**ABILITIES**

(Set by constant BONUS\_<name>)

|  |  |  |
| --- | --- | --- |
| **1** | **Shield Basher** | **Combat** (self, ability)  This AI unit may attempt to perform a shield bashing maneuver. |
| **2** | **Endurance** | **Combat** (self, ability)  This unit can sprint for twice as long, but does so at a slower pace. (-50% speed increase)  Reduces the cooldown for sprinting by 5 seconds.  Reduces encumbrance weight by 1 for every 3 points of *Strength*. |
| **3** | **Inspiring** | **Map** (party, stacking effect)  This unit improves the morale of the player party by 2. Companions add +1 per 2 points of *Leadership*. (Limit: +15) |
| **4** | **Tax Collector** | **Garrison** (city, stacking effect)  This unit reduces the tax inefficiency of this location by 4% per unit stationed in the garrison. (Limit: -25%). A castle steward must be assigned for the effect to function. |
| **5** | **Commanding Presence** | **Combat** (party, non-stacking effect)  Improves the health regeneration factor of nearby troops by 2% + 1% for every 2 points of *Leadership* the troop has. This health regeneration effect is received when the nearby troop kills or wounds an opponent. |
| **6** | **Hardy** | **Combat** (self, non-stacking effect)  This troop’s health regeneration factor is improved by 1% per point of *Ironflesh*. This effect is limited to 5% for heroes. This health regeneration effect is received when you kill or wound an opponent. |
| **7** | **Agile Rider** | **Combat** (self, ability)  This troop takes no falling damage when their mount is killed.  This troop ignores encumbrance penalties to *Riding*. |

