COSMOS Fantasy - Throne of Cofain

The Greenwood Elves

REPORTS TURN 0

MAP NOTES

Hex 128: woods (GE)
- Emerald [1803(GE)]: size 6 of 10
  - interior terrain: woods
  - city trade rating: 8
  - city walls: rating:2 strength:7
- 3301(GE*) King Oakwood (Lord of the Woods): 12 w.p./100%
- 3303(GE) Elven Wolfmaster: 10 w.p./100%
- 3309(GE) Elven Ranger: 12 w.p./100%
- 3311(GE) Wood Elves: 100/100%/100%
- 3312(GE) Elven Wolfriders: 50/100%/100%

Hex 129: wooded hills (GE)
- Virescent Castle [1853(GE)]
  - interior terrain: structure
  - fortification rating:4 strength:14
- 3302(GE+) Prince Greenleaves (Lord of the Woods): 12 w.p./100%
- 3310(GE) Wood Elves: 100/100%/100%

Hex 147: hills
- 4104(Mo) Minotaurs: 50/100%/100%

Hex 150: mountains (MD)
- Castle Rockguard [1855(MD)]
  - interior terrain: structure
  - fortification rating:5 strength:18

Hex 170: hills (MD)
- Dwarfhold [1808(MD)]: size 5 of 8
  - interior terrain: city
  - city trade rating: 7
  - city walls: rating:4 strength:12

STATUS REPORT

VICTORY POINTS: 0

ECONOMY:

Income from taxes: 97 gold
Income from city trade: 54 gold
Total income: 151 gold

Manpower produced this turn: 97

NAVY:

Warships: 0
Transports: 2
Total transport capacity: 1000
Transport capacity in use (embarked and embarking): 0
Navy upkeep: 10 gold per turn

MAJOR CHARACTERS:

Major characters: 3 (3301, 3302 and 3309)
Major character limit: 8

RESOURCES

Resource	Pool	Distr.	Prod.	Used	Lost	Upk.	Poten.
gold	165	0	0	0	0	69	151
food	540	0	0	0	0	330	515
wood	848	0	0	0	0	0	507
wolves	56	0	0	0	0	0	45
elves	483	0	0	0	0	0	23
manpower	97	0	0	0	0	0	97
arms	194	0	0	0	0	0	97
enchantment mana	82	0	0	0	0	8	49
nature mana	72	0	0	0	0	0	36

ADMINISTRATION

Administration points: 13

Ruler: 3301 Heir: 3302

Home: 1803

POLICIES

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

CONTROLLED LAND

Hex 128: woods
Hex 129: wooded hills
- 1 hex side of small river

Hex 148: woods

LOCATIONS ETC.

1803 Emerald at 128
- Size 6 of 10
- city trade rating: 8
- income from trade this turn: 54 gold
- city walls: rating:2 strength:7

1853 Virescent Castle at 129
- Contains: 404 of 3000
- fortification rating:4 strength:14

UNITS

3301* King Oakwood (Lord of the Woods): 12 w.p. in 1803 (map position 128)
- Tactics: flee

3302+ Prince Greenleaves (Lord of the Woods): 12 w.p. in 1853 (map position 129)
- Tactics: flee
- Force:
  - 3310 Wood Elves: 100*5 w.p. in 1853
    - Tactics: defend

3303 Elven Wolfmaster: 10 w.p. in 1803 (map position 128)
Tactics: flee
Force:
3312 Elven Wolfriders: 50*5 w.p. in 1803
Tactics: charge
3309 Elven Ranger: 12 w.p. in 1803 (map position 128)
Tactics: attack
Force:
3311 Wood Elves: 100*5 w.p. in 1803
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 3: The Greenwood Elves

ECONOMY:
The Greenwood Elves have a standard economy based on the elven population. The tax efficiency factor is 20% and the villeinage efficiency factor is 20%. The city trade income factor is 100%.

Arms are produced at the rate of 4 wood and 1 manpower to 1 arms point (no iron is used).

Nature mana is produced by the hexes owned by the nation (as determined by the terrain of each hex).
Nature mana limit: There is a limit to how much nature mana the Greenwood Elves can keep in the nation pool: At the end of each turn, *after* upkeep has been paid, any nature mana in the pool in excess of the mana limit wil be lost. The mana limit is three times the turn's mana production or 100 mana points, whichever is more.

Enchantment mana is produced by the elven population. One point of mana is produced for every 10 points of elven population, after normal

production.
Enchantment mana limit: There is a limit on the enchantment mana pool similar to the limit on the nature mana pool described above: At the end of the turn there can at most be three times the turn's production or up to 100 mana points in the enchantment mana pool, whichever is more.

