COSMOS Fantasy - Throne of Cofain

The Red Warlords

REPORTS TURN 0

STATUS REPORT

VICTORY POINTS: 0

ECONOMY:

Income from taxes: 335 gold
Income from city trade: 122 gold
Other gold production: 25 gold
Total income: 482 gold

Manpower produced this turn: 603

NAVY:

Warships: 2
Transports: 1
Total transport capacity: 1000
Transport capacity in use (embarked and embarking): 0
Navy upkeep: 25 gold per turn

MAJOR CHARACTERS:

Major characters: 3 (3201, 3202 and 3203)
Major character limit: 8

RESOURCES

Resource	Pool	Distr.	Prod.	Used	Lost	Upk.	Poten.
gold	500	0	0	0	0	221	482
food	2012	0	0	0	0	710	1213
wood	650	0	0	0	0	0	250
iron	150	0	0	0	0	0	150
horses	126	0	0	0	0	0	63
elephants	55	0	0	0	0	0	15
men	1340	0	0	0	0	0	169
manpower	603	0	0	0	0	0	603
arms	450	0	0	0	0	0	150
enchantment mana	0	30	0	0	0	0	15

ADMINISTRATION

Administration points: 19

Ruler: 3201   Heir: 3202

Home: 1802

POLICIES

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

CONTROLLED LAND

Hex 232: jungle
  2 hex sides of small river
Hex 233: hills
Hex 253: plains
Hex 254: farmlands
Hex 273: plains

LOCATIONS ETC.

1802 Vermilion at 254
  Size 7 of 16
  city trade rating: 10
  income from trade this turn: 77 gold
  city walls: rating:3 strength:11
1806 Carmine at 273
  Size 5 of 9
  city trade rating: 8
  income from trade this turn: 45 gold
  city walls: rating:3 strength:11
1852 Vermilion Keep in 1802 (map position 254)
  Contains: 0 of 4000
  fortification rating:4 strength:14

UNITS

3201* Lord Crimson (Warlord): 10 w.p. in 1802 (map position 254)
  Tactics: flee
3202+ Lord Blood (Warlord): 10 w.p. in 1806 (map position 273)
  Tactics: flee
  Force:
  3212 Heavy Infantry: 50*4 w.p. in 1806
    Tactics: defend
3203 The Red Mage (Mage): 8 w.p. in 1806 (map position 273)
  Tactics: flee
  Resources: enchantment mana:30
3208 Grand Mahout: 8 w.p. in 1802 (map position 254)
  Tactics: flee
  Force:
  3213 Elephant Riders: 20*20 w.p. in 1802
    Tactics: charge
3209 Captain: 8 w.p. in 1802 (map position 254)
  Tactics: flee
  Force:
  3210 Medium Infantry: 100*4 w.p. in 1802
    Tactics: defend
  3211 Crossbowmen: 100*4 w.p. in 1802
    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 2: The Red Warlords

ECONOMY:
The nation of the Red Warlords has a standard economy based on the human population. The tax efficiency factor is 25% and the villeinage efficiency factor is 31.5%. The city trade income factor is 100%.

HOME:
At the start of the game, the city of Vermilion is the capital and the "home" of the Warlords. During the game the nation may move its capital to any other city. The Warlords 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 Red Warlords 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 nation of the Red Warlords pays a navy upkeep of 5 gold per transport per turn and 10 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 are two neutral cities nearby, in hexes 212 and 193. The city in 212 has the weakest defences of the two and is thus and obvious first target (and you can get to it without crossing any monster hexes). Be aware however that the city in 212 it is an equally obvious first target for the

Whitehill Gnomes and that their troops are generally superior to yours in hills terrain. Elephants are very important to you as Elephant Riders are your strongest units and also have a trample attack which is especially effective against small beings such as gnomes, dwarves and the nasty ants. Therefore you should consider getting more jungle. Arms production is however equally important and you should also get hexes producing iron (hills are best).

Although it is not immediately obvious there are also nice things to be had by veturing out to sea (but scout ahead first). There is a pirate island at 215 (equally close to the gnomes) and two going north along the coast (equally close to the Blue Knighthood). Each island has either a city or a gold mine so they are nice get but also somewhat heavily guarded. 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: Warlord (unit type 121)
Administration: 5 base points.
Production efficiencies: gold: 100%, food: 100%, wood: 75%, iron: 100%, horses: 50%, elephants: 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 17: Elephant Riders (human)
Elephant Riders are the heaviest troops to be used in war, in more than one sense! On the back of each armoured elephant is a platform from which five men can throw spears and other missiles against their foes below. The elephants themselves may also effectively trample small (size 2 or less) fighters.
Elephant Riders scare horses. During battles, units mounted on horses have their morale adjusted by -10 (but not below morale -40) for each standard Elephant Riders unit within a distance of 1, even if the Elephant Riders belong to their own or an allied nation.
Special powers:
When first created the Elephant Riders will have tactics charge.

