

Revolutions – Civil Wars:

How does this new feature work?

Lords are tagged as “Loyal” by default. When Lords hit the relationship threshold with their king, they get a daily chance to become a Plotter based on the following formula:

Plotting Relationship Threshold – Default is -25: When relationship between the Lord and his King deteriorate below this threshold, there is a chance he will start plotting to overthrow him

Plotting Personality Multiplier – Default is 1.15: Increases chance of becoming a Plotter when the Lord and Vassal have dishonorable personalities.

Plotting Friend Multiplier – Default is 1.05: Increases chance of becoming a Plotter based on whether a lord’s friends are also plotting

Plotting Base Chance – Default is 5: Base chance to become a plotter before all other factors are taken into account

$$\text{Chance to Become Plotter} = (\text{Plotting Base Chance}) \times \text{HonorMultiplier}^{-(\text{Honor of King} + \text{Honor of Lord})} \times \text{FriendMultiplier}^{\text{Number of Plotting Friends in Faction}}$$

Once they are “Plotting”, there is a daily chance for the leader of the Plotting faction to declare Independence and War on his liege based on following formula:

War base chance – Default is 25: Base chance for the Plot Leader to declare War on liege before all other factors are taken into account

Troop Weight of Plotters – Strength of Plotter Army calculated by multiplying number of troops by their tier. (Tier 1 troops count as 1, Tier 2 as 2, etc...)

Troop Weight of Loyalists - Same as above but for all loyal lords

Number of Plotting Party Leaders – Number of Plotters currently leading a Warband

Number of Loyal Party Leaders – Same as above for loyal leaders

Valor Factor – If Plot Leader Valor is 0, will be defaulted to a value of 1. Otherwise will be (2 x Valor of Plot Leader)

Plotting Personality Multiplier – Default is 1.15: Increases chance of becoming a Plotter when the Lord and Vassal have Closefisted or Cruel personalities

$$\alpha = \text{War Base Chance} \times (\text{Plotting Personality Multiplier})^{-(\text{Generosity of Lord} + \text{Generosity of King} + \text{Mercy of Lord} + \text{Mercy of King})} \times \left(\frac{\text{Troop Weight of Plotters}}{\text{Troop Weight of Loyalists}} \times \text{ValorFactor} \right) \times \left(\frac{N \text{ Scheming Party Leaders}}{N \text{ Loyal Party Leaders}} \right)^{1 + \text{calculating of Lord}}$$

Civil War Factions will create their own kingdom and all plotters will join the Civil War together leading to rare, but will bring fundamental changes to the political landscape of Calradia!

However, plotting lords may also see the error in their ways. If their relationship with their King increases above a certain configurable threshold, they will go back to being loyal, prompting their friends to reconsider whether they wish to consider becoming loyal...for the time being at least.

This system has been built with maximum compatibility and configurability in mind, allowing users to tailor their experience to their own preferences and was designed to interact and complement the existing Revolt feature of Revolutions as Civil War leaders will now have to worry about the loyalty of their own people as well when declaring independence.

When your loyalties are tested will you stand with your King, or will you work in the shadows to destroy him. Will you be the wind of change and bring about a new era for your people?