



Deus lo Vult

Mod
for
Medieval Total War II
Kingdoms Patch 1.5

Version 5.6
05/10/2008

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0. Overview:

DLV 5.3 or higher Version is only for Kingdoms !

Roleplay as a real Knight, Prince or King in a true medieval atmosphere and face unique strategic challenges due to many scripted elements on a big map and get beaten up on the battlefield...Deus lo Vult!

It's not for Blitzkrieg but for strategic slow playing players (2 turns per year) who like micromanagement !

We retooled the event timing so more happens when the game is still interesting...a little ahistorical but a lot more fun. DLV starts in 1180, the Mongols arrive in ~1210 (~turn 60), the Black Plague in ~1270 (~turn 180) and the third great scourge, the Timurids, shortly thereafter.

1. Campaign

There are 4 Campaigns in DLV:

- imperial (main) campaign: full featured DLV scripts → slow turns
- 3 custom campaigns
 - o Historical Campaign: by Lord_ET: historic correct faction sizes and settlement levels
 - o Vanilla script: no DLV scripts as garrison, rebel spawn, field costs → very fast turns
 - o NoGarrison Script: all DLV scripts except the garrison script → semi fast turns

1.1 Campaign Map

Imperial Campaign:



Historical Campaign: :



DLV uses the bigmap from Spurius but with more new regions (baltic, spain, anatolia...)

- more space results in more field battles
- adapted many elements as rivers, climates,....
- new models for Resources (thanks to Maced0n from MetroNavalMod)
- new strat models for sea blockade, siege and trade routes thanks to riczu74
- historical provinces names: thanks to wanderingwayne
- reduced winter movements
- adapted america map fromMiak
- Isilendil and Tyre: new strat models: faction leader, heir, general, captain....
- many (> 200) permanent stone forts in all campaigns



Map Screenshots

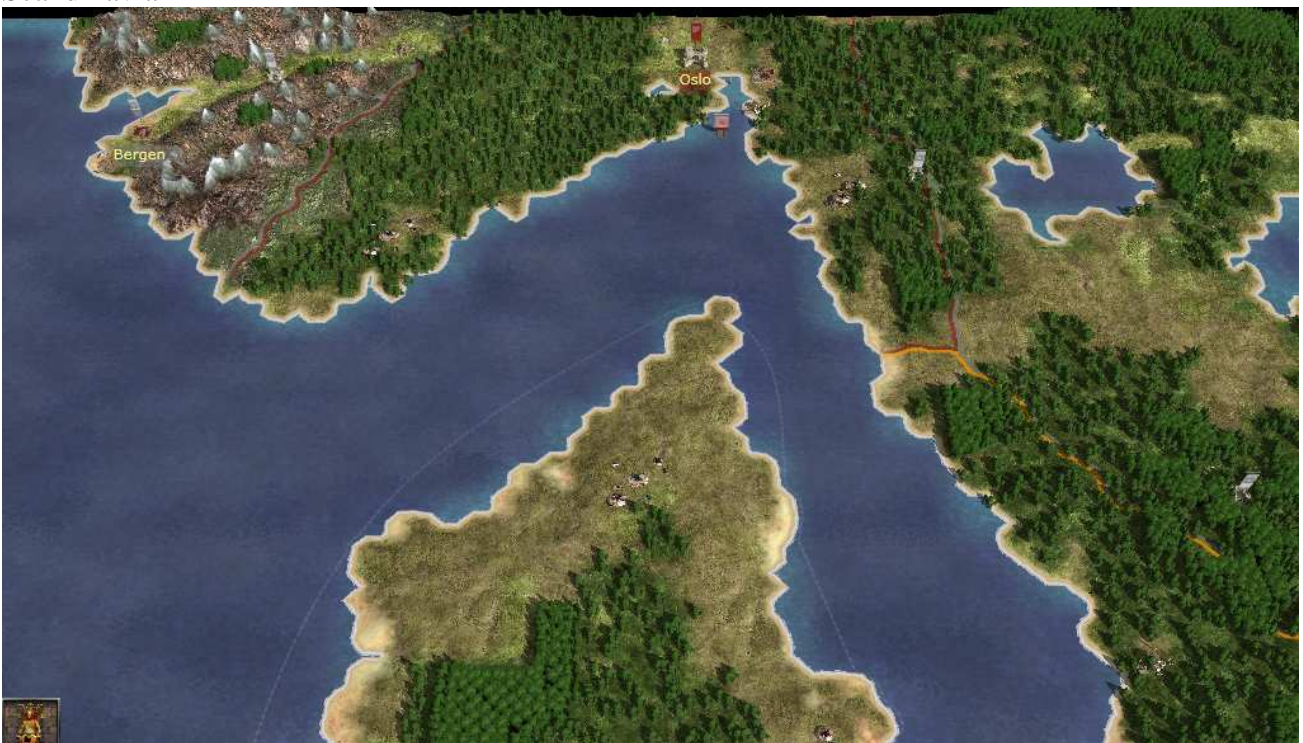
England



Navigable River: Danube



Scandinavia



Caucasus



North Italy



Jerusalem



Spain



North America



1.2. New DLV Factions:

Playable Factions:



Historically accurate Character Names (CNP 3.0)

All Factions are hording (as in BI) after capture of their last settlement)

Georgia: from Knights of Honours Mod 5.0 : orthodox



Norway: from Kingdoms: catholic



Flanders: catholic
strong unique infantry units thanks to DeZzErX



Kievan Rus: thanks to Boicote



Ireland: very unique units thanks to Rob the celt and sb2ean



Lithuania: pagan with priests and perkunas temple: thanks to Boicote, MadTao



Temples



Teutonic Order: thanks to Juggernaut, Rex Cobalt



Armenia: thanks to sb2ean



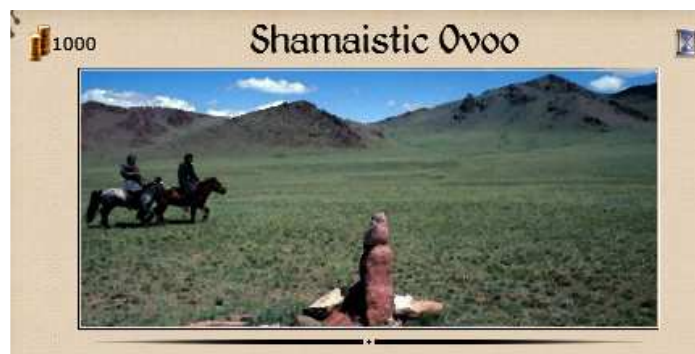
Kingdom of Jerusalem: thanks to Boicote



Desert Tribes: not playable thanks to sb2ean

Modified Factions:

- mongols: pagan with priests and temples



Kingdom Units

- byzantium
- .greek_firethrower
- egypt
- .dismounted_ghulams
- .ghulams
- elo
- .edessan_squires
- .edessan_guard
- teutons
- .ritterbruder
- .clergymen
- .prussian_archers
- .order_spearmen
- .dismounted_ritterbruder
- ireland
- .calivermen

.mounted calivermen
turks
.hasham
.dismounted_hasham

Office and Flagbearer mod: thanks to Isilendil and Niko



1.3 More Mercenaries!

We've adjusted the merc recruiting files so now you'll be able to hire more advanced and more interesting mercenaries sooner in the game. Welsh longbows are available at game start...just one example.

1.4 Campaign AI

uses GrandViz Ultimate AI 1.6: <http://www.twcenter.net/forums/showthread.php?t=97021>

- special win conditions; factions have specific goals
- survival money infusion script for very small factions
- Added a little money inflation effect for player and AI
- More effective and active rebels

1.5 Roleplay Elements

1.5.1. Regional Heraldic Titles

Tokus has crafted new Heraldic ancillaries for all Regions (vanilla and Big Map expanded), Swords,

Crowns and Royal Banners, and Banners for the Heraldic Rank System (Catholic, Greek and Islamic). These are beautiful in game...here's a screenie:



1.5.2 Career Decision: Governor or General + Education

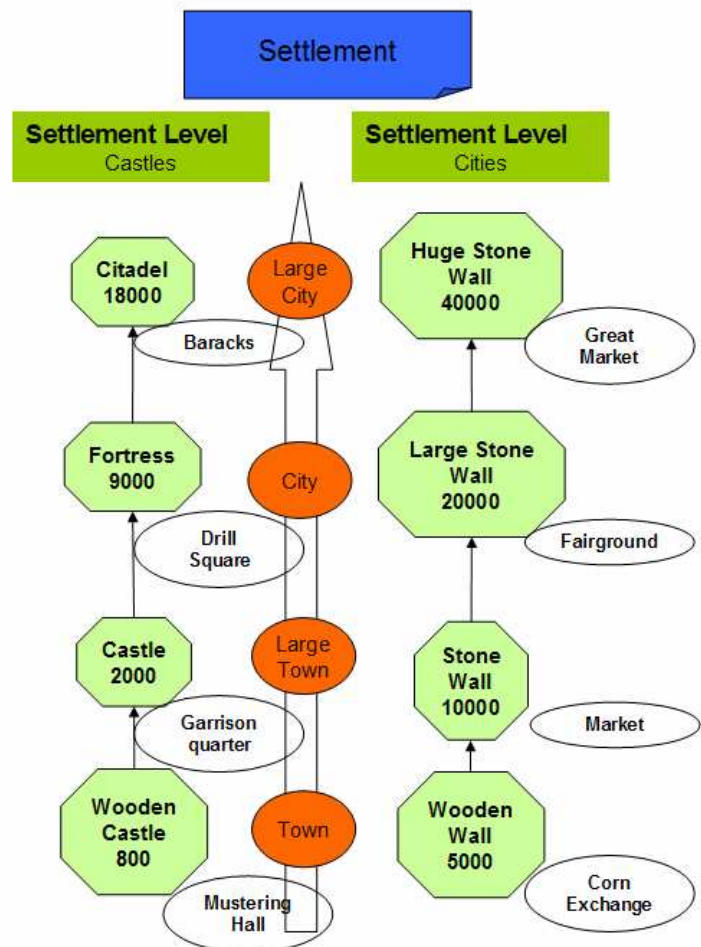
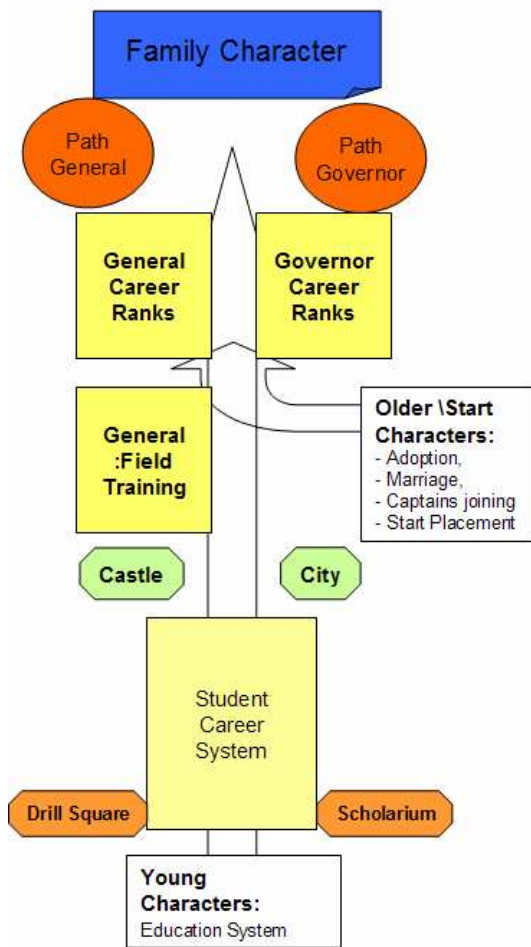
Governor or General ?? (thanks to Zappa) only for the starting characters

What this sub-mod does is it will force the player to choose a career path for each of his family-members. The paths are either General or Governor. The idea behind this mod is that there is only so much time to raise a child into a certain career. You cannot have him squire a knight on campaigns and have him apprentice a governor at the same time during his childhood.

To choose a path, in the very first turn after getting a new general put the character inside a city/castle to become a 'Governor' or outside in the field to become a 'General'. Once the path is chosen, the character will remain in that path forever. A career general will get bonuses to command and morale, but penalties to governing and a career Governor the other way around.

If a legendary general has a son, he will force him to tread in his footsteps and become a general as well. Depending on the traits of the son, he will resist, or relish in his forced career. However, even the greatest dork can become a real commander with enough experience.

Characters that are adopted or married to a princess will have their careers chosen for them. Traits are taken into account, so natural military geniuses will always be generals and pencil pushers will be governors.



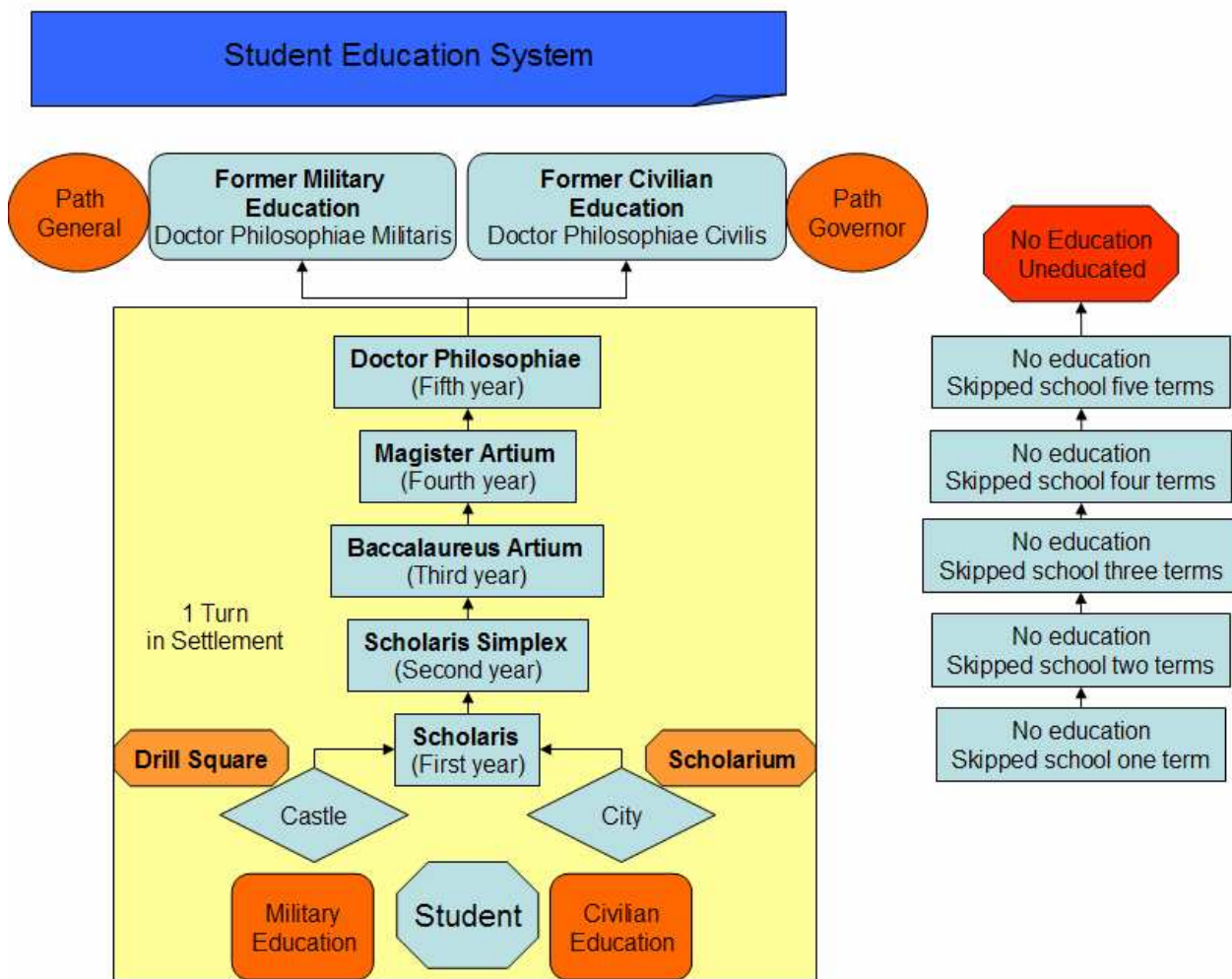
Student Education (Belgae, StrikeQ) for all young come to age characters

Now your freshly matured family members (16 years old) have a "student" trait. To start the student career you need certain education buildings in the settlement.

- Send them off to a city (\geq large town) in their first turn to enjoy a civilian education, preparing for a career as city governor. You need a **scholarium** building (madrasah) to educate.
- Send them to a castle (\geq large town) to have them choose a military education, preparing for a career as army general. You need a **drill square** building to educate.
- Send them in the wild, and they will become... duh, wild.

Once chosen their education, your students have to stay in the settlement with the corresponding education buildings until the age of 21, to attend classes during 10 turns and to reach 5 levels of education:

- **Scholaris**
- **Scholaris Simplex**
- **Baccalaureus Artium**
- **Magister Artium**
- **Doctor Philosophiae**



Depending on the degree of education the character will collect more positive traits in the future.