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| **8** | **Sprinter** | **Combat** (self, ability)  This troop can sprint 50% faster, but tires quicker. (-25% duration) |
| **9** | **Dedicated** | **Map** (party, non-stacking effect)  This troop is one stage better for party unity calculations than it should be. Mercenary -> Non-Faction -> Faction. |
| **10** | **Devoted** | **Map** (self, non-stacking effect)  This troop accepts half the normal wages expected. |
| **11** | **Loyal** | **Map** (self, non-stacking effect)  This troop sees party morale as 20 higher than it actually is when deciding to desert. |
| **12** | **Hunter** | **Map** (party, stacking effect)  This troop reduces the need to consume food stores by hunting in the local area. Success of the effect is dependent upon the geographical location.  Companions with this ability count as a single hunter, but increase the chance of a successful hunt by additional 3-9% per point of *Tracking* based on the current terrain. |
| **13** | **Supply Runner** | **Combat** (party, stacking effect)  This troop restocks the quivers of ranged attackers within your army. Each troop can restock 3 archers per minute.  A companion with this ability can restock one additional ranged attacker per minute per point of *Inventory Management* and *Athletics*. Each skill is required for each additional restocking. (Limit: +5 additional ranged attackers) |
| **14** | **Berserker** | **Combat** (self, non-stacking effect)  This troop gains an additional 7% health for each point of *Ironflesh* when entering combat due to their frenzied state. Troops under this effect will ignore the benefit of a Volley Commander, Tactician or Sharpshooter. |
| **15** | **Boundless Endurance** | **Combat** (self, ability)  This troop can sprint 50% faster and do so for twice as long.  Heroes with this ability are twice as resistant to movement speed reducing effects. |
| **16** | **Tactician** | **Combat** (party, non-stacking effect)  This troop improves the damage of nearby troops by 3% for each point of *Tactics*. |
| **17** | **Trailblazer** | **Map** (party, stacking effect)  This troop raises the party leader’s *Path-finding* by 1 per 5 troops. (Max: +3)  **Companions** with this ability always improve the leader’s *Path-finding* by 1. |
|  | **Boost** (party, stacking, **player-only** effect)  The player’s *Path-finding* skill is improved by 2. |
|  | **Synergy** (self, non-stacking effect)  The number of troops concealed by the *Stealthy* ability is doubled. |
| **18** | **Bloodlust** | **Combat** (self, non-stacking effect)  This troop gains +20% damage and -10% accuracy. For each 1% of health lost the frenzied troop gains 1% damage (Max: +25%) and loses 0.5% accuracy (Max: -30%). Troops under this effect will ignore the benefit of a Volley Commander, Tactician or Sharpshooter. |
| **19** | **Fortitude** | **Combat** (self, non-stacking effect)  This troop is resistant to the effects of combat performance hampering from damage taken. Health is considered 40% higher than it actually is. |
|  | **Synergy** (**Disciplined**)  Improve effectiveness by +20% health. |
| **20** | **Volley Commander** | **Combat** (party, non-stacking effect)  This troop improves the accuracy rating of nearby troops by 8 for each point of *Tactics*. |
| **21** | **Sharpshooter** | **Combat** (self, non-stacking effect)  This troop gains an additional 20% + 4% accuracy rating for each point of *Weapon Master*.  **Synergy** (self, non-stacking effect)  Having the *Master Bowman* ability increases the effectiveness of this talent by 30%. |
| **22** | **Scavenger** | **Map** (party, stacking effect)  Each troop with this ability adds a small bonus to how much loot is found on the battlefield and improves its quality.  A companion with this ability applies the same bonus as an individual troop per point of *Looting*. |
| **23** | **Quick Study** | **Map** (self, non-stacking, **companion-only** effect)  This troop is unusually sharp witted and picks up tasks at a quicker rate than his fellow soldier. When assigned to a party role this character gains bonus experience equal to 1% per 2 points of *Intelligence* in addition to the normal bonus experience earned.  This troop also reads books at a much faster rate where their intelligence is calculated as 10 points higher than it is for determining reading speed. |
| **24** | **Watchful Eye** | **Map** (party, stacking effect)  This troop makes for an excellent prisoner guard and extends the party’s prisoner capacity by 2 for each troop with this ability. (Limit: +20)  Companions with this ability extend capacity by 3 per point of *Prisoner Management*. (Limit: +25 additional) |
| **25** | **Escape Artist** | **Map** (party, non-stacking, **hero-only** effect)  This troop can engineer an escape from anywhere and will guarantee escape when held captive in a party. The chance of escaping from a dungeon is also increased.  **Boost** (party, non-stacking, **hero-only** effect)  If this character also possesses the *Stealthy* ability then all allies held in the same location will be able to escape captivity at the same time. |
