

|Skill system|

>-War Cry action will be unlock your Leadership Skill ≥ 50

>-Personal Healing system will be unlock your Medicine skill > 10

if (Your Medicine Skill 10 Between 20)
-----> That's mean is 0.5 Healing
if (Your Medicine Skill 20 Between 30)
-----> That's mean is 1 Healing
if (Your Medicine Skill 30 Between 40)
-----> That's mean is 1.5 Healing
if (Your Medicine Skill 40 Between 50)
99-----> That's mean is 2 Healing
if (Your Medicine Skill More Than 50)
-----> That's mean is 2.5 Healing

>-War Cry Distanse control system will equal Leadership Skill.

(If our Leadership Skill point 78 | War Cry Distanse will equal 78m)

-But your Leadership Skill > 100 , War Cry Distanse will equal 100m

>-Ally Troops Morale Gain system, gaining morale value choosing by automatically system. Will be Minimum Morale between Maximum Morale.

$\text{minAllyMorale} = \text{LeadershipSkill} / 30$ ----->
Minimum Morale

$\text{maxAllyMorale} = \text{LeadershipSkill} / 20$ ----->
Maximum Morale

$\text{battleCryThreshold} = \text{LeadershipSkill} / 27$ -----> This
value is mean, threshold for our troops to join you and shout war crying.

(If your Leadership Skill point 150)

$\text{minAllyMorale} = \text{LeadershipSkill} / 30$ ----->
 Minimum Morale will be "5"
 $\text{maxAllyMorale} = \text{LeadershipSkill} / 20$ -----> Maximum
 Morale will be "7" (All values will be integer)
 $\text{battleCryThreshold} = \text{LeadershipSkill} / 27$ -----> Threshold will
 be "5"

>-Enemys Troops Morale Loss system, morale losing value choosing by automatically system. Will be Minimum Morale between Maximum Morale.

$\text{minEnemysMoraleLoss} = (\text{LeadershipSkill} + \text{StewardSkill} + \text{TacticsSkill}) / 100$ -----> Minimum Morale Loss
 $\text{maxEnemysMoraleLoss} = (\text{LeadershipSkill} + \text{StewardSkill} + \text{TacticsSkill}) / 90$ -----> Maximum Morale Loss

(If your Leadership Skill point 250)
 (If your Steward Skill point 200)
 (If your Tactics Skill point 250)

$(\text{LeadershipSkill} + \text{StewardSkill} + \text{TacticsSkill}) / 100$
 -----> Minimum Morale Loss will be "7"

$(\text{LeadershipSkill} + \text{StewardSkill} + \text{TacticsSkill}) / 90$
 -----> Maximum Morale Loss will be "7"

>-Healing Ally Troops system, all value choosing by automatically system. Will be Minimum Healing Value between Maximum Healing Value.

- All values refer to "Party Surgeon Hero".
- This System will working only Surgeon Medicine Skill ≥ 50

minTroopHPChange = SurgeonMedicineSkill / 30 ----->
Minimum Healing Value
maxTroopHPChange = SurgeonMedicineSkill / 20 ----->
Maximum Healing Value

(If your Party Surgeon Hero's Medicine Skill point 150)
minTroopHPChange = SurgeonMedicineSkill / 30 ----->
Minimum Healing Value will be "5"
maxTroopHPChange = SurgeonMedicineSkill / 20 ----->
Maximum Healing Value will be "7" (All values will be integer)

>Buff And Debuff

Systems-----

>-War Cry Distanse Buff and Debuff system, this system works
according to Terrain Type and your Hero Age values.

-Terrain Type System can work only Field Battle, Doesn't work on
Siege Battle

if (Mountain OR Canyon)
-----> That's mean is +50 Buff

if (Steppe OR River OR Lake OR Bridge OR Water OR Plain OR
Desert OR Dune OR Fording OR RuralArea)
-----> That's mean is +25 Buff

if (Swamp)
-----> That's mean is -25 Debuff

if (Forest OR Snow)
-----> That's mean is -50 Debuff

-Age System

```
if (Your Age 0 Between 30)
-----> That's mean is +15 Buff
if (Your Age 31 Between 60)
-----> That's mean is +7 Buff
if (Your Age More Than 70)
-----> That's mean is -15 Debuff
```

(If Max Distange = 100, Current battle terrain type = Canyon, Your character age = 45)

maxDistanceMember -----> 157m

>-War Cry Ally Morale Buff and Debuff system, this system works according to your party morale, your character's age and personal trait values.

