GAME MANUAL

FIELD OF GLORY
KINGDOMS



SLITHERINE

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1. Introduction

1.1. Overview

Field of Glory: Kingdoms has a main campaign that runs from 1054CE to 1274 CE (so it ends before the advent of gunpowder on the battlefield) and one smaller campaign set in Spain in the early stages of the Reconquista. It builds on the earlier Field of Glory Empires but many mechanics are different to reflect an era where personal leadership was important and states readily fragmented under internal or external pressures. Some of the gameplay differences are summarised in section 19.1.

By default, each game turn represents six months of elapsed time but a scenario designer can set a different passage of time ranging from a matter of days to 2 years. Every four or five turns are designated 'poor weather' to reflect seasonal shifts and prevalent pattern of good and bad harvests.

1.2. System Requirements

Minimum Spec

Windows 10 & 11

2 GHz processor

4 GB Ram, 8 GB of HD space

DirectX Compatible Sound Card

1 GB DirectX 9 Compatible Graphics Card

Slower Intel integrated video cards will require the game to run on lower graphics settings

Recommended Spec

As above but:

2 GB dedicated DirectX 9 Compatible Graphics Card

Please ensure your graphics and sound drivers are up to date before playing the game or you may experience graphical glitches or more serious errors. Check your manufacturer's website for the latest version, as new drivers are released regularly.

1.3. Installing the Game

Please ensure that your system meets the minimum requirements listed above.

If you purchased from the Slitherine or Matrix site you will have been provided a download link for the games installer. Have your Serial Number ready as you will need to enter it as part of the installation process. The Serial Number is included in the order receipt for downloads, or printed on the disk or box for hard copies. To install the game, either double click on the installation file you downloaded or insert the game's disk into your drive (if you have disabled the auto run function on your CDROM double click on the installation archive file, then double click on the file that is shown inside the archive). Follow all on-screen prompts to complete installation. If you have redeemed a Steam key or purchased via Steam you can also launch the game on Steam.

1.4. Uninstalling the Game

Please use the Add/Remove Programs option from the Windows Control Panel or the Uninstall shortcut in the games Windows "Start" menu folder to uninstall the game. Uninstalling through any other method will not properly uninstall the game.

1.5. Product Updates

In order to maintain our product excellence, Slitherine releases updates containing new features, enhancements, and corrections to any known issues. All our updates are available free on our website (www.slitherine.com) and can also be downloaded quickly and easily by clicking on the "Update" link in your Game Launcher or by using the "Update Game" shortcut in your Windows "Start" menu folder for the game.

If you have the Steam version, Steam will update it according to your settings.

1.6. Multi-Player Registration

If you bought the game directly from us, we highly recommend registering your game first before playing. You can simply do this through the game menu, from Multiplayer or directly at Slitherine's website at:

https://www.slitherine.com/members/signup.asp

This is because you will need a registered account to play Multiplayer games on Slitherine's PBEM (play by e-mail) server. When registering you can choose to sign up to the newsletters to receive regular updates, offers and discounts on the rest of Slitherine's catalogue so it is worth registering!

Steam users cannot currently register though are able to play multiplayer

1.7. Game Forums

Our forums are one of the best things about Slitherine. Every game has its own forum with our designers, developers and the gamers playing the game contributing ideas and discussing the game. If you are experiencing a problem, have a question or just an idea on how to make the game better, post a message there.

Go to www.slitherine.com and click on the Forums hyperlink

1.8. Need Help?

Go to www.slitherine.com and click on this link: support@slitherine.co.uk



2. Basics

Field of Glory: Kingdoms is a grand strategy game based in the early Middle Ages. The fundamental goal is to build your legacy so you are later seen to have dominated the era (even if your state has actually collapsed or been badly weakened in the end).

This section provides a brief overview of the main game mechanics to help orientate new players. Further detail is then provided later in the manual. Basically, if you want a quick overview of the main game mechanics and an idea of the key issues, read this section and sections 4 and 19 of the manual first.

2.1. In-game Help

Besides this manual, and the forum, the game offers three forms of support while you are playing.

2.1.1. Help Button

In-game help can be accessed from most screens by clicking on the ? button. These are present on most pop-up screens and can be accessed at any stage.

This will usually allow you to access both an overview of the topic and further detailed information, as:



2.1.2. Pop-Ups

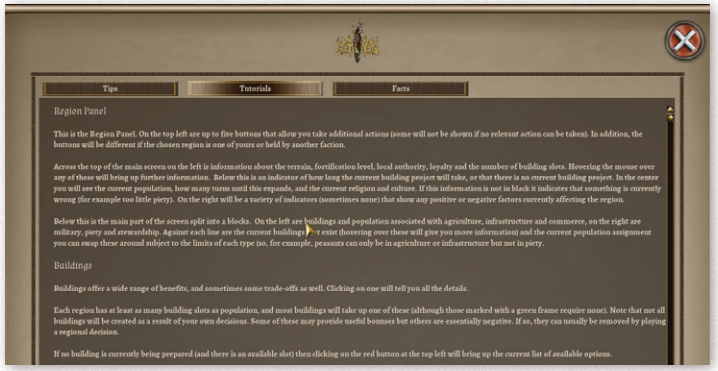
Also, every time you run the end-turn routine (or open a new game) information will pop-up. This may discuss some historical event during the game period or remind you of key gameplay concepts.

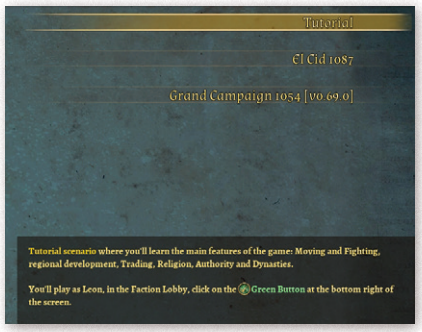
You can access the list of Tips at any stage from the set up screen.



2.1.3. Tutorials

The text of the various tutorials can always be reviewed from the Tips option on the main menu.





To access the tutorials themselves, select that option from the loading screen and you will be taken to a series of guided play sessions.

The game will open as Leon and the map (and wider set up) is the same as in the El Cid scenario. Click on the green button and follow the guided instructions.

2.2. The Manual

This manual is designed to help you to play the game. The balance of this section and section 3 give a very quick overview of the main game mechanics and how they link together.

In general the manual does not include exact values for game parameters. These are almost all available in game, or from the fully moddable files supplied with the game. Since the manual had to be prepared before the final release version of the game code, some factors might change between writing and release and others will change after the game has been released. Instead, the manual tries to concentrate on the structure of key rules and concepts.

Equally the images used in the manual were all taken before the final release version. Thus there may be some differences either in style or information in the version of the game you are currently playing.

Section 3 of this manual is designed as a quick guide to the core game concepts. Section 4 covers how to set up a new game and the information in the UI.

In the manual links to other sections are described as such or shown in brackets in the format (000) with 000 indicating the relevant section.

2.3. Scenarios

Kingdoms has a Grand Campaign that starts in 1054CE and lasts to 1274CE. It can be played by 1-16 players. The process of creating a multiplayer game is discussed in section 4.3.5 below.

In addition the game includes three shorter scenarios that also only use a portion of the map:

SCENARIO	NOTES
Road to Manzikert	1059-1079, designed for 2-3 players focussed on the Byzantines, Seljuqs and the Fatimids
El Cid	1087, designed for 1-4 players, can play as Christian, Spanish Muslim or Almoravid factions. There is also the possibility to play as El Cid.
The Fall of the Angevins	1194-1224, focusses on the French victories over the Angevin Empire in Western France, suitable for 1-4 players.

In addition the introductory tutorial uses a subset of the El Cid scenario.

2.4. Turn Length

Each turn can be set to reflect a variable period of time up to 2 years (4.2). This value is set by the scenario designer and the main grand campaign uses 6 month periods.

2.5. In game Terms

2.5.1. Common Abbreviations

TERM	MEANING
AMP	These are the three statistics that define each character: A(dmin); M(ilitary) and P(iety)
PotR	Peer of the Realm, also sometimes called Governors
RotB	Religions of the Book

2.5.2. Common Terms

TERM	MEANING
Authority	Within your realm this is critical for stability and the effectiveness of your rule. In comparison to other factions your relative authority determines whether or not you gain tokens that allow to shift to a new government (either by progression or collapse)
Demesne	The number of regions you directly own rather than your vassals. The number is limited before it starts to mean you are losing authority.
Domain/ Province	Can be formed when you control half or more the regions in a given area. Can then appoint a Peer of the Realm to govern it and it gives access to regional combat units and a degree of resource sharing.
Levies	Probably the bulk of your army, relatively cheap to raise, often poorly trained and gain experience very slowly. Best to disband once you are no longer at war.
Major Nations	11 factions are designated this way, in effect they have richer game play options. This also covers groups of similar culture such as the various Taifas.
Mercenaries	Raised via regional decisions or as specialist units, allow you to quickly raise a relatively effective army but there is a risk they will revolt and that they may turn to banditry when disbanded.
National Perk or Trait	A rule or modifier providing specific gameplay.
Other Factions	These start mostly as single province factions ruled by another state.
Religions of the Book	Applied to monotheistic religions of Christianity, Islam and Judaism - of particular importance these can spawn heresies
Remarkable Factions	These start as relatively minor powers but are potentially regional powers and can become significant states. Some of these have important specific traits and perks.
Peers of the Realm	Named (male) characters at your court, can be appointed to lead armies and govern domains/provinces.
Power Group	This includes the Papacy, the various Military Orders and the Assassins. These remain active even if they lack either land or military units and can interact with other powers as a result.
Religious Superiority	A faction gains this benefit if they are one of the top 10 (Christian or Muslim) in terms of piety per turn. Gives extra Authority and, for Christians, improves relationship with the Papacy.
Standing Army Units	More costly than levies to raise, often need special buildings but represent the core of your army

2.6. Turn Resolution

Each turn represents usually represents six months. The turn resolution sees the computer resolve all orders, conduct trade and carry out checks for rebellions. When moving units all units will move in the following order.

Every unit expends 1 of its potential movement (in many cases this will mean it does not actually leave its current province) points. Faction move order is randomised so it is possible for an army to leave a region before an enemy arrives even if they have the same movement costs.

This is repeated until every unit has expended all its potential movement. As the turn progresses, less and less units will remain eligible to move.

If the movement results in a battle this can be resolved in one of two ways (16). In a multiplayer game, the in-game combat system is used and the battle can be resolved by watching the detailed combat, checking the outcome or just skipping and allowing the turn resolution to continue. In a single player game, this approach can be used or the battle can be exported to *Field of Glory: Medieval* (assuming the player owns this) and resolved using that game (16.5).

Naval battles and sieges are resolved using the in-game combat system.

2.7. Link to Field of Glory: Medieval

If you own *Field of Glory: Medieval* you have the option to export the battle to that game, resolve it using those rules and import the result back into *Field of Glory: Kingdoms* (16.5.2).

The units represented in *Field of Glory: Kingdoms* will be converted, and then the battle can be resolved. Final losses are then converted back to *Kingdoms* and any additional losses due to retreating will be applied using the *Kingdoms* game logic (16.5.7). You do not need to own any of the DLC from *FoG Medieval* to have access to all the units used to convert armies between the two games.

Note that the units in *Kingdoms* are a close match to those in *Medieval* enabling an easy translation between the games.



3. Ten Key Concepts

This section very quickly sketches out some of the key concepts behind *Kingdoms*. As such it serves to orientate you to the core game issues and briefly cover issues discussed in more detail later in the manual.

3.1. Authority

The Authority value represents the control the ruler has over his realm. This is a national value but will vary between regions (9.2) partly due to distance from the capital but also influenced by local governors and specific buildings.

Authority can range from -100 to +100.

You mostly gain Authority by having a demesne smaller than your notional level (9.1.1) but also by winning battles, taking regions you have a claim on, from events and certain buildings. In reverse it can be lost by exceeding demesne size and for various other reasons (9.1.2). A bad defeat can be especially costly, particularly if the losses include nobles such as knights. Some diplomatic transactions, especially if they involve troop transfers, will cost authority.

Equally declaring war will often cost authority (but this will vary substantially according to the target, see 12.1.7).

In general you want your authority to be as high as possible. Domestically this will improve the functioning of your realm including gifts of cash or infrastructure from your grateful population. There are also practical benefits to having high authority as the cost of raising new units is lower in regions with high authority.

Authority also provides a comparison to other nations and this ranks you with each nation sorted in one of three tiers: Progressing, Neutral, Regressing. Primarily this influences your chances to then move to a more advanced form of governance or see your realm start to collapse (6.3).

If you are in the progressing tier there is a chance to gain a positive token and this will allow later progression to a new type of government. If you are in the regressing tier there is a chance of gaining a negative token and, if you have five of these, you will shift to a less desirable form of government.

To progress to some forms of government you will need to meet a range of criteria including Demesne Size, ownership of particular regions as well as sufficient progress tokens. You can find all this information on the realm summary tab (4.6).

3.2. Piety and Stewardship

These are both key concepts and contribute to key variables such as loyalty, productivity as well as the authority and the legacy derived from a given region.

Piety is generated by your population according to the number of religious buildings present and the number of clergy. It will affect both loyalty and help avoid (or deal with) heresy and encourage those of another faith to convert.

Heretics are more likely to appear if there is already a substantial revolt risk, if other heretics are present or (for Christian factions) if you have very low relations with the Papacy.

Stewardship represents more secular power and the ability of both the local ruler and the wider realm to impose their will on the region. It mainly comes from buildings and the allocation of nobles to the stewardship function. Unlike piety it will tend to be less effective the further the region is from your capital.



This may be one reason to leave the more remote parts of your realm to the control of vassals till you have built up your central authority.

There will always be circumstances where you need to prioritise one or the other but in general the goal is to keep them in relatively close balance. In effect if one is much lower than the other, then any gain of legacy (9.4) will be much slower.



This is particularly important in your capital as the relative ratio (called education) will have a direct impact on the amount of legacy you gain each turn.

3.3. Realms and Demesne Size

Your realm will usually be made up of two distinct groups of regions and provinces. Some are under your direct control (called your Demesne) and others may be under the control of various vassals (12.5).

Each government type (6.2) sets a value on the number of regions you can control in your own demesne and still gain authority (9.1.1) each turn as a result. Exceed this and you will start to lose authority.



However, note that you need to exceed these caps if you are to gain enough regions to progress to a new government type. This is made easier if you have vassals and/or competent provincial governors. Your ruler can also contribute by their military value (9.5.1)

In your Demesne, you make all the decisions. What to build, when to buy new military units, the allocation of governors and the organisation of your armies.

There are various mechanisms that allow you to increase the number of regions in your Demesne and still gain authority. Setting Peers of the Realm (9.5.4) to govern your provinces (10.3) gives a substantial bonus and a leader with a high military (9.5.1) score also helps. In addition every vassal reduces your province count (for this mechanism) effectively allowing you to have a larger direct demesne.

The role of vassals is discussed below (12.3).

As long as your dynasty is sustained through the line of succession (9.6.1) the age of your dynasty will steadily increase across the game.

When the dynasty changes, due to a successful revolt or lack of an heir, the age is reset to 0 (but you can carry on playing as you represent the faction not the ruling dynasty). Ideally you want to avoid this as you gain more legacy when your dynasty is old and, in the end, it is legacy that wins the game.

3.4. Characters

There are a number of character roles in the game. Some of these have a direct role such as a ruler, general or governor (also known as Peers of the Realm). Others represent individuals at the court like spouse(s), concubines, children, uncles, brothers, and sisters. Only characters of 13 or over can take on a role of ruler, a general, a governor or spouse. Any character under this age stays at the court.

Most males of age can be a governor or general (they can be both but there is a penalty to their governing ability if they are leading an army outside their province). Clergy can only function as governors.

In addition to family members, each Realm can have a certain number of characters with no familial relationship to the ruler. Your current limit for these can be found on the Realm tab (4.6) but at any time you may have less available. Equally some maybe so disloyal or inept that you will wish to find the means to dispose of them.

Each character is rated for age, loyalty (which can vary over time both positively and negatively) and health. They have numerical traits in three areas – Administration, Military and Piety. In combination these are called the AMP statistics (9.5.1). In addition they may have specific attributes that make them more or less effective in particular roles. Some may enhance or reduce piety and this may make them an ideal governor for a particular province.

Usually female characters cannot take on any role except being at court.

However, they can sometimes be married to create Royal Weddings and closer ties to other realms (12.1.1). Such marriages can feasibly lead to the later absorption of one or the other of the partners (so be aware it could be your realm that is inherited by the other faction). Once married, they leave your court.

You can view all the current characters from the realm tab (4.6).



Generally, Kingdoms is not designed to provide a full scale character based game. The characters determine the efficiency of your realm, can rebel or lead your armies. Of importance you do not need to actually find a wife for your ruler and once a character leaves your court they effectively leave the game.

The role of Peer of the Realm (PotR) is to act as governors of regions and to lead your armies. Note the same individual can be both a governor and a general (but if so, ensure they are loyal) but this will slightly reduce their effectiveness as a governor.

Their appointment can have both good and bad effects. Their relevant AMP statistics affect issues such as the calculation of your Demesne size, the quality of troops raised and the speed of religious conversation.

On the other hand if they have loyalty under 75 they will be corrupt (9.5.3) and may decide to revolt.

You have various regional decisions (8) that can be used to determine their current loyalty and to raise their loyalty if you feel they are too valuable in their role to dismiss (or to try and assassinate them). The advantage of assignation as a solution is they will replaced at a later stage with a new character. Simply keeping them at court means they will only be replaced when they die of natural causes.

3.5. Diplomacy

Over time you will build a pattern of alliances and good or bad relations with other factions. Note that religion plays an important role here and it will be hard to sustain good relations with a faction that has a different religious affinity (13.4).

In addition, you can have formal treaties with other nations. Options include co-operation, passage rights or a Royal Marriage (12.1). It is possible to have more than one of these with another faction at a given time.

Over time factions will gain claims on provinces that are either independent or held by another faction. These will become a source of tension. It is also possible to gain claims via Royal Marriages if a given dynasty dies out with no acknowledged heir (12.1.1).

3.6. Your Army

Your army will be made up of three main types of units:

- Levies will often be the mainstay of your army. In the main they are relatively cheap to raise but expensive to maintain and will gain experience slowly. As general advice, raise them for a war and then dismiss.
- The number of Standing Army Units are principally limited by your national traits but this can be modified by the traits and statistics of your ruler. They are the reverse of levies, expensive to raise but relatively cheap to maintain. Each nation will usually have 10-15 units called their retinue and these will cost less than the notional cost of that unit type (14.7.2). Note that a defeat that sees the loss of these units will cost you more authority (9.1.2) as this is seen as the flower of your chivalry, or ruling elite, being killed on the battlefield.

Both levies and the standing army require money, metal and manpower to raise. Various military buildings will either improve the quality of levies or, for standing army units, are essential before they can be recruited.

- Mercenaries are often essential. Their main cost is in terms of money rather than manpower or metal. They can be raised via regional decisions (8). However, mercenaries may reduce the loyalty of their commander increasing the risk of a revolt or possibly a civil war.

Your ability to store surplus manpower and metal for later need is related to the amount of military equipment you produce in your realm.



Be careful when (if) you disband mercenaries, they may well turn to thieving and banditry in the region they were disbanded in. Of course disbanding them in a region you will now return to your former enemy may be a good idea.

Military related buildings are split into three broad groups.



Note that all these elements can come from a range of buildings, in addition to those designated as 'military' (11.4).

- The first open up new recruitment opportunities (or improve the quality of recruits). Typical examples include the Spearmaker (heavy infantry) or Bowyer (different types of archers). Some of these may also improve both recently recruited and existing troops based in the same wider province (11.4.4).
- The second mainly generate equipment but may also create a local militia. Some of these such as the Local Watch are invaluable for controlling outbreaks of banditry or thieves.
- The third help build up the fortifications in the region (11.4.1). Every region starts with a Stronghold site which acts as a centre for these developments. Initial fortifications are short lived but will slowly improve on this till more

permanent fortifications such as a fortified village can be constructed. From this, it is possible to construct ever more elaborate fortifications.

3.7. Population, Tasks and Buildings

There are four social classes and social mobility usually requires the use of specific regional decisions (8). Most new population will be created as peasants but certain buildings will increase the chance of them appearing as a Freeman or even a Noble population unit.

The social classes are peasants (the majority), freemen, clergy and nobles.

Each group is limited in the range of tasks they can be allocated to (10.3.1):

TASK	ACCEPTABLE SOCIAL CLASSES
Agriculture	Peasants or Freemen
Infrastructure and Health	Peasants, Freemen or Clergy
Commerce and Workshops	Freemen or Nobles
Military and Fortifications	Nobles
Piety, Mysticism or Science	Clergy
Stewardship and Authority	Nobles

In addition, freemen are eligible for promotion to nobles or clergy.

If Nobles are assigned to commerce or clergy to infrastructure they will be less productive than in their core roles.

Note that efficiency in a given role will depend on various factors including ethnicity, religion and regional impacts (such as the plague or having been fought over). In particular clergy from a different religious group (13.1) will have zero productivity until they convert to your faith. So, for example, Muslin clergy will not produce any piety for a Catholic realm but Orthodox clergy will work at 50% in the same circumstances.

Buildings are divided into the same six groups as above. The process for constructing buildings, choosing a new one, and using authority to directly influence this choice can be found in section 11.3.

Note that many buildings have an effect outside their notional category. So it is possible that a given agriculture building may benefit food production, health and money. Equally a given building may have negative consequences for another task so a building that generates piety might reduce health.

Some buildings do not take up a building slot. Otherwise, most buildings require a building slot with this mostly related to the population level of the region. So a region with 10 population (of any type) will usually be limited to 10 building slots.

3.8. Vassals

Vassals are very important as they allow your faction to have control over a much greater area than could be held as your personal Demesne.

Each vassal remains a separate faction and provides 25% of their monetary income to their liege. A loyal vassal can place some or all of his army fully under your control in case of war if you request this (12.3.4). In this case you need to pay for the units

but you can just ask them to help in a war and not take direct control of their army.

In addition, each vassal gives a +5% Demesne Size allowance to his liege reducing the impact of your current demesne. In effect they both allow you to indirectly rule a larger state and also contribute a little to your allowed direct demesne. Remember if your demesne is smaller than its notional maximum you can extra legacy (7.3.1).

However, vassals are not always a benefit. They can revolt, they will make financial and military demands on you, they may squabble amongst themselves forcing you to pick one or the other. Equally, if they have a Royal Marriage it is possible their realm will be inherited by another faction altogether (12.1.1).

3.9. Religion

As to be expected, religion is an important part of the game. One aspect of this is the advantages that flow from high piety and the major problems that can emerge if piety in a given region is too low (13.1.4).

Religion is set at the faction level but individual population types can be of any religious group (or a heretic). In the main, population who do not share your faction religion will be less loyal than those who are fully aligned. For peasants and freemen, this will not (mostly) directly affect their individual productivity but the resulting risk of unrest will significantly hamper economic and social development in the region.

There are four main religious groups: Christian, Muslim, Jewish and Pagans. Christian and Muslim groups are further sub-divided into Catholic/Orthodox or Shia/Sunni respectively. In addition, all of these can produce heretical movements that are hostile to everyone.

Relations between states will be influenced by these religious divides. Unless there is a formal alliance, relations between either Christian-Muslim or Pagan-Christian/Muslim factions will degrade over time. The cost of declaring war will be substantially reduced if the target does not share your faith, and is always free if the target is pagan (or controlled by a heretical sect).

There are a number of holy cities in the game: Rome, Constantinople, Jerusalem, Mecca and Medina. Jerusalem is a holy city for both Christian and Muslim factions and this will lead to escalating tensions as a result.

In addition, Christians can undertake a Crusade against Muslims, and Muslims can declare a Jihad against Christians. In both cases, the target can be any region held by the opposing faction (and can be chosen for reasons of statecraft rather than religious zeal). See sections 13.5 and 15.9.3 for a fuller description of the mechanics in this regard.

3.10. Legacy

The nation with the highest Legacy amount on the last turn of a scenario or campaign wins.

In a campaign, it's also possible to win by 'Sudden Death' if you have three times (or double if the quick game option is checked)



Legacy Points than the second placed faction, at any turn past the 100th turn (note this assumes you are playing the game at the recommended speed of 2 turns per year. Faster or slower turns will see this point reached more or less quickly).

Legacy is not just important for the end-game. It is important in all diplomatic interactions and will substantially influence the cost of starting a war. If a faction with high legacy attacks one with low legacy the cost will be reduced (possibly to nil) as the rest of the world sees this as a matter of only local importance.

In addition, legacy will have an important impact on the chance of gaining positive or negative progression tokens (7.2). If you are among the top 10% nations, Legacy-wise, then you have more chance (+5%) to gain a progress token and less (-5%) to gain a disorder token.

Your current chance in this regard can be seen on the realm panel (4.6).



4. Getting Started

4.1. AI Levels and Game Options

Choosing the difficulty level modifies the game rules for both the player and the AI.

If you chose the 'Easy' level then the AI will be hampered in terms of production of manpower, money, infrastructure etc. It will also have some small malus in terms of combat.

As you move to 'Experienced' and harder levels then the AI gains additional bonuses which particularly make it easier to manage large cities without encountering substantial loyalty problems. This means that the AI may not have a large advantage in the early game, even at the higher difficulty levels, but will be more powerful in the mid/late game as cities grow in size.

At no AI difficulty level will the AI gain an advantage in battle.

Once you go above the Easy level, the AI gains the following bonuses (some of these will become more significant at the higher difficulty levels):

- Their maximum demesne size (6.3.2) will be increased with implications for authority gain and loss;
- It will not lose a unit to lack of supply unless it is besieged or the faction no longer owns at least one region;

- Progressively better base loyalty in its regions (9.2.3);
- Progressively better legacy bonus for the more cultured regions (9.4);
- At higher levels of difficulty, the AI will more often calibrate its options and the depth of search for opportunities will increase;
- At the higher difficulty levels, there will be a greater negative diplomatic penalty towards the player if they are in the lead on the legacy table or hold the AI's claims.

4.2. Passage of Time

This is set for each scenario by the designer. The default is half a year per turn but this can be set to more (one or more years per turn) or to a certain number of days in the range: 1, 3, 7, 10, 15, 30, 60, 120, or, 180. So this can only be varied from editor as part of generating a new scenario.

The main grand campaign uses 6 month turns.

4.3. Setting up

When you load a game you will be presented with the set-up screen.

This allows you to opt to load an existing saved game (if you have one saved) or to start a new game. You can also set up a multiplayer game, or access the support forums.

Note that two options will only appear when relevant. On the top screen the third button will only appear if you have a save of a game previously exported to *Field of Glory: Medieval* (16.5).



In this case this option will open that save so you can complete the turn processing routine. At the bottom the middle icon will only be filled in if you have any existing saves.



Mousing over the images at the bottom will see them change, as:

4.3.1. Gameplay Options

This screen can be accessed either when setting up the game or when playing.



Most of the options relate to game display and the tool tips explain the options.

On the left hand side the options allow you to set screen resolution and type. The programme will suggest a default that is a good fit to your monitor.

In the middle are four game play options:

CATEGORY	EFFECT
Fog of War	When selected your view of the wider world is limited to the scouting of your own faction and your allies
No Norman Invasions	If selected will disable the rules in 15.8.2
Quick Victory	Allows the game to end after 100 turns IF you have a 2-1 margin in legacy (7.1) points over the second most successful power. Otherwise this ratio is set at 3-1.
Weaker Crusaders	If selected will modify the rules in 15.8.3

Other options will change the on map displays and reporting. Most of these are explained by the relevant tooltips but important options include:

CATEGORY	EFFECT
Army Strength Display	You can select Unit Count, Categorised or Power. All this information is available in game by mousing over a stack but the unit count gives a simple headcount of units, categorised splits this into broad categories and power shows the aggregate combat power of the stack
Ownership Overlay Style	This affects any map mode that shows regional ownership. The full effects are described in 4.4.4 but it offers several ways in which you can distinguish between vassals and liege held land on the map.
Notifications	Ranges from off to All. Determines how much detail is presented in the turn summary.

4.3.2. Creating a New Game

If you want to set up a new game, then first select 'Scenarios' from the main screen.

Then select the difficulty level you want to use (remember in a single player game you can alter this at any stage).

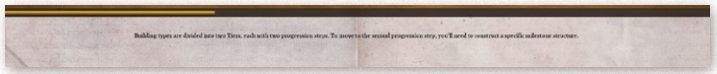


As you click on a scenario a brief summary will appear in the box below.

Once you have made these choices, click on the green tick.

The next screen allows you to choose your faction.

While this is loading you will be shown one of the many in-game prompts (2.1.2), such as:



This will vary according to the chosen scenario (so the tutorial only allows you to choose Leon). By default the main campaign will open showing England but you can scroll down the full list.

The difference between the faction types is explained in section 4.3.3 below but basically the Major Nations offer more gameplay options and often special rules (see section 15 for more information).

You can change the sort order to alphabetical if that is what you prefer.



The screen will centre on your chosen faction but you can scroll around by left clicking on the map and dragging it. Placing the mouse over any region on the map will bring up a brief summary display (4.4.5). Scrolling the mouse will allow you to zoom in or out.

On the right will be information about the currently selected faction. This will also show you any modifiers that will be applied to your faction during the game.

When you select a faction, the context and gameplay notes are repeated and you can confirm your choice.

The game map will now open centred on your chosen faction.



4.3.3. Choosing a Faction

Factions are divided into three groups: Major Nations; Remarkable Factions; and, Other Factions. In the smaller scenarios, you will find this list is different to the allocation for the Grand Campaign.

The attributions to category are partly judgemental but roughly the Major Nations are independent regimes at the start and have relatively well developed events and other characteristics (and specific perks and rules). The Remarkable factions are mostly local powers that have some scope to expand and perhaps come to dominate as the game progresses. The 'other factions' mostly have one (perhaps more in a poor area) region, start as vassals of another state. Survival and Expansion are a challenge. They

might have some unique game play dynamics depending on their cultural group, so for example the 'other' faction of Asturia has some of the more general Spanish Christian modifiers.

When you choose a faction some aspects such as existing buildings will be partially randomised (others are fixed). If this would leave you short of the money, manpower or metal needed to support the initial army you will be given a short term production bonus of these elements. This allocation will decline by 1/50 per turn and will stop if it would be less than 5% of the relevant stockpile.

4.3.4. Loading and Saving an existing game

If you select this option you will be able to choose from either previous saves you have created, that were automatically created as part of the in-game end turn routines. You can select any of the saves or use this screen to delete saves you no longer wish to keep. The information on the right will tell which turn is captured, when it was made and the file name (in case you wish to access this outside the game).



If you want to reload the game after completing a battle in *Field of Glory: Medieval* see section 4.3 and 16.5.7.

To save a game you also use this screen. The game will automatically save the last six turns and then progressively overwrite them. As in the image above, saves can be in one of three formats.

If you export to *Medieval* the save before the battle was resolved will be shown on the list. Note this will not load the outcomes of that battle. The 'Autosave' reflects the automatic routine and will tell you the turn it relates to. Finally you can manually save using any convention that is convenient to you – this can be particularly useful if you are playing more than one game at a time.

4.3.5. Multiplayer

To play *Kingdoms* multiplayer you must use the linked Slitherine forum. Start by selecting the multiplayer option, click on the option on the loading screen

Once you do this, you will be asked to log-in and provide your Slitherine forum password. Note that you only need to do this once, as the log-in routine will remember your details. Click on the tick to confirm. If you do not have an account you can set one up at this stage.

At this stage you can log into any games you have current, set up a challenge for other player(s) or opt to accept a challenge.

You will then be taken to the game set up routine. This will show you any current games you are part of, allow you to set up a game and invite other players (either anyone interested or by invitation) or to accept a challenge from another player.

If you want to accept a challenge, click on 'Accept Challenge' and the available options will pop up as:



Click on the game you wish to join and then on 'accept challenge at the bottom'

You will then see all the available nations in that particular game (note that this may be limited depending on how the game was set up). Select the nation of your choice, enter the challenge password (if one has been set) and proceed.

Once you accept a challenge, it will show up under initially under 'Accept Challenge' showing the faction you have chosen. The challenge creator will start the game once they have filled the factions as they desire and then the game will move to 'my games' and play can commence.



Once the game starts, it will be shown under 'my games' showing the game title, scenario, faction you are playing, the last player to have entered orders and the deadline for the next turn.

At the bottom, my turn will indicate if you need to input new orders, 'opponent turn' if you are waiting for the other player(s) to do so.

Choose the relevant game and click on the tick to play your turn.

This will load *Kingdoms* as normal.

The first screen you will encounter is the 'chat screen' where players may have left messages when they completed their last turn.

4.3.6. Quitting the Game

You can exit the game at any stage and have the option to return to the saved game screen, the loading screen or to exit completely.

At most stages you have the choice of doing this using the in-game menu or the standard windows approach.

4.4. The UI

By default when you open the game, you will see the main game map centred on your faction.

You can access a number of screens from here and alter the map display to help find the information you require.

