Legends of Callasia
Player Manual

Objective of the Game:
Conquer as many lands and kingdoms by forcefully annihilating all enemies, diplomatically forging alliances, or a strategic measure of both methods. Success is dependent on the the type of gameplay and objectives set up. By default, when the set number of turns is reached, the player with the highest VICTORY POINTS is deemed the winner.

Types of Gameplay:

1. Single Player
   - Campaign mode: Play through a story-based mode, which consists of a series of campaign levels for each Faction made available.
   - Skirmish mode: Set up your own scenario and win objectives by winning within TURNS and HIGHEST VICTORY POINTS, or with unlimited TURNS by total domination.

2. Multiplayer
   - Casual mode: Play the game with other online players, filled with unexpected turns of events, betrayals, cursing and filtered swearing (occasionally there are really nice and pleasant people who just enjoy virtual warfare).
   - Ranked mode: Play against other online players hiding behind anonymity, all eager to make a name (or number) for themselves in RANKING.

User Interface Elements
Click and hold on the UI whenever you are unsure what it does. A tooltip or info tab should appear.





1. Player EMBLEM -
Displays Player's individual Emblem/Crest.
In Campaign mode, displays Emblem based on story faction.

2. Gold (resource) -
Resource used in-game. Used to purchase army units, facilitate the building of structures and awaken HEROES.

3. Population (limit) -
Indicates value of units you can amass. Some structures provide an increase to Population limit. See STRUCTURES.

4. Victory Points (VP)/Position (per game) -
Shows the current over MAX VP. In some games, it is the requirement for victory. The number represents your standing position in this game. When a player reaches or exceeds MAX VP, the game ends within 3 turns if said player retains VP points.

5. Army Colour/Online Status -
Colour corresponds to army/player colour in map.
In every game, player may be assigned a different army colour to indicate position of land(s)/kingdom(s) conquered. Clicking on this panel opens up a list of player names and their army colour, as well their army emblem.

6. Seasons Indicator -
Each of the 4 seasons bring different bonuses into play. For more details, read SEASONS.

7. TURNS Counter -
Displays current turn over MAX TURNS. In some game modes, counter does not display MAX TURNS, only current turn.

8. Diplomacy Button -
Click to display current alliances/enemies along with option to offer gold, pledge allegiance or sever ties with players in current game.

9. Resource Toggles -
Click to toggle display for gold resources or VP points on each land.

10. Chat/Messaging -
Opens up chatbox for messaging.

11. Army Information -
When a hero meeple is clicked, this display will be shown:
A - Hero Faction
B - Hero Profession
C - Hero Trait
D - Units in Hero's army
E - Information on current land:
Bonus from terrain; Turns required to subjugate; Gold resources; Victory Points

12. Cards Holder -
Whenever cards are awarded durinc certain seasons, they are stored here. Drag and place onto map land/hero meeple to play.

13. End Turn Button -
Clicking this button resolves this turn for you.

Game Elements



1. Land Mass -
Lands on the map are non-coloured if NEUTRAL. Lands that are claimed will convert into the colour of the occupying army. There are various types of lands, ranging from forests to hils and swamps, each offering a slight bonus to defense (for the army on it), as well as Gold resources and Victory Points if land is claimed.

2. Hero Meeple -
Meeple representing Hero with a number that indicates Army Size. Movement on the map is determined by moving your Hero meeples.

3. VP Toggle -
Indicates Victory Points given if land is subjugated.
To view toggle button, refer to UI ELEMENTS.

4. Sea Path -
Certain lands and continents of the map require travelling on Sea Paths. It requires similar movement of 1 space, as if travelling on adjacent lands. Subjugating lands that flank a sea path grants you additional Gold resources.

5. Kingdom Information -
A kingdom consists of a collection of lands. These are marked with a thicker outline on the map. Click-hold on Kingdom Info to highlight the lands. Controlling a kingdom grants extra Gold resources and Victory Points.

6. Neutral Militia -
There are neutral armies that self govern the land. They will retaliate on any army that moves into their lands.

