COSMOS Fantasy - Throne of Cofain

The Whitehill Gnomes

REPORTS TURN 0

STATUS REPORT

VICTORY POINTS: 0

ECONOMY:
Income from taxes: 332 gold
Income from city trade: 234 gold
Other gold production: 90 gold
Total income: 656 gold

Manpower produced this turn: 378

NAVY:
Warships: 1
Transports: 2
Total transport capacity: 1250
Transport capacity in use (embarked and embarking): 0
Navy upkeep: 40 gold per turn

MAJOR CHARACTERS:
Major characters: 3 (3401, 3402 and 3403)
Major character limit: 8

RESOURCES

Resource	Pool	Distr.	Prod.	Used	Lost	Upk.	Poten.
gold	700	0	0	0	0	307	656
food	1640	0	0	0	0	550	960
wood	342	0	0	0	0	0	342
iron	378	0	0	0	0	0	531
dwarves	230	0	0	0	0	0	14
gnomes	1428	0	0	0	0	0	114
manpower	378	0	0	0	0	0	378
arms	684	0	0	0	0	0	342
enchantment mana	0	10	0	0	0	0	5
fire mana	0	20	0	0	0	0	10

ADMINISTRATION
Administration points: 15

Ruler: 3401   Heir: 3402

Home: 1804

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

CONTROLLED LAND
Hex 133: hills
Hex 152: hills
    1 hex side of small river
Hex 153: farmlands
Hex 172: wooded hills
    3 hex sides of small river

LOCATIONS ETC.
1804 Candent at 153
    Size 8 of 15
    city trade rating: 10
    income from trade this turn: 144 gold
    city walls: rating:4 strength:12
1807 Albescent at 152
    Size 5 of 10
    city trade rating: 10
    income from trade this turn: 90 gold
    city walls: rating:4 strength:12
1854 Albescent Keep in 1807 (map position 152)
    Contains: 0 of 4000
    fortification rating:4 strength:14

UNITS
3401* King Diamond (Gnome Lord): 10 w.p. in 1804 (map position 153)
    Tactics: flee
3402+ Lord Ruby (Gnome Lord): 10 w.p. in 1807 (map position 152)
    Tactics: flee
    Force:
    3411 Gnome Archers: 100*4 w.p. in 1807
        Tactics: defend
3403 Fireweaver (Gnome Wizard): 10 w.p. in 1804 (map position 153)
    Tactics: flee
    Resources: enchantment mana:10 fire mana:20
3408 Gnome Captain: 10 w.p. in 1804 (map position 153)
    Tactics: flee
    Force:
    3410 Gnome Warriors: 100*4 w.p. in 1804
        Tactics: attack
3409 Dwarven Captain: 10 w.p. in 1804 (map position 153)
    Tactics: flee
    Force:
    3412 Dwarven Infantry: 50*5 w.p. in 1804
        Tactics: attack

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 4: The Whitehill Gnomes

ECONOMY:
The Whitehill Gnomes have a standard economy based on the population of gnomes and dwarves. The tax efficiency factor is 20% and the villeinage efficiency factor is 40%. The city trade income factor is 150%.

HOME:
At the start of the game, the city of Candent is the capital and the "home" of the Gnomes. During the game the nation may move its capital to any other city. The Gnomes 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 500 gold.

FORTIFICATIONS:
Cities owned by the Whitehill Gnomes 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 Whitehill Gnomes pay a navy upkeep of 10 gold per transport per turn and 20 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. Be aware however that this city is an equally obvious first target for the Red Warlords and that you really do not want to meet their elephants on open ground as they have a trample attack especially effective against small beings like your gnomes and dwarves. The two oases in the western desert are fairly lightly guarded and you can get to them before any other player so they are easier to take than a city, but on the other hand they are not as valuable. It is important for you to get as many dwarves as possible as they are your best troops ans therefore you should consider getting primarily hexes and cities producing dwarves. You also need gold, so hills are probably the best hexes to go for. If you need more arms than you are already producing you can take a wooded hills or woods hex.

