I n t r o d u c t i o n

This documentation is also avalible as a downloadable, printer-friendly PDF file. It is avalible as a A4 VERSION as well as a LETTER VERSION.

Welcome to Fantasy Empire, a massive multiplayer online strategy medieval warfare game with strong influents from fantasy rpg´s. Before you are the rules introduction page that will shed some light on what this game is and how to play it. It will take some time to read and fully understand all the aspects of the game, but without the help section you will surely be lost in the wealth of game information that needs to be understood in order to fully enjoy Fantasy Empire.

The gameplay of Fantasy Empire is divided into different sections: Realms, Empires and Provinces. You act the leader of an Empire, hence the name "Fantasy Empire". You can only control one Empire at the time in Fantasy Empire, but don´t worry; it´s more than enough to hold in mind as it is already. Each Empire consists of one or more provinces, situated in one of the many realms throughout the game. When you create your account and login for the first time your Empire will only consist of one Province in one random Realm that didn´t already consist of 20 or more Provinces at the time you created your account for this round. Each realm has a unique identification number, called realm number.

So what good does all these realms and provinces and stuff do then?
The goal of choice to achieve is being the strongest Empire in either having the highest population, the strongest army, the most land or being the wealthiest Empire of some sort, see "RESOURCES AND THE MARKET". To be able to achieve these goals you need to explore more land, so that your first province in your first realm becomes bigger, and then build buildings on the land just explored. Just the land does nothing good until you put buildings on it. The buildings can be looked upon as the "source" of your empire, together with "[CASTLE IMPROVEMENTS]" and the various researches, see "TECHNOLOGY RESEARCH". There are 13 unique land types in Fantasy Empire (Fertile Plains, Rocky Plains, Forested Plains, Fertile Hills, Rocky Hills, Forested Hills, Mountains, Findings Mountains, Caves, Deep Sea, Coastline, Lake and Swamp), see "LAND AND BUILDINGS" for more information on your land. One thing you must consider is that you only can put a certain building on a certain land type, as for example you can´t build a farm on water since it would sink right away. But you can rezone your land and that means converting one land type into another so that you can build the buildings desired. That, however, will cost you both wealth and time since rezoning is hard work, see "LAND AND BUILDINGS" for information at rezoning as well.

Another thing to keep in mind is controlling those resources, it´s not as wise to spend it all in one place as it would seem. While it might be very tempting to buy a new company if that bad-ass top-of-the-line unit you just lost in your current attack you might want to consider investing some resources in technology, that way your whole Empire will benefit from it, beginning at the time the investment was made. It´s ever so often worth the wealth spent. You should also keep in mind that different races require different amounts of resources. One race might have wood as their "primary" resource while another has stone, although it still needs wood but not in the same quantities. For further information regarding races and racial bonuses, see "RACIAL BONUSES AND SPECIAL QUALITIES"

All races have their own specific militia. That militia consists of four units and one bonus unit, which is very hard to get. First, every race has two basic units, one purely offensive and one defensive. Although these units are decent you´ll eventually have to bring out the very best of your army to survive and prosper. The next two units are usually referred to as the "elites" and they usually have some kind of special power that is typical for the race you are playing. They can be purely offensive, purely defensive or a combination of both. Believe it, all special units kick ass in one way or another. And, as if that weren´t enough, they usually have some kind of special power such as "Counts as 1/2 spy" or "Counts as 1/2 wizard" or, if you play undead, "ALMOST never dies!" For more details on units see "MILITARY UNITS".

While it might seem so at just a glance, the game isn´t entirely unit based. The features "Magic" and "spionage" are incredibly useful to gather information about a province you want to attack, weakening them in other ways than military invasion or just making them aware of your potential threat to them! ;) Just make sure you are a potential threat to them, not so clever to do this on the monarch of your realm if you just got started. For more details regarding magic and espionage see "MAGIC SPELLS" and "ESPIONAGE OPERATIONS".

Well until now we´ve been telling you stuff about what happens and a little bit why it happens. Now comes when it happens. Since Fantasy Empire is a turn based game, this means that everything happens on specified time marks. These time marks are every hour. The game is divided into turns, which occur during one round. One round consists of many turns; how long a round should be is not decided yet. All basic units, for example, takes 8 hours to train, counting from the moment you decided to train

them, except for Royal gryphons that require 12 hours. Now unit training isn´t the only thing that happens "on the hour". Just about everything happens every hour, whether it is resource income, population growth, mana growth or a magic that´s wearing of. Just as in real life, independently of what it is, everything has a beginning and an end. This is just the way we chose to describe the time flow. While it might seem pretty stupid at first to have such long waiting times, you´ll soon become used to them, they are pretty easy to handle. For example, while 12h might seem dreadfully long to wait for your units to return from your recent attack, you didn´t have to send out all of your troops at once. This will become clearer as your Empire, and the provinces within it, grow bigger. Most things in the game takes 6, 9 or in some cases even 12 hours to complete. Some exceptions do exist, but they are trivial.

Through out the game you will also find different bonuses. The bonuses are there to give the racial differences more definition and to make the game more exciting. There are many different types of bonuses and they can be achieved in different ways. Check out "[CASTLE IMPROVEMENTS]" and TECHNOLOGY RESEARCH" for more details regarding bonuses. Researching isn´t the only way of gaining bonuses, each race has special "RACIAL BONUSES" as well.

This is the end of the introduction, which aimed at giving you a good overview of the game. You should check out all the other rules now, and get started as soon as you possibly can! If you already read the rest of the rules, here´s the REGISTRATION page. The developers of Fantasy Empire hope that you will enjoy many hours with this game!

Resources and the Market

Resource	Sell-value	By-cost
CC	1	2
Iron	1	2
Gems	4	12
Coal	1	2
Stone	1	2
Lumber	1	2
Mercury	4	12
Food	(N/A)	2

The different resources of Fantasy Empire is CC (Copper Commons, the standard currency of the world), Iron, Gems, Coal, Stone, Lumber, Mercury, Food and Mana. Resources is produces by different buildings (see "LAND AND BUILDINGS" for more info). You also gain 2.7 CC in taxes from all your employed peasants (not military) every hour. In addition you may steel resources from another province (see "ESPIONAGE" for more info). You can stock up to 2 billions of any resource; however, some of them don't last. Lumber will rot, Food will decay, mana will be drained, and during special circumstances iron may rust and gem may break. Normally lumber and food rot at 1% of your stockpile and mana rots at 2%.

If you find you having surplus of one resource and is low on another, you may trade them at the market. However, you can not trade in mana and no merchant is interested in buying food. The cost of any resource except food will vary during the round, depending on how many people selling and buying it, but will begin as in the table to the left. CC, Iron, Coal, Stone and lumber is always two times as expensive to buy, as to sell while Gems and Mercury three times as expensive.

Racial Bonuses and Special Qualities

Each race is different in terms of bonuses, penalties and military units. Below is a breakdown of the bonuses and special qualities of the different races.

