Game Manual

Kingdom, Dungeon, and Hero



Manual v1.00

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1. DESIGNER NOTES

Designing a new game is a function of many variables. Each variable is equally difficult to create if you want to design a quality game. Even if you get everything right the game concept still might be a flop. Kingdom, Dungeon, and Hero, or **KDH**, was tough from the start. I wanted to make a fantasy strategy game with something other games did not have. The others were 4x, lovely graphics, huge teams, and a tested successful model. I would have to invent what wasn't there.

I did a lot of research on my competitor's fantasy strategy games to spot what was missing and I found two elements. First, there was a lengthy gap in time since a fantasy wargame was on the market. Second, no game of this kind had an extensive adventuring element that I could find. Instead of cloning a popular 4x strategy game and making a worse version of it, I decided to make a fantasy wargame where the kingdoms were set with heroes that do many more functions than in the triple-A 4x games. Combat

would be more than click and attack. It would involve piecing together armies that had different functions, advantages, and disabilities. Each hex would contain several units not just one. Heroes have several roles in the game and are not locked into one playstyle. The wargamer could make leaders and governors. The role player could make adventurers, assassins, and rebels. Players can do the former, the latter, or both. Both systems allow for a wide variety of possibilities players can explore. As with all my games, the complexity is moderate, the user interface is easy, and the strategy is deep.

Many players were asking for me to make WarPlan 2. But WarPlan 2 will be more complex to code than WarPlan 1. I needed a simpler version as a testing ground for the new game mechanics and code. KDH was the perfect game idea for this.

The final question is if this game has a market. Will it appeal to wargamers, strategy gamers, or role-playing gamers? Will each find the other half of the game fun? That is the risk when developing something new.

2. INTRODUCTION

Kingdom, Dungeon, and Hero, referred to as **KDH**, is a fantasy strategy wargame with a role-playing game, or **RPG**, element. It's a mix of wargaming and **RPG** appealing to many kinds of gamers, but it is not a 4x game. Players control a unique kingdom with challenges to their resources and positioning. In some scenarios, kingdoms are equal and balanced. In the main scenario, they are not. Players can play good or evil kingdoms including a kingdom that will end the realm in the name of their evil god. **KDH** allows a wide variety of play styles. Players may choose to focus on the military aspect of the game, the adventuring aspect, or a mix of both.

The military side has kingdoms assembling forces into armies with different types of units. Each army serves a function of field combat, sieges, or defense. Food becomes the most important resource as kingdoms need food to keep armies alive and their people happy. Research allows for greater production and special military units. It gives a full wargame feel for those players who enjoy conquering with the option of an **RPG** element.

The **RPG** side involves hiring heroes to perform tasks. Heroes can lead armies, govern locations, or go on missions to impact an enemy kingdom. They can also investigate rumors and explore adventures in a Dungeons and Dragons type style. Heroes gain levels that give ability score improvements. They acquire magic items completing adventures. At the highest difficulty adventures, they can get unique artifacts that allow them to build special units, have special abilities, or gain victory points.

The theme of the main scenario, named Realm of Aerde, is a mix of fantasy and horror. Aerde has an intricate story that includes unique descriptions for each location, monster, and artifact with the Corruption Curse intertwining it all together for several potential endings.

The challenge of many 4x games is the complexity of the system and various methods to win with a vast number of different countries that start with nothing and are equal. **KDH** presents its challenge to players in the strengths of kingdoms and the variety of their units and abilities. Some kingdoms are easy to play and win. Other kingdoms, such as the villain kingdom, have a difficult time achieving their goals. The challenge is to play every kingdom in the main scenario and achieve success with it.

The game also comes with an editor so players can make their favorite world from any fantasy story or game. The map, locations, monsters, counter icons, and hero names can be altered. All together I hope that **KDH** brings a lot of fun for many players for a long time.

3. INSTALLATION REQUIREMENTS

OS: Windows 7 SP1+
Graphics card with DX10 (shader model 4.0) capabilities
CPU: SSE2 instruction set support
Game Play Screen Resolution Recommendation 1920x1080 or higher
Editor Screen Resolution 1920x1080 or higher

4. GAME SCALE AND DEFINITIONS

4.1 SCALE

Land Strength Point = 25 soldiers + support elements.
Naval Strength Point = 1 ship equipped with rams and combustible oil weapons to burn other ships.
Hero = 1 person with higher than normal physical or mental capabilities than the average peasant.
Fortifications = Nothing at the lowest level to a moated walled city at the highest normal level of 8.
Land Tile = ~50 miles or 80 km for the included scenarios.

4.2 DEFINITIONS

Corruption Curse – A magical infection of the land that is being augmented by a villain kingdom set on bringing about a transformation of the realm for their dark god.
Villain – The evil kingdom that is unaffected by the curse and can win when the curse level reaches 1000.
Counter – A stack of land, naval, or hero units.
Army – A counter representing a group of land units, called cohorts
Fleet – A counter representing a group of naval units, called ships.
Party – A counter representing a group of heroes.
Spawn – Monsters within the adventures.
Magic Item – An item found in adventures that increase the statistics of the hero using the item.
Artifact – An item found only in extremely difficult adventures that yields benefits for the hero's kingdom.
ZoC – Zone of control.
IGYG – I go, you go type of game where players take and resolve their turns in sequence.
KDH – Kingdom, Dungeon, and Hero.
LMB, RMB – left mouse button, right mouse button
Month Turn – When all the kingdoms have done their actions once.
Player Turn – When a kingdom is allowed to do its actions.
UI – User interface.
CO – Computer opponent.
XP – hero experience points
Level – Once a hero attains the XP goal they gain a level increasing their attributes

5. MAIN MENU

5.1 CHOICES

New Game – Start any type of new game.

Continue – Loads the last game you saved.

Load Game – Loads any saved game.

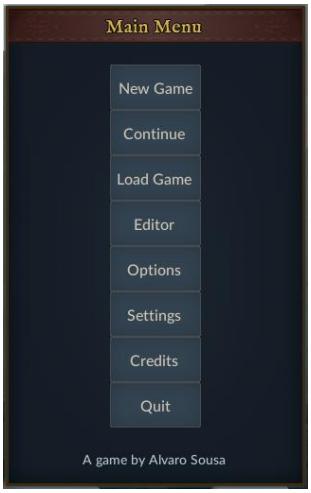
Editor – Modify an existing scenario or create a new one.

Options – Change features of the game.

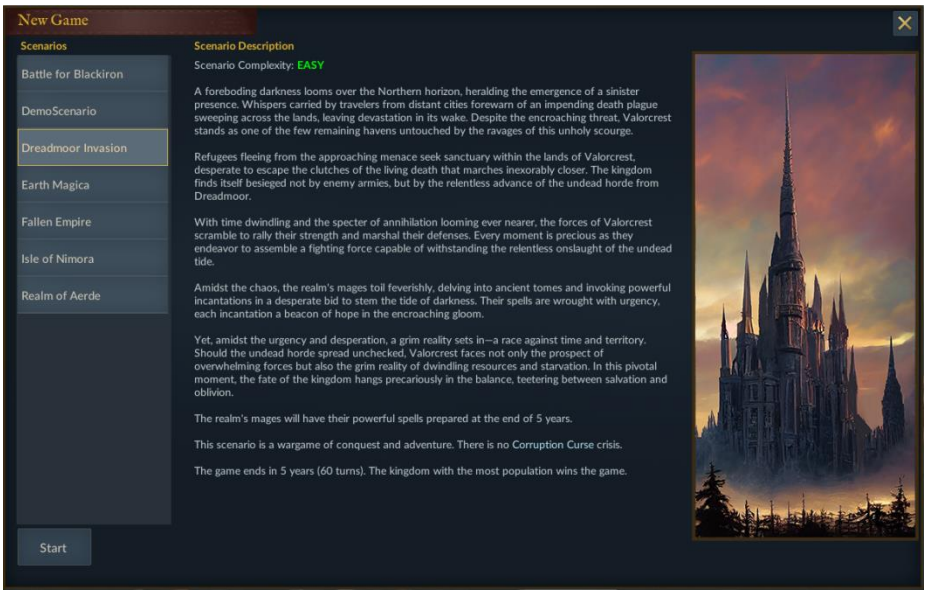
Settings – Change graphics and audio.

Credits – All the wonderful people who contributed to **KDH**.

Quit – Ends the game.



5.2 NEW GAME



Allows players to choose the scenario they want to play. Each scenario will show the complexity, history, and detail about what to expect. Once players have chosen their scenario a list of available kingdoms will appear listing their history, units, and special abilities. Not all kingdoms have special abilities. None of the kingdoms are equal. They have different starting resources, military strength, and positioning. Players may also modify the CO's advantages to make games tougher. Several game options are available at the bottom such as visible fleets, large or small adventures, randomizing the nature (good or evil) of kingdoms, and using the Corruption Curse. Scenarios without a villain kingdom will not have the latter option available.

6. SEQUENCE OF PLAY

KDH is an **IGYG** game where players take their player turns in sequence until the last player has done his actions before the next month's turn starts. When a player's turn begins several actions take place such as production, supply, and the reset of units for the player that is about to move. When a month's turn ends, after all player turns have been completed, global actions occur such as weather, events, Corruption Curse advancement, victory point collection, and agreement timers.

7. INTERFACE

LMB is used for any UI element for selection.
LMB is used for selecting anything on the map, including from the menu screens.
RMB is used to move military units to the target hex the mouse is hovering over.
RMB is used to move hero units to the target hex the mouse is hovering over.
RMB is used to attack an enemy unit the mouse is hovering over.
ALT – Some buttons required holding the alt key down and clicking them to prevent mistakes.
Arrow keys – move the map left, right, up, down. ***These hotkeys may be changed under Options.***
TAB – Hold to show the weather zones on the mini-map.
1, 2, 3, 4, 5, 6, 7, 8, 9, 0 – Toggle the hex icons in the menu as a hotkey. These may not be changed.
[and **]** – Increase or decrease the **UI** scale.
SHIFT + ENTER – resets the **UI** scale
+ and **–** and **mouse scroll** – Zoom in and out of the map.
Using the **mouse scroll wheel** on long menu items allows players to scroll down the list.
When on the map and no units or heroes are selected you can hold the **RMB** and use the mouse to move the map.
On the map, **ALT + LMB on location** – Opens the Districts menu with the location under the selector
In the *Districts* menu **LMB** a location selects it for building.
In the *Diplomacy* menu **LMB** or a hex, or their flag, selects that kingdom allowing actions.
Hovering over most icons shows a tooltip and gives information on the icon and its effects.
If you do something incorrect a popup will appear telling you why to guide you through the game.

