

REFERENCE CHARTS FOR ALAMAZE

ALAMAZE CAMPAIGN CHARTS									
THE SEQUENCE OF EVENTS			EXPECTED AGENT EFFECTIVENESS UNDER VARIOUS MISSIONS						
1.	ADD/DROP STANDING ORDERS		<i>AGENT PROFICIENCY LEVEL</i>						
2.	GROUP TO GROUP ENCOUNTERS			LEVEL-1		LEVEL-4		LEVEL-7	
3.	GROUP TO POP. CENTER ACTIONS			SUCCESS / CAUGHT		SUCCESS / CAUGHT		SUCCESS / CAUGHT	
4.	PRODUCTION		RECON	100%	5%	100%	0%	100.5%	0.0%
5.	TRADING		SABOTAGE	25%	25%	40%	10%	55%	3%
6.	RECEIVE SCHEDULED REINFORCEMENTS		STEAL ART (KINGDOM)	15%	30%	30%	15%	45%	3%
7.	GROUP CONSUMPTION		STEAL	25%	25%	40%	10%	55%	3%
8.	POLITICAL EMISSARY ACTIVITIES		RESCUE	3%	30%	15%	15%	30%	3%
9.	THE KING'S ACTIONS		ASSASSINATIONS						
10.	HIGH COUNCIL ACTIONS		ENVOY	45%	35%	60%	20%	75%	5%
11.	IMPROVE POP. CENTER CAPABILITIES		BARON	15%	50%	30%	35%	45%	20%
12.	SPLIT/MOVE/COMBINE GROUPS		KING	3%	95%	5%	80%	20%	65%
13.	HIGH PRIESTESS ACTIONS		POWER-1	10%	50%	25%	35%	40%	20
14.	DETERMINE REGIONAL CONTROL		POWER-4	3%	75%	10%	60%	25%	45%
15.	PERFORM MAGICAL RESEARCH		GENERAL	15%	50%	30%	35%	45%	20%
16.	AGENT ACTIVITIES		WARLORD	3%	65%	15%	50%	30%	35%
17.	FOOD SPOILAGE		AGENT-3	45%	30%	60%	15%	75%	3%
LEADER BONUSES			HP	15%	75%	30%	60%	45%	45%
CAPTAIN		5%							
GENERAL		10%	KIDNAPPING						
MARSHAL		15%	ENVOY	40%	50%	55%	25%	70%	10
WARLORD		25%	BARON	10%	55%	25%	40%	50%	25%
EMISSARY POWER AND USAGE COST			KING	3%	97%	3%	85%	15%	70%
<i>TITLE</i>	<i>% OF KING'S POWER</i>	<i>GOLD</i>	HP	10%	80%	25%	65%	40%	50%
ENVOY	10%	500	AGENT-1	50%	20%	65%	5%	80%	3%
AMBASSADOR	20%	1,000							
PRO GOVERNOR	30%	2,000	STATUS POINTS AWARDED AS FOLLOWS						
BARON	50%	3,000	WINNING VIA STANDARD VICTORY CONDITION						3,000
COUNT	60%	4,000	WINNING VIA INDIVIDUAL VICTORY CONDITION						1000
DUKE	70%	5,000	WINNING AS PART OF A TEAM VICTORY						500
PRINCE	80%	6,000	WINNING AS PART OF A EPIC VICTORY						2,000
REGIONAL INFLUENCE LEVELS			PERCENTAGE OF REGION CONTROLLED TIMES 10						VARIES
<i>% POPULATION</i>		<i>INFLUENCE</i>	PER ARTIFACT POSSESSED						VARIES
0%		NONE	EACH KING DECLARING YOU AN ALLY						100
1% - 14%		MINOR	EACH KING DECLARING YOU AN ENEMY						-100
15% - 34%		SIGNIFICANT	KING IS A MEMBER OF THE HIGH COUNCIL						200
35% - 49%		SUBSTANTIAL	PRISONERS (SECOND CYCLE ONLY)						VARIES
50% - 100%		CONTROL	PERCENTAGE OF TROOP EFFECTIVENESS IN VARIOUS TERRAINS						
GROUP SIZE			<i>TERRAIN</i>	<i>INFANTRY</i>	<i>CAVALRY</i>	<i>ARCHERS</i>			
# OF BRIGADES		<i>SIZE</i>	PLAINS	100	100%	100%			
EMPTY		INACTIVE	FOREST	100%	50%	50%			
FIGURE ONLY		PATROL	MOUNTAINS	100%	25%	50%			
1-2		BRIGADE	DESERT	100%	100%	100%			
3-5		DIVISION	MARSH	100%	50%	100%			
6-10		ARMY	PC	100%	50%	100%			
11-MORE		ARMY GROUP	SEA	DEPENDANT UPON SEA POWER					
SEASONAL EFFECTS				REGIONS 1-6		REGIONS 7 THRU 10			
50% GOLD AND 25% FOOD				WINTER		SUMMER			