| **26** | **Administrator** | **Advisor** (party, stacking, **companion-only** effect)  When assigned as ***Castle Steward***, this troop…   * Improves trade income by 1% per point of *Trade*. * Raises the center’s chance of gaining +1 relation per week by 1% per point of *Leadership*. * Reduces the center’s tax inefficiency by 1% per point of *Intelligence*.   When assigned as ***Captain of the Guard***, this troop…   * Increases the size of regional patrols from this center by 5 per point of *Leadership*. * Reduces the cost of training troops at this center by 1% per point of *Training*. |
| **27** | **Engineer**  *2 Effects* | **Combat** (self, stacking, **companion-only** effect)  This troop gains 3% damage and 2% accuracy for each point of *Weapon Master* when wielding a crossbow.  **Advisor** (party, stacking, **companion-only** effect)  When assigned as ***Castle Steward***, this troop…   * Reduces the time required to build improvements by 2% per point of *Engineering*. * At *Engineering* of 4+ this effect extends to all villages bound to this center. * Reduces the cost required to build improvements by 2% per point of *Trade*. |
| **28** | **Siege General** | **Advisor** (party, stacking, **companion-only** effect)  When assigned as ***Captain of the Guard***, this troop…   * This troop applies the ***Volley Captain*** effect to all troops defending the keep during a siege. * This troop applies the ***Tactician*** effect to all troops defending the keep during a siege. * This troop applies the ***Commanding Presence*** effect to all troops defending the keep during a siege. * This companion is always captured should the keep fall. |
| **29** | **Master Bowman** | **Combat** (self, stacking effect)  This troop gains an additional 8% + 2% damage for each point of *Weapon Master* when wielding a bow. |
|  | **Synergy** (self, non-stacking effect)  Having the *Sharpshooter* ability increases the effectiveness of this talent by 30%. |
| **30** | **Efficient** | **Advisor** (party, stacking, **companion-only** effect)  When assigned as ***Castle Steward***, this troop…   * Reduces the wage cost of garrisoned troops by 1.5% per point of *Intelligence*. * Reduces the cost of regional patrols by 2% per point of *Leadership*. This bonus stacks with any applicable Captain of the Guard effect of a similar nature. * Reduces the center’s tax inefficiency by 1% per 2 points of *Intelligence*. |
| **31** | **Chef** | **Party Role** (party, non-stacking, **companion-only** effect)  When assigned as ***Storekeeper***, this troop…   * Improves the number of soldiers the same amount of food can feed by 25%. * The morale bonus for food is improved by 2.5% per point of *Trade*. This troop knows where to acquire the best spices to make even leather palatable. |
| **32** | **Useful Contacts** | **Party Role** (party, non-stacking, **companion-only** effect)  When assigned as ***Gaoler***, this troop…   * Can always find someone to purchase prisoners in a town regardless of if a ransom broker is present or not. * Will increase the sale price of prisoners by 4% per point of either *Persuasion* or *Trade*.   When assigned as ***Quartermaster***, this troop…   * Can always find someone to sell items to regardless of how much money merchants have.   When assigned as ***Storekeeper***, this troop…   * Purchases food at a reduced cost of 4% per point of *Trade*. |
| **33** | **Blademaster** | **Combat** (self, stacking effect)  This troop gains an additional 2% damage for each point of *Weapon Master* when wielding a melee cutting weapon.  **Synergy** (**Savant**)  Increases the effectiveness of this skill by +1% damage for every 2 points of *Intelligence* above 10. |
| **34** | **Cargomaster** | **Party Role** (party, non-stacking, **companion-only** effect)  When assigned as ***Quartermaster***, this troop…   * This companion can generally find someone to sell items to. Merchants will generally have 5% more gold on hand per point of *Trade*. * This troop receives a 3% bonus to selling price per point of *Persuasion* when selling things to a merchant. |
| **35** | **Graceful Rider** | **Combat** (self, ability)  This troop has a chance to ignore extra damage dealt by pikes equal to the horse’s *maneuverability* + 3% per point of *Riding*.  This troop ignores encumbrance penalties to *Horse Archery*. |
| **36** | **Indomitable** | **Combat** (self, stacking effect)  Triples the contribution of a troop’s *Strength* towards lessening encumbrance penalties. |
| **37** | **Nimble** | **Combat** (self, stacking effect)  Triples the contribution of a troop’s *Agility* towards lessening encumbrance penalties. |
| **38** | **Stealthy** | **Map** (party, stacking effect)  This troop increases the chance of concealing the party’s travel from nearby hostile parties by +3%. Initial chance is 100% - 4% per troop.  A **hero** with this ability increases this limit by an additional +2% per rank of *Spotting* or *Tracking*. |
| **Boost** (party, non-stacking, **hero-only** effect)  When escaping captivity through use of the *Escape Artist* ability, this hero will also break free any additional allies held in the same location. |
| **Synergy** (party, non-stacking effect)  The effectiveness of this ability is doubled when combined with the *Trailblazer* ability. |
| **39** | **Storyteller** | **Combat** (party, stacking effect)  This troop increases the amount of renown you gain from a battle by 3%. (Limit: +100%)  A **hero** with this ability increases this limit by an additional +5% per rank of *Persuasion*. (Limit: +100%)  Total combined effect may not exceed +200%. |