Good Races	Neutral Races	Evil Races
Human Homes on fertile plains and rocky plains Food Production: +5% Attack Strength vs. Humans +10% Attack Strength vs. Nomads +5% **Dwarf** Homes in Mountains May not build Stone Mine nor Gryphon Nest on Finding Mountains, nor Rezone Finding Mountains to anything else. Iron Production: +10% Stone production +5% Max Population: +15% Lumber building cost: -20% Stone building cost: +30% **Halfling** Homes on fertile or rocky hills Max Population: +5% Food Consumption: -10% Spy Strength: +10% Attack Strength vs. Lizardfolk +5% **Wood Elf** Homes in forested plains and forested hills Wizard Strength: +10% Spy Strength: +10% Max Population: -5% Lumber Production: +10% Stone building cost: -50% Lumber building cost +50% Attack Strength vs. Dark Elf: +10% Attack Strength vs. Woodfolk: +10%	**Nomad** No homes Buildings house only 5 peasants Barren fertile plains, forested plains, fertile hills, and forested hills houses 30 peasants. Mana Production: +10% Attack Strength vs. Humans +5% **Gryphons** Homes in Mountains and Finding Mountains Max population increases by (Gryphon Nests / Total Land)% to a maximum of 15% bonus -10% iron production Lumber building cost: -20% Stone building cost: +30% **Insectoids** Homes in Cavern +100% population Limit -20% Food consumption -60% CC Production -20% Lumber Production -20% Spy strength -20% Wizard strength Draftees only 0.5 defense each **Woodfolk** Homes in forested plains and forested hills -5% Population +10% Wizard strength -50% Lumber rot Stone building cost: -20% Lumber building cost +20% Attack Strength vs. Wood Elves +5%	**Dark Elf** Homes in caverns Wizard Strength: +10% Mana Production: +5% Attack Strength vs. Wood Elf: +10% **Goblin** Homes on rocky plains or rocky hills Attack Strength: +5% Max Population: +20% **Harpies** Homes in Mountains and Finding Mountains +5% Population limit -15% Food consumption -15% Wizard Strength -5% Gem Production **Lizardfolk** Homes in deep sea or in lakes Spy Strength: +10% Food Consumption: -15% Max Population: -5% Lumber building cost: -10% Stone building cost: +10% Attack Strength vs. Halfling +5% **Troll** Homes on Fertile and Rocky plains Max Population: -5% Spy Strength: -10% Food Consumption: +5% Attack Strength: +5% **Undead** Homes in swamp Max Population: +10% Food Consumption: -25% Defensive Strength: +5%

Every race also has a unique building each, as listed below:

Race	Name	Construct on	Effect
Human	Cathedral	Rocky Plains	Decrease moral lost per attack by 2 * (Cathedral or Shrine / Total Land)% to a maximum of 40%. Decrease casualties on offence with 3 * (Cathedral or Shrine / Total land)% to a maximum of 60%
Nomad	Shrine	Forested plains	
Dark Elf	Node Chambers	Cavern	Increase spell resistance by 2 * (Node Chambers / Total land)% to a maximum of 40%. Increase adept wizard strength by 3 * (Node Chambers / Total land)% up to a maximum of 60%. Decrease spell cost by 1 * (Node Chambers / Total land)% up to a maximum of 20%.
Dwarfs	Mining Centre	Caverns	Increase Gold Mine CC production by 2 * (Mining Centre / Total land)% to a maximum of 40%. Miners produce 2 * (Mining Centre / Total land)% to a maximum of 40%
Goblin	Vaults	Mountains	3.75 * (Vaults / Total land)% to a maximum of 75% of all resources are protected from enemy spies. Increase income by 1 * (Vaults / Total land)% to a maximum of 20%.
Gryphons	Nexus	Caverns	Gives 0.1 * (Lunar Nexus / Total land) to a maximum of +2 raw on all defensive units and 0.1* (Lunar Nexus / Total land) to a maximum of +2 raw on offensive units. BUT gives 1 * (Lunar Nexus / Total land)% to a maximum of 20% extra casualties.
Halflings	Brewery	Forested plains	Increase food production by 1 * (Brewery / Total land)% up to a maximum of 20%. Increase moral regain rate by 2 * (Brewery / Total land)% to a maximum of 40%. Increase attack strength by 1 * (Brewery / Total land)% to a maximum of 20%. BUT decrease spy strength by 1.25 * (Brewery / Total land)% to a maximum of 25%.
Harpies	Air fortress	N/A	Decrease casualties by 1.5 * (Air fortress / Total land)% to a maximum of 30%. Increase defense with 0.5 * (Air fortress / Total land)% to a maximum of 10%. Increases walls by 2 * (Air fortress / Total land)% to a maximum of 40% (85% total with 15% masonries) Air fortress is not built on land, but in the air above any building. This means no land is required to build it, and they can't be conquered. However if x% of your land is conquered, x% of your air fortress has to bee abandoned (and destroyed), while they then is over enemy territory. To build an air fortress cost double than build any other building
Insectoids	Hive	Mountains	3 * (Hive/ Total land)% to a maximum of 60% of all casualties are converted instantly back to draftees. Reduce Soldier/Queen training time by one hour for every full 5% Hive to a maximum of 4 hours giving 8 hour training time.
Lizardfolk	Hatcheries	Swamps	Holds 25 peasants. Decrease peasant death rate by 3 * (Hatcheries / Total land)% up to a maximum of 60%. Increases growth rate by 3 * (Hatcheries / Total land)% up to a maximum of 60%.

T r o l l s	Blood Cave	Caves	Increase offence by 1 * (Blood Cave / Total land)% to a maximum of 20%. Increase enemy casualties by 2 * (Blood Cave / Total land)% to a maximum of 40% on offence and by 3 * (Blood Cave / Total land)% to a maximum of 60% on defense. Increase food production by 1 * (Blood Cave / Total land)% to a maximum of 20%.
U n d e a d	Graveyard	Forested plains	Increase conversions by 2.5 * (Graveyard or Pool of Souls / Total Land)% to a maximum of 50%.
W o o d E l v e s	Greenery	Forested hills	Enhances spell effect and duration by 2.5 * (Greenery / Total land)% to a maximum of 50%. Makes 15 bushels of food and 10 lumber per hour.
W o o d f o l k	Waterfall	Forested Hills	2 * (Waterfall / Total land)% to a maximum of 40% of units died during attacks or deffence will be resurected instantly after the battle.

Land and buildings

Buildings are the key to success in this game, you need to build buildings on the land you have conquered in order for your empire to prosper and evolve. During the game you will make many strategic decisions regarding your buildings and what building to build. However, there are some restrictions regarding the buildings in Fantasy Empire. You can't build every building on every land. That's logical, you can't, for example, build a **Charcoal hut** to near, or at all, the **coastline**, since it would simply be impossible to build it there and the climate would be to wet for any charcoal to be produced. That's why you can't build every building on every land type.

All buildings are built on their certain land type, except homes and racial buildings. Homes are used to house your people (both military units and peasants) but since different races live in different climates, their homes are not built on the same land type. All non – homes (every other building) houses 15 people and employ 15 peasants for all races except nomads that are used to live out in the wilderness and thus can't build homes. Homes houses 30 people but doesn't employ any and don't produce anything. The racial buildings are race-specific and the land type has been determined depending on the race and capability of the building see "RACIAL BONUSES AND SPECIAL QUALITIES".

In order to build on the land, you must have land. In Fantasy Empire there are two ways of getting it and using it to your advantage. One, you invade your enemies and conquer land from them, and how much is depending on your and his size, more about that stuff later. Or, two, you explore the land and make it your to distribute that way. While waging war is expensive and full of risks, exploration is practically out of risks. However exploring will cost you both money and draftees. The number of draftees and amount of money grows as your empire grows in size. You can build on your new land 9 hours after you conquered it from someone through battle or 12h after you commenced the exploration.

For those situations where you have the wrong type of land or the wrong building(s), **rezoning** might be the only solution. With this feature you can rezone one land type into another. But this takes both time and effort and thus, costs. Depending on what land type you want to convert to what, the cost and time it takes to create the new land type may vary. Some land types are closely related to others, such as **"deep sea"** and **"Coastline"**. If you rezone a land type into a RELATED land type, it will only cost half of what it would normally do and the rezoning will be executed instantaneously. Note that this doesn't work backwards. You may rezone from one land type to another and pay the reduced cost, but it's not guaranteed that you will be able to rezone it back to it's former type for the lower cost, but the full price.