USURPING CONTROL OF POPULATION CENTERS

THESE CHARTS INFORM THE PLAYER OF THE RESULT HE/SHE CAN REASONABLY EXPECT IN FIRST CYCLE WHEN A POLITICAL EMISSARY ATTEMPTS TO USURP CONTROL OF A NEUTRAL POPULATION CENTER (OR INCITE REBELLION IN A CONTROLLED ONE) OF ANY PARTICULAR TYPE IN REGIONS UNDER ALL LEVELS OF REGIONAL REACTION, ASSUMING VARIOUS LEVELS OF THE KING'S INFLUENCE. THIS ACTION IS CONSIDERED ONE 'STEP', WHEN A POLITICAL EMISSARY ATTEMPTS TO USURP CONTROL OF A CONTROLLED POPULATION CENTER, THIS ACTION IS TWO 'STEPS', WITH THE FIRST STEP BEING INCITE REBELLION TO MAKE THE CONTROLLED POPULATION CENTER NEUTRAL, AND THEN THE SECOND STEP TO TAKE CONTROL OF THE POPULATION CENTER. THE CHARTS ASSUME THAT THE POPULATION CENTER IN QUESTION IS NOT A CAPITAL AND THAT THERE ARE NO EMISSARIES ATTEMPTING TO MAINTAIN STATUS QUO. RESULTS OF "MAYBE" INDICATE THAT THE RESULT WILL DEPEND ON THE PERSONAL CHARISMA OF THE EMISSARY AT THE MOMENT. AS WITH ALL THE CHARTS THIS IS TO SERVE AS A GUIDELINE AS THERE ARE RANDOM MODIFIERS THAT CAN IMPACT ON THE RESULTS. PLEASE REFER TO THE "CHANGES CONCERNING POLITICAL ACTIONS" FOR SECOND CYCLE MODIFICATIONS..

