



## Jerichoonline Guide V1.2

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# 1. Game logic

Welcome to the Jericho online guide! At this first chapter we will explain the most basic rules you need to know to play this game. Jericho online is a Massive Multiplayer Online (MMO) game which is based on a real-time principle.

## **Real-time principle:**

With the real-time principle we mean that when a player is not actively playing the game still continues.

## **Massive Multiplayer Online:**

All towns in this game are owned (played) by real players. This means that there is no interaction with computer based players possible. So be careful with your action against other towns/players since you might never know how they react.

## **Ticks:**

Each hour in real-time will simulate a single day in the game. All things you see in the inventory will be added or distracted on this hourly bases. So when you build for example a farm and this building produces 200 food, there will be added 200 food every real-time hour even when you are not logged in.

## 2. Townshall

**Townname:** This is the name of your town, can not be changed during a round.

**Mayorname:** This is the name of your mayor, can not be changed during a round.

**Population:** This is the number of citizens that live in your town including your army

**Hero:** This is the name of the hero you picked during registration. It can not be changed during a round.

**Army:** Your score does NOT reflect the sum of all your units. It will be higher because units like mortars teams are counted different. The developers have chosen to keep them a secret to protect the game from number crunchers. In your army count all your troops are represented added with the points for all your checkpoint, sentries and of course your mortar team points.

**Lockdown:** This can be either yes or no. If it is negative all is normal. If your town gets attacked too much in a short period the ASA army will intervene like major Beck did with Jericho and New Bern. This means that you can NOT attack another town when you are in lockdown. Other towns cannot attack you since the ASA army will stop all hostilities one way or another. This lasts for 36 ticks (hours). Use this time to rebuild and regroup, you can still perform operations.

**Operations:** is the amount of special operations (ops). The max amount you can save up is 48 if you haven't taken hawkings as hero and 72 if you did. This means you have to log in one every two days at the very least to keep up with all the moves in game.

**DEFCON level:** usually it will be normal but every time someone uses an offensive operation against your town in a short period it rises. Your armed forces are prepared to catch new agents and so their chances of success grow. This means in time aggressive operations become very expensive for the enemy and you have some time to recover. Every tick without an operation against your town the level drops again until it is normal.

**Morale:** This is key for attacks and defence. The name is a bit misleading because this number doesn't only reflect morale but also stamina and combat readiness of your troops. If you attack someone and you win it drops according to the percentage of military you lost compared to the total amount of troops you have sent out (usually around 20% if you clearly won) and rises fast with a close victory.

If you defend from an attack your morale also drops with a percentage that is based on the number of losses you take compared to your total army. This means if you lose 10 soldiers of the 100 in your army your morale will drop more than when you lose 10 men out of 1000 soldiers. If you successfully defend your town, your morale will drop the least but it will always get lower.

The idea behind this is that even if you win your troops will be tired or busy patching up their bulletproof vests, cleaning their rifles or taking care of minor injuries no matter how buzzed they are about beating the living daylight out of the other town. Your morale grows with 5 points each hour (tick) unless you have taken mayor green as your hero, then its 10 points you can raise this ratio by building taverns or doing special ops boosting morale.

**Day:** This is the number of days since the attacks and your rise to power. Every round has a different running time for now. Check announcements on the forums to find out when rounds start and finish.

**Special events:** Here you can read the latest events that are unusual and influenced your town. May it be sometimes bad, sometimes good, but watch out for the “Hudson River virus” !!!

**Town events:** Here are the latest events listed that happened since you last logged on. It mentions what trade deals on the fairground your town made, what special ops were done against your town, who attacked you, etc. If you click on "Town events: " you get the full log book of all events .

**Advisors :** Your advisors will help you keep your town up and running. This will give you a quick overview where the most critical problems lie in your town. When the text stays green your town will do just fine.

If they are in orange there is a problem, your advisor will give you some kind of idea what the problem is. Orange status means you haven't got a problem right now, since you have enough in storage, but if you do not fix it your town will get into trouble.

