

4th Cycle Maelstrom Release Notes

Gameplay

- For all Maelstrom games, the player may select a kingdom to be placed in any region (except region 13 which is Stormgate).
- No dispersed kingdoms.
- All kingdoms start with 2 towns and 2 villages.
- All kingdoms start with +15,000 gold (55,000 gold on average before traits).
- Seasons are normal and apply on the appropriate turns (e.g., first winter occurs on turns 5-7, first summer on turns 11-13). Winter occurs in regions 1,2,3,5,6,7 and Summer in regions 4,8,9,10,11,12,13.
- Kingdoms receive various benefits (granted on turn 0) based on the region chosen.

Map

- Regional bonuses (applied on turn 0) for initial region:
 - **“The Capital Regions”** – Darkover (2), Triumvia (5), Nyvaria (7)
 - +1.5 Influence (not for Nyvaria)
 - Extra Baron
 - Kingdom named brigade in 1st group as Veterans
 - Kingdom’s capital upgraded with +3,000 census, defense, food, gold
 - Darkover (2) may recruit (from pc): Northmen, Paladins/Knights Styx, Vikings
 - Triumvia (5) may recruit (from pc): Northmen, Paladins/Knights Styx, Westmen
 - Nyvaria (7) may recruit (from pc): Nyvarians, Paladins/Knights Styx
 - **“Regions of the Trading Coasts”** – The Crown Islands (1), The Diamond Coast (3), The Sword Coast (8), Zamora (10)
 - *[General for all kingdoms, not specifically granted to a single kingdom when selected as initial region]* All pc’s in these regions (1,3,8,10) gain +20% gold above normal
 - Fleets in Sea of Forgotten, Endless Sea, Sorrows gain +1 fleets/+1 naval quality
 - The Crown Islands (1) region: gains Elite ship (random name) for Sea of the Forgotten, Foreknowledge of Quest encounter
 - The Diamond Coast (3) region: Kingdom receives +20,000 gold in treasury
 - The Sword Coast (8) region: Kingdom named brigade in 1st group as Veterans, Foreknowledge of Excellent encounter
 - Zamora (10) region: gains Elite ship (random name) for The Sorrows, Foreknowledge of Superior encounter
 - The Crown Islands (1) may recruit (from pc): Northmen, Vikings
 - The Diamond Coast (3) may recruit (from pc): Northmen, Nyvarians, Vikings
 - The Sword Coast (8) may recruit (from pc): Mythians, Westmen, Zamorans
 - Zamora (10) may recruit (from pc): Mythians, Zamorans
 - **“The Savage Regions”** – Zanthia (6), Mythgar (11), The Untamed Lands (12)

- Pellinor (9) gets 3 fleets in Waves of Azure
- Zamora (10) gets 3 fleets in The Sorrows
- Mythgar (11) gets 0 fleets
- The Untamed Lands (12) gets 0 fleets
- Major Cities are fixed and are always shown on the map.
- Minor Cities which only exist in certain regions (1, 3, 8, 9, 11) are random on the map for every game.
- Fire of the Void location is KH (to destroy artifacts)
- Phoenix brigades for dragon kingdoms may be summoned at 3 volcano locations: KH, KS, ZV
- PC's in coastal map areas have increases to census, defense, food, gold. The PC production listing on the kingdom turn report will display the word **COASTAL** in the rightmost column for coastal pc's.
- If regional character awards troops, a check is made to increase fleets if group is on water or isle
- In general, PC stats (census, defense, food, gold) have been adjusted for improved game balance
- Terrain bonuses to pc defenses were removed so, for example, Supremacy in the Forest no longer provides a +30% bonus to pc defenses that reside in the Forest.
- New PC names based on terrain type was added to the database (188 new names)