REGIONAL REACTIONS	Fri.	Tol.	Susp.	Host.	Fri.	Tol.	Susp.	Host.	Fri.	Tol.	Susp.	Host.	Fri.	Tol.	Susp.	Host.
Influence 8	Village (1 step)				Town (1 Step)/Village (2 Steps)				City (1 Step)/Town (2 Steps)				City (2 Steps)			
Envoy	Maybe	No	No	No	No	No	No	No	No	No	No	No	No	No	No	No
Ambassador	Maybe	No	No	No	No	No	No	No	No	No	No	No	No	No	No	No
Pro. Gov	Yes	Maybe	No	No	Maybe	No	No	No	No	No	No	No	No	No	No	No
Baron	Yes	Yes	Maybe	No	Yes	No	No	No	No	No	No	No	No	No	No	No
Count	Yes	Yes	Yes	Maybe	Yes	Maybe	No	No	Maybe	No	No	No	No	No	No	No
Duke	Yes	Yes	Yes	Maybe	Yes	Maybe	No	No	Maybe	No	No	No	No	No	No	No
Prince	Yes	Yes	Yes	Yes	Yes	Yes	No	No	Yes	No	No	No	No	No	No	No
Influence 9	Village (1 step)				Town (1 Step)/Village (2 Steps)				City (1 Step)/Town (2 Steps)				City (2 Steps)			
Envoy	Maybe	No	No	No	No	No	No	No	No	No	No	No	No	No	No	No
Ambassador	Maybe	Maybe	No	No	Maybe	No	No	No	No	No	No	No	No	No	No	No
Pro. Gov	Yes	Maybe	No	No	Maybe	No	No	No	No	No	No	No	No	No	No	No
Baron	Yes	Yes	Maybe	Maybe	Yes	Maybe	No	No	Maybe	No	No	No	No	No	No	No
Count	Yes	Yes	Yes	Maybe	Yes	Maybe	No	No	Maybe	No	No	No	No	No	No	No
Duke	Yes	Yes	Yes	Yes	Yes	Yes	No	No	Yes	No	No	No	No	No	No	No
Prince	Yes	Yes	Yes	Yes	Yes	Yes	Maybe	No	Yes	No	No	No	No	No	No	No
Influence 10	Village (1 step)				Town (1 Step)/Village (2 Steps)				City (1 Step)/Town (2 Steps)				City (2 Steps)			
Envoy	Maybe	No	No	No	No	No	No	No	No	No	No	No	No	No	No	No
Ambassador	Maybe	Maybe	No	No	Maybe	No	No	No	No	No	No	No	No	No	No	No
Pro. Gov	Yes	Maybe	Maybe	No	Maybe	No	No	No	No	No	No	No	No	No	No	No
Baron	Yes	Yes	Yes	Maybe	Yes	Maybe	No	No	Maybe	No	No	No	No	No	No	No
Count	Yes	Yes	Yes	Maybe	Yes	Maybe	No	No	Maybe	No	No	No	No	No	No	No
Duke	Yes	Yes	Yes	Yes	Yes	Yes	Maybe	No	Yes	No	No	No	No	No	No	No
Prince	Yes	Yes	Yes	Yes	Yes	Yes	Maybe	No	Yes	No	No	No	No	No	No	No
Influence 11	Village (1 step)				Town (1 Step)/Village (2 Steps)				City (1 Step)/Town (2 Steps)				City (2 Steps)			
Envoy	Maybe	No	No	No	No	No	No	No	No	No	No	No	No	No	No	No
Ambassador	Maybe	Maybe	No	No	Maybe	No	No	No	No	No	No	No	No	No	No	No
Pro. Gov	Yes	Maybe	Maybe	No	Maybe	No	No	No	No	No	No	No	No	No	No	No
Baron	Yes	Yes	Yes	Maybe	Yes	Maybe	No	No	Maybe	No	No	No	No	No	No	No
Count	Yes	Yes	Yes	Yes	Yes	Yes	Maybe	No	Yes	No	No	No	No	No	No	No
Duke	Yes	Yes	Yes	Yes	Yes	Yes	Maybe	No	Yes	No	No	No	No	No	No	No

REGIONAL REACTIONS	Fri.	Tol.	Susp.	Host.	Fri.	Tol.	Susp.	Host.	Fri.	Tol.	Susp.	Host.	Fri.	Tol.	Susp.	Host.
Prince	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Maybe	Yes	Maybe	No	No
Influence 24	Village (1 step)				Town (1 Step)/Village (2 Steps)				City (1 Step)/Town (2 Steps)				City (2 Steps)			
Envoy	Maybe	Maybe	Maybe	No	Maybe	No	No	No	No	No	No	No	No	No	No	No
Ambassador	Yes	Maybe	Maybe	Maybe	Maybe	Maybe	No	No	Maybe	No	No	No	No	No	No	No
Pro. Gov	Yes	Yes	Yes	Maybe	Yes	Maybe	Maybe	No	Maybe	No	No	No	No	No	No	No
Baron	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Maybe	Yes	Maybe	No	No	Maybe	No	No	No
Count	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Maybe	No	Yes	No	No	No
Duke	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Maybe	No	Yes	No	No	No
Prince	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Maybe	Yes	Maybe	No	No
Influence 25	Village (1 step)				Town (1 Step)/Village (2 Steps)				City (1 Step)/Town (2 Steps)				City (2 Steps)			
Envoy	Maybe	Maybe	Maybe	Maybe	Maybe	Maybe	No	No	Maybe	No	No	No	No	No	No	No
Ambassador	Yes	Maybe	Maybe	Maybe	Maybe	Maybe	Maybe	No	Maybe	No	No	No	No	No	No	No
Pro. Gov	Yes	Yes	Yes	Maybe	Yes	Maybe	Maybe	Maybe	Maybe	Maybe	No	No	Maybe	No	No	No
Baron	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Maybe	Yes	Maybe	Maybe	No	Maybe	No	No	No
Count	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Maybe	No	Yes	No	No	No
Duke	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Maybe	Maybe	Yes	Maybe	No	No
Prince	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Maybe	Yes	Maybe	No	No