COSMOS Fantasy - Throne of Cofain

The Blue Knighthood

REPORTS TURN 0

STATUS REPORT

VICTORY POINTS: 0

ECONOMY:

Income from taxes: 450 gold
Income from city trade: 124 gold
Other gold production: 25 gold
Total income: 599 gold

Manpower produced this turn: 630

NAVY:

Warships: 1
Transports: 2
Total transport capacity: 1250
Transport capacity in use (embarked and embarking): 0
Navy upkeep: 25 gold per turn

MAJOR CHARACTERS:

Major characters: 5 (3101, 3102, 3103, 3104 and 3108)
Major character limit: 9

RESOURCES

Resource	Pool	Distr.	Prod.	Used	Lost	Upk.	Poten.
gold	700	0	0	0	0	256	599
food	2732	0	0	0	0	610	1293
wood	1775	0	0	0	0	0	475
iron	150	0	0	0	0	0	150
horses	204	0	0	0	0	0	127
men	1500	0	0	0	0	0	175
manpower	630	0	0	0	0	0	630
arms	450	0	0	0	0	0	150
holy mana	0	30	0	0	0	0	15
enchantment mana	0	10	0	0	0	0	5
fire mana	0	20	0	0	0	0	10

ADMINISTRATION

Administration points: 15

Ruler: 3101   Heir: 3102

Home: 1801

POLICIES

Enemy: RW, GE, WG, MD, PI, FH, HV, DT, Go, Mo, GI, Un, Hu

CONTROLLED LAND

Hex 185: farmlands
Hex 186: plains
    2 hex sides of large river
Hex 206: plains
Hex 207: woods
    2 hex sides of small river
Hex 226: hills

LOCATIONS ETC.

1801 Azure at 185
    Size 8 of 15
    city trade rating: 10
    income from trade this turn: 88 gold
    city walls: rating:3 strength:11
1805 Sapphire at 226
    Size 4 of 10
    city trade rating: 8
    income from trade this turn: 36 gold
    city walls: rating:3 strength:11
1851 Azure Castle in 1801 (map position 185)
    Contains: 0 of 5000
    fortification rating:4 strength:14

UNITS

3101* Lord Turquoise (Noble): 8 w.p. in 1801 (map position 185)
    Tactics: flee
3102+ Lord Steel (Noble): 8 w.p. in 1805 (map position 226)
    Tactics: flee
    Force:
    3110 Crossbowmen: 100*4 w.p. in 1805
        Tactics: defend
3103 High Priest (Priest): 10 w.p. in 1801 (map position 185)
    Tactics: flee
    Resources: holy mana:30
3104 Court Wizard (Wizard): 8 w.p. in 1801 (map position 185)
    Tactics: flee
    Resources: enchantment mana:10 fire mana:20
3108 Knight: 10 w.p. in 1801 (map position 185)
    Tactics: flee
    Force:
    3113 Heavy Cavalry: 50*4 w.p. in 1801
        Tactics: charge
3109 Captain: 8 w.p. in 1801 (map position 185)
    Tactics: flee
    Force:
    3111 Heavy Infantry: 50*4 w.p. in 1801
        Tactics: defend
    3112 Pikemen: 50*4 w.p. in 1801
        Tactics: defend

NOTES & MESSAGES

RULES & INFORMATION

The game world

The mythical Castle Cofain will rise from the lake at the end of turn 7.
The game will end after 12 turns.

A game turn has 24 action phases.
The world map consists of 20 columns each containing 20 hexes, giving a total of 400 hexes in the map.
Item and location id numbers range from 1500 to 2999 while unit id numbers range from 3000 to 9999.

There are 14 nations:

Nations:

- nation 1: The Blue Knighthood (BK),
- nation 2: The Red Warlords (RW),
- nation 3: The Greenwood Elves (GE),
- nation 4: The Whitehill Gnomes (WG),
- nation 5: Mountain Dwarves (MD) (non-player),
- nation 6: Pirate Isles (PI) (non-player),
- nation 7: Free Hunters (FH) (non-player),
- nation 8: Hidden Valley (HV) (non-player),
- nation 9: Desert Tribes (DT) (non-player),
- nation 10: Goblins (Go) (non-player),
- nation 11: Monsters (Mo) (non-player),
- nation 12: Giant Insects (GI) (non-player),
- nation 13: Undead (Un) (non-player) and
- nation 14: Humanoids (Hu) (non-player).

Terrain types:

- Farmlands (hexes)
  - One hex produces: 400 food, 25 wood, 20 horses, 20 men, 5 elves, 10 dwarves, 15 gnomes, 25 goblins and 5 nature mana
- Plains (hexes)
  - One hex produces: 200 food, 25 wood, 40 horses, 10 men, 3 elves, 5 dwarves, 5 gnomes, 25 goblins and 10 nature mana
- Woods (hexes)
  - One hex produces: 150 food, 500 wood, 20 wolves, 10 men, 3 elves, 5 dwarves, 5 gnomes, 25 goblins and 20 nature mana
- Wooded hills (hexes)
  - One hex produces: 10 gold, 150 food, 200 wood, 75 iron, 15 wolves, 10 men, 3 elves, 5 dwarves, 8 gnomes, 2 trolls, 25 goblins and 20 nature mana
- Hills (hexes)
  - One hex produces: 25 gold, 150 food, 50 wood, 150 iron, 20 horses, 15 wolves, 10 men, 3 elves, 5 dwarves, 8 gnomes, 2 trolls, 25 goblins and 10 nature mana
- Mountains (hexes)
  - One hex produces: 25 gold, 50 food, 25 wood, 150 iron, 10 wolves, 5 men, 2 elves, 3 dwarves, 3 gnomes, 4 trolls, 10 goblins and 5 nature mana
- High mountains (hexes)
  - One hex produces: 25 gold, 150 iron, 1 dwarves and 2 trolls
- Swamp (hexes)
  - One hex produces: 100 food, 25 wood, 10 dzareks, 10 men, 1 elves, 2 dwarves, 2 gnomes, 10 goblins and 15 nature mana
- Jungle (hexes)
  - One hex produces: 100 food, 200 wood, 15 elephants, 10 men, 1 elves, 2 dwarves, 4 gnomes, 15 goblins and 20 nature mana
- Desert (hexes)
  - One hex produces: 5 gold, 25 food, 50 iron, 5 men, 3 dwarves, 3 gnomes and 5 goblins
- Wastelands (hexes)
  - One hex produces: 25 food, 10 wood, 5 men, 2 dwarves, 2 gnomes, 10 goblins and 5 death mana
- Lake (hexes)
- Coastal ocean (hexes)
- Deep ocean (hexes)
- Road (terrain feature)
- Beach (terrain feature)
- Large river (terrain feature)
  - One hex produces: 90 food, 6 men, 3 elves and 6 gnomes
- Small river (terrain feature)
  - One hex produces: 90 food, 6 men, 3 elves and 6 gnomes
- Bay (terrain feature)
- Bridge (terrain feature)
- Ford (terrain feature)
- Air (special)
- Underground (special)
- Lake bottom (special)
- Ocean bottom (special)
- River bottom (special)
- City (locations)
- Structure (locations)
- Ruins (locations)
- Caves (locations)
- Volcano (locations)

