

Warlords V Design Proposal 4- Cities and Loyalty

Posted by Slayer of Cliffacers - 12 Apr 2011 05:53

The cities section is turning out be longer than I had anticipated, so now for section 2 Cities of Loyalty where I will explain about Loyalty flags and what can happen if you get your people angry enough.

Things you can do to cities

Upon capturing a city as written here in [Constructing a side](#) there are number of options to the conquering player which are decided by the attributes of the town's resident faction.

Praetorian unit production is always destroyed if a town changes hands by force and the conquering army recieves half their purchasing value regardless of what they do.

Fortify

The side puts to work captured prisoners in order to improve or upgrade the city and it's fortifications. All four town levels are upgraded by one level. This costs an amount that is decided by the following formula.

Cost of upgrades/:50%/:construction value of occupying army.

If the cost of fortifying cannot be afforded then the city is occupied instead. Another effect of Fortifying is that it cancels out the income loss effect from sacking and pillaging if the local and resident race are the same.

Occupy

The commanders maintain the discipline of their forces and keep them from doing any serious damage to the city, which remains unchanged.

If the army contains any unpaid troops then the city will be pillaged instead.

Convert

The troops systematically drive out the inhabitants of the town or kill them but leave their property and homes intact for new settlers, changing the town's resident faction. This costs no gold but sets the city income to nothing until settlers arrive at which point income will gradually recover. Converting a city erases any loyalty flag the city had.

If city level is already 1 then this is replaced with Rebuild.

Rebuild

The troops destroy the town and drive out or kill its inhabitants. They set up shelters for settlers to live in when they arrive. The city is automatically razed and rebuilt.

This costs half the cost of normally rebuilding a city from ruins. For a unit with no construction skill this is 500 gold.

Pillage

The troops pillage the town searching for valuables to loot. They generally abuse the inhabitants of the town in other ways too but some attempts are made to limit the extent of the devastation by the army's commanders. All the city upgrade levels are reduced by 1, with the exception of walls. All production of units that are not on either the side's army list, the army of its aligned faction and are not present in the army are destroyed and their purchasing value is set to the initial pillage value. The amount raised is determined by the following formula.

Initial Pillage value + town income \times 10 + scavange value / 50% - upkeep value of all units in army.

All unpaid units in the pillaging army are now considered paid and their morale is restored to normal. But the town's income is now set to 50% and must recover at the normal rate (described in the last section).

Sack

The army is allowed systematically loot the town for a set period. No heed is given to the wellbeing or survival of the inhabitants of the town during this period. All city upgrade levels with the exception of the walls is set to 1. Sacking is however more profitable than pillaging. All unit production in the city is destroyed and their value sets the initial pillage value. The amount raised is determined by the following formula.

Initial Pillage value+city incomeX10+scavage value -upkeep value of all units in army.

All unpaid units in the sacking army are now considered paid and their morale is now restored to normal. But the town's income is set to nothing and must recover at the normal rate.

Raze(temp)

The troops destroy the city and kill or drive out it's inhabitants, leaving it a deserted ruin. This raises an amount of gold according to the following formula.

city incomeX10+scavage value -upkeep value of all units in army.

Raze(perm)

The troops destroy the city and kill or drive out it's inhabitants, leaving it a deserted ruin. Unlike with temporary razing however the troops systematically destroy the fortifications of the city rendering it harder to rebuild. This raises an amount of gold according to the following formula.

city incomeX10+scavage value -upkeep value of all units in army -wall upgrade value/:scavage value.

If an army has no scavage value or the cost exceeds the available gold supply of the faction they are forced to temporarily raze a city instead. It is possible to rebuild a city that is permanently razed only if the army rebuilding has a construction value that is equal to the scavenging value of the army that razed the city. In this case they get no discount and 200 gold is added to the cost for each scavenging value. So if a city was razed by an army with a unit with scavenging +5 then it would take a unit with construction +5 to rebuild it and cost 2000 gold, 1000 more than usual.

Fealty

Neutral cities may offer fealty to the side of any army led by a hero which approaches them. For a city to offer fealty the following criteria must be met.

It must not have a loyalty flag to any other side.

It's faction must either be aligned to that side or no side at all.

It must have a relationship of 90+ with that side.

It must share at least one minor attribute with the side

Fealty costs are determined by a complicated set of factors.

$\text{City income} \times 100 + \text{unit upkeep} \times 10 \times \text{town level} = \text{city value}$. $\text{City value} / \text{side relationship} = \text{fealty value}$.
 $\text{Fealty value} \times 10 / \text{Fealty ability Modifier} = \text{fealty cost}$.

If you gain the fealty of a city as opposed to merely conquering it you get a loyalty flag.

Loyalty Flags

Loyalty flags represent the recognition of the majority of a cities population of the legitimacy of the rule of a particular side over them. Having a loyalty flag has a number of advantages.

*It allows you to recruit praetorian units if the unit is on the local units list and thus can be made a regular unit.