Failing this will lead to get the negative trait: “skipped school “ which will collect more BAD traits in the future. Be careful when spreading your family members around the world. Make sure they are close enough to the right settlement with the correct education buildings (**scholarium, drill square**) when their sons come of age!

Most potential new family members proposed for adoption or marriage will already have had a training and have a career. Some very few will just be bums, though. Watch out!

The already mature family members at the start of the game can choose a career by staying in a town (career governor) or outside (career general), just like in standard DLV (see above: Governor or General)

Added triggers for various buildings

-Depending on the buildings in the settlement, a student has an increased chance of good traits while studying.

--For example, if there is a market in the city there is an increased chance for GoodTrader and GoodTaxman traits (as well as others) for both cities and castles

Field Education + Teaching Generals

Added field training for military students. Those family members who graduate from military school will have the next 5 years for in the field training where they can learn from an experienced general.

--To obtain field training the student must end the turn in the wilderness and must be standing next to the general he wishes to learn from. The "teacher" can be in a settlement in which case the student must end turn standing next to the settlement but still outside.

-- ***They cannot be in the same army for this to work***

-- You can learn Command, Loyalty, Chivalry, Dread, and Piety from more experienced generals *and* governors

-- You can only learn so much without trial by combat (a la you're limited to how many increases you can obtain during field training)

-- The "teacher" must have at least 4 of the given attribute, with increased chances to learn if the teacher has 6 or 8 of the given attribute

1.5.3 Career Systems: Heraldic Rank System + Magistrat System

Military Career: Heraldic Rank System

Available for European Factions (Squire-Knight-Knight Banneret-Knight Commander- Knight Grand Cross) and expanded to now include Byzantine, Moors, Egyptian and Turkish factions. Byzantine and Islamic factions have unique rank names.

- a. Ranks of low station (Squire & Knight) have negative morale effect
- b. Knight Bannerets and above get positive traits and banners (Imperial Army Banner or Banner of the Prophet) at Rank 4 (Knight Commander equivalent) Banners with positive morale boost -- 54 unique banner ancillaries by Tokus*Maximus: 40 for Knight Bannerets, 10 for Knight Commanders, 4 for Knights Grand Cross

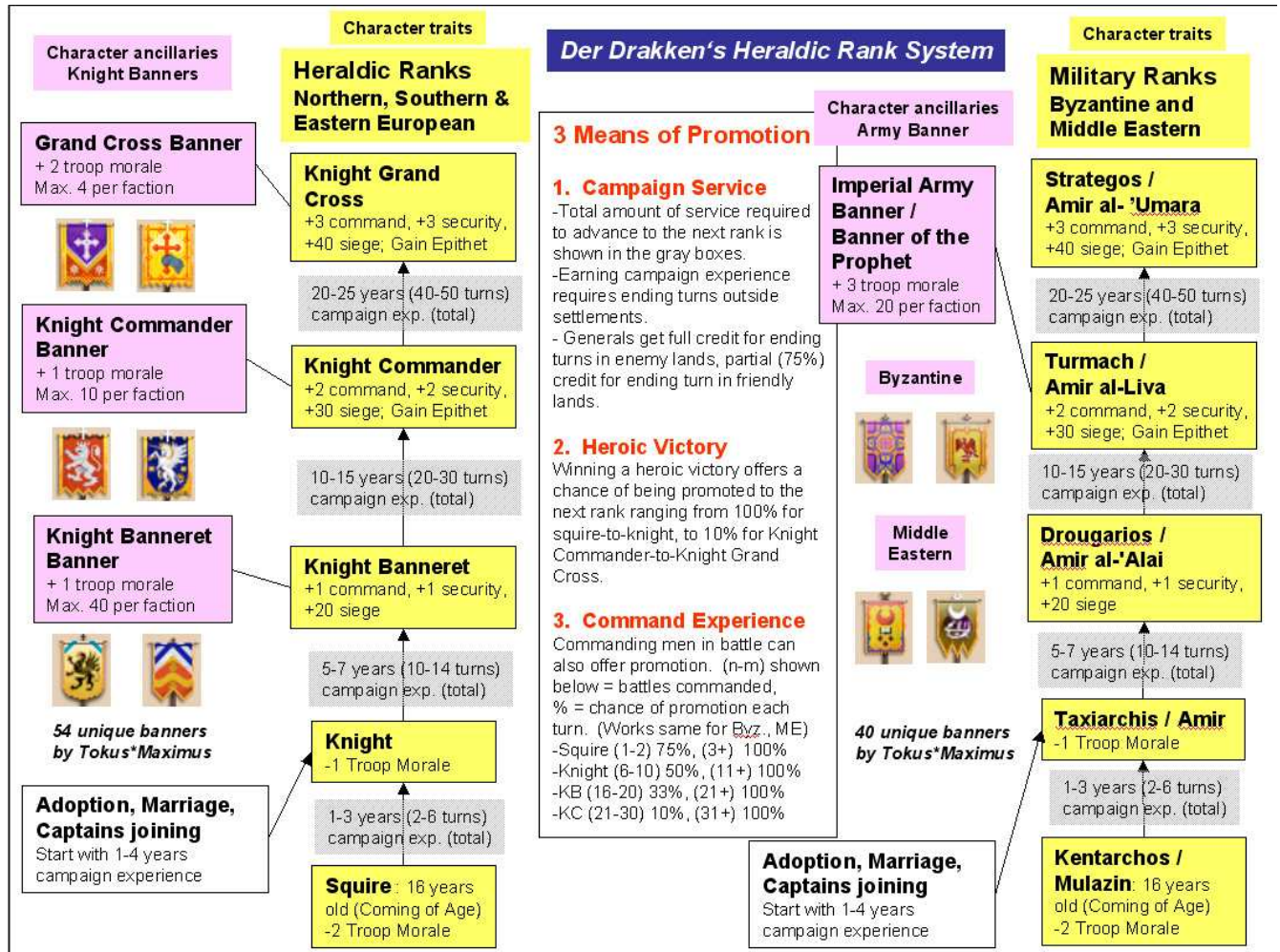


- c. Epithets for Knight Commanders and KGCs

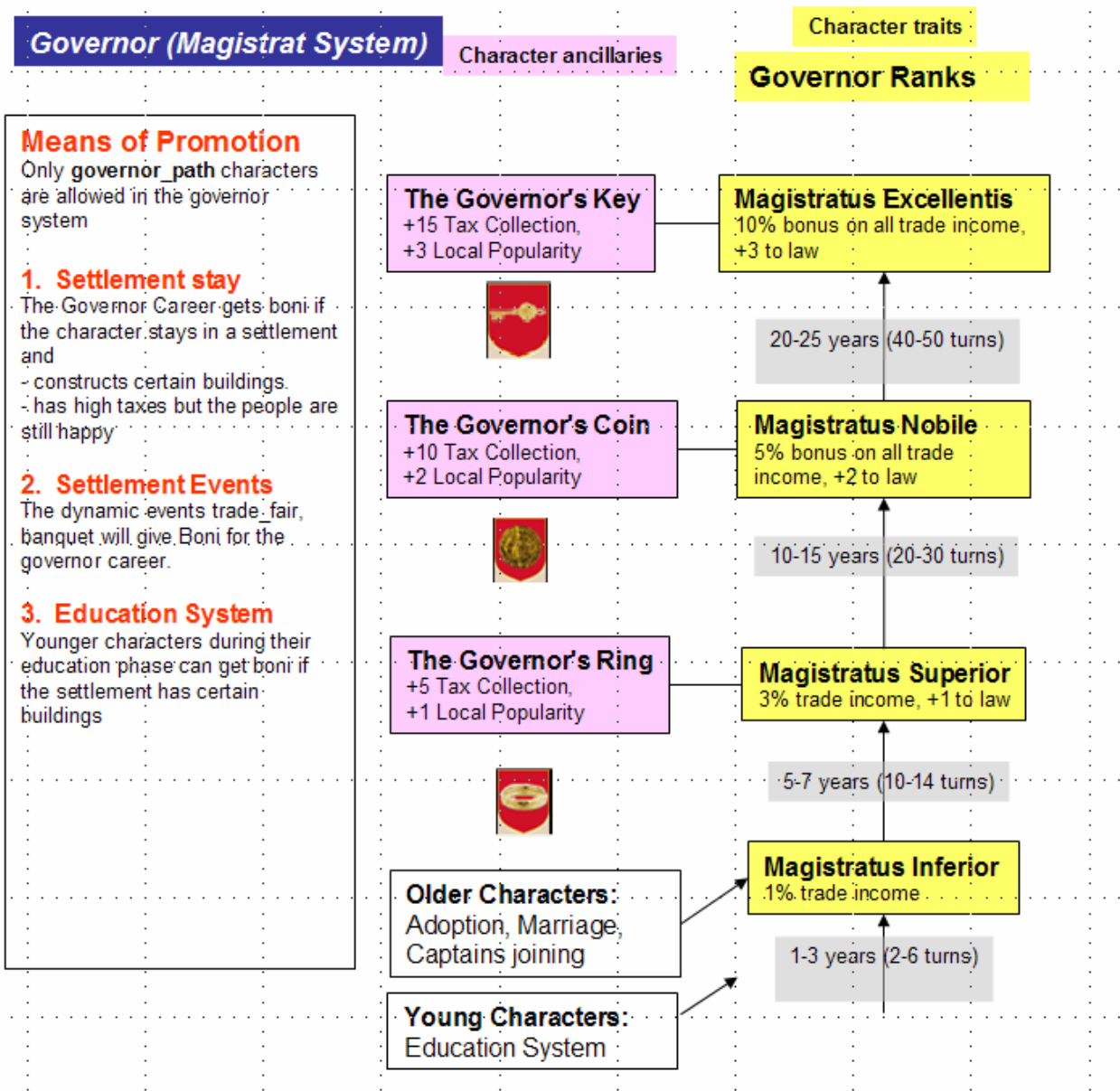
Promotions to the next rank can now come through three means:

- Campaign Experience (time in the saddle),
- Heroic Victory (%chance),
- Command Experience (more battles where led, higher % chance of promotion).

Here's a screenie that gives the full description of the Heraldic Rank System :



Governor Career : Magistrat Rank System



1.5.4. Crowns and Royal Banners

The “Faction Leader” and “Faction Heir” traits have been changed to confer only a Personal Security benefit. Command, Authority, Piety, Morale, etc. benefits are now conferred by the Crown and Royal Banner. Both the Faction Leader and Heir receive a Royal Banner ancillary at time of promotion (the Heir keeps the one he has when promoted to Faction Leader). The Royal Banner confers a morale bonus, and possibly other goodies depending on faction (the Russian royal banner gives a movement bonus to speed crossing those wide expanses).



Crowns have unique names and benefits per faction. The French king wears the Crown of Charlemagne. For the player (only), the Faction Leader must end his turn in the faction's original capitol to be crowned. The new English king would have to return to London, the French king to Paris, etc. Since I can't teach the AI to do this, new AI Faction leaders have a % chance each turn to be crowned King (Emperor, Caliph, etc.) If you lose your original capitol, you can't have new kings crowned until you retake it. If you destroy an enemy faction, your faction leader can take its crown by ending his turn in its former capitol (Catholic Kings [+Russia] can take Catholic crowns, Islamic leaders can take Islamic crowns...only the Greeks can be Byzantine Emperor). You might also take a faction's crown if you take its capitol and its new faction leader has not yet been crowned...all sorts of interesting possibilities open: "Hey, Louis, I've got your capitol and your crown...come take it back." NOTE: leaving your king uncrowned can lead to rebellion! (Can trigger the "Offensive to Nobles" trait from Blood, Broads and Bastards! 1.9)

1.5.5. Legendary Swords

Twenty new legendary sword ancillaries for your generals to wield including Mohammed's swords Al- Battar "the Beater", Dhu'l Fakar "the Trenchant", Halef "the Deadly", and Medham "the Keen"; El Cid's swords Colada and Tizona; and Charlemagne's Joyeuse. Swords can be taken from enemy generals defeated in battle or inherited from a father that has shuffled off this mortal coil. One restriction, a general can only possess one legendary sword at a time. More role playing goodness than ever before.



Another reason I need to take Valencia...

1.5.6. Command Experience

by Oda Nobunaga. Generals now have a trait that records number of battles in which they have led the army. Generals which have never or seldom led an army in battle get Authority and Hit Point penalties (they don't know how to handle themselves on the battlefield... "My liege, don't ride in front of the archers when they're firing...Doh!"). This trait improves by commanding more battles. Royal heirs who just sit in their castles waiting to be crowned King start off with an Authority penalty as a result... "get out there and lead boy!"

1.5.7. Age Mod

By GAFH modder, with some DLV twists. Characters lose initiative (movement points) as they age (god, I know I do). Of course young characters have the least campaign experience and lowest heraldic ranks...so there are benefits to the wisdom age brings. Characters are also more likely to have children when young. Age and Traits are not correlated 100 % correctly because of game engine restrictions.

1.5.8. Misery and Misfortune

Generals in the field can fall prey to illness from the rigors of campaigning. Generals with the trait "Hypochondriac" fall ill more often, while those with Hale and Hearty traits seem never to fall ill. Disease carries with it command, movement and fertility penalties. Generals can recover from illness, particularly if they seek out a settlement for treatment and recuperation. In addition, wives can experience difficult births which can decrease their chances of ever having another child. And sometimes couples have no children for some reason known only to the Almighty.

1.5.9. Revised Trait System: Bloodlines, Naval,...

Blood Broad Bastard 2.1 (not all): thanks to Dearmad's and Pnutmaster

Privy Council members:

Chancellor, Privy Seal, Seneschal, Chamberlain, Marshall, Master of the Horse, Steward, Treasurer,

Lineage:

All sons and daughters of the starting faction leaders have royal blood traits specific to their faction. Males pass on their royal blood directly. A character that marries a princess possessing a royal blood trait will sire children with a royal relations trait that signifies the nationality of his/her mother.

Characters without one of faction specific royal blood traits have a chance of reaching 'royal' status through a means other than marriage.

To be recognized as a founder of an independent royal house, a character without one of the 'Of X Blood' traits must become king. His descendants will thus be recognized members of a royal house.

Naval Mod: 1.1: thanks to Hephaistos

- New ancillaries for admirals like compasses, fall guys and historical persons like Alvis Catamoto.

- New traits for admirals like marriage, nearsight, pirate hunter, founder of the Hanseatic League, smuggling and a few titles.

- A system of naval ranks, which are not historical correct but do add much role play.

Zappa's Death mod:

Added death of natural causes variability mod. Any character can now die of natural causes as early as 50 years old leading up to 110 max. No more predictable characters deaths at 62 y/o.

1.5.10. DLV AI Garrisons

All settlements now raise garrisons for their defense when besieged, depending on the faction owner. Garrisons are raised only on AI side if they are attacked by another AI or by the player. No Garrison if the player is sieged !!

In fact, every settlement has a unique garrison scheme. The garrison is raised at the time an invading army lays siege so having a spy open the gates or bringing up your own siege equipment does not bypass the garrison. This simulates the idea that the feudal system was basically a system for defense (standing armies being very expensive) and on the approach of an invading army, the knights, yeomanry and peasantry in the settlement and surrounding countryside rally to the defense. The size of the garrison depends not only on the importance of the settlement but the local zeal of the citizenry. [I'll use the English faction to illustrate.]

Garrison sizes:

- Great Cities (including capitols): 12+ companies; [London]
- Homelands (usually starting regions for the faction): 9+ companies; [Nottingham, Caen]
- Strongly Aligned: 6+ companies; [York, Southampton]
- Weakly Aligned: 3+ companies; [Wales, Southern Ireland, Rennes (Brittany), Burges]



Before: Bonnie Prince Edward marches on Nottingham defended by 8 English companies



After: 9 more English companies join in the defense as Prince Edward's Scots lay siege -- this all occurs during the same turn

Alexandria, Cairo, Edessa, Jerusalem, Antioch...those are all “Great Cities,” so crusading armies’ victories will be hard won. Garrisons are generated only once per siege (at the instant the settlement is besieged), but will respawn if the siege is broken and the city is besieged again later (more defenders pour in from the hinterlands). Garrisons usually consist of early-era units to simulate every able bodied (and some not so able bodied) man being pressed into action. However that doesn’t mean they’ll be a pushover...Constantinople has two hardened companies of Varangian Guards as part of the garrison that will defend the city for the Emperor.

The garrison script owes much to Niko’s Hard Mod garrison script, but has been streamlined to keep the overhead low.

1.5.11. Civil War simulation thanks to BBB mod + Drakkens enhancements

Rebellion: Nobles can rebel, create unrest and become quite immobile and don't obey orders if

- a King gets his Faction excommunicated and his piety is not high
- a King runs his Kingdom's treasury into the ground
- the larger an Empire the greater the chance: those further afield from the capital are getting more unloyal (Crusaders are immune) which is reversible
- stripping your nobles of their titles
- a new King ascends to the throne, particularly if he has low Authority -- DLV2.0 addition
- a new King is uncrowned (has not returned to the capitol or already has 8 ancillaries [transfer some of them to another character])

The key is to look for the Faction Leader trait: "Offends the Nobility." You'll get an announcement in the Faction Announcements when/if this occurs. At that point you must move quickly. As long as the Faction Leader has the Offends trait, generals will choose sides either becoming loyal or disloyal to their Liege (this includes any Coming of Age, Adopted or Married in Generals that join your royal family later).