NOTE: A terrain feature running along a hex edge counts for both hexes as one sixth of a hex of that terrain when calculating resource production.

Your Nation

Nation 1: The Blue Knighthood

ECONOMY:
The Blue Knighthood has a standard economy based on the human population. The tax efficiency factor is 30% and the villeinage efficiency factor is 42%. The city trade income factor is 100%.

HOME:
At the start of the game, the city of Azure is the capital and the "home" of the Knighthood. During the game the nation may move its capital to any other city. The Knighthood must own the city and the city must have a current size of at least 5 increments. The "home" nation order is used to move the capital. This costs 400 gold.

FORTIFICATIONS:
Cities owned by the Blue Knighthood may improve their walls to a maximum rating of 4 and castles may improve their wall rating to a maximum of 6. Improving wall strength takes 2 phases per point. Improving wall rating takes 6 phases multiplied by the new rating. Repairing wall damage takes 1 phase per point repaired.

NAVY:
The Blue Knighthood pays a navy upkeep of 5 gold per transport per turn and 15 gold per warship per turn.
Sea movement data:
Move cost along sea lanes: 4 phases per hex.
Time to do the *embark* order: 5 phases.
Time to do the *disembark* order: 5 phases.

STRATEGY TIPS:
Beware the monster groups. Do not assume that just because a hex is empty at the start of the gme it will always be empty; monsters move around in repeating patterns and every hex starting the game without an owner is the territory of a monster group which will visit it regularly. Use scouts to find out where the monsters are and how they move around and then bring an army large enough to defeat them when you move out to control their hexes.

There is a neutral city nearby in hex 167 which is your most obvious first target as its garrison is not among the strongest. Be aware however that it is an equally obvious first target for the Greenwood Elves and that their troops are generally superior to yours on a man-to-elf basis. Therefore it may be more important for you to expand your arms production as soon as possible by getting some iron producing hexes (hills are best). You will need plenty of arms to recruit the troops needed to defeat the monster groups, safely outnumber the elves, and for taking the goblin cities or the city in the hidden valley.

Although it is not immediately obvious there are also nice things to be had by veturing out to sea (but scout ahead first). There are two small pirate islands quite close by if you follow the sea lanes going east around the island and there you will find either two cities or a city and a gold mine. If you do not want to take this route you shold consider scuttling your ships as the very first thing you do, perhaps keeping a single transport to allow your scouts to move at sea.

NATION DATA:
Ruler type: Noble (unit type 127)
Administration: 5 base points.
Production efficiencies: gold: 100%, food: 100%, wood: 75%, iron: 100%, horses: 100% and men: 100%.
Nation powers:
farm:
Your nation may change hexes to farmlands using the *farm* order. This takes 72 phases. The resource cost is 300 gold and 400 manpower. Only hexes of plains, woods or jungle may be farmed. Your nation must own the hex to be changed.
launch:
Your nation may *launch* warships at the cost of 100 gold and 400 wood per ship. This takes 24 phases.
launch:
Your nation may *launch* transports at the cost of 80 gold and 400 wood per ship. This takes 24 phases.
scuttle:
Your nation may *scuttle* warships to regain 320 wood per ship.
scuttle:
Your nation may *scuttle* transports to regain 320 wood per ship.
build:
Your nation may build locations/features of the following type(s):
1705: Castle
This takes 48 phases. The build can take place in the following terrains: farmlands, plains, woods, wooded hills, hills, mountains, jungle, desert, wastelands or city.
You must own a location to build in it.

Unit Types

Note:
Unit types will only be listed here if there is some information you should know about them which is not listed in the unit type tables. This means that in general, mass units will only be listed if they have non-standard awareness, are created with non-standard tactics or have some special abilities.

Unit type 5: Light Cavalry (human)
Special powers:
When first created the Light Cavalry will have tactics charge.

Unit type 6: Medium Cavalry (human)
Special powers:
When first created the Medium Cavalry will have tactics charge.

Unit type 7: Heavy Cavalry (human)
Special powers:
When first created the Heavy Cavalry will have tactics charge.

Unit type 8: Archers (human)
Special powers:
When first created the Archers will have tactics defend.

Unit type 9: Crossbowmen (human)
Special powers:
When first created the Crossbowmen will have tactics defend.

Unit type 10: Engineers (human)
Special powers:
When first created the Engineers will have tactics avoid.
build:
Engineers may build locations/features of the following type(s):
1706: Fort
This takes 18 phases. The build can take place in the following terrains: farmlands, plains, woods, wooded hills, hills, jungle, desert or wastelands.
Note: Only a unit of combat strength equivalent to 50 unwounded individuals may build a fort. When the fort is finished the Engineers and their force will automatically enter it.
damage/sap:
Engineers may damage enemy fortifications using siege engines. A standard unit of Engineers can operate two siege engines (these are automatically constructed where and when needed and are not explicitly represented in the game). Engineers also have the capability to sap enemy fortifications: a standard unit does damage equivalent to 2 siege engines. Engineers cannot sap fortifications in mountains, high mountains or swamp.

