

# User Manual

Here you will find everything you wanted to know about how to make use of the game's interface.

## Main Menu

Before describing the menu options available, it might be best to describe what menu option is not available, Save Game. There is no option to save your progress in the game. Each time you do anything, the game automatically saves your progress and continues to move forward. There is no option to save your game at some state and then later load the game at that save point. The only thing that you can ever undo is a battle. More about the combat system is described later in this document.

## Resume Game

Continues the game from the last time you left it.

## New Game

Begins a new game, erasing any current game that may have been in progress.

## Options

Allows the player to set some preferences in the game.

## Exit

Closes the game.

## Release Notes

Opens the Mouchet Software website on the Norfolk Warriors Release Notes page.

## Website

Opens the Mouchet Software website on the landing page.

## Discord

Opens the Discord server for Norfolk Warriors. Here players can discuss the game with the developers or other players.

## YouTube

Opens the YouTube channel for Mouchet Software. Here you can see help videos, walk throughs, etc.

## Credits

See the names of the people who contributed to the creation game.

## Map View

The map view is the central hub for all activity within the game. Each hex on the map view represents one province.

## Manipulating the Map

## Player Character List

## Non-Player Character (NPC) List

The NPC list displays all characters the player is aware of in the selected hex. The information displayed: level, health and mana are based on what the player believes to be true. The only way to know for certain about the characters is to spy on them.

Clicking on an NPC character's icon brings up the character sheet for that character.

## Player's Party Icon

The player's party icon indicates the location of the player's characters on the game map. Clicking on the icon opens the party's action list, plus the province information icon.

## Continue Quest/Adventure

The follow quest icon brings up the player's Questing Page. All quests and adventures that are available in the province can be continued.

## Character Sheet Icon

The character sheet icon opens the player's character sheet viewer.

## Rest Icon

The rest icon tells all party members to rest. Party members can gain health, mana, and morale if they rest.

## Training Camp Icon

The train camp icon tells all party members to take time to practice their craft. Each party member will gain a small amount of XP for their efforts.

## Move Party Icons

There are 3 move possible party icons: Ground, Air and Water. The available of each icon depends on the terrain the party is on and the types of movement available to a party. Selecting any one of these icons initiates movement.

Once you have selected a movement type, the map will transition into movement mode. As you move your cursor around the map, the game system will determine the shortest path from your current position to province-hex that you are hovering over. The movement cost of each hex is shown on the path to the destination.

When you have decided on the destination Left-Click on the map. If your stack has enough movement points to reach the destination, it will try to complete the movement. You will be informed of anything that is discovered along the way.

## **Speed, Carrying Capacity and Burden**

Each unit in your stack has a Speed, Carrying Capacity and Burden rating. Together, all your characters plus the gear they're carrying around rolls up to provide ratings at the stack level. The stack's Speed, Carrying Capacity and Burden for each movement type are shown at the top of the page.

Burden is the first value displayed. Burden identifies how much 'stuff' your stack is carrying.

Carrying Capacity is the second value displayed. Carrying Capacity identifies how much 'stuff' your stack can carry without being overburdened. If the burden exceeds the carrying capacity, speed penalties are applied.

Speed (Movement Points) is the third value displayed. It's displayed in 2 parts. The first part identifies the remaining available movement points. The second value is the maximum movement points.

NOTE: To move into a Province, your stack must have enough movement points to pay the full movement cost of the hex. For example, if moving into a hex costs 12 movement points and your stack has only 11.5 movement points remaining, your stack will not be able to move into that province.

*Refer to the Rulebook for more information on Movement.*

### Quest List Button

Opens the Quest Viewer page. On this page, players can view any quest they have opened over the course of the game. The top right-hand corner of the left page identifies the province the quest is in. Clicking on the coordinates button opens the centers the map on that province.

The quest list button glows red if there are new quests available that the player has not viewed.

### Jump to Party Button

Centers the map on your party of characters and opens your party's action list.

### End Turn Button

Ends your current turn and begins the next turn. When you end a turn, you are saying that you have got nothing left to do and you are ready to start your next turn. At this point, if you have any characters with unused action points the game will decide how the action points are spent. This means action points will not be wasted, but it may not be the best use of your action point.

If the game has warning messages displayed, review what they are telling you. In most cases, they are letting you know that you have left something incomplete.

*Refer to the Rulebook for more details on End of Turn.*

### Rulebook Button

Opens the game's rulebook.

### User Manual Button

Opens the game's user manual.

### Return to Main Menu Button

Closes the current game and returns the player to the main menu.

### Renown Score

Displays the players renown score.

*Refer to the Rulebook for more details on Renown.*

# Character Sheet

## Overview

The overview section displays the basic information about the character, including the character's gear, attributes, and attack/defense abilities.

## Equipped Gear

Each character has 12 potential slots that can hold gear. If an item is equipped, the image is filled. If there is no item equipped, a default image is displayed showing the type of item that can go into the slot. In addition to the item's image, its level is also displayed in the top-left corner.