- Get the disloyal generals out of army command and governor positions.
- pair them with loyal generals
- send them to the battlefield: will slowly increase their loyalty
- Assassinate them, make them Commodores (passengers) of 1 ship navies and send them out to hunt pirates...just get rid of them, or sit on them (put them under a loyal governor) and hope they come to their senses at the next change of King.
- Don't let them marry, because their children can carry on the Father's disloyalty to the King.
- Civil war can now be headed off with quick action (at least there's a chance): If your King is in the capitol, is crowned & and has Authority >5*, there is a % chance each turn that he will lose the trait "Offends the Nobility". Nobles that have the trait "Disloyal" must travel to the capitol to seek an audience with the King to receive a pardon. If they end their turn in the capitol, and the King is present, there is a % chance each turn that they will be pardoned (lose the trait "Disloyal"). However, there is also a % chance that the disloyal Noble will receive the trait "Thrown in the Dungeon"...essentially immobile + other bad traits, until released (% chance of release each turn, with average stay in the Dungeon being 5 years (10 turns).

There is a new trait "At the Seat of Power" that gives Faction Leaders +1 Authority when they end their turn in the capitol. Crown, Heraldic Titles, Legendary Swords and winning battles can all boost Authority to reach the required level.

1.5.12. Armed Insurrections


Keep your capitol city, and any captured capitols, *content* (*yellow face*). If the happiness falls to blue or lower, you could soon be facing an armed insurrection from a strong rebel army in that capitol's province. So there is a 25% chance of both spawning! [i]

1.6 Strategic and logistical elements

All Extra costs (field + settlement costs) for the player can be seen in rounded steps of 500 by clicking on the financial details button:



Extra Costs



The actual Extra Costs are 1000

The actual Extra Costs are calculated: Addition of all Faction Settlements with the relevant Costs + Field Costs for Armies (200 in Home Land, 500 in Enemy Land, 2000 Sieging) + Field Costs of Agents (Spy 500, Assassin 500, Priest 300) in Enemy Territory

Settlement Sizes

Settlement type	Costs
village (no Walls)	0
wooden_palisade	100
wooden_wall	200
stone_wall	400
large_stone_wall	1000
huge_stone_wall	2000

motte_and_bailey	100
wooden_castle	200
castle	400
fortress	1000
citadel	2000

1.6.1. Field Army Costs

So why not keep your generals in the field all the time so they can gain campaign experience?

Because it costs cold hard florins. Armies in enemy territory can cost a king's ransom, particularly if they are besieging. Here are the costs:

- Besieging Army costs 2000fl + 500fl each additional Named General beyond the first
- Army in Enemy Territory costs 500fl + 500fl each additional Named General beyond the first
- Army in Friendly Territory (outside a settlement) costs 200fl + 200fl each additional Named General beyond the first
- Army in Fort (captain-led) zero cost (so you can set up forts on the frontier as a defensive strategy)
- Army in Fort led by Named General costs 500fl (enemy lands) or 200fl (friendly lands) + 500/200 for each additional Named General beyond the first

1.6.2 Assassin, Priest and Spy Network Costs

Assassins and spies now cost 500 Florins per turn when operating outside of friendly territory. This represents bribes to petty officials, pay offs to the gate guards, palm greasing of informants, gratuities for traitors and other sundry expenses incurred when operating in unfriendly territory. Might still be a good investment to send a spy ahead into a target settlement to shorten the siege...and then maybe not. More choices for thee.
Priests cost 300 when operating in enemy territory.

1.6.3. Growing Settlement Penalty

The player incurs increasing costs per settlement as the settlements increase in size. For settlements: level 1 -50fl, level 2 -100fl, level 3 -200fl, level 4 -400fl, level 5 -800fl (only cities have a level 5). This simulates the greater amount of graft, waste and corruption as cities expand.

1.6.4. Supply Simulation (thanks to Byg)

A Supplies

Currently an army will begin with and can get fully supplied by spending time in a settlement of greater than 50% own religion, making it not so easy for some newly conquered places.

Supplies are carried with armies, which decrease with time spent in the field

Resupply via settlements and Supply Ships. Marching along the coast being supplied from ships is now a reality.

Foraging. Before you need to consume a portion of your armies supplies you may live off the land - foraging for 2 turns in foreign region and 4 turns in one of your own regions.

In any foreign territory your army will take supplies from that region, but after 4 turns in any foreign region you will have stolen all there is to steal.

Your own supplies will then begin to drop by 1/4 and for every further 4 turns you spend in that region.

If you move to another enemy territory then you can ravage that for 4 turns too.

If you move rapidly through foreign territory you will not need to use your own supplies. e.g. you could spend 3 turns in enemy territory then move on to greener pastures in another enemy territory.



You will not be able to top up your supplies with enemy resources, just use them instead of your own to prevent further loss.

If you are crazy or unfortunate enough to allow your army to fully run out of supplies then you will be hit by a massive penalty that will make your army weak in battles, likely to revolt on the map and unable to keep order in a city if they are capable of taking one.

When you return to or enter a settlement with a supportive religious population you supplies will recover by 1/4 each turn.

I will add a one time boost of 1/4 supplies for when you take an unfriendly religious settlement.

Each region has a limit to how much pillaging (foraging being the polite word) it can sustain. You may for example forage for 1 turn in a foreign region then move to another indefinitely and thereby avoid consuming your own supplies.

Sieging and long marches in the same region will cost you the most in supply terms.

*Capture enemy armies' supplies to sustain yourself longer in the field.

Simply win a battle and steal their supplies to top your own up.

*Severe penalties for running out of supplies

No one likes to go hungry. Your generals will get the blame if they run out of supplies. Your troops will become undisciplined as they desperately forage for scraps to survive on.

*The enemy can prevent you foraging, causing you to use up your supplies.

*Lose supplies to the enemy when you lose a battle- this is designed so that if you quit the battle in time then you may retreat with supplies intact. Some random factor is used here for how much you lose.

*Plan your supplies in advance. An enemy region with a vast hinterland could become your toughest target as was so often the case in history. Will you or can you use supply ships? Will your supply train last the distance?

B Troop Mutinity

This set of traits indicates an army's condition. It runs through a series of levels increasing every 4 turns that an army is in action (i.e away from any town or a castle with at least 50% compatible religious population) In essence, your troops become more weary the longer they are away from home. The levels are

Eager to Fight (adds a little morale)

Bent On Glory (adds morale, reduces loyalty)

Ready for Action (default when born, adopted, recuperated etc)

Troops Weary (4 turns away)

Troops Despondent (8 turns)

Troops Undisciplined (12)

Troops Desperate (16)

Troops Mutinous (20)

C Example:

Suppose you have taken Alexandria and wish to march to Benghazi, a huge trek across the desert. You could take your men by sea, but enemy ships dominate.

Your first turn takes you to your border. You can forage your own regions for 3 turns before using up your supplies so so far no supplies used.

Next turn you begin to cross into enemy/neutral land. The first season/turn you march uses no supplies. You forage, meaning you steal from the population, which it is historically correct.

Next season that region is ravaged so you use up a 1/4 of your supplies relieving the population for a season and continue your march.

The population having been relieved last turn now enables you to forage once more. So outside your own land you march, forage, march consume own supplies and repeat.

You realise that supplies may not last the distance to Benghazi and so you can either turn back or send for supplies. Either another general can bring them fast by land or you can march along the coast and send a ship.

You decide to send a ship running the gauntlet of enemy vessels, hoping it wont be spotted en route. The ship reaches your army and as it wasnt attacked your general boards and facilitates resupply.

Next turn your General has resupplied and rejoins the army. You took two risks here: The ship could

have been attacked and you would have lost your general or your unattended army, left without supplies may have rebelled.