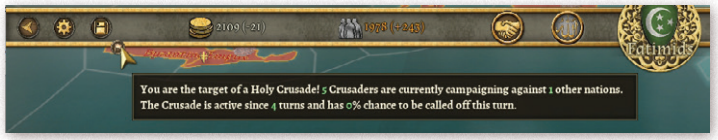
4.4.1. Top Row



From left to right, these options are:

OPTION	INFORMATION
Main Menu	Returns to the main menu
Options	See 4.3.1
Load/Save	See 4.3.4
Money	Automatically shows current total and amount estimated for next turn. If you hover the mouse over the icon a more detailed tool tip will appear. For more information see section 11.1.1
Manpower	Automatically shows current total and amount estimated for next turn (11.1.2).
Diplomacy	Opens the Diplomatic Screen 12.1
Faith	Tooltip indicates the religion of your dynasty, clicking on this opens the detailed religion screen. See section 13 for more information.
Nation Panel	Shield and name of your faction, clicking on this takes you to your Dynasty summary screen 4.6
Ledger	Clicking on this will take you to the in-game ledger described in section 18.
Regional Decisions	Clicking on this will take you to the screen with appropriate Regional Decisions. More information is in section 8.
Metal	Automatically shows current total and amount estimated for next turn. The Tool tip provides more information, see section 11.1.3.
Legacy	Automatically shows current total and amount estimated for next turn. Tool tip breaks this down into the various categories (Chapter 7).
Authority	Automatically shows current total and amount estimated for next turn. Tool tip breaks this down into the various categories (Chapter 9).
End Turn	Will trigger the end turn resolution where orders are executed and any combat takes place.
Turn Number, Year and weather	

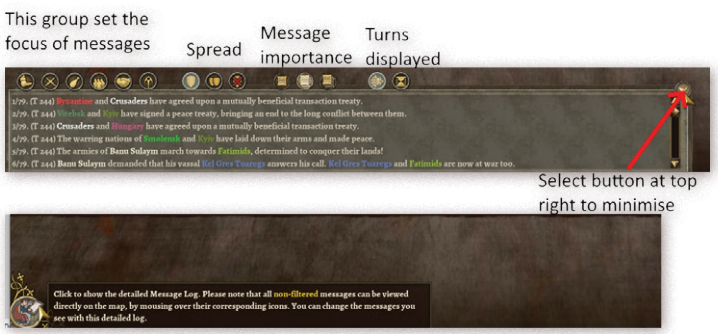
If there is a current Crusade or a Jihad (13.5) this will be shown as a small flag on the left hand side of the top row and will indicate who is involved and how long it has taken place.



Also if there are any diplomatic messages, ongoing wars or Peers of the Realm who might revolt or attempt a coup this will be indicated here.

4.4.2. Bottom left (message tab)

This can be found at the bottom left of the main game screen and can be swapped between minimised and displayed by clicking on:



When displayed you can filter which messages are shown using the buttons along the top.

The filters are:

- Unit moves and actions;
- Battles;
- Unit logistics;

- Regions and Provinces;
- Diplomacy;
- Nation – changes to culture and ruling family.

If none of these are selected then all the messages will appear on a single screen according to the next set of choices:

- Explicit/Broadcast – limits messages to your own nation or more generally;
- Allied – include messages that relate to your allies;
- Foreign – view messages unrelated to you or your allies
- Message Importance – you can use these three options to limit the messages shown to the most important, top and average or all;
- Message date – means you only see messages for the current turn;
- Message date – allows you to see messages from previous turns.

4.4.3. Bottom Right (mini-map and map display)



The mini-map can be used to move around the main screen as desired.

Above it are a series of options to amend the display of the main map. The tooltip indicates what the various on-map colours mean.

OPTION	
Find	Enter text to search the map area
Ownership	Any provinces in your Demesne are shown in light green. See below for information on how this will vary according to the choices on the set up screen.
Population	The numerical population (10.3.1) in each region is shown on the map
Supply	Regions where there are no supply problems are marked in green, those with enough for your army in orange, and those with limited supply in red.
Free Building Slots	Shows were either a province is currently building something, has vacant slots or has no vacant slots.
Loyalty	Shows loyalty, bright green is very high and bright red is a region with a high revolt risk
Movement	Shows the land or naval movement cost to enter a given region
Weather	A region enduring some form of harsh weather will be indicated
Domain	Shows the regions that make up a given Domain (10.3.5)
Trade goods	Shows what is produced where and any local shortages
Legacy	Colour coded to show how legacy is produced
National and Local Authority	The local authority of each region in your Demesne is shown as an on-map number. If your nation has a positive Authority (9.3) it is shown in shades of green, if this is negative in shades of orange
Political	Shows your relationship with other factions as a number on the map, colour coded to indicate if you are at war etc. with that faction.
Religion	Colour coded by majority religion in the province
Claims	Will show the regions to which you have a claim.

If no option is selected, the map will focus on providing terrain and weather information as:



4.4.4. Ownership

There are four different map modes and you can access and alter them from the set up screen as. In the examples below the game map is set to the 'ownership' display as this is also probably the most common display used.



Vassals with Liege Colour will see the map displayed as:



The advantage of this version is it easy to see the combined control of a ruler and their various vassals.

Vassals in their own colour will be displayed as:



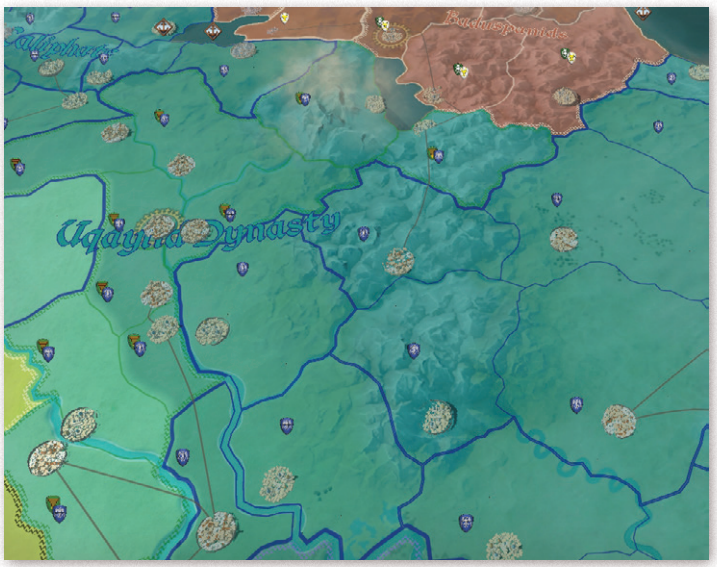
Note that vassals are coloured very slightly differently to their liege. In this case the vassals are a slightly deeper brown than the HRE directly controlled regions.



CoA (Coat of Arms) and Vassals in their liege colour as:

In this case the vassals of the Fatimids share their colour but are marked on the map by having two faction shields present.

CoA and Vassals in their own colour as:



In this case the vassals of the Seljuks are shown both by the two shields and being in a slightly different colour to their liege.

You can swap these as you wish and use the version that gives you information you particularly want to see easily.

4.4.5. On-Map

If you hover the mouse over a region then you will see a pop-up message with summary information. Just what is shown may vary according to the map mode you have selected (so if you are

using the religion map mode it will show the religious orientation of the region.



If you place the mouse over the actual urban centre of the region, the information will change to:



If you click on the region you will see the detailed regional display. This both provides more information and allows you to manage the population in each region.

More information on how to read this screen is in section 4.5.

Depending on closely you are zoomed to the map you will see the names of regions, provinces or states.

To zoom in or out when viewing the main map use the 'Page-Up' or 'Page-Down' keys on your computer or your central mouse control.

If a region has been conquered and the war is ongoing it will be displayed as:



In this case the current holder is shown with the legitimate ruler in brackets and the current holder will be the dominant colour. If the region is transferred as a result of a peace it will be shown as a legitimate part of that faction.

In addition events will be shown on the map. These can include revolts, new buildings or a series of changes.



Clicking on the relevant part of the message log (4.4.2) will take you to the region where the event occurred.

4.5. Regional and Provincial Management

4.5.1. Regions

The regional management tab can be used to both view key information and to manage the allocation of your population and the production of new buildings.



This shows a well developed region that is part of the Danish state. Other regions may have much lower population and far fewer completed buildings.

The screen is divided into several sections. On the top left are up to five buttons that will allow you to move to another screen.

Not all of these will be shown if the option is not available. From left to right these are:

- Province – Takes you to the Province Screen (4.5.2)
- Diplomacy – Takes you to the Diplomacy Screen (12.1)
- Unit Queue – Takes you to the recruitment Screen (14.3)

- Armies – Takes you to a tab that shows all the army(ies) present in the region (4.8)
- Trade Details – Takes you to the Trade Screen (4.7)

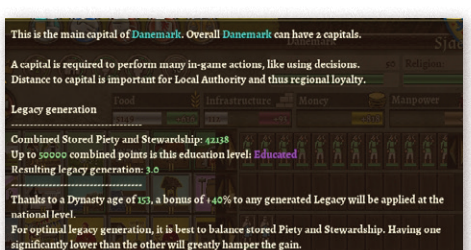
Below this are six shields and all of these will trigger a tooltip explaining the content if you hover over them.



The options are:

- Legacy Generation – how much stored piety and stewardship is in the region (7.3.2)
- Terrain – impact of terrain and of any adjoining regions
- Fortification Level – Walls, inherent garrisons and overall fortification value (11.4.1)
- Local Authority – LA value for the region (9.2.1)
- Loyalty and revolt risk – the tooltip will provide information on what contributes to the summary values. Note if the revolt risk is zero only the loyalty value will be shown
- Building slots – how many building slots have been used or are still available (11.3)

Note in this case, the region is also the provincial capital, hence the silver crown on the right. Other regions just have a simple shield and the national capital has a gold crown.



Hovering over this will produce important information about legacy generation in that region (7.3.2 and 9.4).

The centre contains 3 boxes on Population (10.3.1), Religion (13) and Culture (10.3.2). These will be coloured green (no problems), yellow, orange or red as an indicator that you need to take some actions. Mousing over each will bring up a tool-tip with more information.



On the right will be any factors (good or bad) that are currently affecting the region. This will be empty if nothing applies.



This region has problems. It is being affected both by a plague (10.4) and is in unrest. The combination of the two will serious lessen its value to its current ruler.

Below this is a row with province data. On the left side is a button that can be used to select a new building option. If something is being built the image will be shown here and if no building can be added it will show a 'X'. Current stocks and per turn production of Food, Infrastructure, Money, Manpower, Metals, Equipment, Piety and Stewardship take up this row. Again a tooltip will provide more information if you wish to dig deeper.



Below this are the current buildings and population assignment in the six categories. See sections 10.3.1 and 11.3.1 for more information on how to handle these.



This screen is primarily used for re-allocating your population between the viable categories. It can also be used to order the disbanding of existing buildings.

The game will prevent you from moving a population to a task where productivity is zero. So for example peasants cannot be assigned to commerce.

When planning to allocate a population unit to a task the tooltip will indicate the productivity. This can vary according to cultural or religious differences and sometimes due to the terrain of the region (food production will often be lower in hills or mountains)

So below two changes have been made, all the nobles are now allocated to the military line and that has reduced the Stewardship production per turn (the blue right hand indicator) but has increased the production of military equipment. Equally a number of peasants have been moved from food to infrastructure production with shifts of the per turn output in both categories.

The highlighted peasant has a productivity of 7 in the infrastructure category which is better than they previously had in agriculture.



4.5.2. Provinces

If you own enough regions then it can be formed as a province. This brings a number of advantages (10.3.5). The management screen will give you an overview of the provinces, what they are building and a summary of their values.

Any missing regions will be shown greyed out. If you place the mouse over these line(s) then the name of the missing area will be shown.



At the top will be buttons that allow you to access individual regions, diplomacy, raise new units, armies present and the trade screen. Again not all these will show in every instance.

On the left hand side will be an image of the current Peer of the Realm (9.5.4) and their traits (9.5.1 and 9.5.6). Mousing over this will bring up more information and how those traits actually affect the region.



In this case the governor improves local authority (9.2.1), allows the realm to hold more demesnes than its notional limit (10.1.1). gives a bonus to newly recruited units and is particularly effective at converting those of another faith (13.1.3). That he has a further benefit in terms of stewardship (9.2.1, 9.4 and 11.9) is a further benefit as is his loyalty (10.2) while he would be a very poor army commander in any case (14.1).

In the centre will be an indication of average provincial loyalty (the tooltip will show you each individual region). Next to this will be population, religion and Culture and on the right any short term events such as plagues that are affecting at least one region.



You can also see which province(s) are affected by these events, in this case it is Venice itself.

Below this is an image of the regional military unit that can be recruited.

Current per turn production of Food, Infrastructure, Money, Manpower, Metals, Equipment, Piety and Stewardship take up most of the central row.



Below this are a series of icons that can be used to automate production and population management in the province (10.3.5).

The main section will show current population and any production of the constituent regions. Again mousing over a given region will provide more detailed information, in this case for Venice as:



4.6. Realm Summary and related tabs

This is a particularly important screen and much of the detail is discussed later in the manual. You access this screen usually by clicking on the icon at the centre of the top row:



The main screen has a number of clickable icons that take you to more detailed screens, including the current type of your faction (6.2 and 6.3) the name of your ruler (9.5.2) (hovering the mouse over this will provide more detail), your current authority and legacy scores.

You open with the 'overview' version of the screen and the other 5 tabs allow you to access more specific information.

Below this is a series of summary statements as the status of your realm.



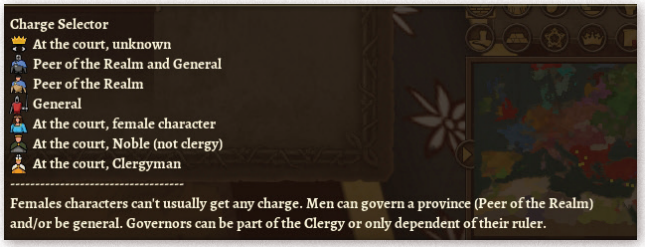
Clicking on the ruler image will take you to the character screen.



More information about how to read this screen is in section 9.6 as it mostly relates to managing your dynasty but you will also have information about characters not related to your ruler.

If you currently have an heir to throne among your children their name will be shown in a gold font.

The character display can be varied to show loyalty, their health, their current role (charge) and their current wealth. As usual a tooltip will tell you how to interpret the information, as:



Cancelling this screen will return you to the main nation tab. The other tabs will bring up specific more detailed information. So under traits you will find both those related to the faction (left hand side), those related to buildings or other decisions (middle) and those related to the ruler (right hand side).



The net effect of all these can be seen on the summed abilities tab.



Reports and Decisions will often be blank. Since this is Byzantium with a number of special rules (15.1) there are more reports than normal setting out the steps to regaining the glories of ancient Rome (15.1.3).



4.7. Trade Goods

There are various ways to see the trading dynamics including through the appropriate map mode (4.4.3), the ledger (18.5) or from this screen which can be accessed from the regional or provincial tab.



Section 12.6 covers the trading model in the game and how this interacts with both production and usage of goods.

At the top this screen will show you the import and export costs of the region and the net effect on your overall cash flow. Below this it will show the trade goods that are naturally occurring in the region and those that are produced by buildings in the region.

Hovering over one of these will bring up a pop-up that shows the trade value, how it is produced, the buildings that need it as a core good and those that use it as a bonus item (12.6.2).

Below this is a list of the currently imported trade goods and any that are used in non-bonus production. In this case the cost will be shown on the icon and hovering over you will see what building uses the good and what steps you can take to create a source (12.6.1)



The bottom rows are divided into missing trade goods and missing bonus trade goods. Section 12.6 covers this distinction in more detail but as a brief summary:

- A missing trade good will cost you money as it is replaced (thus too many and the region will be economically worthless);
- A missing trade bonus means you will not gain that bonus, so there is no cost as such, just a loss of potential income.

At the foot of the screen is the trade range and trade acumen.

See section 12.6 for a fuller description of the trading model and the difference between 'needed' and bonus trade goods.

If you access this tab from the provincial screen it will open at the provincial capital tab.

4.8. Armies

4.8.1. Composition

Left clicking on an army (which can be as small as one unit) opens the army tab as:



On the left hand side is the current location (and, as in this case, destination if the army is moving), commander (if one is appointed) and their statistics and summary data on combat power, food usage and speed. Across the top are a series of orders that can created (4.8.3). The central block shows the units currently in the army. These are grouped by roughly equivalent types.



Hovering over one of these will bring up more information about that particular unit.

So in this case we know the unit is cavalry, part of your Standing Army (14.4.2), can take on a support role in a battle (16.1), has an aggregate combat power of 39, has no hits (it is at full strength 4/4) but has lost some effectiveness (4/5).

Hovering over the counter and pressing 'cntrl' will bring up a detailed tab. This will break down the broad summary values for that unit, show where it might be most powerful, if it has any particular attributes and how much money, metals and manpower are needed to keep the unit at full strength,



So we now can see the unit is better in field battles than in a siege, it has both ranged and melee attack capability (which is why it can sometimes be a support unit). We

can see the cost per turn (and that there is a discount of -1 on the money cost). It has two attributes it can 'charge' and is 'steady'. It has also gained from an earlier decision to improve cavalry units, in this case by the Duty to Bear Arms (14.3.1).

4.8.2. Stacks

It is far better to organise your units into a single stack rather than have multiple small stacks. Mainly as only one such stack will be in charge during a battle and any others will have the -1 malus for having 'recently joined' the leading stack.

Each stack will show the aggregate combat power of all the units in that stack, the supply usage (green if ok, yellow if there are not enough supplies in current region, red if the stack is out of supply) and its movement speed (the slowest unit in the stack will determine this).

To split a stack, select one or more units (by left clicking) and the units will be moved to a either a new stack or merged with an existing one.

To merge stacks, either select the stack tab, click on merge and then click on the stack you wish to merge that stack with. Alternatively you can select individual units and merge these with a different stack.



To create a new stack, select unit(s) and click on new and the unit(s) will move to that stack.

In this case the 3 infantry units have been selected (they are outlined in a lighter colour) and can now be split into a new stack of their own or merged into an existing stack (if another is already present).

> You might want to do this to speed up the movement of the cavalry element or if some of the units had been badly weakened in a recent battle.

As a warning if you want to delete units move them to their own stack first. Delete will remove all the units in the selected stack, not just any you might have highlighted..

4.8.3. Orders

To order an army to move, left click on the unit and then right click on the target region, this order can take more than one turn to execute.

It is possible to build a move order region by region so you can specify the route taken, otherwise a unit will take the quickest route available. To do this, move it one province and cntrl+left click, carry on doing this until you have completed the order or are content to let the automatic selection take over again. Using this routine you could feasibly order the army to move in a circle.



Confirm an order by right clicking.

The arrow will provide information about the nature of the route. Green is with no river crossing, light blue involves a river crossing and dark blue means using navel transports (14.5). A red arrow tip indicates the army will merge with another army when it reaches its destination or attack an enemy army (if that has been selected as the target). In this case if the enemy moves away your army will follow it.



In this image, two Fatimid armies are being moved. The larger one will take 3 turns to reach its target (mainly due to the underlying terrain), the other has been ordered to attack an enemy army in the adjacent region.

The small numbers indicate how many of the army's movement points will be consumed in each step of the journey.

In addition to movement and army management it is possible to give orders that are situational.

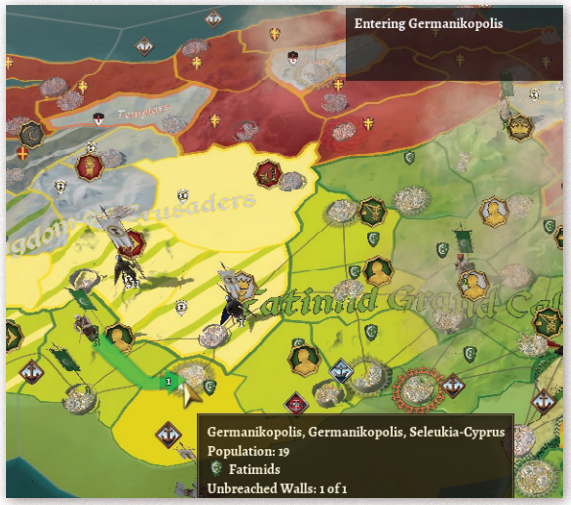
Assault means the army will seek to storm a besieged fortress in the next combat/movement phase (16.3). If this is combined with a move order the fortress part of the targeted region must be directly selected. You will be told you have ordered an assault.



Here the army has not just been ordered into Myra (which might provoke a field battle with local forces) but to try to storm the fortress on arrival. This can be a risky move as you may well not know how strong the local garrison is but clearly can speed conquest.

Garrison can only be chosen in a friendly held region with at least level 1 fortified walls and will ensure the unit ends its turn (so it can be combined with a move order) inside any suitable fortified structure.

If you want to garrison a different region, again combine a normal move order and directly target the population centre. You will be told that your force will enter the city on arrival.



Pillage, for most units, is limited to standing in a region that is disloyal. The result will be perhaps some money, to damage the local economy and lower any residual loyalty to your King.

Retaliation is similar but involves raiding an enemy held region. In this case select retaliate and then order the unit to enter the target region, it will do so and return to the starting region after carrying out the order.

Disband will disband the army and all its component units. Note that to disband a fleet it has to be actually in a port not at sea. This also applies to ground units being transported at sea.

4.8.4. Combat

Combat can occur either by accident as two armies meet in the same region or by targeting an enemy army (in which case your army will try to follow that target if it moves away).

The 'defending' army is defined as the one present in the region when the battle occurs. This can be because they started the turn in that region or entered it first. If both armies enter in the same movement sub-phase (16.1) then attacker and defender is determined randomly.

Once a battle occurs you can opt to watch it in detail using the Kingdom's combat system, simply review the summary chart, or skip and proceed to the next impulse. It is also possible to export land battles (not naval or sieges) to *Field of Glory: Medieval*.

All the details on these options can be found in sections 16.1.1 and 16.5.

4.9. Re-arranging Windows

You can re-arrange the various screens you may have open at any time by clicking on the brown header at the top of each window and moving the screen to where you want it. Your choices will be used every time that screen is opened.

This is very helpful if you are looking to compare information across several screens.





5. Weather

The weather system in *Kingdoms* is relatively simple. Every fourth game turn will be treated as a harsh turn (with this creating snow or desert storms depending on the region). In this case no movement can take place into mountainous regions and movement and combat in other types of terrain will be affected.

Movement in desert regions is also prevented when hot summer weather occurs and creates a sandstorm.

You will be warned the turn before a harsh weather turn so you can plan your operations accordingly. Poor weather will increase the maintenance cost of units that are not in regions owned by the player.

Note that some regions may experience severe weather even during the normal weather turns.

6. State Name and Progression

The full description of your faction indicates key information. Over time this will change as you progress or decline as you gain or lose Authority (9.1).

In each case, you progress or regress in a structured manner (6.3). At worst, regression can see the complete collapse of your faction.

There are two parts to the naming conventions. A given faction will be called something like a 'Stable Petty Kingdom'. This varies according to the current stability of the faction, its ethnic/religious/geographical location and its relative level (6.3).

6.1. Stability

This ranges from Fragmented, Unstable, Young, Stable, Ascending.

At the lower end of the scale, the regime is described as 'breaking up' and faces penalties to regional loyalty, authority and military expertise. Similar penalties apply to an unstable regime but these are less harsh than at Fragmented.

In most cases, any regression will trigger an unstable state at the very least.

If the state is 'ascending' then it gains substantial bonuses but also has some problems as some elements resist progress and wish to keep to their old verities.

'Young' is used when a state first progresses to a higher tier and has slightly different progression or regression rules depending on the level.

6.2. Type of State

Every state has a government level and these are split into three Civilisation Tiers.

These are called different things according to the geography, ethnicity or religion of the state and the first group captures a wide range of actual titles and historical roles. In turn these are sub-divided into secondary tiers that determine progress and regression, the size of demesnes (10.1.1) that can be held and any specific game rules that may apply.

6.2.1. Civilisation Tier I

There are two levels in this group, the list below gives some idea of the likely titles (but it is not exhaustive).

FACTION TYPE	LEVEL 1	LEVEL 2
Pagan/Nomadic Tribe	Minor Chiefdom	Chiefdom
Italian City State	Municipality	Commune
Western Europe (Feudal)	County/March/Marquisate	Duchy
Rus	March	Duchy
English	Earldom	Duchy
Irish	Tuath	
Scottish	Mormear	
Military Order	Commandery	Bailiwick
Byzantium	Tourma	Theme
Balkans	Banate	Voivodeship
Non-feudal	Judicat/Fylki/Republic	
Spanish	Condado	Gran Condado
Arab Muslim	Taifa/Sheikdom/Wilaya	Emirate
Turkish Muslim	Beylik	Atabegate
Religious	Minor Sect	Sect
Tyranny	Petty Tyranny	Tyranny

The actual key variables are different according to the title, so a level 1 pagan chiefdom is not the same as a level 1 March in the Holy Roman Empire. In particular the Demesne size before adverse events occur and the Demesne size needed to progress to the next level are different.

6.2.2. Civilisation Tier II

Again this category is divided into sub-sections and these have different titles and attributes depending on region, ethnicity and/or religion. For convenience, the level numbering starts at #3 as this makes it easier to cross-reference later in the manual (in

particular in regard to progression and regression). Some of the main titles are:

FACTION TYPE	LEVEL 3	LEVEL 4
Pagan/Nomadic Tribe	Tribes	Great Tribes
Italian City State	Principality	Maritime Republic
Western Europe (Feudal)	Minor Kingdom	Kingdom
Rus	City State	Principality
English	Minor Kingdom	Kingdom
Irish	Minor Kingdom	Kingdom
Scottish	Minor Kingdom	Kingdom
Military Order	Chapter	Order (can't progress past this level)
Byzantium	Catepanate	Fractured Empire
HRE	Minor Principality	Principality/Fractured Empire
Non-feudal	City State	Principality
Spanish	Reino Minor	Reino
Arab Muslim	Minor Dynasty/Sultanate	Dynasty/Grand Sultanate
Turkish Muslim	Sultanate	Grand Sultanate
Papacy	Holy See	
Independent City or Feudal Realm	City State	Principality

The actual key variables are different according to the title, in particular the Demesne size before adverse events occur and the Demesne size needed to progress to the next level are different.

6.2.3. Civilisation Tier III

The same pattern is repeated at this level, again with sub-sets. Some ethnic/religious groups have three sub-levels and others only two. Mostly those based on some form of feudalism have 3 sub-levels.

FACTION TYPE	LEVEL 5	LEVEL 6 (IF USED)	LEVEL 7
Pagan/Nomadic Tribe	Khanate		Khaganate
Italian City State	Merchant Republic		Merchant League
Western Europe (Feudal)	Monarchy	Unruly Empire	Empire
Rus	Monarchy	Unruly Empire	Empire
English	Monarchy	Unruly Empire	Empire
Irish	Monarchy	Unruly Empire	Empire
Scottish	Monarchy	Unruly Empire	Empire
Informal States	Confederation		Grand Confederation
Byzantium	Flawed Empire	Unruly Empire	Empire
HRE	Flawed Empire	Unruly Empire	Empire
Non-feudal	Federation		Great Federation
Spanish	Monarchy	Unruly Empire	Empire
Arab Muslim	Caliphate		Grand Caliphate
Turkish Muslim	Caliphate		Grand Caliphate

6.3. Progression and Regression

For each combination of stability and type, a state can either progress or regress to a single new combination (6.3.3).

So for example, an unstable Duchy (i.e. a level 2 Feudal faction) can progress to an Stable Duchy or regress to a Fragmented Duchy.

Note that moving up a level, say from 1 to 2, means the state is described as 'Young'. In that case, at each level, the options are slightly different but at level 2 any subsequent regression leads to state collapse.

6.3.1. Named Regions

A complication in some cases is that to reach a higher level, you will need both the indicated number of regions and a particular province. So for example, to move to Civilisation Tier III as a Rus faction you need to hold Kiev in addition to meeting other criteria. Any relevant regions are listed in the appropriate nation panel.

Losing the historical region will force you to regress regardless of other issues. So if Byzantium (Eastern Roman Empire) loses Constantinople it will revert to being the Despotate of Thracia and lose its Empire status. However, it will retain its Empire status as long as it retains Constantinople even if it no longer holds the required number of regions (so losing regions, as such, will not cost you your status).



This is taken from the HRE nation tab. The relevant Kingdom has been founded (15.2) as it holds Prague.

See section 10.1.3 for more on the particular *Kingdoms* that can be created.

6.3.2. Demesne Size

In addition to progress tokens you need to meet the rules for Demesne size (10.1.1) in order to progress. The required size will change between levels (so from #1 to #2) but not within a level. So if a given faction needs six regions to enter level 2, it only needs to meet the demands for level 3 when it has also reached ascending status.

This has a couple of important implications. First, once you are say a Monarchy, you do not need extra regions until you are ready to progress to the next level. Second, given you gain authority for being below demesne size and lose it if above, this may suggest a wider strategy of progress and then consolidate rather than seeking extra gains immediately.

6.3.3. Civilisation Tier I

If your state is currently in level 1 the options are:

LEVEL	STATUS	PROGRESS TO:	REGRESS TO:
I	Fragmented	Unstable	State Collapses.
I	Unstable	Stable	Fragmented
I	Stable	Ascending	Unstable
I	Ascending	Young – Level 2	Unstable

If your state is currently in level 2 the options are:

LEVEL	STATUS	PROGRESS TO:	REGRESS TO:
2	Young	Stable	State Collapses.
2	Fragmented	Unstable	State Collapses.
2	Unstable	Stable	Fragmented
2	Stable	Ascending	Unstable
2	Ascending	Young – Level 3	Unstable

6.3.4. Civilisation Tier II

If your state is currently in level 3 the options are:

LEVEL	STATUS	PROGRESS TO:	REGRESS TO:
3	Young	Stable	Young (but note there is now a risk of civil war).
3	Fragmented	Unstable	Stable level 2 (i.e. regress to the lower level but regain stability).
3	Unstable	Stable	Fragmented
3	Stable	Ascending	Unstable
3	Ascending	Young – Level 4	Unstable

If your state is currently in level 4 the options are:

LEVEL	STATUS	PROGRESS TO:	REGRESS TO:
4	Young	Stable	Stable level 3 (so reverts to a lower level).
4	Fragmented	Unstable	Stable level 3 (i.e. regress to the lower level but regain stability).
4	Unstable	Stable	Fragmented
4	Stable	Ascending	Unstable
4	Ascending	Young – Level 5	Unstable

6.3.5. Civilisation Tier III

If your state is currently in level 5 the options are:

LEVEL	STATUS	PROGRESS TO:	REGRESS TO:
5	Young	Stable	Stable level 4 (so reverts to a lower level).
5	Fragmented	Unstable	Stable level 4 (i.e. regress to the lower level but regain stability).
5	Unstable	Stable	Fragmented
5	Stable	Ascending	Unstable
5	Ascending	Young – Level 6 or 7	Unstable

As in section 6.2, not all factions progress to level 6, some skip this stage and move to level 7.

If your state is currently in level 6 the options are:

LEVEL	STATUS	PROGRESS TO:	REGRESS TO:
6	Young	Stable	Stable level 5 (so reverts to a lower level).
6	Fragmented	Unstable	Stable level 5 (ie regress to the lower level but regain stability).
6	Unstable	Stable	Fragmented
6	Stable	Ascending	Unstable
6	Ascending	Young – Level 7	Unstable

If your state is currently in level 7 the options are:

LEVEL	STATUS	PROGRESS TO:	REGRESS TO:
7	Young	Stable	Stable level 5 (so reverts to a lower level). Note in this case the regression is back to being a Monarchy.
7	Fragmented	Unstable	Stable level 5 (ie regress to Monarchy but regain stability).
7	Unstable	Stable	Fragmented
7	Stable	Ascending	Unstable
7	Ascending		Unstable

6.3.6. Advantages and Disadvantages of Different Tiers

The obvious advantage to the different tiers is the expanded demesne size (10.1.1). Ascending (6.3.7) can give both advantages and disadvantages and if you reach level 7 and ascending you can benefit from a short lived Renaissance (6.3.8).

In addition, if you are in tier 3 then you will have one extra building option if you play an edict (11.3), an extra non-dynastic character for every 50 owned regions (with a minimum of 1) and an additional capital building will be available. On the other hand your Court Expenses will increase (11.1.1) reflecting your more sophisticated administration.

Diplomatic interaction between tier 1 and tier 3 factions will tend to favour the latter.

Trade ranges (12.6) and the number of RGD that can be stored (8) will vary according to tier as:

TIER	TRADE RANGE	MAX STORED RGD
1	+0	12
2	+1	16
3	+2	20

A tier 1 faction has an increased (5%) chance of a civil war when the current ruler dies (9.6.1).

6.3.7. 'Ascending' Status

If, at any level, you are 'ascending' there are a number of changes to underlying dynamics, including:

- +35% legacy
- +5 loyalty in each region
- Revolt risk increases by 15%
- -10% Stewardship
- -15% Authority
- +2 allowed characters in the pool
- -75% cost in declaring war on others

This applies regardless so an ascending Minor Chiefdom gains these as much as an ascending Caliphate. Also these benefits are not time limited and will last till your faction progresses or regresses.



This makes the ascending state complex to manage. If possible the best advice is to ensure you can progress to the next tier before entering it as the lower stewardship and authority will undermine your realm.

6.3.8. Renaissance

If a faction is at the top of tier 3 and gains 5 progress tokens it will enter a 20 turn Renaissance. This will provide faction wide benefits in terms of legacy gain, piety and the chances to convert other religious groups.

All the existing tokens will be removed but the Renaissance can be repeated as many times as a faction can regain 5 progress tokens.

6.4. Tokens and Realm progression

You can only progress to the next level if you have enough tokens and regions, as indicated in the Nation Panel. You can progress within a level simply by acquiring sufficient tokens.

Negative Tokens are named 'Disorder Tokens'. Positive Tokens are named 'Authority Tokens'. You need 5 to progress or regress to the next Realm.

Tokens are NOT gained (or lost) when you gain or lose a Claim. While this may see you gain or lose authority the effect is indirect. At every stage what matters is how you compare to other factions and where you are sorted into the three tiers against other nations (9.3).

If you have previously played Field of Glory:Empires this is an important difference.

But note that losing a claim will cost you authority and that may well make it harder to gain progress tokens or avoid the risk of negative tokens.



7. Legacy

7.1. Winning the Game

The nation with the highest Legacy amount on the last turn of a scenario or campaign wins.