Formulas

Building Cost when Land > 250:
CC Cost: (700 + (1,3 * ([Total_Land] - 250))) * (1 - min([%_Factories] * 3 , 0.45))
Lumber and Stone: 85 + ((([Total_Land] - 250) * 0,3) * (1 - min([%_Factories] * 3 , 0.45))

Building Cost when Land < 250:
[Built_land] instead of [Total_Land]

Rezone to related type is instant, CC cost is: (250 + 0.75 * ([Land] - 250)) * (1 - min([%_Factories] / 100 , 0.15))

Rezone to other types takes 3 hours; CC cost is double of above

Exploring cost when Land > 300:
CC Cost: 1000 + (3 * ([Land] - 300) ^ 1.1))
Draftee Cost: 5 + (0.003 * ([Land] - 300) ^ 1.05)

Exploring cost when Land < 300:
CC Cost: 1000 - (3 * (300 - [Land]))

Draftee Cost: 5 - (300 / [Land]))

Land type	Related types	Special if left barren
Fertile Plains	Rocky Plains, Forested Plains, Fertile Hills, Swamp	Living space for 5 normal, 10 Halflings / Goblins / Insectoids or 30 Nomads
Rocky Plains	Forested Plains, Rocky Hills	Living space for 5 normal or 10 Insectoids
Forested Plains	Fertile Plains, Rocky Plains, Forested Hills	Living space for 5 normal or 10 Wood elves / Woodfolk / Insectoids or 30 nomads
Fertile Hills	Rocky Hills, Forested Hills, Fertile Plains	Living space for 5 normal, 10 Halflings / Goblins / Insectoids or 30 nomads
Rocky Hills	Forested Hills, Rocky Plains, Mountains	Living space for 5 normal or 10 Insectoid
Forested Hills	Fertile Hills, Rocky Hills, Forested Plains	Living space for 5 normal or 10 Wood elves / Woodfolk / Insectoids or 30 nomads
Mountains	Caves, Rocky Hills	Living space for 5 normal, 10 Dwarfs / Gryphons / Harpies or 15 Insectoids
Findings Mountains	Mountains, Rocky Hills	Living space for 5 normal, 10 Dwarfs / Gryphons / Harpies or 15 Insectoids
Caves	Finding Mountains, Mountains	Living space for 5 normal, 10 Dark elves or 20 Insectoids
Deep Sea	Coastline	Living space for 10 Lizardfolks, may contain up to 20 warships
Coastline	Deep Sea, Lake	Living space for 5 normal or 10 Lizardfolks
Lake	Coastline, Swamp	Living space for 5 normal or 10 Lizardfolks
Swamp	Lake, Fertile Plains	Living space for 5 normal or 10 undead

Building	Construct on	Effect
Lumberyard	Forested Plains Forested Hills	Produce 30 lumber /h
Stonecutting Hut	Rocky Plains Rocky Hills	Produce 30 stone /h
Stone Mine	Mountains Findings Mountains Caves	Produce 40 stone /h
Diamond Mine	Caves	Produce 12 gems/h
Iron Mine	Findings Mountains	Produce 50 iron /h, require 10 coal /h
Gold Mine	Findings Mountains	Produce 40 CC /h, require 10 coal /h

Coal Mine	Rocky Hills Findings Mountains	Produce 30 coal /h
Charcoal Hut	Forested Plains Forested Hills	Produce 30 coal/h, require 10 lumber /h
Alchemy	Fertile Plains Rocky Plains	Produce 25 CC and 10 mercury /h
Farm	Fertile Plains Fertile Hills	Produce 50 food /h
Dock	Coastline	Each dock produces, on average, 1 warships every 20 hours. Each dock will protect 2 warships at dock from being sunk by any means. Can maximum contain 5 warships
Fishing Dock	Coastline	Produce 40 food/h
Tower	Swamp	Produces 20 mana per hour
Wizard Guild	Swamp	Increases Wizard Power by 3 * (Wizard Guilds / Total Land)% to a maximum of 45% bonus Increases Wizard Strength refresh rate by 1% per every full 8% Wizard Guilds, up to a maximum of 2% Decreases cost of Wizards and ArchMages by 2 * (Wizard Guilds / Total Land)%, to a maximum bonus of 40%
Spy Guild	Forested Hills	Increases maximum percentage of resources stolen and maximum resources stolen per spy by 3 * (Spy Guilds / Total Land)% to maximum bonus of 45% Decreases cost of Spies by 2 * (Wizard Guilds / Total Land)%, to a maximum bonus of 40% Protect 2 warships at dock from being sunk by the "Burn the Shipyards" spy operation
Factory	Fertile Hills Rocky Hills	Reduces building construction costs by 3 * (Factories / Total Land)% to a maximum of 45% bonus Reduces re-zoning costs by 1 * (Factories / Total Land)% to a maximum of 15% bonus.
Smithy	Fertile Plains Rocky Plains	Reduces Military Unit costs (except Wizards, ArchMages, and Spies) by 3 * (Smithies / Total Land)% to a maximum of 45% bonus
Masonry	Fertile Plains Rocky Plains	Increases ALL Castle Bonuses by 3 * (Masonries / Total Land)% to a maximum of 45% bonus
Escape Tunnels	Caverns	Decreases your casualties on defense by 2 * (Escape Tunnels / Total Land)% to a maximum of 30% decrease
Walls	Any	Decreases land lost when being invaded by 2 * (Guard Towers at Land Typt / Total Land of Land Type)% to a maximum of 20% bonus
Gryphon Nest	Mountains Findings Mountains	Increases Offensive Power by 2 * (Gryphon Nests / Total Land)% to a maximum of 20% bonus

Castle Improvements

Your castle offers you the chance to increase many different facets of your military or income. By spending resources, you can increase different parts of your castle to boost bonuses in the areas you want. Every part of your castle has a maximum bonus, listed below.

Your investment is summed in points, where gems are worth 12 points, mercury worth 6 points, lumber, stone, iron worth 2 points, Coal and CC worth 1 point. You may not invest food or mana in your castle improvements.

[rating] = [max bonus] * (1 - exp(-[points] / (1000 * [total land] + 15000))) * (1 + min(3[masonries] / [land] , 0.60

Part	Max Bonus	Improvement
Science	20%	Extra resources are just what your alchemists need to increase their effectiveness. Using the resources you provide them, they will give you a bonus percentage to your CC income.
Keep	20%	Increasing the size of your castle keep increases housing, and as such gives you a bonus percentage to your maximum population.
Towers	30%	The towers are the mystical centre of your castle. Adding resources to the towers means added tower construction, and thus a bonus to your wizard power.
Forges	10%	Forges help to make the weapons you attack your enemies with. Stronger weapons mean a stronger military presence, thus boosting your offensive military power.
Walls	10%	The key to any good castle defense, tall, strong walls help keep out invaders and protect you and your troops from harm. Adding resources to your walls increases your defensive military power.
Irrigation	30%	The farming community greatly appreciates all the resources you invest in making the lands fertile. Adding resources to irrigation increases your food production.

Technology Research

Technology research offers you the possibility to gain unique bonuses impossible to gain in other ways. You can't tell your scholars exactly what to research, you can however give them some guidance. You may tell them to research in one off the following areas: Military, Civil bonuses, Magic, Spying or Miscellaneous. To be able to research some technologies they may need to know some other technologies, and these is sometimes from another area, so spreading the resources out may give you a benefit.

You may spend gems, mercury, lumber, stone, iron, Coal and CC in researching, how much progress a specific amount of a resource gives depends of the research. However mercury tends to be what your scholar needs, followed by gems, iron and coal. CC, stone and lumber tend to only give limited support to your scholars, except for some special technologies.

Wonders of the World

The monarch of your realm can begin construction on a Wonder of the World. If that wonder is not already built, you may invest resources in it, just as you do with improvements, the same point-system is used for wonders as for the improvements. Wonders is "one of a type", so when a realm has completed one, no other realm may build that specific wonder. However, wonders may be attacked just like provinces, and can be destroyed. The bonus from a wonder is given to all the provinces in that realm, but will not give any bonuses to other parts of your empire. Your monarch may cancel production of a wonder at any time, however you will lose all the resources currently invested in it. Wonder costs and defensive power depend on the networth of the realm building it at the time of initial construction. The cost is Realm_NW * 15 with a minimum of 7.5Million and a maximum of 30 Million Points. The hitpoints is Realm_NW (at the time of initial construction) with a Minimum of 500K Points and a Maximum of 2Million Points. Wonders take damage equal to the amount of UNMODIFIED offensive power attacking it. Wonders can be repaired, this will however cost 50 points per hitpoint.