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 Warlords) and one up north along the west coast (the elves are much closer to this but may not want to take it). 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.

The Whitehill Gnomes can unlike the other nations produce more full strength spell casters (Gnome Wizards) than they have at game start. This potentially makes you the strongest power with regards to magic strike capability. Strikes are most effective when several full strength strikes hit the same target at the same time, so having several full strength spell casters can be a great advantage. If you want to go with a "wizard artillery" you should start creating more wizards right away as it takes time for them to build their mana to the point where they can do full strength fire strikes.

NATION DATA:
Ruler type: Gnome Lord (unit type 165)
Administration: 5 base points.
Production efficiencies: gold: 150%, food: 100%, wood: 100%, iron: 125%, dwarves: 25% and gnomes: 100%.
Nation powers:
farm:
Your nation may change hexes to farmlands using the *farm* order. This takes 54 phases. The resource cost is 400 gold and 250 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 250 gold and 400 wood per ship. This takes 24 phases.
launch:
Your nation may *launch* transports at the cost of 200 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 32: Dwarven Crossbowmen (dwarven)
Special powers:
When first created the Dwarven Crossbowmen will have tactics defend.

Unit type 35: Gnome Archers (gnome)
Special powers:
When first created the Gnome Archers will have tactics defend.

Unit type 36: Gnome Engineers (gnome)
Special powers:
When first created the Gnome Engineers will have tactics avoid.
build:
Gnome Engineers may build locations/features of the following type(s):
1706: Fort
This takes 12 phases. The build can take place in the following terrains: farmlands, plains, woods, wooded hills, hills, mountains, high mountains, 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 Gnome Engineers and their force will automatically enter it.
damage/sap:
Gnome Engineers may damage enemy fortifications using siege engines. A standard unit can operate two siege engines (these are automatically constructed where and when needed and are not explicitly represented in the game). Gnome Engineers also have the capability to sap enemy fortifications: a standard unit does damage equivalent to 2 siege engines in most terrains but only 1 siege engine in mountains or high mountains. Gnome Engineers cannot sap fortifications in swamp.

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

Unit type 163: Dwarven Captain (dwarven)
Immune to charm and magical as well as normal fear.
A Dwarven Captain has an order allowance of 3 orders per turn. He can carry objects of a total weight up to 5 and a total size no larger than 3.
Cost of unit: 60 gold.
Upkeep per turn: 35 gold.
Special powers:
When first created the Dwarven Captain will have tactics flee.
The Dwarven Captain will as force leader give a *leadership bonus* to units of the type(s) Dwarven Infantry, Dwarven Crossbowmen and Dwarven Engineers. 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 400 individuals can receive this bonus.
control:
The Dwarven Captain 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 Dwarven Captain must include some helpers and some adjacent locations must be owned before the Dwarven Captain can attempt a control.
Types of units that may help: Dwarven Infantry and Dwarven Crossbowmen.
All terrains may be controlled.
recruit:
The Dwarven Captain may recruit units of the following type(s):
31: Dwarven Infantry
32: Dwarven Crossbowmen
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 hills, mountains or city.
You must own the position where the Dwarven Captain performs the recruitment.
recruit:
The Dwarven Captain may recruit units of the following type(s):
164: Dwarven Scout
This takes 2 phases. The recruitment can only take place in farmlands, plains, woods, wooded hills, hills, mountains, high mountains or city.
You must own the position where the Dwarven Captain performs the recruitment.
recruit:
The Dwarven 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 Dwarven Captain performs the recruitment.

Unit type 164: Dwarven Scout (dwarven)
Immune to charm and magical fear.
A Dwarven Scout has an order allowance of 2 orders per turn. He can carry objects of a total weight up to 5 and a total size no larger than 3.
Cost of unit: 5 gold.
Upkeep per turn: 2 gold.
Special powers:
When first created the Dwarven Scout will have tactics flee.

