Warlords V Design Proposal 3- Cities and Relations

Posted by Slayer of Cliffracers - 08 Apr 2011 04:00

This is probably the most important update as it connects to the earlier two threads and explains a number of concepts and how they fit together in practice.

Cities

Cities are the key resource which the various sides fight for control of during the course of the game. Each city has.

A Resident Faction

This represents the kind of population that inhabits the city, this determines what militia and regular units can be built and also what alignment and abilities units built here will have- with the exception of praetorian units. Cities without resident factions are generally known as razed cities. The Resident faction can be changed by converting cities or rebuilding razed cities.

A Local Faction

This represents the nature of the rural population, those who live outside the settlement and provide it with most of the food and raw materials necessary to the keep the city going. By default this is the faction that was resident in the city at the start of the game. If a city is converted/rebuilt the side has to choose whether to inhabit the city with their aligned faction or the local faction. That faction will not be happy if you choose the former. During the course of the scenario only a special event can change the local faction.

A gold income

A certain amount of money provided the controlling side every turn.

A mana income

A certain amount of mana provided to the controlling side every turn. Mana is white, grey or black and factions may or may not be able to use different forms of mana depending upon their moral alignment.

Local Units

This is a list of units which it is particularly easy to install for sides because the resources and expertise

are locally available. Set at the beginning of the scenario; all units that are purchased in the city by anyone if also found of the army list of the local faction are added to the local units list.

Recruitable Units

This is the list of units, split into four columns which are recruitable by sides, including the neutral side. These are militia, foreign, regular and praetorian units.

Upgrading Cities

Cities are also upgradable according to four criteria which have 5 levels. It is possible to be level 0 on all these things indeed rebuilt cities start as such. Low level upgrades are cheap, they get prohibitively more expensive at higher levels. Upgrades are instant in effect, but more than 1 upgrade of the same kind cannot be bought and besieged cities cannot be upgraded.

Walls

Walls add a fixed combat bonus to the defenders of the city equal to the wall level. They function pretty much as fortifications did in Warlords III. Siege functions to undermine this bonus.

Towers

Towers inflict direct damage on attacking units. The function as towers did in Warlords IV except that now how much damage they do and their hitpoints are now determined by how happy the faction inhabiting the city is with their present rulers and how much they hate the invaders. If they are completely hostile towards the defender and completely friendly towards the attackers they start off destroyed. Siege functions to damage towers.

City Level

This represents the level of industry and development a city has. They function in two ways, firstly they add +5 gold to the cities income per level and secondly by allowing the side to purchase or recruit that particular unit. A level 0 town can produce no units, a Level 5 town can produce level 5 units.

Storerooms

This represents how extensive a cities stores of supplies are in the event of a siege. Each level of storerooms adds 1 turn to how long a city can hold out for.

Sieges

What to do when you have an enemy who has placed an elite hero with a stack of elite troops inside a city with level 5 walls and towers? This is what sieges are for. When a player attacks a city they are asked whether they would instead like to besiege the city. If they do so then the city is placed under siege.

Sieges last for a minimum of 3 turns, if a city has level 5 storerooms then it can last for 8 turns. During this time units in the city cannot naturally heal. If the besieging army has siege ability then there is a chance the the walls and/or towers of the city will take damage each turn of 1 level and random units will take damage. Once the time runs out, the city will take 1 city level in damage each turn and random units will just dissapear due to starvation. Once all the units are dead then the city automatically falls. Undead units cannot starve but can take damage from siege as can their towers and walls.

Rebuilding and converting cities

If a city is razed/rebuilt as a different race to the local race then there are severe penalties and difficulties involved. The town initially produces no income and mana at all and cannot be upgraded and it's towers are always razed at the start of battles. The factions settler unit is used to determine the length of time it takes until settlers arrive to add to the initial former camp-follower population. Settlers calculate from the nearest city with that faction as **local** faction.

Once the settlers have arrived the city receives income from it's city level while the town's income increases 5gp a turn until it reaches maximum. Upon reaching full income, mana restores at a rate of 1 point a turn.

This is meant to without introducing artificial means force a side to defend it's core territory by removing their ability to operate at a great deal of efficiency out of captured or conquered territory even if they have 'ethnically cleansed' it.

Relationships and Morale

Each side has a relationship between 0 and 200 with each faction. This is crucial to game mechanics as it determines the morale of cities of that faction which are under the control of that side. This in turn decides the base morale of militia, regulars and foreign units. When relationships are below 50 between units of a faction and the side they are fighting against additional morale bonuses are added. Praetorians are always at full base morale and completely hate all other sides. As has already been noted, a cities morale also partly determines the damage and hit-points of it's towers.

The modifiers to relationships break down into base modifiers which determine the initial relationships

between a side and a faction, global modifiers which are the result of events and local modifiers which modify a single cities morale to deviate from that of the side's relationship to a faction.

Base Modifiers

Aligned to a Faction: +100

Other players aligned to same faction in scenario: -50

Matches major attribute: +50

Other players also match magic attribute: -25

Matches minor attribute: +10 per attribute

Other player matches minor attribute: -5 per attribute

Has opposed major attribute: -50

No other side with the opposed major attribute: +25

Has opposed minor attribute: -10 per attribute

No other side with the opposed minor attribute: +5 per attribute

Of same moral alignment: +20

Of opposed moral alignment: -20

Global Modifiers

Allied to at least one aligned side but are not aligned to them: +50

Introduced foreign faction to a city where they are local race: -40

Introduced faction to territory where they are not the local race: +10

At war aligned side: -25 per side

Rebuilt razed city as that faction where race is local faction: +30

Razed city of faction if they are local race: -50

Razed city of faction if they are not the local race: -20

Local Modifiers

Bribed by side: +10 per bribe level.

Bribed revoked by side: -15 per bribe level revoked

Taxed by side: -40 per tax level.

Sacked by side: -50

Pillaged by side: -25

Neighboring city of same faction razed by side: -50

Loyalty flag: +50

Allied loyalty flag: -25

Non-Allied loyalty flag of an active player: -50

City level upgraded- +10 per level bought

City defended successfully against hated foe (below 50 relationship)- +10

City liberated from hated foe (below 50 relationship)- +20

Taxes and bribes

Bread and Circuses (aka bribes) are a great way to keep unhappy cities in line- if you can afford it. The latter is very important for bribed people tend to develop a sense of... entitlement and will be even more unhappy to see their benefits taken away than happy to have them in the first place.

Taxes are a great way to make your loyal people in your bitter enemies, but there's no gain without pain and who cares if you can pay your praetorians better to keep the mob in line?

There are 5 levels of bribery or taxes and each level adds considerably more to the income of the town or subtracts more from your treasury.

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