Name	Power
Obelisk of Power	10% bonus to military offense and defence.
Temple of the Damned	15% bonus to military offense for EVIL realms only
Temple of the Blessed	15% bonus to military offense for GOOD realms only
Great Wall	10% bonus to military defence
Portals of Transportation	Troops return 3 hours faster from battle
Great Market	10% bonus to employment and 5% to CC production
Gnomish Mining Machine	30% bonus to iron production
Guild of Shadows	25% bonus to spy strength
Hanging Gardens	30% bonus to food production
Ancient Library	+20% value to Castle investments **ToDo**: Fix when Mike has fixed improvements.
Halls of Knowledge	25% bonus to wizard power; 15% less mana cost
Great Oracle	
Fountain of Youth	5% bonus to maximum population
City of Gold	10% bonus to CC production
Ruby Monolith	20% less casualties in battle
High Cleric's Tower	All units kills Undead as if they were normal units. Other units with the almost never dies ability dies like normal if attacking owner kingdom.
Ivory Tower	50% chance of causing spells cast against owner kingdom to fail.
Underground Society	50% chance of causing spy operations targeted on owner kingdom to fail..
Factory of Legends	15% less construction cost.
Lair of the Dragon	15% bonus to military defence; 10% bonus to military offense; 20% less food production.
Imperial Armada	5% bonus to military defence; Warships cannot be sabotaged in this Kingdom.

Storage Chambers	No Lumber rot, Mana drain or Food decay. Cancels with *Orb of Destruction*.
Spire of Illusion	Numbers reported in Clear Sights targeted at owner kingdom will lose accuracery and may be as much as 15% off from actual numbers
Tomb of Kings	15% bonus to CC production; 10% bonus to military offense against monarchs.
Onyx Mausoleum	Increases enemy casualties on defense with 10%.
Hall of Heroes	**GOOD realm ONLY** Kingdoms that possesses this wonder is able to train a 5th military unit. Units doesn't go away when wonder is lost, just the ability to train them. **Dwarf**: Bezerker 6/4* (A bezerker has a defensive power of 5 against all EVIL races) 1200CC, 150r **Halfling**: Scout 3.5/4.5 (Counts as 1 Spy on INFO operations, 3/4 on all others and on defense) 900CC, 40r **Human**: Pikeman 3*/5 (Offensive strength +2 per matched Spearman Matched, to a maximum of +6 -MORE DETAILS (A)) 1300CC, 25r **Wood Elf**: Zealot 4*/0 (Offensive strength +1 per 20% forested plains and forested hills (buildings inclusive), to a maximum of +4 -MORE DETAILS (A)) 900CC
Great City	**NEUTRAL realm ONLY** Kingdoms that possesses this wonder is able to train a 5th military unit. Units doesn't go away when wonder is lost, just the ability to train them. **Gryphons**: Gryphon King 0/0 (For each Gryphon king sent to attack, 6 other gryphons reciev +2 on offence; 80% less causalties) 1450CC, 100r **Nomad**: Witch 4.5/3.5 (Flying (no ships neaded), Counts as 3/5 Wizard; Can't be targeted by Wizard Assassination) 700p, 35Hg **Insectoids**: Dominator 1/1 (Each dominator takes over the enemy unit with highest offecive power. That unit will not count towards your enemies power, and it's offencive power will count towards your power, whenever you are on the offence or defence; Counts as 1/2 Wizard on defense; Can't be targeted by Wizard Assassination) 900CC, 125m **Woodfolk**: Ent 15/15 (Max 1 Ent per acre of forest; When constructing the wonder, you get one Ent for free; each Ent sent on attack destroys one additional random building, whenever the attack succeeds or fails) 3000CC
Tavern of Villains	**EVIL realm ONLY** Kingdoms that possesses this wonder is able to train a 5th military unit. Units doesn't go away when wonder is lost, just the ability to train them. **Dark Elf**: Dark Priestess 2*/2* (Offensive strength +1 per 10% swamp (buildings inclusive); Defensive strength +1 per 20% swamp (buildings inclusive); Offensive strength +1 against GOOD races; The dark priestess has a total maximum streangth of 9/5; Counts as 1/4 Wizard; Can't be targeted by Wizard Assassination) 1000CC, 20r, 15Hg **Goblin**: Snotlings 1.25/1.25 (Counts as 1/4 person toward population and food limits; Increases enemy causalties in combat IF BATTLE WON; 10% more casualties IF BATTLE LOST -MORE DETAILS (E)) 190CC, 5r **Harpies**: Bat fiend 6/3 (ALMOST Never Dies -MORE DETAILS (C)) 500CC, 500m **Lizardfolk**: Troglodyte 9/5 (Swimming (no ships neaded); 50% more casualties on attack; 25% less casualties on defense;) 1100CC **Troll**: Crasher 15/15 (Counts as 2 people toward population and food limits; 25% less casualties; A basher has a defensive and offensive power of 17 against

	Dwarves, Halflings, Insectoids and Goblins) 2950CC, 325r **Undead**: Lost Soul 1.5/1.5 (Trained in 1 hour; Does NOT count toward population limit; Does NOT eat food; LITERALLY never dies; Eats 1/2 mana per hour; Dies instantly if mana runs out;) 600CC, 50m

Cursed Artifacts

Each cursed artifact will appear in a random realm the third week of the game (when two weeks has been played). When a cursed artifact is destroyed, it will randomly appear in a realm not visited by any cursed artifact now or earlier. It will have 100 * (realm_land-size) hitpoints (max 10milions) and takes damage equal to the amount of MODIFIED offensive power attacking it. It is however impossible to attack it from another realm. Observe that while the cursed artifact is within your realm, you do not need to use warships for your soldiers to reach it.

When someone gets a cursed artifact it will last 100h if not destroyed. It does a -x% on some bonuses. If destroyed (by attacks) before 100h it will give a +(x/2) bonus (half the penalties) the rest of that 100h period (but max 2* the time it has given penalties, after all it's a cursed artifact). It's therefore better to destroy it QUICK if it appears in your realm.
The bonus system doesn't apply to some of the artifacts, which has special bonuses when destroyed, as stated below their description.

Example: if destroyed after 56h, it will give bonuses for 44h. If destroyed after 39h it will give bonuses for 61h. However if destroyed already after 20h, it will give bonuses only for 40h.

While a cursed artifact is located within a realm, you may not deflect from it, it will however not affect provinces still in protection.

Cursed artifacts will not appear in the rankings, nor in the "The Realm" page, as the wonders do. Someone in another realm can find out about the cursed artifact in three ways:
1) "Lesser Scrying"-spell - just report which cursed artifact.
2) "Revelation"-spell - reports the bonus, or penalties given by the cursed artifact at the moment
3) "Disclosure"-spell - reports the total hitpoints left, and the amount of hours left until self-removed.

The penalties are tied to the week number and aren't permanent throughout the entire round. This is to prevent making them overpowered in the beginning and underpowered lategame.