HOME:
At the start of the game, the city of Emerald is the capital and the "home" of the Elves. During the game the nation may move its capital to any other city capable of producing elves. The Elves must own the city and the city must have a current size of at least 4 increments. The "home" nation order is used to move the capital. This costs 300 gold.

FORTIFICATIONS:
Cities owned by the Greenwood Elves may improve their walls to a maximum rating of 3 and castles may improve their wall rating to a maximum of 5. 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 Greenwood Elves pay 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.

THE ELVEN CALL:
Whenever the Greenwood Elves gain control of a previously neutral hex of *woods* or *wooded hills*, elves who have hitherto been living scattered in the hex will flock to the elven banners. The effect is the immediate addition to the nation population pool of a number of elves corresponding to 20 times one turn's production of elves in the hex. Gaining a hex of some other terrain or previously owned by an enemy does not have this effect.

The *elven call* is your best source of new elves as production of elves will always be very low. You will therefore be getting most elves at the start of the game when there are still neutral hexes to control and will ot get som many in the last turns of the game.

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 has a not too strong force guarding it, but this is an equally obvious first target for the Blue Knighthood. You could consider going after the island in hex 90 which has either a city or a gold mine and is closer to you than to anyone else but it is probably much more important to get some new wilderness woods and wooded hills for the "elven call" effect. Thus you could consider scuttling your ships as the very first thing you do, perhaps keeping a single transport to allow your scouts to move at sea.

Elves have a very slow growth rate and you will therefore rely primarily on the elven call to replenish your elven population. This makes wilderness woods and wooded hills your first priority (wilderness meaning hexes not previously owned by anyone). The slow rate of population regrowth also means you cannot afford to lose too many troops and therefore you should pick your battles with care and always bolster your armies with cannon fodder in the form of summoned wolves. You wood elves are much stronger in defence where thay may use their deadly bows than in attack and therefore you may find that it is better for you to take cities by siege than by storm if you can afford the wait.

NATION DATA:
Ruler type: Lord of the Woods (unit type 155)
Administration: 5 base points.
Production efficiencies: food: 100%, wood: 40%, wolves: 75%, elves: 100% and nature mana: 60%.
Nation powers:
launch:
Your nation may *launch* warships at the cost of 50 gold, 200 wood and 25 enchantment mana per ship. This takes 24 phases.
launch:
Your nation may *launch* transports at the cost of 40 gold, 200 wood and 20 enchantment mana per ship. This takes 24 phases.
scuttle:
Your nation may *scuttle* warships to regain 160 wood per ship.
scuttle:
Your nation may *scuttle* transports to regain 160 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 27: Elven Wolfriders (elven)
Elven Wolfriders scare horses. During battles, units mounted on horses have their morale adjusted by -5 (but not below morale -20) for each standard Elven Wolfriders unit within a distance of 1, even if the Elven Wolfriders belong to their own or an allied nation.
Special powers:
When first created the Elven Wolfriders will have tactics charge.

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

Unit type 155: Lord of the Woods (elven)
Can go *questing*.
Immune to bribe, illusion, charm and magical as well as normal fear.
A Lord of the Woods 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: 150 gold.
Special powers:
When first created the Lord of the Woods will have tactics flee.
The Lord of the Woods contributes 3 administration points towards the administration limit of the nation when not fleeing or questing.
The Lord of the Woods will as force leader give a *leadership bonus* to units of the type(s) Wood Elves and Elven Wolfriders. 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 600 individuals can receive this bonus. Units of the following type(s) may act as subordinate leaders: Elven Ranger and Elven Wolfmaster.
control:
The Lord of the Woods 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 Lord of the Woods must include some helpers before the Lord of the Woods can attempt a control.
Types of units that may help: Wood Elves and Elven Wolfriders.
All terrains may be controlled.
recruit:
The Lord of the Woods may recruit units of the following type(s):
26: Wood Elves
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 woods or wooded hills.
You must own the position where the Lord of the Woods performs the recruitment.
recruit:

The Lord of the Woods may recruit units of the following type(s):
27: Elven Wolfriders
This takes 6 phases for a unit of standard size, the base time being 3 phases and the variable time 3 phases. The recruitment can only take place in woods or wooded hills.
You must own the position where the Lord of the Woods performs the recruitment.

recruit:
The Lord of the Woods may recruit units of the following type(s):
157: Elven Wolfmaster
This takes 12 phases. The recruitment can only take place in woods or wooded hills.
You must own the position where the Lord of the Woods performs the recruitment.