Troops

- Starting special brigades on turn 0 have been adjusted for several kingdoms.
 - Amazons get 2 Wildlings brigades, 1 Mammoth brigade
 - Ancient Ones get 1 Scorpion brigade, 1 Mammoth brigade
 - Atlantians get 2 Viking brigades
 - Black Dragon gets 1 Wyvern brigade
 - Cimmerians get 1 Viking brigade, 1 Mammoth brigade
 - Demon Princes get 2 Skeleton brigades
 - Halflings get 2 Rohirrim brigades, 1 Ent brigade
 - Pirates get 1 Hill Giants brigade, 2 Viking brigades
 - Rangers get 1 Rohirrim brigade
 - Red Dragon gets 1 Wyvern brigade
 - Sacred Order gets 1 Paladin Elite brigade
 - Tyrant gets 2 Orcs, 1 Troll, 1 Ogre, and 1 Uak Hai brigade
- Various adjustments were made to existing brigade values to improve game balance
- The following new troop types may be recruited by **ANY** kingdom except the dragons BL, RD (check your kingdom setup file on turn 0 to see other restrictions such as requiring the presence of a group leader or a brigade of certain troop quality):
 - Northmen (NM) regions 1, 2, 3, 5, 13
 - Mythians (MY) regions 6, 8, 10, 11, 12
 - Nyvarians (NY) regions 3, 7, 9, 12, 13
 - Paladins (PA) regions 2, 4, 5, 7, 9 (only good kingdoms, all except DA, DE, PI, NE, TY, UN)
 - Knights of Styx (KS) regions 2, 4, 5, 7, 9 (only evil kingdoms DA, DE, PI, NE, TY, UN)
 - Vikings (VI) regions 1, 2, 3
 - Westmen (WE) regions 4, 5, 6, 8, 13
 - Zamorans (ZA) regions 8, 9, 10, 11, 12, 13 (if recruited in 10, begins as Regular)

- Stormgate Guard (ST) region 13 (begins with Veteran experience and 125 morale)

Kingdom Customization

- Customization has been greatly improved with more options and points.
- Customization is now **Order #993** (under order entry website Other tab), former Order #11 in The Choosing. This means that any awards granted, including gold, is done at the **END OF THE TURN** (as appropriate for executing Order #993).
- Total points: **10 to spend** (was 3 in The Choosing)
- Default award granted to kingdoms if customization was not specified within turns 1-3:
 - 45,000 gold (which is more than a player may choose if specified)
 - +1 Influence
 - Scrying Mirror
- Certain awarded items will be placed in the 1st group. If filled, the program will attempt to add the item to a subsequent group if space is available. So, if a kingdom selects the Prodigy option (grants an extra Adept), the 1st group is checked but if there is no room, it will try to add the new Adept to subsequent group if possible.
- Possible items to select:
 - C1 [3 pts] – Cloak of Disguise (now 100% undetected movement)
 - C2 [2 pts] – Red Elk Mount (now 10 range)
 - C3 [1 pt] – 8,000 Gold (may be selected up to 5 times)
 - C4 [2 pts] – Smoke Mojo (50% saving throws against kidnap/assassination and when pc falls avoiding capture) [displays **SAVES** under emissary when equipped]
 - C5 [3 pts] – New Governor
 - C6 [2 pts] – Scrying Mirror
 - C7 [2 pts] – +1 Influence
 - C8 [4 pts] – New Baron
 - C9 [3 pts] – Amulet of Protection
 - C10 [4 pts] – Onyx Amulet (now 7 range)
 - C11 [3 pts] – Guardian Talisman
 - C12 [2 pts] – Glyph of Protection
 - C17 [1 pt] – Raise Ambassador to Governor
 - C18 [1 pt] – Raise Agent L2 to L4
 - C19 [2 pts] – Capital gains a Bazaar
 - C20 [2 pts] – Capital gains a Temple
 - C21 [1 pt] – New Agent L2
 - C22 [7 pts] – New Prince
 - G1 [2 pts] – Champion Stallions
 - G2 [2 pts] – Valyrian Steel
 - G3 [2 pts] – Knowledge Totem
 - G5 [2 pts] – Kingdom named brigade (non-flying) of Green experience
 - G6 [2 pts] – Renowned Standard (intrinsic Valor spell as pwr-2)
 - G7 [2 pts] – Whowie Totem (+2 move pts, 20 base pts becomes 22)
 - G8 [3 pts] – New Adept