Monolith of Woe

-(week number)% Iron Production
-(week number)% Gems Production
-(week number)% Coal Production
-(week number)% Stone Production
-(week number)% Lumber Production
-(week number)% Mercury Production
-(week number)% Food Production
-(week number)% Mana Production

Temple of Greed

+(week number-1)% Food Consumption
+(week number-1)% Construction Cost
+(week number-1)% Training Cost
+(week number-1)% Spell Cost
+(week number-1)% Exploring Cost
+(week number-1)% Battle Causalities

Spire of Weakness

-2*(week number-1)% Attack Power
-2*(week number-1)% Defense Power
-2*(week number-1)% Spy Power
-2*(week number-1)% Wizard Power

-2*(week number-1)% Max Population

Orb of Destruction

Cancels with *Storage Chambers*.
Food Rot is at (week number+2)%
Lumber Rot is at (week number+1)%
Mana Drain is at (week number+1)%
Iron Rust becomes (week number)%
Gem Breakage becomes (week number)%
(week number-1) Random Buildings are destroyed per hour per province
Bonuses when destroyed:
No mana drain, food or lumber rot.
Paranoia Statue
-(week number)% Land gains (when you grab someone)
+(week number)% Land gains (when someone grabs you)
You can not take the daily land bonus.
Bonuses when destroyed:
Your daily land bonus is doubled

Haunted Mine

-2*(week number)% Iron Production
Iron Rust becomes (week number-1)%
-2*(week number)% Gem Production
Gem Breakage becomes (week number-1)%
Bonuses when destroyed:
+2*(week number)% Iron Production
+1*(week number)% Gem Production

Cursed Sawmill

-2*(week number) Lumber Production
Lumber Rot becomes (week number-1)%
Lumber cost in Building +3*(week number)%
Bonuses when destroyed:
+(week number) Lumber Production
No lumber rot

Null Stone

+.5*(week number)% Wizard training cost
+(week number)% Spy training cost
+2% Wizard Power used on all spells
+2% Spy Power used on all operations
+.5(week number)% Spell mana cost
-.5(week number)% Mana Production
Mana Drain is at (week number-1)%

Flying Dutchman

Destroys 5*(week number) warships per hour
Fishing docks at coastline don't produce food
Docks don't produce warships
Bonus when destroyed:
Any fishing docks produce 50 food per hour
Docks produce 1 boat every 10 hours

Imperial Fortress

King no longer receives +5% plat bonus
-(week number-1)% plat production for all other Dominions
-.5*(week number-1)% max population
Bonuses when destroyed:
Kings plat bonus rises to 7.5%
+.5*(week number-1)% plat production for all other Dominions
+.25(week number-1)% max population

Den of Thieves

(week number-2)% of CC in stock every hour lost to thieves
Bonus when Destroyed:
+(week number)% plat production

M a g i c   S p e l l s

There are a large number of Magic operations in Fantasy Empire. These are carried out by your *Wizards* and *Archmages*, which are common between all races. Wizards are trained like any other military unit, while Archmages are trained from existing wizards (not draftees). Archmages cannot be assassinated, and count as two wizards, instead of one.

There are three types of spells you can cast. There are SELF spells you cast on yourself, giving you some bonuses. The INFO spells will give you some information of the target province. OFFENSIVE spells is spells that directly harm other provinces. In addition to the common spells, each race has its unique spell.

All spells costs mana to cast. The mana cost is based on your province land-size. The numbers in the "Mana cost" entry is the number you should multiple your land-size with to find the mana cost.

To cast spells also takes some strength from your Wizards and Archmages. This strength rises at a rate of 4% per hour, but can never rise above 100%. Every time you cast an INFO spell your magic strength will decrease with 3%, and every time you cast a SELF or OFFENSIVE spell it will decrease with 5%. When it reaches below 30%, you cannot cast more spells. In addition, when your magic strength decrease you will fail more offensive and info spells, and other will easier hit you with such spells, as described below...

The formula deciding if you will succeed with an offensive or info spell is:
[Your_Magic_Strength] * ([Your_Wizards] + [Your_ArchMages] * 2) / [Your_Land]) * (0.75 + rnd() * 0.5) >
[Spell_Difficulty] * [Target_Magic_Strength] * ([Target_Wizards] + [Target_ArchMages] * 2) / [Target_Land])

Self spells will always last for 12 hours and you don't need any wizards or ArchMages for them to be successful. It is impossible to fail a SELF spell, even without wizards, however if your magic strength is below 30%, you can't cast any magic, including SELF spells.

Spell Name	Mana Cost	Spell Difficulty	Description
Gaias's Watch	2x	———	SELF - Produce 10% more food
Shield	2.5x	———	SELF - 10% bonus to military defence.
Midas Touch	2.5x	———	SELF - Produce 10% more CC.
Mining Strength	2x	———	SELF - Produce 10% more Iron and Stone
Natural affinity	2.5x	———	SELF - Population growth rate increases by a third
Surreal Perception	4x	———	SELF - Reaveals the power behind all non-INFO spells and operations
Arcane Mirror	4x	———	SELF - Gives a 20% chance to reflect any OFFESIVE or INFO spells targeted att you.
Lesser Scrying	0.5x	0.25	INFO - Shows you the basic information of target province.
Greater Scrying	0.5x	0.25	INFO - Shows you the basic information of target empire.
Revelation	1,5x	0.5	INFO - Reveals spells affecting the province, as well as bonuses and penalties from cursed artifacts.
Clairvoyance	1.5x	.75	INFO - Gives you basic information on recent occurances in the target realm
Disclosure	1.5x	.75	INFO - Shows information on any wonder and/or cursed artifact currenly affecting the realm. If a wonder is under construction, you will see the progress and target resources needed for completion. If a wonder is built, you will see current and maximum power for the wonder. If the realm is targeted by a cursed artifact you will see hit points left and amount of hours until automatically destroyed. If the realm recently got rid of a cursed artifact, you will see for how many more hours it will give the realm bonuses.
Fireball	3.3x	1	OFFENSIVE - Kills peasants and destroys food.
Plague	2.7x	1.25	OFFENSIVE - Population growth rate decreases by a third
Insect Swarm	3x	1.25	OFFENSIVE - Produce 5% less food
Lightning Bolt	4x	1.5	OFFENSIVE - Destroys resources invested in target castle ToDo: Fix when Mike fixes castle improvements!!!
Great Flood	3x	1.75	OFFENSIVE - Produce 50% less warships
Earthquake	3x	1.75	OFFENSIVE - Produce 5% less iron and stone
Disband Spies	5x	2	OFFENSIVE - Some spies forgets their training and becomes draftees.
Holy Crusade	5.5x	———	HUMAN ONLY, SELF - 10% bonus to military offence against all EVIL races, as well as allows you to kill Undead as normal
Miner's Sight	5.5x	———	DWARF ONLY, SELF - +15% bonus to production in all mines. Not cumulative with Mining Strength.
Defensive Frenzy	5.5x	———	HALFLING ONLY, SELF - 10% bonus to military defence. Not cumulative with Shield.

Gaia's Blessing	5.5x	———	WOOD ELF ONLY, SELF - +20% food production as well as +10% lumber. Not cumulative with Gaia's Watch.
Balance	5.5x	———	NOMAD ONLY, SELF - 5% bonus to military offence against all EVIL and GOOD races
Dive Bombing	5.5x	———	GRYPHONS ONLY, SELF - All Gryphons will flying sink warships on defense and attack.
Cannibalism	5.5x	———	INSECTOIDS ONLY, SELF - All casualties on defense or attack turns into 5 food
Ancient Knowledge	5.5x	———	WOODFOLK ONLY, SELF - +2% to all improvements as long as the spell affects your dominion **ToDo**: FIX when Mike has fixed improvements.
Unholy Ghost	5.5x	———	DARK ELF ONLY, SELF - Fear causes enemy draftees not to take part in deffence.
Killing Rage	5.5x	———	GOBLIN ONLY, SELF - 10% bonus to military offence.
Wings of Winds	5.5x	———	HARPIES ONLY, SELF - +5% to military offence, all units returns 1h faster from battle.
Erosion	5.5x	———	LIZARDFOLK ONLY, SELF - 5% of captured land automatically re-zoned into lakes, 5% into coastline and 5% into deap sea.
Regeneration	5.5x	———	TROLL ONLY, SELF - 10% less casualties.
Parasitic Hunger	5.5x	———	UNDEAD ONLY, SELF - 50% more enemy units turns into your own units and joins your forces after a battle.