Game User Interface layout



This shows all the information possible within the UI system. UI is kept practical and to a minimum to offer the most information to the player without compromising the screen. UI elements can be scaled up or down how the user likes. It shows military, hero, map, and menu information in an easy to read format. Marked sections stay in the same place throughout the game.

1. Menu items, toggles, and administration functions
2. Menu item when selected from the top bar, unit, and hero when selected on the map.
3. Move area for a unit or hero party, highlighted shows where movement is possible. The line and number indicate the cost.
4. Civil information on any location that is clicked and its history. Clicking the flag brings up the diplomacy screen with that kingdom selected.
5. Hex information including coordinates, movement, supply, control, weather, and naval spotting level
6. Mini map with weather zone toggle.

8. MAP

8.1 TILES

The map is made of hex tiles. There are three several land tile types. Below the chart shows which hex tiles are land, water, possible port access, allow land movement, and allow naval movement. Terrain, locations, heroes, military units, and weather sit on top of the map tiles impacting combat, movement, and resources.

Locations – Inhabited hexes consisting of hamlets, villages, towns, and cities with population, production, ports, and fortress value. They are supply sources.

Map Tile Types

Name	Image	Land Unit	Naval Unit	Disembark	Port Capable
Full Land		Yes	No	No	No
Land		Yes	No	No	Yes
Coastal Land		Yes	Yes	Yes	Yes
Coastal Water		No	Yes	Yes	No
Sea		No	Yes	No	No
Port		Yes	Yes	Yes	-

8.2 TERRAIN

Terrain comes in a variety of types. Within each type, you can have a full terrain tile or a partial terrain tile. The effects are different for each type. The values below are shown for the full terrain type. Some terrain types are mixed but the map information panel will show the terrain name when determining the below values.

Move Cost – Base move cost per hex per unit.

Defense – Defender bonus defense against melee attacks.

Cover – Defender bonus defense against ranged attacks.

Foraging – Foraging success chance when supplies are unavailable or there is not enough food to supply the army from the food stockpile within the supply network.

Terrain Types

Name	Image	Move Cost	Defense	Cover	Foraging
Road [a]		-1	-	-	-
Grassland		1	-	-	50%
Forest		2	+10%	+30%	50%
Jungle		3	+15%	+30%	50%
Swamp		3	+20%	+15%	40%
Marsh		3	+20%	-	40%
Desert		2	-	-	10%
Hill		2	+10%	+10%	20%
Mountain		4	+20%	+40%	10%
Alpine		Impassable	-	-	-

[a] Roads may never reduce the cost of a hex below 1 movement point.

8.3 WEATHER

Each hex belongs to a weather zone. There are many weather zones. Some scenarios will have hemispheres and opposite weather on the top and bottom of the map. Weather impacts food production, foraging, combat, movement, and spotting naval units. Food production is lowered by 25% in months that have a chance of cold, snow, or blizzard. Food production is increased by 25% in months that have rain or storms with no winter effects. Months with only clear weather have normal food production. Holding the **TAB** key down will show the weather map on the mini-map in the lower right of the screen.

Naval Spot – Modifier to the base chance of spotting an enemy navy.

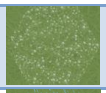
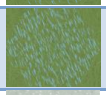
Location Defense – Defender bonus against a siege.

Cover – Defender bonus defense against ranged attacks.

Movement Cost – Additional movement costs due to weather conditions.

Foraging – Second roll chance of success of foraging when supplies are unavailable.

Weather Modifiers

Name	Image	Naval Spot	Location Defense	Cover	Movement Cost	Foraging
Clear	None	-	-	-	-	100%
Cold		-	-	-	-	70%
Rain		50%	+10%	+10%	+1	100%
Storm		25%	+40%	+40%	+2	85%
Snow		50%	+10%	+10%	+1	30%
Blizzard		25%	+40%	+40%	+2	0%

8.4 SUPPLY

Full Supply – A location creates a full supply source. Full supply uses food to restore the military unit supply level to maximum.

Unit Supply Level – Each land military unit has 4 supply levels: supplied, low, hungry, and starving. Each level below supplied reduces their ability to fight in combat. Once a unit is at starvation desertions occur and the unit begins to lose strength points.

Foraging Supply – Units that must forage to maintain their unit supply level. Failure to forage lowers a unit's supply level. A unit must pass 2 foraging checks for the terrain and the current weather to successfully forage for the turn.

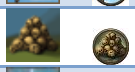
Each controlled location is a full supply source. Any hex within 6 movement points from the supply source is considered in full supply. Terrain and weather impact this range. Full supply uses the food to supply the army. Insufficient food might require a unit to forage. Once a unit gets their full supply the unit supply level is at maximum.

If a unit fails a full supply roll, due to a lack of food, or is outside the supply hex range, it must forage. An army must make 2 successful forage rolls to not lose a supply level. The rolls are based on the terrain and the weather. Failure to make both rolls results in a lowering of unit supply.

Heroes and naval units are always in supply.

8.5 EVENTS

Each turn there are random events that occur. Some are beneficial, some are harmful, and some are tied to the existence of a minor kingdom. The Corruption Curse is a constant event until the villain kingdom is destroyed. Once they are destroyed the curse value begins to drop each turn. Map events appear at location hexes as icons. There are information events that occur like starvation of units or a hero killed. All events appear on the side event section on the right of the screen. **LMB** a side event will move the camera to the hex it is taking place. Hovering over the event gives a tooltip about it.

Events and Side Events			
Name	**Image**	**Occurrence**	**Description**
Famine		15%	Crops were poor and food production was reduced by 5-25% this turn
Pirate [a]		10-35%	Pirates are raiding seas around the port losing 10%-30% of gold
Plague		2%	A plague is spreading reducing production by 20%
Storm		3% per port	A storm is reducing resource production by 20%-50%
Good Omen		10%	A good omen is improving stability by 7%-15%
Bad Omen		10%	A bad omen is decreasing stability by 7%-15%
Dissent		Invasion	The peasants are revolting against their conquerors
Plentiful Bounty		20%	A gain of +15% in food production this turn
New Vein		4%	A gain of 5-10 gold, iron, and stone, 2-5 shards this turn
Army Stipends		-	Not enough gold to pay armies and morale is suffering
Blockade		-	A port is blockaded by an enemy navy
Foraging		-	A unit is foraging this turn due to lack of food or outside supply hex
Hero Death		-	A hero has died in combat or was assassinated
Starvation		-	A unit has failed a foraging attempt and has no unit supply left

[a] Pirate raids have a chance to create a pirate raiding party unit in unprotected locations smaller than a city.

8.6 LOCATIONS, PORTS, AND CONTROL

Some hexes have graphics of housing, walls, castles, farms, or other map icons. These hexes are locations. They produce all the resources of the game. Locations have an owner and controller. The owner is the kingdom that controlled the location at the start of the game. Ownership only changes once a kingdom is conquered. Once conquered, all location ownerships of the conquered kingdom belong to the current controlling kingdom. Some locations are abandoned. These locations do not produce resources and never change ownership or control. They usually have high-level adventures.



Some locations have a blue anchor symbol next to them indicating a port. Naval units can enter a port and have protection against attacks from other navies. Attacking out from a port is also a disadvantage. To surround a location with a port all the land tiles must have an enemy unit and an enemy navy in any water hex outside the port that connects to it.

Locations are key defense points against invasion as they are supply sources for the kingdom that controls them. Building fortifications protects military units in the location hex by lowering the damage they take during an attack. This slows down the enemy from advancing as it takes longer to take each location. The maximum fortification level is 5 which can be improved to 8 through research.

Control is a kingdom's border next to other kingdoms. A kingdom may not enter the lands of another kingdom unless at war with them or in an alliance. Control is calculated each game turn after all kingdoms have completed their turn. Control starts at a location and expands out 1 hex at a time for all locations until the expansion encounters a hex controlled by another kingdom then stops. Control does not interfere with supply ranges.

Upon conquest of another kingdom, ownership of their locations are transferred to the kingdom that currently controls that location. When this ownership changes the new owner gains 3 victory point per population.

Locations		
Attribute	**Image**	**Description**
Dissent		Occurs when the controller is not the owner of a location
Population	None	The size of the location that counts toward food use, food storage, and corruption effects
Gold		Used to purchase everything in the game including the market
Food		Used to feed the population and military units
Iron		Used to make some units and buildings
Wood		Used to make ranged units and buildings
Horses		Used to make cavalry units
Stone		Used to make buildings and fortifications
Shards		Used to make some buildings and specially construct military units
Food Storage		Stored food to be used to supply a surrounded land unit before starvation
Fortifications		Reduces damage against attacks at the location
Buildings		Special building slots available depending on their population

8.7 BUILDINGS

Buildings are improvements in locations that improve the abilities of a kingdom. Some buildings increase in utility with an increase in research or upgrade level. Each building takes a few turns to construct before any benefits take place and has a gold upkeep.

Buildings										
		Construction Cost								
Name	**Image**	**Gold**	**Food**	**Iron**	**Wood**	**Stone**	**Shards**	**Turns**	**Upkeep**	**Bonus**
Granary		20	5	-	10	30	-	3	level	+3 local and global food storage
Level II										+6 local and global food storage
Level III										+9 local and global food storage
Market [a]		20	5	-	30	10	-	3	level	+1 food, increase gold output +10%
Level II										+2 food, increase gold output +15%
Level III										+3 food, increase gold output +20%
Temple [b]		60	5	-	10	50	-	4	level	Increases local stability +15%
Level II										Increases local stability +30%
Level III										Increases local stability +45%
Library		60	5	-	20	70	10	4	level	+5 max alchemists, +1 recruit chance
Level II										10% chance generate progress point
Level III										20% chance generate progress point
Council Hall		60	5	-	40	20	-	4	level	Population counts 30% less corruption
Level II										Population counts 50% less corruption
Level III										Population counts 65% less corruption
Barracks [c]		40	5	-	30	10	-	2	level	May place *trained* morale or better units
Level II										+1 Specialty points per turn
Level III										+2 Specialty points per turn
Guild [d]		60	5	-	30	30	-	3	level	+1 max hero, only in town, city, or crown
Level II										6% chance to get 2nd level hero
Level III										12% chance to get 2nd level hero
Harvester [e]		80	10	10	40	10	30	4	1-4 [e]	Extra food and wood production
Excavator [e]		80	10	10	20	0	30	4	1-4 [e]	Extra iron and stone production
Purifier [e]		80	10	10	20	20	30	4	1-4 [e]	Extra shard production
Mage Tower [f]		60	5	5	10	40	15	3	2	Adds 10 attacks of 8 range if attacked
Nullifier		200	5	10	10	50	240	4	4	Undead and constructs -2 combat values, Corruption Curse -1 per turn

[a] Each gold has a 10% chance of generating another gold.