Unit type 165: Gnome Lord (gnome)
Can go *questing*.
Immune to bribe, illusion, charm and magical as well as normal fear.
A Gnome Lord has an order allowance of 6 orders per turn. He can carry objects of a total weight up to 3 and a total size no larger than 2.
Cost of unit: 250 gold.
Special powers:
When first created the Gnome Lord will have tactics flee.
The Gnome Lord contributes 4 administration points towards the administration limit of the nation when not fleeing or questing.
The Gnome Lord will as force leader give a *leadership bonus* to units of the type(s) Gnome Warriors, Gnome Archers and Gnome Engineers. 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 600 individuals can receive this bonus. Units of the following type(s) may act as subordinate leaders: Dwarven Captain and Gnome Captain.

control:
The Gnome Lord may control special locations and hexes. Base time: 3 times the move cost for the terrain. Shared time: 9 times the move cost for the terrain.
The force of the Gnome Lord must include some helpers before the Gnome Lord can attempt a control.
Types of units that may help: Gnome Warriors and Gnome Archers.
All terrains may be controlled.

recruit:
The Gnome Lord may recruit units of the following type(s):
34: Gnome Warriors
35: Gnome Archers
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, hills or city.
You must own the position where the Gnome Lord performs the recruitment.

recruit:
The Gnome Lord may recruit units of the following type(s):
36: Gnome Engineers
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 farmlands, hills or city.
You must own the position where the Gnome Lord performs the recruitment.

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

recruit:
The Gnome Lord may recruit units of the following type(s):
168: Gnome Captain
This takes 8 phases. The recruitment can only take place in city.
You must own the position where the Gnome Lord performs the recruitment.

recruit:
The Gnome Lord may recruit units of the following type(s):
163: Dwarven Captain
This takes 16 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 Gnome Lord performs the recruitment.

recruit:
The Gnome Lord 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 Gnome Lord performs the recruitment.

recruit:
The Gnome Lord may recruit units of the following type(s):
166: Gnome Hero
This takes 8 phases. The recruitment can only take place in city.
You must own the position where the Gnome Lord performs the recruitment.

recruit:
The Gnome Lord may recruit units of the following type(s):
167: Gnome Wizard
This takes 72 phases. The recruitment can only take place in city.
You must own the position where the Gnome Lord performs the recruitment.

bribe:
The Gnome Lord 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 Gnome Lord and the Gnome Lord 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 166: Gnome Hero (gnome)
Can go *questing*.
Immune to bribe, illusion, charm and magical as well as normal fear.
A Gnome 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 2.
Cost of unit: 75 gold.
Special powers:
The Gnome Hero will as force leader give a *leadership bonus* to units of the type(s) Gnome Warriors and Gnome Archers. 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.
A Gnome Hero inspires other units in battle. At the end of each battle segment the morale of every gnome mass unit on the battlefield within a distance of 1 is increased by 10, if it belongs to the same nation as the Gnome Hero.

recruit:
The Gnome Hero may recruit units of the following type(s):
34: Gnome Warriors
35: Gnome 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, hills or city.
You must own the position where the Gnome Hero performs the recruitment.

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

bribe:
The Gnome 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 Gnome Hero and the Gnome 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 167: Gnome Wizard (gnome)
Can go *questing*.
Immune to bribe, illusion, charm and magical fear.
A Gnome Wizard has an order allowance of 7 orders per turn. He can carry objects of a total weight up to 3 and a total size no larger than 2.
Cost of unit: 150 gold.
Upkeep per turn: 50 gold.
Production per turn: 5 enchantment mana and 10 fire mana.
Special powers:

When first created the Gnome Wizard will have tactics flee.
The Gnome Wizard will be created with 10 enchantment mana and 20 fire mana.

meditate:
The Gnome Wizard may **meditate** to produce 5 enchantment mana and 10 fire mana. This takes 12 phases.

scry:
The Gnome Wizard may use a scry spell to observe places far away. This takes 3 phases. The resource cost is 4 enchantment mana per hex of distance to the target position.

scrysight:
The Gnome Wizard may use a scrysight spell to get "true sight" at a point far away. This takes 5 phases. The resource cost is a basic 5 enchantment mana plus 4 enchantment mana per hex of distance to the target position plus 20 enchantment mana multiplied by the squared specified radius.