Unit type 16: Mounted Archers (human)
Special powers:
When first created the Mounted Archers will have tactics defend.

Unit type 117: Wagon Train (special)
Special powers:
When first created the Wagon Train will have tactics avoid.

Unit type 122: Knight (human)
Can go *questing*.
Immune to bribe, charm and magical as well as normal fear.
A Knight has an order allowance of 4 orders per turn. He can carry objects of a total weight up to 2 and a total size no larger than 4.
Cost of unit: 50 gold.
Special powers:
The Knight will as force leader give a *leadership bonus* to units of the type(s) Heavy Infantry and Heavy Cavalry. The bonus is 25 added to unit morale at the beginning of every phase. A maximum of 4 units of a combined size of no more than 200 individuals can receive this bonus.
recruit:
The Knight may recruit units of the following type(s):
3: Heavy Infantry
9: Crossbowmen
This takes 12 phases for a unit of standard size, the base time being 6 phases and the variable time 6 phases. The recruitment can only take place in farmlands or city.
You must own the position where the Knight performs the recruitment.
recruit:
The Knight may recruit units of the following type(s):
7: Heavy Cavalry
This takes 16 phases for a unit of standard size, the base time being 8 phases and the variable time 8 phases. The recruitment can only take place in farmlands or city.
You must own the position where the Knight performs the recruitment.

Unit type 123: Hero (human)
Can go *questing*.
Immune to bribe, charm and magical as well as normal fear.
A Hero has an order allowance of 4 orders per turn. He can carry objects of a total weight up to 3 and a total size no larger than 4.
Cost of unit: 30 gold.
Special powers:
The Hero will as force leader give a *leadership bonus* to units of the type(s) Militia, Woodsmen, Mountain Men, Desert Men and Hill Men. The bonus is 25 added to unit morale at the beginning of every phase. A maximum of 4 units of a combined size of no more than 200 individuals can receive this bonus.
A Hero inspires other units in battle. At the end of each battle segment the morale of every human mass unit on the battlefield within a distance of 1 is increased by 10, if it belongs to the same nation as the Hero.
recruit:
The Hero may recruit units of the following type(s):
12: Woodsmen
This takes 8 phases for a unit of standard size, the base time being 4 phases and the variable time 4 phases. The recruitment can only take place in woods or wooded hills.
You must own the position where the Hero performs the recruitment.
recruit:
The Hero may recruit units of the following type(s):
13: Mountain Men
This takes 8 phases for a unit of standard size, the base time being 4 phases and the variable time 4 phases. The recruitment can only take place in mountains or high mountains.
You must own the position where the Hero performs the recruitment.
recruit:

The Hero may recruit units of the following type(s):
14: Desert Men
This takes 8 phases for a unit of standard size, the base time being 4 phases and the variable time 4 phases. The recruitment can only take place in desert.
You must own the position where the Hero performs the recruitment.

recruit:
The Hero may recruit units of the following type(s):
15: Hill Men
This takes 8 phases for a unit of standard size, the base time being 4 phases and the variable time 4 phases. The recruitment can only take place in wooded hills or hills.
You must own the position where the Hero performs the recruitment.

recruit:
The Hero may recruit units of the following type(s):
4: Militia
This takes 4 phases for a unit of standard size, the base time being 2 phases and the variable time 2 phases. The recruitment can only take place in farmlands, plains, woods, wooded hills, hills or city.
You must own the position where the Hero performs the recruitment.

bribe:
The Hero may *bribe* units of the following unit class(es): human, dwarven, gnome and goblin.
The unit(s) to be bribed must be within a distance of 1 hex from the Hero and the Hero and the unit(s) must be able to see each other. The order takes 1 phase. Units immune to bribes are not affected.

Unit type 124: Scout (human)
A Scout has an order allowance of 2 orders per turn. He can carry objects of a total weight up to 4 and a total size no larger than 4.
Cost of unit: 2 gold.
Upkeep per turn: 1 gold.
Special powers:
When first created the Scout will have tactics flee.

Unit type 125: Captain (human)
Immune to charm.
A Captain has an order allowance of 2 orders per turn. He can carry objects of a total weight up to 3 and a total size no larger than 4.
Cost of unit: 25 gold.
Upkeep per turn: 10 gold.
Special powers:
When first created the Captain will have tactics flee.
The Captain will as force leader give a *leadership bonus* to units of the type(s) Light Infantry, Medium Infantry, Heavy Infantry, Militia, Light Cavalry, Medium Cavalry, Heavy Cavalry, Archers, Crossbowmen, Engineers, Mounted Archers and Pikemen. The bonus is 15 added to unit morale at the beginning of every phase. A maximum of 4 units of a combined size of no more than 400 individuals can receive this bonus.

recruit:
The Captain may recruit units of the following type(s):
4: Militia
This takes 4 phases for a unit of standard size, the base time being 2 phases and the variable time 2 phases. The recruitment can only take place in farmlands, plains, woods, wooded hills, hills or city.
You must own the position where the Captain performs the recruitment.

recruit:
The Captain may recruit units of the following type(s):
1: Light Infantry
2: Medium Infantry
8: Archers
9: Crossbowmen
10: Engineers
18: Pikemen
This takes 8 phases for a unit of standard size, the base time being 4 phases and the variable time 4 phases. The recruitment can only take place in farmlands or city.
You must own the position where the Captain performs the recruitment.

recruit:
The Captain may recruit units of the following type(s):
3: Heavy Infantry
5: Light Cavalry
6: Medium Cavalry
16: Mounted Archers
This takes 12 phases for a unit of standard size, the base time being 6 phases and the variable time 6 phases. The recruitment can only take place in farmlands or city.
You must own the position where the Captain performs the recruitment.

recruit:
The Captain may recruit units of the following type(s):
7: Heavy Cavalry
This takes 16 phases for a unit of standard size, the base time being 8 phases and the variable time 8 phases. The recruitment can only take place in farmlands or city.
You must own the position where the Captain performs the recruitment.

recruit:
The Captain may recruit units of the following type(s):
124: Scout
This takes 2 phases. The recruitment can only take place in farmlands, plains, woods, wooded hills, hills or city.
You must own the position where the Captain performs the recruitment.

recruit:
The Captain may recruit units of the following type(s):
117: Wagon Train
This takes 3 phases for a unit of standard size, the base time being 1 phase and the variable time 2 phases. The recruitment can only take place in farmlands, plains, woods, wooded hills, hills or city.
You must own the position where the Captain performs the recruitment.