[b] Stability increases based on the number of *population with temples / total population x 20%* for a maximum of +20%.

[c] A player may only use the barracks of a location if they own and control the location.

[d] The maximum number of heroes allowed with guilds is 24 or double the starting amount of maximum heroes.

[e] Production and upkeep are based on research for the appropriate fields in each of these buildings.

[f] A mage tower may not defend a location by itself because it is not a military unit.

8.8 RUMORS AND ADVENTURES



Players can use heroes in many ways: leading an army, governing a location, performing missions, or adventuring. When adventuring a group of heroes, called a party, gathers rumors at any location with the *Gather Rumors* button. The map will show 0-5 rumors they discovered around the location. They may then go to the rumor and explore it to see the validity of the rumor with the *Explore Rumor* button.

Regardless if the rumor is true or false it will vanish once explored. If the rumor is true an adventure will appear. Any kingdom can see the rumors and adventures on the map. Adventures will stay on the map until all the monsters, referred to as *spawn*, are destroyed. Every adventure has a leader area with the potential of a magic item treasure. Adventures may also have keys that need to be found to unlock the leader area, traps to damage the party, and potential magic items for heroes that augment their attributes. Adventures have 4 difficulty levels: low, medium, high, and extreme. All adventures have the potential to yield magic items but only extreme adventures may yield an artifact. Adventures are completed when all the spawns are destroyed. Adventures give the ability for heroes to get extra gold and shards.

8.9 KINGDOM ABILITIES

Within each scenario, kingdoms vary in special abilities, military units, icons, flags, colors, and military units. Below is a list of all the special abilities a kingdom may have. Some kingdoms have weaker units or a smaller selection of units but special abilities or special units. Many minor unplayable kingdoms have abilities linked to them. If these kingdoms are conquered the impact of their ability affects events and the market.

Special Abilities	
Name	**Description**
Immune	Kingdom is not affected by plague events.
Focus Master	Teachers of meditation and inner peace. Recruited clerics and druids +1 conviction.
Thought Academy	Experts in shard magic use. Recruited wizards and warlocks +1 intelligence.
Melee Master	Advanced melee training. Recruited warriors and adventurers +1 weapons.
Armor Master	Trained footmen units have +1 armor due to superior armor.
Naval Master	Naval units have +1 armor.
Diplomat	+1 diplomatic actions.
Charismatic	No penalty for declaring war when breaking agreements.
Weapons Master	Trained footmen units have +1 melee combat due to superior weapons.
Stone Bank	Neutral trades banker that efficiently oversee all market trades keeping trades 25% lower.
Grand Academy	The main magic research and training library. 60% of mages and warlocks in the realm are trained here.
Pirate	Responsible for all pirate raiding events on the coastlines of the realm.
Bread Giver	Responsible for much of the food trade keeping prices reduced. +5 food each turn.
Horse Master	Responsible for much of the horse trade keeping prices reduced. +3 horses each turn.
Iron Master	Responsible for much of the iron trade keeping prices reduced. +3 iron each turn.
Unstable [a]	During the middle part of the game there is a small chance a coup will occur with the kingdom shifting their nature to tyrannical, breaking agreements, and granting them 4 armies of the usurper.

[a] Some special abilities only occur with a kingdom that is a computer opponent.

9. GAME MENU

9.1 MENU BAR

The game menu is kept as a simple single-row system to make navigation easy for players. **LMB** selects or toggles any of the menu items. Any menu item will have an "**X**" in the upper right corner to close it or a player can use the **ESCAPE** key to close the menu. Many menu items have an "**i**" key next to the **"X"** key. This is a quick technical summary of the menu. A living rule book can be found under the **?** menu item on the right side of the menu. It is not as concise as the full rulebook but it has all the technical data of the rules.

Within the menu items a player will occasionally see a blue "**i**" next to an information field. Hovering over this field will reveal more information about the item in question.



1. Economy, Districts, Research, Diplomacy, Summaries, Battles, Heroes and Vault, Recruits
2. Undo, Previous, and Next
3. Border, Location Information, Control, Hexes, Military Units, Heroes, Supply, Enemy Action, Weather, and Events toggles
4. End Turn, Help Files, Options, Graphics Music and Sound, Save, Quit
5. Controlled Locations, Stability, Bureaucratic Corruption
6. Stockpile of the kingdom's resources: God, Food, Iron, Wood, Horse, Stone, Shard
7. Corruption Curse level
8. Month and Year

9.2 ECONOMY

A kingdom's economy allows players to buy units, heroes, and buildings. Heroes as governors and buildings have a positive impact on production. Stability, corruption, and dissent have a negative influence on production. The production system is simple in **KDH** with a few modifiers.

Nature – The tendency of a kingdom to be good or evil. Nature ranges between benevolent, lawful, feudal, tribal, and tyrannical.

Stability – Low stability impacts all resources except for food. Low stability is caused by losing battles, not having enough food for the people, going to war, and breaking agreements. When stability is 40 or below production begins to suffer. Stability also earns victory points and determines recruits for military forces. The higher the stability the more victory points are earned.

Stability and Recruits					
Stability	0-20	21-40	41-60	61-80	81+
Recruit Impact	50%	75%	100%	110%	120%

Corruption – Corruption occurs when a kingdom's population is over 60 for most scenarios. Bureaucrats skim from the treasury and take bribes in a growing complex system of bureaucracy. Building a Council Hall counts the population half as much for corruption at the location where it is built. The percentage of corruption affects resources, except food. The maximum level of unmodified corruption is 50%.

Population – The number of people at this location. Each population point requires 1 food to prevent a loss in stability and can store 2 food.

Food Storage – During rainy months, with no winter effects, a location's food production is increased by +25%. During winter months food production is lowered by -25%. Unlike other resources, food spoils each turn if not used. Food storage allows kingdoms to save food for the winter month.

Recruitment – Available population to create armies. Each strength point of a military unit uses a recruit. Once recruits are expended the gold cost for a unit a doubled. 1 recruit is gained for every 2 population. If a kingdom does not have enough recruits it expends extra gold instead to purchase the unit. This represents hiring mercenaries as replacements.

Dissent – Dissent comes from the population rebelling against an invader who controls the location but is not the owner. Military units and a hero with *Enforcer* trait can reduce dissent. If left unchecked dissent will turn into a revolt and the location's production will be brought to zero. If a kingdom is conquered any owned location becomes the ownership of the controlling kingdom.

Army Gold and Food Upkeep – This is the cost to maintain military units on the map each turn.

Production – Production occurs before the player's turn begins. It is affected by several modifiers.

Resources from controlled locations are added together unless they are surrounded.
All bonuses are added for buildings up to the amount produced at the location.
All bonuses are added from governing heroes up to the amount produced at the location.
Dissent modifies the total modified resources.
This total is added to the stockpile.
All the locations are added to the kingdom's stockpile.

Food is a special resource in the game. Unlike other resources, it has limited stockpile quantity based on food storage. The maximum amount of food that can be stored each turn is the **(population x 2) + (number of granaries x 5)**.

The stockpile is modified by stability and corruption.
Food upkeep for the population and armies is deducted from the stockpile.
Gold upkeep for armies is deducted from the stockpile.
If there is not enough food stability drops and military units must forage.

What remains can be used to purchase units, heroes, buildings, or trade on the market.

The economy menu item shows general information about the kingdom and allows players to purchase units or trade on the market.



1. Shows the general status of the kingdom. At a glance, players can see the modifiers to their production, recruits, and upkeep for the population and military units.
2. Shows the current production of the kingdom that includes all modifying factors.
3. This is the market where players can buy or sell resources. The top row of numbers shows the kingdom's resources stored just like the menu bar. The bottom row of numbers shows what the market has available to buy. Market prices fluctuate based on supply and demand. Other kingdoms, and the peasant market, contribute to the resources available on the market.

4. Shows the currently available units a kingdom can purchase. When units become available through research they will automatically be added to the units available to buy.
5. The image, features, and description of the selected unit from section 4.
6. The selected unit costs are shown here with insufficient resources in light red color.
7. Show the available recruits for purchasing the unit. Recruits are used to purchase any unit with a *Trained* morale or better. When a kingdom does not have enough recruits the gold cost is doubled reflecting hiring mercenaries as replacements.
8. The button to build and undo the build if a mistake was made. Once a unit is built it will go to the deployment queue under cohorts.

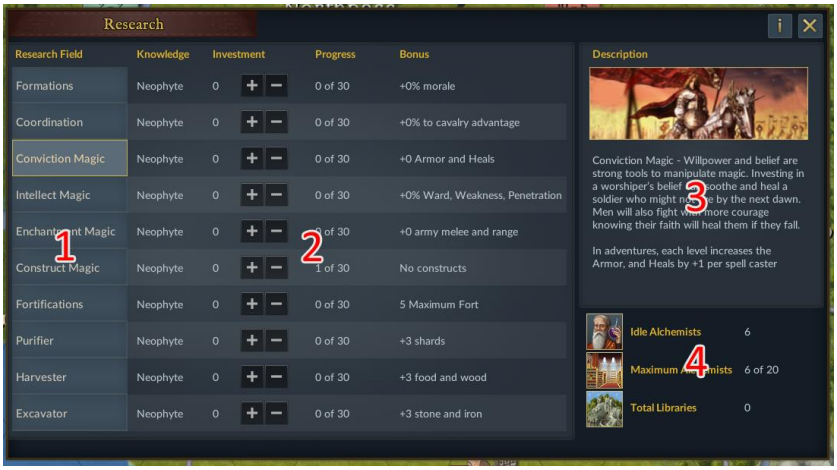
9.3 DISTRICTS

The *Districts* menu item allows players to construct buildings at their locations. Locations can have 0-5 building slots. The number of buildings allowed at a location depends on its population. Every 2 population points allows 1 building rounding up. At the top center, there are arrow buttons to go from one location to another easily. Buildings already built will be grayed out in the selection grid.