Espionage Operations

As there are magic spells, there are also quite a loot of espionage operations to be carried out by your spies, which are common between all races and trains the same way as military units. There are three types of espionage operations in Fantasy Empire. The INFO operations will give you some information of the target province. OFFENSIVE operations are operations that direct harm other provinces. And THEFT operations are operations when your spies steel resources from your opponents.

To go on a mission takes some strength from your spies. This strength rises with a rate of 4% per hour, but can never rise above 100%. Every time you do an INFO operation your spy strength will decrease with 3%, and every time you perform an OFFENSIVE or THEFT operation it will decrease with 5%. When it reaches below 30%, you cannot send your spies on new missions. In addition, when your spy strength decrease you will fail more operations, and other will succeed better on their operations against you, as described below...

The formula deciding if you will succeed with an operation is:
[Your_Spy_Strength] * ([Your_Spies]) / [Your_Land]) * (0.75 + rnd() * 0.5) > [Operation_Difficulty] * [Target_Spy_Strength] * ([Target_Spies]) / [Target_Land])

Operation Name	Operation Difficulty	Description
Infiltrate Barracks	.25	INFO - By spying out target barracks you will get information on the military forces located in target province. You're spies can't count all heads accurately in an entire army, and numbers reported can be as much as 15% off from actual numbers.
Roam the Lands	.5	INFO - By running around the countryside, your spies will provide you with information on target provinces lands, and the buildings upon them.
Castle Spy	.5	INFO - By infiltrating a target's castle, they can gain knowledge on the amount of resources invested in different areas, thus informing you of their improvement bonuses. ToDO: Fix when mike has fixed improvements
Research Spy	.75	INFO – By infiltrating your targets research facilities you can find out what exotic technologies he posses.
Steal Lumber	1	THEFT - Your spies will on your orders act the thief and try to return with some of you're targets lumber.
Steal Stone	1	THEFT - Your spies will on your orders act the thief and try to return with some of you're targets stone.
Steal Food	1	THEFT - Your spies will on your orders act the thief and try to return with some of you're targets food.
Steal Iron	1.25	THEFT - Your spies will on your orders act the thief and try to return with some of you're targets iron.
Steal Gems	1.25	THEFT - Your spies will on your orders act the thief and try to return with some of you're targets gems.
Steal Mercury	1.25	THEFT - Your spies will on your orders act the thief and try to return with some of you're targets mercury.
Steal Money	1.25	THEFT - Your spies will on your orders act the thief and try to return with some of you're targets CC.
Infiltrate counterespionage	1.25	OFFENSIVE – By sending your spies on a suicide job, you can make them blame another empire of your choice for trying to infiltrate target province. (i.e. you will lose spies whenever you succeeds or fail, but if you succeeds it will appear as if they was from somewhere else.)
Burn the Shipyards	1.5	OFFENSIVE - If your spies succeds at geting into the enemy shpyards, they can make havoc of their ability to launch any military assoults by burning some of their ships.
Poison Draftees	1.5	OFFENSIVE - Lots of draftees may be an easy way to boost defence for your enemies, but untraind as they are, they don't know anything of realm battle, and just a tad of poison in the water suplies will kill lots of them until discovered.
Assassinate Wizards	2	OFFENSIVE - Wizards are capable of defending themselves, making this a difficult operation to complete. If successful, however, you can cripple the magic potential of an opposing Province by killing some wizards.

Assassinate Advisor	2.25	OFFENSIVE – The lord's advisors is heavily guarded, but if you succeed, their lord will not get some of his information until a new one has learned his duties. One random advisor screen will be unavailable for 6 hours
Assassinate lord	2.5	OFFENSIVE – The lord himself is guarded even better, but if he dies, his entire empire will be in uproar until an heir is elected. The player of the empire will be able to log in, but not give any orders nor post any messages for 6 hours.
Demoralize Army	2.5	OFFENSIVE, Halfling ONLY - A difficult operation, and only thieves as expert as the Halflings can complete this task. While difficult, if successful you can severely weaken a target Dominion's military willingness to commit military operations. Dominions with under 70% morale may not attack. Morale also slightly affects battle performance. A Dominion extremely low on morale will fight up to 10% less effectively on defense and 50% on offence.

Invasion of Another Province

As stated earlier, there is two ways to gain land in Fantasy Empire. The first way is to explore some new land in a realm you already have a province, see "Land and Buildings". The other one is to attack an other province to conquer some land. If your monarch allows it, you may attack an other province in your own realm, see "Diplomacy in Fantasy Empire" for more info of monarchs. More important however, is that you can attack a province in another realm, and thus widespread your empire. To be able to attack other provinces, and defend your own provinces from attacks by other empires you must train your military.

When you attack another province, or another empire attacks one of your provinces, the attacker's modified offensive power are compared to the modified defensive power of the defender, and the one with the largest power wins. **There is no randomness in attacks!** This last bit of information is *very important* to understand. If an enemy got a mightier army he **will win**.

Modified offensive / defensive power are the raw offensive / defensive power with all percentages bonuses applied **summed together**. If you have one 10% bonus and another 5% on your offense, you have a total of 15% bonus, **not** 15.5%. For more information on raw offensive / defensive power, see "Military Units"

You may attack with units from more than one province in your empire at the same time. The option will automatically appear at the Military screen when you have established more than one province. However, for each extra province participating in battle 20% of your offensive power is lost due to bad coordination. These penalties are NOT summed together, but applied last, each penalty by it own. I.e. for each participating province the MODIFIED offensive power is first calculated. They are then added together, and then for each province more than one multiplied by 0.8. The formula is as follows:

$(Prov\_1\_Mod\_OP + Prov\_2\_Mod\_OP + \ldots + Prov\_n\_Mod\_OP) * 0.8 \char94 (n - 1)$

The monarch in a realm may also call for a coordinated attack. This works pretty much the same way, but only the monarch may call for one. When he does he picks the target, attack type (see down) and how the conquered land is going to be distributed. The land can be distributed by the following rules (1) All participating Empires get the same amount, (2) Land is distributed proportional to the amount of offence sent, or (3) One empire gets it all. In the case of (3) the monarch also chooses which empire is to get the land. When all participating provinces has submitted their military, the monarch can kick out some empires if their support isn't necessary, and then launch the attack.

Before attacking you also have to decide what type of attack you want to do. In almost all cases you would like to make the standard attack, but during special circumstances you may want to go on a plunder raid or a burned land campaign. Observe that exact numbers may wary, while these formulas are applied and rounded individually on each land / building / resource type. If more than one province participates in battle, your land is considered to be the average of the bigger half of the participating provinces.

Standard attack
If you win the attack, you will conquer a certain amount of land by the following formula:
$0.25 * (0.7 - EXP (-1.3 * (Target\_Land / Your\_Land))) * Target\_Land$

Plunder raid
With this attack option you will not conquer as much land, but you will plunder some of your targets recourses. You will get the following amount of land:
$0.1 (0.7 - EXP (-1.3 * (Target\_Land / Your\_Land))) * Target\_Land$
And the following amount of resources:
$0.1 (0.7 - EXP (-1.3 * (Target\_Land / Your\_Land))) * Target\_Resources$

Burned land campaign
With this attack option you will not conquer as much land, but you will burn down the buildings of lots of your targets land that he keeps. You will get the following amount of land:
$0.1 (0.7 - EXP (-1.3 * (Target\_Land / Your\_Land))) * Target\_Land$
And will, in addition burn the following amount of buildings:
$0.4 (0.7 - EXP (-1.3 * (Target\_Land / Your\_Land))) * Target\_Buildings$

And this isn't enough; there is one additional choice to do before attacking. You have to decide in which extent your units

should participate in battle. There is three options, (1) attack and then return, (2) attack, and then stay and defend the conquered land, and (3) do not participate in the battle, but stay and defend the conquered land. Units with only offence power can only choose (1), and units with only defensive powers only (3). Units originating from the same realm as the target cannot choose these options, while the land conquered will be integrated with the existing province. Returning units (always (1) and all if battle lost) will normally take 12h before they are home and ready for battle again. This may however wary, while certain units return faster or slower, and certain technologies may hurry it up even more. In addition you will return 2 hours faster from your realm or 1 realm in each direction, and 1 hour faster from additionally four realms in each direction. Units staying in target realm will be considered in same way as units just arrived there after getting transferred, see TRANSFER OF MILITARY UNITS. To go on attack, or be transferred to another province, requires warships. Each warship can carry 30 units, but flying and swimming troops doesn't require any warships, nor does an attack within the same realm.

