

Norberg bulletin

In the tenth issue of the Norberg bulletin we'll look more closely at the ground combat mechanics. Although there are many paths an empire can walk, all empires will be involved in conflict to some extent, even if it's only against neutral bandits roaming the countryside. **Rising Empires is a strategy game with a focus on conflicts. War is inevitable...**

All empires field armies. Each army may contain 1–10 companies. Companies differ in size as the empire may choose the strength of its companies at the time of creation. Generally, a company can be up to 500 soldiers strong, although the insectoid race, Krant, can build companies with up to 1000 soldiers.

When two or more armies from enemy empires encounter each other there will be a combat. A combat can only have two sides; the attacker and the defender. The attacker is always the empire that moves into a sector with an enemy army and initiates the combat. There is no limit to the number of armies or companies, or even empires that can participate in a single combat. Large empires or alliances will be able to field forces in the tens of thousands... Most combats, though, will be between only two empires and smaller armies.

Ground combat phases

Ground combat is divided in two phases:

Ranged combat: Ranged combat is executed before close combat. After positioning themselves on the battlefield archers fire their arrows at the enemy. The number of attacks each company may perform in this phase depends on their attack value. Only companies capable of ranged combat will fire arrows in this phase. Ranged combat can be very deadly and have severe consequences on the close combat phase.

Close combat: The close combat phase is the major part of ground combat. After the ranged combat has ended both

sides move and engage each other with swords, axes and spears. Close combat consists of 5 rounds where each round is divided into smaller sub rounds. The amount of sub rounds depends on the attack value of each company. During each round a company can attack their target as many times as their attack value.

The standard attack value is 2 but in rare cases a company

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SETTLEMENT

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Forest

Current production:

None

Queue:

Settler
500 recruits

Elite Knight
400 recruits

Scout Cavalry
50 recruits

Pike
250 recruits

Combat summary

Attacking side: Swarm
Defending side: Netherlords

Netherlords has repulsed the attack from Swarm and stood their ground!

Defender lost 4 men from ranged combat.

Attacker lost 1553 men from close combat.
Defender lost 655 men from close combat.

Swarm lost 1553 men and 0 companies
while Netherlords lost 659 men and 1 companies.

Details

Close

The lack of kills in ranged combat is due to a lack of archers on both sides...

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type can have a different attack value. This means that a standard company will attack twice in the ranged combat phase and 10 times in the close combat phase.

Attacker selects its targets

A company has both offensive, defensive and ranged combat value. This means that your companies can be more efficient when attacking, defending or both (but then the total value might be lower). A company can also have a multitude of abilities that further improve their efficiency in certain types of combat. The pike ability, for example, is very effective against cavalry. All of this means that your companies are more or less specialized for combat in different terrains or situations.

Another important aspect is that the attacker has the initiative during combat. This means that the attacking companies select what enemy companies they wish to engage. If they have the right abilities they will even select enemy companies that allow them to better use their abilities (a company with ability pike and tactics will engage enemy cavalry if there is any). The defending companies must engage their attacker and is locked for the rest of the combat.

At the most, three companies can attack an enemy company. If one side has more than 3 times the number of companies of the enemy side all 'surplus' companies will stand to the side and not participate in combat.

Leaders, warriors and mages

Warriors and mages attached to companies also affect the performance of a company. Warriors are great heroes that slaughter enemies right and left while mages help your company by using spells that increase the performance of the common soldier. Mages might also throw fireballs at the enemy killing scores of soldiers. What spell a mage uses depends on his skills.

If two companies with warrior and/or mages engage they will meet in a duel. The winning leader will continue his work during the rest of the battle while the losing leader will pull back and lick his wounds. He will no longer affect the performance of his company. Leaders only die when their company is destroyed.

COMBAT

Location: Sector (1,-7) on level 1
 Attacking side: Swarm
 Defending side: Netherlords

Pre
Combat data
Summary
Post

DETAILS

--> Attacked Swarm company Scout Cavalry and killed 188 soldiers.

--> Attacked Swarm company Elite Knight and killed 159 soldiers.

--> Was attacked by Swarm company Elite Knight and lost 48 soldiers.

Company Recruit Infantry (8):

--> Attacked Swarm company Elite Knight and killed 77 soldiers.

--> Was attacked by Swarm company Elite Knight and lost 242 soldiers.

--> Company failed a morale check and is Broken.

Company Recruit Infantry (9):

--> Attacked Swarm company Scout Cavalry and killed 228 soldiers.

--> Attacked Swarm company Elite Knight and killed 37 soldiers.

--> The Mage New Mage used the spell Berserk during the battle.

Company Elite Infantry (10):

--> Attacked Swarm company Elite Knight and

Hit chances

All companies have offensive, defensive and ranged combat values. These are actually their basic hit chances when they attack an enemy company. A large number of factors affect the hit chance in combat. Some of these are: company abilities, company experience, morale, terrain modifiers, season modifiers, are your company fighting on the preferred level or not (Surface or Netherworld), leaders, fortifications and siege weapons...



Every time a company makes an attack the hit chance is checked against every soldier in the company to see if he scores a damage point.

Damage points

For each damage point done to a company, a check is made to see if it is absorbed by the armour of the defender. The number of remaining damage points will decide how many are killed in an attack.

Generally a soldier dies after receiving two damage points. The insectoid race, Krant, is weaker and with them only 1 damage point is required to make a kill. When the last soldier in a company dies the company is eliminated.

Combat morale

When a company loses many soldiers from an enemy attack it must perform a morale check and if it fails it loses morale and become broken. A broken company has a penalty to its hit chance and also receives extra damage points when it is being attacked. If a broken company fails a second morale check it becomes routed. Routed companies may not attack enemy companies and receives double the damage of a normal company. A routed company becomes broken the following turn. After one more turn it goes back to normal.

It might be of interest to note that the insectoid race, Krant, cannot fail their morale checks.

Fighting at a cave opening

When an army attacks through a cave opening the limited space allows for only one attacking company to fight against one defending company. This makes cave openings into effective bottle necks where a small army can make a stand against a larger army to keep them from entering the other level.

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