G9 [1 pt] – New Captain
 G10 [3 pts] – Raise Wizard Pwr-1 to Pwr-2
 G11 [3 pts] – Black Owl Totem (scry as L10 agent, range 5, use **Order #982** under order entry website Other tab)
 G12 [2 pts] – Kingdom named brigade upgrade from Regular to Veteran
 M1 [2 pts] – Foreknowledge (location of Excellent encounter, random region)
 M2 [2 pts] – Fleets in all seas gain +2 naval quality
 M3 [2 pts] – Foreknowledge (location of Fine encounter, capital region)

Kingdom Traits

- The kingdom trait bonuses to pc defenses were removed for Cunning, Industrious, Military Tradition, Siege Engineering, and Stalwart.
- For several kingdoms, some traits added or removed as follows:
 - Ancient Ones gained Devout, Oratory, Stalwart, Foreknowledge (Random), lost Foreknowledge (Plover of the Prophet)
 - Atlantians gained Foreknowledge (Random), Healing, Industrious, Rich
 - Cimmerians gained Military Tradition
 - Dark Elves lost Military Tradition, Ruthless, Riders
 - Dwarves lost Trick of the Trade, gained Death Magic Immunity, Military Tradition
 - Elves lost Riders
 - Gnomes lost Spy Network
 - Lizard Men gained Heroic
 - Sacred Order gained Rich, Riders
 - Sorcerer lost Secretive, Spy Network
 - Tyrant gained Trackers
 - Underworld lost Industrious, Rich
 - Warlock lost Secretive

Construct New Buildings

- Only one building may be constructed for the pc in a turn.
- A new building and pc improvement using **Order #600** (under order entry website Kingdom tab) may be conducted in the same turn. Same for the special Dwarven ability to increase pc defense.
- To construct a new building, use **Order #611** (under order entry website Kingdom tab) for the following:
 - **Bazaar** [10,000 gold, 20,000 food] +25% gold production, -10 counter-espionage (penalty), +2 stir unrest (penalty), +10% census, -20% chance pc detects emissary entry (50% becomes 30%)
 - **Forge** [20,000 gold, 20,000 food, prerequisites: Forum, Bazaar] allows to build improved armor/weapons for groups, use **Order #605** (under order entry website Military tab) [20,000 food, 20,000 gold], **improved armor** provides +25% to group's total defense, **improved weaponry** provides +25% total combat value, forged items remain with group and cannot be traded/transferred nor become spoils of war from being conquered by

another group/pc, forged items will be lost and unrecoverable when group becomes inactive for any reason