1. Shows the information about the location, fortification levels, and its current building slots and buildings.
2. Shows all the available buildings a kingdom may choose from. Each has a different function as described in section 8.7.
3. The current building slots and buildings. A small hammer will appear for a building slot. When it has a building the image of the building will appear as shown above. The small red X allows players to sell a building in exchange for 1/3rd of its cost.
4. Shows the description of the building, its benefits, and associated costs. Above the build button shows the number of turns it will take to build and the undo build button. A number will appear in the building slot showing how many turns before the building is fully constructed.
5. Shows the cost of building a fortification level and the build button. The maximum level is 5-8 depending on research.

9.4 RESEARCH



Research allows players to increase the abilities of military units, heroes, and production. There are 4 levels of research: Neophyte, Adept, Expert, and Master. Alchemists are invested with the **+** and **–** buttons. The alchemists can be moved to any field during a turn. Each assigned alchemist has a chance to increase the progress of the field they are assigned to. Each additional alchemist assigned to a field beyond the first has diminishing returns on progress chance. On occasion, an alchemist dies in an experiment. A kingdom's population determines how many attempts they get per turn to gain a new alchemist. For every 5 population, the kingdom gets a chance to recruit an alchemist. Libraries add a chance to recruit a new alchemist and increase the maximum number of alchemists the kingdom can have by 5. Each kingdom starts with a maximum of 20 alchemists.

1. Listed all the possible fields a kingdom can invest in.
2. Shows the current level of the field, the number of alchemists invested in the field, the current progress in the field, and the bonus of the current level.
3. Shows a picture, description, and the bonuses of the field.
4. Shows unused alchemists as idle, the maximum potential alchemists, and how many libraries a kingdom has.

Research Fields	
Name	**Bonus**
Formations	Each level increases the morale of military units by 10%
Coordination	Each level increases cavalry ratio factor for pursuit by 10% in field combat
Conviction Magic	Each level increases party enchantment bonus of *armor* and *heals* +1
Intellect Magic	Each level increases party enchantment bonus of *ward* +1, *penetration* +3%, and *weakness* +3%
Enchantment Magic	Each level increases a land military unit's combat and armor ratings +1
Construct Magic	Each level allows the construction of additional shard construct units
Fortifications	Each level increases the maximum fortification level +1
Purifier [a]	Each level increases the shard production of a location by +3 to +6
Harvester [a]	Each level increases the food and wood production of a location by +3 to +6
Excavator [a]	Each level increases the stone and iron production of a location by +3 to +6

[a] The building and research modifiers may not exceed the resources value of the location at most doubling it.

Diminishing Returns per Alchemist										
Investment	1	2	3	4	5	6	7	8	9	10
Modifier	100%	96%	92%	88%	84%	80%	76%	72%	68%	64%

9.5 DIPLOMACY

Stance – Relationship between 2 kingdoms: Ally, trustful, friendly, amiable, neutral, suspicious, loathing, enemy.

Nature – The general tendency of a kingdom. The range is Benevolent (good), Lawful, Feudal, Tribal, Tyrannical (evil).

Stability – Impacts all production within a kingdom except food, recriots, and generates victory points.

Agreements – Choices made between two kingdoms for benefit. When some agreements are broken there is a stability penalty.

Diplomacy allows kingdoms to improve or deteriorate relations with other kingdoms. If relations are good enough two kingdoms may form agreements for trade, collaboration on research, peace treaty, or an alliance. There are relationship requirements for different agreements. The relationship between two kingdoms is referred to as the *stance* between them. Kingdoms can send up to 4 emissaries to improve relations with other kingdoms. They may also recall emissaries. All actions, other than accepting an offer, cost a diplomatic action point. Kingdoms get 4 diplomatic action points per turn. Actions will appear as they become available to use. Some actions, such as going to war, have a protected feature in which the player must hold the **ALT** key and click the button to prevent accidental war declarations.



1. The list of kingdoms. Clicking the kingdom flag moves the map to its capital and shows its information and options in section 3 of the image. In the upper right-hand corner of the Diplomacy screen, there is a **<>** button that can shrink or expand the menu item allowing a better view of the map. Your kingdom is highlighted in gold. Offers are shown on the right side of the kingdom's name that sent the offer.
2. Shows the nature, current stability, and stance of each kingdom in the first 3 columns. The 4th column shows emissaries that have been sent from other kingdoms to improve relations with yours and your emissary in their kingdom. Red figure icons are other kingdom emissaries, and blue figure icons are yours. Lastly, the 5th column will show all the active agreements. Hovering over them will also show what they are.
3. Under the *Summary* tab, it displays the current status of the kingdom, their agreements, and a comparison of land forces and economy to your kingdom. The *Description* tab shows the history of the kingdom and any special abilities they have. Below that is the stability cost of going to war. The number of actions and available emissaries are shown as well. Buttons will appear at the bottom of the section as they become available depending on the stance you have with the kingdom. A more favorable stance allows more options. War is always an option but if your stance is high and you have agreements the penalty will be steep.
4. The toolbar allows a player to order the list of kingdoms by various attributes. The castle selects your kingdom. The up and down arrows button reverses the order of the information presented.
5. When playing with other humans you can send them a message. A small envelope will appear on the right side of section 2 in the column of the kingdom that sends you a message. It will also show if you sent a message to them.

Agreements and Actions				
Action	**Image**	**Requirement**	**Stability Change for Breaking**	**Description**
Send Emissary		-	-	Attempt to increase stance 5 to 10 points but might backfire and result in a negative effect.
Give Gift	-	25 gold not at war	-	Stance increases 2 to 4 points.
Alliance		60 stance, *Peace*	-6	+5 stability, allows movement through the allied kingdom's lands. Go to War may not be taken if your units are in their lands.
Peace		40 stance	-3	+2 stability.
Trade		40 stance	0	Each kingdom earns gold based on the other's population. Larger kingdoms yield better trade than smaller ones.
Collaborate		40 stance	0	Each kingdom increases its chance of research success based on the other's invested alchemists and proximity to each other. Kingdoms with more research invested yield better results than smaller ones.
Instigate	-	-	-1	Stance reduces 15 to 20 points, Removes emissaries.
Cease War [ab]		At War	0	If accepted, stance moves to *loathing* and a forced 6 month peace.
Truce [ab]		At War	-10 if the opponent accepts +10 for accepting a truce	If accepted, stance moves to *loathing* and a forced 12 month peace.
Go to War [c]	-	-	-15 base additional -2 for every level above a *Suspicious* stance -6 if Alliance -3 if Peace	Allows the kingdom to enter the enemy's country and attack its units. Locations may be captured. Once at war *Cease War* and *Truce* become available.

[a] A small number will appear next to the icon indicating how many turns are remaining in the agreement.

[b] Armies in neutral lands will be placed in the build queue. Leaders will arrive at the capital the next turn stacking permitted.

[c] Declaring war on a trusted ally costs a total of 29 points of stability which is shown in section 3.

It is easier to increase relations and establish agreements with kingdoms that are closer in nature than those that are opposed. Kingdoms opposed in nature tend to be suspicious of each other's actions and will be more likely to go to war.

9.6 SUMMARY

Information on the game events, kingdoms, locations, assets, and artifacts are shown here. When a kingdom acquires an artifact it will show for everyone. The **UI** is intuitive and easy to follow similar to other menu items.

9.7 BATTLES



The Battles menu item shows all the battles that have occurred in the past between your forces and your enemies. It will hold battles for 3 turns before erasing them. The battle log shows details of when, where, and who was fighting. Players can see all the details of the forces engaged in combat, their leaders, the casualties, results, and other information such as leaders dying.

1. When you select the battle you want to view the map will move to that battle.
2. The information for the battle will be displayed on the right side.

9.8 HEROES



Heroes shows all the heroes a player has working for them, heroes available for hire, details about the heroes, and a player's vault of magic items. Artifacts are only shown in the *Summary* menu.

1. Shows all the heroes that are under the kingdom's control. The coordinates are shown as well as a ***Go To*** button to move the map to the hero's location, class icon, and level. A *crown* indicates the hero is in the capital. A *flag* indicates they are leading an army. A small *paper and quill* indicate they are governing the location they are at. An *ale mug* indicates the hero is recovering from an adventure and not in play for a few turns. Players may sort heroes by location, name, class, and experience. Clicking a hero on the list will show their details.
2. The vault shows magic items that are not being used. These items are stored at the kingdom's capital. Players may retrieve these items at any time. Using the arrows heroes can take magic items if they have an open slot or return them. Players can sort the items by slot type or alphabetically.
3. List of heroes available for hire and their special ability. Attributes are not shown till hired. The more expensive the hero the better attributes the hero has. Benevolent heroes cost slightly less. Tribal and tyrannical heroes cost slightly more. Selecting a hero in section 1 will display their details here. Attributes are shown at the top including a formulated melee and magic power level to quickly determine which hero is more powerful. Below this lists the 3 possible magic items a hero may have. There are 3 kinds of magic items: weapon, armor, and mind.
4. This is a procedurally generated biography of the hero. Players can change the biography of the hero. At the bottom, there is a Dismiss button that has to be used with the **ALT** key held to protect against accidentally deleting the hero.

Panel 1 Icons		
Name	**Icon**	**Description**
Flag		Hero is leading an army
Crown		Hero is at the capital of the kingdom
Paper and Quill		Hero is governing a location
Ale Mug		Hero is resting from an adventure after auto-explore was chosen

9.9 COHORTS

When military units are built they appear in the Cohorts list to be deployed when ready. Most units take several turns before they are fully trained and available to be deployed. Players may not deploy units early. The list shows the unit image, the unit name, its strength, and the number of turns before a player can deploy the unit. When a unit is ready selecting it will light up the map with gold hexes where it can be deployed. Units with *weak morale* can be deployed anywhere. Units with better than *weak morale* require a barracks to be deployed at. **LMB** the hex to deploy the selected unit to that hex indicated on the map.



9.10 UNDO PREVIOUS AND NEXT

The undo button reverses the previous move of a military or hero counter as long as it did not end its movement next to an enemy unit or did an action, like attacking. The previous and next buttons cycle through each unit on the map

10. TOGGLES, AND MINI MAP

There are 10 toggles available to players that change information on the map. Players can **LMB** the buttons or use the keys **1-0** from left to right altering the toggles. These hotkeys may not be changed.

On the lower right, there is a mini-map of the game. It is generated based on the scenario map when the game loads. The sword shows where the mouse curse is on the game map. **LMB** on the mini-map will move the sword to the cursor and move the map to that hex. Holding the **TAB** key down will reveal the weather zones on the map.



11. ADMINISTRATION MENU

The last 6 menu items help with game management and features.