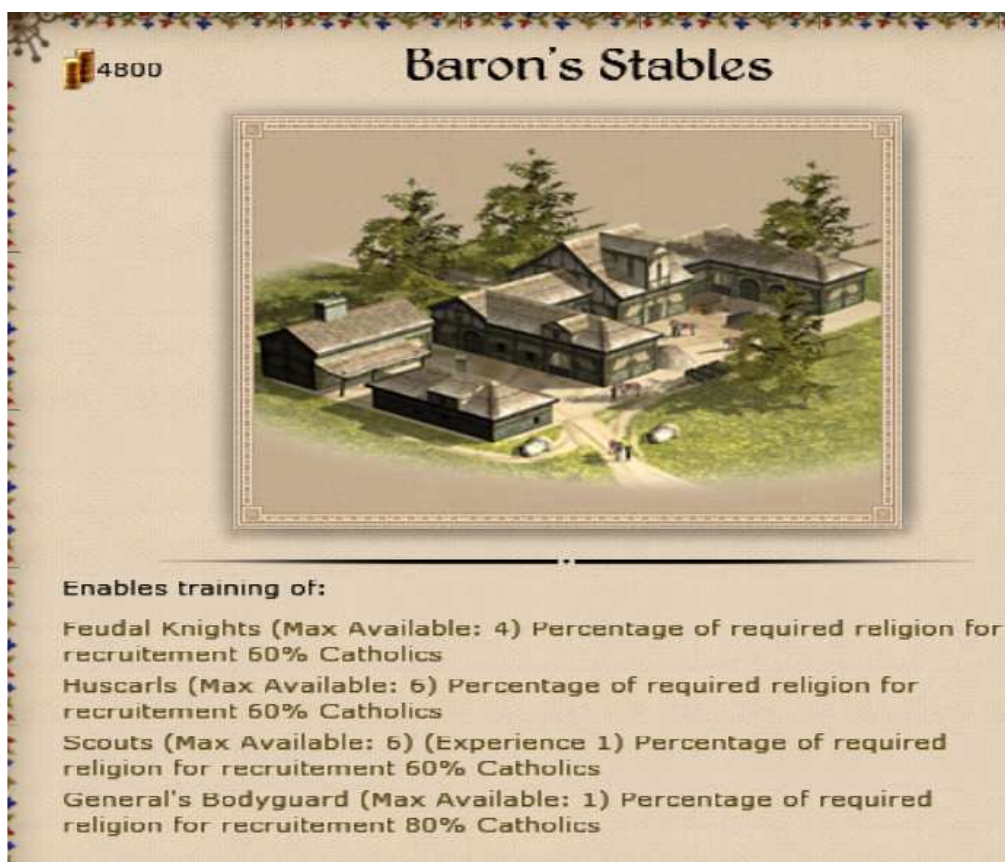
1.6.5. Religion dependent Recruitment

Religious warfare:

All units require a certain percentage of their religion (catholic, islam,...) in their settlement :

- 60% for standard units
- 80 % for generals and special elite units.

So use priests and buildings to convert the enemy population. But priests will cost money now if in enemy territory.



New Religion: Judaism

Merchants require 5, 10, 15, 20, 25% judaism dependent on ascending market level (only for the player). Better build some Jewish synagogues but beware of the pogroms.



The lower positive bonus are only for the AI

1.6.6. Population restricted Recruitment

Your Factions population can only support so many units. Once that limit has been reached you cant recruit anymore until your faction grows, expands etc.

The player has only a restricted pool of recruitment with a dynamic maximum depending on settlement number and levels. The pool (**Maximum Possible Military Size**) is filled up by the recruitment of units, their values are accumulated to an **Used Military Size** depending on number and level of units.

As you upgrade, conquer new settlements, lose settlements, give settlements away etc your Maximum Possible Military Size will grow or diminish.

Settlement type - scale

village: no walls 0

town: wooden_pallisade 10

large_twon: wooden_wall 15

city: stone_wall 20

large_city:large_stone_wall 25

huge_stone_wa

motte_and_bailey 10

wooden_castle 15

castle 20

fortress 25

citadel 30

-->Example: You have 1 castle and 2 towns: $15 + 2 \times 10 = 35$ Maximum Possible Military Size

The pool (Maximum Possible Military Size) is filled up by the recruitment of units, their values are accumulated to an Used Military Size depending on number and level of units.

UNIT LIMIT VALUES

CATEGORY

infantry 0

cavalry 1
 siege 1
 ship 1
 CLASS
 light 1
 heavy 2
 missile 1
 spearmen 1

--> So a missile unit would cost 1 unit points, a heavy cavalry would cost you 3, a light infantry would cost you 1, horse archers cost 2 (unless heavily armored).

Mercenary Troops and Mission Reward troops are not counted !

The 2 population popups are available through clicking on the recruitment advice button on the recruitment screen: showing you the maximum Maximum Possible Military Size and your actual **rounded (in steps of 5)** Used Military Size (e.g.: actual 28 will be rounded up to 30):



If the shown **Used Military Size > Maximum Possible Military Size** your Recruitment will **freeze**

--> you have to

- disband units
- upgrade your settlement or conquer a new settlement
- a time-dependent/faction-sized-dependent refresh rate will reduce the Used Military Size over time (-1 per turn) so that the Factionpool can be refilled (= Immigration)
- **WarDraft**: Forced Recruitment

You have decided to attack an enemy (except the slaves) or an enemy (except the slaves) has decided to attack yourself. Your Warminister asks you if you want to enforce a type of draft ! Send the recruiters into the houses and get anybody who is capable to fight. The recruiters are greedy and will cost you extra money. Your population hates you now and Loyalty is going down.

Depending on Maximum Possible Military Size the costs and number of units will be:

Maximum Possible Military Size < 100 --> -10 Used Military Size will cost 3000 Florin !

Maximum Possible Military Size > 100 --> additional -10 Used Military Size will cost 3000 Florin !

Maximum Possible Military Size > 200 --> additional -10 Used Military Size will cost 3000 Florin !

Maximum Possible Military Size > 400 --> additional -10 Used Military Size will cost 3000 Florin !

Maximum Possible Military Size > 800 --> additional -10 Used Military Size will cost 3000 Florin !

Good\Bad Agriculture events:

Your Used Military Size will be reduced (good agriculture event: more people are immigrating) or elevated (bad agriculture event: people are starving) by 10 Points, dependent on Maximum Possible Military Size.

1.7 Historical and Dynamic Game Events

1.7.1. Static Historical Events

We've created new historic events and new event graphics nearly for all old by Tokus*Maximus



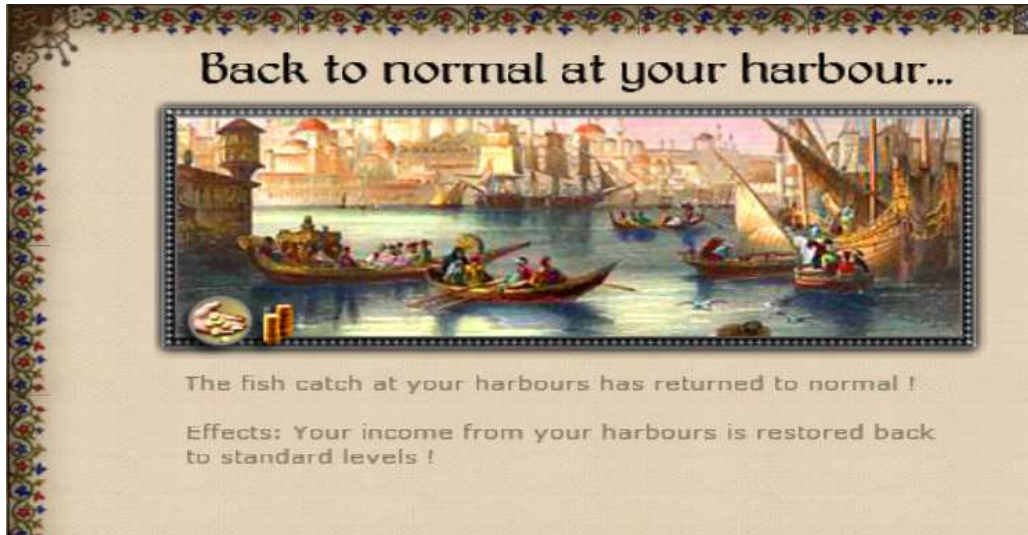
1.7.2. Campaign Info Events

- new pop up's for foreign_king_is_death, new_foreign_princess_available events or a faction gain\loose land (from BBB mod)



1.7.3. Stochastic Economic Events

- dynamic economic events in random steps for : markets, roads, ports, mines, agriculture with positive\negative effects on income. The events have an impact for several rounds.