Independent of all the options above, there will be causalties in combat. The forces losing the battle will have worse causalties then the winning forces, as by this formula:
Causalties = max(.15, .085 * Enemy_DP-OP / Your_DP-OP);

Transfer of Military Units

If one of your provinces has to little defense, you may transfer military there from any of your other provinces. To march there will take 1/3 the time of returning from a battle to that realm, and your troops will only stay for 48 hours before returning, which will take 1/2 of the time returning from a battle in that realm. While your tropes are away from home, some of them will get bad spirits, and thus desert you. The first 24 hours 1% of your tropes will dessert every hour, after that 2% will dessert. You may off course call home your tropes earlier if not needed any longer.

You may also send help to another province in your realm, moving such a short distance will only take 2 hours, and 3 hours to return. While so close to home only half the amount of units will desert, and both the ruler of the home and current province may send the units home.

Military Units

When managing your military, you have to make the decision on what **military units** to produce. Each race has their own military units, each with **four important statistics**. The first one is the **offensive power** When you attack the offensive power on all units you send on the attack are added up, and makes your *raw offensive power*, which can be modified by bonuses from other sources. The second statistic is the **defensive power**. When someone else attacks you, the defensive power on all units at home (i.e. not returning from battle, on duty in another province, or still in training) are added up, and makes your *raw defensive power*, which can be modified by bonuses from other sources. The third important statistic is **special abilities**. These will wary for each unit, and the most common are described below the list of units. In cases when offensive / defensive powers are increased/decreased depending on other variables (such as land percentages) it is the *raw* offensive / defensive power that is affected. The forth, and perhaps most important statistic is the **price of the unit**. You will have to weight the efficiency of a unit against its price. However, always keep in mind that the support costs of all units (in food and living space) are the same.

When the game begins all races has access to four different military units. These are divided into two *specialist*, one with only offensive power, and one with only defensive power, and two *elites* which usually has both offensive and defensive powers, and is more likely to have special abilities than the specialists. Specialists are usually cheaper and trained in 9 hours, while elites take 12 hours to train and are usually more costly. In addition certain wonders and technologies may allow you to train new types of units.

Below are the military units ordered by race. Costs are given in the units of CC (Copper Commons), r (Iron), l (Lumber), m (Mana) and Hg (Mercury). You need 1 draftee for every unit you are trying to train. Draftees, have 0 offensive power, and 1 defensive power for all races, except Insectoids, whose draftees only have 0.5 defensive power.

Good Races				
Human				
Unit	**Offensive Strength**	**Defensive Strength**	**Special Ability**	**Cost**
Spearmen	3	0		275CC, 25r
Archer	0	3		275CC, 10r, 1l
Knight	2	6	25% less causalties	880CC, 80r
Cavalry	5	3	Returns 3 hours faster from battle	1100CC, 75r
Dwarf				
Unit	**Offensive Strength**	**Defensive Strength**	**Special Ability**	**Cost**
Soldier	3	0		275CC, 25r
Miner	0	3	Produces 1/2 iron per hour	325CC, 25r
Cleric	3	4*	A cleric has a defensive power of 5 against all EVIL races; Kills Undead as if they were normal units; Reduces causalties in combat -MORE DETAILS (D)	825CC

Warrior	6*	2	A warior has an offensive power of 6.5 against Goblins and Harpies and 7 against Dark Elves and Wood Elves.	1150CC, 100r

Halfling

Unit	Offensive Strength	Defensive Strength	Special Ability	Cost
Slinger	3	0		275CC, 15r, 1s
Defender	0	3		275CC, 10r
Staff Master	5	3	25% less causalties	850CC, 30r
Master Thief	2	4	Counts as 3/4 Spy on offense, 1 spy on defense; Can't be targeted by the Disband Spies spell.	1210CC, 40r

Wood Elf

Unit	Offensive Strength	Defensive Strength	Special Ability	Cost
Ranger	3	0		275CC, 25r
Longbowman	0	4		325CC, 10r, 1l
Mystic	0	4*	Defensive strength +1 per 20% forested plains and forested hills (buildings inclusive), to a maximum of +4 -MORE DETAILS (A)	875CC, 20l
Druid	3*	3*	Defensive and offensive strength +1 per 25% forested plains and forested hills (buildings inclusive), to a maximum of +3 -MORE DETAILS (A)	1025CC, 50l

Neutral Races

Nomad

Unit	Offensive Strength	Defensive Strength	Special Ability	Cost
Fighter	3	0		275CC, 25r
Crossbowman	0	3		275CC, 10r, 1l
Blademaster	2	6	25% less causalties	880CC, 80r
Valkyrie	5	3	Returns 3 hours faster from battle	1100CC, 75r

Gryphons

Unit	Offensive Strength	Defensive Strength	Special Ability	Cost

Royal Gryphon	8	0	Flying (no ships neaded); Trained in 12 hours; Increases enemy causalties in combat -MORE DETAILS (E)	1450CC, 100r
Gryphonlings	0	2.5	25% less causalties	250CC, 5r
HippoGriph	4	4*	Flying (no ships neaded); Defensive strength +1 per 20% larger attacker is in comparison to your land size, to a maximum of +4 -MORE DETAILS (A)	880CC, 50r
Gryphon Elder	3	3	Flying (no ships neaded); Reduces causalties in combat -MORE DETAILS (D)	300CC, 25r

Insectoids

Unit	Offensive Strength	Defensive Strength	Special Ability	Cost
Flyer	2	0	Flying (no ships neaded)	225CC, 10l
Worker	0	2	Produces 1/4 food per hour	275CC, 10l
Soldier	2*	2*	Defensive and offensive strength +1.25 * (# of Soldiers/# of Enemy troops), to a maximum of +2, no decrease if negative. -MORE DETAILS (A)	575CC, 30l
Queen	2	3	Population Growth is increased by 2 * (Queens/total land)%	850CC, 50l

Woodfolk

Unit	Offensive Strength	Defensive Strength	Special Ability	Cost
Seedling	2	0	Trained in 6h; 20% more causalties	240CC
Oak Guardian	0	3	10% less causalties	250CC
Whisp	3*	4*	Defensive and offensive strength +1 per 20% forested plains and forested hills (buildings inclusive), to a maximum of +3 -MORE DETAILS (A)	1150CC
Anicent	7	0	25% less causalties; Returns 3 hours slower from battle	1500CC

Evil Races

Dark Elf

Unit	Offensive Strength	Defensive Strength	Special Ability	Cost
Swordsman	4	0		325CC, 25r
Gargoyle	0	3		150CC, 100s, 15m

Adept	3*	4*	Counts as 3/5 Wizard on offense, 1/2 on defense; Can't be targeted by Wizard Assassination; Defensive and offensive strength +1 per 10% Wizard Guilds, to a maximum of +5 -MORE DETAILS (A)	935CC, 50r
Spirit Warrior	5.5*	0	A spirit warior has an offensive power of 6 against provinces 85% of your land size or greater, ALMOST Never Dies -MORE DETAILS (C)	1100CC, 30Hg