In a campaign, it's also possible to win by 'Sudden Death' if you have three times (or double if the quick game option is checked) the Legacy Points than the 2nd placed faction, at any turn past the first 100 turns.

7.2. Other benefits of Legacy

Legacy also gives benefits during the course of the game. If you are among the top 10% nations, in terms of historic legacy production, then you have more chance (+5%) to gain a progress token and less (-5%) to gain a disorder token. If you are in the top half, these values are +3% or -3% respectively.

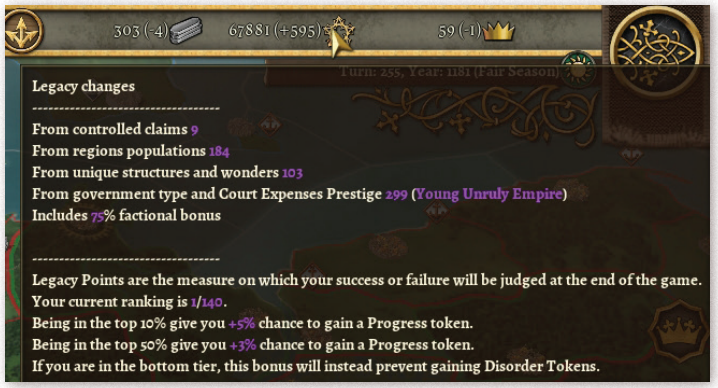
In addition, legacy helps with reducing the costs of some regional decisions (8) and in diplomatic interactions.

7.3. Sources

7.3.1. National

At the national level you gain legacy based on the regions you hold, if you have a claim to these regions (12.1.3), your government type (6.3), the age of your dynasty (9.6), some special buildings (11.3) and taking some decisions and reforms.

The current legacy can be accessed from the top screen as:



The numbers in the top row are your current legacy (6788) and an estimate for what you will gain in the next turn (595).

You can also see your current legacy as part of your nation panel (4.6).

The age of your Dynasty (9.6) is important because as it ages it becomes more important in history and in terms of its interaction with other states. In turn this affects the speed of legacy gain so a new Dynasty actually has a 50% penalty but one that is 150 years old will have a bonus of 200%.

Your Dynasty age is reset to 0 if your heir does not ascend the throne due to losing a civil war or are overthrown by a coup (or if you do not have a legitimate heir).

You can also see a summary of the legacy position at the end of the turn processing routine as:



In addition, one of the tabs in the ledger summarises this data and allows you to see other factions (18.10).

7.3.2. Regional

The legacy gains for individual regions are dependent on both your accumulated Stewardship and your accumulated Piety. You can find the current values in the region tab as:



These two values are combined to give a weighted average. In turn this produces the legacy level (ranging from 0-7) for that particular region. This value can be found by mousing over the shield icon on the left of the screen:



This calculation takes the two values and weights the lowest at 3 – so the lower value can significantly depress your average if the two are very different.



In practice this means that the best solution is to try and balance the two variables as ignoring one will undermine the potential gains of the other.

This combined legacy score is also described as Education (9.4) running from Backward to Savant (acquired if the score is 7 or more).



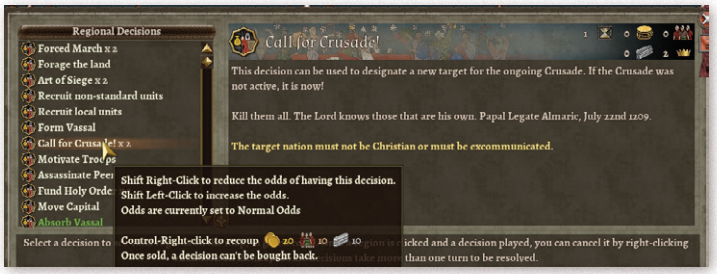
8. Regional Decisions (RGD)

These are an important part of gameplay and can affect almost all aspects from religion, to raising armies, to the assassination of nobles and kings.

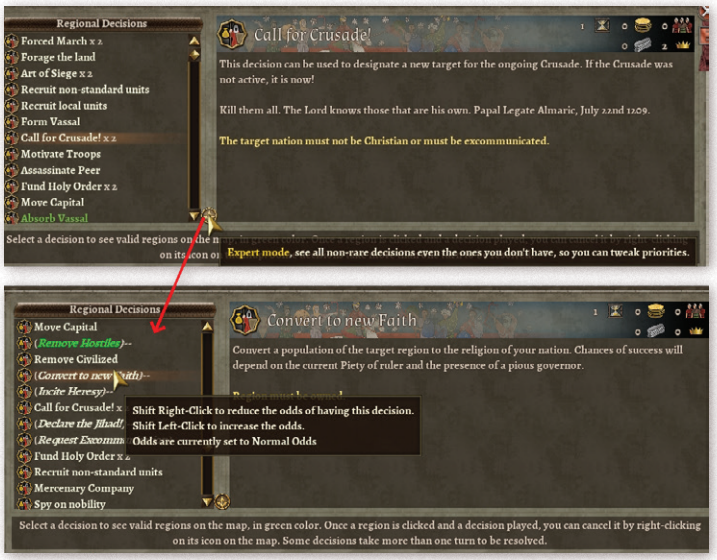
At the start of the game each faction will be allocated one or two RGD. This may be very specific to likely gameplay in the opening phase for that faction so think carefully before you decide to sell these.

You can store RGD for later when you might need them (typically those relating to the raising of new troops or how you wish to handle vassals). The number you can hold is determined by your civilisation tier (6.3). If you are in tier 1, you can store 12, tier 2 allows 16 and tier 3 allows for a maximum of 20. If you are allocated a new one in excess of these totals an existing one will be randomly removed.

If you do not want to store, or use, a given RGD it can be sold for a varying range of money, metal or manpower.



Most regional decisions are generated randomly (subject to the rules above) but some are triggered by constructing particular buildings. The building tip will indicate this but for example the 'Trou de Loup' temporary fortification gives a chance of gaining the 'remove hostiles' RGD.



You can amend the probability of gaining a given RGD in one of two ways. If one is available clicking on it can shift the chances from their base line to make it more or less likely it will be proposed in the future.

Alternatively if you select the " option at the bottom you can amend the likelihood of almost every possible RGD.

For those of you not versed in Bayesian statistics it is worth bearing in mind this will change the base rate for a given decision. So if it is already set to be rare making it more likely still means it will not appear very often. Equally one that may appear quite often will still appear even if you set the chance to low.



9. Running Your State: Authority and People

Authority is a critical concept in terms of the development of your realm representing the power and legitimacy of your regime.

You gain progress tokens or disorder tokens depending on your (national) Authority rank/tiers (9.3) compared to other nations.

It is possible for a given realm to have negative authority so the maximum feasible range is -100 to +100.

9.1. Authority

You can see your current Authority from the tool tip on the right hand side of the main screen.

The tool tip will also indicate the key variables. Various traits, from your ruler, faction or buildings can alter the rate at which you gain Authority. The sum value of all this can be found on the nation panel (4.8).





The speed of gain of authority will slow once you reach 60 and even more so when you reach 75.

There are a lot of ways to gain or lose authority but the main dynamic is your demesne size relative to the notional limit.

9.1.1. Gain of National Authority

The easiest way to gain Authority each turn is to be under your Demesne limit (10.1.1). The more you are below this value, the more authority you will gain. Note your demesne limit is mainly set by your current government type but is influenced by the number of vassals, how many provinces you have formed and the overall competence of your ruler and your governors.

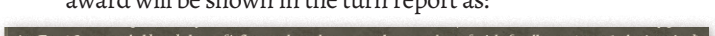
This is calculated as 0.1 per region up to 10 regions below the notional cap (so the bonus cannot be more than +1 in any circumstances).

In addition you can gain authority from:

- Some will be derived from your Palace building



- From various Military and Stewardship buildings, in particular larger castles will give a chance of a random allocation of up to 3 authority points per turn (the value and chance of this will depend on how many such castles are in your realm). Any such award will be shown in the turn report as:



- Any region that that has more than one noble will possibly grant +1 Authority in a given turn. This can only happen if your overall authority is less than 75 and can only yield a maximum of one such gain per turn. The test is to select one of your regions at random and if there is more than one noble in that region you have a 35% chance (per extra noble) to acquire one authority point;
- Events may award (or cost) you extra Authority;
- You can gain (or lose) authority due to the impact of the control of the various holy sites (13.5.2) and if your piety is high enough (13.2.1);
- If you chose to join a Crusade or a Jihad you can gain authority if any of your units take part in a battle against the designated target. See 13.5 for more information on how Holy Wars work;
- Winning battles (the reward will depend on the size of the encounter) and will be larger if your ruler led the army;
- Fending off a raid (resulting in a major failure from the attacker) is +2 Authority. Being very successful in a raid is +1 Authority;
- If you capture a region where you have a claim, the gain in authority will be variable according to your current authority score. The variables are 10 if you have 0 or less Authority, 5 if less than 50, 3 otherwise;
- Killing an enemy general or ruler in battle will yield from 1-5 Authority depending if it is a general or their actual ruler;
- If you capture an enemy capital this will yield between +3 to +10 Authority

Note that the total gains from specific buildings is limited to 2 plus double the Ruler's combined AMP values (9.5.1). So if they are collectively 9 (say 3-3-3 or similar) then the per turn building value will be capped at 11 regardless of how many eligible buildings have been constructed.

9.1.2. Loss of National Authority

There is a penalty for exceeding your Demesne limit and this is more or less harsh depending on your faction type. So, for example, a Nomadic horde will face a higher malus per extra region than an Italian Merchant Republic (but in turn can be larger before any penalties apply).

The penalty is calculated as -0.2 per region over the limit up to a feasible maximum of 20 regions (so the penalty at worst will be -4 per turn).

Losing a battle will cost you authority, especially if you lose Standing Army (14.4.2) units. In addition if your general is killed in a battle you will lose 2 authority (and the other side will gain 1). If it is your ruler who is killed you will lose 5 authority and they will gain 5 (these losses also affect overall warscore).

If you are raided and this results in a major success for the attacker you will lose 2 Authority. If the raid is very successful you will lose 1 Authority

If you lose a region where you have a claim the loss in authority will be variable according to which tier you are in. If you are in the low tier the loss will be 5, the mid-tier 10 and the upper tier will see you lose 20.

In combination with the variable values for gaining a region with a claim note that the effect of capturing and losing such a region may well not be neutral, especially if they happen relatively quickly.

Enemy claims on your regions will usually cost you some authority. The chance for each such faction is equivalent to your current Authority so the actual penalty may vary from turn to turn.

This will be avoided if they are an ally, vassal or if you have positive relations.

So if a friendly faction has claims in your realm there will be no loss of authority but rapid expansion may well trigger claims by hostile factions.

When a ruler dies, some of the realm authority is lost. However, this is not always a problem as it can be used to reduce any negative authority.

This is on purpose to allow a partial reduction of existing problems (a valid strategy would be to assassinate your own ruler if you seek this effect).

The actual loss of authority will vary between -10 and +10 with this dependent on your current progress tier (6.3) if the new ruler is strong or weak (9.6.2).

If your ruler is assigned to lead an army your overall Authority will be reduced by 0.5 due to having the 'ruler in the field. The region he is in will enjoy a large bonus in local authority though.

Conquering and pacifying captured regions will cost some authority until any subsequent unrest settles down.

If you are excommunicated (13.3) this will cost you 10 Authority. This penalty is reduced for the HRE faction (15.2).

In addition some National Authority is lost each turn to reflect the problems of governance in this era. The volume of this loss will be related to realm size, type and ruler attributes and is described as 'seditious nobles' on the relevant tool tip.

9.1.3. Spending National Authority

You can spend some of your national authority if you desire a very specific building to be produced in a given region. This option can be accessed via the edict option on the build menu (11.3).

Depending on the target, declaring war may cost you authority. You can see the cost if you hover over the relevant line in the diplomacy tab:



If the liege calls a vassal into a war, they do not pay any authority costs.

You can also spend authority as part of the cost of various national or regional decisions (8). In addition, diplomatic transactions may cost you some authority, in particular if the option to transfer combat unit types is selected (12.1.5).



As a general point, Authority exists to be used. Once you are avoiding negative tokens, there is no particular reason not to spend it. If you drop out of the top tier, you can often regain that status if the reason was enacting a particular regional decision or using an edict to gain a building.

9.2. Local Authority and Loyalty

9.2.1. Deriving Local Authority

Each region has a local authority value (LA). This is used for various things, including unit cost and base loyalty of the region.

This local authority derives from your National Authority and this will decay with the distance from your capital.

You can improve on this in two ways.

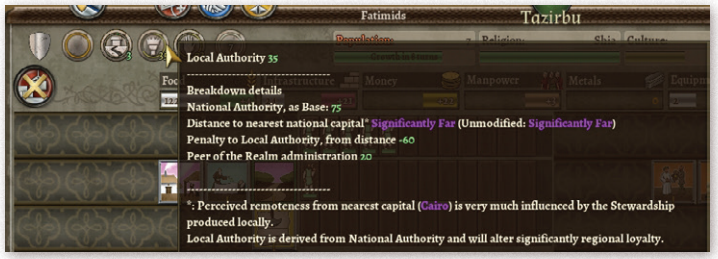
First the administrative value (9.5.1) of a local governor produces local authority. You gain +5 Local Authority for each such value.

Stewardship points (mostly from buildings and assigning nobles to the stewardship task) also help raise local authority.

In turn it does this by reducing the notional distance to the nearest capital, so sufficient stewardship could reduce this to 0 (and then the region is treated as having the National Authority).

Stewardship is thus particularly important if you either have low national authority or in a region some distance from the capital.

The tooltip in the regions tab will indicate the current local authority in a given region and how this is affected by the value of the National Authority, reduced by distance and compensated by stewardship.



You can also see this from the relevant map mode. Within your own realm, you will see the local authority of each region shown on the map, as:



Elsewhere the faction colour will indicate its current national authority and the value in a given region can be accessed by mousing over that region, as:



9.2.2. Local Authority, unit cost and corruption

Units cost more in regions with low (local) authority up to +100% in Money, representing the efforts to form an army in regions where authority is lacking.

Low local authority might encourage the Peer of the Realm to embezzle some of the income.

9.2.3. Local Authority and Revolt Risk

Local authority is an important part of the calculation of revolt risk in a given region.

At 100 Local Authority, you receive 100% of your Base Regional Loyalty. With 0, you receive 50% of it. Local authority is always treated as 0 or better for purposes of loyalty determination.

As above, one effect of stewardship is to reduce the distance to capital effect on local authority.

To calculate the interaction of local authority and revolt risk, the following factors come into play.

- For most nations the base loyalty is set at 100 but this can vary according to faction.
- So if Local authority is 100, then regional loyalty will start at 100.
- If local authority drops to 25 then regional loyalty starts at 62.5.
- If it is zero, then regional loyalty starts at 50.
- If it is -50 then regional loyalty starts at 43.75 and if it is -100 (the lowest possible) then regional loyalty starts at 38.

In addition Piety also contributes to loyalty with a maximum value of half the base loyalty and every 2 points of piety adds one point of loyalty. In effect piety can never add more than 50 loyalty points.

Loyalty is lost according to the population in the region.

If the population point does not share your religious group, then their contribution to unrest will be higher.



You can see the current loyalty (and reasons for this value) in the regions tab as:



> In general regions some distance from your capital will be less loyal. You might want to hand over control to a vassal to offset this problem.

If loyalty drops below 50, then there is the chance of a local revolt.

Note that both revolt risk and loyalty can also be affected by particular buildings, regional decision, events such as plagues and war-weariness.

9.3. Relative Score (Authority Ladder)

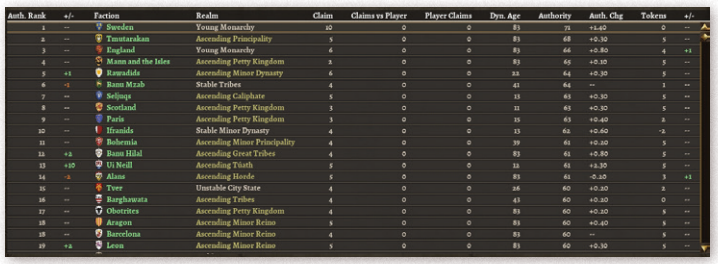
Your current authority is compared to other factions to determine your place on the Authority Ladder and in turn this determines if you gain positive or negative tokens.

Depending on the group you are in, you may gain or lose progress tokens. In the lower tier there is a risk of a disorder token. This will increase if you are both in the lowest tier and have negative authority. Equally the chance can be reduced, or increased, depending on your current legacy total (7.2)

You can find your current position on the 'Authority and Disorder' section of your nation tab. The related mouse-over will indicate your current chance to gain a token. This screen will also be displayed each time you run a game turn. This will centre on your faction but you can scroll up and down as you wish.



You can view relative authority at any time from the ledger (18.9). Countries in the top tier are shaded in green, those in middle tier are white and those at the bottom are shaded in brown.



9.4. Stewardship, Piety and the Education Value

Each region has an education value based on the weight of stored piety and stewardship.

The ratio of the two is critical in terms of how they generate legacy (7.3.2).



This is important, ideally you need to balance these two variables but may often find that particular circumstances make one or the other more valuable in the short term. How you manage this is an important part of overall game play.

This produces a scale running from Backward to Savant (acquired if the score is 7 or more). It is assumed that the benefit of creating both Piety and Stewardship generates a better educated population (at least the higher classes).

9.5. Characters

Your realm contains a number of characters. Most of these are part of the wider ruling family but some will not be related.

The number of non-family characters varies. Key factors in this regard are nation type, current government level (6.3) and current level of military expertise (14.2). As current non-family characters die, you will be given replacements, at first with unknown loyalty (9.5.3). In addition some factions, such as the Seljuks, allow for extra characters.



If you feel you lack sufficient characters then trying to raise your military expertise is probably the easiest solution.

Note that if your ruling dynasty changes, you will lose most if not all of the family characters previously available. If your ruler dies and the dynasty continues, you will lose some family characters depending on their relation to the previous ruler.

9.5.1. AMP Statistics

All characters (Ruler and Leaders) have 3 statistics called their AMP: Administration; Martial; and, Piety. Each score varies between 0 and 5. In addition they may have additional individual traits that may affect their performance either when leading an army or governing a province.

Female characters suffer a -2 to Martial and -1 to Administration penalty to their AMP stats (but this cannot be reduced below 0). This does not apply if your realm has Agnatic Law.

The AMP statistics interact across the game. If the character is a Peer of the Realm (9.5.4) their various statistics will influence their province as:

VALUE	ADMINISTRATION	MARTIAL	PIETY
0	-20%	-20%	-20%
1	-10%	-10%	-10%
2	0	0	0
3	+10%	+10%	+10%
4	+20%	+20%	+20%
5	+30%	+30%	+30%

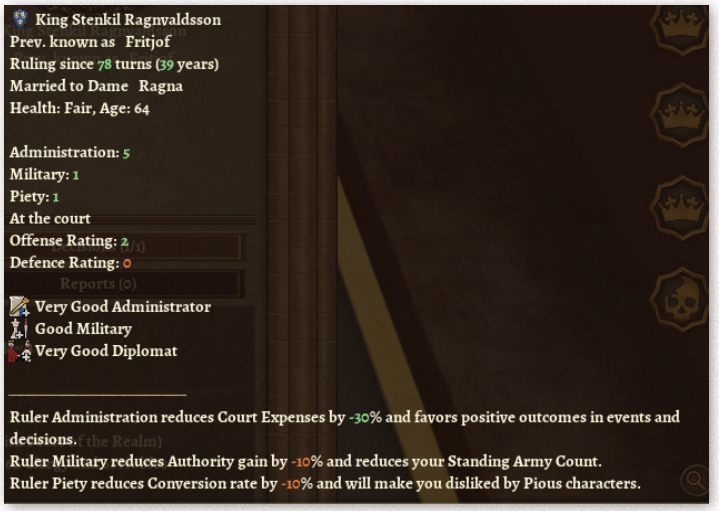
If they are a general see sections 14.1 and 16.1.

9.5.2. Ruler Statistics

For your ruler, the Administrative score will mainly influence the level of court expenses you face, the Martial score will affect the gain of Authority and Piety the rate at which population groups will convert to your faith.

If your ruler has statistics below 2 for any of these you will find that the effect is negative.

In addition a ruler with low administrative score is more likely to face a coup (10.2.1).



9.5.3. Character Loyalty and Rebellion

All characters have a loyalty rating.

If this value is too low there is a risk of a rebellion or a coup. However, the actual value is not always known but your

knowledge of this information will improve over time depending on particular events, your use of appropriate regional decisions or if you appoint them to an important post.

> The latter strategy can be risky if the first notification you have is that they have revolted taking your main field army with them.

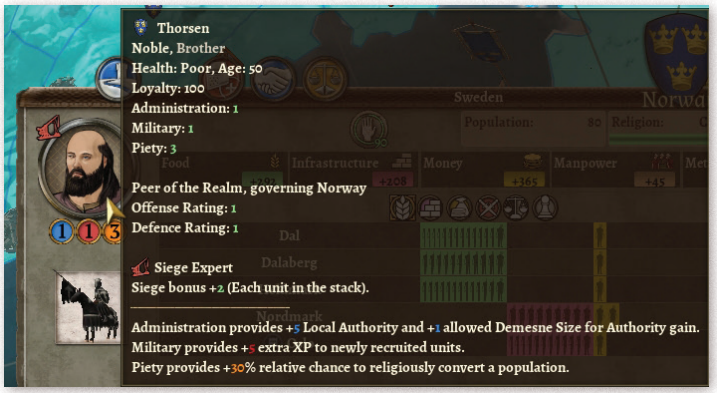
A character with a loyalty of 75 or more will never roll for rebellion, one under 50 should be considered at risk at any time.

The chances that a character will try to secede will also take account of their personal wealth in their desire to secede. Their treasury also alters the troops they levy if they do rebel. Since all characters will gain some wealth each turn, over time this may mean a previously loyal character considers betraying you.

You can see their loyalty from the nation tab as:



If they are leading an army or ruling a province, or being considered for such a role you can see their current loyalty (or see that you have no idea what this is).



Finally you can check character loyalty using the ledger (18.7).

9.5.4. Peers of the Realm

Peers of the Realm (PotR) are an important part of the game and can give substantial benefits both to your armies and regional administration.

While it is possible for someone to be both an army leader and provincial governor, if deployed in an army and not within the province he governs, a penalty of -1 to all 3 of their AMP values is applied. On the other hand, any general with troops in a region will contribute some of their AMP statistics to improve local governance.

Within their province, their AMP rating is used as set out in 9.5.1. If they have a score over 2 then:

- Administration gives a bonus of 5 Local Authority per point (roughly equivalent to a gain of 2.5 Loyalty).

- Their administration value affects how the Demesne size is calculated. For every administrative point, the maximum demesne size is increased by one.
- Any Martial (Military) value gives 5 XP per points to new troops.
- Piety gives +1% absolute per point to conversion chance (base chance being 3%)

To assign a Peer of the Realm to a province, click on the left hand side of the province screen and select from the list of available characters. The tool tip will indicate what bonus (if any) they might offer and some are better at provincial management and others at leading your armies.



A PotR can engage in embezzlement, if his loyalty is under 75, and the lower his loyalty, the more he will steal. This can give you an advance warning on his possible future action, like a rebellion (although some will be content stealing money without rebelling). Embezzlement is triggered by recruiting units or finishing buildings in one of the regions he is the governor of.

9.5.5. Character Information

You can access all this via the nation tab (4.6). Clicking on the current ruler will open up a tab listing family members and non-related characters. This can be altered to show current loyalty or health as you desire.

You can also use the ledger (18.7)

9.5.6. Spy Networks

These can be placed using the appropriate regional decision. If you place one in your own capital there is a 5% chance per turn to improve your knowledge of the loyalty of any character of unknown loyalty. If you place in their province, then you are targeting that particular character.

9.5.7. Raising loyalty

The main way to do this is by using the relevant RGDs. Giving gifts will improve their loyalty as does the statue building option.

9.6. Dynasty

The rules for succession are important both for the immediate governance of the realm and the impact on accumulated legacy. Basically sustaining your dynasty is key to building up your legacy over the longer turn. Dynastic succession is threatened by the death of the ruler, the competence of the next in line and the risk of a coup or rebellion.

9.6.1. Ruler Death

When a ruler dies, checks are made to see who the successor is. If the heir is not strong (9.6.2), this can result in a civil war from a contender (Brother, Uncle, any other noble).

In addition to that, if there is a Royal Marriage, then the other nation can claim the throne.

If the line of succession is interrupted (if a non-family noble takes the throne) then the Dynastic age is reset to 0. This will negatively impact on your legacy gain (7.3.1).

9.6.2. Strong Heir or Weak Heir

When a ruler dies, the next in line will succeed him. He will be either a Strong Heir or a Weak Heir.

The Heir is strong if these rules are met:

- If the heir, and under 15, is of the same dynasty as the (current or previous) ruler and the national Authority is 50 or more. It is assumed a strong regency will make sure he will rule firmly.
- If the heir is of the same dynasty as the (current or previous) ruler and the national Authority is 0 or better and he is of age (age 15 or more).
- If the dynasty is different, then the heir must be of age and the Authority must be 50+.

If an Heir is not Strong, then he is Weak. There is no middle ground if the criteria above are not met.



Note that over time an heir can change between weak and strong, in particular they will often be weak if under-age and this might change once they are 15.



10. Running Your State: Politics and Religion

10.1. Realms & Demesne

As noted in section 6.3, the Civilisation Tier of your state has a bearing on the size of the Demesne that can be efficiently kept under your direct control.

10.1.1. Demesne (Size)

The (Royal) Demesne is the regions under direct control by a ruler. Each nation is limited in size and exceeding this runs the risk of losing some Authority in every subsequent turn. .



Note, regions held by a vassal do not count as part of the Demesne. Equally a vassal allows you, in turn, to hold a larger Demesne than otherwise possible.

However, you will need to exceed the notional demesne size if you wish to progress. While there are always some penalties some types of state are better able to absorb the consequences

than others. So for example, the penalties are stricter for a tribal state than one with a well-functioning bureaucracy.

Equally leader traits, Peers of the Realm (9.5.4) and vassals (12.3) can all help offset the penalties for exceeding the notional demesne size. In combination these can add up to the situation where you can meet the size needed for progression with no adverse consequences.

The current data for regions held, notional maximum demesne size and that needed for progression can be readily found from the Authority tab on the top row as:



In this case the faction is both below the number of regions needed to progress (it has 10 out of the target 15) to reach that total it will need to exceed its safe maximum (12).

Oddly this could be corrected by expansion that added a complete province and the appointment of a Peer of the Realm with a high administrative score.

If you are in Civilisation Tier 1 (6.2.1) then most factions in the first level have an ideal Demesne size of 2 but need 5 to progress. In the second level the relevant numbers are 6 and 12. There are exceptions and the table below shows some of the more important ones (the values for a given state can always be found in game under the faction section).

FACTION TYPE	LEVEL 1	LEVEL 2	NOTES
Pagan Tribe	3/5	8/12	
Italian City State	1/5	3/8	
Western Europe (Feudal)	3/6	6/12	Only if described as a Marquisate – otherwise the standard rules apply
Religious	2/5	4 (can't progress)	
Tyranny	2/5	6/12	If a Tyranny progresses from this point it becomes a Petty Kingdom

If you are in Civilisation Tier II, then for the first level (i.e. level 3), the variables are 8 and 20 respectively. For level 4 the relevant values are 28 and 40. Again there are some differences:

FACTION TYPE	LEVEL 3	LEVEL 4
Pagan Tribe	13/20	24/40
Military Order	8/20	16/(can't progress any more)
Byzantium	13/20	60/80
Papacy	4/(can't progress any more)	

If you are in Civilisation Tier III then the default values are:

- Level 5 (often described as a monarchy) – 48/80
- Level 6 (if used) – 48/72
- An Empire (level 7) can usually have a Demesne of 48.

Again there are some important exceptions:

FACTION TYPE	LEVEL 5	LEVEL 6 (IF USED)	LEVEL 7
Pagan Tribe	60/80		60
Khanate	80/104		80
Spanish	52/80	48/72	48
Byzantine	60/80	100/120	160
Italian Republic	36/48		36
Caliphate	72/80		72

10.1.2. Variations on Demesne size

Several factors allow you to exceed the limits above allowing you to have a larger demesne and still not face an authority penalty. Benefits come from Peers of the Realm acting as governors and vassals, but these work in slightly different ways.

Every Governor (Peer of the Realm) will add their administrative value to your total demesne size (so if they collectively have six points of administration you can have six more regions with no penalty).



In effect, competent regional governors can ease the process of acquiring a Demesne large enough to expand while avoiding the Authority penalty.

Vassals also provide a bonus but this works in a slightly different way.

Each vassal will reduce by 5% the number of regions you need to progress. So if you notionally need 30 regions and have two vassals you only need 27 (three less as in this case you have a 10% bonus).



In combination, a number of vassals and competent provincial governors will help substantially if you need to expand your demesne in order to progress to a more advanced form of government.

10.1.3. Kingdom founding

In addition to the progression rules in section 6.3, it is possible to form a historical Kingdom if you manage to hold a particular region. So for example, holding London is essential for the formation of England, Paris is needed to form France.

The Nation Panel provides details about potential historical Capitals and what kingdoms can be founded (most nations can only become a single new nation, but a few like the Normans can either found the Kingdom of England or the Kingdom of France).

There are restrictions on who can form a given Kingdom. These restrictions are both ethnic (so the Rus cannot form the Kingdom of France regardless of their in-game realm) and also require a minimum number of regions to be held at the time of forming the Kingdom.

However, several starting factions may form a given Kingdom. So nearly all the French duchies might form the Kingdom of France and any of the three Polish Duchies could form Poland. Only one faction can hold the Kingdom title at any one time but it can feasibly swap between contending factions.

If the faction retains the capital region but falls below the required number of regions it will retain the title even if, for example, it regresses to a lower Civilisation Tier However, if it loses the historical capital region then it will revert to its original name (regardless of other criteria).

In effect it is quite possible for a Kingdom to be created, removed and recreated many times across a game. Retaining the key region is important in this regard.

Note that the Kingdom titles are not just for display. For many factions, you cannot progress beyond Civilisation Tier II regardless of size and tokens unless you also hold the relevant region for founding your particular Kingdom title.

So, for example, Novgorod cannot become a Grand Principality (Civilisation Tier III) unless it meets the demesne size and progress token criteria AND holds Kiev. At that stage any Rus faction that previously held Kiev will revert to its old title. Note that if a non-Rus faction holds Kiev there will no Rus Grand Principalities since all the relevant factions fail the key criteria.



10.2. Coups and Revolts

Orderly dynastic succession (9.6) is not the only way that the ruler of a faction can change. Instead a character may attempt a coup at any time if they are at the court or a rebellion if in a region with his army.

10.2.1. Coups

Any male character of age (15 or over) can try to secede if his loyalty is under 75 if they are a general or ruling a province. If they are at the Court, the threshold is 50 or less. Only one character is checked per turn, but this will be the one with the highest chance to revolt – so in most cases it will be one of a small group of characters each turn.

A coup happens if the character is at the court or is a Peer of the Realm (governor) without units. A coup will replace the ruler and it can lead to a civil war and/or a claim from another nation (in particular depending on Royal Marriages). A coup is always successful if it happens, but the chance for it to trigger varies as it takes into account this guaranteed chance of success.

If a coup succeeds, the ruler is replaced by the disloyal noble

Relevant factors that influence the chance of secession are Character loyalty, National Authority (or Local Authority if a Peer of the Realm, even if deployed as general), Character Treasury and units under his command, Ruler Administration, Ruler Piety (only if not pious and the would-be rebel is), lack of son for the ruler and a loyal general with units in the capital.

The latter is very important as an army with a loyal general in the capital will improve the chance of resisting a coup by 50%

A less able ruler (with some Administrative scores of 0 or 1) is more likely to be overthrown in a coup while an able ruler (with some score of 4 or 5) is less likely to be affected.

10.2.2. Armed rebellions

A rebellion happens if the character has units under his command and will place the character in command of this army in a rebel region, at war with the current ruler. They may then raise extra levies. The quality of his army will be dependent on the personal treasury of the character.

If a general revolts, they will usually take the region they are based in and potentially some surrounding regions. The chance of this depends on regional loyalty, any local garrisons

and if any permanent combat units are nearby (these count as 3* their notional value for this test). If a general revolts it is possible they will join another faction including one you are currently at war with.

Specific events can alter the chance of a Peer of the Realm revolting in any particular turn.

The new rebel region will either create a new nation (most likely if there is a feasible option), join an existing one or be considered a generic rebel.

A disloyal vassal can also break vassalship and even rebel and go to war against their former liege. However, this is treated as a conventional inter-faction conflict.

10.2.3. Revolts

Some regions are prone to revolt and to try to re-establish their natural local faction. This includes Wessex, Paris and Scotland. Such a revolt will not happen unless the core region has loyalty under 50 and, if the faction already exists, relationships with the current owner of less than 25. If they are an ally or vassal then they will not revolt.

In other cases, revolts will tend to produce first one of the global nations (15.8.1) and then if this survives may change to a named faction if there is a suitable unused one nearby. It is possible that the same faction may re-occur several times over the course of a game.

10.3. Provinces, Regions, Population and Tasks

10.3.1. Population

- *Kingdoms* uses four social classes and these are limited in the production roles to which they can be assigned. The classes, and their respective roles, are:
- Peasant (can work in Agriculture or Industry)
- Freemen (Agriculture, Industry, Commerce)
- Noble (Military, Stewardship)
- Clergy (Piety).

Most regions will have a split of 15% freemen, 5% clergy, 5% noble, the rest being peasants. However, this can be influenced by regional wealth, ruler traits, ethnicity and specific events.