| **40** | **Silver Tongued** | **Boost** (self, non-stacking, **player-only** effect)  Always unlocks Persuasion Attempts when available in dialog encounters. |
|  | **Boost** (self, non-stacking, **player-only** effect)  Improves the chances of persuading individuals by 25%. |
|  | **Boost** (self, non-stacking, **player-only** effect)  Improves chance of persuading a lord to your side by 15%. |
|  | **Boost** (self, stacking, **player-only** effect)  Reduce the chance of disagreeing lords losing relation weekly by 1% per point of *Persuasion*. |
| **41** | **Savage Bash** | **Combat** (self, non-stacking effect)  Your shield bash attempts now apply +2 damage per point of *Strength* and per rank of *Shield*. |
| **42** | **Thrifty** | **Boost** (self, non-stacking, **player-only** effect)  Tooltips for trade goods will now display how far above or below the base price those items are.  Notification is provided in the message log whenever the inventories of trade good merchants are reset.  Tooltips now display if a trade good is usable by one of your enterprises and where the nearest one is. |
| **43** | **Savant** | **Boost** (self, non-stacking, **player-only** effect)  Extra experience gained from having a high *Intelligence* is increased by 50%. |
| **44** | **Rallying Figure** | **Boost** (party, non-stacking, **player-only** effect)  Each rank of *Leadership* that you possess contributes an extra +3 troops to your maximum party limit.  Your morale bonus due to *Leadership* is improved by +2 per rank. |
| **45** | **Wholesaler** | **Boost** (self, non-stacking, **player-only** effect)  The price drift due to buying or selling multiple of the same item from a merchant is reduced by 15% per rank of *Trade*. |
| **46** | **Haste** | **Combat** (self, non-stacking effect)  Whenever you defeat an enemy in combat your sprinting cooldown is immediately reset. |
|  |  | **Combat** (self, non-stacking effect)  Whenever you defeat an enemy in combat you gain 15 stamina. |
| **47** | **Disciplined** | **Boost** (self, non-stacking effect)  Increase combat health by +1 for every 2 points of *Intelligence* above 8. |
|  | **Combat** (self, non-stacking effect)  Reduce combat hampering effects as if your health was 20% higher than it actually is. |
|  | **Synergy** (**Fortitude**)  Remove the minimum *Intelligence* of 8 requirement. |
| **48** | **Steady Aim** | **Combat** (self, stacking effect)  Increases the damage of your next ranged attack by +2 per second paused between attacks. Upper damage is limited by half of your *Strength* value.  **Example**: 24 STR = +12 damage after a 6 second pause. |
|  | **Synergy** (**Sharpshooter**)  Improve rate of damage increase to +3 per second. |
|  | **Synergy** (**Master Archer**)  Increase maximum damage limit to 65% of *Strength*. |
| **49** | **Charging Strike** | **Combat** (self, stacking effect)  Increases damage to your next melee attack while sprinting by +1 per 4% speed bonus you are currently receiving. Upper damage is limited by 50% of your *Strength* value.  **Example**: 24 STR = +12 damage limit requiring 148% speed. |
|  | **Synergy** (**Haste**)  Allow the damage bonus to be limited by *Agility* or *Strength* based on whichever is higher. |
|  | **Synergy** (**Blademaster**)  Increase maximum damage limit to 65% of *Strength* / *Agility*. |
| **50** | **Poisoned Weapons** | **Combat** (self, non-stacking effect)  Attacks from this troop cause an enemy agent to be under the Poisoned effect causing them to act as if their health was 50% less and loses one health every 4 seconds (1 tick) for a total of 80 seconds (20 ticks). |
|  | **Relentless Trainer** | **Boost** (self, non-stacking, **AI -only** effect)  Every week this lord will automatically advance 7 of his units to the next upgraded rank. |
|  | **Scouting Network** | **Boost** (self, non-stacking, **AI -only** effect)  The range at which this lord can join in battles is extended by 50%. |
|  | **Boost** (self, non-stacking, **AI -only** effect)  *Spotting* for the commander is improved by 4.  *Tracking* for the commander is improved by 2. |
|  | **Upstanding Commander** | **Boost** (self, non-stacking, **AI -only** effect)  Improves the party size of upstanding lords by 20%. |
|  | **Martial Commander** | **Boost** (self, non-stacking, **AI -only** effect)  All troops under his command deal +2% and receive -1% damage per point of *Tactics* the commander has. |
|  | **Forced Marcher** | **Boost** (self, non-stacking, **AI -only** effect)  Path-finding is improved by 4. |
|  | **Forethought** | **Boost** (self, non-stacking, **AI -only** effect)  This lord’s chance of escaping capture is improved by 25%. |
|  | **Fearsome** | **Boost** (self, non-stacking, **AI -only** effect)  Your party’s battle-weariness effect is increased by when fighting this lord. |
|  | **Taskmaster** | **Boost** (self, non-stacking, **AI -only** effect)  This lord improves the rate of construction of improvements within his fiefs by 20%. |
|  | **Builder** | **Boost** (self, non-stacking, **AI -only** effect)  This lord reduces the building time of siege equipment by 25%. |
|  | **Well Connected** | **Boost** (self, non-stacking, **AI -only** effect)  This lord may recruit high tier mercenary units even without having a *Mercenary Chapterhouse* available at a center. |
| **60** | **Renowned** | **Boost** (self, non-stacking, **AI-only** effect)  The price of training new troops is reduced by 25% in cities. |