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

Unit type 121: Warlord (human)
Can go *questing*.
Immune to bribe, charm and magical as well as normal fear.
A Warlord 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 Warlord will have tactics flee.
The Warlord contributes 6 administration points towards the administration limit of the nation when not fleeing or questing.
The Warlord 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, Elephant Riders and Pikemen. The bonus is 30 added to unit morale at the beginning of every phase. A maximum of 6 units of a combined size of no more than 1000 individuals can receive this bonus. Units of the following type(s) may act as subordinate leaders: Knight, Hero, Captain, General, Grand Mahout and Mercenary Captain.
A Warlord 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 2 is increased by 20, if it belongs to the same nation as the Warlord.
control:
The Warlord 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 Warlord must include some helpers before the Warlord 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, Elephant Riders and Pikemen.
All terrains may be controlled.

recruit:
The Warlord 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 Warlord performs the recruitment.

recruit:
The Warlord 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 Warlord performs the recruitment.

recruit:
The Warlord may recruit units of the following type(s):
7: Heavy Cavalry
17: Elephant Riders
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 Warlord performs the recruitment.

recruit:
The Warlord 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 Warlord performs the recruitment.

recruit:
The Warlord 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 Warlord performs the recruitment.

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

recruit:
The Warlord may recruit units of the following type(s):
126: General
This takes 18 phases. The cost of the units is multiplied by 1.5.
The recruitment can only take place in city.
You must own the position where the Warlord performs the recruitment.

recruit:
The Warlord 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 Warlord performs the recruitment.

recruit:
The Warlord 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 Warlord performs the recruitment.

bribe:
The Warlord 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 Warlord and the Warlord 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 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 139: Mage (human)

Can go *questing*.
Immune to bribe, illusion, charm and magical fear.
A Mage 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 and 150 enchantment mana.
Upkeep per turn: 30 gold.
Production per turn: 15 enchantment mana.
Special powers:
When first created the Mage will have tactics flee.
The Mage will be created with 30 enchantment mana.

meditate:

The Mage may **meditate** to produce 10 enchantment mana. This takes 12 phases.

scry:

The Mage may use a scry spell to observe places far away. This takes 2 phases. The resource cost is 4 enchantment mana per hex of distance to the target position.

scrysight:

The Mage may use a scrysight spell to get "true sight" at a point far away. This takes 4 phases. The resource cost is a basic 4 enchantment mana plus 4 enchantment mana per hex of distance to the target position plus 16 enchantment mana multiplied by the squared specified radius.

sight:

The Mage may use a sight spell to get "true sight" within a specified radius. This takes 3 phases. The resource cost is a basic 3 enchantment mana plus 12 enchantment mana multiplied by the squared specified radius.

sparks:

The Mage 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 2 hexes from the Mage. The resource cost is a flat 15 enchantment mana.

lightning:

The Mage may cause magical *lightning* to strike. This takes 4 phases. The maximum power that can be specified in the *lightning* order is 3 and the target position must be within a distance of 1 hex from the Mage. The resource cost is a flat 10 enchantment mana plus 25 enchantment mana per point of power specified.

strikeshield:

The Mage 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 enchantment mana per charge per unit. The units to be shielded must be within zero distance of the Mage, who must be able to see them.

make:

The Mage may make items of the following type(s):

1511: Power Ring
1513: Ring of Defence
1515: Ring of Fire Protection
1523: Ring of Lightning Protection
1550: Magic Sword
1560: Enchanted Shield

This takes 24 phases. The Mage must be in one of the following terrains: city or structure.
You must own the location where the Mage makes the item.

initiate:

The Mage may initiate (recruit) units of the following type(s):

140: Minor Mage

This takes 24 phases. You must own the position where the initiation is performed.

bribe:

The Mage 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 Mage and the Mage 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 140: Minor Mage (human)

Can go *questing*.
Immune to bribe, illusion, charm and magical fear.
A Minor Mage 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 and 50 enchantment mana.
Upkeep per turn: 10 gold.
Production per turn: 10 enchantment mana.
Special powers:
When first created the Minor Mage will have tactics flee.
The Minor Mage will be created with 20 enchantment mana.

meditate:

The Minor Mage may **meditate** to produce 5 enchantment mana. This takes 12 phases.

scry:

The Minor Mage 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.

sight:

The Minor Mage may use a sight spell to get "true sight" within a specified radius. This takes 6 phases. The resource cost is a basic 4 enchantment mana plus 16 enchantment mana multiplied by the squared specified radius.

sparks:

The Minor Mage 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 1 hex from the Minor Mage. The resource cost is a flat 10 enchantment mana.

lightning:

The Minor Mage may cause magical *lightning* to strike. This takes 6 phases. The maximum power that can be specified in the *lightning* order is 2 and the target position must be within a distance of 1 hex from the Minor Mage. The resource cost is a flat 10 enchantment mana plus 20 enchantment mana per point of power specified.