End Turn – Ends the turn for the current player and gives an option to save the game. Ending the turn in a multiplayer game will start the turn for the next player. If it is a hot seat game the password will appear. If it is a **PBEM** game a file will be saved to be sent.

Help – This is a living rule book within the game. It is a technical manual of each part of the game. There are no images.

Options – Adjust game speeds, feature toggles, hotkey mapping, and single-player game options to change the rules or difficulty.

Graphics, Sound, and Music – Adjust the sound, ambiance, and music of the game. Players may choose between music or nature background sounds. Adjust the resolution of the screen. The game can be in full screen or windowed. Change flat map or 3d view map. You can set the **UI** to auto-scale. Select the type of icons you want to see on the map. Scale the UI in this section manually. You can use the **[** and **]** brackets in the game to scale the **UI**. You can also hold the **SHIFT** and press **ENTER** to reset the UI scaling.

Save Game – Here you can save the game as new, the same, override another game, or delete a game.

Autosave File Name

first 6 letters of scenario + "-" + first 4 letters of next kingdom + "_T" + turn number

Quit – Exits to the main menu but gives an option to save the game.

12. LAND, NAVAL, AND HERO UNITS

12.1 COUNTERS

Counters represent all military and hero units on the map. Each counter is color-coded to the kingdom it represents. A small flag of the kingdom is in the upper left corner. The numbers represent the total strength of the unit and the movement. Party counters show the number of heroes and movement points. Players may move all or some of the units in a counter. Land counters may embark, move across the sea, and disembark at a land coast, water coast, or port. Heroes may move between ports. When parties are on a port, sail icons appear on the map indicating which ports are in range of the hero units for movement.



Strength points determine how much damage land and naval units can absorb. If a land unit loses all its strength in battle or starvation it is destroyed. Land counters may have a hero leader which is represented in the picture above by a flag on the left side of the counter. Both land and naval units have their morale shown on the right side of the counter. Counter values for other kingdoms are only shown when your unit is next to them. Land units may be transported over sea without a naval unit. Land units at sea are vulnerable to attack by naval counters.

Health determines how much damage a hero unit can absorb. Heroes die once their health reaches zero. Heroes can be killed by leading a land counter in battle, governors from assassination, exploring adventures, or on missions. Heroes from other kingdoms are not shown on the map unless they are at your location. While at war enemy heroes might attempt to perform missions at your locations.

12.2 SELECTOR UNITS



If no menu item is selected unit counters may be selected on the map. **LMB** a counter will show information and the move area for the unit. The move area is based on the lowest move value of selected units. Continuous **LMB** will cycle through the counters in the hex. Up to 3 different kinds of counters may stack in a hex: land counter, naval counter, and a party counter. Each unit may have to 6 units of their type in a counter. To move a counter, toggle the units you want to move with a **LMB** in area 3. Units lit in blue mean they are selected to move. By default, all units that can move are selected when you initially **LMB** a counter. To move selected units, **RMB** the hex you want to move to within the lighted move area, and the unit will move there. An indicator will show the cost in movement points where the mouse is. A counter may continue moving if it has movement points. Counters may split off units and move in different directions. To attack, **RMB** on the enemy when your unit is next to the enemy. Only one counter can attack another counter at a time. Multiple counters may not attack a single counter.

1. Select all or select none buttons.
2. Upgrade all, repair all, toggle naval mission buttons
3. Unit selection toggle. When the unit is lit blue it is selected, when it is not lit blue it is not selected.
4. Displays the move points with the green arrow, spy glass reveals unit details, upgrade, repair, embark/disembark.
5. Displays how many specialty points a kingdom has. **LMB** the *Show* toggle to reveal all the specialties below it. When toggled on all the units will be unselected. Select one unit to give a specialty to and **LMB** the *Add* button if you have enough specialty points. **LMB** the Show toggle to turn it off.
6. Displays the combined combat values and upkeep of all the units.
7. When **LMB** the spyglass in area 4, it reveals the unit detail. Players can disband units in the detail panel with **ALT+LMB.**
8. On the hex the mouse is hovering over, it shows the move point cost to move.
9. This is the selected hex with the gold tint hexagon selector. A party counter can be seen on top of the army unit.

12.3 LAND MOVEMENT COST AND ZONES OF CONTROL

Land movement is affected by weather, terrain, and the number of enemy units next to a hex. This cost is called a Zone of Control, or **ZoC**. For 1 to 3 enemy units next to the hex +1 cost is added to enter that hex. For 4 or more units the cost is +2 movement points to enter the hex. Naval counters do not have **ZoC**. Party counters do not suffer from weather, terrain, or **ZoC**. Parties may go to any kingdom's lands regardless of their diplomatic status. Regardless of the penalties to enter a hex all land counters can move at least 1 hex. Alpine hexes are the exception as no counter can move into that hex.

12.4 SELECTOR PARTY

Heroes are formed into party units that perform missions and go on adventures. Party units operate in the same manner as military units as described above. The information displayed is of similar structure but different information.



1. Select all or select none buttons.
2. Icons for level, melee, and magic/heal power
3. Hero selection toggle. When the hero is lit blue it is selected, when it is not lit blue it is not selected.
4. Displays the data of the hero's movement, level, melee, and magic power. The details button reveals more details about a hero.
5. Displays all the missions the party can perform in this hex. Mission buttons that are not available will be darkened.
6. Displays the details of the hero including class, attributes, traits, experience, magic items they have, and their biography which can be added to or edited by the player. The hero can be dismissed from service on the details page.

12.5 HERO MOVEMENT

Hero movement is 6 hexes regardless of terrain or weather conditions. They may enter any hex on the map that is a valid move for a land unit. They can travel from port to port when the port icon flashes. When leading an army a hero moves with the army and is not part of the party unit.

12.6 NAVAL MOVEMENT, MISSIONS, AND DETECTION

A naval counter must choose which mission it will perform while at sea. Each naval unit within a counter may choose a different mission. If playing with naval vision on, all naval counters are visible on the map. Naval counters have 20 sea movement points. Land units that move by sea have 10 sea movement points. When land units embark they use all their movement points. When they disembark on to a coast they require at least 3 naval movement points remaining.

Naval Missions

Name	Image	Attack	Intercept	Special Action
Engage		Yes	Yes	Attempts to intercept enemy ships on the enemy's turn.
Attack		Yes	No	None
Piracy		No	No	Raid enemy port within 3 hexes for 1 to 4 gold up to the value of the port.
Evade		No	No	Are targeted 50% as often as units with *Engage* or *Attack* missions when in combat. When a naval counter retreats all units are set to *Evade* mission.

12.7 NAVAL DETECTION LEVELS AND SPOTTING

Every water hex on the map has a detection level of low, medium, or high. If a naval unit travels within 3 hexes of an enemy naval unit with an *Engage* mission, visible or invisible, a spot check is made. Every hex the moving naval counter enters a spot check can be made against the detection level of the moving player's naval counter. If an enemy naval counter with an *Engage* mission finds the moving naval counter the movement stops and a naval battle automatically takes place.

Detection Level

Type	Chance	Condition
Low	10%	Sea surrounded by sea
Medium	40%	Sea next to any coast
High	80%	Any coast
Very High	100%	Any coast and visible
Visible	-	Shifts detection level up +1

If all the moving units have *Engage* or *Attack* missions, end their move next to enemy naval units, with 1 remaining movement point they may attack the enemy naval counter by **RMB** while hovering over the enemy counter.

To do a full naval attack, it costs 8 movement points. If a naval counter does not have 8 movement points all are expended and a partial attack is made. Partial attacks do half the damage for both sides. These rules apply to intercepting naval counters as well. Non-moving navies have their movement points reset when the player ends their turn. They can intercept 3 times with 20 movement points.

Spotting and Attacking

Condition	Detection Level or Modifier [a]
On land or water coast tile	High (100% chance)
Next to any coast tile	Medium (40% chance)
Water tile surrounded by water tiles	Low (10% chance)
Visible naval counter	Shifts detection level up one
Weather	Reduces chance from 0% to 75%, *see weather*
Attack with 8 movement points	Full damage
Attack with less than 8 movement points	Half damage

[a] Modified by weather see section 8.3

13. UNIT ATTRIBUTES

13.1 COMMON ATTRIBUTES

A land unit that is purchased is called a cohort. Cohorts are formed into armies which are represented by counters on the map. Each unit has different attributes, categories, and abilities that distinguish it in combat. Armies can have different functionality depending on the combination of cohorts. For example, a unit with some footmen types, and siege engines would be excellent to attack a location. But this unit would not be a good choice in field combat on a grassy hex. For field combat, you want a mix of footmen and cavalry. An army defending a mountain position footmen and archers are preferred.

All naval units are galleys. They are formed into navies represented on the map by a counter. Naval units only use one attribute to fight at sea, naval combat. Naval combat is about quantity and quality. Some kingdoms have better navies than others.

Military Unit Attributes	
Name	**Description**
Footman	Can fight in any terrain with the lowest of penalties.
Lancer	Can fight in any terrain with the lowest of penalties. Counts toward a defender's cavalry advantage ratio.
Cavalry	Terrain penalties are doubled. Counts toward attacker and defender cavalry advantage.
Naval	Fights only at sea. Can blockade a port to prevent supply. Can perform piracy.
Strength	How many hits the unit can take before being destroyed.
Move	Ability to move on the map impeded by terrain and weather. May always move at least 1 hex per turn.
Range	Fighting value in the 1st exchange of damage during combat.
Melee	Fighting value in the 2nd exchange of damage during combat.
Pursuit	Extra damage when a battle is won imposed on the loser of the battle.
Naval	Fighting value in naval combat.
Siege	Ability to breach the location’s fortification. Ability to destroy a fortification level.
Armor	Ability to resist damage taken.
Morale	Ability to take damage during combat and not retreat. Added to combat value.
Rations	Food cost per turn regardless of the strength value.
Stipends	Gold cost per turn regardless of the strength value.

13.2 SPECIAL ATTRIBUTES

Some units have special attributes that have advantages or disadvantages.

Special Attributes		
Name	**Image**	**Description**
Undead		No food upkeep.
Construct		No food upkeep, requires shards to repair.
Can't Repair		Unit may not repair once it is built.
Protected		Targeted 75% less in combat when applying damage.
Forager		50% chance of foraging success regardless of condition and avoid starvation penalties.
Victory Points		Building the unit earns victory points for the kingdom.
Curse Creator		Generates 3 corruption curse points per turn.

13.2 SPECIALTIES

Specialty points are generated each turn by adding the total population of a kingdom and the total number of buildings. Every 10 points generates a specialty point. Points are expended to give land military units a bonus or special ability. Specialties cost between 70 and 120 points. Available specialty points are shown when you select a unit on the map.