When a new population is created due to regional growth, they will be assigned to one of these 4 classes. Broadly this will try to maintain the ratios above but there is a random element.

Growth mostly comes from food production but the health value of a region will reduce the amount of food needed for a new population point. In a small region this will be marginal but by the mid or late game such bonuses can be substantial as:



In addition, the overall health value will be important in avoiding or mitigating plagues (10.4).

The culture of the new population can either be the one of the owning nation (50% of the time) or the one of the most numerous population group in the region. The same mechanism applies to the religion of the new population. In both cases, some ruler traits are more likely to produce a population point aligned to the national faction.

The chance for a population group to be promoted is limited as this is not an era of social mobility. However, this can happen with certain regional decisions. This can allow peasants to become freemen and freemen to become either clergy or nobles.

There are some buildings that create a local slave workforce (notably the Pronoia and Fuero) or that are created when some factions win battles. This is not treated as a population unit as such and the relevant building will be removed if not held by the rightful owner.

10.3.2. Productivity

Assuming they are not heretics, or from another faith, then clergy and nobles have fixed productivity in their main tasks.

However, peasants and freemen in the agriculture, infrastructure and commerce tasks will have varying productivity mainly driven by the terrain present. Note that in some circumstances this will even be different between the tasks.

It is worth identifying these regions in your demesne as it may influence choices such as to let a given region specialise in agriculture or infrastructure.

If population are from a different cultural group or religious affiliation to your realm then they will have a -1 productivity effect. This malus stacks so a different culture and different religion population will have -2 on their productivity.

In addition population of your own culture will have a +1 on their notional loyalty. If they are from a different culture this will be -1 instead.

Remember that nobles are useful for converting population to your own culture. So if this is a problem it might be worth playing the appropriate RGD to generate more nobles.

10.3.3. Tasks

The population can be assigned (4.5.1) to one of six tasks (subject to the constraints above). Agriculture generates food, Industry is used to create the capacity to put up new regional buildings and commerce determines the cash income.

Nobles will normally be assigned to one of Military or Stewardship. Also regardless of their task, each raises the Standing Army cap (14.4.2) by 0.25. In addition nobles can convert population to your national culture. This is related to the stewardship output in the region and the number of nobles present.

If assigned to the commerce function they will have a productivity of 10 compared to their usual 25.

Note if they are in the military task each will produce 25 equipment per turn which can be very valuable in the early game.

Similarly Clergy are usually assigned to Piety but can work in infrastructure at a lower rate of productivity.

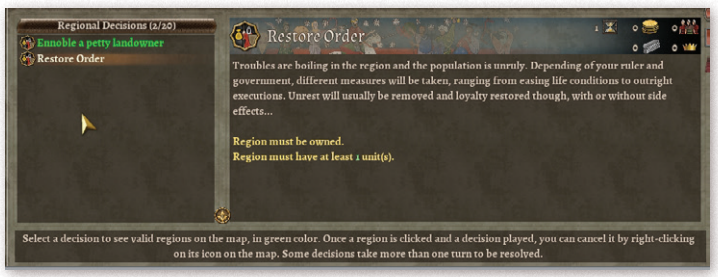


Note that if you select a population type, the screen will show their productivity in a target role. In this case a clergy has productivity of 25 in piety and this would drop to 14 if they were working in infrastructure. This is still above the productivity of a peasant or freeman in that function.

Population can never be voluntarily assigned to a function where they have zero productivity. The obvious consequence is that peasants, for example, cannot be assigned to piety. Less obvious, it also means that heretic clerics (or those of another faith) (13.1) cannot be moved to say infrastructure.

10.3.4. Regional Decisions

Kingdom's includes the ability to play a number of regional decisions. Each will cost some combination of money, metal, manpower and Authority. Not all will impose a cost on all these resources.





As in this case, the restore order RGD has no secondary costs when it is played.

Some particularly notable decisions include:

- Social class promotion to change the population types (10.3.1);
- Raise mercenaries (14.4.4)
- Raise regional or other units on demand
- Make a sneak attack by moving immediately into the territory of a nation you are declaring war against. This avoids the usual one-turn delay and might reduce the authority cost for going to war with some factions (12.1.7);
- Alter your relations with, or dismiss, Peers of the Realm (9.5);
- Move your capital, assassinate a ruler (including your own) or create a claim (which then makes that region an objective);
- Declare a nation as the target of the Crusade or the Jihad (13.5) or send troops to join an existing one; and,
- Strengthen a Holy Order (13.5.3) but note this is very much a double-edged sword

To play a decision, select it on the provided list and then click on the target region.



In this case the decision can be played almost anywhere in your realm. Note the green (eligible) regions are also show on the small map which can be useful if only a few regions are eligible.

An on map indicator will be placed to indicate your choice.



Right-clicking on the icon will remove the RGD and it can be re-assigned to a new target or kept for later use.

You can also opt to sell decisions rather than use them. This will generate one or more of money, metal and manpower. Equally you can adjust the likelihood of being offered a given regional decision. See section 8 for information on how to do this.

A number of decisions are more likely to be offered if you meet other criteria. For example if you have set up a domestic spy network you are more likely to then gain the 'spy on nobility' RGD.

10.3.5. Regions and Provinces

If you own more than half the regions in a given area then a province will be automatically created.

This brings a number of advantages.

You can appoint a peer of the realm to govern the province, their scores and attributes may substantially increase the productivity of the province and reduce your demesne size (9.5.4).

You can raise the special provincial unit type (14.4.7) which are sometimes a very useful variant of your more standard options..

If any region in a province is building something and another is not, then spare infrastructure production from the non-producing region will be allocated to the active projects.

This can be very useful in poor provinces as it allows you to slowly build up key infrastructure one region at a time.

In addition, regions within a province will share food production. All valid regions (not under siege) will share 10% of their production equally toward all other regions and 35% of their stockpile, every turn.

If you want to use the AI to manage your economy then there are a number of options you can select which will influence how it allocates the population and what type of output will be the focus. You can de-activate one or both of these rules at any time.

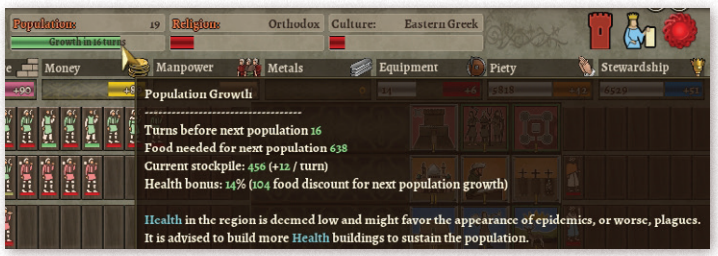
Finally the provincial management screen will give you a ready overview of what is being produced.



10.4. Epidemics and Plagues

This period saw a number of plagues both large scale and localised. Plague is more likely to appear in a region that is well populated and has a poor health value. Buildings such as hovels add to the likelihood as does the impediment, rats. Rats in turn can be removed by creating a rat catcher as one of the building choices.

If a region is seen as having too little health production the population label will be coloured orange.



Once a plague has started it may spread to adjacent regions.

> Note this is probably below the level that will prevent the emergence of plague in the region but may be enough to protect you against population loss. In practical terms, the higher the health value the better.

It has a number of effects including lowering productivity, raising building costs and possibly killing population points.

Epidemics appear more often if the region does not have a good health bonus compared to its population level (3% per population point would be considered a good level). It can now spread to other regions and become more severe. When it occurs, it will last a few turns and then disappear, except if it became more acute, in this case the timer is reset. Only a few buildings can cure the disease, i.e. remove the penalty before the timer is elapsed including the Hostel of God and Muslim Early Hospital, which are both in the second part of the upper tier of buildings (11.3.6) while most other buildings can only prevent further spreading or any increase in severity.

> As a very rough rule of thumb, regions with a health value around 20 have some chance of avoiding the plague (or reducing its severity), those with 30 or more have a good chance that a plague outbreak will be controlled at source.

The third severity grade, 'The Plague' will not appear, except in exceptional circumstances, before 1340

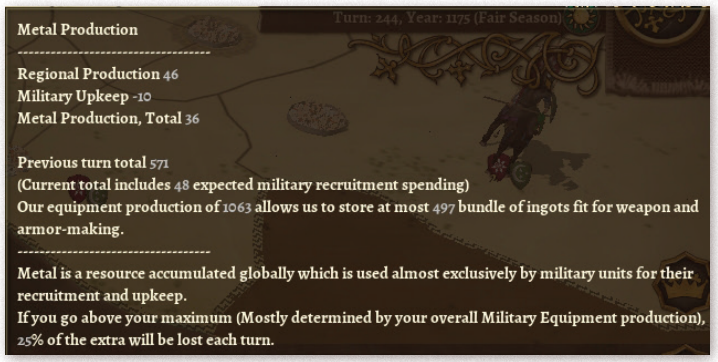


11. Running Your State: Domestic Economy

11.1. Money, Manpower and Metal

These key assets are mostly produced by buildings and the assignment of the workforce. Once you exceed certain limits, you will struggle to add to your existing stockpiles as production will be constrained.

For manpower and metal, this limit is set by the volume of military equipment you produce and the current value can be found on the relevant tooltips as:



Money usually has a cap of 5,000 and there is a 25% per turn loss of any amount over this value. Some buildings, such as banks, or national traits can increase this limit.

Each of money, manpower and metal is produced at the regional level but stored as a global resource for your faction. Military equipment is produced and held at the province (if one is formed) or regional level.

11.1.1. Money

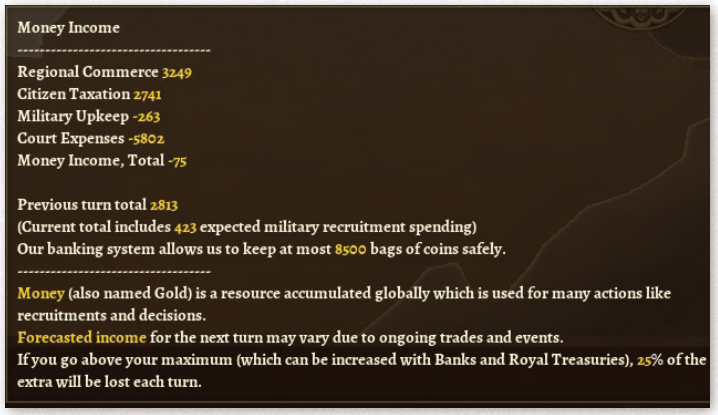
Money is mainly produced by relevant buildings (most but by no means all in the commerce category) and the allocation of population to the commerce category (again most usually freemen but you can use nobles).

In addition, selling RGD will usually generate money.

Although most money is raised on a regional basis it is stored at a global level.

Expenditure is on some buildings, army maintenance and recruitment, playing RGD and court expenses. The latter are scaled to the size of your faction and are also very dependent on the administrative value of your ruler (9.5.2). The actual value is a moving average over recent turns so maybe slow to adapt when a ruler changes (for better or worse).

Note that due to the trade system (12.6) the estimate can be very wrong if trading patterns change substantially to what is expected.



11.1.2. Manpower

As with money, manpower is mostly generated by relevant buildings (again most are in the military category but others can contribute). Selling some RGD can also raise manpower.

Expenditure is, again, on some other buildings but mostly on army recruitment and maintenance. Failure to have sufficient stocks of manpower will very quickly see your army lose effectiveness.

In addition, some RGD demand the expenditure of manpower when they are played.

11.1.3. Metal

Metal production comes mostly from a combination of certain buildings and the existence of natural resources (either locally produced or imported).

The main use of metal is in army recruitment and maintenance. As with the others, it is needed to play some RGD and can be acquired by selling some RGDs.

11.1.4. Equipment

Equipment is important both for the military and it sets the constraint on how much manpower and metal a faction can easily store. In particular, stockpiles of equipment are vital if you want to raise an army fairly quickly.

Equipment points are derived from allocating population to the military task and then used to equip new units (14.3). However, this is relatively inefficient and you will find it more effective to construct some of the relevant specialised buildings. Again these are mostly, but not exclusively, in the military category.

Unlike the other assets, equipment is stored at the regional level. Thus stockpiles can be lost if a given region is lost.



Like Health related buildings, equipment can seem to be something of a luxury in the early game. However, to get the best out of your manpower and metal production you will need to increase equipment production. Equally it is likely you will be raising and dismissing levy formations as you enter or leave a war. For this to be efficient, you need substantial stocks of equipment in the regions, or provinces, where you will raise the bulk of your army.



11.2. Court Expenses

These are a major item of expenditure and reflect the size of your realm and the efficiency of your administration.

The cost will increase if you have gold stored over 5,000 (unless you have the Bank building) and will reflect the administrative score of your ruler. Your realm will be much cheaper to run if they are a 5 rather than a 1 in this respect.

There is not much you can do about this item as it is a direct consequence of your ruler's competence and attributes and your overall realm size. Each courthouse will reduce these costs by 1% and the specialist Byzantine building, the Pronoia, will help in this regard as well.

11.3. Buildings

11.3.1. Building categories

Each of the six areas you can assign your population to have their own set of buildings. The areas are:

- Agriculture;
- Industry (note this group includes both those focussed on infrastructure and the health related buildings);
- Commerce (this group includes the wider commerce group and the specific set of buildings related to harbours and ship-building);
- Military (see section 11.4 below for a discussion as to how this group works)
- Piety; and,
- Stewardship

Note that while a building notionally falls into one category it may affect other areas – sometimes substantially so (and not always in a positive manner).

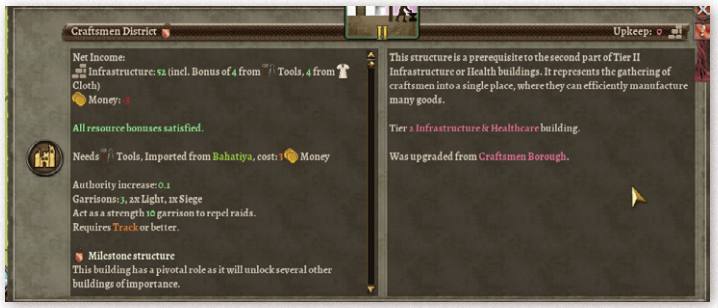


In this case the bakery (notionally a commerce building) produces both money and food. Note the increased gain if a barley field exists in the region. This type of colocation is common and should inform your overall building strategy.

Most buildings take up one structure slot. However, there are a number of buildings that take no structure slot (and a few take more than one). Nonetheless, these buildings cannot be started unless there is a vacant slot. Some buildings will create additional slots and one or two will demand more than one slot.

All temporary buildings (these mostly relate to fortifications 11.4), do not take a slot.

Some buildings represent upgrades on an existing structure. In this case the new building will occupy the same slot as the original so you do not need a new slot for them (but you still must have a vacant slot before you can commence building them).



The Craftsmen District is an upgrade of the lower level Borough and is one of the milestone buildings (11.3.6) in terms of infrastructure. It is essential if you want to build specialist mining buildings so as to exploit local resources such as iron or tin (11.3.8).

In addition there are a small number of buildings related to Domain Expansion and some agricultural improvements. These will create additional slots over those supported by the basic population.



Normally, you gain (or potentially lose) structure slots as your population expands (or contracts if the region is hit by a plague or natural disaster). Some Peers of the Realm have a trait that creates an additional building slot in each region in their province.

If for any reason your population falls below the number of current structures you cannot build any more until it again exceeds that total.

If you really want to create a new building and all your slots are taken, it might be useful to disband one of your existing buildings. Remember this will have an adverse effect on population loyalty.

If you have no available slots, the option to create new buildings will be crossed out as:



11.3.2. Maintaining Buildings

Equally most buildings cost infrastructure to maintain so you will need to ensure you can afford to allocate enough of your population to infrastructure. If you do not produce enough infrastructure there is a chance that an existing building will be dismantled.

While most regions will need a mix of buildings at least to generate food and health and to retain loyalty, you might find it useful to specialise some regions on a particular category to unlock the higher level buildings and to gain from the way that some bonuses will stack. In particular some buildings increase output by a percentage rather than an absolute value and these are most useful in already productive regions

11.3.3. Ethnic, religious or region specific buildings

Many ethnic/religious groups have a number of buildings specific to that culture. These are often variants to the normal building.

If you capture a building from a different faith it will usually still produce 50% of its original piety.

Some buildings are geographically limited. For example, the repair aqueduct option will only occur in regions previously owned by the Roman Empire.

11.3.4. Impact on other buildings (same or adjacent region)

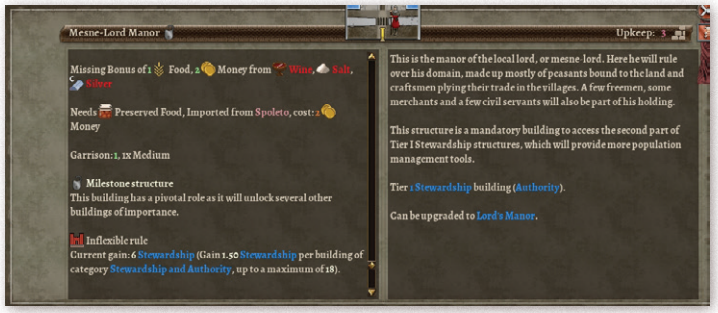
A building will also show the effect on its own or nearby regions if it was built (or that it currently contributes). Sometimes the production of a new manufactured good will have a wider beneficial impact such as:



This can include improving the performance of existing buildings in the same region,

In addition, some buildings will provide additional bonuses depending on how many other buildings in the same group exist in the region. So, for example, Mesne-Lord Manor is even more

useful if other stewardship buildings exist as it then produces extra stewardship.



In addition, buildings can be very useful in attracting trade goods that others can use either as a bonus trade good (12.6.2).



In this case the Spearmaker creates a demand for wood. As discussed in the trade section, this can be produced in the region, imported or bought at a more substantial cost. However, this is managed the resulting wood trade good can then be used for any building that uses wood as a bonus trade good.

11.3.5. Building Choice and Edicts

Usually the list of buildings is randomly generated but you can issue a Regional Edict. If you take this option, you have access to some of the current potential buildings of the region. The number of possible buildings shown will vary according to your authority level, if you are ascending and if you have a tier III government (6.2) then you have more options than if you are an unstable tier I faction.



To access this option, click on the slot to order a new building as normal but do not select any of the provided list but instead the crown at the bottom.

You will then be provided with a wider choice of buildings in each of the six categories. Note as in the tooltip the number of options depends on your realm traits.



In a few cases not many options will be available, that may be because you have not yet completed a relevant milestone building in that area (11.3.6).

The cost in terms of authority is related to the underlying infrastructure cost of the building. Certain faction or ruler traits can vary this but if the building costs between 1 and 93 infrastructure it will cost 1 Authority point. From 94 to 186 infrastructure it will cost 2 Authority points and so on. Note that some buildings automatically will cost more than these basic costs.

Mousing over an option will generate a brief summary of the building traits.



If you want more information, right click, otherwise left clicking on a building will commence the production.

11.3.6. Milestone Buildings and Authority Bonuses

A key part to provincial development is to add appropriate buildings. These are split into 3 tiers and you need to have three tier 1 buildings before you can build a tier 2 building and so on.

In addition, tier I buildings have been split in two groups and you need to build a special building from the first group to gain access to the second group. These represent critical buildings and an important milestone for a region.

To access the second part of tier 1, you will need the following buildings:

- Agriculture - Manorial Demesne;
- Infrastructure/Health – Craftsmen Borough
- Commerce – Trader's Borough
- Military – See below
- Stewardship - Mesne-Lord Manor

Note the actual name of these buildings may vary according to faction but they all have this key function.

In tier 2, you will again find a group of 'gateway' buildings that are needed before you can access the balance of that group.

In addition, the upgrades to the Manorial Demesne (Lord's Estate) and Mesne-Lord Manor (Lord's Manor) not only act as gateways in tier 2 but also generate a per turn authority bonus. This bonus can also be derived from the improved fortifications once you can construct basic castles or better (11.4,2).

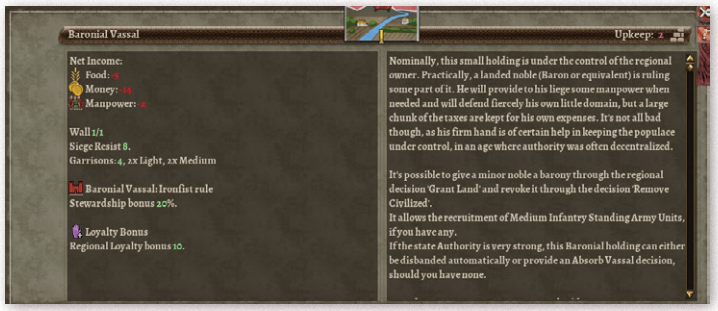


Don't overlook this authority benefit, while they may appear minor (usually +0.1 per turn) they can become substantial and really ease the process of gaining authority.

11.3.7. Impediments and Related Buildings

Note that buildings can be generated by the game system. Some of these are a benefit but others will hamper your region. Typical of the latter are buildings that are connected with low levels of sanitation or piety.

Sometimes an otherwise useful building can have an adverse side-effect to an otherwise desirable building. Typical of these are the Baronial Vassal building which helps with loyalty and fortifications but is costly in terms of resources.



In other circumstances the building is designed to be a negative impediment on the region. These can include plagues of rats or bandits and thieves.

In addition some impediments can represent geographical problems in the region.

Thieves will possibly appear (or become stronger) if commercial income (per turn) is double (or more) the per turn stewardship income. They are also more likely to appear in a region with unrest.



Bandits can arise either because mercenaries were disbanded in the region (14.4.4) or if stewardship (again per turn) is less than, or equal to, double the number of population points in the region.



For both, try to regularly construct stewardship producing buildings as a region grows or becomes richer.

Usually these impediments can be removed, either by other buildings or the placement of military units. This will be indicated

on the tooltip. In addition, certain buildings will remove, or prevent the appearance, of some impediments.

The Sworn Forester will remove poachers (including the Noble Poacher) and any of the Night Watch, Town Watch or Local Watch will potentially remove a level of the thieves buildings. The Dungeon building will also help reduce and existing thieves in the region.

Especially for rats, there is also a chance they will be removed in a given turn but the rat catcher building is a more reliable cure.



In addition, the Story Teller, if present in the region, will produce an epic poem celebrating the event (which in turn will give you a small legacy bonus) if rats, thieves or bandits are removed.

> Don't underestimate the advantages of Story Tellers – they can be worth 10 legacy for some dead rats.

The regional decisions 'remove hostiles' and 'remove civilized' can be played to remove such buildings as well.

> Be aware that bandits can progress beyond the simple lair. If so they will become more of a cost to your faction and need greater resources to remove.

Baronial vassals and Independent Fiefdoms can be created via a RGD (either by the region owner or an external faction). They can be removed using the 'remove civilised' RGD or if the faction has high Authority.

11.3.8. Mining and Metal Production

Buildings connected with metal production are a special case with some constraints. You can only build a mine in a region where there is a pre-existing metal vein (you can see this using the trade-goods map view) or the regional pop-up.



Normally you need both the raw resource and a specific mining building before there is any metal production. In turn to access the mining buildings you first need to have built a Craftsman District building (11.3.6).

There are a few alternatives.

In a swamp region, it is possible to use the building 'bog iron deposit' but this will only produce a single unit of metal.

Mining exploitation will give you a single unit and is a pre-requisite to the formal mining buildings.

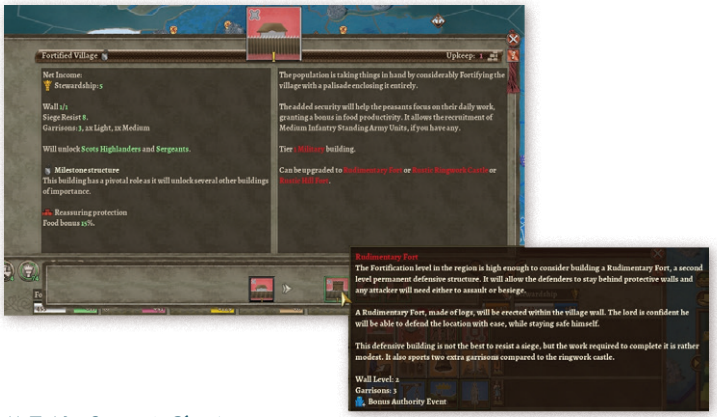


Both the Crude Smelter and Bloomery produce metal (2 and 3 units respectively) but need the trade good iron. So you will need to pay for the price of the trade transaction (12.6.2) unless these buildings are co-located with iron production.

To access the more specialised mining buildings you will need to first construct the tier 2 Craftsmen District. If the resources exist, this will then allow you to construct a gold mine or other option as appropriate.

11.3.9. Upgrade Chains

Some buildings can be upgraded as your region develops. The chain, and any consequences, can be accessed by clicking on a building and then on the icon once the description is shown.



11.3.10. Event Chains

Some buildings will trigger event chains. Some of these are immediate so, for example, the Master Clothier will generate at least 5 legacy (and potentially a huge bonus). Others are contextual, so the Royal Executioner doubles the chance of eliminating any unrest in the region.

Others such as the Cathedral, Large Mosque or Hagia Sophia will have an effect that varies according to circumstances.

11.4. Fortifications and Military Buildings

Fortification buildings are a sub-set of the wider military group. Broadly the military group falls into three sub-categories. One group unlock new units, improve the quality of recruits and/or the production of weapons to equip freshly raised units.

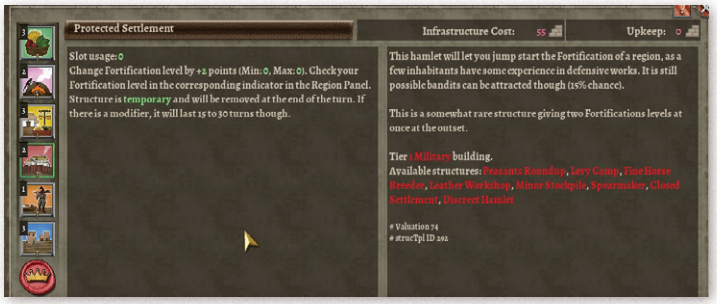
The second group raise the fortification levels of a given region. This is partly done by adding incremental defensive bonuses but also by increasing the quantity or quality of the local levy.

11.4.1. Fortification Levels

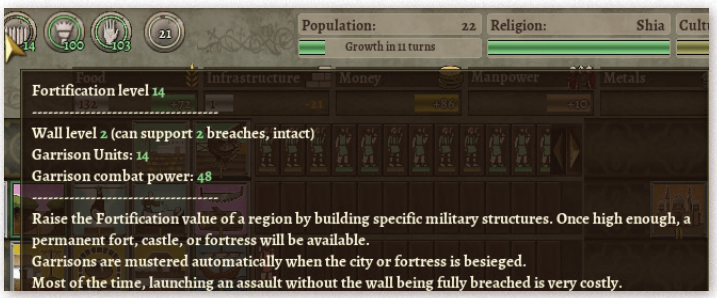
Unless a region starts a scenario with a building that gives permanent fortifications it will start with a Stronghold Site. This has no particular impact (other than generating a small garrison) and is best seen as a placeholder for the various improvements to the fortification value of the region that you can produce.



For most factions, the process of building up fortifications is incremental. There are a number of military buildings that add temporary or permanent improvements until the stronger stone castles or city walls become available. Note that in addition to their contribution to the overall fortification (and thus unlocking permanent fortifications) some of these have secondary benefits such as generating specific regional decisions (8).



You can find the current fortification level of a given region on the region tab as:



To complete the lower part of tier 1, you will need to build roughly half of this list:

- Closed Settlement
- Protected Settlement
- Discreet Hamlet
- Rudimentary Earthworks
- Trench and stakes

- Timber Keep
- Timber Wall



Note that these do not require permanent slots as they are built and then removed. They are time limited so may need to be built more than once.

The Rus (and related factions) have a slightly different set of buildings in the higher tiers that give more direct benefits (but in the end are slightly weaker than a stone fortification). In particular, once a Grad (which replaces the more common Motte and Bailey) is built it can upgraded to a Detinet if the region is adjacent to a hostile, non-Slavic, region.

As you improve the basic level of fortification in a region the temporary building set will alter. At the higher level these will add considerably to the underlying difficulty an enemy will face in trying to conquer that region.

In addition, completing some of the more substantial castles will provide either additional events or unlock further permanent buildings.

11.4.2. Walls

In addition to the basic fortification value, the region will have a value for the current walls.

Fortifications are a form of milestone building (12.6.3) and to progress beyond the lower part of tier 1 you will need to construct one of the following:

- Fortified Manor
- Fortified Village
- Garrisoned Village
- Qasaba (the Islamic alternative to the above)



This variation in how fortifications and walls are constructed reflects the range of practice in this era. Unlike both the ancient world and from the start of the Renaissance, the approach to fortifications was not one of linear improvement but instead using limited resources to best (local) effect.

At the upper end of the second tier are massive castles with their specialist architecture.

It is possible that you can have more than one building that gives a level 1 fortification. If so, their value is not cumulative.



You can also generate level 1 walls using the fortified church building or a Necropolis.

11.4.3. Regional Decisions

Some buildings can be created by regional decision that will provide an improved wall. Note these have substantial benefits and drawbacks and include the Detinet, Baronial Vassal or Minor Fiefdom.

11.4.4. Other Military Buildings

In addition, there are other military buildings. These make it possible to raise new unit types, improve the quality of freshly raised formations (especially levies) or create stocks of equipment making it easier to raise a large army quickly.

Others will remove traits such as hastily raised or give a newly raised formation additional experience.

So a building such as a fletcher will give a bonus to any archer or skirmisher unit raised in that region. If a province has been established, such a building in the provincial capital will give the full bonus and any in other regions half their bonus to the new unit. So feasibly up to five such buildings can contribute and a unit raised in such a province will have a starting XP of 2 (if one is not in the capital) or 3 (if one is in the capital). If no fletcher building exists then a newly raised archer will have 0 experience.

The ratio of military buildings (this is weighted by level) to the number of regions you own has a bearing on the overall effectiveness of your army. See the discussion about military expertise in section 14.2.

11.5. Palaces and Capitols

11.5.1. Palaces

Most factions start the game with a specific building for their ruler located in their capital region. Some states will have the ability to create more than one palace once they unlock the higher level culture buildings. This building will vary according to faction but will often be described as the King's Residence. The second palace, if any, will be called the Winter or Summer residence.



This building has a number of advantages. In addition to its intrinsic traits it resets the distance from the capital part of the Local Authority calculation (9.2.1).

If possible try to build a second capital at some distance to the first to optimise this effect.

11.5.2. Capturing a Capital

If you capture a capital from an opponent, a portion of their stored gold (up to a maximum of 5,000 gold) will be looted and added to your gold stocks. If this will give you more than 2 capitols, then one of the existing ones will lose that status (but this cannot be your original capital).

In addition if any capital is destroyed it will first be replaced with an abandoned palace building and, over time, this will be converted to infrastructure.

11.5.3. Regional Capitals

When a region is formed, a new building (taking no slot) will be created. Again the title and effect will vary according to faction but will often be called something like the Domain Court



11.6. Transport: Ports and Roads

Some of the basic levels of ports and roads can be created either via a RGD or by being built in the usual manner. In addition, if a given region has high loyalty and high stewardship and is currently not building anything it is possible that one will be created for free.

11.6.1. Ports

Port-related buildings have three major roles in the game.

They are needed to allow the player to build naval units and larger ships become available as structures such as the Shipyard are created. More powerful harbour and coastal fortifications will also lift the impact of Fog of War in adjoining sea regions.

As larger port-related buildings are constructed the movement delay imposed on units loading or unloading is reduced, allowing longer sea moves in that turn and reducing sea-movement related attrition.

If the port is blockaded, then a siege will be more successful in starving the garrison. Most ports open out onto a single sea area with this clearly shown by its location on the map. Some ports have access to two sea areas, this is shown by the harbour icon being in green as opposed the normal blue display. You can check which sea areas can be directly accessed from the terrain icon on the region tab (4.5.1).

If a port is fully blockaded it will be shown in red.

In addition some military buildings will lift the fog of war over sea areas.



11.6.2. Roads

Some buildings take the form of tracks and roads. These can reduce the movement costs if units move directly between regions with road systems (of the same or a better type). Road related buildings sometimes do not take up a building slot but you need a spare slot before you can add or upgrade your existing network.

Once you have progressed beyond a track, the connection (if any) is shown on the map.

Also roads help by increasing the trade distance and commercial acumen (12.6.3) for that region. In turn this may allow you to import new trade goods.

11.7. Upgraded and Master Buildings

11.7.1. Upgraded Buildings

Some buildings only become available if an earlier related building has been built. If you create one of these then the new building will not require a new slot but will replace (and remove) the existing building. This means that all the costs and benefits of the earlier building are lost (but in most cases you will find the replacement clearly more effective).

Note in some case the original building took up no slot. In this case the upgraded replacement will usually need a free building slot.

11.7.2. 'Master' Buildings

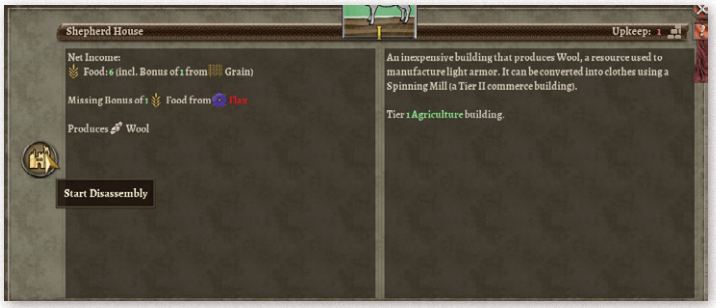
A number of these are available and will be presented at random if you already have built the basic building. Some are limited to once per nation, others can be built in any eligible region. Most of these affect the quality of freshly raised military units but some improve the quality of the underlying building. So, for example, a Master Rat Catcher is an upgrade on the basic Rat Catcher.