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

summon:
The Lord of the Woods may summon (recruit) units of the following type(s):
73: Wolves
This takes 6 phases for a unit of standard size, the base time being 3 phases and the variable time 3 phases. The Lord of the Woods can only summon these units in woods, wooded hills or hills.
The position where the summoning takes place must either be owned by you or must be completely unowned.

recruit:
The Lord of the Woods 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 Lord of the Woods performs the recruitment.

recruit:
The Lord of the Woods may recruit units of the following type(s):
156: Elven Ranger
This takes 8 phases. The recruitment can only take place in plains, woods, wooded hills, hills or mountains.
You must own the position where the Lord of the Woods performs the recruitment.

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

heal:
The Lord of the Woods may *heal* human, elven and animal units. For each 30 wounds healed this takes 1 phase and costs 10 nature mana. The target unit must be within zero distance of the Lord of the Woods.

blessing:
The Lord of the Woods may cast a blessing on a hex to temporarily improve its resource production. The hex must be within a distance of 2 hexes from the Lord of the Woods. It takes 4 phases to cast the blessing. It costs a basic 20 nature mana, plus 2 nature mana per phase of duration.
The resource production of the target hex is affected as follows:
food production is increased to 200% of normal,
wood production is increased to 150% of normal,
horses production is increased to 200% of normal,
wolves production is increased to 200% of normal,
elephants production is increased to 200% of normal and
dzareks production is increased to 200% of normal.

crumble:
A Lord of the Woods may use the *crumble* spell to damage enemy fortifications. The *crumble* spell works just like the *damage* order, except that the spell corresponds to 2 siege engines that each have a one in three chance of inflicting a damage point every phase of the spell's duration. Each phase of spellcasting costs 8 nature mana. The Lord of the Woods must be within a distance of 1 hex from the target location.

fireshield:
The Lord of the Woods 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 7 nature mana per charge per unit. The units to be shielded must be within zero distance of the Lord of the Woods, who must be able to see them.

coldshield:
The Lord of the Woods 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 7 nature mana per charge per unit. The units to be shielded must be within zero distance of the Lord of the Woods, who must be able to see them.

lightningshield:
The Lord of the Woods 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 7 nature mana per charge per unit. The units to be shielded must be within zero distance of the Lord of the Woods, who must be able to see them.

lightning:
The Lord of the Woods 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 Lord of the Woods. The resource cost is a flat 10 enchantment mana plus 30 enchantment mana per point of power specified.

scry:
The Lord of the Woods 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.

make:
The Lord of the Woods may make items of the following type(s):
1513: Ring of Defence
1550: Magic Sword
1557: Enchanted Bow
1560: Enchanted Shield
This takes 24 phases. The Lord of the Woods must be in one of the following terrains: woods, wooded hills, city or structure.
You must own the location where the Lord of the Woods makes the item.

Unit type 156: Elven Ranger (elven)
Can go *questing*.
Immune to bribe, charm and magical as well as normal fear.
An Elven Ranger has an order allowance of 4 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.
Special powers:
When first created the Elven Ranger will have tactics flee.
The Elven Ranger will as force leader give a *leadership bonus* to units of the type(s) Wood Elves and Elven Wolfriders. 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 200 individuals can receive this bonus.

recruit:
The Elven Ranger may recruit units of the following type(s):
26: Wood Elves
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 Elven Ranger performs the recruitment.

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

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

heal:

The Elven Ranger may *heal* elven units. For each 15 wounds healed this takes 2 phases and costs 5 nature mana. The target unit must be within zero distance of the Elven Ranger.

Unit type 157: Elven Wolfmaster (elven)
Immune to bribe, charm and magical as well as normal fear.
An Elven Wolfmaster has an order allowance of 4 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: 60 gold.
Upkeep per turn: 15 gold.
Special powers:
When first created the Elven Wolfmaster will have tactics flee.
The Elven Wolfmaster will as force leader give a *leadership bonus* to units of the type(s) Elven Wolfriders. The bonus is 25 added to unit morale at the beginning of every phase. A maximum of 6 units of a combined size of no more than 200 individuals can receive this bonus.
control:
The Elven Wolfmaster may control special locations and hexes.
Base time: 4 times the move cost for the terrain. Shared time: 20 times the move cost for the terrain.
The force of the Elven Wolfmaster must include some helpers and some adjacent locations must be owned before the Elven Wolfmaster can attempt a control.
Types of units that may help: Elven Wolfriders.
All terrains may be controlled.
recruit:
The Elven Wolfmaster may recruit units of the following type(s):
27: Elven Wolfriders
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 woods or wooded hills.
You must own the position where the Elven Wolfmaster performs the recruitment.
recruit:
The Elven Wolfmaster may recruit units of the following type(s):
159: Woodelven Scout
This takes 2 phases. The recruitment can only take place in plains, woods, wooded hills, hills or mountains.
You must own the position where the Elven Wolfmaster performs the recruitment.
summon:
The Elven Wolfmaster may summon (recruit) units of the following type(s):
73: Wolves
This takes 4 phases for a unit of standard size, the base time being 2 phases and the variable time 2 phases. The Elven Wolfmaster can only summon these units in woods, wooded hills or hills.
The position where the summoning takes place must either be owned by you or must be completely unowned.
heal:
The Elven Wolfmaster may *heal* units of Wolves. For each 30 wounds healed this takes 1 phase and costs 10 nature mana. The target unit must be within zero distance of the Elven Wolfmaster.