If your advisor is in red you have a urgent problem and your town is suffering from the current status. The advisor tells you which resource was lacking and which buildings haven't produced in the last hour.

**Note:** If you fix the problem it will not change until the next hour.

Having not enough resources or housing for your population can turn them into rioting. So pay close attention to your advisors.

### 3. Inventory

On this part of the game you can find all the information of incoming/outgoing goods, buildings, army and population.

**Resources:** In this screen you can find your incoming and outgoing resources. Each building you build which cost or produce resources will be added to this screen. In this way you get a good and detailed overview of what is being produced and consumed in your town.

**Buildings:** In this screen you get an overview of all buildings you have built. Most buildings you can turn off or on to stop them from using resources. Of course a building that is turned off does not produce any resources, but consumes none either. On the button of this screen you find your special buildings. When the image is in grey you don't own the building yet, when you have built such a building the image will be shown in colour.

You can also recycle buildings. Tearing down the buildings will cost you food since your citizens need to be fed during deconstruction but on a plus side you can recover precious wood for better uses.

**Population:** In this screen you can find you total number of population. Also the housing of you population is visible here. When people become homeless they can begin to riot (and eventually destroy buildings) so keep a close watch on those numbers.

Next to the housing you can see the workforce. Each civilian that does not have work automatically produces a small wood income for you. Each building which does not have enough workers will stop producing goods.

**Army:** In this screen you can see the composition of your total army. Also the number of defensive structures will be shown here.

**Techtree:** Here you can choose different kind of developments for your town. See our next chapter for more information.

## 4. Techtree

The technology tree is an important feature of the game. Your choices made here can't be undone and the effects will stay for the entire game round. The choices you have made in earlier level will determine your course for the other levels. So think carefully before choosing any options you might regret this choice later.

### **Technology level 1:**

- Extremist, gives a 5% attack bonus on all your attack/siege convoys.
- Fundamentalism, morale can't get below 50%
- Protestant, gives a 5% defence bonus on your town.

### **Technology level 2:**

- Farmer, 10% bonus on the income of all your farms.
- Sawmill, 10% bonus on the income of all your woodcutters.
- Miner, 25% bonus on the income of all your saltmines.
- Engineer, 25% bonus on the income of all your windmills.
- Baker, 10% bonus on the income of all your bakeries.

### **Technology level 3:**

- Assault vehicles, with this option you can built assault vehicles a very strong attacking unit.
- Rocket factory, with this option you can built a rocket factory producing rocket launchers.
- Medicine lab, with this option you can built a medicine lab producing medicine.
- Booby traps, with this option you town surroundings will be secured with booby traps. By each attack on your town a certain amount of booby traps will be triggered causing casualties. After the battle the booby traps will be reinstalled.

### **Technology level 4:**

- Strategist, you can train troops for 10% less food cost. Also the travel time of your attack/siege convoys will be reduced (half time).
- Special agent, you receive a new special operation plant bombs. With this operation you can place up to 10 bombs(total) into enemy towns. These bombs can be triggered at any time.
- Merchant, with this option you don't have to pay any fee on the fairground also your trading convoy will be protected against ambushes since you know many smuggle routes. The travel time of you convoys will be halved.
- Dig in, shelters will be placed in and around your town keeping your men save from mortar fire. Also your men will be better in camouflaging defensive positions which results in harder aiming for the enemy (less rounds fired).

## 5. Construction

In this part you can construct buildings. All buildings are divided in different categories to give a better overview of the structures you can build.

**NOTE:** Gathering enough resources to build 5 workshops is one thing, but having enough power and workforce to run them is another thing entirely. build gradually and balanced!!

### **Food**

Under the food section you will find building related to food production only.

**Hunting cabin:** A good and safe way to produce food, this building can not be the target of operations but is somewhat more expensive than a farm.

**Farm:** A relative cheap and good way to produce a good amount of food. Farms are a target for enemy agents and thus more risky to build in comparison to Hunting cabins or Bakeries.