1. Agriculture

The event simulates a good\bad climate impact on the following buildings:

Vineyard, winery_guild, sugar_refinery, wool_farm, wool_factory, hunters_hut, bakery,

Your Used Military Size will be reduced (good agriculture event: more people) or elevated (bad agriculture event: people are starving) by 10 Points:

2. Markets

The event simulates a good\bad impact on the following buildings:

joiner_shop, sawmill, textile_factory, cotton_factory, silk_factory, windmill, glass_blower, saltern,

3. Mines

The event simulates a good\bad impact on the following buildings:

forging_shop, mint_coin, jeweller_shop, marble_workshop,

4. Harbours

The event simulates a good\bad impact on the following buildings:

fishers_quarter,

5. Roads

1.7.4. Interactive Medieval Events

There are 4 medieval stochastic events which influence characters in a certain radius around the capital. (inspired by Anno Domini Mod)

The player has to accept or decline the event with corresponding effects

Great Banquet:

- cost 2000: needs building townhall
- + yes:effect: positive traits for leader+governor+general+princess: Generous, KindRuler, Loyal, FairWoman
- - no: effect: bad traits are probable: Miserly, HarshRuler, Disloyal, HarshWoman

Holy Council:

- cost 2000: needs building abbey, o_ abbey, minareted_masjid
- + yes:effect: positive traits for leader+governor+priest+diplomat: ReligiousActivity, StrongFaith, Dogmatic, ReligiousIntolerance
- - no: effect: bad traits are probable: ReligiousInactivity, WaveringFaith, OpenMinded, ReligiousTolerance

Trade_Fair:

- cost 3000: needs building fairground
- + yes:effect: positive traits for leader+governor+merchant: GoodTrader, GoodMerchant, MerchantEnemies,
- - no: effect: bad traits are probable: BadTrader, BadMerchant

Royal Hunt:

- cost 2000: needs building knights_stables
- + yes:effect: positive traits for leader+governor+general: Brave, Energetic, Fallen_to_Illness, ContentGeneral, Loyal
- - no: effect: bad traits are probable: Slothful, Coward, DiscontentGeneral, Disloyal

Royal Tournament:

- cost 2000: needs building barons_stables
- + yes:effect: positive traits for leader+governor+general: Brave, Energetic, Fallen_to_Illness, ContentGeneral, Loyal
- - no: effect: bad traits are probable: Slothful, Coward, DiscontentGeneral, Disloyal

Royal Justice:

- cost 2000: needs building council_chambers
- + yes:effect: positive traits for leader+governor+general: Generous, KindRuler, GoodAdministrator, Loyal, GoodAdministrator
- - no: effect: bad traits are probable: Miserly, Disloyal, HarshRuler

Money Lendert:

- needs building: synagogue or bank
- + yes:effect: if player-treasury < 0: gives 20000 florin loan and takes 1000 florin payback each turn for 40 turns (double loan). Give bad traits
- - no: effect: nothing

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Maximum Possible Military Size > 400 --> additional -10 Used Military Size will cost 3000 Florin !

Maximum Possible Military Size > 800 --> additional -10 Used Military Size will cost 3000 Florin !

The Great Banquet



A great banquet can take place in your capital and all the nobles living nearby would gladly like to participate to it, praising their leader for his generosity. The standing of your faction will increase in the eyes of all the known world. The effects will be effective in a certain radius around your capital.

Do you want to organize a Great Banquet ?

+Yes: It will cost 2000 Florin but will give your leader+governor+generals+princess positive traits. Even an leader with the trait "offensive to nobles" might be reconciled to his nobility.

-No:

Declining the Banquet will give bad traits, even a big discontentment among the generals is possible !

1.8 Building's Techtree

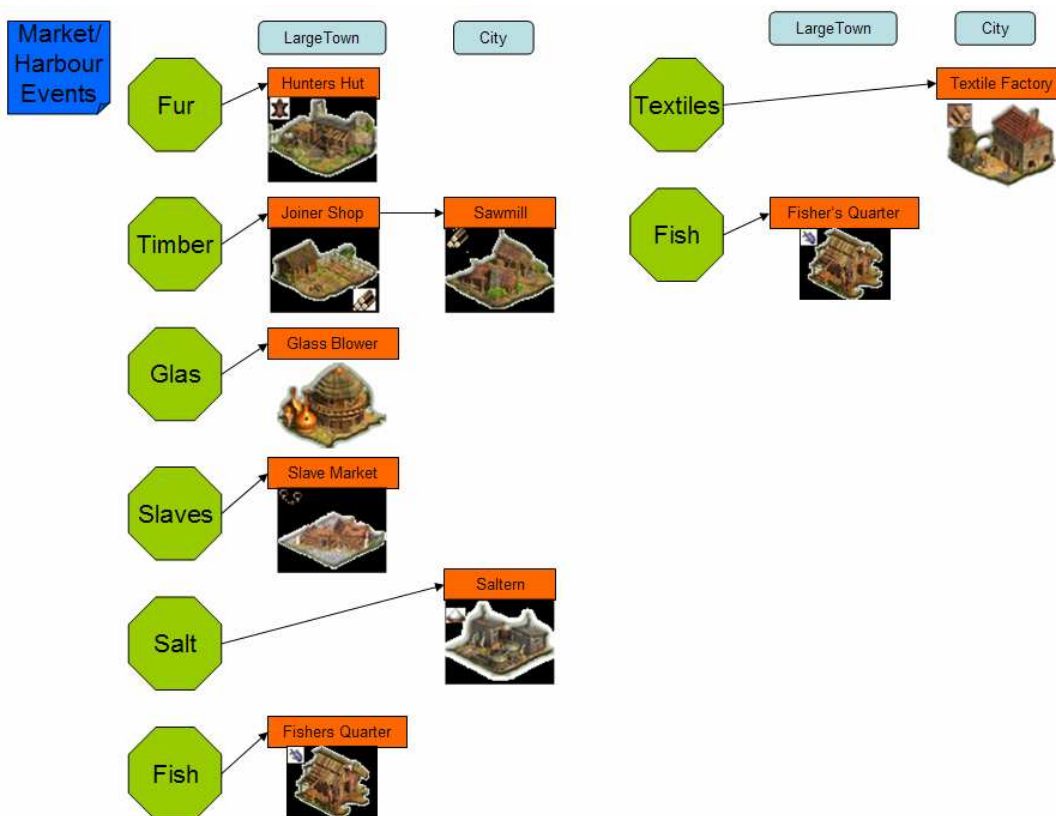
1.8.1. Overview

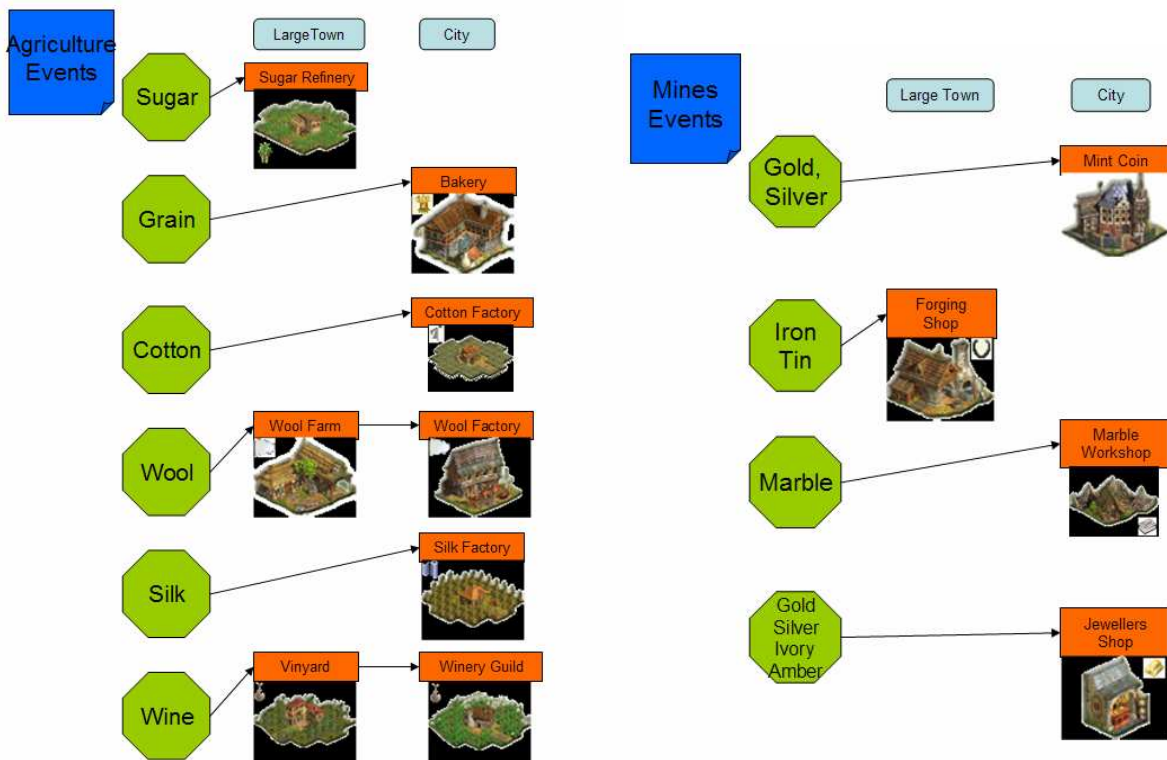
- You need a finished marketplace to move up in the settlement levels (besides population number)
- you need a person (governor) inside your settlement to build anything
- enhanced building times (for 2 turns per year) and building costs
- Reduced starting settlement levels: not historical correct but more civ feeling
- More differences between cities\castles and their buildings, both economy and military
- metropolis mod feature: Each faction has two settlements (original capital +) that can grow to the highest level (plus of course, any that you capture from other factions).
- building correlations: higher level markets need paved roads, higher level smiths need resource iron,
- ports differentiation: markets are necessary for ports
 - city harbour: big trading plus + simple ships
 - castle harbours: small trading plus + better ships
- added 2 Catholic Orders: Dominicans (law and order) + Franciscans (spiritual) with 3 level-building tree and corresponding priest traits + event triggers
- changed health techtree: well -> sewers -> public_baths -> aqueduct -> city_plumbing
- military techtree: no more troop recruitment in the core buildings, only in military buildings.
- siege: needs timber or ports
- cannon: needs gunpowder + sulphur or markets or ports

