

# 1 Developer Guide

## 1.1 Localisation Rules

For the event localisation we use two kinds of conventions one for completely 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\_id>*

*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 necessary, 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 - decisions.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 incursion. 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 increases/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