-Party Morale

```
if (PartyMorale >= 0f && PartyMorale <= 25f)
    this.minAllyMorale -= 2          -2 debuff
    this.maxAllyMorale -= 2
    this.battleCryThreshold -= 2

if (PartyMorale >= 25f && PartyMorale <= 50f)
    this.minAllyMorale -= 1          -1 debuff
    this.maxAllyMorale -= 1
    this.battleCryThreshold -= 1

if (PartyMorale >= 51f && PartyMorale <= 75f)
    this.minAllyMorale += 1          +1 buff
    this.maxAllyMorale += 1
    this.battleCryThreshold += 1

if (PartyMorale >= 76f)
    this.minAllyMorale += 2          +2 buff
    this.maxAllyMorale += 2
```

this.battleCryThreshold += 2

-Age

if (Your Age 0 Between 30)

----->

That's mean is +2 Buff

this.minAllyMorale += 1

this.maxAllyMorale += 1

this.battleCryThreshold += 1

if (Your Age 31 Between 60)

-----> That's

mean is +1 Buff

this.minAllyMorale += 2

this.maxAllyMorale += 2

this.battleCryThreshold += 2

if (Your Age More Than 70)

-----> That's

mean is -2 Debuff

this.minAllyMorale -= 2

this.maxAllyMorale -= 2

this.battleCryThreshold -= 2

-Your Personal Traits

If your Honor 2 and Valor -1

Valor + Honor

-----> That's mean is +1 Buff

>-War Cry Troops Healing Buff and Debuff system, this system works according to Party Surgeon Hero Personal Mercy and Valor Traits values.

-Valor Trait

if (this.PartySurgeonHero.GetTraitLevel(DefaultTraits.Valor) == 2) -----> That's mean is +5 Buff

if (this.PartySurgeonHero.GetTraitLevel(DefaultTraits.Valor) == 1)
-----> That's mean is +3 Buff

if (this.PartySurgeonHero.GetTraitLevel(DefaultTraits.Valor) == -1)
-----> That's mean is -3 Debuff

if (this.PartySurgeonHero.GetTraitLevel(DefaultTraits.Valor) == -2)
-----> That's mean is -5 Buff

-Mercy Trait

if (this.PartySurgeonHero.GetTraitLevel(DefaultTraits.Mercy) == -2) -----> That's mean is -5 Debuff

if (this.PartySurgeonHero.GetTraitLevel(DefaultTraits.Mercy) == -1)
-----> That's mean is -3 Debuff

if (this.PartySurgeonHero.GetTraitLevel(DefaultTraits.Mercy) == 1)
-----> That's mean is +3 Buff

if (this.PartySurgeonHero.GetTraitLevel(DefaultTraits.Mercy) == 2)
-----> That's mean is +5 Buff

>-War Cry Enemy Troops Morale Buff and Debuff system, this system works according to your Age, Honor, Mercy and Valor Personal Traits values.

-Valor Trait

```
if (Hero.MainHero.GetTraitLevel(DefaultTraits.Valor) == 2)
-----> That's mean is +5 Buff
```

```
if (Hero.MainHero.GetTraitLevel(DefaultTraits.Valor) == 1)
-----> That's mean is +3 Buff
```

```
if (Hero.MainHero.GetTraitLevel(DefaultTraits.Valor) == -1)
-----> That's mean is -3 Debuff
```

```
if (Hero.MainHero.GetTraitLevel(DefaultTraits.Valor) == -2)
-----> That's mean is -5 Debuff
```

-Honor Trait

```
if (Hero.MainHero.GetTraitLevel(DefaultTraits.Honor) == 2)
-----> That's mean is -5 Debuff
```

```
if (Hero.MainHero.GetTraitLevel(DefaultTraits.Honor) == 1)
-----> That's mean is -3 Debuff
```

```
if (Hero.MainHero.GetTraitLevel(DefaultTraits.Honor) == -1)
-----> That's mean is +3 Buff
```

```
if (Hero.MainHero.GetTraitLevel(DefaultTraits.Honor) == -2)
-----> That's mean is +5 Buff
```

-Mercy Trait

```
if (Hero.MainHero.GetTraitLevel(DefaultTraits.Mercy) == 2)
-----> That's mean is -5 Debuff
```

```
if (Hero.MainHero.GetTraitLevel(DefaultTraits.Mercy) == 1)
-----> That's mean is -3 Debuff
```

if (Hero.MainHero.GetTraitLevel(DefaultTraits.Mercy) == -1)
-----> That's mean is +3 Buff

if (Hero.MainHero.GetTraitLevel(DefaultTraits.Mercy) == -2)
-----> That's mean is +5 Buff

-Your Age

if (Your Age 0 Between 30) ----->That's mean is +1 Buff
(Your Age 31 Between 60)-----> That's mean is +2 Buff
(Your Age More Than 70)-----> That's mean is -2 Debuff

>-Exp Gain System, this system works according to Affected Ally Troops and Affected Enemy Troops values.

-Leadership Skill

Affected Ally Troops / 10 -----> That's
mean is, you will gain 0.1 Leadership skill per each affected ally unit

-Roguary Skill

Affected Enemy Troops / 10 ----->
That's mean is, you will gain 0.1 Roguary skill per each affected enemy unit

>-Influence Gain System, this system works according to Affected Ally Troops and Affected Enemy Troops values.

If Affected Ally Troops Count in Distance > Affected Enemy Troops in Distance

Affected Enemy Troops / 7 Is Not Retreating

-----> That's mean is, Affected Enemy agent will make sound "Fear"

Affected Enemy Troops / 7 Is Retreating

-----> That's mean is, you will gain 1 Influence per each Retreating enemy agent

-If Affected Enemy Troops Count 30,

(30 / 7) -----> If 30 of these soldiers are also is Retreating, you will gain 4 Influence