*It makes the city happier when under your control.

*It makes the city less happy when under the control of your enemies.

*The city will offer to join you for free if neutral and will refuse to join any other side.

If a neutral city is attacked by a side, regardless of whether or not it has that side's loyalty flag it will acquire a loyalty flag to another faction excluding allies of the attacker in the following order.

Any non-allied sides that are aligned to their faction.

Any non-allied sides that share the same major attribute.

Any non-allied sides that share two minor attributes.

Any non-allied sides that share one minor attribute.

If two sides are equally eligible then the city chooses the side that maintains the best relationships with their faction. If there are no eligible sides, the city gains a neutral loyalty flag and will not ever swear fealty to anyone.

Rebellions

Rebellions come in two forms, rural and urban rebellions. Rebellions can happen whenever a city is under the control of a side and has a relationship below 50 with them. There is also an additional chance of having a rebellion as a result of taxes. These two rebellion chances combine, so a city under a side that it hates which also harshly taxes it is especially likely to rebel.

The greater the hostility or the higher the level of taxation the greater chance there is of rebellion.

Garrisons

To prevent rebellion it is necessary to deploy non-militia units equal to the following. 3 units+town level. Depending upon the % deficiency there is an associated reduction in rebellion chance, so if a level 3 city requiring 6 units to garrison but with 3 units would have a 50% chance of suppressing the rebellion.

Urban rebellions

Urban rebellions are made up of random militia units recruited from the militia unit production list of the city. They have a fixed % chance of occurring depending upon the level of taxation and hostility to the side in charge. If no militia units exist to recruit, the urban rebellion is automatically suppressed and becomes a riot. If an urban rebellion breaks out, whether it is suppressed or not that side loses its loyalty flag if it has one.

Riots

If an urban rebellion is suppressed by the garrison of the town it instead turns into a riot. Riots cancel production in the city and inflict a random amount of damage on the town's income which much recover normally as if the city was pillaged. The garrison must suppress the riot separately at the end of the turn as if were a new rebellion lest it do even more damage to the city. To make things worse, the presence of a riot doubles the % chance of a new rebellion occurring, either rural or urban IF it lasts into the next turn.

Defections

If a town is garrisoned by regular or militia troops and their home-towns enjoy relationships below 50 with the side that controls them then there is a high chance, doubled if the town being garrisoned is their

home-town they will defect. Defection is calculated as soon as a rebellion occurs but before suppression is calculated. Defecting regular units are not counted as part of the garrison for suppression purposes. If the rebellion does not happen then the units are secretly marked as defectors and will not suppress rebellions in future. If a rebellion occurs the defecting units will simply join the rebellion.

Rural Rebellions

Rural rebellions are hard to suppress, a full garrison can only reduce the chance of one occurring by 50%. However unlike with urban rebellions, militia *are* counted as garrison unit in regard to rural rebellions. A rural represents the local faction and is recruited from the local units list and will tend to have the lowest level units overwhelmingly. Consequently they tend to far less deadly than urban rebellions. If no local units are available a random low level unit will be added to the local units list which the rural rebels will exclusively consist of.

Combat mechanics

Rebel units are spawned 'within the city' and immediately attack the units within it. Rebels attack in a particular order however. Urban rebels attack first, defectors attack second and rural rebels attack third.

Victorious rebels

If the rebels succeed in taking over a city what happens to the city can depend upon whether it fell to rural or urban rebels.

Rural rebels immediately convert the city to belong to their faction if the resident faction is different to the local faction. They then proceed to buy back all local units present as militia units in their new town.

Urban rebels fortify their city and buy up any local units. If there is a rural rebellion happening simultaneously

In either case the city reverts to neutral ownership. If it has no loyalty flag it will gain a new one as if it were attacked by its former owner.

The rebellion spreads

If a rebellion successfully captures control of a town, then unhappy or taxed towns of the same faction that neighbor the rebellious town will automatically rebel. They can still be suppressed by garrisons like

usual however or militarily crushed once they have triggered. It is likely these rebellions will be more powerful though because they will likely be both rural and urban rebellions.

Restoring Sides

If a number of neutral cities exists that possess the loyalty flag of a defeated faction, then depending upon the number of cities that are in such a state there is a chance that a dead side will restore itself. The wealthiest of these neutral cities or it's former capital if available will spawn a new warlord/hero and become the capital of the new side. This warlord/hero can then make contact with the other cities and regain their fealty.

It is also possible to deliberately restore a defeated allies side by clicking on their loyalty flag in one of your cities. This becomes their new capital and you may gift them the remaining cities if you wish.

Emergant Sides

If a number of cities of a single faction have a neutral loyalty flag then it is possible that an emergant faction can appear. All neutral loyalty flags of are switched over to the new faction, the wealthiest city is handed over to them as their capital and they start with a random warlord similar to a restored side.

The emergant side is a clone of the faction in every respect and is named {Faction X}rebels. They start off in a default diplomatic state will all players and otherwise behave as any other side.

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