- **Forum** [10,000 gold, 20,000 food, allowed in city/town] +2 status quo, +10% census, may title emissaries (raise rank) at pc outside of capital, +0.3 influence
- **Granary** [10,000 gold, 20,000 food, prerequisite: Bazaar] +25% food production, +1 status quo
- **Port** [30,000 gold, 60,000 food, prerequisites: Bazaar, Granary, must be coastal city/town] requires coastal pc, +50% food and gold production, +20% census, allows building fleets above quality 13, +1 influence
- **Secret Passages** [10,000 gold, 20,000 food, prerequisite: regional control of pc location] ruler always escapes capture, 90% chance of escape for other figures (50% normally)
- **Temple** [10,000 gold, 20,000 food] hire noble maiden, perform test for the gift (maiden into high priestess), +1 status quo
- **Great Temple** [20,000 gold, 40,000 food, prerequisite: Temple] as Temple benefits, hire noble maiden or high priestess at 50%, high priestess/consul divinations cost 50% (if high priestess/consul is at pc), +0.5 influence, +2 status quo, +20% census
- **Thieves Guild** [10,000 gold, 20,000 food, prerequisites: Bazaar] required to train agents past L9 up to kingdom limit, exceed max agent training level by 1, -1,000 gold to agent training cost, +20 pts counter-espionage, if agent based at pc fails at mission only loses 3 levels (not 4-6)
- **Watch Towers** [10,000 gold, 20,000 food] L4 intrinsic recon of pc
- **Wizard Tower** [20,000 gold, 40,000 food] required for wizard research beyond 5th level, -10% research cost up through 5th level
- **Great Mage Tower** [30,000 gold, 60,000 food, prerequisite: Wizard Tower] as Wizard Tower benefits, the following only applies at tower's location: increases battle/damage spells by +50% so pwr-3 fireball increases from 2100 damage to 3150, tower's wizards are protected from other kill wizard spells by -50% reduction, kill wizard spells cast by tower's wizards are at +50% effectiveness, if location also has Secret Passages built then tower's wizards are immune from combat/spell death (not assassinations)

Construct New Fortifications

- Only one defensive fortification may be constructed for the pc in a turn.
- A new building (Order #611), pc improvement (Order #600), and fortification (Order #609) may be issued in the same turn.
- All fortifications are added to the defense of the pc and must be overcome during the pc battle. Take note that certain fortifications may prevent diplomatic overturn (rebel/usurp/diplomacy spells) and siege attempts by opposing forces.
- To construct new defensive fortifications, **use Order #609** (under order entry website Kingdom tab) for the following:
 - **Motte and Bailey** [4,000 gold, 8,000 food, prerequisites: must be village] +2,000 defense, +1 status quo, +10 counter-espionage, +0.1 influence, -500 food/gold production loss
 - **Fortress** [30,000 gold, 60,000 food, prerequisites: must be town] +15,000 defense, +3 status quo, +20 counter-espionage, +20% census, +0.5 influence

- **Citadel** [60,000 gold, 120,000 food, prerequisites: must be city] +30,000 defense, +3 status quo, +20 counter-espionage, +20% census, +1 influence
- **Castle** [30,000 gold, 60,000 food, prerequisites: must be city or town, replaces fortress/citadel] +15,000 defense, +4 status quo, +20 counter-espionage, +0.3 influence, -2,000 food/gold production loss
- **Greater Castle** [50,000 gold, 100,000 food, prerequisites: castle, replaces castle] +40,000 defense, +7 status quo, +30 counter-espionage, +1 influence, -2,000 food/gold production loss
- **Legendary Castle** [100,000 gold, 200,000 food, prerequisites: great castle, replaces greater castle] +100,000 defense, pc cannot be influenced diplomatically (as a capital), +40 counter-espionage, +1 influence, -2,000 food/gold production loss

Political

- Default emissary range is 7 (was 8 in The Choosing). Riders have 8, Flight 9. This is before any effects such as the Red Elk Mount or such.
- **Rule of Law** requires 10% food and 10% gold production of kingdom-controlled pc's in each region under control every turn (not including special groves like Pirate's Cove), executes after production and trade but before group consumption (after spell 209 create gold). Failure to pay results in loss of regional reaction (even if Tight Control) and deducts remaining food/gold amount from your treasury that was less than required for Rule of Law.
- PC resistance for Major Cities which is a factor in political actions such as rebel/usurp is more difficult than Minor Cities. Town and Village pc resistance factors were increased.
- New Regional Reaction **Loyal** (higher than Friendly, may only be achieved if kingdom has Tight Control influence in the region, tougher for other kingdoms to gain control of pc's, 3 pts of morale to groups in Loyal regions)

Loyal
 Friendly
 Tolerant
 Suspicious
 Hostile

- New Regional Influence **Tight Control** (100%+ control of region, allows raising regional reactions to Loyal, kingdom cannot be denigrated in regions with Tight Control, tougher for other kingdoms to gain control of pc's)

100% Tight Control
 60-99% Control
 36-59% Substantial
 20-35% Significant
 1-19% Minor
 0% Unestablished

Loyal/Tight Control

- Kingdom turn report's regional intelligence section (above pc production listing) will show all group sizes in the region where a kingdom has Tight Control. Breakdown: Tight Control (displays

all group sizes even patrols), Control (army group, army, division), Substantial (army group, army), Significant (army group), Minor or Unestablished (none).