**REQUIREMENTS**

(Set by constant PREREQ\_<name>)

|  |  |  |  |
| --- | --- | --- | --- |
| **N/A** | **Mounted** | **Resource** | This unit requires a mount resource to be trained. *Included for info, but does not use this system*. |
| **N/A** | **Peasant** | **Resource** | This unit requires a peasant recruit to be trained. *Included for info, but does not use this system*. |
| **N/A** | **Veteran** | **Resource** | This unit requires a veteran recruit to be trained. *Included for info, but does not use this system*. |
| **N/A** | **Mercenary** | **Resource** | This unit requires a mercenary recruit to be trained. *Included for info, but does not use this system*. |
| **1** | **Unique Location** | **Location** | This unit may only be purchased in a specific center. Unique troops always require a minimum relation of 10+.  Location = slot\_troop\_unique\_location |
| **2** | **Elite Mercenary** | **Improvement** | This unit requires a *Mercenary Chapterhouse* to be built in the location. |
| **3** | **Owner Only** | **Special** | This unit may only be purchased in a location if the buyer owns the fief. |
| **4** | **Friend** | **Relation** | This unit requires you have a relation with their center of 10+. |
| **5** | **Ally** | **Relation** | This unit requires you have a relation with their center of 25+. |
| **6** | **Dishonorable** | **Special** | This unit requires you have a negative honor. |
| **7** | **Affiliated** | **Membership** | This unit requires that you belong to the prerequisite faction. Faction = slot\_troop\_faction\_affiliation |

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| --- | --- | --- | --- |
| **8** | **Chartered** | **Membership** | This unit is part of a unique military order and you must have their |

**COMPANION ABILITIES**

|  |  |  |  |
| --- | --- | --- | --- |
|  | **LEVEL 5** | **LEVEL 12** | **LEVEL 20** |
| Borcha | NIMBLE | SCAVENGER | USEFUL CONTACTS |
| Marnid | QUICK STUDY | CARGOMASTER | ADMINISTRATOR |
| Ymira | INSPIRING | QUICK STUDY | ADMINISTRATOR |
| Rolf | HARDY | ENDURANCE | COMMANDING PRESENCE |
| Baheshtur | HUNTER | SHARPSHOOTER | MASTER BOWMAN |
| Firentis | HARDY | INDOMITABLE | FORTITUDE |
| Deshavi | TRAILBLAZER | SHARPSHOOTER | MASTER BOWMAN |
| Matheld | BERSERKER | BOUNDLESS ENDURANCE | BLOODLUST |
| Alayen | BLADEMASTER | COMMANDING PRESENCE | TACTICIAN |
| Bunduk | FORTITUDE | BOUNDLESS ENDURANCE | ??? |
| Katrin | SUPPLY RUNNER | CHEF | EFFICIENT |
| Jeremus | QUICK STUDY | SAVANT | ADMINISTRATOR |
| Nizar | INSPIRING | WATCHFUL EYE | USEFUL CONTACTS |
| Lezalit | FORTITUDE | TACTICIAN | SIEGE GENERAL |
| Artimenner | SHIELD BASHER | TACTICIAN | ENGINEER |
| Klethi | SCAVENGER | SPRINTER | SHARPSHOOTER |
| Nissa | SHARPSHOOTER | MASTER BOWMAN | VOLLEY COMMANDER |

|  |  |  |  |
| --- | --- | --- | --- |
| PARTY BENEFIT | PERSONAL COMBAT | PARTY ROLE | ADVISOR ROLE |

**COMPANION TOURNAMENT PRESETS**

|  |  |  |  |
| --- | --- | --- | --- |
|  | **MELEE OPTION** | **OPTION 2** | **OPTION 3** |
| Borcha | Two-Handed | Javelins | Enhanced Weapon |
| Marnid | One-Handed | Crossbow | Enhanced Armor |
| Ymira | One-Handed | Crossbow | Mount |
| Rolf | One-Handed | Enhanced Armor | Enhanced Shield |
| Baheshtur | Two-Handed | Bow | Mount |
| Firentis | One-Handed | Enhanced Armor | Enhanced Weapon |
| Deshavi | Polearm | Bow | Enhanced Weapon |
| Matheld | Two-Handed | Enhanced Armor | Enhanced Weapon |
| Alayen | One-Handed | Lance | Mount |
| Bunduk | One-Handed | Crossbow | Enhanced Armor |
| Katrin | One-Handed | Crossbow | Enhanced Weapon |
| Jeremus | Polearm | Crossbow | Enhanced Armor |
| Nizar | One-Handed | Enhanced Weapon | Mount |
| Lezalit | One-Handed | Enhanced Armor | Enhanced Shield |
| Artimenner | One-Handed | Crossbow | Mount |
| Klethi | One-Handed | Javelins | Enhanced Weapon |
| Nissa | Polearm | Bow | Mount |

Each companion needs to have their randomize setting turned off.