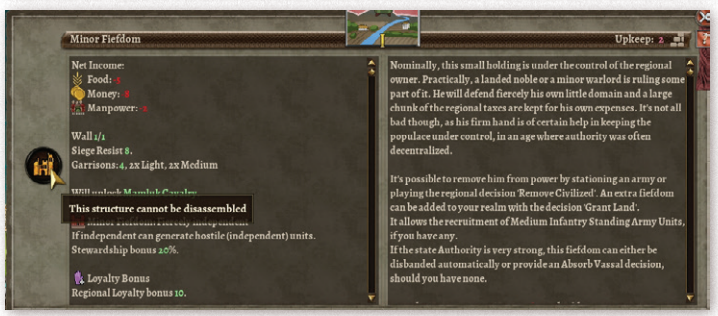
11.8. Loss and Disbanding Buildings

Buildings may be lost due to natural disasters such as an earthquake or a volcano. In addition, if you have negative infrastructure production in a region there is a chance that an existing building will be lost due to lack of maintenance.

If the building selected for removal is either a World Wonder or a National Wonder then it will be retained but you will lose Authority instead.

You can order most existing buildings to be disbanded but some can only be removed if you play the appropriate regional decision.





11.9. Building Planning

In general, you will find yourself trying to tackle multiple issues when choosing building options. Some are relatively obvious, food production is the bedrock of your economy, infrastructure is needed to build and maintain buildings, commerce produces the money that pays for your state and army. For a discussion about how military buildings work see section 11.4.

However, in addition to this there are some relationships that can be important and are worth bearing in mind when planning the next building.

In addition, remember that most buildings affect more than one category (not always positively).

11.9.1. Health.

At the start, health may appear to be relatively unimportant given its immediate effect is to reduce the amount of food needed to produce the next population level. If your region has low population the gain for this can seem minimal but it will make a huge difference if the region has 20 or more population.

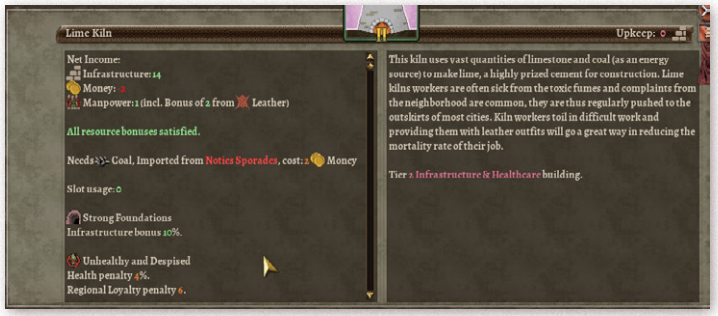
However, once plague becomes a widespread problem health producing buildings are essential. In effect, you will lose more in terms of productivity (and possibly population) if plague affects a region than if you had invested in health related buildngs. There is no hard and fast ratio but in general if you have health over 20% you are less likely to be affected by plague and if you reach 30% there is a real chance that any plague outbreak will have no effect.

You can see the health ratio under population as:



If this is shaded green you have a reasonably chance of mitigating any outbreak of plague so that you do not lose population.

However, it is worth remembering that some exceptionally valuable buildings, especially related to infrastructure, have a negative effect on health.



In other words, while a high health ratio is usually desirable, in practice you will inevitably have regions with a relatively low (possibly negative) value.

11.9.2. Piety

If the local piety/population ratio is under 4 there is a risk of heresy arising or spreading. The higher you are over this, the more chance there is to convert either heretics or population of any other religious affiliation.

See section 13.1.2 for more information about this.



A further problem with low piety and loyalty is the risk of the emergence of an Occultist.

11.9.3. Piety-Stewardship.

If you can, you want to keep the stored values for these as close together as you can, perhaps especially in your capital. Read the section on education for the reasons why (9.4).

11.9.4. Stewardship-Money

If per turn stewardship compared to per-turn money is low (Stewardship at 50% or less), there is a risk of thieves appearing in the region (11.3.7). At the lower levels, these are a minor problem but unchecked can become a 'Hideout', 'Guild' and then an 'Underground Network'. By the time they reach the higher levels you will be losing most of the local income and have a severe penalty to stewardship (in turn making it harder to deal with them).



If you can, try to avoid just adding money producing buildings without compensating with stewardship. In the end, thieves will remove most of the extra commerce you have created and need expensive, specialist, buildings to remove.

11.9.5. Stewardship-Population

If the per turn stewardship production is equal to, or less than, the population there is a chance each turn that a Bandit Lair will occur.

Note this can also be generated if you disband mercenaries in the region regardless of the existing commerce-stewardship ratio. Also some of the early fortification buildings run the risk of generating bandits (11.4.1).

However, unlike a thief building this will never progress to anything more troublesome.

11.9.6. Gaining Authority

As noted in section 9.1.1, some buildings give a per-turn Authority bonus. These include Lord's Estate and the castles that start to replace simple fortified villages. Over time this can add up to a substantial increase in your per-turn authority giving you a lot of flexibility in how you use your authority to create building edicts (11.3.5) or in diplomatic interactions.

To gain access to these buildings will probably need a degree of specialisation in a given region.



12. Running Your State: Diplomacy and Trade

12.1. Diplomacy

In addition to the detailed rules on the various diplomatic options note that constantly repeating a request will result in the loss of Authority.

The diplomacy screen can be accessed from the top row as:



This will show any current requests from other factions, wars that are taking place (this will not show vassals as they can only accept peace deals agreed by their liege) and all your existing relations.

To contact another nation, you can click on an entry on this screen or on the map simply select one of their regions and select diplomacy (4.5).

Relations between factions will always be some variant of one of three states. At war means there is an active conflict between the two, a peace deal will follow a war (and last for 10 turns) during which the war cannot restart, in any other state normal diplomacy (including declaring a war) can take place.

When you contact another nation the screen will be shown as:



On the left are all the feasible options between you and that nation. You can see nation and ruler statistics from the icons in the centre and their current range of diplomatic relations on the right.

To engage in diplomacy select one of the options on the left.

If you opt for a Tranasaction you will see:



A similar screen is used when making a peace deal. In a normal transaction both sides can offer something and the Bargain Points will build up or be reduced. You can see the percentage chance of success as you add or remove options, so a complete deal may look like:



In this case Denmark wishes to basically convert spare manpower and metal into money from Poland. The deal is favourable to Poland and they are likely to accept.

Note that if you send a deal with a low chance of success not only is it likely to be rejected, it is also likely to worsen relations between the factions.

If factions have good relations not only will the terms for a deal be less strict but they will also be more likely to agree to a transaction.

If you do not want to confirm a transaction, then cancel it.

If another faction sends you a transaction you can accept, reject or modify it. If you modify the transaction, they will spend some turns considering their response.



Only one diplomatic interaction can exist at any one time between 2 factions so for example you cannot declare war while they consider the terms of an earlier transaction request.

You can always cancel a potential deal before the turn is actually submitted, just click on the choice and opt to cancel it.

Overall if you open the diplomacy screen the map display will swap to the diplomacy view (4.4.3).

12.1.1. Royal Marriage

A Royal Marriage is a treaty that can be concluded between 2 nations of the same parent faith (so. a Catholic and an Orthodox nation can sign a Royal Marriage).

For a Royal Marriage to occur, you must have a daughter of age to send to the other nation Court. This is the only requirement as there is no named spouse nor do you need to find a suitable noble if another ruler sends one of his daughters to your court. At this stage the Daughter character (9.5) is removed from the game and the marriage concluded. It is assumed she is now married and at the other nation's court.

The treaty significantly boosts relationships when signed and then adds a little bit more every turn.

It can provide a claim at the nation level if the other ruler dies.



While potentially powerful remember this is a reciprocal relationship.

There are several conditions that need to be met before such a claim can be made:

- You must have at least 25 Authority,
- the heir to the other nation must be 'weak' (9.6.2),
- your authority must be at least equal to the Authority of the other nation,
- relationships between the 2 nations must be cordial or better (25+).

One of three possible outcomes can occur, but none are guaranteed: Absorption, Vassalize, Creating a March. These are tested in a specific order though, so if Absorption fails or is not possible, then vassalize is checked and then lastly Creating a March.

To Absorb the other nation, you must have at least half its size, an Authority of 50 or better and roll a percentile dice under your current Authority. If that's not possible or fails, then to vassalize the other nation you must have at least half its size, an Authority of 25 or better and roll a percentile dice under your current Authority. Note that standard Vassal checks are also done, so

you can't have as a vassal a nation which is already the vassal of someone else.

Lastly, to Create a March, you need an Authority of 25 or better and roll a percentile dice under twice your current Authority (meaning an Authority of 50 is a guaranteed success). A March if created will include all regions of the other nation that are bordering your or are a Claim of yours, with two exceptions: the capital is ignored, and you must leave at least one other region to the other nation.

Royal Marriages are cancelled once a new dynasty ascends to the throne.

If one of your vassals tries to set up a royal marriage outside your realm (i.e. not with another of your vassals) you will be asked to agree or refuse the decision. This allows you to stop a marriage (at a cost in lost relationships) if you fear your vassal could become absorbed.

12.1.2. Passage Rights

This reciprocal treaty allows moving into each other territory. Vassalship and Alliance already include this right so these relations cannot be combined.

A peace provides passage rights but this is temporary and designed to allow armies to return to their own territory. A conventional treaty can be negotiated during this phase but it is likely that your mutual relations are too low.

12.1.3. Claims

A claim can be generated by playing an appropriate Regional Decision or maybe allocated by the game engine. The chance for this to be successful is increased if the owner has a low authority or is of a different, 'opposed' religion. In addition, if you have high authority, there is also an improved chance to gain a claim.



So if you are a high authority realm bordering one that is struggling then you are likely to gain claims on their territory. Note the reverse also applies.

You can also gain a claim on a region if you insult them (50% chance). This can only happen if you do not already have a claim to any region held by that faction.

If you have claims on another faction then the cost of declaring war will be reduced.

If you capture a region then you will gain some authority and additional legacy. Losing such a region will have the reverse effect.

A Royal Marriage can provide a claim on a whole nation, which is different to region-based claims.

12.1.4. Gifts of Regions or resources

It is possible to offer gifts to diplomatic partners. This is usually in terms of gold but as part of a peace deal you can offer manpower, metal, regions or units.

Some of these options will be restricted. So you cannot request a region from a distant faction or one with relations under 50.

You can however, always return a region to its rightful owner (see 12.4.4) regardless of current relations.

12.1.5. Requesting or Sending Units

It is possible to request or offer units as part of a diplomatic transaction. To gain units will cost some authority (from 0.2 to 0.6 depending on the unit type) and 50 gold per unit.





Be careful about transferring units as both partners will lose some Authority as a result.

The value of each unit in the transaction (and the resulting authority cost) will vary according to the unit type with skirmishers or similar being of relatively little value.

12.1.6. Insults

The diplomatic option to insult a target will reduce relationships between the two factions. It is possible that an insult has a chance

to create a claim (12.1.3) on one of their regions. If this happens it will cost the insulting faction 2 authority points.

12.1.7. Declaring War

The cost of declaring war in terms of authority will vary substantially. It will be lower if you have more authority than the target, have claims on their regions, are much larger or if you share the same religion.

Key factors are relative size, if you have a valid claim, similar or different religion, the relative piety of your rulers (if both are in the same broad faith group and if they have 1 for piety and your ruler 4 or more then the cost will be much lower) and whether the target ruler has only recently come to power.

In combination this is likely to produce some situations where the cost is zero and others where it is 15 or over. Note that for a Christian faction, attacking the Papacy will always generate a substantial authority cost and you will be excommunicated (13.3).

If you declare war on a vassal this is treated as if it was a declaration of war on the liege for all purposes.

The tool-tip will show you the costs and the factors at work.



As above think twice before going to war with the Pope. Unless you are the HRE (15.2) or a Muslim faction.

In addition, if the war is triggered by a revolt (civil war), an invasion, a vassal breaking away or if the Holy Roman Emperor to succeed on death of the previous emperor (15.2), then no authority cost will be incurred.

The 'sneak attack' decision allows you to move directly from declaring war to an actual invasion. The cost will vary according to the relative military expertise (14.2) of the two powers.

If you are part of the HRE, declaring war on another member will cost additional authority and this will be much higher if the target is the current Emperor.

Note you are always deemed to be at war with world factions and this status is reciprocated (15.9.1).

12.1.8. Peace Deals

A peace deal will take account of the wider situation between the two factions and the current war score (14.9).

In some circumstances you cannot agree a peace, this maybe due to the war having just started (it needs to last at least 10 turns)



or other factors at play, In that case if you select peace you will be presented with some variant of this screen:

Otherwise mousing over the icons of factions you are at war with will give you some idea of the chance of them agreeing to a peace with no concessions, such as:



If you want to proceed, click on the faction shield and select Peace.

The actual offer may be made up of various clauses but only the winning faction can actually demand anything, the losing faction instead must ask for a white peace or offer up items to try and satisfy the winning faction. These include:

- To become a vassal;
- Money
- Loss of Legacy;
- Cede a province or an individual region;
- Disband part of the army;
- Complete Absorption;
- Transfer units, or;
- Abandon an existing claim

If an option is not valid it will be greyed out and cannot be selected.



As you add clauses, you will see how this interacts with the warscore and also if it affects the chance a peace deal will be accepted.



If you want to cede or gain provinces or regions, click on one on the list and the map will move to its location (which can be helpful if you are not sure where it is). Regions you have occupied or lost are less expensive than ones still held by the other faction.

It costs more to demand either the capital region of a faction or their last region.

> Clearly in this case, the Fatimids are in a generous mood or desperate to end the war. The advantage though is the excess value to the peace deal will translate into better post-war relations with the faction.

Note if you fully conquer a faction (and this includes one of their vassals), all their regions will be automatically allocated to whichever faction current occupies that region (12.4.4).

12.2. Allies and Co-operation

These two states reflect different levels of mutual support and trust.

12.2.1. Alliance

An alliance is a close link that means there is a chance of both factions fighting together against a common enemy.

How an ally will respond to a war will depend on both the terms agreed and current relationship between the two factions. In many cases they will not contribute to an offensive war but will be eligible to support a defensive war.

Allies will have a reduction of 1 Authority Point from the full cost if they join in a war.

Note that when you create an alliance you can choose when you would be willing to help them in case of them being involved in a war. This choice can be amended at any time.



An alliance allows both parties to move across their respective territories.

12.2.2. Co-operation

This can be seen as a less committing version of the above.

Each turn mutual relationships will increase by 0.5 (so over time more treaties and deals are possible). On the other hand, relations with nations that are enemies of the nation you co-operate with may worsen.

It is not possible to declare war between nations sharing a co-operation agreement unless mutual relations are already low.

12.3. Vassals

12.3.1. General Rules

Vassals are separate factions , so should not be mistaken with your own Domains administered by a Peer of the Realm. However, you will retain a large degree of control over their actions.

Vassals provide up to 25% of their monetary income to their liege.

Each vassal gives a +5% Demesne Size allowance to his liege.

Thus having many vassals allows you to expand your own Demesne and makes it easier to reach the thresholds needed to progress to a new government level.

Vassals cannot make or break treaties (apart from trying to break from their protector). If they try to break this relationship there is a risk of a war, especially if current relations are low. In any case, breaking a vassalage will remove 15 from the current relations. If these were already negative, then there is a chance the vassal will declare war on their previous liege (1% chance for each negative diplomacy point).



If the liege calls a vassal into a war, they do not pay any authority costs. You can set the circumstances under which you will call them into a war and this choice can be varied each turn.

At times vassals may ask for your help in regard of enriching their demesne or for a particular building. How you respond will have a strong impact on future relations. The more vassals you have, the more often you will receive this request.

Vassals can also have disputes with other vassals sometimes forcing you to choose between them.

A nation cannot accept a vassal request in the first 5 turns of a war.

12.3.2. Declaring war on a vassal

You cannot declare war on any of your own vassals. You must break the vassal agreement first.

You can declare war on another faction's vassal(s). This will lead to war with the liege and the authority cost may be substantially more than just the cost of the original target. This will be indicated in the relevant tooltip:



12.3.3. Absorbing a vassal

This can happen either by using the diplomacy options or an appropriate Regional Decision. You can only absorb a vassal if relations are amiable (i.e. 50 or better).

If a vassal is absorbed their provinces become part of your personal demesne and around 25% of their army will be transferred to your control (the rest will disband).

12.3.4. Levying the vassal's army

The vassal armies can be gifted to his liege under certain conditions, the first one being at war with another nation. If the first call fails, it will be repeated unless the policy is set to 'never'.

On the diplomacy panel, for each vassal, there is an Army Levy policy button, it has 3 states: Never, Safe, Always.

- Never will mean the vassal's units are never called,
- Always will "always" call them, if there is at least 10% chance of success.
- Safe will call them only if liege makes a success roll (practically success chance is between 51% and 99%).

The success chance depends on liege relationship with the vassal. Without any special modifier, the chance is relative to the relationship score except if relationship is 75 or higher, in which case there is a 100% chance.

So if you have a relationship of 50 then there is a 50% chance of the vassal providing their army.

If the roll fails by more than 50%, then in this case, if the vassal had 10 or more units to give, a relationship penalty of 10 is applied and the vassal rolls immediately for secession if relationship is 50 or less.

If the vassal has 10 units or less it is likely all will be provided, otherwise they will retain some under their own control.

The troops are under liege's full control until there is peace, in this case they return to their original owner. These units will have half their maintenance costs charged to the liege while they are levied.

If the vassal breaks away, they will reclaim any troops you had earlier requested.

12.4. Conquest

Capturing a region during a war can have different consequences depending on who was the previous owner.

12.4.1. Non-State Factions

This includes various tribal and religious groups. Here you gain permanent ownership of the region once you occupy it. Note that it is very likely you will then face a period of unrest as you pacify region.

12.4.2. State Factions

If you capture a region from another state faction during a direct war you will not gain actual ownership until a peace deal is signed. Note if the opposition loses all its regions then a peace is imposed that will transfer all occupied regions to their current occupier.

12.4.3. Own religion Factions

If you capture a region that is of your own national religion (13.1) then it will not need pacification even if there will still be a period of relative unrest due to it being under 'Occupation'.

12.4.4. Occupation

If you occupy a region during a war it is cheaper to demand in a subsequent peace deal.

Normally if you capture a region from an opponent there will be a period of unrest due to the recent conquest and then it will remain with some unrest due to being war occupied.

For various reasons it is possible to capture a region that the original owner has already lost but not agreed to transfer. The occupier can be another faction or one of the world nations (15.9.1). In such a case the war occupied modifier will not apply,

If you take a region that has been occupied by a non-state faction (either a revolt or an invasion) then the consequences will vary according to your relations with the original owner.

If that faction is an enemy, then the region acts as above. You occupy it during the war and may, or may not, gain it permanently during a subsequent peace deal.

Otherwise, then the region will become yours if you hold it for at least 10 turns. In this period, relations with the original owner will worsen and they may issue diplomatic insults. During this period you can transfer it back to the original owner using the diplomatic routines (12.1.4).



Usually the AI will return such regions for free to another AI as long as they are not currently enemies.

12.5. Spheres of Interest

Some factions, such as the Papacy (15.5) have a very specific sphere of interest. They will not seek to own a region outside this and if they gain one for any reason it will be released.

All factions have a range in which they are interested. Outside this they will tend to ignore offers of alliances or to exchange regions.

12.6. Trade

There are several key aspects to the trade system. Fundamentally a given good can only be used or traded once. If it is traded then it cannot be used as a 'needed' good (12.6.2) in the region of production. It will, however, still be counted as a 'bonus' good both in the region of origin and in a region that gains it via a trade.



This is rather important, and one reason why your cash flow may vary substantially from turn to turn.

12.6.1. Existence and Creation of Trade Goods

Trade goods can exist in a region due one of three mechanisms:

- They occur naturally in the region;
- They are generated by a building in the region;
- They are imported as part of a trading arrangement that brings needed goods to the region (note this does not cover imports for bonus goods).

Each unit of a trade good can only be traded (or consumed) once.



This is important, in effect, each trade good and each usage of that trade good has a 1:1 relationship. Once the good is allocated it cannot be allocated again in that turn (except as a bonus good).

Depending on the buildings present, or the raw materials, it is possible for a region to have more than one of a particular type of trade good. So, for example, a large grain farm will produce two units of grain for trade or consumption. Equally there are more than one building that can produce the livestock good (and by mid-game you may need them all in a large region).

12.6.2. 'Needed' and 'Bonus' Trade goods

Note there are different rules for how trading works for a good that is 'needed' in production as opposed to one that will give a 'bonus' if a particular building has access to it.



In effect, 'bonus' goods must already exist in the region (or a neighbouring) one to be used. They are not imported specifically to fulfil a bonus but can be imported if another building in the region 'needs' it for production.

However, needed and bonus goods interact very differently with the trade model.

If a 'needed' good is instead traded from the region (possible due to another faction with higher trade acumen or that a region has particular

The trade screen (4.7) will show any missing bonus goods, which structures would use it for bonus production and the type of building that will produce it. At the bottom it indicates where it can be traded from – but of course it is quite likely that region is using its own internal production.

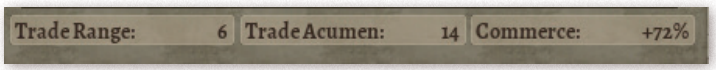
buildings that give bonuses then it cannot be used locally. In that case the good will be made available to the building but at three times the basic cost (12.6.4).

Bonus goods are treated differently. If a building could benefit from a bonus good, and it is produced locally, then it still gains this benefit even if the good is traded away. So a bonus good could, if somewhat unlikely, benefit both the producing region and a region to which it is traded.

12.6.3. Trading Acumen and Trading Range

The range over which you can acquire goods is influenced mainly by your national characteristics. Thus a mercantile state will be able to secure goods more readily than one that lacks this characteristic as will having roads and commercial ports.

Goods can only be traded over a certain distance (again amended by your national characteristics and buildings such as harbours or roads). You can see this using the ledger (18.5) or the regional display:



The trading range used is the lowest of the maximum import range (for the importing region) or the maximum export range (for the source region).

You can build certain buildings (mostly these are roads and some types of port-related buildings) that will extend the trading range of a given region.

In addition, you are more likely to trade successfully if the good is in a region you (or your allies) own. Trading will not happen if you are at war with the owner of a region.

Since Kingdoms only allows a given good to be consumed or traded once, the effect of trade acumen (to quote one of the early play-testers) is that in the earlier Empires "it helped you sell, in Kingdoms it helps you buy".

12.6.4. Value of Trading

Trade goods will give the seller the price of that particular good. If it is acquired from one of your own regions then only half the cost will be deducted, if it is acquired from an external source, the full cost will be deducted. In either case, the selling state will also receive the value of the trade good.

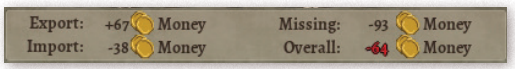
In effect, if you trade with yourself you will make a net income gain per turn, if you trade with another power, you will pay for the good, if you sell to another power you will receive the full value of the good.

If a needed good is not available, you will pay three times the notional price to ensure your building can work. In this case, note the good is not available in the region for any other purpose (so it cannot be used to fulfil a bonus production) but the building will function.

Since it is possible to 'lose' local production of needed goods due to trade, it is possible that this penalty will apply even when there is local production. Equally if 2 of a given good are needed and only 1 is available (via production or trade) one will cost the normal price and the other at three times the core price.

For most of the map this is a limited problem, perhaps triggered by a particular high trading acumen region that dominates the local trade system. However, in places where factions with higher trading acumen exist it can lead to quite substantial variations in cash flow as needed trade goods cease to be available.

This can be seen on the trade good tab for either a particular region or the wider province.



12.6.5. Buildings, Trade Goods and Net Income

Buildings interact with trade goods in one of three ways:

- Some buildings will produce goods that can be traded or used by other buildings in the same region;
- If a good is listed as 'needed' then it will be in the region or imported (either from your own state or another) or cash will be deducted from your income to compensate (the cost of this will be three times the basic cost of that trade good). Note that if the cash is deducted, while the building will be

able to function the trade good will not actually be available in the region (this matters as other buildings may have been able to use it to generate a 'bonus');



Note that the trade panel will list all the bonus goods a region could benefit from but are currently not available (12.6.2).

- If a good is listed as needed for a 'bonus' it will not be imported purely for that reason. However, the good may already be available in the region (or a neighbouring one) due to local production or if another building has a 'need' for it.

In effect, to gain some potential bonuses you may need to plan what other buildings you will construct (either to produce or attract the required item) in order to fully benefit. Remember that goods are available in a region if they are present in any of



One important aspect of the game is that you will want to own buildings that will either produce a particular trade good or create a need for it (so that it is imported into the region). Doing so allows ALL buildings using this trade good as a bonus to gain access to the good, in the region and any adjacent region. Succeeding in this 'mini game' can make the difference between being rich and powerful or being poor and struggling with high upkeep buildings that do not live up to their promise.

the immediately linked regions if they are for 'bonus' production but must be in the region itself for 'needed' production.

When planning a building you can check if a required good is available. If the region it will come from is not one of your own it will be coloured to show the current owner.





In this case wood is missing, the estimate is for the cost if the good can be imported from the indicated region.

In consequence, the 'estimated income' for a new build will vary according to how you will acquire any required trade good. If the good is in the region (or a neighbour) then the value shown will be the full income. As you go down the various trade options (trade with yourself = 50% of cost; trade outside your border = 100% of cost; good brought in = 300%), the potential income will drop.



13. Religion

The religion screen contains details about your own faction and other important information, as:



This screen shows who leads the Christian and Muslim factions (in this case the Papal States and the Seljuqs). Hovering a mouse over the five Holy Cities (13.5.2) will tell you who owns them. You can see the most pious nations (13.2) with this being made up of the top 7 Christian and top 2 Muslim factions.

There is currently a Crusade aimed at pagan Livonia but no Jihad.

13.1. Religious Groups

Religions are divided into a number of major categories:

- Religions of the Book (RoTB) includes Christianity, Islam and Judaism (so excludes any pagan faction);
- Christianity is divided between Catholic and Orthodox (and each of these can produce heresies)
- Islam is divided between Shia and Sunni factions (and again their respective heresies),

13.1.1. Population Affiliation

Each population unit has a religious affiliation. Over time this can change either to your national faith or into a heresy (or even adopt the religion of a powerful neighbour).

Every nation has a defined state religion. This cannot change in the course of the game.

13.1.2. Piety Points

These are produced by each region according to the number of religious buildings present. You can see both current and stored production on the region and provincial tabs as:





In this case the Swedish region of Ostergotland produces 376 piety points per turn and has accumulated 27,599. The accumulated value is important for calculating how educated a region is (9.4)

The effect in a given region depends on how many piety points are produced per population point. These can come from buildings, national traits or clergy in the piety task.

Piety production is divided by population to give a scale for the region. For this calculation fractions are always rounded up the nearest integer.

LABEL	SCORE
VERY LOW	0 or 1
LOW	2 or 3
AVERAGE	4 to 6
HIGH	7 to 11
VERY HIGH	12+



In effect, that means a given clergy point, with no relevant buildings, will keep a total of six population points in the average category.

If a clerical population is not from your national faith (they may have become a heretic or be in a region you have conquered) they will produce less piety till they convert again.

If the cleric is from a different Christian or Muslim faction to your ruler they will produce at 50% productivity. In other cases, (such as Pagans, heretics or Muslim clerics in a Christian realm) they will have no productivity.

In addition, any buildings that produce piety for a specific faith will do so at 50% if the region is owned by a different faith.



Given the game situation this can be a significant issue if regions swap hands between Islamic and Christian factions but also affects the value of buildings created by the various pagan factions.

13.1.3. Conversion

You can convert population to your national faith. The benefit is a much-reduced unrest value in the region (10.3). Once per turn a single population (that can be converted) is picked at random and a conversion check is made. Not every population gets a conversion roll, only one per turn per region.

A base chance is 3% divided by the conversion resistance of the population (varies between 2 and 10). This can be modified as:

- If the region is producing piety this gives a bonus of 1% for every 20 points.
- A governor gives a +10% (relative) bonus per Piety statistic he has
- Ruler piety will affect the conversion chances at a global level

- Large population gives a penalty, Every 10 population removes 1%. Of the conversion chance and each Heretic population counts as four population points in this calculation.

The chance of converting a population point can be found at:



This region has both pagan and heretic populations mainly due to the very low piety production (not helped by those pagans and heretics).

Sometimes conversion can happen due to the dominant religion in adjacent regions. This conversion 'at a distance', might occur if the differential in Piety is high between the two. This will create tensions between the two countries. Pagans will never do this distant conversion, only 'Religions of the Book'.

Heretics and Pagans can also be forcefully converted by strength of arms. Each army in a region has a 1% chance to convert such population per 100 combat power. If conversion is rolled, there is a 35% chance that the population dies instead. If led by a general, a bonus of 10% per Piety point of the general is applied to the calculated strength.

In a region with serious problems of either other religious groups or pagans you may need to send in a large army and accept the population losses.

13.1.4. Heresies

Religions of the Book (RotB) can suffer from heresies. Heretics will be from the same major religion group as the owning nation (so a Muslim nation will not spawn Christian heretics).

Heresies emerge over two main stages.

In the early stages this can happen with no particular effect as population units convert to a heresy. This happens more frequently in regions with a high revolt risk, some heretics already (so the problem can escalate), if owning nation has bad relations with Papacy (for a Christian realm) or with a low Piety production relative to their population.

The average piety production increases, or reduces, the chance a given population will convert to a heresy. The scale in 13.1.2 is used as:

LABEL	SCORE	EFFECT ON THE CHANCE OF PRODUCING A HERETIC
VERY LOW	0 or 1	+.06% per POP
LOW	2 or 3	+.03% per POP
AVERAGE	4 to 6	Baseline applies
HIGH	7 to 11	-.02% per POP
VERY HIGH	12+	-.04% per POP

Some other important variables include:

- If Revolt Risk is > 0: +.25%
- If the relationship with the Papacy is 'despise' or worse (i.e. -35 or worse). This applies to Christian factions only
- If a heretic is already present: +.25%

Thus as population expands you will need to invest more in piety production to avoid heretics. In addition, it is possible for a region that was average will drop due to external circumstances. In other words, while a score of '4' is often adequate you might find it no longer protects you if revolts spread or your population grows. Note also that heretic population are less loyal, so simply by existing they may create a revolt risk where none was present earlier.

There is a tooltip in the Region Panel showing the Heretic generation chance and providing details on the Piety point generation per population. The religion label will be coloured orange if the risk of heresy is high (over 0.5%).

Each non-heretic clergy population creates an addition roll to convert heretics in the region.

If a Clergy Population becomes a heretic then the owning nation, if Christian, will lose three relationship points with Papacy. In addition, such clergy do not produce piety themselves.

If a Noble Population becomes heretic, the owning nation will lose 3 National Authority.

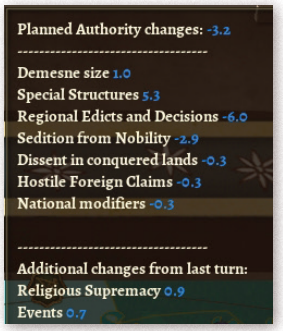
At some stage the heresy will be sufficiently embedded to create a local revolt and spawn a full-blown heresy. At this stage, they basically function as rebels, but with the additional problem that they can now convert other adjacent populations, thus further lowering loyalty and encouraging full scale heresy across a wider region.

Christian Nations will also lose 3 relationships toward Papacy for each new region revolting in Heresy.

13.2. Religious Superiority

13.2.1. Authority Gain

The top ten (either Muslim or Christian) factions in terms of per turn piety production will gain a per turn authority bonus.



The current eligible nations can be found on the religion tab.

Such factions will gain up to +1 authority per turn if they have less than 75. Above that the bonus will steadily diminish but will never be less than 0.1.



So Sweden is one of the factions that gain from Religious Superiority and their underlying authority is high enough to reduce the benefit to 0.9 per turn.

13.2.2. Relations with the Pope

Any Christian nation in the top 10 will also gain the title 'Daughter of the Church'. If their current relation to the Pope is under 75 (see diplomacy 12.1) then this will improve by +1 per turn.

The Pope gains +0.1 Authority per turn (until they reach 75) for every Christian faction in the top ten. However, they lose -0.2 for every Muslim faction in the top ten.



So feasibly the Pope's authority score can be affected by up to +1 per turn or as low as -2.

13.2.3. Defender of the Faith

Any Muslim faction in the top ten will be described as the 'Defender of the Faith'. In addition to the standard authority bonus (13.2.1 above) if any of the Holy Cities of Jerusalem, Mecca or Medina (13.5.2) are held by a Christian faction they will lose 0.2 authority per turn.



Note this is separate to the bonus in 13.5.2 for actually holding one of the Muslim holy cities. Not least that benefit can accrue to any Muslim faction, including one that is not in the top 10 for piety production.

13.3. Excommunication

Only Catholics can be excommunicated by the Papacy.

Being Excommunicated is the only way a Catholic can be subject of a Crusade.

13.3.1. Triggers

You might be excommunicated by the Papacy if the Authority difference is no more than 50 in favour of the would-be excommunicated and if relationships are -25 or less.

You are excommunicated immediately as soon as you declare war to the Papacy.

You will lose relationships with all Christian nations each turn, if you are Excommunicated (i.e. Orthodox factions will also shun an excommunicated Catholic).

Declaring war against an excommunicated nation will allow a Christian nation to avoid paying the Authority cost related to attacking someone of the same faith.

13.3.2. Removal

To remove an excommunication you need to improve your relations with the Papacy.

Relations will improve if:

- You are in the top 10 of Piety Producers (13.1.2);
- If you hold a Holy City;
- Normal diplomatic interactions (so gifts etc.)

- If you lease units to a Crusade (13.5 and 15.7) and they win battles you will gain a relationship bonus with the Papacy.