- Demon Princes' special ability to raise/lower regional reactions obeys Tight Control rules (cannot denigrate if Tight Control, cannot raise to Loyal if not Tight Control)
- Other matters such as High Council voting, gaining/losing control of a region, releasing skeletons, casting Charm Region/Infuriate Populace spells, and declaring another kingdom an ally/enemy/neutral all of which raise/lower regional reactions obey Tight Control rules (cannot denigrate if Tight Control, cannot raise to Loyal if not Tight Control)
- Diplomacy spell is tougher to gain control of a pc if pc owner has Loyal and/or Tight Control
- If lost Tight Control and reactions is Loyal, reactions are reduced to Friendly (this automatic denigrate only occurs from Loyal to Friendly and if lost Tight Control while reactions are other than Loyal, no denigrate will occur)

Magic

- Turn 0 starting wizards have been adjusted to the new Magical Prowess chart:

	Max Lvl	Cost	P4	P3	P2	P1	A
Supremacy	9	7000		1	3	1	1
Mastery	7	8000			2	2	1
Advantaged	7	9000			2	1	2
Standard	6	10,000			1	2	1
Substandard	6	11,000				2	2
Disadvantaged	5	12,000				2	2
Non-magical	5	13,000				1	3

Spells

- Various adjustments were made to kingdom spell lists for game balance
- Locate Character/Group spell (#855) has been removed from play

Artifacts

- Dimensional Portals removed from play
- Mist Talisman has been removed from play
- Quest encounter difficulty has been reduced to be the same as Superior (easier)

Early Strategic Objectives and Status Points


- Removed Avalon as an Early Strategic Objective


Group Icons


- New icons displayed:


- Forged Improved Armor





- Forged Improved Weaponry 

- Flying (native flight, all troops flying like specters, artifacts) 

- Tracking (and Knowledge Totem) 

- Champion Stallions (group has greater movement) 


- Valyrian Steel 

- Renowned Standard  (inscription along the bottom says in Latin, “Concussus Surgo”, which means, “When struck, I rise”)

- Black Owl Totem (scry 5 range, use **Order #982**, under order website Other tab) 

- Whowie Totem (group has greater movement) 

- Sea (use ships for movement) 

- Ice Age game (movement rates reduced, seas frozen) 

Status Points

- Listing of status points (points are final, interim 1/4th value)
 - Artifact Quest 400
 - Artifact Superior 400
 - Artifact Excellent 200
 - Artifact Fine 100
 - Covert Agent L11+ 400
 - Covert Agent L8-10 200
 - Covert Prisoner – Ruler 1,000
 - Covert Prisoner – Demon Prince 900
 - Covert Prisoner – Prince 800