**Bakery:** A more expensive but safe building to build. They produce a high amount of food.

**Saltmine:** The only way your town can produce salt on its own. You need salt to prevent food from decaying. Without salt your food will decay fast. Later more information on this subject.

### **Storage**

Under the storage section you will find building related storing your food and trading.

**Silo:** A cheap and good way to store your food. When food is stored in a silo it won't prevent your food from decaying but it will let you store more food for use later.

**Market:** This building will store and prevent a certain amount of your food from decaying

**Warehouse:** To trade with other people you need to build warehouses. Each warehouse can manage and load/unload 10 vehicles. Each vehicle can store 250 resources or 10 weapons/medicine/electric parts.

### **Production**

Here you find building which produce all kind of goods.

**Woodcutter:** A good way to raise your wood income.

**Stone Quarry:** The only building which can produce stone.

**Windmill:** A good way to produce cheap power.

**Workshop:** This building produces electric parts, those are needed for all different kind of building and are very valuable.

**Garage:** You need a garage to repair vehicles. Since an EMP has struck Kansas all vehicles are damaged and need to be repaired.

**Factory:** Produces rocket launcher which can be turned into rocket militia. This relative cheap unit is able to do a good amount of damage to enemy vehicles.

**Medicine lab:** Makes it able to produce medicine.

### Community

Here you find building which provide housing and services for your people.

**House:** The best housing you can give your population, workless people living in houses will do more effort to find wood then homeless or camped people. This also gives the best protection against enemy propaganda.

**Refugee Camp:** A cheap way to house a large amount of people quickly.

**Tavern:** Boosts morale of your population per tick.

**Hospital:** Here you can cure the wounded.

### Military

Here you find all kind of military buildings..

**Sentry:** Defensive structure against enemy attacks. A sentry is a fortified machinegun position. They can be taken out by mortars. For more details look in the military chapter.

**Checkpoint:** These are machinegun positions where your defences are heavily fortified alongside major roads leading into your town. They can be taken out by mortars and suicide car bombs. For more details look in the military chapter.

**Entrenchment:** Gives an extra defensive bonus. When you do not have troops to use the entrenchments they won't give any bonus and will simply be overrun.

**Barracks:** You need to build barracks to shelter your soldiers and their equipment.

### Town Improving Buildings

These buildings will help you to evolve your town technologies. These buildings cannot be destroyed and can only be build once.

**Church:** Gives a defensive bonus and less morale loss after battles.

**Campus:** With better farming techniques and fewer crop diseases your farms produce 10% extra.

**University:** Makes it able to build factories.

**Military academy:** Once you have both a campus and a university build, constructing a military academy reduces the recruitment costs of ALL troops by 10% and it also enables you to build Assault Vehicles provided you have a working garage.

## 6. Military

Here you can train troops for your army and of course see your current situation. Your amount of troops currently controlled will be shown left and your stockpile of weapons will be shown on the right side.

Next to each unit you will find the recruitment cost. If you have enough resources you can recruit a unit by typing in the number of units you want to attract below the picture and press “train”. If successful you will see a message on the top of your right screen.

Each military unit has his own statistics, advantages and disadvantages. Later in the battle results we will discuss each unit more detailed and what they do during an attack.

**Vehicle:** A vehicle is needed to transport your troops to an enemy town. Each vehicle can carry up to 10 troops or 2 mortar teams.

**Guards:** Guards are responsible for guarding the surroundings of your town. They also protect your mortar teams in an attack or try to ambush enemy mortar teams when attacked. Guards also protect your most critical buildings against covert operations of enemy agents.

**Militia:** Cannon fodder, but cheap to build. Also militia cannot be seen in infiltration reports. So it might come as a surprise during an enemy attack.

**Soldier:** Elite and best unit in the game. Good for offence as well as defence. Expensive building cost and need to be stationed in barracks.

**Agents:** Agents can perform special operations for your town, also during an assault they can snipe out enemy mortar teams and guards.

**RPG Team:** Strong fighting unit which can take out vehicles and Assault vehicles.

**Mortar Team:** Mortar teams can destroy enemy infrastructure during an assault and will help defend your town when attacked. When not taken care of, it will inflict lots of damage to your army during the Assault phase (later more on the phases).