## Weapon Slots

Each weapon slot will show the type of attack being used with the weapon. All weapons have a basic physical attack. Some weapons can have a special attack type turned on (fire, poison, etc.) The attack type icon changes to reflect the selected attack type for the weapon.

*Refer to the Rulebook for more information on Equipment Slots.*

## Attributes

Each of the characters 6 effective attribute scores are displayed here. Beside each score, the bonus amount applied to skills that use the attribute is displayed beside it.

*Refer to the Rulebook for more information on Racial Attributes.*

## Attack Damage/Power

Attack Damage/Power is displayed as 2 lists, one for Melee and one for Missile.

The melee list considers the Melee Weapon and the Offhand Weapon. It will show the melee potential for both weapons if they are both capable of melee damage. Because the two weapons may have different Power Levels, each weapon is listed separately.

The missile list considers the Missile Weapon and the Offhand Weapon. It will show the missile potential for both weapons if they are both capable of missile damage. Because the two weapons may have different Power Levels, each weapon is listed separately.

Each row in the lists has 3 values: Attack Type, Damage Amount, and Power Level. Keep in mind, these values can change depending on the target. See the Modifiers Tab for more information on how target modifiers affect damage output.

## Defense/Resistance

Defense/Resistance is displayed as 2 lists, one for Melee and one for Missile.

The melee list identifies the characters defense factors and resistance rating when facing a melee attack. The missile list identifies the characters defense factors and resistance rating when facing a missile attack.

Each row in the lists has 3 values: Attack Type, Damage Amount, and Power Level. Keep in mind, these values can change depending on the attacker. See the Modifiers Tab for more information on how target modifiers affect damage output.

## Skills Tab

The skills section shows the character's 24 skills, arranged by their associated attribute (STR, DEX, CON, INT, WIS, CON).

Each skill's effective level is shown in the bottom right corner of the skill image. The colour of the box holding the level indicates whether the skill is Innate (Yellow), Trained (White) or Untrained (Black).

Clicking on any one of these skills will open a description of the skill in the right-hand panel.

*Refer to the Rulebook for more information on Character Skills.*

## Talents & Titles Tab

The talent and titles tab lists all talents the character has learned over the course of the game as well as all titles the character currently holds.

*Refer to the Rulebook for more information on Talents.*

*Refer to the Rulebook for more information on Titles.*

## Spell Book Tab

The Spell Book shows you which spells your character has learned so far along with the spells that will become available to the character as he/she levels up. They are grouped by Duel Spells and Strategic Spells.

*Refer to the Rulebook for more information on Duel Spells.*

*Refer to the Rulebook for more information on Strategic Spells.*

## Modifiers Tab

This is a list of all the modifiers that a character has. This list does not include Attack, Defense and Movement modifiers. Those are listed separately because they carry additional details not associated with generic modifiers.

Modifiers are anything that positively or negatively affect the character in some way, be it Attributes, Skills, Weight, Speed, Carrying Capacity, etc.

The list does not indicate the source of the modifier. It simply lists what modifiers are currently active on the character.

Modifiers are grouped into 6 categories: Damage, Power, Defense, Resistance, Movement, and Miscellaneous. Damage/Power modifiers are typically dependent on the target, while Defense/Resistance are based on the character's attacker.

All combat modifiers are described for both Melee and Missile attacks since the values can be different for each type of attack.

*Refer to the Rulebook for more information on Combat Modifiers.*

## Damage Modifiers

This is a list of all modifiers that affect the character's Damage output.

### Power Modifiers

This is a list of all modifiers that affect the Power Level of the character's attack.

### Defense Modifiers

This is a list of all modifiers that affect the character's Defense Factors.

### Resistance Modifiers

This is a list of all modifiers that affect the character's Resistance Rating.

### Movement Modifiers

This is a list of all modifiers that affect the character's Speed.

### Miscellaneous Modifiers

This is a list of modifiers that are not related to combat or movement. They can be modifiers to the character's skills, attributes, carrying capacity, etc.

### Movement Tab

The movement tab shows the character's burden, carrying capacity and speed for each of the three movement types: Ground, Air, and Water.

*Refer to the Rulebook for more information on Movement.*

### Special Attacks Tab

All special attacks that the character can/will make are listed in this tab. For each special attack, an icon is displayed identifying the type of attack. In the bottom right corner of the spell is a number identifying the caster-level for the spell.

*Refer to the Rulebook for more information on Special Attacks.*

### Afflictions Tab

The afflictions tab lists all Active Spells and Afflictions present on the character.

*Refer to the Rulebook for more information on Active Spells.*

*Refer to the Rulebook for more information on Afflictions.*

### Combat Tactics Tab

Select a desired role for your character from the dropdown list. When you select a role, you can see the tactic settings that are assigned to that role. There are 5 pre-set roles and 4 custom roles.