○ Covert	Prisoner – Duke	600
○ Covert	Prisoner – Count	400
○ Covert	Prisoner – Baron	300
○ Covert	Prisoner – Governor	200
○ Covert	Prisoner – Ambassador	100
○ Covert	Prisoner – Fool	50
○ Covert	Prisoner – Agent	Level x 15
○ Economic	Highest Food Production	800
○ Economic	Highest Gold Production	800
○ Economic	Highest Census	800
○ Economic	Legendary Castle	2,000
○ Economic	Greater Castle	800
○ Economic	Castle	400
○ Economic	Citadel	1,200
○ Economic	Fortress	600
○ Economic	Great Temple	1,200
○ Economic	Wizard Tower	400
○ Economic	Great Mage Tower	800
○ Magic	Have a Pwr-7+ Wizard	600
○ Magic	Have a Pwr-5-6 Wizard	300
○ Military	Have a Warlord	600
○ Military	Have a Marshal	300
○ Military	Have an elite brigade	400
○ Military	Group > 100k vs PC	600
○ Military	Group > 70k vs PC	400
○ Military	Seapower (fleets x quality)	varies
○ Political	Have influence 20+	400
○ Political	Have influence 17-19	200
○ Political	Member on high council	200
○ Political	Declared you as enemy	400
○ Political	You declared as ally	-400
○ Political	Have a prince	200
○ Regional	Tight control in region	2,800
○ Regional	Control in region	2,000
○ Regional	Substantial in region	800
○ Regional	Significant in region	400
○ Citizenship	Survive until turn 12	200
○ Citizenship	Survive until turn 18	300
○ Citizenship	Survive until turn 24	400
○ Citizenship	Survive until turn 30	500
○ Citizenship	Survive until end of game	1,500
○ Victory	Standard (Rex) Victory	6,000
○ Victory	Team Victory	3,000
○ Victory	Usurper Victory	3,000

Game Queue Website

- Upgraded to handle both 3rd Cycle (The Choosing) and 4th Cycle (Maelstrom) games.
- For Maelstrom, only **Steel, Primeval, and Magic-Alliance** variants are currently automated by the game queue. The remaining types will have to be created via the server's game creation utility program.

Order Entry Website

- Upgraded to handle both 3rd Cycle (The Choosing) and 4th Cycle (Maelstrom) games.

Valhalla Website

- Upgraded to handle both 3rd Cycle (The Choosing) and 4th Cycle (Maelstrom) games.

Alamaze Utility Program (for administrators)

- Allows the manual creation of Maelstrom games (greater flexibility than game queue website in allowing 2-12 players in game, have the same player control multiple kingdoms/regions, different team play combinations, etc.)

Alamaze Admin website (for administrators)

- Upgraded to display Maelstrom games alongside The Choosing

Jan 17:

Added Magic-Alliance games to the game queue so now Steel, Primeval, and Magic-Alliance types are automated. Others like Warlords will have to be manually created by an administrator.

Jan 19:

Corrected seapower for Pirates (minimum 1 fleet in every sea with quality 13 after Seafaring trait)

G12 customization option changed to upgrade kingdom regular brigade to veteran

Jan 22:

Added Valhalla website being done for Maelstrom games

Jan 24:

Added seasonal information for the new Maelstrom map under the Gameplay section
More info for Smoke Mojo benefits

Jan 26:

Added status points section

Jan 29:

Changed Rule of Law to be 10% food and 10% gold production for every region under control

Changed The Diamond Coast (region 3) to start with +20,000 gold in treasury

Feb 1:

Added elite ship for initial region Zamora (10)

Feb 6:

Removed all pc defense bonuses from kingdom traits (Cunning, Industrious, Military Tradition, Siege Engineering, Stalwart) and Terrain Proficiency (e.g., Supremacy's +30% bonus) except for controlling a region (which still provides +10% pc defense)

May 26:

Initial turn 0 brigades for some kingdoms were adjusted

Popcenter loss divider value (defensive value that limits the amount of damage taken during battle) was increased by 20% making all pc battles tougher. Also, if the popcenter has a fortification built, the loss divider for the pc gets an additional bonus.

Upgrading a fortification with a better version (e.g. fortress into a castle), stacks pc defense values

High Priestess divination for random artifact names was improved for better results

Building a forge now costs 20,000 food and 20,000 gold. Equipping a group with forged items was increased to 20,000 food and 20,000 gold.

Validated numerous items on Rick's list

Dec 25, 2020 Winter Update

See post below for detail

Jan 29, 2022 Update

See post below for detail