**Assault vehicle:** Very strong attacking unit, in defence its less effective but also able to do lots of damage.

Units from strongest to weakest:

- Assault vehicle
- Mortar team
- RPG team
- Soldier
- Agent
- Guard
- Militia

**NOTE:** Each unit has his own special abilities and finding the perfect combination is what gets you an invincible army!

## 7. Fairground

Here is each town welcome to sell or buy stuff. You can look at the fairground as a kind of market. Trading in Jericho online is depending on players making offers and buying them (offer and demand), there are no “simulated” offers or other ways to sell resources to a “bot”. Weapons and medicine can be bought by the local government in exchange for fuel, this is the only way to buy from “bots” without interference of other players. All other trading can only be done through the fairground or by players themselves between towns.

**Goods market:** Here you can trade all kind of good. The good market is divided in 6 different sections. At each section you can buy or sell a different good.

When placing goods on the market a 10% fee will be deducted. When you have placed an offer your goods first need to be transported to the fairground, for this purpose you need a [warehouse](#) and [vehicles](#). When your vehicles arrive at the fairground the offer will be placed automatically and ready to be sold.

Each truck is able to carry 250 top screen goods or 10 special goods and cost 3 fuel to send.

**Weapons market:** Here you can trade weapons. Buying and selling works in the same way as the other resources with a difference. You will not be charged a 10% fee but it still takes a convoy to transport it to the blackjack fairground. Each truck can hold an amount of 10 weapons and every truck you send out will cost you 3 fuel to send.

**Regional news:** Here you can read all different kinds of news. On top there is a small story line which states world events. Beneath that the regional news is stated, these are mostly war events. Also when a factory is claimed it will be shown here.

Crime reports are crimes performed against towns of this region. Mostly these crimes are covert operations between towns or actions against the government army.

**Government:** The government is in urgent need of fuel and needs peace in this region. They are selling weapons for fuel to towns to protect themselves against raiders. You can buy as much weapons here as you want.

In our next chapter we will discuss another part of the government which are the elections.

## 8. Government

At the beginning of a new round the local government is overthrown by intern conflicts and chaos. When 100 days have past a new governor will be elected with a minimum of 6 votes. Each town can candidate his mayor for this election.

Each town in the state of Kansas will receive a vote which he can give to other towns or to himself.

Once a governor is chosen he can only be set out of office when an other town receives more votes then he has even if this is below the minimum of 6 votes.

### **Request aid from UN:**

With this option an governor can request an dropping from the UN of certain goods. This can be done once in an certain amount of time.

### **Request lockdown from ASA:**

With this option an governor can request a military lockdown by the ASA army on a target town. This military lockdown will not take as long as a military lockdown after an heavy battle but will shut-down a “rebellig” town for a while.

## 9. Relations

In this part of the game you can begin relations with other towns. There are three different kind of relations NAP, Alliance and War.

**NAP:** Non-Aggressive-Pact, You agree to not attack each other. This also opens the ability to trade resources to each other directly without interference of the fairground. Towns you have a NAP with are displayed blue on the map and ranking pages.

**Alliance:** When two player agree on an alliance those two towns can trade weapons and resources with each other. Players you have an alliance with are displayed green on the map and rankings pages.

**War:** When declared war on a player, this town will be displayed red on the map and ranking pages. A war declaration is also displayed on the fairground news to be seen by other towns.

At the top you have an overview of goods you can send to your partners. When sending goods or weapons to a friend this will go through convoys just like the fairground. This cost you fuel and it will take some time to reach them. Your friend needs to be civil enough to send back your vehicles because they won't return automatically.

**NOTE:** Be sure you filled in the amount first then the town name!!

There are more ways to offer someone a treaty. You can do this on the map in the Balloon tip of each town or on the button of the relations page by filling in the town name and choosing the treaty you want to offer.