Unit type 126: General (human)
Immune to charm.
A General has an order allowance of 4 orders per turn. He can carry objects of a total weight up to 3 and a total size no larger than 4.
Cost of unit: 75 gold.
Upkeep per turn: 30 gold.
Special powers:
When first created the General will have tactics flee.
The General will as force leader give a *leadership bonus* to units of the type(s) Light Infantry, Medium Infantry, Heavy Infantry, Militia, Light Cavalry, Medium Cavalry, Heavy Cavalry, Archers, Crossbowmen, Engineers, Mounted Archers and Pikemen. The bonus is 25 added to unit morale at the beginning of every phase. A maximum of 4 units of a combined size of no more than 800 individuals can receive this bonus.
Units of the following type(s) may act as subordinate leaders: Captain, Grand Mahout and Mercenary Captain.

control:
The General may control special locations and hexes. Base time: 4 times the move cost for the terrain. Shared time: 24 times the move cost for the terrain.
The force of the General must include some helpers and some adjacent locations must be owned before the General can attempt a control.
Types of units that may help: Light Infantry, Medium Infantry, Heavy Infantry, Light Cavalry, Medium Cavalry, Heavy Cavalry, Archers, Crossbowmen, Mounted Archers and Pikemen.
All terrains may be controlled.

recruit:
The General may recruit units of the following type(s):
1: Light Infantry
2: Medium Infantry
8: Archers
9: Crossbowmen
10: Engineers
18: Pikemen
This takes 4 phases for a unit of standard size, the base time being 2 phases and the variable time 2 phases. The recruitment can only take place in farmlands or city.
You must own the position where the General performs the recruitment.

recruit:
The General may recruit units of the following type(s):
3: Heavy Infantry
5: Light Cavalry
6: Medium Cavalry
16: Mounted Archers
This takes 8 phases for a unit of standard size, the base time being 4 phases and the variable time 4 phases. The recruitment can only take place in farmlands or city.
You must own the position where the General performs the

recruitment.

recruit:

The General may recruit units of the following type(s):
7: Heavy Cavalry
This takes 12 phases for a unit of standard size, the base time being 6 phases and the variable time 6 phases. The recruitment can only take place in farmlands or city.
You must own the position where the General performs the recruitment.

recruit:

The General may recruit units of the following type(s):
4: Militia
This takes 2 phases for a unit of standard size, the base time being 1 phase and the variable time 1 phase. The recruitment can only take place in farmlands, plains, woods, wooded hills, hills or city.
You must own the position where the General performs the recruitment.

recruit:

The General may recruit units of the following type(s):
124: Scout
This takes 2 phases. The recruitment can only take place in farmlands, plains, woods, wooded hills, hills or city.
You must own the position where the General performs the recruitment.

recruit:

The General may recruit units of the following type(s):
125: Captain
This takes 12 phases. The recruitment can only take place in city.
You must own the position where the General performs the recruitment.

recruit:

The General may recruit units of the following type(s):
117: Wagon Train
This takes 3 phases for a unit of standard size, the base time being 1 phase and the variable time 2 phases. The recruitment can only take place in farmlands, plains, woods, wooded hills, hills or city.
You must own the position where the General performs the recruitment.

bribe:

The General may *bribe* units of the following unit class(es): human, dwarven, gnome and goblin.
The unit(s) to be bribed must be within a distance of 1 hex from the General and the General and the unit(s) must be able to see each other. The order takes 1 phase. Units immune to bribes are not affected.

Unit type 127: Noble (human)

Can go *questing*.
Immune to bribe, charm and magical as well as normal fear.
A Noble has an order allowance of 6 orders per turn. He can carry objects of a total weight up to 2 and a total size no larger than 4.
Cost of unit: 100 gold.
Special powers:
When first created the Noble will have tactics flee.
The Noble contributes 4 administration points towards the administration limit of the nation when not fleeing or questing.
The Noble will as force leader give a *leadership bonus* to units of the type(s) Light Infantry, Medium Infantry, Heavy Infantry, Militia, Light Cavalry, Medium Cavalry, Heavy Cavalry, Archers, Crossbowmen, Engineers, Mounted Archers and Pikemen. The bonus is 25 added to unit morale at the beginning of every phase. A maximum of 4 units of a combined size of no more than 600 individuals can receive this bonus.
Units of the following type(s) may act as subordinate leaders: Knight, Hero, Captain, General and Mercenary Captain.

control:

The Noble may control special locations and hexes. Base time: 4 times the move cost for the terrain. Shared time: 12 times the move cost for the terrain.
The force of the Noble must include some helpers before the Noble can attempt a control.
Types of units that may help: Light Infantry, Medium Infantry, Heavy Infantry, Light Cavalry, Medium Cavalry, Heavy Cavalry, Archers, Crossbowmen, Mounted Archers and Pikemen.
All terrains may be controlled.

recruit:

The Noble may recruit units of the following type(s):
1: Light Infantry
2: Medium Infantry
8: Archers
9: Crossbowmen
10: Engineers
18: Pikemen
This takes 4 phases for a unit of standard size, the base time being 2 phases and the variable time 2 phases. The recruitment can only take place in farmlands or city.
You must own the position where the Noble performs the recruitment.