Sequence of Events

TURN PHASE

Each turn, a player is allowed certain actions:

1. For Hero Meeples/ Armies:

1. Move into land without armies
2. Move into land with armies
3. Stay on current land

Moving into land without armies
Hero meeple along with the army units will then have options to :

1. Subjugate the land if not yet already owned.
2. Pillage/Raze the existing land or structure (if any) to gain Gold resource one time. Razing a structure reduces the structure level by one. For example, a village will degrade into a hamlet. A hamlet will be razed to ruins.
3. Defend the land from upcoming attacks. Defending grants the army some defensive bonus.
4. Teleport if there is a portal structure on the land OR a portal upgrade in the castle.
5. Clear standing orders.

Moving into land with armies
If the land does not belong to the player or an ally, a battle will commence. Armies with Heroes perform better than those without. Lands with structures provide an extra bonus to defense, in addition to the defense bonus granted by land terrain type. Heroes from the same armies locked in battle may join into the fray. Only 2 armies may engage in battle at the same turn, ally armies cannot interfere. Heroes and their armies may retreat to adjacent lands if they survive the Combat resolve phase.
If player moves into owned land with his/her own army units garrisoned on structures or land, players can opt to Organize and shift the units around or recruit all into Hero Meeple army.

Stay on current land
Hero meeple along with army units will have the same options as moving into a land without armies.
However, if land is already owned by player, the Subjugate option is replaced with Build. Build allows the building of structures, see STRUCTURES.
If Hero meeple is on an owned castle, player may use Build to upgrade the castle.

Priority for movement is dependent on Army Size. A Hero meeple with 10 units will move BEFORE a Hero meeple of 30 units. However, Army Size does not mean MAX POPULATION value. An army of 10 SkyKnight (dragons) with the value of 10 x 6 (60) will move before an army of 30 Archers (which has population value of 30 x 1).

2. For Structures:

Certain structures like City or Tower/ Fortress/ Citadel allow the purchase of more army units. Newly purchased army units will stay and defend land/structure unless a player moves a Hero Meeple to Organize and move garrison army into Hero's stack of army units. A Hero can only bring 4 TYPES of units in his/her army and must carry at least ONE single unit. Heroes with their respective army may stack to move as a cohesive unit, however this increases Army Size and slows down the group. Heroes are awakened from player owned Cities.

3. Play a card:

During the same turn, player may also choose to apply any of the cards from their hand. Some cards are applied on Land, and some are applied on Hero meeples and their armies. Most cards played require a cost to Gold resources. If player chooses to discard a card by dragging it into Discard, the cost of the card is granted to player 's Gold resources.

4. Ending a turn:

By choosing to end turn (clicking on the End Turn Button of the UI), player enters the resolve phase of the game.

RESOLVE PHASE

A simultaneous (for all players) resolution phase commences:

1. SEASONS

The season will change with every end of turn. Different season offers different bonuses. For example, SUMMER will grant 150% to Gold resources. A land that grants 16 Gold resource will instead grant 24. The changes are shown within the Land info as (base)/current.

2. Cards that are valid will be applied:

Card effects such as “Bumper Crop” will play out. If it is SUMMER, the land granting 16 Gold is modified by 2, making it provide 32 Gold resource as base. The base value is then granted 150% to 48 Gold on this turn. Certain cards may not be applied For example, a “Summon Archers” card is placed on a land with a Hero meeple. Land already has garrison army of Guard, Griffons, Ballista and Dragons. Similarly, Hero meeple also has all 4 unit type spaces taken. Therefore there is no valid space to summon an aditional Unit Type of Archers. The card goes back to the player’s hand and cost paid is reimbursed.

3. Player actions to be resolved:

Player actions are resolved in the following sequence:-

1. Defend Action.
2. Normal Movement.
3. Teleport Movement.
4. COMBAT
5. Build/Upgrades
6. Delayed Movement

Defend Action -

Army does defensive stance and bonus from land/structure is applied to the defending army.

Normal Movement -

Hero meeple along with stacked army is moved along in the map. Smaller Army Size moves first. The exception of this is when Hero is awakened on same turn, in which case, said hero movement is resolved LAST.