**NOTE: Fog of war,** only the towns you have discovered on the map can be contacted for treaty purposes.

## 10. Attack

In this screen you can prepare a convoy to attack other players. Your convoy needs to be at least 50 men strong and for every vehicle you can transport 10 units, you will also need fuel to transport your convoy to its target. Fill in the numbers of the units you want to send out to war, the rest you can leave the values 0. You also need to send food with your convoy to feed your military during their march. The amount you need for you whole army each tick is shown beneath your army summary.

**TIP:** It may be wise to infiltrate your enemy first or check his relations with other players, before you know you throw yourself into a huge conflict for which you were not prepared or the town is heavily fortified and your forces will suffer heavy losses.

Once you are satisfied with the composition of your army push the attack button and the convoy will get on his way. In the convoy screen you can keep track of your men and see how much longer it takes to get there. When the convoy has arrived you need to give the order to attack, this must be done in the convoy screen.

When your troops are given the order to attack the battle will begin. Now some more detailed information on how an attack is handled.

**Attack Results:** After you have attacked an enemy town you get an overview of your attack results, each attack is divided in three different phases. Each phase has his own defence/offence rules and is a part of the total battle. The phases follow each other and casualties during previous phases are already calculated for the next round. So heavy losses in one phase, can have much influence for the next one.

**Mortarfire:** During this phase your mortar teams get a chance to fire upon the enemy town, be sure to send plenty of guards with your mortar teams to prevent them being ambushed by enemy forces. Guards of the enemy town are patrolling the surroundings and can spot and ambush your mortar teams.

Your fired shells can destroy enemy buildings or units. The main target of your mortar teams is to destroy checkposts, sentries or entrenchments.

**Sniperfire:** In this phase your agents (already infiltrated in good positions) can take care off enemy guards and mortar teams. Priority of your agents will go to eliminating mortar teams which will then not fire upon your assaulting troops.

**Battleresult:** In the final phase your troops are really charging the enemy town. Before they reach the town and can perform close quarter combat the remaining enemy checkposts, sentries and mortar teams lay heavy fire upon your troops from defensive positions. This will inflict many casualties among your troops if not been taken care off during the previous rounds.

**Final battle:** In the final battle all troops (including defensive structures and mortar teams) battle each other. The results shown are the outcome of this battle and casualties inflicted in the other two rounds are not calculated in this.

## 11. Siege

In this screen you can prepare a convoy to besiege other players. Your convoy needs to be at least 50 men strong and for every vehicle you can transport 10 units, you will also need fuel to transport your convoy to its target. Fill in the numbers of the units you want to send out to war, the rest you can leave the values 0. You also need to send food with your convoy to feed your military during their march. The amount you need for you whole army each tick is shown beneath your army summary.

Once you are satisfied with the composition of your army push the siege button and the convoy will get on his way. In the convoy screen you can keep track of your men and see how much longer it takes to get there. When the convoy has arrived it will automatically lay the target town under siege.

When your troops are besieging the target town they will need food. How many food the convoy has left will be shown in the convoy screen, you can also transport more food towards your siege forces in this screen. When you siege convoy runs out of food your men will return home.

**Besieged:** When a town is under siege it can't receive or send any good out of town. The target town is completely surrounded and will need to break the siege first before it can do any trading or perform other attacks again.

## 12. Convoys

In this screen there will be a summary of convoys you have sent out. This includes military convoys and trade convoys.

Each convoy has his own travel time which you can keep track off here.

For each warehouse you have build you can manage and sent out 10 vehicles. Each convoy will cost you fuel and military convoys will also need food which they will consume underway. You can send more food to your military convoys if you have decided to wait a little longer before you attack. When a military convoy runs out of food it will automatically return back home.

## 13. Special operation

This is a whole different and important part of the game. You can send your agents out to perform different kinds of operations. Each tick (hour) you receive 2 operations count which can be spent on 2 different operations. Spend them carefully, also note that some operations are more risky than others.

We have two different kind of operations, town and covert. Town operations are in benefit of your town and covert is to inflict damage on enemy towns. We will now go in more detail of each operation.