- highway roads for greeks
- amber route building for northern and eastern factions
- hanseatic league building
- new jewish synagogues available

1.8.2. Resourcedependent Buildings (Isilendil, Kivals)

There are new economic buildings available, each dependent on certain resources. The buildings trading income is affected by the stochastic economic events.





1.9 Historical Character names CNP

DLV uses historical correct character names created by CNP Project: deRougemont, finneys13

2. Battle Mechanics

- new custom battle maps
- mixed elements from all important AI Battle Developers: Darth Vader 1.4c, + Lusted + GrandViz UAI 1.1 + Pinko's tweaks
- Sinuhet AI Formations
- many infantry \archer units can deploy stakes
- Ballista/Cannon Tower fix
- more strenght for gates and walls
- generally higher moral for all units
- all units have 1 hitpoint

3 Graphical enhancements

all Symbols\Menu Screens done by Tokus*Maximus

this has been implemented by Ordensritter

- burrek's Knights and Knaves v0.95
- burrek's Blood and Dirt v0.91
- burrek's Unique Europeans, High Period v0.3
- burrek's Unique Europeans, Early Period v0.91
- Eternal cocoon:
 - Turk Reskin 1.1
- Himmelsfeuer:
 - Retextured French Shields
 - Retextured English Shields
- Horsearcher:
 - Skymod Vers 2 alpha
- Salty:
 - Sicilian Shields
 - Alternate Crusader Shields
 - Milanese Shields
 - Papal States Shields
- plasticfigurine:
 - Early Generals Mod v0.2
- WhiteWolf:
 - Byzantine Armor Progression V 0.7
- zhumin1978:
 - Dismounted Knights Orders Mod
 - Dustmod
- ziher:
 - Danish shields retexture
 - HRE shields retexture
 - Scotland shields retexture
 - Spain shields retexture
 - Rebels shields
 - Darker nights

4.0 Helpful Hints

4.1. *How to accelerate the campaign turns ?*

it's normal to wait 1 minutes or more each turn after 100 turns into the campaign (bigmap effect + scripts)

only little helps:

- turn out shadows on the campaign map (advanced video options), lower resolution
- turn off: follow AI movements
- accelerate strat map movements in cfg settings
- If the game is running, push the 3 buttons together: str-alt-del to jump to the task manager and open the process list. Then set the process for the medieval.exe to priority high (right mouse button). Then jump back into the game
- install netframework from microsoft: 2.8 MB (doesn't hurt you)

4.2 General Gameplay Hints

- Develop the first years only the economy and fill up your treasure box: a longer siege cost easily more than 10000 florins
- Treat/Educate your generals well or they will become unhappy and revolt
- In the beginning you get a rebel army challenging your reign ! Warmup for later !
- Have a look on the happiness in your capital settlement. A little yellow face means a blue eye for yourself the next turns 😊--> Powerfull rebell armies will be spawned !
- A new faction leader needs a crown or he will be unhappy
- Avoid strolling around your generals outside from settlements. Save the money !
- Avoid strolling your assassins and spies strolling in enemy land without purpose. Save the money !

4.3 Bug Problems

always report:

- year
- your faction
- difficulty

To facilitate the bugreport:

you have a crash and the systmlog is unspecified error !

- in path C:\Programme\SEGA\Medieval II Total War\logs
- open file DLV_ext.cfg
- change error to trace and save
- go back to your crashing campaign
- campaign will go slowly because of tracing
- after crash go to path : C:\Programme\SEGA\Medieval II Total War\logs
- open file system.log.txt (now very big file because of tracing) and send me the last 100 lines
- change trace back to error

4.4 Settlement View Script (thanks alpaca)

In the game, you won't notice a difference, everything will look as usual (which is intended). To enjoy the view settlement feature, you

have to select a settlement on the campaign map, open the construction scroll (click on the construction button or press "b"), then click on

the "Locate position of settlement on the map" button to the lower left of the scroll. This will fire up an advisor asking you to press "Show me how" if you want to view your settlement on the campaign map. Since you want to, click the "Show me how" button and you will be taken to the battle loading screen a short time after. After the battle is loaded, start the battle as normal and you can fly around your settlement without camera restrictions (except for the height and collision restrictions). When you have seen enough, simply hit the Esc button (on your keyboard) and wait a second until you see the message that the battle is over. Then click on "End Battle" and you will see the result. You will win your battle, but except for the stats that are displayed in your kingdom overview, this won't change anything in the game.

Notes:

- The advisor will only pop up if the settlement was garrisoned when you selected it.
- The installer checks your camera restriction setting at install time and writes it into the campaign script. If you want to change it, edit the "set_counter camera_restrict 0" line to "set_counter camera_restrict 1" or vice-versa
- You can cheat your unit experience by attacking the catapult if you think it's worth it. But it isn't
- Don't deselect your settlement while the advisor is active but before pressing show-me or dismissing it, or the script won't work

5.5 Thank You List

Sincerest thanks to all the folks who have contributed to Deus lo Vult

Repman (the "Creator")

- TheDrakken: Traits\Ancilliary Core System
- Tokus Maximus: Graphical Artwork and Ideas (Artist Maximus Augustus)
 - gfortune: menue graphics
 - Harry Lime: tester, developer,...
 - Miak: his america map
 - Juggernaut: Skinning Teutonic order
 - DeZzErX: Flanders
 - Boicote: Kiev Rus, Crusader, Lithuania
 - gladiator, madtao: Lithuania mod
 - Sb2ean: Armenia, Hedjaz
 - Joedreck: banner, shields, graphics
 - Renown: Traits/Ancillaries
 - Darth Vader, Pinko: modified Battle AI
- Oda Nobunaga: Traits/Ancillaries Enhancements
- GrandViz: Ultimate AI mod 1.5
- Spurius: Big Map 1.06
- Rawghi: Heraldic mod
- Kobal2: Traits Bugfixer
- Marcus Camillus: old Career System, refined by Drakken
- GAFH modder: Age simulation
- Dearmad, Pnutmaster : smoke mod, cannon fix; traits/ancillary system
- Kivals: adjusting parameters and optimizing russian\kiev faction

- Rob the celt: ireland faction
- Zappa: Career System
- Belgae, StrikeQ : Student System
- Hephaistos: naval addon 1.1
- Zaid: islamic enhancements
- deRougemont, finneys13: character names, cnp project
- Byg: Grim (supply) mod
- LAca's: Byzantine spearman
- Sambo: skins
- Megalos: english skins
- Rex Cobalt: teuton order skins
- Isilendil and Tyre: new strat models: faction leader, heir,....., buildings
- riczu74 : new strat models for sea blockade, siege and trade routes
- Kivals: Economic Building
- Lord_ET: battle stuff, Historical Campaign
- RomanStory, SigniferOne: Animations
- Ivanhoex: edu stuff
- Tsarsies: Population Limited Recruitment
- Flagbearer mod: Niko, Isilendil
- Dave Scarface: kingdoms music

Addon:

- Ordensritter
- Burrek
- Eternal cocoon
- Himmelsfeuer
- Horsearcher
- Salty
- plasticfigurine
- WhiteWolf
- zhumin1978
- ziher
- Maced0n
- Silent Resident

And a big thanks to the folks at Total War Center for hosting Deus lo Vult!

Cheers!

Repman, Tokus*Maximus, DerDrakken