriers mid-storm
- Prevent aquifer contamination from surface breach
- Restore power during critical system outage
- Stabilize collapsing sections of linear city structure
- Fight equipment fires in cramped quarters

Social Threats:

- Prevent violent conflict between feuding factions
- Stop hoarding of critical resources during scarcity
- Intervene when someone's psychic abilities spiral out of control
- Mediate before a splinter group causes permanent fracture
- Protect vulnerable individuals from mob mentality

External Dangers:

- Defend against predatory native creatures
- Secure settlement from raiders or desperate refugees
- Retrieve people lost in the scorched lands
- Warn neighboring settlements of cascading hazards
- Protect salvage operations from claim-jumpers

Ward Success Outcomes:

- **Failure:** Loss, damage, injury, the threat succeeds; **+1 Tension** (potentially +2 for catastrophic failures)

- **Partial:** Threat contained but at significant cost
- **Success:** Danger averted with minor losses
- **Overwhelming:** Threat eliminated completely, lessons learned, community strengthened; **-1 Tension**

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