recruit:

The Noble may recruit units of the following type(s):
3: Heavy Infantry
5: Light Cavalry
6: Medium Cavalry
16: Mounted Archers
This takes 8 phases for a unit of standard size, the base time being 4 phases and the variable time 4 phases. The recruitment can only take place in farmlands or city.
You must own the position where the Noble performs the recruitment.

recruit:

The Noble may recruit units of the following type(s):
7: Heavy Cavalry
This takes 12 phases for a unit of standard size, the base time being 6 phases and the variable time 6 phases. The recruitment can only take place in farmlands or city.
You must own the position where the Noble performs the recruitment.

recruit:

The Noble may recruit units of the following type(s):
4: Militia
This takes 2 phases for a unit of standard size, the base time being 1 phase and the variable time 1 phase. The recruitment can only take place in farmlands, plains, woods, wooded hills, hills or city.
You must own the position where the Noble performs the recruitment.

recruit:

The Noble may recruit units of the following type(s):
124: Scout
This takes 2 phases. The recruitment can only take place in farmlands, plains, woods, wooded hills, hills or city.
You must own the position where the Noble performs the recruitment.

recruit:

The Noble may recruit units of the following type(s):
125: Captain
This takes 12 phases. The recruitment can only take place in city.
You must own the position where the Noble performs the recruitment.

recruit:

The Noble may recruit units of the following type(s):
126: General
This takes 24 phases. The recruitment can only take place in city.
You must own the position where the Noble performs the recruitment.

recruit:

The Noble may recruit units of the following type(s):
117: Wagon Train
This takes 3 phases for a unit of standard size, the base time being 1 phase and the variable time 2 phases. The recruitment can only take place in farmlands, plains, woods, wooded hills, hills or city.
You must own the position where the Noble performs the recruitment.

recruit:

The Noble may recruit units of the following type(s):
122: Knight
123: Hero
This takes 12 phases. The recruitment can only take place in city.
You must own the position where the Noble performs the recruitment.

bribe:

The Noble may *bribe* units of the following unit class(es): human, elven, dwarven, gnome and goblin.
The unit(s) to be bribed must be within a distance of 1 hex from the Noble and the Noble and the unit(s) must be able to see each other. The order takes 1 phase. Units immune to bribes are not affected.

Unit type 131: Priest (human)

Can go *questing*.
Immune to bribe, charm and magical as well as normal fear.

A Priest has an order allowance of 7 orders per turn. He can carry objects of a total weight up to 2 and a total size no larger than 4.
Cost of unit: 100 gold and 100 holy mana.
Upkeep per turn: 30 gold.
Production per turn: 15 holy mana.
Special powers:
When first created the Priest will have tactics flee.
The Priest automatically repels undead, at the start of every battle segment adjusting the morale of undead units on the battlefield within a distance of 1 by -20 (but not below morale -75).

initiate:

The Priest may initiate (recruit) units of the following type(s):
132: Acolyte
This takes 24 phases. The initiation can only be performed in city.
You must own the position where the initiation is performed.

heal:

The Priest may *heal* human units. For each 50 wounds healed this takes 1 phase and costs 10 holy mana. The target unit must be within zero distance of the Priest.

meditate:

The Priest may **meditate** to produce 10 holy mana. This takes 12 phases.

make:

The Priest may make items of the following type(s):
1514: Blessed Ring
1518: Ring of Poison Protection
1551: Holy Sword
1561: Holy Shield
This takes 24 phases. The Priest must be in one of the following terrains: city or structure.
You must own the location where the Priest makes the item.

bribe:

The Priest may *bribe* units of the following unit class(es): human, elven, dwarven, gnome and goblin.
The unit(s) to be bribed must be within a distance of 1 hex from the Priest and the Priest and the unit(s) must be able to see each other. The order takes 1 phase. Units immune to bribes are not affected.

strikeshield:

The Priest may use the *strikeshield* spell to place a strike shield on one or more units. It takes 1 phase to place the shield, regardless of the number of units. The resource cost is 5 holy mana per charge per unit. The units to be shielded must be within zero distance of the Priest, who must be able to see them.

fireward:

The Priest may use the *fireward* spell to place a fire ward on a location. It takes 1 phase to activate the ward. The resource cost is a basic 20 holy mana plus 1 holy mana per phase of specified duration. The location to be warded must be within zero distance of the Priest, who must be able to see it.

armour:

The Priest may use the *armour* spell to increase the defence rating of units of the following classes: human, elven, dwarven and gnome.
It takes 1 phase to activate the spell, regardless of the number of units to be enchanted. The resource cost per unit protected is a basic 10 holy mana plus 1 holy mana per 2 phases of specified duration. The target units must be within zero distance of the Priest, who must be able to see them.

sharpblade:

The Priest may use the *sharpblade* spell to increase the melee rating of units of the following classes: human, elven, dwarven and gnome.
It takes 1 phase to activate the spell, regardless of the number of units to be enchanted. The resource cost per unit affected is a basic 10 holy mana plus 1 holy mana per 2 phases of specified duration. The target units must be within zero distance of the Priest, who must be able to see them.

Unit type 132: Acolyte (human)

Can go *questing*.
Immune to bribe, charm and magical fear.
An Acolyte has an order allowance of 5 orders per turn. He can carry objects of a total weight up to 2 and a total size no larger than 4.
Cost of unit: 40 gold and 40 holy mana.
Upkeep per turn: 10 gold.
Production per turn: 5 holy mana.
Special powers:
When first created the Acolyte will have tactics flee.
The Acolyte automatically repels undead, at the start of every battle segment adjusting the morale of undead units on the battlefield within a distance of 0 by -10 (but not below morale -50). Only undead units that can see and are seen by the Acolyte are affected.

heal:

The Acolyte may *heal* human units. For each 20 wounds healed this takes 1 phase and costs 5 holy mana. The target unit must be within zero distance of the Acolyte.

meditate:

The Acolyte may **meditate** to produce 5 holy mana. This takes 12 phases.

fireshield:

The Acolyte may use the *fireshield* spell to place a fire shield on one or more units. It takes 1 phase to place the shield, regardless of the number of units. The resource cost is 5 holy mana per charge per unit. The units to be shielded must be within zero distance of the Acolyte, who must be able to see them.

coldshield:

The Acolyte may use the *coldshield* spell to place a cold shield on one or more units. It takes 1 phase to place the shield, regardless of the number of units. The resource cost is 5 holy mana per charge per unit. The units to be shielded must be within zero distance of the Acolyte, who must be able to see them.

lightningshield:

The Acolyte may use the *lightningshield* spell to place a lightning shield on one or more units. It takes 1 phase to place the shield, regardless of the number of units. The resource cost is 5 holy mana per charge per unit. The units to be shielded must be within zero distance of the Acolyte, who must be able to see them.