**COMPANION AUTOLOOT PRESETS**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **OPTION 1** | **OPTION 2** | **OPTION 3** | **OPTION 4** |
| Borcha | Two-Handed | Thrown | Thrown | Thrown |
| Marnid | One-Handed | Shield | Crossbow | Bolts |
| Ymira | One-Handed | Shield | Crossbow | Bolts |
| Rolf | One-Handed | Shield | Crossbow | Bolts |
| Baheshtur | Bow | Arrows | Two-Handed | Arrows |
| Firentis | One-Handed | Shield | Crossbow | Bolts |
| Deshavi | Bow | Arrows | Polearm | Arrows |
| Matheld | Two-Handed | Thrown | Thrown | Thrown |
| Alayen | One-Handed | Shield | Crossbow | Bolts |
| Bunduk | One-Handed | Shield | Crossbow | Bolts |
| Katrin | One-Handed | Shield | Crossbow | Bolts |
| Jeremus | Polearm | Bolts | Crossbow | Bolts |
| Nizar | One-Handed | Shield | Bow | Arrows |
| Lezalit | One-Handed | Shield | Crossbow | Bolts |
| Artimenner | One-Handed | Shield | Crossbow | Bolts |
| Klethi | One-Handed | Shield | Thrown | Thrown |
| Nissa | Bow | Arrows | Polearm | Arrows |

All should have “enable autolooting”, “do not break weapon sets” and “retain heraldic equipment” flagged as ON.

All should have helm, boots, armor and gauntlets flagged as “find upgrade”

All should have mount flagged as “Find best overall mount”

**IMPROVEMENT QUEUE SYSTEM**

|  |  |  |  |
| --- | --- | --- | --- |
| **1** | **IMPROVEMENT** | Improvement # | Tracks which improvement to build. |
| **2** | **STATUS** | IMP\_QUEUED  IMP \_BUILDING  IMP\_COMPLETED  IMP \_CANCEL | Series of constants to track when a recruitment request is QUEUED, BUILDING or COMPLETED. Centers lost to a hostile faction will have any queued improvements set to CANCEL. |
| **3** | **CENTER** | Center # | Tracks which center has this item queued for construction. |

Setting up a queue would only be possible through use of an appointed ***Castle Steward***. Whenever a center attempts to build an improvement from the queue and no ***Castle Steward*** is detected then that request is taken to CANCEL.

**WEEKLY BUDGET UI**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | **CENTER** | **INCOMES** | **EXPENSES** | **CASH FLOW** | **TREASURY** | **EXCESS SENT TO** |
| **1** | **Dhirim** | 5400 | **3900** | 1500 | 21900 | You |
| **2** | **Amere** | 570 | **150** | 420 | **---** | Dhirim |
| **3** | **Sargoth** | 3900 | **5000** | **-1100** | **-650** | Treasury |
|  | **TOTAL** | 9870 | **9050** | 820 | 21250 |  |

Only a summary of incomes and expenses per fief are shown along with a budget showing the cash flow for this period.

Any excess money is stored in the treasury by default unless you have a ***Castle Steward*** stationed who has been instructed to send excess funds to you. If the only income you have from a location is from an enterprise then money will be stored locally until you visit your enterprise and collect it.

Villages should also hold a treasury that can be partially looted by raiding enemies. The amount looted should be equal to 10% + 1% per point of *Looting* for the raiding hero. This will also be the same for players looting enemy villages. If a village is bound to a center that you own then it will forward its income to that center’s treasury and pull from that center’s treasury when it has a negative cash flow.

Setup a small section for displaying a detailed breakdown of incomes and expenses for a center’s budget to the right.

A negative cash flow resulting in a negative treasury should have the following effects:

* Any patrols sponsored by the center will be disbanded.
* Any queued improvements will not be constructed if available slots open up.
* A notification should appear to the player. This should result in a summons to the center by the ***Castle Steward***.

Tax inefficiency will still exist though it will be lessened to a flat 40% that always applies. If a ***Castle Steward*** is stationed then he may have abilities that lessen it further.

**CHEAT**: Add in an optional cheat that diverts the excess cash flow to the player vs. the center’s treasury. This cheat should also automatically divert enterprise payments to the player instead of retaining them locally.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **FOOD** | **READABLE** | **REFERENCE** | **OTHER** |
| **LINE 0** | +morale gain | INT prereq. | Benefit | Requirement |
| **LINE 1** | Thrifty – Buy | Benefit |  |  |
| **LINE 2** | Thrifty – Sell | % read |  | For Sale Or Not |
| **LINE 3** |  |  |  | Autoloot Score |