Legends Rules Change Log

Section 7.6.2 text added
However it should be noted that combat bonuses from Ships assigned to slots should only affect battles where the defender is a Fleet. If the defender is a Fleet then the attacker will also get their ship bonuses (if any). Soldiers assigned to slots do not gain Ship combat bonuses when a Fleet attacks a location (or other non-Fleet force).

7.6 combat calculation text removed
Characters do not gain combat bonuses from ships – so all such text removed.
General note:
Some time ago the Land and Launch fleet orders were also removed from the rules (this may have been overlooked by some players), this mention is made to let you know that fleets are no longer required to give these orders, and although they will (unfortunately) remain in the LPE they can safely be ignored.

Section 10.1 Markets working capital Now
has this text instead:

"When a Market is built it is given no Working Capital (though it receives 2,000 Crowns into it's possessions), crowns from possessions may be transferred into Working Capital (Order M8). The owner may assign an Investment percentage, which is the amount of Crowns (from the Market's Working Capital) that the Market will spend on a single purchase.

"If a Market is left with no Crowns in its Possessions and with no Working Capital during production it will deactivate."

Section 10.2 tradegoods and markets added the following text
(which just seemed to be missing making markets look really useless to new players)

It is worth noting that the M9 order allows a Marketplace to function in the same way as a merchant in selling tradegoods to a Population Segment (though a merchant gets bonus crowns when he sells tradegoods with order S24, where a market does not) but does not take a Character or use a Character action to do so. The money for the transaction comes from the 'unrecorded funds' of the Population, and is not taken from any Crowns held in possessions, so this is one way to make Crowns.

Convert Character spell
Typo removed from text it now says
"If the target is owned by the same position as the caster then the loyalty rating of the target is applied as a positive modifier."

B8 order text added
"Note that Characters in a Party inside a place type Force under attack will not report to a combat slot assigned by the location."

U3 order text added
"Any skills taught by item activation will change (raise) the level of skills already known or overwrite empty skill slots with new skills (except where this would result in more than one spell casting skill), otherwise that effect is lost."

e.g. An item teaches Priest at level 10 upon activation.
A character with no Priest or Arcane skill learns Priest at level 10
A character with Priest skill <10 has it raised to 10.
A character with Priest skill > 10 keeps their higher skill level, no change.
A character with an Arcane skill does not learn priest on activation, Priest-mages can only be made at game start or by special action.

6.1.1 Movement text clarified
The amount of movement points that a Force has is based on the slowest mover in the Force, as all have to move at the slowest mover's pace. Not even spare (unequipped) warmounts will carry their slower moving fellows, they only share their burdens (Note: that in flying movement all Non-flyers are treated as burden so are carried by flyers at the slowest flyer move rate).

Build guild order
Now specifies that it means the potential owner's Base ranks and attributes are checked.

Excommunicate character cost corrected
If target is a priest: Mana equal to Target's Priest Level (not MAR), plus 10 Mana.

A3 order - note added
Note however, having an item required by an adventure equipped may cause the adventure completion to fail.

6.1.4 Movement Mode
Text removed "+30% Charge Factor if attacking while flying" sentence from flying movement in the table.

13.9 and 5.2.5 Military orders updated
A Force may have a single military order processed during a turn. It may have multiple orders issued, normally the first is processed, but in certain situations (where Military orders are given to attack targets that cannot be found) these will be converted to 'null' orders. A Force that is moving and is defeated will have its military orders cancelled and replaced with an Exploration order. For more information about Military Orders, see the Combat and Orders Chapters.

6.1.4 flying move text added
Flying forces will avoid many enemy's encounter orders by simply flying over them (see encounter combats).

7.2.1 text added
Only forces capable of flight (including Flying monsters in lairs) can try to encounter flying forces. Flyers can still trigger their encounter orders as they pass over ground based targets.

S3 and S4 orders
Ammended to clarify that priest mages cannot normally be created by use of these order - also text explaining teach learn sequence much clarified.

S12 and S13 text clarified

4.1.2
Text removed arcane mana pool at production is not (reduced by wounds) - it was added in error.

Text added to 3.8.8 - MAR
"Magic Attack Resistance will offer protection from spells regardless of whether they are cast by Priests or by Mages."

Old Section 4.3 Priestly Vows incorporated into Section 4.1
Much duplication removed

Added a new section 4.3 about Priest/Mages

Added a new section 4.4 Spell casting
(Organising 4.1 and old 4.3 into a sensible format.)