fireshield:

The Minor Mage 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 enchantment mana per charge per unit. The units to be shielded must be within zero distance of the Minor Mage, who must be able to see them.

coldshield:

The Minor Mage 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 enchantment mana per charge per unit. The units to be shielded must be within zero distance of the Minor Mage, who must be able to see them.

lightningshield:

The Minor Mage 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 enchantment mana per charge per unit. The units to be shielded must be within zero distance of the Minor Mage, who must be able to see them.

bribe:

The Minor Mage 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 Mage and the Minor Mage 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 145: Grand Mahout (human)
Immune to charm.
A Grand Mahout 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 Grand Mahout will have tactics flee.
The Grand Mahout will as force leader give a *leadership bonus* to units of the type(s) Elephant Riders. The bonus is 20 added to unit morale at the beginning of every phase. A maximum of 4 units of a combined size of no more than 100 individuals can receive this bonus.

recruit:

The Grand Mahout may recruit units of the following type(s):
17: Elephant Riders
This takes 10 phases for a unit of standard size, the base time being 5 phases and the variable time 5 phases. The recruitment can only take place in farmlands or city.
You must own the position where the Grand Mahout performs the recruitment.

Item types

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 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 1523: Ring of Lightning Protection (item)
This magical ring makes its wearer totally invulnerable to lightning and other electrical attacks.
A Ring of Lightning 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 1550: Magic Sword (weapon)
A Magic Sword improves the melee attack capability of the individual wielding it and also makes it possible to damage opponents not damaged by normal attacks.
A Magic Sword is size 1 and weight 1.
Cost: 50 gold and 75 enchantment mana.
It is not dropped by an individual who flees.

Item type 1560: Enchanted Shield (item)
An Enchanted Shield gives 40% protection against most types of attack (mind attacks being the only exception).
An Enchanted Shield is size 1 and weight 1.
Cost: 50 gold and 50 enchantment 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 1802: Vermilion (city)
Position: 254.
Vermilion can "see" its surroundings and influences control in 254. It may contain infinitely much, can be entered directly and the terrain inside is city.
It has size 7 of 16 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 1806: Carmine (city)
Position: 273.
Carmine can "see" its surroundings and influences control in 273. It may contain infinitely much, can be entered directly and the terrain inside is city.
It has size 5 of 9 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 1813: Southshore (city)
Position: 193.
Southshore can "see" its surroundings and influences control in 193. 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 1814: Hillford (city)
Position: 212.
Hillford can "see" its surroundings and influences control in 212. It may contain infinitely much, can be entered directly and the terrain inside is city.
It has size 2 of 5 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: 5 men, 1 dwarves and 3 gnomes.

Location 1852: Vermilion Keep (fortification)
Position: 1802.
Vermilion Keep can "see" its surroundings and influences control in 1802. It may contain size 4000, can be entered directly and the terrain inside is structure.
Cost: 300 gold and 600 manpower.
Upkeep per turn: 15 gold.

Location 1856: Crossbones Keep (fortification)
Position: 215.
Crossbones Keep can "see" its surroundings and influences control in 215. It may contain size 3000, can be entered directly and the terrain inside is structure.
Cost: 300 gold and 600 manpower.
Upkeep per turn: 10 gold.

Powers

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.

Lightning:
This spell or power causes lightning to strike at a certain hex position, affecting all units there - even those inside locations at that position. Lightning cannot strike underground or in caves or mines and has reduced effect against units in cities and structures. On the other hand, lightning is extremely effective against flying units. The lightning 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, lightning is most useful for softening an opposing army before you actually meet it in the field. The order format is:

`lightning` *`position power`*

where the *position* indicates where the lightning is to strike and the *power* indicates how much power to put in the lightning. Lightning always strikes a whole hex so if a location or unit is specified as target then the hex of that location or unit is struck. 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 swords of two light infantryman while a power of 2 approximately corresponds to the lance of a knight.

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.

Scrysight:
This spell is a combination of the "scry" and "sight" spells, it gives the caster "true sight" within a specified radius of a specified position. All illusions, units and items within the area of effect will be revealed to the caster, possibly except special magically hidden things. The order format is:

`scrysight` *`position radius`*

Where the radius specified is the distance in hexes that the area of effect should extend from the specified position (zero including only the hex of the specified position, one including its six neighbour hexes, et cetera). The cost of the spell depends both on the distance between the caster and the specified position and on the size of the area of effect.

Sight:
This spell gives the caster "true sight" within a specified radius. All illusions, units and items within the area of effect will be revealed to the caster, possibly except special magically hidden things. The order format is:

`sight` *`radius`*

Where the radius specified is the distance in hexes that the area of effect should extend from the caster (zero including only the hex of the caster, one including its six neighbour hexes, et cetera).

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.