Unit type 133: Wizard (human)

Can go *questing*.
Immune to bribe, illusion, charm and magical fear.
A Wizard has an order allowance of 7 orders per turn. He can carry objects of a total weight up to 4 and a total size no larger than 4.
Cost of unit: 100 gold, 50 enchantment mana and 100 fire mana.
Upkeep per turn: 30 gold.
Production per turn: 5 enchantment mana and 10 fire mana.
Special powers:
When first created the Wizard will have tactics flee.
The Wizard will be created with 10 enchantment mana and 20 fire mana.

meditate:

The Wizard may **meditate** to produce 5 enchantment mana and 10 fire mana. This takes 8 phases.

sparks:

The Wizard can cause electrical *sparks* to magically attack all units at a given position.
This takes 1 phase. The target position must be within a distance of 4 hexes from the Wizard. The resource cost is a flat 5 enchantment mana and 5 fire mana.

firestrike:

The Wizard may by executing the *firestrike* order cause magical fire to strike all units at a position. This takes 4 phases. The maximum power that can be specified in the *firestrike* order is 3 and the target position must be within a distance of 4 hexes from the Wizard. The resource cost is 10 fire mana per hex of distance to the target plus 25 fire mana per point of power specified.

fly:

The Wizard may use the *fly* spell to gain a move rate of 4 in enchantment. It takes 1 phase and costs 10 enchantment mana to activate flying. While active the spell costs 1 enchantment mana every 2 phases.

scry:

The Wizard may use a scry spell to observe places far away. This takes 2 phases. The resource cost is 6 enchantment mana per hex of distance to the target position.

make:

The Wizard may make items of the following type(s):
1510: Fire Ring
1511: Power Ring
1513: Ring of Defence
1515: Ring of Fire Protection
1554: Firetongue
This takes 24 phases. The Wizard must be in one of the following terrains: city or structure.
You must own the location where the Wizard makes the item.

initiate:

The Wizard may initiate (recruit) units of the following type(s):
134: Minor Wizard
This takes 24 phases. You must own the position where the

initiation is performed.

bribe:

The Wizard may *bribe* units of the following unit class(es): human, gnome and goblin.
The unit(s) to be bribed must be within a distance of 1 hex from the Wizard and the Wizard and the unit(s) must be able to see each other. The order takes 1 phase. Units immune to bribes are not affected.

Unit type 134: Minor Wizard (human)
Can go *questing*.
Immune to bribe, illusion, charm and magical fear.
A Minor Wizard has an order allowance of 5 orders per turn. He can carry objects of a total weight up to 4 and a total size no larger than 4.
Cost of unit: 40 gold, 20 enchantment mana and 40 fire mana.
Upkeep per turn: 10 gold.
Production per turn: 3 enchantment mana and 5 fire mana.
Special powers:
When first created the Minor Wizard will have tactics flee.
The Minor Wizard will be created with 6 enchantment mana and 10 fire mana.

meditate:

The Minor Wizard may **meditate** to produce 3 enchantment mana and 5 fire mana. This takes 8 phases.

sparks:

The Minor Wizard can cause electrical *sparks* to magically attack all units at a given position.
This takes 2 phases. The target position must be within a distance of 2 hexes from the Minor Wizard. The resource cost is a flat 10 enchantment mana.

firestrike:

The Minor Wizard may by executing the *firestrike* order cause magical fire to strike all units at a position. This takes 4 phases. The maximum power that can be specified in the *firestrike* order is 2 and the target position must be within a distance of 2 hexes from the Minor Wizard. The resource cost is 10 fire mana per hex of distance to the target plus 25 fire mana per point of power specified.

scry:

The Minor Wizard may use a scry spell to observe places far away. This takes 4 phases. The resource cost is 6 enchantment mana per hex of distance to the target position.

fly:

The Minor Wizard may use the *fly* spell to gain a move rate of 5 in air. It takes 1 phase and costs 10 enchantment mana to activate flying. While active the spell costs 1 enchantment mana every 2 phases.

bribe:

The Minor Wizard may *bribe* units of the following unit class(es): human, gnome and goblin.
The unit(s) to be bribed must be within a distance of 1 hex from the Minor Wizard and the Minor Wizard and the unit(s) must be able to see each other. The order takes 1 phase. Units immune to bribes are not affected.

Item types

Item type 1510: Fire Ring (item)
A Fire Ring is a ring worn by conjurers, wizards and other spellcasters who use fire mana. It produces 10 fire mana each turn if the wearer is normally capable of producing or using fire mana. The mana is added to the wearer's personal mana.
A Fire Ring has no significant size and no significant weight.
Cost: 50 gold and 100 fire mana.
It is not dropped by an individual who flees.

Item type 1511: Power Ring (item)
A Power Ring is a ring worn by sorcerers, magicians, wizards and other spellcasters who use enchantment mana. It produces 10 enchantment mana each turn if the wearer is normally capable of producing or using enchantment mana. The mana is added to the wearer's personal mana.
A Power Ring has no significant size and no significant weight.
Cost: 50 gold and 100 enchantment mana.
It is not dropped by an individual who flees.