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

sparks:
The Gnome 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 5 hexes from the Gnome Wizard. The resource cost is a flat 5 enchantment mana and 5 fire mana plus 2 enchantment mana per hex of distance to the target.

firestrike:
The Gnome 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 5 hexes from the Gnome Wizard. The resource cost is 12 fire mana per hex of distance to the target plus 30 fire mana per point of power specified.

make:
The Gnome Wizard may make items of the following type(s):
1510: Fire Ring
1511: Power Ring
1519: Gloves of Speed
1554: Firetongue
1556: Scimitar of Sharpness
This takes 24 phases. The Gnome Wizard must be in one of the following terrains: city or structure.
You must own the location where the Gnome Wizard makes the item.

initiate:
The Gnome Wizard may initiate (recruit) units of the following type(s):
167: Gnome Wizard
This takes 48 phases. The initiation can only be performed in city.
You must own the position where the initiation is performed.

Unit type 168: Gnome Captain (gnome)
Immune to illusion, charm and magical fear.
A Gnome Captain has an order allowance of 3 orders per turn. He can carry objects of a total weight up to 3 and a total size no larger than 2.
Cost of unit: 75 gold.
Upkeep per turn: 40 gold.
Special powers:
When first created the Gnome Captain will have tactics flee.
The Gnome Captain will as force leader give a *leadership bonus* to units of the type(s) Gnome Warriors and Gnome Archers. 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 300 individuals can receive this bonus.

control:
The Gnome Captain may control special locations and hexes. Base time: 4 times the move cost for the terrain. Shared time: 14 times the move cost for the terrain.
The force of the Gnome Captain must include some helpers and some adjacent locations must be owned before the Gnome Captain can attempt a control.
Types of units that may help: Gnome Warriors and Gnome Archers.
All terrains may be controlled.

recruit:
The Gnome Captain may recruit units of the following type(s):
34: Gnome Warriors
35: Gnome Archers
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 farmlands, hills or city.
You must own the position where the Gnome Captain performs the recruitment.

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

recruit:
The Gnome 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 Gnome Captain performs the recruitment.

Unit type 169: Gnome Scout (gnome)
Immune to illusion and charm.
A Gnome Scout 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 2.
Cost of unit: 5 gold.
Upkeep per turn: 2 gold.
Special powers:
When first created the Gnome Scout will have tactics flee.

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 1519: Gloves of Speed (item)
A pair of Gloves of Speed makes its wearer capable of attacking with great speed in combat, either in melee or with missile weapons. This effectively doubles the damage done by the wearer’s normal attacks. Attacks with magical weapons are not affected.
The Gloves of Speed have no significant size and no significant weight.
Cost: 50 gold and 75 enchantment mana.
They are 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 1556: Scimitar of Sharpness (weapon)

This magical scimitar will boost the normal melee attacks of the wielder.
A Scimitar of Sharpness 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 1804: Candent (city)
Position: 153.
Candent can "see" its surroundings and influences control in 153. 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: 100 gold, 50 wood, 100 iron and 100 manpower.
Upkeep per size increment per turn: 25 food.
Production per size increment per turn: 3 men, 1 elves, 2 dwarves and 6 gnomes.

Location 1807: Albescent (city)
Position: 152.
Albescent can "see" its surroundings and influences control in 152. It may contain infinitely much, can be entered directly and the terrain inside is city.
It has size 5 of 10 at the start of the game.
Cost per size increment: 100 gold, 50 wood, 100 iron and 100 manpower.
Upkeep per size increment per turn: 25 food.
Production per size increment per turn: 2 men, 3 dwarves and 4 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 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 1854: Albescent Keep (fortification)
Position: 1807.
Albescent Keep can "see" its surroundings and influences control in 1807. It may contain size 4000, can be entered directly and the terrain inside is structure.
Cost: 300 gold and 600 manpower.
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

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

`farm` *`hex`*

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.

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).