Specialties			
Name	**Image**	**Cost**	**Description**
Zealot		40	When defending a location against an attack the unit has a lower chance of retreat and surrender. Based on the ratio of zealot units to normal units.
Blacksmith		100	+1 melee.
Armorer		100	+1 armor.
Marksman		100	+2 range if the unit has a range value.
Combat Mage		120	Unit has a 10% chance to inflict extra damage during battle.
Champion		70	Increases morale by 10% for the unit.
Assassin		120	Doubles the chance an enemy commander dies in combat.

14. MILITIARY UNIT COMBAT

14.1 LAND COMBAT

Land combat takes place each turn using movement points. A unit may keep attacking as long as it has movement points. Attacking enemy units costs movement points based on the number of units in the enemy counter and their fortification level. If a land counter does not have enough movement points to make an attack, all the movement points are used. Land units with zero movement points may not attack.

Land combat is fought in 3 stages: range, melee, and pursuit. In the range stage, only range values are used. In the melee stage, only melee values are used. In the pursuit stage pursuit factors are used to inflict more damage on a losing side. Some units fight in all 3 combat stages. Pursuit factors are halved when attacking across a river.

Cost to Attack – fortification level + 1 movement point for every defender unit.

Commander – Each counter of units has a default commander with a rating of 6 **+Random(1-6)**. If there is a hero as a commander it will use their leader rating **+Random(1-6)** and any traits the hero has. The leader rating is **(intelligence + cleverness)**. A leader with *Tactician* trait adds **20%** to their rating. A hero with the *Warrior* trait adds **+1** to the leader rating.

Luck – A modifier is added to the battle based on chance. Positive values favor the attacker and negative values favor the defender. *Morale* and *Cavalry Advantage* modifiers are added to the luck roll.

Morale – The difference in the attacker and defender morale is added to the luck roll. Morale is modified by the hero trait *Commander* and the research field in *Formations*. Each full point difference in morale between two armies adds a +10% bonus to the luck roll. Morale level also determines if a group of units retreats. Each gold star on the land or naval counter represents 1 level of morale. If the attacker or defender takes more damage than their **morale level x 10%** of their strength they retreat or surrender if surrounded. Some units have *Fearless* morale. These units never retreat and must be destroyed.

Cavalry Advantage – The side with a 2 to 1 advantage in cavalry gains a +15% morale bonus.

Fortifications – Each fortification level +10% morale, and each level adds a 7% chance to reduce a hit to 0 damage for the defender.

Starvation – The supply level of a unit impacts its ability to fight lowering the chance of damage on the enemy.

Battle Types – Field combat, siege, and sortie are the 3 types of battles that can be fought. Depending on the combat type.

Battle Type								
Type	**Description**	**Icon**	**Defender Uses Terrain**	**Damage Modifier Attacker/Defender**	**Retreat**	**Pursuit**	**Luck Low**	**Luck High**
Field Combat	Neither at location		Yes	1x/1x	Yes	Yes	-15%	+15%
Surrounded [a]	No retreat hex	-	Yes	1x/1x	No	No	-15%	+15%
Siege [c]	Defender at location		No	.66x/1.5x	Yes	No	-8%	+8%
Surrounded [a]	No retreat hex	-	No	.66x/1.5x	No	No	-8%	+8%
Sortie	Attacker at location		No	.5x/.5x	Yes	No	-25%	+25%
Naval	Naval battling at sea		-	1x/1x	Yes [d]	-	-25%	+25%

[a] Defending units that have no retreat route due to every hex around them having an enemy are considered surrounded. If surrounded are forced to retreat they instead surrender.

[c] Units under siege do not use terrain defensive values. Instead, they use cover and the fortification level of their location.

[d] Defending ships in a port at a location under siege will be automatically destroyed if blockaded and the attack takes the location. Ships located at a blockaded port stay in the port after combat.

Commander Battle Modifier		
Commander Difference	**Attacker**	**Defender**
Attacker +2 and double or more	+2	-1
Attacker +2	+1	-1
Attacker +1	+1	0
Attacker and Defender Equal	0	0
Defender +1	0	+1
Defender +2	-1	+1
Defender +2 and double or more	-1	+2

Each unit uses the attribute appropriate to the combat stage to attack the enemy. Each strength point of the unit rolls to see if it inflicts damage. Damage is totaled and distributed to the enemy. Each enemy has a chance to defend against the damage and block it. Below is the simplified formula behind combat damage.

Land Damage Formula

Random(0 to 75) + starvation level < unit combat value * modifiers(luck, morale, cavalry, terrain, weather, cover) = 1 damage.

Land Defense Formula

Random(0 to 20) < unit armor value * modifiers(luck, morale, cavalry, terrain, weather, cover)

OR Random(0 to 100) < (Fortification Level * 7) = block damage.

Land Pursuit Formula

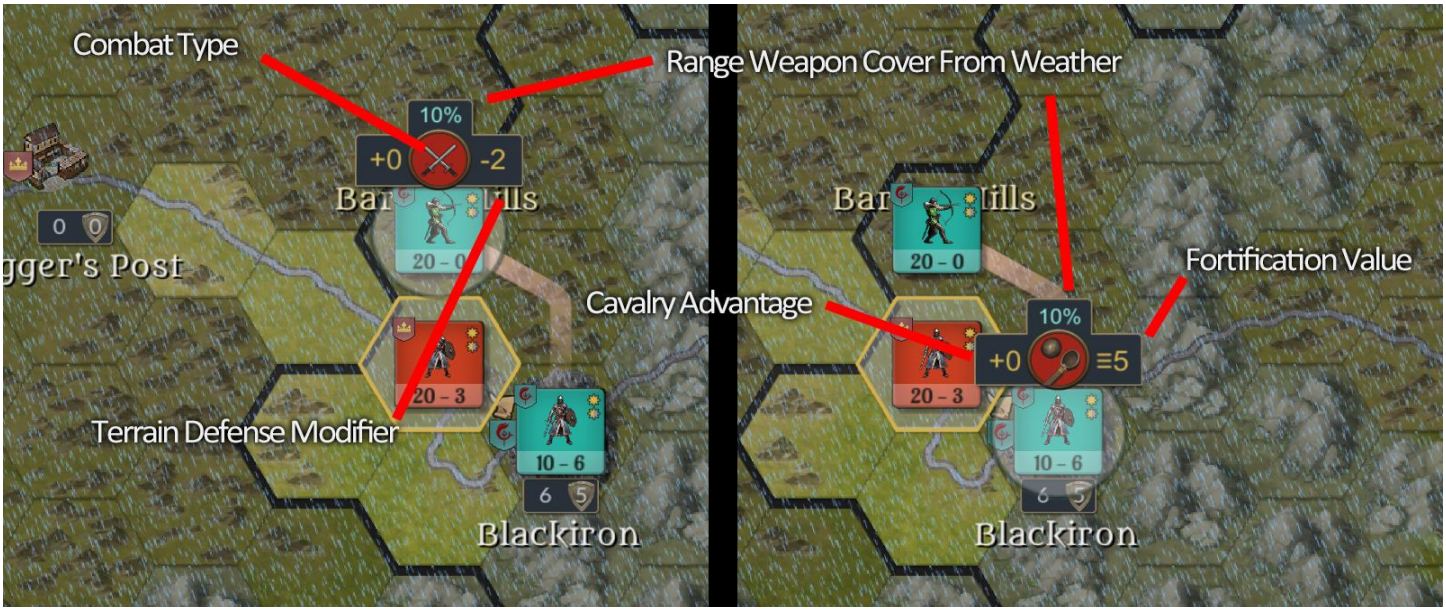
Random(0 to 15) + starvation level < unit pursuit value * modifiers(river, morale, cover)

Commander Death – At the end of any battle either side may lose their commander if that land counter is led by a hero. There is a check if the leader is put in danger. If that check succeeds a second check to see if the hero escapes. If that check fails the hero leader dies. If an army is destroyed and the leader escapes they will appear at the capital when space is available as a party.

Leader Death Chance			
	Danger Check		
Condition	**No Assassin**	**Enemy Assassin**	**Escape Check**
Units Destroyed or Surrendered	5%	7%	Level x 15% max 85%
Units Survived	2%	4%	Level x 15% max 85%

14.2 COMBAT SELECTOR

The *Combat Selector* will appear when a land unit is selected, has movement points to attack, and the mouse is over an enemy next to the land unit. Different icons will appear depending on the combat as listed in the *Battle Type* table above. The Combat Selector will show the cavalry advantage on the left, the terrain defense or fortification level on the right, the combat type in the red circle, and the weather effect on ranged attacks at the top in blue lettering. Terrain effects lower the damage defenders take and cavalry advantage. During a siege, fortifications replace terrain which decreases damage taken by the defender. Each fortification level reduces the chance of a defender taking damage by 7%.





Units on an unsupplied hex have a icon appear to the right of their movement indicating they are foraging and low on unit supply or out of supply. Units will forage each turn in an attempt to feed themselves. Once a unit is out of supply a starvation icon appears and the unit begins to lose strength points due to death or desertion. A starvation icon means they are out of unit supply.

14.3 NAVAL COMBAT

Naval combat is very similar to land combat except it takes place with naval counters and on water, there is no surrender, and there are no leaders. Land units at sea have no fighting capability. They take damage but inflict no damage. Weather conditions change how often fleets are found.

Naval combat may be full or partial. Full combat means the initiator of combat is expending 8 movement points whether it is the moving player or the intercepting naval counter. A partial naval combat occurs when the initiator has less than 8 movement points remaining. In this case, damage is 50% for both sides and the attacking fleet expends their remaining movement points. To intercept another fleet, on the enemy's turn, all the naval units in the counter must be set to *Engage* mission and have no land units. For the moving player to attack an enemy naval counter all the units in their fleet must have an *Engage* or *Attack* mission. The loser of the battle is determined by the ratio of damage applied to each naval counter modified by morale. The side with the lower number always retreats. Retreating fleets will either move back toward the closest friendly port or out to the open sea to avoid being spotted. If a unit is intercepted or attacks they become visible which increases their spot chance. There is no pursuit in naval combat.

With the naval system, there are many possibilities available for naval combat that include moving, fighting, and withdrawing after the combat is over.

Naval Damage Formula

Random(0 to 75) < unit combat value * modifiers(luck, morale) = 1 damage.