Item type 1513: Ring of Defence (item)
A Ring of Defence boosts its wearer's defence, effectively reducing damage suffered in combat or by strike spells by 20%.
A Ring of Defence has no significant size and no significant weight.
Cost: 50 gold and 100 enchantment mana.
It is not dropped by an individual who flees.

Item type 1514: Blessed Ring (item)
A Blessed Ring boosts its wearer's defence, especially against some of the powerful magical attacks typical of the un-dead. Damage by death magic is reduced by 60%, damage from cold and poison attacks by 40% and damage from all other attacks by 20%. This protection also works against damage inflicted by strike spells.
A Blessed Ring has no significant size and no significant weight.
Cost: 75 gold and 150 holy mana.
It is not dropped by an individual who flees.

Item type 1515: Ring of Fire Protection (item)
This magical ring makes its wearer totally invulnerable to fire attacks.
A Ring of Fire Protection has no significant size and no significant weight.
Cost: 40 gold and 75 enchantment mana.
It is not dropped by an individual who flees.

Item type 1518: Ring of Poison Protection (item)
This magical ring makes its wearer totally invulnerable to poison attacks.
A Ring of Poison Protection has no significant size and no significant weight.
Cost: 30 gold and 50 holy mana.
It is not dropped by an individual who flees.

Item type 1551: Holy Sword (weapon)
A Holy Sword is a magical sword especially effective against the un-dead and demons. It can be wielded by any individual.
A Holy Sword is size 1 and weight 1.
Cost: 50 gold and 75 holy mana.
It is not dropped by an individual who flees.

Item type 1554: Firetongue (weapon)
A Firetongue is a magical sword which upon command bursts into a searing hot flame that inflicts severe burns on those it hits. It can be wielded by any individual.
A Firetongue is size 1 and weight 1.
Cost: 50 gold and 75 fire mana.
It is not dropped by an individual who flees.

Item type 1561: Holy Shield (item)
A Holy Shield gives 30% protection against most types of attack but more against cold, poison (both 50%) and death magic (75%). The aura of the shield even gives a 30% protection against mind attacks.
A Holy Shield is size 1 and weight 1.
Cost: 50 gold and 50 holy mana.
It is not dropped by an individual who flees.

Location Types

Location type 1705: Castle (fortification)
A castle is a fortification built mostly of stone. When it is first created it has a fortification strength of 6 and a fortification rating of 2; these may be improved in the normal fashion using the *improve* order.
The extra fortification upkeep (normally 5 gold per point of fortification rating) has to be paid on top of the basic upkeep listed below.
A Castle can "see" its surroundings and influences control in its location. It may contain size 3000, can be entered directly and the terrain inside is structure.
Cost: 80 gold and 160 manpower.
Upkeep per turn: 10 gold.

Location type 1706: Fort (fortification)
A fort is a temporary fortification built mostly of wood. When it is first created it has a fortification strength of 3 and a fortification rating of 1. The fortification strength and rating may be improved using the *improve* order, exactly as for castles. The maximum fortification rating of a fort is 4, regardless of nation. A fort is not quite as well

constructed as a castle and therefore a single defender can only keep up to 8 attackers at bay in a fort (the blocking factor is 8).
The normal extra wall upkeep (5 gold per point of fortification rating) has to be paid on top of the basic upkeep listed below.
A Fort can "see" its surroundings and influences control in its location. It may contain size 2000, can be entered directly and the terrain inside is structure.
Cost: 30 gold and 150 wood.
Upkeep per turn: 5 gold.

Locations

Location 1801: Azure (city)
Position: 185.
Azure can "see" its surroundings and influences control in 185. It may contain infinitely much, can be entered directly and the terrain inside is city.
It has size 8 of 15 at the start of the game.
Cost per size increment: 50 gold, 50 wood and 100 manpower.
Upkeep per size increment per turn: 30 food.
Production per size increment per turn: 10 men, 1 elves, 1 dwarves and 2 gnomes.

Location 1805: Sapphire (city)
Position: 226.
Sapphire can "see" its surroundings and influences control in 226. It may contain infinitely much, can be entered directly and the terrain inside is city.
It has size 4 of 10 at the start of the game.
Cost per size increment: 50 gold, 50 wood and 100 manpower.
Upkeep per size increment per turn: 30 food.
Production per size increment per turn: 6 men, 1 elves, 1 dwarves and 2 gnomes.

Location 1812: Fairplain (city)
Position: 167.
Fairplain can "see" its surroundings and influences control in 167. It may contain infinitely much, can be entered directly and the terrain inside is city.
It has size 3 of 6 at the start of the game.
Cost per size increment: 35 gold, 50 wood and 75 manpower.
Upkeep per size increment per turn: 30 food.
Production per size increment per turn: 6 men, 1 elves, 1 dwarves and 2 gnomes.

Location 1851: Azure Castle (fortification)
Position: 1801.
Azure Castle can "see" its surroundings and influences control in 1801. It may contain size 5000, can be entered directly and the terrain inside is structure.
Cost: 300 gold and 600 manpower.
Upkeep per turn: 15 gold.

Powers

Amour:
This spell improves the overall defence rating of the affected units. This means that they will take less damage in combat and when hit by strike spells. The relative improvement is greatest for units with weak defence rating. The order syntax is:

`armour` *`duration list-of-units`*

The first argument is the number of phases the spell should work. Multiple armour spells are not cumulative, nor is the spell cumulative with other spells providing similar protection. Only the spell with the longest duration will be effective.

Coldshield:
This is like the *strikeshield* spell, except it places a *cold shield* on the enchanted units. A cold shield is only effective against cold strikes, not against other strikes. A cold shield may coexists with a *fire shield* and/or a *lightning shield* on the same unit but cannot co-exist with another cold shield or a *strike shield*. See the description of the *strikeshield* order.

Farm:
The *farm* order changes a hex owned by the nation using it into a farmlands hex. The order format is:

`farm` *`hex`*

Fireshield:
This is like the *strikeshield* spell, except it places a *fire shield* on the enchanted units. A fire shield is only effective against fire strikes, not against other strikes. A fire shield may coexists with a *cold shield* and/or a *lightning shield* on the same unit but cannot co-exist with another fire shield or a *strike shield*. See the description of the *strikeshield* order.