If you can gain a relationship of 45 or higher then there is a chance the Pope will lift the excommunication.

Note there are slightly different rules for the HRE (15.2).

13.4. Religious Antagonisms

The degree of tension between the major religious groups can vary from none, minor to major. This will significantly affect the diplomatic relations between individual factions.

Minor applies when relations between the two factions are already under 25 (wary) and they are of different faiths. It also applies if one is Muslim and the other is Crusading (against a different target) or one is Christian and the other is taking part in a Jihad.

Major tensions arise if one is doing a Crusade or Jihad and the other is the target.

With Minor tensions, existing treaties will be observed but no others can be added. If tensions are worse then there is also a chance each turn that existing treaties will be broken.

13.5. Holy Wars: Crusades and Jihads

Crusades and Jihads are both forms of Holy Wars.

Crusades can only occur after 1090 CE.

A Crusade cannot target the Holy See or a non-excommunicated Christian (practically this means that it can never target an Orthodox realm). The Jihad cannot target any type of Muslim but all other religions are valid targets.

To gain the Regional Decision needed to call a Crusade you must have both cordial (or better) relations with the Papacy and be in the top 20 of piety producing factions. For a Muslim faction, the declare Jihad RGD will only be available if they are both cordial (or better) with faction currently designated the Sword of Islam and in the top 20 piety producing factions (it will thus be potentially always available to the faction that is the Sword of Islam).

You will lose relationships with all nations of the same parent religion each turn, if you are under Crusade or Jihad (i.e. Orthodox will also shun a Catholic under Crusade).

To join the Crusade or the Jihad, you must talk to (using the diplomatic routines 12.1) either the Papacy or the most pious Muslim nation. You cannot join a Holy War if your relations with the Papacy or the leading Muslim faction are -50 or worse.

See section 15.7 for a detailed discussion of some of the mechanisms linked to declaring a Crusade and the possible emergence of the historical Crusader states.

You can also join a Jihad by playing the appropriate RGD on the existing target, that will add you to the list of participants in that particular campaign.

You can quit the current Holy War before it is called off, but in this case, you will lose Authority.

13.5.1. Implications

Declaring war on a nation under Holy War means the attacker will not pay the usual Authority cost for attacking someone of the same faith.

In effect being the subject of a holy war is an open invitation for other powers to attack you – especially as they might gain authority for doing so.

All nations that are part of a crusade or Jihad can enter the territory of each other. However, during the period of a Holy War those nations taking part cannot declare war on another participant on the same side.

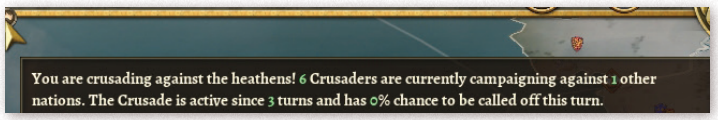
If a Catholic realm declares war on a crusader they will be excommunicated and the cost in Authority for the attack will be increased.

In addition, taking part in a Holy War will produce less war weariness (14.8) per turn than in a normal war.

Crusader/mujahidin nations will progressively declare war on all targets of the current holy war automatically (until all participants are at war against all targets).

During a Holy War there are major penalties to diplomacy between Christian and Muslim nations (even if neither faction is actively involved),

Each turn, a Holy War can be called off with the probability increasing every turn by a variable amount. The more Holy Cities a side controls, the bigger the increase in 'call off points' per turn. The chance for a war to end can be found on the top tool bar and on the religion panel.



If Rome is not under the control of the Papacy, the ongoing Crusade can either be prolonged (if Rome is controlled by a non-Christian) or shortened (if controlled by a Christian).

If the piety points generated by the single most productive Muslim nation are less than a third of the most pious Christian nation, then an ongoing Jihad is prolonged, as Islam is seen to be in danger.

The hostile take-over of a holy city can alter the chances to call off the relevant holy war.

13.5.2. Holy Cities

There are 3 Holy Cities defined for Christians and 3 for Muslims. For the Christians these are: Jerusalem, Constantinople, Rome, and, for the Muslims: Jerusalem, Mecca, Medina.

Note that if you are the target you may well see a large number of nations at war with you. Over time you may manage to make peace with some of these but they will tend to return to the war once the peace deal expires. In this respect note that while a nation may have attacked you as part of a Holy War, they will remain at war with you till a normal peace is arranged, even if the relevant Holy War has ended.

The Papacy gains or loses Authority depending on who controls the Christian Holy Cities. Each one under control of a Christian nation (whether Catholic or Orthodox) gives 0.1 Authority per

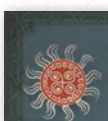
turn to the Papacy. Each one not under such control removes 0.2 Authority points per turn to the Papacy.

Relationships between Papacy and the Holy City owner (if Christian) will improve by 1 point (per turn).

Owning a Holy City can give direct authority benefits:

CURRENT AUTHORITY	IF CATHOLIC	IF MUSLIM
Under 0	+0.3	+0.4
0-74	+0.2	+0.3
75 or over	0	0

If one of a faith's holy cities is held by the other faith then a -0.2 will be applied to the per-turn authority of all that faith's factions that meet the definition of Religious Superiority (13.2).



Since Jerusalem is a holy city for both, by definition this malus will be always be applied to either of Islamic or Christian nations.

If a Holy City changes hands forcefully between opposed faiths, then the victor will gain 6 authority points and better relationships with Papacy (if Catholic). Loss of such a city will cost that faction 6 authority points.

This conquest can also postpone or accelerate the end of the relevant holy war (i.e. a Catholic nation taking Jerusalem will increase the chance that an ongoing crusade is called off) as it will add 25 points to the current score used to determine if the crusade is called off.

13.5.3. Knightly Orders

There are five Knightly Orders that may appear in the game: Templars, Hospitallers, Teutonic Knights, Sword Brethren, Iberian Orders (this is used to amalgamate a variety of different types). They are not currently playable.

Each appears on map at a more or less historical date (sometime late, sometimes a bit in advance) and in their historical location, with some leeway. The regions must be Christian. Some will appear several times as they did historically, in particular the Teutonic Knights will appear in 3 places.

When they appear, they gain a building in a region not under their control, and a stack of units.

Once every few turns, they can spread from a region in which they have a building to a nearby Christian region, planting a new building (Commandery or Preceptory, depending on the exact Order). Alternatively, or in addition, existing buildings might get an upgrade.





It is important to understand that the Knightly Order buildings, even if technically owned by the region owner, are the property of the Knightly Order. As such, they can't be disbanded and for the most part are a burden as they will siphon some gold income for their own usage!

These factions are 'Power Groups' and can remain active even without any assets (regions or units). In this respect they can still play decisions and keep their treaties active for example. However, if they have no assets they will usually get one free unit in a friendly nation (with whom they have Passage Rights). Their own buildings will also generate units.

Practically speaking, nothing prevents Knightly Order gaining regions as 'true landowners' reflecting the territorial expansion of say the Teutonic Knights. They can become powerful "pseudo-nations" if left unchecked.

They all have the raiding trait and will do so against Pagans and Muslims.

Their fundamental weakness is the Regional Decision "Challenge Knightly Order". If the decision is played in a region you don't own then usually the building will be removed. If played in a region you own and against a Knightly Order building, then the whole order might be disbanded!

However, this disbanding is not always assured. The Knightly Order might resist or even wage war against the player. A king with high authority is at a certain advantage (historically Philippe le Bel dismantled the Templars and sent them to burn at the stakes).

The Orders will pay their unit upkeep in money but not usually in terms of metal and manpower upkeep. Also they do not acquire new units in the usual way (14.3).

They can always enter any land of a Christian nation, as if they had a Passage Rights with them. The reverse is not true.

They can only declare war to a nation of the same religion if this nation is under a Holy War (i.e., Christian under Crusade, Muslim under Jihad. Not the other combinations). Note that through the alliance game, they can still end up at war with other nations of same religion. Exception: The RGD Challenge Knightly Order is played and the player fails his success roll.

They can never be made vassal, except if the liege is the Papacy.

They never sign Royal Marriages.

They will automatically claim regions containing Holy Cities of their faith if held by another Knightly Order or by a nation of a different faith. On the other hand, they will automatically relinquish a claim on such regions if held by a nation of their religion (except if they are the owner).



14. Military Matters

Your army is based on a mixture of units some representing your regular army (the retinue or standing army), some levies raised for a campaign and then dismissed with these supplemented by mercenaries (easy to raise, expensive to pay and not always loyal).

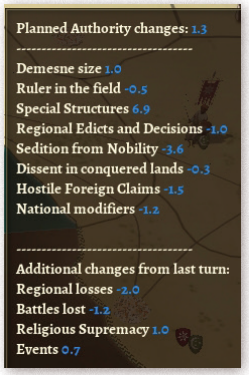
This army will also be made up of units recruited on a province or region basis and those raised by playing appropriate RGDs. The latter option can give access to some specialist units you cannot recruit directly.

Generally your army will be a close match to the army lists in *Field of Glory: Medieval*. It will also change across the game in particular most west European armies will notice a difference in their army composition from roughly 1150.

14.1. Generals

As noted in section 8.5.4, Peers of the Realm can be assigned to lead armies. They will add their statistics and any other traits to the performance of the army in battle (16.1). However, characters with low loyalty (10.2.2) may revolt and if they do so, will claim components of an army they lead for themselves.

This may sound negative but if you have a well run state it is feasible that sending your ruler to a distant region may help raise overall Authority.



Note if the ruler is assigned to lead an army your overall Authority gain will be reduced by 0.5 due to having the 'ruler in the field'. However, this will be partially balanced by an increase in regional Authority production.

In this case, per turn authority is high so the small loss for the ruler being away from court is easy to absorb. It does mean a border region gains in terms of local authority.

14.2. Military Expertise

Every faction has a national level of military expertise. This can be found on the Nation Panel as:



Note that in addition the Summed Abilities tab shows the current army list (14.7.5), when it will be changed and the size of your standing army (and the current number of such units).

The higher this value, the more chance to gain high value leaders and this will also improve the level of training for new units. If the value is under 1.00 then the faction will face maluses in these respects. If it is 4.00 or more then there will be additional benefits.

Military experience also helps raise the standard of freshly recruited levies (14.4.1). For every point of military expertise there is a 10% chance they will avoid the hastily levied modifier.

The value is derived from a count of buildings such as walls, stables and military production sites divided by the number of regions. Each such building has a value relevant to its tier. So a tier 1 fortified village will be less valuable than a tier 3 massive castle.

14.3. Raising Units

There are important differences between the various parts of the army but the process of raising them is similar. Mostly, if a Province has been formed from multiple regions, units will appear at the provincial capital. In this case other regions will contribute part of their bonuses to the capital region. If no province exists, units will appear in a chosen region and will not gain any bonuses from adjacent regions.

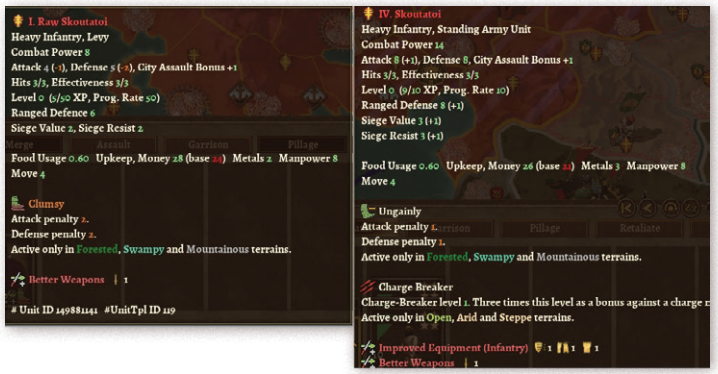
To raise a unit will require combinations of manpower, metal and equipment. If any of these are lacking then the unit may be delayed over multiple turns till sufficient resources have accrued.

Local Authority will increase the cost in money of any unit recruited by up to +100% if Local Authority is at -100 with this reducing steadily till it reaches 0% at 0 Local Authority. If Local Authority is between 0 and 74, the cost is unchanged. If Local Authority is 75 or better, there is a discount of 25%.

14.3.1. Improving Units

For Levies some buildings will help remove the 'hastily levied' modifier or see a raw unit upgraded to non-raw. For Standing Army Units, there is a chance to gain bonus attributes and also such buildings are essential before such units can be raised (14.4.2).

So moving levies with the hastily levied trait to a region with a Spearmaker can make a real difference to your army:



This shows the advantage of upgrading raw levies. In this case the Skoutatoi becomes a Standing Army Unit but more importantly is the near doubling of combat power. Fighting with raw levies is really only something to do in emergencies.

Important buildings in this regard include the bowyer, spearmaker or stables. Each such building can improve from 2 to 6 units per turn (with a 25% chance of success on each test). The chances of this happening are higher if the unit is raised (or subsequently based) in a region with the appropriate building, but such buildings have a reduced effect across your realm.

Otherwise if a unit described as being both 'hastily levied' and 'raw' then as it gains experience, first the hastily levied modifier will be removed and then the effects of being raw.

14.3.2. Recruitment Bonus

In addition, buildings such as the fletcher or spearmaker will raise the experience of any freshly raised formations. If a province has been formed such a building in the capital will provide a full bonus and any in other regions half their notional bonus.

14.4. Components of your army

14.4.1. Levies

Levies are cheap to recruit but have a high upkeep cost (50% of their initial cost). They also tend to be poorly trained. However, military expertise (14.2) and specialist buildings can improve this initial training level.

Levies improve their experience extremely slowly (5 times slower than Standing Army units).

When no longer needed, disbanding levies is encouraged as they are expensive in peace time and slow to gain experience from combat so unlikely to be better than freshly raised formations in time of need. When disbanded, you will recover 75% of the original costs in terms of manpower, metal and military equipment.

Use them, then disband them.

To quickly raise levies, the goal is to have sufficient military equipment stored in the province (as well as sufficient money, metal and manpower). As above they are also cheaper in regions with high local authority.



This may mean it is an idea to focus on military style buildings in a border region where you expect repeated campaigns.

14.4.2. Standing Army Units

Standing army units present the reverse profile: costly to recruit but with an affordable upkeep (10-20% of their recruitment cost). This is relative to their combat power (so a knight is much more costly than a skirmisher). If they are disbanded, you will regain 50% of the original costs.

If a Standing Army Unit is lost this costs Authority to the owning nation (note this includes both combat and other losses).

Standing army units are also limited in number at the nation level, and the current value can be found both on the unit recruitment tab and the Nation Panel.

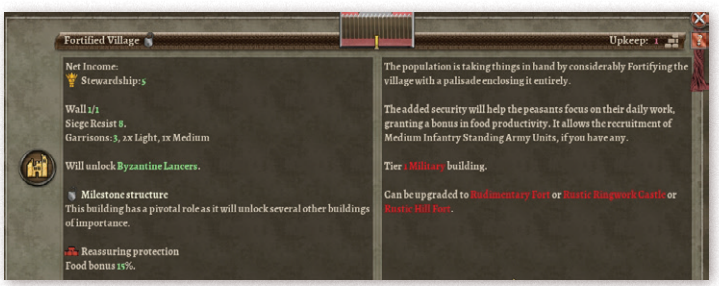
The absolute total will depend on several factors, like the type of Realm, the number of nobles (each adds 0.25), various modifiers at the ruler/national level, current Authority level, presence of certain martial buildings or traditions such as jousting, and competent Peers of the Realm.

For Standing Army Units there are particular recruitment requirements:

- Skirmishers/Light and Medium Infantry: Needs Fortified Manor or equivalent (Lower Tier I)
- Heavy Infantry: Needs Rudimentary Fort or equivalent (Upper Tier I)
- Light Cavalry, Skirmisher Cavalry: Available everywhere
- Medium Cavalry: Needs Fortified Manor or equivalent (Lower Tier I) AND Stables give them a further specific bonus.
- Heavy Cavalry: Needs Rudimentary Fort or equivalent (Upper Tier I) AND Tournament Ground give them a further specific bonus.
- Archers/Crossbowmen (all kinds): Most need a bowyer (there are some exceptions mainly for Light Archers)
- Elephants (all kinds): Needs Fortified Manor or equivalent (Lower Tier I) AND Stables to give them a further specific bonus

Note that cavalry and elephants also have requirements in terms of specific trade goods being available.

The various building tabs will indicate what options they create:



14.4.3. Vassals

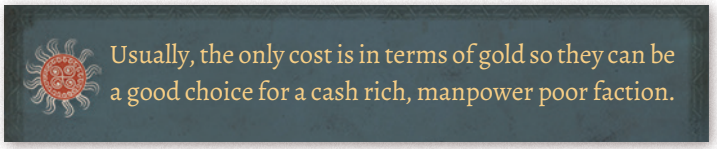
As part of the diplomatic process you can set when vassals will join in a war, if they retain control of their own forces or transfer them to you (in this case you then need to pay 50% of the upkeep).

14.4.4. Mercenaries

Instead of recruiting either levies or a standing army you have the option to raise mercenaries instead.

Mercenaries can be raised from the Regional Decisions tab in any friendly held region which has a military leader present. This can include a region you do not currently own. Newly raised mercenaries will have an experience level of 50.

Usually mercenaries cost double the money to raise and maintain as a Standing Army unit.





One very useful mercenary unit is the Knights and Sergeants, for many factions this can be the only way to acquire such a powerful formation.



If mercenaries form part or all of an army any general will have lower loyalty. The effect will depend on their relative combat power.

If the general has loyalty of 80 or over, the effect will be minimal but if their loyalty is already around 50 (or lower) then they will have a severe impact, raising the chance that a general will revolt.

When mercenaries are disbanded there is a 10% chance they may create a bandit lair (11.3.7) in the appropriate province.

Note you do not have to disband them in one of your own regions so at the end of a war you can disband them in regions that you have to return to your recent enemy.

This value is cumulative, so if you disband 3 units in the same region in the same turn there is a 30% chance of a bandit lair appearing.

A unit's mercenary status can be found on the unit tab.

14.4.5. Volunteers

Some tribal nations are made up of volunteers in that almost everyone is a soldier. This particularly influences the make-up of Mongol armies when they start to arrive.

14.4.6. Non-Standard Units

In addition to special provincial units (14.4.7) and mercenaries it is possible to raise non-standard units. This is done by using



a regional decision with a cost of money, manpower, and metal. The resulting units are randomly selected from a prescribed list and this will vary by faction and sometimes across the game.

For the Byzantines, as an example, this is the only way to gain Varangian Guards or Klibanaphoroi. After some time, the latter option is removed.

This means you might access particularly valuable units or those worse than what you can recruit normally. The advantage is you do not need military equipment thus speeding the recruitment process.

14.4.7. Provincial Units

Each province (domain) can provide a special unit to the owning nation. The unit provided can differ depending on criteria such as Civilization Level, Religion, Culture or even can be specific to a single nation.



The regional decision 'recruit local units' allows you to raise the specialist provincial units even if the relevant province has not yet been formed.

14.4.8. Related to Buildings or RGDs

Some of the military buildings or RGDs will generate combat units when they are completed. In particular, the 'reinforce march' RGD will usually see the creation of several low level peasant formations. The boulder field building (part of the process for building up your fortifications 11.4.1) will often see the creation of a specialist siege engine unit. Others may generate an archer or crossbow formation.

14.4.9. Skirmishers

Any of the above parts of the army can also be skirmishers. These often appear to be weak but have a substantial value in combat.

In a battle they will try to inflict fatigue on the enemy before the main clash (16.1.4). Units that are tired or fatigued fight much less effectively.

In addition, the more experienced your skirmishers, the more likely they are to successfully target enemy units.

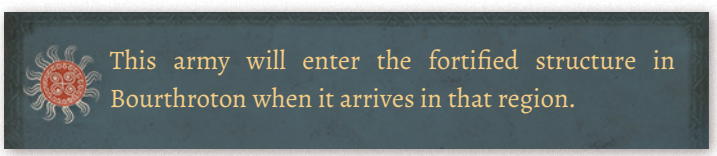
Archers are particular valuable as they can also provide a substantial support (16.1.5) bonus to front line units in the main combat phase

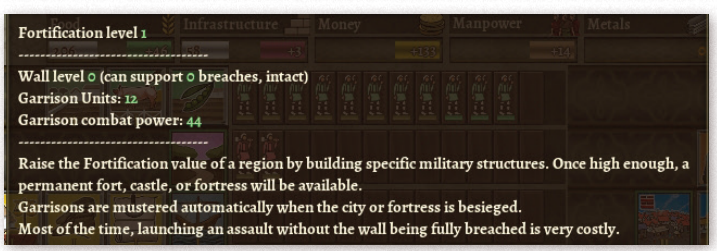


14.4.10. Garrisons

Units can be placed within the fortification and will gain defensive benefits but not challenge an enemy army moving into the region. Note that this can only be done if there is at least a level 1 wall present (11.4.2).

In addition, most regions will automatically generate a garrison if the region is invaded. The size of this will reflect the defensiveness of the region (11.4.2) and can be found on the region panel.





You can also see the likely size of this automatic defensive force in the regional tooltip.

The strength will reflect overall population and the type of buildings present (many non-military buildings will contribute to this garrison). It may either appear as a garrison in a fortification or a field army.

14.5. Naval Units

Usually before any combat ships can be built you will need at least a Medium Harbour (Tier II) unless your faction has the trait 'Maritime Nation'.

Shipyards provide large bonuses to reduce the costs and raise the initial experience of warships.

Transport ships can be one of five possible units, depending on how much of the trade good 'commerce ship' you produce. The better this value, the quicker any damaged warships will repair.

In addition, movement rules vary between galley style ships and those that are primarily sail ships.

You can find information on the current transport ships on the 'Summed Abilities' tab of the Nation Panel:



Most naval units are treated as levies but some are treated as SAU (but do not reduce the land limit for SAUs).

14.6. Raids

Some factions have the attribute that allows them to raid. This will potentially cost authority if it is successful (see 9.1.1 and 9.1.2) to the target or to the raiding faction if it fails.

A raid will not take control of the target region if it is successful.

Raiding cannot happen if the two factions have relations of at least 0.

To mitigate the effect of being raided the best solution is a permanent garrison. In addition some buildings will create a notional garrison that is used to deal with a raid. Of these the most valuable is an Alarm Bell but others are the Lord's Kennel, Local Watch and the Craftsmen District.

14.7. Maintenance and Improvement of the Army

14.7.1. Military Buildings

Military buildings in a given region will improve the quality of any garrison and any locally raised troops. To a lesser extent this advantage will be shared across a given domain or province.

In addition, some of these buildings have a fixed number of attempts (from 2 to 6) to improve a given unit. The effects can be to raise the effectiveness of relevant units or remove the 'hastily levied' characteristic of levies.

BUILDING TYPE	UNIT TYPE IMPROVED	STRENGTH
Levy Camp	Medium Infantry	
Stable	Medium Cavalry	
Spearmaker	Heavy Infantry	Weak [1]
Barracks	Any Infantry	
Bowyer	Archers	
Master Blacksmith	All	
Stable Master	Any cavalry	
Shell Keep, Stone Bailey or Stone Castle	Any Standing Army Unit	Weak [1]
Training Ground	All	Weak [1]
Jousting Field	Heavy Cavalry (Standing Army Units only)	[2]
Concentric Castle or Large Concentric Castle	Any Standing Army Unit	

[1] – Only have 2 to 3 chances to improve a unit
[2] – Has 6 chances to improve a unit

14.7.2. Army Upkeep

Every faction has a variable number of units with reduced costs (these are sometimes described as your retinue). This will be related to the faction, ruler scores and attributes and military experience. The actual number can be found on your nation tab.

The reduction is 20 money, 2 metal and 5 manpower per unit. The reduction is allocated to the most expensive units you own.



Note this reduction is only applied to SAU or levy units and mercenaries cannot gain from this effect.

In addition, if a unit is based in a friendly province there is a 25% reduction in upkeep costs regardless of the size of the army (this reduction is applied to the base costs, i.e. before the reduction above). In addition to this there is a further 25% discount for Standing Army Units if you are at peace and they are stationed in your home nation.

In combination this can make SAU type units relatively cheap to retain in peace time.

By default each faction has 10 such units but this may be reduced according to the traits of your current ruler. The Seljuqs are allowed 15. If you form one of the available *Kingdoms* (10.1.3) such as France or Sicily your basic allowance will be increased to 15.

On the other hand there is 25% in costs during the harsh season if the unit is outside your own nation

14.7.3. Unit Effectiveness

Effectiveness is an important game concept as it reflects the ability of a unit to fight and, in some cases, sustain itself. A unit with no remaining effectiveness will start to take strength losses (either in combat or as a result of attrition).

Effectiveness is a combination of troop morale and fatigue. In effect, low morale units are more vulnerable to the effects of being fatigued compared to high morale units.

14.7.4. Military Reforms

There are 3 tiers of Military Reforms, with different conditions. The first one can be given from the start for each unit category provided the nation has at least one unit of such category.

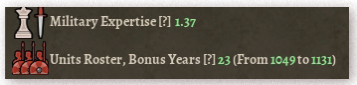
Each Reform deals with one unit category among: Light Infantry/ Skirmishers, Medium Infantry, Heavy Infantry, Light Cavalry, Medium Cavalry, Ranged Units (Archers and Crossbowmen), Light Warships, Medium Warships, Heavy Warships.

The reforms may make a given unit more useful in particular types of terrain, slightly stronger overall on the defence or attack or easier to raise. You can swap direction with each step in the reform process.

14.7.5. Unit Roster

Over time the units in your army may improve to reflect wider changes in military equipment, tactics or training. You can gain these earlier depending on your military expertise, the education level of your capital region and the number of military reforms you have taken.

The current value can be found on the 'Summed Abilities' tab of your nation panel.



A new army list will become available earlier if you have high military expertise.

14.7.6. Recovering losses and effectiveness

If a unit takes hits or losses in combat it can recover if there are sufficient global resources (manpower, money and metal) and it is resting in a region with positive loyalty (i.e. over 50) and positive food production. If a unit has lost effectiveness, then this will be recovered first and this can happen in any region as long as sufficient food is available.

The presence of some health related buildings will improve the rate at which losses are recovered and some allow for both effectiveness and losses to be recovered at the same time.

14.7.7. Disbanding Units

If the disband option is selected this will the entire stack. If the stack was supplied when disbanded, some of the resources (metal, manpower etc.) will be regained by the player.

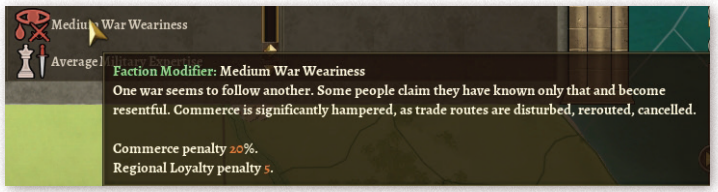
14.8. War Weariness

Over time this will build up. At its lowest level it will see some reduction in trading income due an ongoing war but at the highest level it will badly affect your nation and raise the risk of internal revolts.

If the war is just with minor factions, you will gain less war weariness per turn than in a war with a major faction. In addition, taking part in a Crusade will see a slower gain of war weariness to a normal war.

In addition to slowly building up over time this will be increased as losses in the war mount.

The current score, and related effects, can be found on the nation tab as:



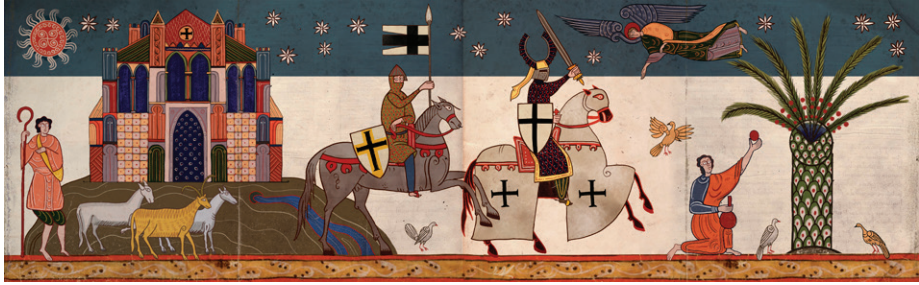
You can also find the current war weariness on the ledger (18.11).

14.9. War Score

Over time this will be generated. War score is gained by taking provinces and inflicting losses on the enemy. It is lost by the same mechanisms.

In some circumstances it is possible for 2 factions at war not to directly interact. In this case the faction with the highest authority will slowly gain war score.

When offering peace (12.1.8) war score is important as it will influence what can be demanded and the likelihood a given peace will be accepted.



15. Faction Specific Rules

This section draws together any particular rules that affect a given faction (or group) outside the normal rules above.

Note that all factions have specific buildings and vary according to their characteristics (you can check these on the nation panels or when setting up a game). This section only covers those issues where these variations supplement, or significantly alter, the core rules set out above.

15.1. Byzantium

Byzantium is prone to civil wars, in particular if, at the game start, it loses territory to the Seljuks. This will increase the already substantial threat of a coup by a disloyal general or governor (increasing the basic chance by up to 50% if you are losing the war).

Byzantium (and any immediate successor states) can also reduce its court expenses through the allocation of Pronoia and the Macedonian Renaissance options will provide a range of benefits (especially if you are in the top 10% for legacy).

15.1.1. Mercenaries

In addition, the option to recruit mercenaries is always available and these are cheaper (50% upkeep costs) than for many other factions. Note there is no reduction in the cost to actually raise mercenaries.

However, the more you rely on mercenaries, the greater the chance of a coup.

15.1.2. Coups

Palace intrigue and disloyalty was a regular feature of the Byzantine state and this is reflected in the game through different coup rules than for other factions.

A coup cannot happen if:

- One happened recently (20 turns on Balanced)
- You are too small (25 regions on Balanced)
- You have a Civilization I government
- You are in Renaissance
- Byzantium is played by the AI and the player is on Very Hard or more difficulty

There are some modifiers to the chance of getting a coup. This is computed and accumulated each turn:

- From the passing of time: ZERO
- Average regional loyalty 75 or more: -1
- For each mercenary: 2% chance to roll versus a 1D100. If rolled under, then +1 (so if you have 10 mercenary units then the test is set at 20%)
- Authority 75 or more: -3
- Authority 50 or more: -2
- Authority 0 or more: -1
- Authority -50 or less: +1
- Big nation (100 regions or more): +1
- Very Big nation (200 regions or more): +2 (replace the one above)
- In a war vs Seljuq Turks: +2

This gives the unmodified chance to get a coup. This value is then reduced by a "buffer change" which is

-20 for balanced, -19 for experienced, and so on.



Basically if you accumulate points and you have a basic 24% chance, then this is reduced to a 4% chance if playing the game on balanced.

15.1.3. Imperial Restoration

At the start Byzantium faces penalties, up to 70%, on the rate it gains legacy. However, there are a number of specific missions available, called Imperial Restoration, and meeting these requirements will start to reduce this penalty.

You can see all the missions on the Reports tab of the nation page, as:



15.2. HRE

If a state outside the HRE declares war on a state in the HRE then all HRE members will join in to protect the target. If you are part of the HRE a declaration of war on another member is treated normally.

If any members have more authority than the current Emperor, this will see a substantial loss in relationship, broken treaties and perhaps a rebellion.



In other words, if you are the current Holy Roman Emperor, ensuring you have more authority than any other member is critical.

To help with this, there is a +10 authority bonus when elected.

The HRE Emperor will face some penalties if they have less than 10 vassals. In turn, HRE vassals provide benefits above the default gains (12.3).

If the HRE gains a claim on an Italian region, this will generate a bonus of +4 authority. If such a claim is lost, there will be a cost of 4 authority points.

Relations with the Pope may be difficult. If the HRE faction has 25 Authority Points more than the Pope then it will gain the Anti-Pope modifier. This will be lost if at any stage the HRE has less authority than the Pope.

The benefits of the Anti-Pope modifier are a gain of 1 legacy point per turn for each claim under control, 50% reduction in the chance of losing authority if excommunicated (13.3) and that the Papacy can be made into a vassal (subject to the normal rules).

15.3. Italian Merchant Republics

Since these tend to have relatively high trading acumen values they will come to dominate trade in regions where they are present (12.6.3).

In addition to the rules below, they will gain an extra building slot in any coastal region they hold but will lose a potential building slot in other regions/

15.3.1. Commercial Enclaves

In addition, they can found Commercial Enclaves in coastal regions owned by a Christian Kingdom or Empire, through a regional decision (you will usually be allocated a suitable regional decision if you have none in your pool).This building cannot be disbanded by the region owner and gives him too a bonus to commerce, while providing you a global bonus modifier to commerce that scales with the total number of enclaves.

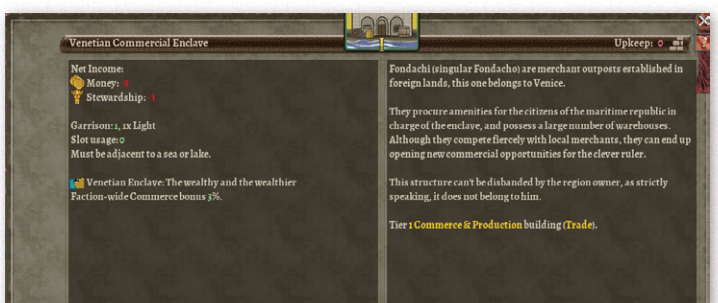
However, the more enclaves you have, the worse relations will be with other Italian Merchant Republics (and vice-versa).

The deployment cost increases the more enclaves you have within a given nation. On the other hand, the more such enclaves



you create the higher your trade acumen and there is a flat rate bonus for all populations in the commerce role.

In effect, you become much more likely to take control of trades in such regions and to earn more from them.



This is the building as seen by the other faction. Although it looks negative in terms of cash loss it can be profitable given the faction wide bonus it creates.

You also get access to 3 faction specific Trading Posts providing a large income if you can provide them with enough Trading Goods.

