1 Developer Guide

1.1 Localisation Rules

For the event localisation we use two kinds of conventions one for completly new events, and for altered vanilla events (if there is need for them to changed the localisation).

New warhammer events, for that kind of events we always use namespaces, therefore naming scheme is as below:
EVTNAME_ <NAMESPACE>_ <event_id>
EVTDESC_ <NAMESPACE>_ <event_id>
EVTOPT_ <NAMESPACE>_ <eventid><A,B,C,D...
We write namespace with **CAPITAL LETTERS**

Vanilla events, for that we use:
EVTNAME_ WH_ <event_id>
EVTDESC_ WH_ <event_did>
EVTOPT_ WH_ <event_id><A,B,C,D...
The string within brackets *<>* has to be filled with proper thing.
REMEMBER There is only one file where new event localisation should be stored: *localisation events.csv*, please keep the localisations for one namespace in block, followed by mark *# namespace name*

Other localisation rules Don't create new files if not necsesary, search for the appropriate localisation file and add the string in following block. Commonly used files:

- modifiers - common.csv, section # modifiers

- traits - wh_traits.csv

- decisions - decisons.csv

- various interface strings - common.csv or common_religious_cultural.csv

2 Core mechanics changes

3 Additional mechanics

3.1 CBs

Test

chaos_incrusion cb - defined to represent large coordinated attack of chaotic forces. Connected with event chain that applies bonuses to armies of the person that leads a chaos incrusion. Can be used in sequence and for it to work **doom_counter** must be high. Characteristics:

- use decreases chances for other rulers to use other cbs and increases chances to use this one

- available for high doom counter

- all order religions can join the defender

- all chaotic religion character can join the attacker

- success/failure increasess/decreases the doom counter

- apply special modifier to province that decreases

- ability to target empires and kingdoms both

- imprisoning the enemy wouldn't lead to end of war? faction that rebels?

- make it impossible to raise levies or anything of that sort

- ensure that after taking the tile most of the old vassals would be converted or killed

possible implementation

- base: holy war scheme,crusade scheme,regular cb

- modifier to hinder ability for recruitment from provinces, along with set of events to change it

- faction adjustment that wants independence in case of lost war

- or a way to kill

- on_defender_leader_death - choose new heir to respectful title the title

3.2   chaos_incursion cb implementation

Description   In case of success gives land, each province that was occupied gets a modifer that makes its prone to chaos, each other gives resistance modifier. If war attacker is everchosen he may have call other chaos people to join war. Each ruler that is on the road of attacking party can join war. Defending ruler can ask for help to other non-chaotic ruler.

Can use:

- person with become king ambition and N piety,

- holder of *e_host_ <something>* title

Can be used against: kingdoms with non chaos religion, with more than 4 counties which are indopendent

Truce time: 15-90 days The cb targets kingdoms of religions Working implementation consits off:

events

- *doomengine.20* - informs other chaos rulers about incrusion and give opportunity to join

- *doomengine.21* - event where character decides if to join attacking side in chaos incrusion, triggered by decision

- *doomengine.22* - event send from defending character to traditional allies, triggered by decision *ask_for_help*

- *doomengine.23* - chaos incrusion member provoke liege of the owner of traspassing province to join the war (as defender)

- *doomengine.24* - event sended to the owner of province mentioned in event above

- *doomengine.25* - event that handles provinc corruption after siege is won, triggered in *on_action*

decisions

involved files

- events : doomengine.txt

- common : cb_types: 00_cb_types.txt