



ALAMAZE 3RD CYCLE:

THE CHOOSING

KINGDOM TRAITS

Traits help to define the culture and nature of each kingdom. Cultural Traits are varied and span the expanse of Alamaze possibilities. Some include Military Tradition, Oratory, Industrious, Secretive, and Seafaring. Additionally, each kingdom has a level of adeptness maneuvering and battling in each type of terrain, and a certain level of magical prowess, which effects spell lists and research costs.

Terrain Adeptness

	Plains	Forest	Mountains	Swamp	Desert	Sea
Flight	2.5	2.5	3.5	2.5	2.5	2.5
Supremacy	3	4	5	4	4	3
Mastery	3.5	5	6	5	5	3.5
Advantage	4	6	7	6	6	4
Standard	5	7	8	7	7	5
Disadvantage	5.5	8	9	8	8	5.5
Adversity	6	9	10	9	9	6

Supremacy: Greater masking, +30% in terrain (including owned PC's defending), Evasion in terrain.

Mastery: Greater masking, +20% in terrain (Including PC's).

Advantage: +10% in terrain (including PC's), Lesser masking.

Standard: No adjustment.

Disadvantage: -10% in terrain (including PC's).

Adversity: -20% in terrain (including PC's).

Note: Flight applies only to the movement points, and Flight gives a 20% bonus vs. PC's.

Note: Mastery at sea provides the movement bonus only. Other bonuses are likely provided by Sea Faring and perhaps other traits.

Magical Prowess:

	Assured	Power	Research	\$	P4	P3	P2	P1	A
Supremacy	9	7000			1		2	2	2
Mastery	7	8000				1	1	2	2
Advantaged	6	9000					2	1	2
Standard	5	10,000					1	2	1
Substandard	4	11,000						2	2
Disadvantaged	3	12,000						2	1
Non-magical	2	13,000						1	1

Cultural Traits: Most special abilities of kingdoms are captured by traits, but not those abilities of a single kingdom, like what Demon Princes can do.

Acuity: Groups of this kingdom are never surprised: if that was the indication, the group is treated instead as entrenched – a much better outcome. Agents have -10 points from capture chance. Political emissaries get +5 points to success chance. Characters who are prisoners of this kingdom get 15 points added to their chance of escape.

Adventurers: The warriors are worth +10 bonus points in Unusual Sighting encounters: so if normally 10 points are added for a kingdom's warriors in an unusual sighting, Adventurers get 20 points for their warriors. This kingdom does not require a wizard capable of casting Light or Bridge where normally required in excellent or superior unusual sightings. +10 points to leadership promotion and -10% to leader and wizard death in unusual encounters. +10 points to Rescue and Escape attempts.

Archers: Kingdoms with the Archers trait get 50% of missile value at long range in the forest (normally 0%) and 100% at short range missile (normally 50%) in the forest. They get 75% long range missile fire in the mountains (normally 50%), also 75% in short range missile fire. They provide excellent rear-guard action, so their kingdom suffers only 50% of normal casualties in retreat (cumulative with other traits).

Charisma: +1 Influence. A bid for an open High Council chair is elevated by 10,000 gold: a submitted bid of (for example) 30,000 gold is treated as a 40,000 gold bid.

Cunning: +15 point bonus to Incite Rebellion (#320) and Stir Unrest. +3 levels to max agent training. Agent training -1000 gold. Owned PC's get +10% to their defense due to the defenders use of traps, tricks, murder holes, boiling oil and fire.

Devout: If the kingdom does not have a High Priestess, successfully undertaking the Test for the Gift and so unveiling a new HP does not cost Influence. HP only gets Exhausted 25% of time (normally 50%). Declared Enemies get -3 morale in controlled regions if they are Suspicious or -5 morale if Hostile per turn the group is in the region if a Devout kingdom controls the region. Cost of Attract Noble Maiden and Test for the Gift are 50% of normal and no influence cost if the kingdom has no High Priestess or Noble Maiden at the time those orders are given. Cost of building a temple is 50%. Success in the Test for the Gift is +15 points. Cost of using the High Priestess to divine is 50%. They gain the Lesser Angel and Avenging Angel spells. Devout kingdoms have -2 to maximum trainable agent level and +1000 to magic research cost. They have only two skeletons in the closet.

Feudal. The kingdom has a more developed societal and noble system that provides it with additional members of its noble court and additional influence. The kingdom begins with an additional Baron, Ambassador, and +1 Influence

Flight: Great movement abilities, +20% attack value vs. PC's. Recon own group area as L1. Patrols have 30 movement points. Intercept range is +2. (Base is 3 so Flight intercept is 5). Flying groups cannot be Flanked in battle, but gain the ability to use the Flank tactic. They are unaffected by the Flash Flood spell, as well as Earthquake and Wall of Flame. Their emissaries (political and covert) have a range of 10 (normal is 8).

Foreknowledge: Kingdom has the short name of one or more artifacts on setup. Varies by kingdom as to number and which specific artifacts.

Forethought: 2 additional Standing orders allowed at onset, +1 per region controlled over standard. +3 (instead of 2) orders allowed over Influence.

Healing: Some kingdoms have the ability to reduce attrition to their groups. 3% attrition is eliminated automatically at the end of the turn to each kingdom-named brigade, e.g. Elves, and additionally the kingdom may issue a special order to a group to further reduce attrition by kingdom brigades an additional 5%. Leaders and Wizards that have a result of killed in battle get a "saving throw" which gives a 33% chance of surviving their wounds instead of being killed.