**NOTE:** Some operations are depended on a Hero! So you might not have all the available kind of operations with your town.

### Town operations

The outcomes of town operations are totally random, when sending out more agents the amount of goods you can retrieve will be higher. So when looking for resources be sure to send out 10 agents. Of course this brings a risk with it. The more dangerous missions are, the higher the chance of losing agents.

**Find refugees:** Agents will track down refugees wondering around and escort them to your town. Extra population means more wood income and production but also means more food use and if housing is not provided; more homeless. Refugees who are homeless are sensitive to enemy propaganda and more inclined to pack up and leave your town. To counter this you need enough housing accommodations, farms and/or refugee camps to house them. When your town is growing you need more workforce to keep up the demand of workers. Be sure you always have enough population to keep your production going. If not you will miss precious recourses.

**Search for fuel:** Your agents get a rubber hose and some peppermints and are send on their way to go suck the gas out of broken down cars and/or have to be really careful not to cause any sparks while they pump out the gas from abandoned gas stations.

**Gather wood:** Simply put they walk in the woods with an axe and bring back extra wood.

**Hunt for food:** Your agents go out and try to shoot some small game for quick extra food. Watch out for Bears!

**Scavenge Goods:** With this special operation your agents are sent out to scavenge the land in hope to find anything useful. It has some risks but the payoff is worth it when you find a hidden weapons stash or an abandoned hospital or factory.

**Boost morale:** Your agents start a conga line or hold a bbq in the streets to raise the morale of your town.

**Disarm town:** Your agents go around the refugees and townsfolk to confiscate their weapons for the greater good.

**Execute refugees:** Sometimes the massive amount of refugees causes you to make a tough decision and execute refugees to save food for your townsfolk. Also a good way to stop the homeless when rioting.

**Ambush army convoy:** Your agents set up an ambush for a ASA convoy. High risk of losing your agents when the action fails!!! But when successful it pays out the change of the risk.

**TIP:** Don't start using this operation to soon in the round, it can be hard to recover the agents you loose.

**Discover the area:** You agents get a compass and a pencil and are ordered to map the unknown territories. Of course they will discover the parts closest to your own town first and work their way out. Beware going out into uncharted territories can be very dangerous!

## **Covert operations**

The outcome of these operations depends on the defence of the enemy town and the operations level your agents have reached. The higher your operations level means the more trained your agents are and more likely to succeed.

**Protection against covert operations:** There are a couple of factors you can use to protect your town against enemy operations. Build Guards, Agents and Check posts to prevent enemy agents from getting the job done. With each coming covert operation we will go more detailed in the protection. Also a higher DEFCON level will help protect you against all operations.

**Spy on target:** Send your agents to get general information about a town.

Protection: No protection against this operation (this is a Hawkings hero feat).

**Get town information:** Send your agents to get a list of events from the enemy town to find out events that happened in the last couple of days.

Protection: Get a high number of agents which can spot infiltrators.

**Infiltrate:** Send your agents to get more detailed information on the enemy and get a rough idea of their army and defences. People with Hawkings as hero will almost always succeed. Beware the numbers are not 100% accurate since the fog of war and quick scouting can never give you 100% accuracy.

Protection: Get a high number of agents which can spot infiltrators. The higher your population the more agents you will need to keep the defence high.

**Check Relations:** Your agents will try to find out what diplomatic relations your enemy has.

Protection: The enemy agents will ask around on the fairground. Your agents can do nothing to prevent this.

**Aid a friendly town:** Your agents will travel to a friendly town and help them. The outcome of this result is random but always in benefit of your friendly town. Things that can happen are building a building for them or finding medicine, fuel, refugees... etc.

Protection: No protection against this operation (this is a Green hero feat).

**Destroy enemy morale:** Your agents will infiltrate and spread false rumours and try to sabotage things to lower the enemy moral.

Protection: Get a high number of agents which can spot infiltrators. Also building checkpoints to secure the incoming routs of your town and a higher operation level helps.