Naval Defense Formula

Random(0 to 20) < unit armor value * modifiers(luck, morale)

Naval combat has only one penalty. When a navy attacks out of port there is a -1 penalty to their combat value. The *Combat Selector* will show a -1 on the left hand side where cavalry advantage is shown.

15. HEROES

15.1 HEROES AND PARTY

Heroes are individual units that have decided to join your cause for payment. Heroes are divided into main class types which determine their attributes, traits, and attribute increases when they gain experience. Heroes gain experience by leading in battle, governing, and killing spawn. When a hero reaches their **XP** goal they gain a level and the appropriate attribute gains. The **XP** is reset to zero, a level is gained, and a new **XP** goal is set. **XP** goals are based on the attributes and traits of the hero. Depending on the nature of your kingdom you may attract different kinds of heroes. All heroes start at level 1. Once a hero levels up they gain a point in their main attribute and a point in another weighted random attribute. The maximum level for a hero is 15.

Heroes move around the map in a party counter. A player may have a maximum of 12 heroes on the map. This number may be increased up to 24 by constructing *Guilds*. Heroes have several functions: govern a location, lead an army, adventure, and perform missions. When heroes are assigned to an army they move with the army. If some of the land counter is moved a player may choose to move the leader or not. A released leader or governor is placed back on the map as a party. Heroes perform missions gainst enemy locations. When heroes adventure they explore ruins, caverns, castles, or a dungeon to destroy monsters, called spawn. Defeating spawn yields gold, shards, magic items, and experience. The most difficult adventures might yield an artifact.

If a party of heroes is injured they may be healed the next turn at any friendly location. If they have a healer class they heal at the hex they are in. Parties with a healer in large adventures may also camp and restore their health while restoring healing points. Otherwise, the party will heal +1 health per turn.

15.2 ATTRIBUTES

Melee and magic power levels are constructed to give an idea to the player how powerful a hero is with an averaging formula. All heroes start with a base set of attributes and bonuses or penalties are adjusted from that base.

Hero Statistics	
Attributes	**Contribution**
Strength	Melee hit, defense, and damage, +1 health every 2 points
Cleverness	Melee hit, defense, and damage, +1 health every 3 points
Conviction	Healing, +1 health every 3 points
Intelligence	Magical damage, +1 health every 3 points
Weapon	Melee damage
Armor	Melee damage evasion
Defense	Armor + (cleverness / 2) against melee
Resistance	Square root of (higher of intelligence or conviction) x 1.33
Healing	3 + conviction with *Healer* trait
Leadership	Intelligence + cleverness
Health	Base of 2 health per strength points + 1 for every 3 of (cleverness + intellect + conviction)
Melee Hit	Strength + cleverness
Magic Hit	Cleverness
Melee Damage	Weapon + (strength / 2)
Magic Damage	Square root of the higher(intelligence or conviction) x .33 x the higher of (intelligence or conviction))
Melee Defense	Armor + (cleverness / 2)
Magic Defense	Cleverness
Melee Power	A representation of the hero's melee power
Magical Power	A representation of the hero's magic power

Heroes have many class types with the warrior class being the most common. Each hero is randomly determined. Initially, each class's attributes are randomly determined with a modifier based on their main attribute.

15.3 CLASSES

Heroes are divided by classes. Classes represent a set of skills, or traits, and the physical aptitude of the hero. Stronger heroes are warriors, smarter heroes are mages for example. Heroes need a minimum attribute to qualify for the class below and their accompanying traits.

Main Class Types							
			Attributes per Level				
Class	**Image**	**Main Attribute**	**Strength**	**Cleverness**	**Conviction**	**Intellect**	**Primary Traits**
Warrior		Strength	+1	50%	16%	33%	Warrior
Holy Warrior [a]		Strength	+1	50%	16%	33%	Warrior
Woodsman		Strength	+1	50%	16%	33%	Warrior
Brute [b]		Strength	+1	50%	16%	33%	Warrior
Cleric		Conviction	50%	33%	+1	16%	Healer and Conserver or Aegis
Druid		Conviction	50%	33%	+1	16%	Healer, Sylvan Aegis
Adventurer		Cleverness	50%	+1	16%	50%	Sneak, Observant Disarm trap 50%
Adept		Intelligence	16%	50%	33%	+1	Aegis, Conserver, or Sorcerer and Focused
Enchanter		Intelligence	16%	50%	33%	+1	Aegis and Conserver
Sorcerer		Intelligence	16%	50%	33%	+1	Aegis and Sorcerer
Wizard		Intelligence	16%	50%	33%	+1	Conserver and Sorcerer
Magnus Wizard		Intelligence	16%	50%	33%	+1	Aegis, Conserver, and Sorcerer
Dark Adept		Intelligence	16%	50%	33%	+1	Warlock, Creative
Necromancer		Intelligence	16%	50%	33%	+1	Aegis, Warlock
Warlock		Intelligence	16%	50%	33%	+1	Conserver, Warlock
Magnus Warlock		Intelligence	16%	50%	33%	+1	Aegis, Conserver, and Warlock

[a] Holy warriors are only created for lawful or benevolent kingdoms. They are warriors with *Aegis* trait

[b] Brutes are only for tribal or tyrannical kingdoms. They are warriors with a starting strength bonus of +3.

15.4 TRAITS

Each hero comes with a set of primary traits that determine what they can do. Some traits are specific to class types. There is a chance a hero gets an extra set of special traits that allow more options for the hero. The last 6 traits on the list are only available to spawn.

Traits			
Name	**Image**	**Class**	**Description**
Healer [a]		Cleric, Druid	Allows the use of *heals* in adventures Increases with *conviction magic* research
Aegis		any intelligence or conviction class	Increases *armor enchantment* in adventures Increases with *conviction magic* research
Conserver		Holy Warrior, any intelligence or conviction class	Increase *resistance enchantment* in adventures Increases with *intellect magic* research
Sorcerer		Adept, Enchanter, Sorcerer, Wizard, Magnus Wizard	Reduces *Resistance* and *Immune* effects Increases with *intellect magic* research
Warlock		Dark Adept, Warlock, Magnus Warlock	Reduces *Tough* and *Impenetrable* effects Increases with *intellect magic* research
Focused [b]		Adept, Enchanter, Sorcerer, Wizard, Magnus Wizard	+2 magical combat ability
Sylvan		Woodsman, Druid	+15% chance to retreat
Warrior		Warrior, Holy Warrior, Woodsmen, Brute	Is 5x as likely to be targeted with an attack, when leading an army +1 to luck roll
Adventurer		Adventurer	Starts with 2 special traits: *Observant* and *Sneak* A high chance of getting *Thorough*.
Observant		Adventurer	+10% search bonus, +10% disarm trap
Sneak		Adventurer	+10% surprise bonus, double critical hit chance
Thorough		Any class	Gives party of heroes a 10% chance to find extra treasure
Creative		Any class	Up to +5% research bonus when governing a location with larger towns, cities, and capitals yielding the best results
Administrator		Any class	+20% gold bonus at the location when governing a location
Farmer		Any class	For every 8 points of intelligence and cleverness +1 food is added when governing a location up to the location's production of food
Miner		Any class	For every 8 points of intelligence and cleverness +1 iron is added when governing a location up to the location's production of iron
Enforcer		Any *tribal* or *tyrannical* class	+20% reduction of dissent if governing a location
Leader		Any class	+5% land combat morale bonus
Tactician		Any class	When leading an army adds 20% x (intelligence + cleverness) to luck roll

[a] Healers allow parties to fully heal when camping or at the start of their next turn in any hex.

[b] Classes with one magical trait gain *Focused* trait automatically.

Spawn have common traits and additional spawn traits to make them tough.

Spawn Traits			
Huge		Spawn only	Hits all heroes at once *Their size can kill multiple opponents at once.*
Tough		Spawn only	30% chance to take zero damage from a melee hit *A hard hide that resists weapons.*
Impenetrable		Spawn only	60% chance to take zero damage from a melee hit *Plating or stone that defies steal.*
Resistant		Spawn only	30% chance to take zero damage from a magic hit *Shard magic has less effect on these creatures.*
Immune		Spawn only	60% chance to take zero damage from a melee hit *Shard magic has almost no effect on these creatures.*
Pack		Spawn only	Spawn counts as 3 spawn against retreating in an adventure *These spawn are weak alone but in packs they are dangerous.*
Weaken		Spawn only	35% chance to make a hero's next melee attack -6 hit *A toxin, corrupting touch, or magic aura sucks the strength of heroes.*
Torment		Spawn Only	35% chance to make a hero's next magic attack -6 hit *A spell, sound, or infiltration of one's mind that causes pain.*

16. ADVENTURING AND MISSIONS

Heroes may be used in various ways: governing, leading, adventuring, and missions. Missions are the only function that differentiates from good and evil kingdoms. Some missions are unique to a kingdom depending on their nature.

16.1 ADVENTURING



A party's adventuring career starts much like many typical role-playing games, hearing local rumors at the town tavern about monsters nearby. Heroes can go to any location and use the *Gather Rumors* mission to mark hexes with potential adventures. These rumors appear as a ? on the map. If an adventure is found the icon will be replaced with an adventure icon. Adventure icons come in 4 difficulty levels: low, medium, high, and extreme. Entering the adventure brings a different screen up where heroes battle spawn, find treasures, and explore the system of corridors, caves, and areas.

When the heroes initially enter the adventure, an option will be given to automatically explore the adventure. It shows the number of turns the heroes will be unavailable and the chance of each hero dying. Selecting *yes* gains all the experience, gold, shards, and potential items in the adventure for those heroes who survive. If more than 1 hero dies the expedition fails and the player must try again. Heroes still take time to recover. Once a *no* is selected for auto-explore it will not be offered again. Selecting *Scouting* returns the heroes back to the map and reduces their move to zero. It allows heroes to know the difficulty of the adventure and keeps the option available for auto-explore.

Different classes alter the chances of dying or the time required. Warriors and magic-using heroes reduce the chance of death a little. Having a healer reduces the amount of time by 50%. Having an adventurer increases the treasure collected. Depending on the spawn and their resistance they also change the chance of death. For example, if there are more melee-resistant spawn and the party has no mage the chance of dying increases.

Heroes will have several options available to them to explore the adventure, fight, and find treasure. It is recommended that 6 heroes are used to explore an adventure to give the greatest chance of success. The careful use of combat tactics allows players to explore the adventure quicker than just running through it. Instead of 4 or 5 turns to complete an adventure a proper use of the tactical options could reduce it to 3 to 4 turns.