Goblin

Unit	Offensive Strength	Defensive Strength	Special Ability	Cost
Raider	3	0	————————————————————	325CC, 15r
Shaman	0	3	Kills Undead as if they were normal units; Reduces causalties in combat -MORE DETAILS (D)	350CC, 15r
Orc	5	3	Plunders resources on Attack -MORE DETAILS (G)	950CC, 75r
Wolf Rider	6	2	Returns 3 hours faster from battle.	1200CC, 100r

Harpies

Unit	Offensive Strength	Defensive Strength	Special Ability	Cost
Hag	2.5	0	Flying (no ships neaded)	235CC, 35r
Nester	0	3.5	————————————————————	275CC, 40r
Carrier	2	4	Flying (no ships neaded); Returns 1 hour faster from battle; Gives 5 other units the ability to return 1 hour faster from battle.	855CC
Harper	6	1	Flying (no ships neaded); Doesn't consume food for 5h after returning from a successful attack.	1125CC

Lizardfolk

Unit	Offensive Strength	Defensive Strength	Special Ability	Cost
Reptile	3	0	Swimming (no ships neaded)	275CC
Serpent	0	3	————————————————————	275CC
Chameleon	4	4	Swimming (no ships neaded); Counts as 1/2 Spy; Can't be targeted by the Disband Spies spell.	
Lizardmen	6	2	Swimming (no ships neaded)	1150CC

Troll

Unit	Offensive Strength	Defensive Strength	Special Ability	Cost

Brute	4	0		350CC, 25r
Ogre	0	3		300CC, 25r
Basher	5*	2*	25% less causalties; A basher has a defensive power of 3 and an offensive power of 6 against Goblins, Halflings and Dwarves.	950CC, 95r
Smasher	7*	7	A basher has an offensive power of 8 against Goblins, Halflings, Dwarves and Wood Elves.	1500CC, 150r

Undead

Unit	Offensive Strength	Defensive Strength	Special Ability	Cost
Skeleton	2.5	0	ALMOST Never Dies -MORE DETAILS (B)	220CC, 5m
Phantoms	0	2.5	ALMOST Never Dies -MORE DETAILS (B)	220CC, 5m
Ghost	2	4	Flying (no ships neaded); ALMOST Never Dies; Some enemy units killed in battle turn into Skeletons/Phantoms and join your army IF BATTLE WON WHEN YOU ATTACK -MORE DETAILS (B, F)	800CC, 15m
Vampire	4	3	Flying (no ships neaded); ALMOST Never Dies; Attacking a target 70% of your land size or larger, some enemy units killed in battle turn into Ghosts and join your army IF BATTLE WON WHEN YOU ATTACK. Attacking a target 50% - 70% of your land size, some enemy units killed in battle turn into Phantoms / Banshees and join your army IF BATTLE WON WHEN YOU ATTACK. -MORE DETAILS (B, F)	950CC, 20m

More Details

A)   Bonuses based on percentages are not granted in whole numbers, but is based upon exact land percentages. I.e. it is possible to gain a +1.76 bonus if you have 17.6% and the bonus is described as +1 for every 10%.

B)   These units are hard to kill, not impossible. There are many ways to kill them, for example the Crusade spell, Goblin Shamans and Dwarven clerics. Also, if they lose a fight by more than 20% they will die at a rate equivalent to another unit's losses at a 20% lesser loss.

C)   These units are slightly more dificult to kill, as they are NOT considered to be Undead. They can thus not be killed by the Crusade spell, Goblin Shamans or Dwarven clerics. The only way to kill these units is if they lose the fight with more than 20%, when they will die at a rate equivalent to another unit's losses at a 20% lesser loss.

D)   Amount of causalty decreased depends on how many of the total units on your side participating in battle is Clerics/Gryphon Elders/Shamans. For every 2% of your units who has this ability, causalties decreases 1%.

E)   Amount of enemy causalty increased depends on how many of the total units on your side participating in battle is Royal Gryphons. For every 2% of your units who has this ability, enemy causalties increases 1%.

F)   Amount of units converted depends on the following formula, maxed by enemy units killed:
   units_with_ability * 0.1 * (Target_Land / Your_Land)

G)   The resource plunder ability is in addition to any resources plundered on a plunder raid, and will occur even on the other attack types. On an unsucessfull attack, no resources are plundered.
   Amount of plunder gained are based upon the following formula:
   CC: min (0.1 * [Enemy_CC], 10 * [Units_Sent])
   Mana and **Food**: None!
   Other Resources: min (0.1 * [Enemy_Amount], 2 * [Units_Sent])

Diplomacy in Fantasy Empire

When you start playing Fantasy Empire, you will be placed in one of many realms, in which you get a province. When you attack a province in another realm, and gain land there, you will get a new province there. Together all your provinces makes up your empire. You are always the ultimate ruler in your empire, however each realm has a ruler of rulers coordinating everyone in that realm, he/she are called monarch, or king if male, queen if female.

Every province in a realm has one vote, with a voting power equivalent to his landsize, for who will become monarch in that realm. The owner of the province with who has been given most voting power becomes the monarch. The monarch has certain extra powers, includes naming the realm, managing the council, chose if you shall construct a wonder, and if so which one, and to coordinate attacks within the realm. His most powerful power is however to decide what provinces are going to be part of his kingdom. By default all provinces ruled by an empire originating from that realm is a member of that kingdom, while provinces gained by force will be outside it. Any ruler may decide he doesn't want to be a member of the kingdom and leave, and the monarch may kick out anyone (except new provinces the first 5 days after they started playing), but to become a member of a kingdom, both sides (the ruler and the monarch) must agree.

An empire that has a province who is member of a kingdom may not attack any province in that kingdom with forces from any of his provinces, but may attack other provinces owned by the same empire. A province not member of a kingdom is not bound by any such restrictions. However forces from a province more than double the land-size of the target may not participate in battle.

Only members of the kingdom may post and read messages in the realms own message board - the council, but anyone can send personal messages to anyone. The king has the power to delete messages in the council. Use this power wisely, while rulers not allowed to say what they want may vote for another monarch.

War and peace:

Each empire may offer peace to one other empire. If the ruler of this empire agree, neither of you can attack each other until one of you breaks this peace. In the same way may the monarch in each kingdom offer peace to one other kingdom, and if the monarch of that kingdom agrees, no empire with a province in one of the kingdoms may attack any province in the other kingdom. The ruler or monarch may always accept a peace independent of amount of peaces currently held, but may only initialize (offer) one. After agreed on, a peace can't be broken for 48 hours.

Similar each empire may declare war on one other empire, and each monarch for a kingdom on one other realm. Declaring war on an empire / realm will give a 10% attack bonus against target provinces in that empire / realm, but a -5% penalty against any other empire / realm. Bonuses / penalties from both you empire and you realm does add up. The ruler or monarch of target empire / kingdom may, if he want to, mobilize the defense, giving a 5% defense bonus against that realm, but a -1% defense penalty against everyone else, as well as declare war back, for the offence bonus. The ruler or monarch may only declare war against one empire / realm (independent of who declared war first), but may mobilize the defense against up to 5 other realms. Observe though that the penalties from one mobilization applies even on the target of another, so if you mobilize the defense against 3 different realms / empires, you will have a +3% bonus against attacks from those realms / empires, but -3% penalty against everyone else.

Publicity of information:

Who is in war with / has peace with / have mobilized defense against who is common knowledge, but which provinces are members of a kingdom and which are not is only known if (1), you have a province in that realm, (2) one kingdom you have a province in has peace with that realm or (3) one empire your empire is in peace with has an province in that realm. It is also if one of these conditions you can see if a ruler of an empire is online at the moment. Only the monarch of an realm, and an monarch of an realm in peace with that realm may see who is inactive in that realm. The system declares an empire inactive if the ruler hasn't been logged in for 72 hours. An empire that is inactive for more than 10 days will be deleted, together with all his tropes in other provinces. Tropes from still active empires that were sent to protect a now deleted empire will return home at normal speed. The same will happen with troops defending a province loosing it last acre of land. Tropes whose home is in a province loosing its last acre of land will instantly dessert.