**Convert refugees with propaganda**: Your agents will infiltrate and try to convert homeless people of the enemy to your town. When an enemy have a lot of homeless people the operations are likely to succeed also a low enemy morale helps in this operation.

Protection: Get a high number of agents which can spot infiltrators. Also building check posts to secure the incoming routs of your town and a higher agents level helps.

**Poison food and water**: Your agents will try to infiltrate and poison the food and water supply of the enemy. This is a good way to stop enemy production.

Protection: Get a high number of agents which can spot infiltrators. Also building check posts to secure the incoming routs of your town, higher operation level and having many guards helps.

**Hijack cars**: Your agents will infiltrate and hijack enemy cars and drive them to your town.

Protection: Get a high number of agents which can spot infiltrators. Also building check posts to secure the incoming routs of your town, higher operation level and guards helps.

**Destroy farm**: Your agents will infiltrate and burn down enemy farms.

Protection: Get a high number of agents which can spot infiltrators. Also higher operation level and guards helps.

**Steal fuel**: Your agents will infiltrate and steal fuel of the enemy.

Protection: Get a high number of agents which can spot infiltrators. Also building check posts to secure the incoming routs of your town, higher operation level and guards helps.

**Sabotage factory**: Your agents will infiltrate and try to sabotage an enemy factory, when successful the enemy factory will be destroyed.

Protection: Get a high number of agents which can spot infiltrators. Also building check posts to secure the incoming routs of your town, higher operation level and guards helps.

**Ambush patrols**: Your agents will try to take out enemy guards without getting caught. Be careful the enemy might have setup some ambushes for your agents.

Protection: Get a high number of agents which can help the guards to setup ambushes in the surrounding of the town.

**Carbomb checkpoint**: One of your agents will drive an vehicle packed with fuel into an enemy checkpoint. This is a suicide mission and therefore will cost you 1 agent and 1000 fuel.

Protection: Get a high number of agents which setup forward overview positions and build more checkpoints to secure all routs which makes it harder to find a weak spot.

**Fire a mortar**: Your agents will guide a mortar team to a close position near the enemy town. The mortar team will fire one or more mortars and get the hell out of there before they are discovered.

Protection: Get a high number of agents which setup forward overview positions and ambush such teams.

## 14. Map

When you start the game everything is blacked out due to the EMP burst and the chaos after the attacks. The world is no longer what it used to be and the big cities are bombed to dust. Contact is lost with the outer world since all communications are down. You need to rediscover the surroundings and find out who is left out there..

This is what we call our **Fog of war**, all towns not discovered will not be shown on the rankings or map.

You need to spend operations so your agents can clear up fog of war on the map. To clear the entire map, repeat the discover area special operation until you have discovered the entire area. Once you have discovered parts of the map you will find other towns. Pointing on their icon will bring up more info about the town and some handy links for a couple of seconds or until you point at another town.

**Factories:** On some points on the map you will find damaged and abandoned factories. You can take control of these factories and repair them to get them producing again. Once a factory is repaired it stays repaired and when someone leaves a factory is can be overtaken without any cost.

Beneath the map a legend will explain the different town icons shown on the map.

## 15. FAQ

*frequently asked questions?*

### **How do I get more food?**

Build farms, hunting cabins or bakeries. Hunting cabins and bakeries can not be sabotaged but at a cost: expensive to build or expensive in upkeep. You can also buy/trade food on the fairground or hunt for food with special operations.

### **How do I stop food from disappearing ?**

Store the food in silo's or build markets to prevent it from decaying. Producing enough power and salt in your town is key to protect your food. Without power the decay speeds up, without salt the decay speeds up even more, without silo's or marketplaces you have no place to store it. Frozen food in a market does not go bad if you have enough juice (powerlevel > 250 X # markets) pickled food (salt) does go bad but slower even without power food without salt or electricity decays fastest. Food in silo's is stored and isn't wasted right away.

Example:

Start situation: 5000 food in 5 silo's

+1 silo = storage for 6000 but will decay

if you have salt the decayrate slows

if you have enough power to run fridges and freezers in your market your food does not decay

+1 market place = 10000 storage (5 silo's X 1000 = 5000 + 1 market 5000 )

where 5000 will decay VERY SLOW and 5000 will at the rate of pickled food .