Heroic. Kingdom starts with an additional leader who is a Marshal, its leaders always advance in rank in Unusual Encounters when they don't issue the most cautious tactic (currently "1"), and advance at a +10 point chance in all battles until reaching Marshal rank, then as normal (no bonus) for advancement. Odds of Rescue and Kidnapping success are increased 15 points and the chance of capture reduced 15 points for its agents and fanatics.

Industrious: +10% food and gold production and defensive value of all controlled PC's. Increasing production or defenses in a PC is reduced by -1k gold and food from standard.

Magic Resistances (33% failure when targeted) and Magic Immunities (auto failure when targeted):

- Resistant to Sleep
- Immune to Sleep
- Resistant to Death Magic
- Immune to Death Magic
- Resistant to Battle Magic

- Susceptible to battle magic (+33% damage from battle magic)

Military Tradition: Adds a Marshal to the 1st Group and a General to the 2nd Group. Leaders promote at +10 points, emerge at +10 points, and have 10 points better survivability. Brigades advance in experience at 10 points greater than others from battle experience. Warriors are worth +3 in Unusual

Encounters. PC's owned by the kingdom gain +10% to their defensive value due to the better training of the militia.

Oratory: +15% to Maintain Status Quo (#310) and Usurp Control (#330). +1 to starting Influence.

Order: +2 to starting Influence. Controlled PC's have 10 points intrinsic counter espionage in addition to any agent counter espionage, and intrinsic 2 points Maintain Status Quo (so about like a Provincial Governor maintaining status quo in a Tolerant region's PC). Research cost and Agent Training +1000 per level (i.e., a penalty due to the imposition of maintaining order).

Trackers: Intrinsic L4 Recon of group area. Detects groups in Ambush, but not invisible groups. Can locate hidden sites if ending movement on them.

Rich: Rich kingdoms begin with an additional 30,000 gold in their starting treasury, and their starting capitals produce an additional 4000 gold per turn.

Riders: Patrols get 32 movement points. Cavalry values for these kingdoms are higher. +1 to emissary and agent range. Groups with brigades get +2 movement points, so 22 for normal movement and 27 for forced march. Intercept range is +1 (so with kingdom base 3, Riders get 4 for intercept range). Riders have access to the Flank tactic, but kingdoms with the Riders trait (or Flight) cannot be flanked in battle.

Ruthless: Cause Fear (-10% to morale of groups or -10% to PC defense). +2 points intrinsic status quo to controlled PC's (about like a Provincial Governor Maintaining Status Quo in a tolerant region). +10 points to Threaten.

Seafaring: +3 to starting quality, -2k gold to fleet construction. Interdict at 80%, own patrols interdicted only 50% of normal (so if normally patrols are interdicted 30% of the time, Seafaring nations would have theirs interdicted 15% of the time). They have an opportunity to split their Sea Patrol into two divisions of their fleets. Sea Patrol interdiction can be done twice in any given sea, with the second being issued via #706, with half the fleets in that sea's navy. Order #706 is only available to Seafaring Kingdoms, requires an order #705 to be issued, and fleets are split evenly between #705 and #706. (So 10 fleets in a sea with the kingdom ordering both 705 and 706 would have 5 fleets each cover 8 distinct sea areas. If only one order is given (not #706) then all fleets participate in the single interdiction attempt. Kingdoms with Seafaring begin with an additional fleet in each sea where they have a fleet.

Secretive. The kingdom begins with a hidden capital and an additional L4 agent.

Siege Engineering: Bonus to laying siege: a town can be sieged in two turns (instead of three). Enemy emissaries have a 20% lower chance of escaping during the 2nd or 3rd turn of a siege, and a 40% greater chance of being captured when the siege is completed. Declared enemy emissaries attempting to relocate from a population center under siege will undergo a 30% chance of capture. Upon the successful completion of a siege all non-allied emissaries located within will undergo a 50% chance of capture. For kingdoms with Siege Engineering, the chances are 50% while under siege, and 70% upon successful completion. Towns and cities attacked (#150 or derivative orders like #170) by a kingdom with Siege Engineering have 10% subtracted from their defense. Any war machines they possess will give +15% in combat attack. Owned PC's of the kingdom gain 10% to the defense from the use of defending ballistae and catapults.

Spy Network. The kingdom has gone to lengths to establish a network of agents. It begins with an additional Level 6 and Level 3 agents at the capital. The cost for increasing agent training is reduced by 20%, as is the cost of recruiting an agent.

Stalwart: Immune to Fear and Chaos. 25% reduction to harmful magic (4000 magic damage would become 3000). +15 points leader promotion and emergence, -15 points leader and wizard death (improved survivability to combat damage and kill leader / kill wizard). The militia of PC's controlled by this kingdom are likewise Stalwart, and provide a 10% increase in PC defense.

Trackers: Intrinsic L4 Recon of group area. Detects groups in Ambush, but not invisible groups. Can locate hidden sites if ending movement on them.

Trick of the Trade. Gets 25% more in a trade with another kingdom that does not possess the same trait (Trick of the Trade). than the indicated amount (this does not come from the other player's treasury). Agents have -25% to being captured (so 40% becomes 30%). Sea movements are 25% less likely to be interdicted.

OTHER ABILITIES:

Kingdom Special Abilities. Abilities that are unique to a kingdom are not captured by the Traits. For example, only The Pirates may have a Pirates' Cove.

Special Character Abilities. Are not covered by traits. For example the abilities of the Ancient Ones Consuls and the Demon Princes such as Gaiking: special characters such as Demon Princes can enter a PC without being blocked by foreign groups. There may be artifacts which provide this ability.