The establishment of Commercial Enclaves fosters a mutually beneficial relationship between Maritime Republics and foreign Christian nations, with both parties reaping economic rewards.

15.3.2. Bankers of Kings

In nations in which you have Commercial Enclaves, you get a bonus income proportional to the number of Enclaves and the size of the nation. The drawback to this is that the foreign ruler can under certain conditions decide to not repay any loan, which will cost you dearly, in proportion to what was your regular income.

The conditions for a king to not repay his loan, and thus create bankruptcy (coming from Banca Rotta, i.e. broken bench!) are:

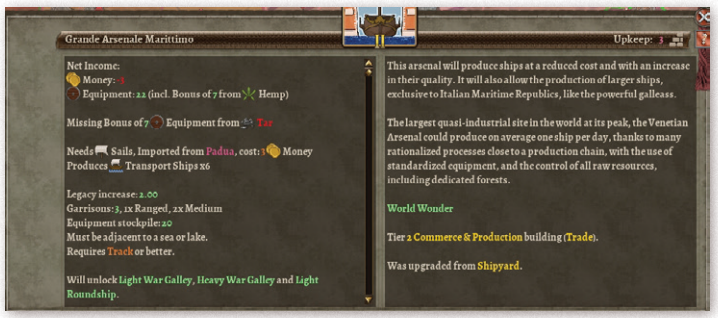
- Be at war with anyone,
- not being on friendly terms with you, and
- have more Authority than your nation

This will considerably degrade your relationship though, so he might decide to play fair and square.

15.3.3. Maritime Arsenal

The Maritime Arsenal of Venice (Arsenale di Venezia) was a large complex specializing in the production of warships via a semi-industrial process. As such all Maritime Republics get a special building to improve the quality of their ships, with Venice having a Maritime Arsenal superior to the others.

The need for manpower either for shipbuilding or the navy was detrimental to the development of a large land force though, although an emphasis on training and professionalism partly compensated for this lack.



15.3.4. Large Merchant Fleet

This becomes available if you have the Maritime Republic government.

Maritime Republics always possessed large merchant fleets for their commercial needs. These were also used to ferry troops of Christian kingdoms over the Mediterranean, for a not-so-modest fee.

As such, Maritime Republics always get Transport vessels of two quality levels higher than their sail-ship production would normally allow

In addition, nations with good relationships and a passage rights with the Maritime Republic will get one extra quality level for their own Transport ships

15.3.5. Warfleets

Italian Merchant Republics have two particular benefits for possessing a fleet. First, ships have a 50% reduction on their manpower cost (both to construct and to maintain) and second, depending on size, the fleet can produce between 5 and 25 legacy points per turn.

This is triggered once you have a certain number of medium or large warships. Medium ships are counted as #3 and heavy as #6 for this count and you need a score of at least 21. After that the benefits are incremental.

15.3.6. Coastal Regions and Islands

Any coastal region has the chance of a free coastal trading post being placed in the region. This is 5 times more likely to happen if the region is also an island.

15.4. The Normans

The Normans will be given a decision, and an allocation of forces, that allows them to either plan to invade England or to attack France. Not only will this influence who they attack (especially if controlled by the AI) it will determine if they are treated as

a French or English faction for some purposes as the game progresses.

When setting up a game the player(s) have the option to disable this event chain (4.3.1).

15.5. The Papacy

The Papacy (Holy See and Papacy are interchangeable terms) is not a playable nation but is diplomatically active even if it lacks land or military units. In this respect it is treated as 'Power Group' along with the various Knightly Orders and the Assassins.

The Papacy is not subject to coups or armed rebellions from characters (Peer of the Realms or Generals). Despite this it is in theory possible for the realm to fall into a Civil War. In addition the Papacy will be awarded a small bonus loyalty in any region it directly controls.

Note that the HRE faction has specific rules that alter some of the interaction with the Papacy (15.2).

15.5.1. Diplomatic Dynamics

Attacking the Papacy, if Christian, will cost a base of 30 Authority as opposed to the usual cost (12.1.7). The aggressor is immediately excommunicated. However, the Papacy will rarely DOW other nations and when it does, it will limit its expansion to mainland Italy (in particular the south, Lombardy or Verona) and Sicily.

The Papacy can't propose or accept a Royal Marriage and won't be part of any alliance. Nor can the Papacy be the target of a 'sneak attack' decision.

The Papacy will never change religion, even if another religion becomes predominant in the controlled population.

.If Papacy has no land, then under some conditions a Catholic nation owning Roma will give them the region back, earning their gratitude and 10 Authority Points in doing so.

If possible, Papacy will provide Passage Rights access to its land to all Catholic Knightly Orders.

Only the Papacy can make a Knightly Order into a vassal.

See also the rules on Religious Supremacy (13.2) for how the relative piety of Christian and Muslim nations can affect the standing of the Papacy,

15.5.2. Papal Obedience

It is possible to have the Papacy as a Vassal, under certain additional restrictions with this described as 'Obedience'. To have the Papacy as vassal requires, in addition to standard conditions, to be Catholic with at least 75 Authority and 15 regions.

If there is a valid character in the national roster (male of age) then the new Pope will be this character, coming directly from the pool of the liege. In this case the faction will gain an extra 10 Authority and relationships will further improve by 10 with the Papacy.

The vassalage is broken when there is a new Pope and the Liege has less than 75 Authority. It is broken at any turn if the liege is not Catholic or is excommunicated. Having less than 75 Authority as the Liege is not a problem as long as the Pope does not die.

15.6. Rus

Some of the features of the Rus apply to the wider Slavic group. As noted earlier, the Rus have a particular set of tier II (and higher) fortifications (12.4.2).

Politically, Rus states are particularly vulnerable to civil war when a ruler dies. On the other hand, the Rus can try to force an attacker to accept a peace deal even if they are not willing. Depending on your ruler's competence the result will range from having no effect (so the war continues), to a peace (but you become their vassal) to a white peace and retaining full independence.



All of this maybe very useful when the Mongol invasions commence.

Population dynamics are also slightly different. The chance to gain new Freemen is lower and equally they can revert to being peasants. The compensation is a regional loyalty bonus but this clearly limits the scope to allocate population to commerce.



Note this does not reduce the ability to use regional decisions to convert peasants to freemen, or to attract freemen, nor does it affect the impact of buildings such as the 'freemen cottages'. What it does mean, is if there are 3 or more freemen in a given region there is a chance they will revert to being a peasant.

Again, this is partially offset by both a modifier and a special building that improves the commercial value of the major rivers.

15.7. Crusaders

If a Crusade starts a generic crusader faction may be created. This will convert to a named faction if it takes land in the target region.

In addition to forces available at the start it can receive reinforcements in the form of leased units from any Crusading faction. Over time (15.8.2) this faction will partially or fully alter into a number of named regional Crusader states.

15.8. Scripted Invasions

The game has a small number of scripted invasion events. The main one is the likely arrival of the Mongols towards the end of the game.

Other examples include an attempted Norman invasion of England (if certain conditions are met) and the mechanisms to trigger a Crusade in the Middle East.

15.8.1. Mongols

These will appear on the east map edge at any time from 1200. They will appear as a set of powerful armies and will be unaffected by local supply issues (as it is presumed they are drawing supply from off map domains).

If a Steppe tribal faction or Rus Principality is badly beaten in a battle against the Mongols then they will become a vassal faction. This will only be applied if the losing faction is AI controlled.

Over time they will progressively gain claims across Russia and into Iran and the Middle East.

Diplomatically they will act like any other faction so it is feasible to make peace with them, declare war and so on.

15.8.2. Normans

These will gain a large army around 1066 and claims either in England or France.

15.8.3. Crusades

When a Crusade is declared a notional Crusading faction will be created in the target area and this force may be supplemented by the various nations supporting the Crusade either lending units or sending their own forces.

The process of a Crusade aimed at the Middle East will be:

- A generic faction is created and this will seek to take land near to Jerusalem (the actual target will vary). Usually this will be between Constantinople and Antioch and anywhere in the Levant coastal regions;
- As this faction conquers regions, it is possible that named Crusader factions will be created on that land. These can include Edessa, Tripoli and Jerusalem (note they may not appear in that precise region);
- These will in turn generate a new army under the control of that faction but initially allied to the Crusader faction.

The result is that the Crusaders will become more powerful as they succeed but also that they will struggle to expand these

initial armies unless other nations send units (for example by playing the relevant RGD).

15.9. Generic Factions and rebellions

15.9.1. World Nations

This contains a variety of forces, sometimes called world nations. They may be composed of national, ethnic rebels or heretics. Their on map title will indicate their orientation.

If they capture a region and hold it for six turns then this may convert to a regular named faction if a suitable faction tag exists.

15.9.2. Scripted rebellions

In addition to the larger events set out in section 15.8 there are some smaller scripted revolts. These will tend to produce relatively small forces but can be dangerous if the local faction(s) are overstretched. Examples include the Assassins who will tend to emerge in the Middle East and some revolts along the eastern map edge.



16. Combat System

In *Field of Glory: Kingdoms* there are two ways to resolve battles. One is to resolve the combat using the routine embedded in this game. The alternative is to export the battle to *Field of Glory: Medieval* and resolve it that way (16.3).

16.1. Field Battles

Combat happens automatically when 2 or more enemy factions are in the same region, except if the enemy units are inside the city. In this case a battle will only happen if the besiegers order an assault (16.2.1).

Only one battle can occur per region in a given impulse. If there are more than 2 enemy factions (and their allies), only 2 sides will fight in this impulse with these picked at random. The largest faction tends to be picked first, but this is subject to a random roll.

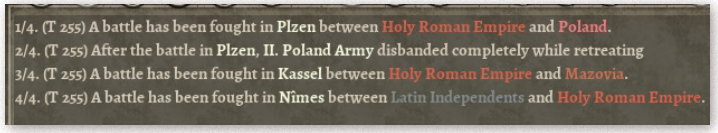
Each faction can be assisted by one ally, so it is a possible that 4 factions will take part in a 2 vs 2 battle. The ally will be the most numerous in the region (in case there is more than one).

Battles are treated as a form of movement and thus are resolved in the inter-turn phase when all movement orders are

carried out. Each field battle has to end with the destruction or retreat of one side but may be spread over multiple rounds if the first encounter is a draw.

16.1.1. Viewing the battle

If a battle happens the player has three choices. You can opt to watch the battle play out in detail, see the end of battle summary screen or simply proceed with the turn resolution. The outcome of a battle can be viewed at any time in the next turn by going to the region, using the ledger (18.8) or the turn-log. The result, but not the actual process, can be viewed from the turn log for the next two game turns if desired by setting the game-log filters.



A battle is a series of duels between enemy units, over a single impulse.

Each side is either defending or attacking. The defender in a battle is the side with the biggest number of units not having moved this impulse (the only exception to this is if the defenders have sortied from a besieged city).

16.1.2. Deployment

When a battle happens, the engine determines how units are deployed, aiming to match units against each other as far as possible. The deployment process uses the concept of 'distance from center' to determine the layout of units. Some tiles are

reserved for cavalry and will not be filled if either sufficient cavalry are not present or the overall army is too small.

This score varies by unit type and, for example, Heavy Infantry have a score of 0 (so if present will be deployed in the center) whereas cavalry can have a score of up to 20 (so will tend to deploy on the flanks). The engine first deploys units with a low 'distance from center' value and then proceeds toward the flanks, until there is no room left (or units).

These values will vary according to the terrain and if the battle is actually an assault on a fortified city. In the latter case, cavalry will very rarely be selected.

Healthy units will tend to be picked before units that have been damaged.

The frontage (battle line width) is a function of the terrain in the region but this maybe reduced if the battle is actually an attempt to storm a fortress.

Once the front line is full, units will be added to a second and possibly third line. Those with the 'support' trait will be placed in the front line if there are available slots but otherwise will be in the second line. Here they will be able to support a unit actually in combat but no more than one support can help a frontline unit under normal circumstances.

Visually, at the start, skirmishers will be deployed in front of the main battle line and the battle will commence with a ranged combat phase

16.1.3. Unit Attributes

Some units have the specific traits

16.1.3.1. Charge and Charge-breaker

Many cavalry and a few footmen units have the ability to charge the enemy. This is not automatic and is dependent on several restrictions.

- The terrain must be suitable for a charge (as specified in the actual ability).
- The unit must not be exhausted.

The chance to charge, vs a D10 is:

- Effectiveness + Experience level (same as Guaranteed min roll)
- +3 per charge level beyond the first (i.e. Devastating Charge gives +3 in this case)
- -3 per charge-breaker level of the opposed unit

If the roll is failed for the attacker, then the defender gets to roll for it too.

The charging unit gets a +1 per charge level to its attack rating.

The unit losing its duel (including the charging unit!) get 1 + charger level extra margin when determining losses. Practically charge level 1 gives +2 margin, so one extra effectiveness and hit lost, while a Devastating charge will give +3 margin (-2E / -1H).

16.1.3.2. Steady and Armoured

Steady units can ignore the first effectiveness point lost in melee combat (not in ranged combat) if they succeed in a dice roll (usually 50%) and if they have not already lost more effectiveness than their ability level (i.e. they are not already shaken).

Armoured works the same principles but in this case it potentially protects against hit lossed.

16.1.3.3. Temperamental Weapon

Some weapons, mostly gunpowder ones, will get a penalty in terrain prone to humid conditions or difficult conditions: Forest, Swamp, Mountain.

16.1.4. Ranged combat phase

All units with some ranged capacity will fire against the enemy in this phase. Some units can only hit the enemy frontline, some can reach the enemy support line or even the reserve units.

In term of gameplay, the mechanics used are the same as the duel process (16.1.5).

A ranged attack can never kill a unit, only inflict fatigue and tired or exhausted units then will have an extra penalty in the duel phase.

It is resolved by matching pairs of units. An already fatigued target is less likely to be selected if non-fatigued targets are available. Frontline units will be matched against frontline units as far as possible (remember that in this phase some of your skirmishers are deployed at the front) and a given unit may be attacked more than once.



While it may sound as if ranged combat is relatively unimportant, an army with either few ranged units or skirmishers will suffer badly against a better balanced opponent. Being fatigued in the duel combat phase is a serious handicap.

16.1.5. Duel combat phase

Once the ranged combat phase is over, skirmishers will retreat to the support line.

As far as possible, each front line unit will fight a single opponent but if one side has more units (and there is spare frontage) then they can gain the advantage of being able to flank their opponent. Defenders use the defence rating of their troops, attackers their attack.

Flanking attacks happen when a frontline unit has no opposition. In this case, the flanker will attack the enemy frontline unit closest to its deployment unless this unit has already been flanked. If there is no such unit, it will attack an unflanked support unit (checking from periphery to the center of deployment). If there is no such unit, it will attack an unflanked reserve unit. If there is no such unit, the flanking unit will be used in the pursuit phase (if any) and inflict additional damage.

Support units provide one third of their ranged attack strength if they belong to the support category or +1 if it is a melee type unit, to the strength of the relevant combat units.

In combination, this sets up a triangle rule for combat resolution. The key factors are unit strength, army leadership and unit effectiveness. A weakness in one of these might be compensated by strengths in another factor.

Each combat is then resolved using three steps.

Step One: Add up the defence or attack rating of the units, modify according to terrain and the presence of any support units. The support value is provided by the units behind those

committed. Some units are poor in melee in their own right (e.g. archers) but provide a good support value. The values will also reflect unit experience and fatigue level.

Step Two: The unit will roll one or more D10 and add the best score to their combat value determined above. The number of D10 available is determined by the relevant rating (attack or defence) of your general +1.



So a well led army has a higher chance that the die-roll actually used in combat is higher than that for an army with no general or a less able general.

Step Three: Each D10 has a guaranteed minimum value determined as 1 plus unit experience (from 0-3 depending on if it is a recent recruit or an elite unit) and its current effectiveness (from 0 to 2 for a fresh, properly supplied, unit). Any dice with a value below this level will be rerolled until it, at least, matches the minimum value (and it can, as a result of this process, exceed the minimum).



In effect an exhausted elite unit may be beaten by a fresh recently recruited formation, especially if it is badly led and dependent on just one D10. On the other hand, this process will mean that well trained fresh troops are effective, even if in less than ideal terrain.

16.1.6. Combat results

Once all these modifiers have been generated they are compared:

- If the difference is 0 between the 2 opponents, both sides will lose one effectiveness point and take one hit.
- If the difference is 1, the weakest side will lose 1 effectiveness point.
- If the difference is 2, the weakest side will lose 1 hit point
- If the difference is 3, the weakest side will lose 1 hit and 1 effectiveness point.
- Each difference over 3 will see the losses increase by 1 hit and 1 effectiveness point until it is destroyed
- If a unit is already at 0 for effectiveness, any further effectiveness losses are converted into hits.
- Some units have the skirmisher trait. Even if they lose a duel, if the enemy margin is not big enough, the winner will lose one effectiveness point.

16.1.7. Determining the overall outcome

At the end of the battle either one side will be forced to retreat or a new combat round will commence. Note that if a fresh round starts, it is possible that extra units may arrive for one or both sides depending on how far they have had to march.

To determine the outcome, each side sums up their losses in terms of both hits and lost effectiveness.

If the difference between these scores is 3 or more, then the side with the smallest value is the winner, otherwise the battle is a draw and will restart in the next impulse.

If neither side retreats another round of combat will occur with units chosen again according to 16.1.2. Thus a larger army may be able to ensure it keeps on fighting with fresh units even as its opponent has to use units that are tired and have already taken losses.

The winner will then inflict extra losses to the defeated, with these first taken as efficiency losses then as outright losses. Thus an army with all its units exhausted at the end of a battle will be very vulnerable in the pursuit phase. The damage inflicted in the pursuit phase is related to the flanking rating of each unit. Thus cavalry and skirmishers will be very effective.

Units with the trait 'evade' can reduce some of their potential losses.

The winner takes the region, unless the combat was an open field battle and there is still a city to capture.

The end of battle report will show a combination of in-battle and pursuit losses.

Mousing over a unit will indicate its remaining strength and cohesion and how much it lost in that battle. In the case of the Polish cavalry it took 2 hits (leaving it with 2 points) and all 4 levels of effectiveness.



16.1.8. Ground units caught at sea

If ground units are caught in a naval battle the process is similar to 16.1.2 above. However, the ground units lose all the advantages of their unit type and depend purely on the dice roll for their strength as they are treated as poorly armed transport ships. This will be partly mitigated if you can produce the highest level of transport ships as these have some combat ability.

On the other hand, combat ships will fight using the full range of modifiers.

Thus unescorted armies are likely to suffer very heavy losses if they are caught by a hostile combat fleet. However, the quality of transport ships will vary substantially (14.5) and this will help if they encounter hostile warships.

Naval battles are otherwise conducted in the same way as land battles.

16.2. Raiding and Pirates

Some states or leaders have the trait that allows them to raid their neighbours. If this option is selected then a raid will take place in one of the neighbouring regions. The chance of success is related to the size of the raiding force and strength of any defences and/or enemy armies.

If a region is successfully raided, then it will not be attacked again for the next six turns. However, during this period productivity will be badly affected as a result of the raid,

You can only raid (or be raided by) if diplomatic relations with the target are negative or are already at war with them. You can always raid (or be raided by) a region that is owned by one of the world nations – in effect not owned by an organised state.

The AI will not carry out raids if their relationship with you is 0 or higher.

Note the success or otherwise of a raid will lead to losses or gains of authority (9.1).

16.3. Sieges



More information can be accessed as:



Sieges are a particular form of combat.

In this case, battle does not occur automatically but can occur if either the besieger orders an assault or the defender tries to sally out (most likely if they are starving).

If a region is besieged then the chances of a positive outcome that turn is indicated by a pop-up message.

The scale for siege resolution is from 0-100 so it is possible to have a lucky (or very unlucky) outcome.

16.3.1. Assaults

You can opt to order an assault, either as part of the movement order or once the siege has started, and that will be resolved as a version of the usual combat resolution (note these battles cannot be exported to *Field of Glory: Medieval*).

If you launch an assault and you are defeated, the battle will not be repeated this turn. Equally the attacker will not retreat from the region so the siege will be maintained. If the battle ended in a draw, a fresh assault will happen in the next round until one side wins.

The defending force will be made up of any normal military units in the city and the automatic garrison. This may range from a few light infantry to guards and large siege engines.

The available walls will have an impact on the resolution of an assault. If the walls are a single level (and note this can be the case if there are multiple sources of level 1 walls present) then the battle will be slightly constricted (16.1.2) but with few other differences to a field battle. As the walls improve from two to five, then the defensive bonuses start to increase substantially.



If the defences are very strong (level 5) then the defenders will gain a potential bonus of six over their basic siege defense. However, no individual unit can gain more than double the value of their basic defensive score (so if this is 2 then the maximum bonus from walls is 8 regardless of their actual size).

16.3.2. Besieging a City

If the region is well defended, or has strong walls, then it maybe better to besiege it for a number of turns. Depending on the relative strengths of the two sides, over time the defenders will weaken as they starve and the walls will be damaged making either an assault more likely to succeed or that the region will surrender.

If the besieged city is a port, it might be necessary to deploy a fleet off-shore in order to cut supply to the defenders. Note that some regions have ports that open into more than one sea area and both will need to be blocked to ensure that no food comes into the city.

Over time a besieged army will weaken as it runs out of food but this can be slow if the city has buildings that allowed a large food stock-pile to be amassed. As long as there is a food stockpile (in this case a unit pays an extra unit of food for each point of effectiveness that is regained) the defender can regain effectiveness (16.4). If it has a hospital then there is a possibility it can also regain lost hit points.

If the defenders start to run out of food but feel they have some chance in a field battle, they may sally out in an attempt to drive off the besieging forces.

16.3.3. Calculating relative Siege Capacity

To determine what will happen once a siege has started it is necessary to compare the relative siege values or capacity of each side.

For the attacker, add up the siege bonus provided by medium infantry and other units that have the besieger trait.

To this is added a maximum of +4 if a leader is present (+2 for having a leader, even a 0-0, and then their attack value). In addition some leaders have the siege trait (10.4.3) and can further improve this value. The leader score cannot exceed that of the combined value of all relevant infantry. So if only 2 units with the besieger trait are present, the leader value is capped at +2.

For the defender, the siege value is calculated in the same way and then the siege resist value of any buildings is added.

The two values are compared and are capped between a minimum of -6 and a maximum of +6.

Note that while archers and crossbowmen do not offer any particular benefits (unlike MI), their relatively high siege related combat values makes them very useful both defending and attacking.

If you have previously played 'Empires' note that Medium Infantry are much less common in Kingdoms meaning that besieging a large castle will take a long time and may come down to either starvation or risking an assault.



The summary chart can be accessed by clicking on the region under siege. It can also be a good idea to check the region tab as that will give you some idea what sort of defenders are present and also the residual food stocks in the fort. Opening the enemy army can also give you information about whether to wait for starvation or go ahead with an assault.

16.3.4. Outcome of the Siege Process

Each turn a random Die(100) is generated and added to the difference between the attacker and defender siege capacity.

If the net score is 4 or less then nothing happens unless the die roll was a 10.

In that case, or if the score was between 5 and 9, a low amount of attrition will be inflicted on the defender.

If the score was between 10 and 15 a high amount of attrition will be inflicted on the defender.

If the score was 16 (the highest value possible), then the defenders will surrender.

If the defenders did not surrender, another Die(10) is rolled and if the modified value is 9 or more, a breach will be made in the walls (this will reduce the defender's siege value next turn or make it easier for an assault to succeed). In this case, if the unmodified roll was a 10 then a breach will occur regardless of the modified score.

16.4. Recovering from a battle

A unit that has fought may have lost effectiveness and/or outright losses.

It will regain effectiveness at a rate of 1 point per turn. It will only recover losses if it is at full effectiveness and based in a region with positive food production and at least 50 loyalty. If these conditions are met then it will recover at 1 per turn assuming you have sufficient resources of men, metal and equipment.

16.5. Exporting to Field of Glory: Medieval

16.5.1. Before you can make the link

Before you can export a battle, you will need to have both *Field of Glory: Medieval* and *Kingdoms* installed on your computer. After you have installed *Kingdoms* you will need to run *Medieval* once (*Kingdoms* does not need to be open at this stage). It is important that *Medieval* has been updated to the latest version for that game.

After this the export/import routine will then work automatically. This will automatically open or close the relevant game.

16.5.2. Exporting a Battle

Most battles that can occur in *Kingdoms* can be exported to MEDIEVAL. The exceptions are naval battles or if you are assaulting city walls to resolve a siege.

To export a battle, select 'export battle'.



MEDIEVAL will then open, select the 'Battle' option and load a '*Kingdoms* Battle.'



16.5.3. Converting Unit Types

If you decide to export a battle to *Field of Glory: Medieval*, then the *Kingdoms* army will be converted to *Medieval* unit types. The conversion process is different depending on national characteristics. In general this conversion is closer than between Empires and FOG2 as the unit types in both games are more similar.

16.5.4. Converting Unit Characteristics

The experience points of *Field of Glory: Kingdoms* units will be reflected in the unit quality of the *Medieval* conversions as will the current effectiveness (14.7.5) of the *Kingdoms* units.

If a *Kingdoms* unit has missing hit points, the unit(s) in *Medieval* will reflect this.

The quality of the general in *Field of Glory: Kingdoms* will also influence the quality of units selected in *Medieval*.

16.5.5. Army Size in Medieval

The *Kingdoms*: *Medieval* unit conversion ratio depends on the unit type, because it is points based. In addition, because the points value ratios do not match up to an exact number of *Medieval* units, there is a random element. For example, if the points system means that a *Kingdoms* unit is equivalent to 1.37 *Medieval* units, the system will definitely generate one *Medieval* unit, and there is a 37% chance of another one. So usually it will generate 1 unit, but 37% of the time it will generate 2.

To stop this producing over-large armies there is a control that will mean that armies can only gain about 3% over their notional size.

In larger battles the unit conversion ratio is down-scaled to keep the number of units manageable.

16.5.6. Saving an ongoing battle

If you are fighting a battle in *Medieval* you can save this as normal, load it again within *Medieval* and continue until you have completed the battle. There is no need to have to resolve the battle in a single sitting.

16.5.7. Converting back to Field of Glory: Kingdoms

Once the battle is completed in *Medieval* the results are converted back to *Kingdoms*. Closing *Medieval* will automatically open *Kingdoms* but you need to open the return file from the main loading screen as:



You cannot open this file from the usual screen loading options but, if you do want to revert to a *Kingdoms* battle resolution instead go to the load game screen and select the relevant 'pre-battle' save.



This will mean that battle is now resolved using the *Kingdoms* routines and the rest of the turn processing can proceed.

Medieval records whether the battle was a Decisive Victory, a Marginal Victory (player rout % less than enemy rout % at nightfall), a Marginal Defeat (player rout % more than enemy rout % at nightfall) or a Decisive Defeat. Additional pursuit losses are then added using the standard *Field of Glory: Kingdoms* rules (16.1.7).



17. Editing the Game

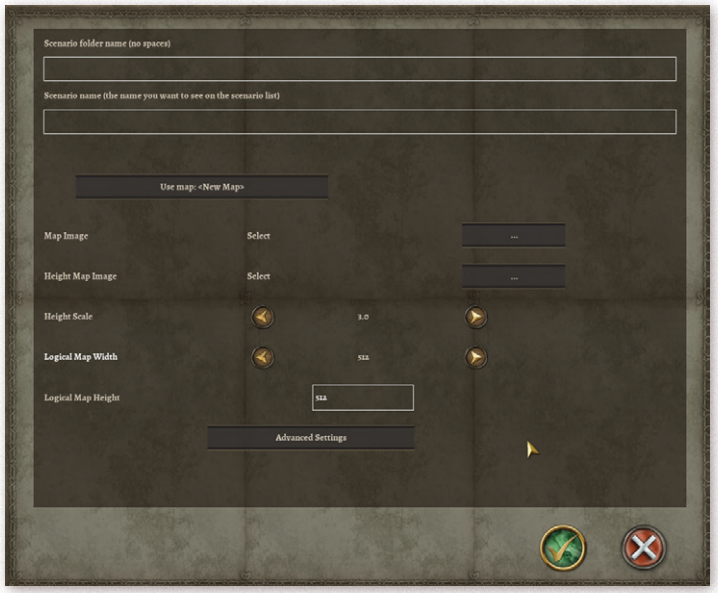
Field of Glory: Kingdoms can be extensively modded as almost every key function can be adjusted. This allows you to create new scenarios, alter the unit tables, adjust the game rules and the user interface to taste.

Also please visit the *Field of Glory:Kingdoms* modding forum at http://www.slitherine.com/forum/. for more information on modding and to discuss questions or ideas with other players.

To access the in-game editor you will need to go to the options screen and select editor:



This will allow you to create a new scenario. This can be completely new or a modification of one of those already in the game.



In addition. Most of the key game concepts and rules can be amended using the .csv files in the game set up. This includes the effect or characteristics of unit types, terrain, and buildings and the methods used to translate unit types from *Kingdoms* to *FOG2*.

You will find the majority of the underlying game files in the directory data>Database within your *Kingdoms* set up. These allow a great deal of customisation of the game, but the main ones are:

- Units – allows you to amend the statistics of all the units in the game, including their combat values, how they are placed in a *Kingdoms* battle, if they have particular traits, the cost to raise them and any pre-requisite buildings;
- Treaties – allows you to amend how long these will apply for and the relative impact on relations if you enact that option;
- Terrain – allows you to define the movement costs, combat frontage and the relative productiveness of various terrain types;
- Structures – allows you change all the characteristics of the buildings in the game;
- Resources – allows you to change the values (including their trade value) and characteristics of all the resources in the game;
- Modifiers – allows you to amend the various modifiers that define how ethnicity, government age and level, state values and factors such as war weariness operate;
- Governments – allows you to change the base taxation value for each type of government and how this will rename as it progresses (or regresses);
- Factions – allows you to modify the attribute of each named faction in the game including its traits and claims;
- Ethnics – allows you to modify the attributes of the various ethnic groups including the traits they have and how rebellious they are;

- Decisions – allows you to modify all the decisions that are made available in the game, including their preconditions, costs and effect;

The game can also be modified by amending the various scripts (found in Data>scripts). Note that altering these files is more complex and an invaluable resource is the modding section of the ARCHON wiki at: http://archonwiki.slitherine.com/index.php/Modding

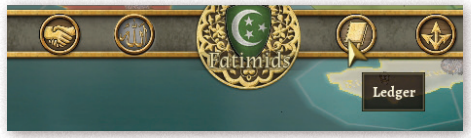
Examples of some scripts can be found in the SCENARIOTEMPLATE .bsf file in the main game folder.



18. The Ledger

18.1. General Issues

The Ledger can be directly accessed from the top line of the main game screen.



In addition it can be accessed from a number of other screens. Different screens in the ledger offer different criteria to change the sort order or to filter on some characteristics but these usually work in the same way.

18.1.1. Sorting



Most screens offer a sort function on the left hand side. If this is opened then all the available column headings are displayed.

Selecting the 'reverse' option will invert the order (usually it is in ascending alpha-numeric order).

18.1.2. Filter

Some screens offer a filtering option. This can mean the screen just focusses on the player's own faction (self), allied, neutral or enemies. It is also possible to select a particular faction with this option.



Some screens, such as trade goods (18.5) offer more options.

It is possible to sort and filter so as to display more than one faction at a time.

18.1.3. Returning to the main map

This can be done by closing the screen or clicking on a region or province name.

18.2. Regions (Overview)

18.2.1. Outline

This will be shown by default and can be sorted to show either your own faction (again this is the default view) or that of another nation. Note that the information for other factions is partially obscured by the Fog of War.





In the second instance 'Enemies' has been chosen and all the enemy factions can now be viewed with them placed in alphabetical order.

18.2.2. Sorting

By default, the regions are sorted by province (in alphabetical order with those that are not part of a province at the top).

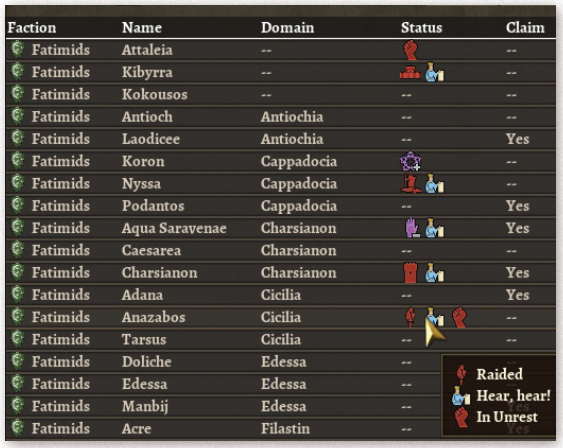
However, you can sort the table by using the drop down list.

18.2.3. Faction, Name, Province

These are self-explanatory and can be used as part of the sorting and filtering process.

18.2.4. Status

This will indicate any special factors affecting that region. This can include the results of decisions, the impact of plagues, whether a region has been recently conquered and whether it is in unrest. Placing the mouse over the images will bring up a tooltip that tells you what is affecting that region.



18.2.5. Claim

If this is shown as 'yes' then the region is one of your claims.

18.2.6. Structures

The first number is the total number of structures in that region. In the brackets the numbers show: agricultural; healthcare and infrastructure; commerce and production; military, piety; and, stewardship buildings.

18.2.7. Roads

This will show the level of roads that maybe in a region. If there is no entry then there is no road.

18.2.8. Impeds

This will show the number of impediments currently affecting the region. This can include rats, thieves and bandits as well as buildings with a mix of effects such as Huddled Shanties.

Again mousing over the entry will bring up a tooltip showing what is present



18.2.9. Harbour

This will both show if there is a harbour present and, if so, the current Shipyard value. The latter is shown as a numerical value in brackets. The Shipyard level is important as it will determine

what type (if any) of warships that can be recruited either in that region or the wider province.

If there is an entry 'Unusable' then the harbour is currently blockaded by a hostile faction.