Unit type 159: Woodelven Scout (elven)
Immune to bribe, charm and magical fear.
A Woodelven 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: 5 gold.
Upkeep per turn: 2 gold.
Special powers:
When first created the Woodelven Scout will have tactics flee.

Item types

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 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 1557: Enchanted Bow (weapon)
An Enchanted Bow greatly improves the archery skill of any individual using it and allows arrows to be shot at targets even at the longest range (range 3).
An Enchanted Bow is size 1 and weight 1.
Cost: 50 gold and 50 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.

Locations

Location 1803: Emerald (city)
Emerald is the capital city of the Greenwood Elves, an enchanted place with most structures climbing up the huge living tree trunks of the ancient forest or nested in the tree crowns. Permanent wards protect all units inside the city completely from strike spells. Other enchantments mean that enemy units which get inside the city become confused and are reduced in combat performance. In fact, any non-elven unit in Emerald will perform less well than it would in normal, non-enchanted woods.
Note that Emerald has ’woods’ terrain rather than ’city’ terrain and thus it can only serve as a recruiting place for units which can be recruited in woods.
Position: 128.
Emerald can "see" its surroundings and influences control in 128. It may contain infinitely much, can be entered directly and the terrain inside is woods.
Units inside have improved defence against attacks from outside.
It has size 6 of 10 at the start of the game.
Cost per size increment: 30 gold, 300 wood, 50 manpower and 20 enchantment mana.
Upkeep per size increment per turn: 30 food.
Production per size increment per turn: 2 men, 2 elves and 2 gnomes.

Location 1808: Dwarfhold (city)
Position: 170.
Dwarfhold can "see" its surroundings and influences control in 170. It may contain infinitely much, can be entered directly and the terrain inside is city.
It has size 5 of 8 at the start of the game.
Cost per size increment: 50 gold, 100 iron and 50 manpower.
Upkeep per size increment per turn: 20 food.
Production per size increment per turn: 3 men, 3 dwarves and 1 gnomes.

Location 1853: Virescent Castle (fortification)
The magical walls of Virescent Castle require an upkeep of 2 gold and 2 enchantment mana per rating point. They may be improved to a maximum rating of 5. It takes 1 phase and costs 2 gold, 5 manpower, 10 wood and 5 enchantment mana per point to improve the wall

strength, the cost but not the time multiplied by the wall rating. Improving wall rating takes 4 phases multiplied by the new rating and costs 2 gold, 5 manpower, 10 wood and 5 enchantment mana per rating point, all multiplied by the wall strength. Repairs take 1 phase per 2 points and cost 1 manpower, 2 wood and 1 enchantment mana per point repaired.
Position: 129.
Virescent Castle can "see" its surroundings and influences control in 129. It may contain size 3000, can be entered directly and the terrain inside is structure.
Units inside have improved defence against attacks from outside.
Cost: 100 gold, 600 wood, 300 manpower and 300 enchantment mana.
Upkeep per turn: 10 gold.

Location 1855: Castle Rockguard (fortification)
Position: 150.
Castle Rockguard can "see" its surroundings and influences control in 150. It may contain size 4000, can be entered directly and the terrain inside is structure.
Cost: 400 gold and 800 manpower.
Upkeep per turn: 15 gold.

Powers

Blessing:
This spell can be cast on a hex to improve its resource production. The order format is:

`blessing` *`hex-number phases`*

where the second argument is the number of phases the spell should last. Multiple blessings on the same hex are not cumulative, the spell with the longest (remaining) duration will cancel any other(s). A blessing will also cancel or be cancelled by its opposite spell, the *blight*. In the case of both a blessing and a blight targeting the same hex, the spell with the shortest (remaining) duration will be cancelled while the other will have its (remaining) duration reduced by the (remaining) duration of the cancelled spell.

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.

Crumble:
This is a magical spell used to damage enemy fortifications. The syntax is similar to that of the *damage* order:

`crumble` *`target-number number-of-phases`*

The target number is the ID number of the location to be damaged and the number of phases is the duration of the spell. Both the damage done and the resource cost are proportional to the duration. If the duration is omitted the spellcaster will continue until no more damage can be inflicted. The spellcaster must be able to see the location that is to be damaged and it must belong to an enemy.

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.

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.

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.

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.

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.