Firestrike:
This spell or power causes magical fire to strike a specified position, affecting all units there - even those inside locations at that position. The order is not a combat order even though the effect is that of a giant area attack; the order is executed during the normal action part of the phase and not during battles. As all units at the specified position are affected, friends and foes alike, a firestrike is most useful for softening an opposing army before you actually meet it in the field. The order format is:

`firestrike` *`position power`*

where the *position* indicates where the firestrike is to hit and the *power* indicates how much power to put in the fire. A firestrike always strikes either a whole hex or a location, so if a unit is specified as a target then its location or hex is affected. The power specified governs both the strength of the attack and the resource cost of executing the order. A power of 1 is approximately equivalent to the burning coal fired by a catapult.

Fireward:
This spell places a *fire ward* on a location. The effect of a fire ward is to cancel any *firestrike* spell which would normally have hit the location (and any units inside). The order format is:

`fireward` *`duration location-ID`*

The *duration* is the number of phases the ward should last. The cost of casting the spell depends on the specified duration.

Fly:
This spell allows a unit which can normally not move in the "air" terrain to do so. The order format is:

`fly` *`on-or-off`*

where the argument should be either "on" to turn flying on or "off" to turn it off. Activation ("on") takes some time and usually costs some resources while deactivation ("off") takes no time and has no cost. While flying is "on" the unit can move to the "over" positions of all natural hexes, e.g.

```
move o124 o123 o122 ...
```

and it can also move through hexes of elemental air. Needless to say, should the spell expire or be dispelled while the unit is still in the air the unit will not fare so well: a flying mass unit will be destroyed while a flying individual will save his or her skin at the last moment but at the same time will be forced to flee home.

Heal:
This spell is used to heal the wounds of units. When mass units are healed, the most wounded individuals are healed first. The order format is:

`heal` *`target-unit-number amount`*

The *amount* is the number of wounds to heal. The greater the amount specified, the more resources and time will the order take. If no amount is specified (or zero is specified), the spell will heal all wounds of the target unit, provided there are sufficient resources available.

Lightningshield:
This is like the *strikeshield* spell, except it places a *lightning shield* on the enchanted units. A lightning shield is only effective against lightning strikes, not against other strikes. A lightning shield may coexists with a *cold shield* and/or a *fire shield* on the same unit but cannot co-exist with another lightning shield or a *strike shield*. See the description of the *strikeshield* order.

Meditate:
Certain units can use the order "meditate" to gain mana. The order format is:

`meditate`

Scry:
This spell is used to see hexes, items and units as if the caster was located at a different position. The order format is:

`scry` *`position`*

The cost depends on the distance in hexes from the current location of the caster to the position specified. Things which the caster could not see if at the specified position will not be reported, and some magically protected things which the caster could see with normal vision may be hidden from this spell.

Sharpblade:
This spell improves the overall melee attack rating of the affected units. This means that they will do more damage in melee combat than they normally would. The relative improvement is greatest for units with weak melee ratings. The order syntax is:

`sharpblade` *`duration list-of-units`*

The second argument is the number of phases the spell should work. Multiple sharpblade spells are not cumulative, nor is the spell cumulative with other spells giving a similar bonus. Only the spell with the longest duration will be effective.

Sparks:
This spell or power causes the air to fill with electrical sparks at a specified position, affecting all units there - even those inside locations at that position. This is a very weak strike spell which affects friends and foes at the target position alike. The main purpose of casting a sparks spell is to remove one charge of fire shield, lightning shield or strike shield from the affected units in order to reduce their protection against more serious strikes. Unshielded units can be damaged by sparks, but only very little.
The order format is:

`sparks` *`position`*

where the *position* indicates where the sparks are to appear. Sparks always affect either a whole hex or a location, so if a unit is specified as a target then its location or hex is affected. The power of a sparks spell cannot be varied - it is always very weak and removes only one charge of shielding (corresponding to a power 1 firestrike or lightning strike).

Strikeshield:
This spell places a *strike shield* on one or more units. A strike shield will protect an enchanted unit against strike spells by reducing the *power* of any strike hitting the unit (for that unit only). Strike spells normally have a *power* between 1 and 4. When a strike shield is placed it has a number of *charges* as specified in the *strikeshield* order. Each charge will deduct one point of power from the strike spell and the strike spell will "burn off" the charge. A strike spell reduced to power zero does no damage to the shielded unit. The strike shield is permanent until all charges have been burnt off, until dispelled or until replaced by another shield spell. Multiple strike shields cannot co-exist on the same unit, if a new shield is placed on a unit with an existing shield only the shield with the most charges will remain (in case of equal number of charges the new shield replaces the old). Nor can a strike shield coexist with a *cold shield*, a *fire shield* or a *lightning shield*; only the spell with the most charges will remain.
The order format is:

`strikeshield` *`charges list-of-units`*

The *charges* is the number of charges the shield placed on each unit should have. The cost of casting the spell depends on the number of charges and the number of units.

> **Example 1:**
> A unit receives a strike shield with 4 charges. It is then hit by a power 3 fire strike. The strike will be reduced to zero power and will burn off 3 charges, leaving the strike shield with one charge left. Now a second power 3 fire strike hits the unit. The strike shield reduces the power of the strike to 2 and this burns off the remaining charge leaving the unit unprotected.
>
> **Example 2:**
> A unit receives a strike shield with 3 charges. The a fire shield with 2 charges is placed on the unit, but as the strike shield has the most charges of the two it will remain in effect and cancel the fire shield. The a fire shield with 6 charges is placed on the unit. As the fire shield has the most charges it replaces the strike shield. The unit is now well protected against fire strikes but totally unprotected against other types of strikes. To replace the fire shield with a strike shield again the latter has to have at least 6 charges, unless some of the fire shield is burned off first.