Teleport Movement -

Movement using portals via structure or from City Upgrade is applied.

COMBAT -

Combat is then resolved in the following manner:-

1. Missile Units attack first during MISSILE PHASE. Targets will be random and simultaneous (all units attack at same time), unless enemy unit has “Frontline” trait, where said unit will be the first to absorb all damage.
2. Melee Units then attack during MELEE PHASE.

The calculation for battles are such:
3 units of SkyKnights with Attack Value of 40, deal the potential MAX DAMAGE of 120. Dice rolls a value of 100. Target is 10 units of Archers who have Defense Value of 30.
300 - 100, therefore 3 units of archers are killed.
All bonuses derived from Hero traits, Land and Card bonuses are applied before COMBAT.

Build/Upgrades -

Building or upgrading of structures is applied. (Includes City Upgrades).
In the event a “Fortification” card is applied beforehand, the action to build a Fort may be cancelled as a fort is already built during Card Applicaion stage. The building cost in Gold is returned to player’s resources.

Delayed Movement -

Retreats from battle is last applied.

Other Important Details:
Factions



1. Faction Selection -
By Default there are 3 Factions available:
The Hundred Kingdoms, The Faeborne and The Revenant.

The fourth Faction, the Stoneborne, is playable through the expansion.

2. Army Units -
Each Faction provides unique army units for your deployment enjoyment.
Units have Attack Values and Defense Values as well as some unit specific traits For example, “Frontline” makes said unit the first target for enemy attacks and will absorb all damage until all have perished. Details for units are available by Click hold on unit icons.

Other Important Details:
Heroes



1. Hero Selection -
Heroes are unlocked by completing Campaign levels.
By Default, there are 4 Heroes for each Faction already made available. Each individual game allows you to select 4 Heroes. Each Hero comes available with some army units when Awakened.

2. Hero Profession -
The profession of the Hero determines what cards may be made available during the course of the game.

3. Hero Traits -
Hero traits are bonuses that only apply to the units under the Hero meeple stack. They do not apply to a stack of Hero armies (when you move 2 to 4 hero armies together).

4. Revival Turns -
In the event of an untimely demise, the revival turns show the amount of turns before said Hero can be reawakened/revived.

5. Cost -
Cost required to Awaken Hero.

6. Card Encyclopedia -
Clicking this button will access the Card Encyclopedia for more details about cards available for said Hero or in general.

Structures



1. Player City-
Main base of armies. Clicking on cities open up options to hire more units, organize troops or Awaken Heroes Hero meeples on lands with owned Cities may also choose to build and upgrade City. City upgrades are not susceptible to damage from “Sabotage” cards.

2. Neutral City -
Some parts of the maps will have NEUTRAL cities that are not player-owned. Subjugating a city provides a boost to Population limit.

3. Hamlet/ Village/ Town -
Structures that provide extra Gold resources and increase Population limit.

4. Tower/ Fortress/ Citadel -
Structures that allow the purchase of more army units and increase Population limit.

5. Portal -
Portals allow for Hero meeple and its army to teleport to other portals (if any) or to owned Cities.

6. Dolmen/ Cromlech/ Stone Circle -
Structures that provide immediate Victory Points. For the less aggressive.

7. Ruins -
A standing testament to what was once a glorious structure.

Miscellaneous



A. Objectives -
In Tutorial and Campaigns, there is an additional Objectives prompt. When completed, it will be removed at the end of the turn (after clicking End Turn button). Clicking on the EYE icon will show where or what the objective is (when and where applicable).

B. Tutorial Tips -
Will pop up in game to further explain Game Tutorial tips as you go along the game.

C. Organize Button -
Will only be available when Hero meeple is on a land that has other armies, be it garrisoned armies on land or structure OR when other Hero Meeple of the same army is sharing the same land space.

D. Hire Units Button -
If Hero meeple is on a land that has structures that allow for Army Unit Purchase such as Tower/Fortress/Citadel or City, the button will be made available.