Revolutions – Civil Wars:

How does this new feature work?

Lords are tagged as "Loyal" by default. When Lords hit the configurable Negative Relationship Threshold with their king, they get a daily chance to become a Plotter based on the following formula:

Plotting Base Chance – Base chance to become a plotter before all other factors are taken into account
Positive Relationship Threshold – Relationship threshold above which a lord will be unconditionally loyal
Negative Relationship Threshold – Relationship threshold below which lords consider joining a plot
Plotting Personality Multiplier – Increases chance of becoming a Plotter when the Lord or Vassal are dishonorable
Plotting Friend Multiplier – Increases chance of becoming a Plotter based on whether a lord's friends are also plotting

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

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 – Base chance for the Plot Leader to declare War on liege before all other factors are taken into account
War Personality Multiplier – Decreases chance of declaring a war based on King and Vassal generosity and mercy
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
Faction Party Leader Weight – Compares the number of plotting party leaders compared to the number of loyal party 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)
War Personality Weight – Sum of Generosity and Mercy levels for both the Plot Leader and the King

$$Chance\ for\ Civil\ War = War\ Base\ Chance \times (War\ Personality\ Muliplier)^{War\ Personality\ Weight} \times \left(\frac{Troop\ Weight\ of\ Plotters}{Troop\ Weight\ of\ Loyalists} \times Valor\ Factor\right) \times (Faction\ Party\ Leader\ Weight)^{(1\ +\ calculating\ of\ Lord)}$$

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

However, plotting lords may also see the error in their ways. It their relationship with their King increases above a certain configurable Positive Relationship 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?

- *We are working on implementing a system which will allow Players to interact with this mechanic more organically, in order to influence kingdom internal politics directly. For the time being, the player character will be treated the same way as any other lord would. This is a temporary solution.*