1. Shows the party's enchantments from left to right*: aegis, resistance, heals, penetrate, weaken,* and *searches*. On the right, it shows how many spawn are left in the adventure. Magic using classes add to these enchantments that add an overall bonus to the party.
2. Shows the adventure area image. There are over 100 distinct images in the database. As the game updates more images will be added as Kraken Studios finds them expanding the database to give a rich flavorful experience.
3. List of heroes that are in the adventure. Each hero shows their class icon, current tactic, magic defense, magic attack, melee defense, melee attack, and health going left to right top down. If their health is below 4 a red spat will appear indicating low health. Some spawn have a bash or spellbind ability that holds a hero for a round. This will highlight the hero with the proper word. Being under a *bash* or *spellbind* means the hero will not be able to act on their next action. **LMB** a hero will pull their statistics in section 7.
4. List of spawn battling the heroes. **LMB** a spawn will display their details in section 7. To the left of the spawn images will show their health.
5. Description of the area.
6. The maze of the adventure. Explored areas will remain lit, and unexplored areas dark. 4 arrows will appear when the party is not in combat allowing players to click the arrow in the detection they want to move. The map movement keys move the heroes around the adventure. Moving around is not without dangers and traps will appear in the path of the heroes causing damage. An adventurer hero has a fair chance of spotting a trap and disarming it before anyone is hurt.
7. Details panel of the hero or spawn selected.
8. Shows any magic items the hero has and their biography. When a spawn is selected it will show the backstory of the spawn.
9. Party action bar for the party: leave, retreat, camp, search, fight, and quick fight. Camp is only available when playing with the large adventures option on
10. Hero action bar during combat. Players may change their actions between rounds of combat.

Adventuring gains hero experience by killing spawn. Once the experience goal is achieved the hero levels up and their attributes increase. Heroes of similar levels gain the maximum experience together. Lower level heroes adventuring with higher level heroes lose experience.

Experience Loss From Adventuring with Higher Level Heroes								
Level Difference	**0-2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**
Experience Modifier	100%	85%	70%	40%	20%	10%	5%	5%

16.2 COMBAT

Entering an area with spawn starts combat. Surprise is determined first. The side that gains surprise attacks with all their units first before the other acts. Heroes and spawn with *Sneak* trait have a better chance of surprising the opposition. If there is no surprise the order in which heroes and spawn act is based on their cleverness and a random die modifier. Order is determined individually.

Combat is fought by hitting the opponent's defenses. After a hit is determined the ratio of damage to armor, or resistance for magic, determines the amount of damage and critical hit possibility. Then special traits determine if damage is modified.

Hero/Spawn Melee Hit Formula

Random(0 to hero(strength + cleverness) + spawn(strength + cleverness)) < hero(strength + cleverness)

Hero/Spawn Magic Hit Formula

Random(0 to hero(cleverness) + spawn(cleverness)) < hero(cleverness)

Melee Damage Power Formula

attacker(weapon + (strength / 2)) / defender(armor + (cleverness / 2))

Magic Damage Power Formula

square root of the higher(intelligence or conviction) x .33 x the higher of (intelligence or conviction))

Damage is based on the melee, or magic power, calculated. High ratios result in higher damage and higher chances of getting a big critical hit. Damage ranges from 1 to 3. Critical hits double this damage. Heroes can be killed in but a single round of combat.

16.3 PARTY ACTIONS

Leave – Heroes leave the dungeon and may not enter till the next turn.

Retreat – Heroes can retreat from battle depending on the ratio of spawn to heroes. If spawn outnumber the heroes it will be difficult to retreat. Spawn with the *Pack* trait count as 3 spawn for retreat purposes. Retreating moves the heroes to the previous area they were in.

Camp – Large adventures offer camping. Heroes can recover their health and healing abilities when they camp. Heroes may only camp in an adventure once per turn.

Search – Each turn heroes have a limited amount. An area may only be searched once. A successful search will reveal extra gold and possibly shards. On rare occasions, a secret room will appear.

Fight – Starts the combat round.

Quick Fight – Starts the combat round at a quick pace. Results are shown very fast.

16.4 TACTICS

Each combat round heroes are allowed to change their combat tactic. Some tactics are only available to certain classes.

Tactics		
Name	**Image**	**Modifiers**
Slay		Attempt to target severely injured spawn with your best attack
Melee Attack		Melee attack +2 hit
Magic Attack		Magic attack +2 hit
Counter Spell		Magic attack -4 hit Lowers chance of spawn spellbind
Bash		Melee attack +0 hit 50% chance to prevent spawn from attacking next action only 1 damage if successful
Spellbind		Magic attack +0 hit 60% chance to prevent spawn from attacking next action 0 damage if successful
Augment		Magic attack -4 hit Defense and resistance bonus doubled for this hero
Heal		No attacks Heals up to 3 points of health on one target
Block		Melee attack +0 hit Defense +4 Will be targeted for first 2 attacks
Evade		Melee attack -8 hit Doubles melee and magic defense

16.5 FEATURES

The adventure will stay on the map until all the spawn are destroyed. If playing with other human opponents they can see rumors and adventures on the map. Rumors and stories spread quickly. Other adventurers might come and finish an adventure.

Leader Area – This area has the highest XP level of spawn and it is not uncommon to have a unique spawn. If all the spawn are defeated there is a change a magic item will be given as treasure.

Keys – Some leader areas and locked away and inaccessible until the party finds all the keys. Keys can be found by defeating spawn in the adventure. Sometimes more than 1 key is required.

Traps – Heroes might encounter traps along the way. Some traps damage the whole party.

16.6 MISSIONS

Heroes may go to enemy controlled locations and attempt to perform missions to hinder the enemy. Missions may only be performed against kingdoms at war with your kingdom. *Find Enemies* mission may be performed at any location that has enemies of your kingdom. Locations with large populations make searching for enemy heroes more difficult. Low population locations have around a 65% chance of finding an enemy party. High population locations have around a 33% chance.

When enemy parties are found a round of hero vs hero combat occurs between the two parties. There is only one round of combat and damage is applied based on the levels of the heroes. Some heroes might die.

Injury during a mission is less lethal as the heroes are dealing with local militia and guards. But there is always a chance the damage kills a hero.

Missions					
Name	**Nature**	**Success Chance**	**Description**	**Injury Success**	**Injury Failure**
Find Enemies [a]	Any	33% to 65% depending on population size	Hunt enemy heroes and fight them.	-	-
Hoodwink	Benevolent Lawful	20% + 5% per hero	Enemy loses 2-4 gold	3%	3%
Extort	Any	5% + 5% per hero	Enemy loses 3-6 gold Player gains 3-6 gold	3%	6%
Incite [b]	Benevolent Lawful Feudal	50% + 2% per hero	Increases dissent +1	3%	3%
Plunder [c]	Feudal Tribal Tyrannical	12% per hero	Enemy loses 1 to gold value Player gains that amount	2%	2%
Assassinate	Tyrannical	8% + 2% per hero	Kill the location's governor	8%	4%

[a] May be performed at any location with enemy heroes.

[b] Can only incite in locations where the controller is not the owner.

[c] Can only plunder a location if there are no armies in the hex.

17. ARTIFACTS

Artifacts are powerful magic items that can be found in *extreme* difficulty adventures. Completing the adventure gives a chance to find an artifact. Some artifacts are more powerful than others. There are 15 artifacts.

Lost Artifacts		
Name	**Image**	**Benefit**
Magnus Helm		Each research point generated has a 10% chance to generate another point.
Gayla's Mind		Each food generated has a 10% chance to generate another point.
The Orus Mole		Each iron generated has a 10% chance to generate another point.
The Soulless Forge		Allows the construction of Soulless Golems.
Coffer of Domination		Adds +5% stability when there is not enough food.
Bowl of Mundar		Generates +10 shards each turn for its owner.
The Dark Aegis		Doubles the strength of a kingdom's capital fortifications.
Colossus of Taurendor		Allows the construction of the Colossus unit
Venin's Curse		Allows the construction of the Venon's Curse
Adroit Ring		Increases the positive effect of an emissary by +35%
Shard Rune		1 of 5 runes that yields victory points
Soul Rune		2 of 5 runes that yields victory points
Earth Rune		3 of 5 runes that yields victory points
Thought Rune		4 of 5 runes that yields victory points
Command Rune		5 of 5 runes that yields victory points

18. VICTORY AND ACHIEVEMENTS

Achievements are difficult game accomplishments that reward the player with victory points. The summary section shows which achievements a kingdom has completed. Victory point awards are given once upon completion.

Achievements

Name	Image	Condition	Victory Point Bonus
Conqueror		Control 20% of the realm's population.	+40
Overlord		Control 40% of the realm's population.	+40
Diplomat		Have a peace or alliance agreement with 15 kingdoms.	+50
Isolationist		Kingdom is not in a war for first half of the game time.	+100
Merchant		Have trade agreements with 5 + 33% of the active kingdoms.	+40
Researcher		Have collaboration agreements with 5 + 33% of the active kingdoms.	+40
Engineer		Build a unique military unit with the victory point icon.	+120
Formidable		Control 100 strength points of naval units.	+120
Adventurer		Own 20 magic items.	+120
Collector		Own any artifact.	+120
Discipline		Attain the level of *Master* in Conviction research.	+40
Brilliance		Attain the level of *Master* in Intellect research.	+40
Divine		A hero cleric or druid attains a natural score of 15 conviction.	+40
Savant		A hero enchanter, sorcerer, wizard, magnus wizard, warlock, necromancer, or magnus warlock attains a natural score of 15 intellect.	+40
Apostle		Collect all 5 Unity Runes.	+480
Villain		Corruption Curse reaches 1000 if you are the villain kingdom.	+480

19. MULTIPLAYER

KDH is a **IGYG** game. It is mostly a single player game. But it can be run as a multiplayer game. Some scenarios are better designed to be multiplayer than others. A multiplayer server is being investigated to improve the experience for players.

Single Player – Play against the CO as any listed kingdom. Players can change some options while playing the game.

Hot Seat – Select which kingdoms will be human and which will be the CO by toggling the icon next to the name of the kingdom on the kingdom selection screen. Players can take their turns at the computer. Options may not be changed once the game begins. Passwords are selected and used for the player turns.

Email – This version is the same as Hot Seat except it creates a file that can be sent to the next player.

PBEM File Name

"_PBEM-" + first 6 letters of scenario + "-" + first 4 letters of next kingdom + "_T" + turn number

Test – This game type runs the **CO** against itself for testing a scenario.

20. CREDITS

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Sound – Sidearm Studios, Sounddogs, OG Sounds

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