Charm monster spell
Note added about NPC monsters leaving during revolts

S11
Added the word BASE to the research formula where it had been omitted.

11.14 Good administration clarified
It uses SEI of the Popseg plus the Force SEI.

B24 order - text added
"Note: This order may require GM assistance - if you intend to issue this order please contact us after becoming a faction leader to make sure that the order runs smoothly."

A3 - order text added
"If an adventure gives a bonus to multiple different skills - then the character will gain the bonus to all the skills mentioned that the character has at the point he/she completes the adventure but any gains to other skills are lost."

C5, C6 and C12 text amended as all soldiers in force protect slot commanders
Square Root of (Sum of the Guard rating of the soldiers in the Force times 3) if Target is assigned as a combat slot Commander in the Force

More minor tweaks listed below

3.5.9
Added the word "and" for clarity

Altered the text of the pray order to say
The amount of Mana that can be gained is limited by the size of the character's mana pool.

S29 order Typo
removed.

3.4.3.2
Carified the last sentence.

3.4 added some text from 4.1
Which was in the wrong place and clarified it a little.

T1 order
Added text saying "also see section 7.7"

15.4.2 spell research
Added plus sign that was previously ommitted.

3.4
Added note about skills being possible to change - see orders a3 u3 s3-5 and s32.

G9 order
Table with costs formatted correctly and text added "Any Mana requirement is taken from the Guild owner (who need not be present)."

Section 9.5 and section 15.5.3 and order G9 -stables   Added
mention that bonus to growth % may vary.

13.7 and 5.2.6 encounter orders Some
duplication removed.

Call of the wild spell and the enchant power weapons/armour spells Correct
typos in the tables.

15.6.2
Typo corrected.

13.8 Movement Orders
In the 'Code' section, the values given were all 1 higher than they really are. They now corrected and start at 0 and go up to 4.

Warlock charms text clarified: now says
These spells temporarily affect a Character's characteristics, attributes or stealth. Many obvious typos in all the Warlock charms (and tasks) fixed.

7.2 text added
Multiple distinct combats with the same combatants are possible.

Text removed where it was unclear and covered by 7.2
"It is possible to fight an enemy Force several times in a single turn, by any or even all of the following:
Triggering your Force's encounter orders Triggering
their Force's encounter orders
Being the target of a direct military order"

Changes found in the version 2.7.11
Uploaded 20th June 2007

1)   Version and date added to front page.

2)   Clarification of constitution loss during resurrection (resurrection spell description).

3)   Note added to 7.6.1 to warn players against possible mar shells and monsters having skills etc.

4)   Second paragraph of section 1.7 clarified.

5)   Updates from latest code patch now represented in rules. This affects:
  •   Slander guild order,
  •   Blend location spell (and convert location order),
  •   Charm of silence spell,
  •   Military orders 10, 11 and 12,
  •   and Section 5.1.1.1

6)   Clarification of note regarding conquest requirements in sequence of combat resolution (7.4 viii).

7)   Clarification of 5.1.1.2.

8)   Carry capacity clarified: 3.8.7.

9)   Added warning to military orders appendix 15.1.4 that details of sponsors and targets are not complete - and to see orders for more details.

10)   4.1.2 added text "reduced by wounds", note - text not added to priest mana pool (quirk of code).

11)   Added an entire subsection - 3.5.8.1 - notes on duel and battle spells.

12)   Update to text in section 13.10 explaining that production settings remain in place. and added reference to section 13.10 in section 11 - production.

13)   15.3.1 and 7.6.2 stripped some text out and inserted entirely new section 7.4 terrain mods (reference to this section added to 8.2.1).

14)   Added note to S8 and S9 mentioning "There is no cost in Character actions to load Duel and Battle spells".

15)   Slightly modified 10.2 Tradegoods and Markets - removing emphasis on sales to markets - emphasis placed on selling trade goods to popsegs instead.

16)   Amended B14 text to better explain mechanics that remove blood enemy in combat.

17)   Added the following line to military order 22: "This order is the only standard way to increase soldier morale without giving the soldiers a morale boosting Status or Training Type."

18)   Fixed spell 284 text (cost to cast).

19)   Added text to 5.3.3.6 to include +20 capacity which was only listed in "Fortification Chart" table.

20)   Fixed 5.3.3 to only mention appropriate fortification types when listing capacity increase.

21)   Removed column "amount" from "Fortification Chart" table after 5.3.6 - it was confusing (15.9 also updated).

22)   Added text to orders D7 and D8 saying that the target character must be in the same province.