### **How do I get more wood ?**

Rescue more refugees - they gather wood for you but cost food to feed and need houses or refugeecamps. Also you can use the special operation "gather wood", build a woodcutter or buy some wood on the fairground

### **How do I get more salt ?**

Build a saltmine or buy salt on the fairground

### **How do I get more fuel ?**

Use the special operation "Search vehicles and gasstations for fuel" or buy some on the fairground. Sometimes the UN drops fuel in your town. Remember raging WAR costs a lot of fuel !!!!

### **How do i get more power ?**

Build a windmill to get +100 power each day or convert fuel to power. Use the textbox below the picture to convert fuel into power. Type in the amount and press "power". Ration 1 on 1 meaning 500 fuel gives you 500 power. To build a windmill you need electric parts and wood!

### **How do I get more stone ?**

Build a stonequarry or buy it on the fairground.

### **How do I clear the fog of war on the map ?**

Use the special operation “Discover Area” to map your surroundings until you have discovered the entire map.

### **How do I heal people?**

Go to the hospital tab and fill in the amount of people you want healed and press heal! Remember you will need medicine to heal. Also don't forget to specify which type of people you want to heal: agents, civilians, militia, etc.

### **How do I get medicine?**

You can find medicine in special operations or buy medicine from the local government . Later on you will be able to build a medicine lab to produce your own medicine

### **In what order do buildings stop producing if I don't have enough workforce ?**

1. Farms
2. Hunting cabins
3. Saltmines
4. Windmills
5. Bakeries
6. Refugee camps
7. Hospitals
8. Silo's
9. Markets
10. Workshops
11. Taverns
12. Factories
13. Garages
14. Warehouses
15. Woodcutters

Meaning Farms get shut down last and woodcutters first.

### **When does the round end ?**

From this round on you will see a warning when the round is about to end.

### **in the scenario when player A is beseiging player C and player B's army attacks C, will B attack A on the way to C?**

B and A will not attack each other underway to C

### **If armies A and B arrive at C at the same time, who fights who? If A and B are not allied?**

When A and B have arrived at C both player A and B can only attack C

### **In a seige, do besieged guards sally forth, or must player issue break seige/attack orders?**

When besieged Guards will stay posted at their town, player C must issue the break siege order to negate the siege

### **Citizens riot if a city attacks a defenseless town, do they also riot if attack an equal/stronger town? if several losses in a row?**

No only when attacking weaker towns this will happen

**If approx 10 militia = 1 soldier, then X guards = militia/soldiers?**

We dont want this game to be a number game so i cannot tell you the exact numbers but if 10 militia = 1 soldier, 1 guards = like 6 militia, Ofcourse the values are different when attack/defend.

**Do rocket infantry defend/attack against mortars or only agents?**

Only guaards and agents will defend you against mortars

**Do sentries/checkposts also act as entrenchment for defending troops?**

When you build a sentry or checkpost the men defending it will use it as a defensive structure (so in case of a checkpost you have like 5 soldiers and 4 guards defending it and ofcourse a machinegunner)

## 16. Word of the wise

### **Start:**

Try to get those production numbers positive as soon as possible. If you go for easy farms you will need to search for electric parts to create power, if you go for a workshop you will need to look for food and fuel. Many other options are open at the start of the game, so take a look around and think about your moves. Just clicking something to get to know the game is something you might regret when you get an idea of the inner workings of this game.

### **Fairground:**

Buy low, sell high, but don't get stockpiles that are too large. This makes you open target for Raider towns, especially if you have little or no defences.

### **Map:**

Discover the map and form alliances with your closest friends, you never know which town has got you in their sights. Don't waste your operations too soon on discovering the map, you might need them more to get your town running.

### **Defence:**

To prevent being an easy target build defensive structures like sentries and check posts. Especially in the early stage of the round this will do a lot of damage against an attacking force.