18.2.10. Unique

This will show any unique buildings that are present in that region. Unique can be buildings that can only exist once in a given province or once in a given nation.

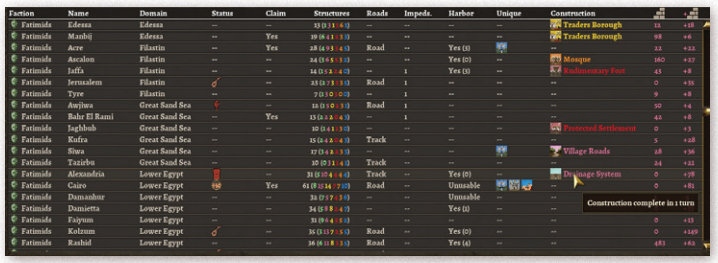
Placing the mouse over the shown icons will bring up a display giving the name of each building.

18.2.11. Construction

This will show what is being built (if anything) in the region. Placing the mouse over the name will bring up a tool-tip telling you how many turns before it is complete.

If something could be started, this will shown by text that indicates there are a number of 'open slots'. If nothing more can be built this will be shown as '- -'.

If the region is affected by the fog of war this will be shown as a '?'.



18.2.12. Infrastructure

The final two columns will respectively show the stockpile of infrastructure and the amount generated by that region each turn. Note that the actual amount added to a region each turn maybe higher if it is part of region as spare infrastructure is shared between the constituent regions.

18.3. Regions (Population)

18.3.1. Outline

This screen provides an overview of your population, legacy production, loyalty and so on.



18.3.2. Sorting

By default, the regions are sorted in alphabetical order with those that are not part of a province at the top.

18.3.3. Faction, Name, Province

These are self-explanatory and can be used as part of the sorting and filtering process.

18.3.4. Pop

The first number is the total population in the region. In brackets are the numbers of peasants, freedmen, bourgeois, clerics and nobles.

18.3.5. Health %

This shows the current net health benefit (or penalty) of the region. Health both influences the rate of growth and the chance and severity of any plague outbreak.

18.3.6. Growth in

Shows how many turns till the population expands given the current set of buildings, population allocation and modifiers. Note this may vary if the relevant province has been formed due to changes in food allocation in other regions.

18.3.7. Legacy

This shows the contribution in the last turn of that region to your legacy.

18.3.8. Loyalty, Revolt Risk

These two columns show your loyalty and revolt risk (if any). Again clicking on the region name will take you to the region panel where you can see the components to this score.

18.3.9. Local Authority

This shows the current local authority score in the region. See section 9.2 for how this is calculated and the implications – especially if it is low.

18.3.10. Heretics

This shows the number of heretics in the region,

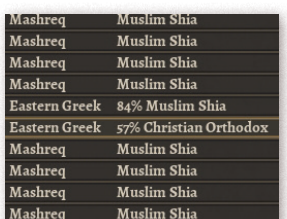
18.3.11. Heresy %

This shows the % chance of more heretics appearing. This number also indicates that the regional piety rate may be too low (13.1.2),

18.3.12. Culture

This will show the dominant group in the region.

18.3.13. Religion



This number shows the dominant religious group in the region. If this is less than 100% a % value will indicate how many share that particular faith.

18.3.14. Food

The next two columns show the accumulated food and the amount of food production per turn purely within that region. In the region panel, you can also see how this adjusted as resources are transferred within the wider province (if one exists).

18.4. Regions (Military)

18.4.1. Outline

This screen provides an overview of the defensive strengths of your regions, the locations of your armies, which units can be built, per turn production of money, manpower and metal and the production and accumulated amount of military equipment.



18.4.2. Sorting

By default, the regions are sorted by province (in alphabetical order with those that are not part of a province at the top).

However, you can sort the table by any of the column headings.

18.4.3. Faction, Name, Domain

These are self-explanatory and can be used as part of the sorting and filtering process.

18.4.4. Walls

This shows the current value of the walls. The two values show the notional value and what is left after any breaches.

18.4.5. Garrison

This shows the automatic garrison value that will be generated if enemy units enter the region. Additional units may also be present.

18.4.6. Armies, Navies

This will show the combat power of any armies or navies in the region. Note that by default this screen only shows your own regions so you may need to swap the filter to 'enemies' to see the location of your units that are invading enemy regions.

18.4.7. Recruiting

This shows any units that are currently being recruited. The first number shows how many units are in the queue and the second how many will be in the queue next turn.

Note that if the province has been formed, all recruitment will take place in the regional capital. The exception to this rule, are naval units that will appear at a suitable port if the regional capital does not have a harbour.

18.4.8. Unlocks

This shows units that have been unlocked, mostly by regional military buildings. Placing your mouse over the title (if any) will bring up a full list of the specialist units that can be built.

Note this will exclude generic unit types that can be built by any nation as long as sufficient resources exist.

18.4.9. Money, Manpower, Metal

These 3 columns show the per turn gain of money, manpower and metal from that region.

18.4.10. Military Equipment

These two columns show the stored military equipment and the per-turn production. Note that both these values are basically set by the type and number of military buildings in the region.

18.5. Regions (Trade Goods)

18.5.1. Outline

This screen provides an overview of the trade goods (locally available, produced by buildings and gained via trade) in your regions and you can use it to calculate trade distances.



18.5.2. Sorting

By default, the regions are sorted by province (in alphabetical order with those that are not part of a province at the top).

However, you can sort the table by any of the column headings.

You can also decide which trade goods you want to be displayed



which can help if you are looking for less common options.

18.5.3. Faction, Name, Domain

These are self-explanatory and can be used as part of the sorting and filtering process.

18.5.4. Net



This shows the net trade value derived from the region. The linked tooltip will show how is earnt by exports and how is lost to imports.

18.5.5. Dist.

By default this column is blank. If you click on a row then the distance of all other regions to that one will be displayed. If the value is shown in green then a trade link is possible, if it is in brown the two regions are too far apart for your current trade range.

If the value is shown as '- -' then no possible link can be established. The most likely reason for this is a lack of a suitable port.



In this case Cairo has been selected. Manbij has a potential trade route but is too far for this to be active (so the 10 is in brown text). On the other hand Siwa has no viable route and is marked as --.

18.5.6. Trade Goods

The rest of the screen will show the trade goods that exist in the region.

Placing the mouse over each icon/name will show if it is naturally occurring, manufactured or traded. The potential trade income if the good is moved to another region is also shown.

18.6. Armies

18.6.1. Outline

This screen provides an overview of your armies and fleets.



18.6.2. Sorting

By default, this is filtered by the name of your army or fleet.

You can also filter this to show armies with under or over 50% hits and effectiveness.

18.6.3. Leader

Shows the leader of that army or stack. If none is present this will show as '- -'.

18.6.4. Region

The region that the army or navy is currently in.

18.6.5. Kind

Whether it is an army or a fleet

18.6.6. Power

The current combat power of the stack

18.6.7. Hits %

The proportion of the potential total hit points still available.

18.6.8. Effect %

The proportion of the total potential effectiveness (10.5.8) still available.

18.6.9. Moving

Whether the stack is currently (or has been ordered to) moving to another region.

18.6.10. In Structure

Whether the stack is garrisoning the region and thus can only be attacked via a siege.

18.6.11. Orders

If any special orders have been issued to the stack such as to assault in the next game turn or to build a structure.

18.7. Characters

18.7.1. Outline

This screen provides an overview of your leaders – both those commanding stacks and those without a current command.



18.7.2. Sorting

By default, this is filtered by the name of your leaders.

You can also filter this to show those who are either assigned or not assigned to a stack.

18.7.3. Name

This is their family name to ease sorting.

18.7.4. Position

This indicates the position held by the character. They can be an army/fleet commander, a regional governor or unassigned (at the court).

18.7.5. Category

This will indicate the relationship to your current ruler. Note that once a female relative is married to another faction they are no longer listed here.

18.7.6. AMP

This shows their administrative, martial and piety values.

18.7.7. Offense, Defense, Modifiers

This shows their 3 military values. If they have any particular modifiers this is shown and the resulting tooltip will tell you exactly what the traits are.

Mousing over the trait will bring up a tooltip showing the impact.

18.7.8. Age

Their current age

18.7.9. Health

Will show their current health, and, thus, the resulting risk of them dieing.

18.7.10. Loyalty

If this is shown as a numerical score then you know their current loyalty. If the value is ?? then their loyalty is not yet known.

18.8. Battles

This screen provides an overview of the battles that have occurred in recent turns. It can be used to go the main battle screen.



18.9. Authority

18.9.1. Outline

This screen shows your current position on the authority ladder (9.3) in relation to other factions.



18.9.2. Sorting

By default, this is filtered to place the nation at the top of the Authority ladder first.

18.9.3. Authority Rank

The first two columns show the current rank order (i.e. as shown at the end of the turn resolution) and any changes in order over the last turn.

18.9.4. Faction, Realm

In combination this gives you the full current title of a given faction (6.2).

18.9.5. Claims



This shows how many claims the faction currently holds has (both already held and still to gain). Mousing over this will produce a full list.

18.9.6. Claims vs Player

This shows how many claims that faction has against the player

Hovering over this value will indicate the affected region(s).



18.9.7. Player Claims

This shows how many claims the player has in that faction

Hovering over this value will indicate the affected region(s).



18.9.8. Dynasty Age

The current age of the dynasty. This can be reset to zero in the event of a coup or a different royal family (9.6)

18.9.9. Authority

Current value for authority (9.1)

18.9.10. Authority Change

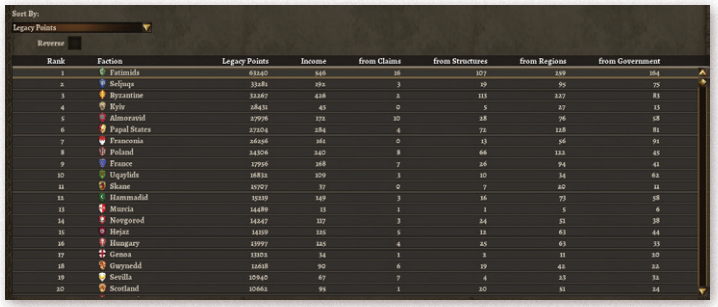
Changes in the Authority value in the last turn

18.9.11. Tokens

These two columns show the number of stored tokens and the difference in the last turn.

18.10. Legacy

This screen provides an overview of the relationship the legacy value of your state.



It shows your accumulated value, the total per-turn income and how this is divided across owned objective regions, structures, the total number of regions and your government age.

18.11. Factions

This screen provides an overview of the key data for each faction.



It can be useful to estimate how powerful a potential opponent will be and also shows how much money, manpower and metal they possess. Note this information may be wrong and is subject to Fog of War.

18.12. History

This screen allows you to track key data for your state such as the Authority or Legacy and others (such as money) across the game. If you select the 'recent' option you will only see that last 40 turns but otherwise it will show changes since the start of the game.





19. Game Play Notes

19.1. Key Differences to Field of Glory: Empires

The discussion in this section assumes you have played *Field of Glory: Empires*. If you are new to the series you may find it more useful to read the Player's Notes section 19.2 below.

19.1.1. CDR

The entire concept of culture and decadence (and their ratio) is no longer part of the game. Instead some of this is now captured through the concept of authority but that does work in a very different way.

However, Authority is still used to compare with other factions and this has a similar dynamic in terms of gaining progress or negative tokens.

One thing to note, in the way that creating decadence producing buildings was so important in Empires, being prepared not to hoard Authority is important in *Kingdoms*.

19.1.2. Slaves

The slave population group is not present in *Kingdoms*. Some factions have a special building that represents the work force derived from their tendency to take slaves when raiding or as a result of a battle.

19.1.3. Fortifications

The entire process of creating and improving fortifications is different. Some buildings give permanent increases in the value of the walls present but many give temporary gains in overall defensiveness. You will need to create these as stepping stones to the permanent buildings.

19.1.4. Characters

These play a much larger role than just as generals and ruler as in Empires. You will need them to run your realm as both administrators and generals. They are potentially very unreliable.

Note the important difference between characters that are part of the current ruler's direct family and the additional non-family ones made available. In particular you will lose some, potentially all, the family characters when a ruler changes.

19.1.5. Religion

To state the obvious, this is now very important. In many ways religious difference replace ethnic differences as the major fault line among your population. In addition, religion is probably the most important dividing line between factions and close collaboration is very unlikely across the Muslim-Christian divide.

19.1.6. Trading

This may look similar but there is a critical difference. Goods are produced in finite numbers and can only be used once. So if it is consumed by a building in its own region it is not available to be traded. In turn, if it is traded, that building pays the higher price (if it is a needed good).

In addition you will find that most regions will need their own wood production and that you will probably need to build more than one of the agricultural buildings that produce farm animals. In the latter case, if you have more than one building that uses them as an input a single source will not be sufficient,

The net effect of this is you will see much more volatility in per turn income as goods are much more likely to change availability.

19.1.7. State Progression

Again this may look similar but it has some important differences. Since decadence is not part of the game, there is no similar bonus as in Empires when you progress. Also military units change according to time and your military experience not your civilisation level.

Having said this, trying to progress remains very important. There are factional bonus that are important and the larger demesne size can make all the difference.

19.1.8. Military

Kingdoms broadly divides your military into 3 groups. Levies are cheap to raise, expensive to maintain and slow to gain experience. Generally they should be stood down at the end of a war. Standing Army Units are limited in total number, relatively expensive to raise but cheap to maintain and form the core of your main army.

Mercenaries offer unique problems and advantages. They are quick to raise, only demand money (so useful if you are short of manpower or metal) but can become disloyal and may turn to banditry when dismissed.

19.1.9. Objectives

These are replaced with claims. In some ways they are similar but you do not gain progress tokens by taking your claims, instead you gain a boost to your authority. The reverse applies if you lose an objective.

19.1.10. Governments (Realms)

There are more steps in *Kingdoms*, for some factions there are seven between the bottom and highest tier.

19.1.11. Client States

These are now called vassals and are probably of more value. You can determine whether or not to take direct control of their troops in a war (if you take control you have to pay for them) and each vassal helps you in staying below the notional demesne size for your type of state (and, in turn, makes it easier to gain authority).

19.1.12. Not everything is different

You will find the routines for combat, sieges and how to export battles to *Field of Glory: Medieval* very similar.

Legacy plays a similar role in both games, in particular as the tool to win the game. However, it has more secondary importance in *Kingdoms*.

While the building set is very different, again the basic ideas are similar. You need both a gateway building and a certain number of a particular level before you can access the more powerful buildings. Some buildings are created in stages and others have explicit pre-requisites.

Provinces have similar advantages. They can be used to automate production and population assignment and also will share spare food or infrastructure between their component regions. In addition, each province has a specialist troop type that can be valuable depending on your overall force mix.

19.2. Player's Notes

This section does not repeat the more technical discussions in the manual. Instead it is designed to help you understand how the key mechanisms affect gameplay and their inter-relationships.

In addition you are strongly advised to read Section 3 – 10 Key Concepts and 11.9 (Building Planning) as both will help you to understand some important relations.

19.2.1. Authority

The concept of Authority is at the heart of the game. It is useful to make the distinction between how it operates between factions and within a faction.

Between factions, authority is a national value and is used to rank. Factions in the top tier can gain progress tokens, factions in the bottom tier are vulnerable to gaining negative tokens.



However, and this cannot be stressed too much, there is often not much advantage to being in the top tier. Realm progression is relatively hard, not least as it demands a number of regions and possibly holding particular regions.

Within a realm, authority is probably best seen as the relative power of your ruler in a particular region. Authority declines with distance from your capital and this affects loyalty, troop costs and, in consequence, the productivity of the local workforce. You can partly compensate for these problems in two ways. If there is a province, then the local Peer of the Realm might improve local authority, and, in any case, the level of stewardship will always help.



It is worth noting that despite this, and perhaps a well placed second capital, sooner or later you will have provinces with very low Local Authority. At this stage you really need to create vassals or the regions will remain worthless and rebellious.

There are many ways to gain authority. The most reliable sources are being under the maximum demesne limit for your faction (and, again here, note the advantage of vassals) and creating those buildings that provide an authority bonus. Over time the latter will add up to a substantial per-turn income. Wars, and raids, can see important gains, as does religious events (especially Crusades). See section 9.1 for a list of the main factors and 13.2 in particular for how religion can help and 13.5.2 for the impact of ownership of the holy cities.

In turn authority can be voluntarily spent or lost due to adverse events. Again see 9.2 for a list but this can include playing regional decisions, declaring war (sometimes) and military defeats.

From a gameplay perspective, regard authority as an asset to use. There are times when maximising your score (and being in the top tier) is critical but these are less common than you might expect. Don't be afraid to sit in the mid-tier, spending authority in diplomacy and developing your realm rather than hoarding it.



Note that, in addition to the above, authority plays an important role in ensuring a peaceful transfer of power to a new ruler. But this is moderated by other factors, especially the perceived competence of the new ruler.

19.2.2. Religion

As befits the era, religion is very important in the game. However, as with Authority, it works in a number of ways ranging from inter-state relations to the very local annoyance of a few heretics.

Across the religious divides (Christian-Muslim-Pagan) it is very unlikely that any long term alliances will be built or will hold. In addition, factions that are Religions of the Book can always go to war with Pagans (at this time mostly concentrated in the Baltic region or the eastern map area). Being the target of a Crusade or Jihad will be uncomfortable, and ownership of the Holy Cities will have implications for gains or loss of authority.

Within your nation you may face two, related, problems. First you may have population from a different religion among your population and, second, you may have heretics present. Both have higher unrest values and lower productivity than citizens of your own religion.

For both the solution is to ensure sufficient piety production from clerics and buildings. Usually a score of '4' per turn will be enough to avoid the emergence of heretics (and stopping them appearing is far easier than dealing with them).

Converting population (from another faith or from heresy) is more complex. The relevant tool tips will show the chance of a given population group converting in a given turn and you have as many chances as there are clerics present.

There are several problems. First it is quite possible that any clerics present are of a different faith or themselves heretics. If they are from a different religion (or are heretics) then they have

no value in terms of piety production, and if they are say Orthodox and your realm is Catholic they operate at half their value. One solution to this is maybe raising freemen of your own religion to become clerics using a suitable regional decision.

All this becomes more complex if you are Christian and you conquer a region that was Muslim or Pagan (or vice versa). In that case, most of the existing piety buildings also will not work for your faith. While you can disband and rebuild (and probably should do so) this will leave you with low piety production for some time.

In consequence, not only will conversion be slow but there is a risk of heresy emerging.

This makes absorbing regions taken from another faith slow and they may remain prone to revolt for some time. In addition, you will have to invest substantially in piety producing buildings very much at the expense of other desirable building options.

In addition to clerics and piety producing buildings, appointing suitable Peers of the Realm can help. The higher their piety value, the more likely they are to convert individuals to your faith so a governor who has low administration scores may be ideal in such a situation. Basing an army in the region may help, they are more likely to kill rather than convert (so you lose population points) but over time this maybe an effective tool.

19.2.3. Stewardship

Stewardship is generated by having nobles in that task and suitable buildings.

It has two direct benefits which are important and relatively straightforward. Stewardship points are used to improve Local Authority so a high stewardship value will go a long way to making a more remote region productive. The second is that, combined with piety, it produces a more educated population and that is an important driver of legacy especially from the mid-game.

However, stewardship has a number of secondary benefits and these are set out in sections 9.4 and 11.9. In effect the ratio between stewardship and commerce is important, if stewardship is relatively too low then thieves will appear. The first level of these are not too much of a problem but they will increase in their influence. As with heretics (above) and plague (below) preventing their appearance is far easier than dealing with them once they emerge.

A less common problem is if stewardship per turn is less than the number of population units. This runs the risk of a bandit lair appearing but generally these are less destructive, and more easily eliminated, than thieves. This sort of situation is probably more common in a newly conquered region where for reasons of religious differences the nobles do not contribute to the stewardship score. Since such a region will also be causing you piety problems, it will take some time to pacify and make into a productive part of your realm.

19.2.4. Plague

The game ends before the Black Death that killed somewhere in the region of 40% of the population of Western Europe in a few years. However, plagues were very much a feature of the period

and if it strikes a region will lose productivity, health values and loyalty and may also see the loss of population units.

As with thieves and heretics, if you can, prevention is far better than trying to cope once it has taken hold.

In this respect it is worth noting that there is no absolute protection. Even if you have a very high health score plague can arrive from a neighbouring region – just it's likely you then do not lose population points.

The health indicator on the regional panel is helpful. If this is green, then you have a decent level of protection, orange or red makes the region very vulnerable. You will notice over time that as population increases, so does the required value.

Usefully some buildings do not take a slot (the very useful rat catcher) or their health benefits are secondary to producing food or other outputs. The Islamic soap producing building gives protection against the emergence of plague regardless of your actual health score. There are also a number of valuable health producing buildings in the agriculture line and a few under stewardship.

Unfortunately at least one very valuable piety building will lower the regional health value. In addition, the buildings you need for mining, and thus metal production, all tend to lower the health value.

19.2.5. Building Strategies

In combination these features create problems in terms of building strategies. Apart from in a few of the richest regions you are never going to have enough slots to cover all the likely demands.

In general the advice is to ensure that piety production meets at least a value of 4 per population point (this usually stops heretics appearing), that stewardship is never less than 50% of commerce and that the health value is as high as you can manage.

Beyond that you can, and should, specialise regions to some extent in terms of infrastructure, commerce and military buildings. Try to build the relevant gateway buildings (not least these often give further bonuses the more of that type of building exist) so as to open up the more powerful options. Note that some apparently low value buildings are essential to open up more powerful variants later on –something you can check using the appropriate tooltip.

In addition, the trading model means that for goods in high demand you will probably need to ensure there is local production. Typical examples include wood (which is widely used) and farm animals. For the latter there are a number of agricultural buildings that generate them and you may well need more than one (as the good is a common input for other buildings).

19.2.6. Armies and Fleets

Your army will be made up of a combination of three main types of units. Levies are cheap to raise, expensive to maintain and gain experience slowly. Standing army units are the opposite but your

faction and current military experience may limit you to very few at any time. Mercenaries are quick raise and only require money.

You can create an army from two main tools. There are a number of regional decisions that allow you to raise either mercenaries or your own troops quickly by playing the requisite card (for mercenaries even outside your own regions). Saving a batch of these for war or emergencies is highly recommended.

The other route is via the regional/provincial recruitment mechanism. You will need suitable stocks of money, metal, manpower and military equipment and of course the new units will be scattered around the map and may take a few turns to raise and bring together in a field army.

Your army list will alter as the game progresses. You can see the current time frame on your nation panel and your military expertise may advance or slow this. In the main, the available troop types maps closely onto the army lists in *Field of Glory: Medieval*.

In the main this was not an era of large standing naval forces. The quality of the transport ships you access to move your units rely on how many large harbours you have. Again this value can be found on your nation panel.

19.2.6.1. Fortifications

It is important to bear in mind that the fortification value of a given region is not the same as the level of walls present.

You create defensive value initially by creating various buildings (that are then removed) and slowly improving this. Over time permanent walled fortification buildings will become

available (with variations according to your faction and the terrain). In turn these can have temporary improvements until you have managed to construct a large castle (the Byzantines in particular have specialist buildings to reflect the level of existing fortifications in Constantinople).

Taking a region with level 5 walls is a major demand. Trying to assault without breaches will probably fail, especially if the automatic garrison has been supplemented by regular troops.

It is worth noting that level 1 walls are not just available from military buildings. A fortified church or the Necropolis building will also create these as will the baronial holding (very much a building with good and bad points but a quick way to fortify).

Especially for factions in Western and Central Europe, there is a shortage of medium infantry unit types. This will reduce the siege value of many armies and in turn make large forts harder to capture. Ribauds and similar are particularly useful as they are poor in field combat but have good siege values.

19.2.7. Vassals and Peers of the Realm

These two have the similar trait in that they make it easier to rule your faction but they can be disloyal creating a constant threat to your rule.

Vassals are particularly important as each one increases your allowed Demesne size (12.3) and in effect allow you to rule more directly and still gain authority for being under your demesne limit. With a few, you may be able to easily meet the total needed to progress to a new government type without incurring any loss of authority.

You can set how you want them to react in case of a war. They can keep their troops under their own control or hand them over to you. You can also set the loyalty value needed before they will do this (useful as otherwise there is a risk they will revolt).

They can be particularly useful ruling over areas some distance from your capital where your local authority (9.2) will tend to be low. Equally they can handle a province where there are religious differences and you do not want to spend the time dealing with the challenge of conversion (see the piety discussion above).

However, you will find that vassals will argue among themselves and expect you to rule in their favour. Almost inevitably this will harm relations with at least one of them. They will also approach you regularly asking for help with a new building. If you can afford it, this is usually worth supporting as you gain their loyalty and they are more powerful if their realm is rich.

The main advantage of a Peer of the Realm is that their AMP statistics (9.5.1) will improve your governance of a province. Piety values are really important if you want the region to convert to your faith and Administration will help you avoid penalties for being over your demesne size. The main draw backs are that when they are also leading your armies their effectiveness as a governor is reduced and that some may have excellent statistics but poor secondary traits. Finally they may well revolt, especially when the ruler changes.

Using various regional decisions around spying and one-off rewards will help ensure their loyalty (or at least ensure you know they are disloyal). Be particularly careful with generals of low (or

unknown) loyalty leading large numbers of mercenaries. They will be very tempted to revolt.

19.2.8. Your Ruling Dynasty

If possible you do not want to change dynasty during the game. In most cases this will probably happen once or twice but with each switch you will lose a lot of legacy (9.6).

Apart from a few regional decisions, there is not much you can do about your current ruler or the risk that the next ruler will be weak. The decisions that can remove such an individual are expensive and risky but possibly worth a gamble.

A ruler with low administration scores is more likely to be removed via a coup than one who is competent. In this case, read the rules on coups (10.2) and decide whether it is worth trying to preserve the current dynasty (perhaps the son will be a superb ruler) or to accept its time for a change.

The main advantage that comes from an established dynasty with regular inheritance by competent rulers is you will have a large group of family members to use as Peers of the Realm. For a large state, a large royal family can be very useful as you maybe limited in the number of non-family characters. The arrival of a young child on the throne can bring lots of problems, including a relatively small direct family.

Note you do not lose the game if the ruling dynasty changes unless this coincides with a Royal Marriage allowing another faction to inherit your realm. As in the main manual, Royal Marriages are very useful but potentially double edged.

19.2.9. Conquest

In the main substantial fortifications are relatively rare and expensive so it is possible to conquer fairly rapidly unless opposed by a large field army.

If you are taking regions that share your religion and cultural group then you will find there is little direct malus to the conquest (sometimes none at all). This helps consolidate your gains as the chance of an immediate revolt is low and local productivity will quickly recover.

The inverse applies for the reasons set out under the discussions on piety and stewardship. In addition to short term maluses for recent conquest, such regions may be hard to pacify and it will be some time before they are productive parts of your realms.

You will effectively find your direct realm has fairly clear limits. The impact of local authority is important and the more you spread from your core the more likely your new lands will be rebellious. You can solve some of these problems by creating vassals (using the appropriate regional decision or as part of the peace process). While they, in turn, might cause some problems, this is probably the best solution for regions some distance from your capital(s).

19.2.10. Winning the Game

In the end you win by gaining legacy. See section 7.3 for the main sources of this.

It is worth noting that stewardship and piety contribute a lot (through the Education value – 9.4) and that dynasty changes

are expensive as they reduce the age of your dynasty (back down to zero).

Also legacy is not just for the end of the game. High legacy can be very useful (7.2) not least in terms of diplomacy and the cost of regional decisions.

However, it is worth noting that the game does not force you to focus on legacy. If you opt to play to start with a poor regional (maybe even local) power then it is very unlikely you will reach the top of the list. But you may well ensure that the future history of your corner of the world is very different to how it emerged from our timeline.

19.3. Faction Notes

This section discusses some gameplay issues specific to particular factions (or groups where there are common issues). It should be read in conjunction with Section 15 as that covers the formal rules that maybe specific to individual factions.

For convenience the factions are organised on a geographical basis.

19.3.1. Small Factions

These comments are generic but cover the issues that will affect almost all the small factions in the game. Generally these will be constrained in their choices in the early game but some have specific advantages that offset some of these issues.

The key is not to expand to, or beyond, your demesne limit as in the early game being below this size is often the only reliable source of authority. This means being limited in your conquests

and, where feasible, creating vassals – you can always absorb these later.

If you start at, or over, the demesne limit, the best solution is to lose some of that excess. Ideally do this by creating vassals but otherwise hope they will revolt or be captured by another power.

The other way to gain authority is to create the structures that give this as a bonus. Again there are some factional differences but mostly these are the in the second tier of buildings. Common options are the fortified church, any second tier permanent fortification (these are probably the most reliable) and the second tier agricultural and stewardship demesne buildings. In addition most specialist upgrades, such as the master bowyer, will provide authority as an additional benefit.

Useful alternative sources can be found if you send your army to fight in a holy war or have enough piety to be in the top 10 piety producers (but this is difficult if you are small). Winning battles and fighting off raids can also help.

Some small factions start as a Kingdom with a much higher demesne. These are, at least for a first game, much easier to play than a County or Duchy with their very limited demesne size.

Once you are in a position to expand, make sure you meet the demesne requirement (this maybe a stage to absorb those vassals). Once you are into the second level of governments you will have far more flexibility and can often make substantial progress in the mid/late game.

19.3.2. Britain

It is useful to split Britain (and Ireland) into two very broad groups. The English, Saxon, factions all will seek to form the Kingdom of England. Key to this is to control London. At the start Wessex has formed England and simply needs to retain London to ensure this status is not lost. Playing say East Anglia or Northumbria means planning for war with Wessex at some stage.

Usefully for all the Saxon factions, there are a number of independent regions that are fairly easy to conquer and it is usually possible to take most of Wales.

The early game challenge is what the Normans opt to do. They have a choice between invading England or seeking to claim the throne of France. Fighting off the Norman invasion will be a significant challenge. If you survive this, then there is substantial scope to expand into Ireland, Scotland, France or the Low Countries.

Scotland starts in the east of modern day Scotland and the north and the islands are all vassals of the Norwegian king. Historically these were not absorbed till after the game period and it maybe best to leave them alone (unless Norway itself collapses). The safer goals for early expansion are Strathclyde and the independent regions on the west coast.

The gradual emergence of Burghs will significantly improve the economy and you then face choices such as expansion into Ireland or northern England.

While the Welsh and Irish factions are playable, in the main they start small with very limited options and the constant threat of destruction by more powerful neighbours.

19.3.3. France

Holding Paris is key to retaining the title King of France. Any of the French factions such as Bourgogne, Anjou, Normandy etc. can acquire this title.

Generally France is rich and has significant benefits but managing vassals is an important part of game play. Over time it is possible to expand along the North Sea coast, south towards the Mediterranean and also into Italy.

An early game issue is the choice that Normandy makes. If they choose to invade England, you escape an early threat but will have to deal with a potentially powerful England that already has a base in France. If they choose to seek the throne of France you face an early threat and it will be necessary to prioritise a military build up and use mercenaries over normal early game development.

19.3.4. Spain

The factions in Spain are divided between Christian (primarily Castilla) and Muslim (primarily Cordoba) and at start their focus will be who comes to control Spain. Note it is possible for the Muslims to form a Kingdom of Spain if they do well.

A key issue for all Spanish factions will be the problem of absorbing regions where there are religious differences. As noted in the general gameplay discussion this is challenging as you

ideally need them to convert. Till they do so, such regions remain revolt prone and low productivity. The cost is having to prioritise religious buildings and clergy over other buildings meaning you might lag behind in terms of agriculture, commerce and authority production.

19.3.5. HRE

As with France and England, several factions can come to form the HRE (with the previous holder reverting to their original title). Keeping high relative authority is probably the key to succeeding as the HRE. This will ensure none of the other German states can claim the title and also that the current Emperor passes on the title to their son.

Relations with the Pope are complex. Relations with the Pope will decline if you have higher authority than they do. In turn this will make gaining the anti-pope trait more likely and that, in turn, allows you to make gains in Italy (including feasibly making the Pope a vassal).

19.3.6. Seljuks and Fatimids

In most games these are the dominant Muslim factions in the Middle East. Both have problems with some of their population being on the opposite side of the Sunni-Shia divide and this can reduce the productivity of key provinces.

The Seljuks gain several bonuses around their military and the quality of their generals but also tend to have generals with a habit of destroying buildings (both in conquered regions and those with low loyalty).

Both factions face scripted invasions. Late in the game the Seljuks will be attacked by one or more Mongol armies and it is worth preparing for this with strong fortifications in key eastern regions.

The Fatimids will bear the brunt of the Crusades, especially as long as Jerusalem is in Muslim hands. This will make expansion in the mid-game difficult as you will need to keep several large armies in your core realm to fend off these assaults.



20. Credits

Slitherine

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Iain McNeil

DIRECTOR OF PUBLISHING
Marco A. Minoli

TECHNICAL DIRECTOR
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ADDITIONAL PRODUCTION
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Myriam Bell

OPERATIONS LEAD
Matthew Ravenwood

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Valery Vidershpan, Andrea Nicola, Fernando Turi, Yurii Shmeloyv

PROJECT DEVELOPMENT

GAME DESIGNER & PROGRAMMER
Philippe 'Pocus' Malacher

MAIN ARTIST
Ivan Cacéres

MAP & 3D MODELS
Patrick Ward

HISTORICAL RESEARCH
Jim 'Grognerd' Winsor

DOCUMENTATION
Roger 'Loki' Cook, Greu

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Main testers: Nepos96, Squamry, mhart43068, ChopinIt, GloriousRuse, dooya, trex1983, Trueknight, Grahamed, FrenchDude, Tweedledumb, gwgardner, Don64020, Tornado92

Dedication to my brother: hold on, bro!