You can modify any of the roles, including the pre-sets. However, keep in mind that any changes you make to a role will be reflected in all characters that have that role assigned to them.

Enemy characters use their own combat roles. Once you figure out how the enemies behave, you can use it to your advantage.

*Refer to the Rulebook for more details on Combat Roles.*

### Inventory Management

On this page, you can:

1. View your characters' details,
2. Equip and unequip gear,
3. Set weapon attack types,
4. Set duel spells,
5. Drink Potions, and
6. Use Scrolls

All items in the inventory are accessible by all characters in the player's party. The only exception to this rule is Combat Spells, which are unique to each character based on their Spell Book.

### Gear

All items listed under Gear can be equipped by your characters. The list only shows items that are currently unequipped. The unequipped gear represents all available gear within the party. The party will share the burden of the gear, splitting the weight appropriately among the characters as best they can.

### Equip/Unequip Gear

Players can drag items from their inventory onto the currently selected character's appropriate gear slot.

As you begin to drag an item from the Gear inventory, the appropriate target slots will light up. Drag the item to the slot to equip it.

Items can be unequipped by dragging them from the character's gear to the inventory, or by double-clicking the equipped item.

### Locked Items

The LOCKED symbol indicates that this is one of the character's base items. These items cannot be switched, upgraded, dropped, or stolen. But they will automatically be used if there is no other item equipped in that combat item slot.

Only melee, offhand, missile and armor gear slots can have a default item.

### Consumables

All items listed under Consumables can be used by your characters.

Potions can be drunk, but a character can only drink one potion per turn.

Scrolls can be cast, but a character can only use one scroll per turn.

Resources are consumed while creating Potions, Scrolls or Enchantments.

### Combat

The combat tab lists the various attack types available for each equipped weapon. There are 3 different ways to set a weapon's attack type. You can:

1. Double-click on the equipped item's attack type. This will cause the attack type to cycle through available options.
2. Drag an attack type from the inventory to the weapon it belongs to.
3. Double-click on the attack type, which immediately changes the attack type on the weapon.

### Quest Items

Quest Items are special items that are used in the completion of Quests or Adventures. These items cannot be dropped.

### Drop/Pick Up

Clicking on this icon opens/closes the provincial cache section. All items that have been dropped on the ground are shown here. Dropped items can be picked up again at any time.

Unequipped items can be dropped by either dragging the item to "Drop/Pick Up" icon or it can be dropped by dropping the item into the provincial cache section (assuming it's open).

## Quest Combat Help

### Review the Combatants

Unless you are confident that you will overwhelm your opponent, it's a good idea to review the combatants taking part in the Quest. To review them, first you must select a character on the battle map. When you do, their character sheet will be presented.

NOTE: If you have not Spied or already fought the enemy, you will have very limited information on them.

There are a few things you want to look for when reviewing the character sheet.

1. Review the characters Attack and Defense information. (See Ready to Fight for more details)
2. Review the character's Duel Spell. Make sure that you are ready for whatever they are going to throw at you.
3. Examine the character's Attributes and Skills. If you are thinking of cursing your enemy, knowing how the curse will affect the enemy is vital. Reducing an enemy's Strength if they are using Bows and/or Exotic weapons will do you no good. If you can reduce bonuses from an attribute, especially one that affects their weapon skills, it is a good place to start. If an enemy's morale is already suffering, hitting them with a morale-based curse can be extremely effective.
4. Look at the Modifiers on the character, their Attack and Defense modifiers. If you see they have particularly strong or weak in any given area, protect yourself against it - or exploit it.

### Ready to Fight?

Before engaging the enemy, it's best if you understand a bit about how wounds are calculated.

1. At the simplest level, Wounds = Damage (DAM)/Defense Factors (DF)
2. DF is increased if the Defender's Resistance (RES) is greater than the Attacker's Power (POW). For every point that Resistance > Power, DF is increased by 50%.

3. If the POW > RES, there is an increased chance that the Defender will be 'Afflicted' by the attack. The type of Affliction depends on the Attack Type the Attacker is using (Physical, Fire, Cold, Necrotic, etc.)

4. The Defender's DF and RES are going to be determined based on the Attacker's Attack Type. DF and RES are affected any items that give them special bonuses/penalties vs. the Attacker's Attack Type. Some races have bonuses/penalties built in (like Undead gaining huge resistance bonuses vs. Poison, Gloom and Necrotic, but they also take big penalties vs. Brilliance, Sun, and Good attack types

So, be sure to check out the defender's attack and defense ratings to make sure you will survive the fight.

But WAIT, there's MORE!!!

If you have not got a SPY REPORT against the Defender, you're going to be missing out on a lot of information and the combat stats you're seeing are going to be misleading. You can try to rely on the level of the target to determine if they are a safe bet or not, but not all enemies are created equal. A level 5 enemy can have a significant variation from encounter to encounter. You may be risking death to attack blind. What is worse is, failing a quest can have unexpected and long-lasting implications.

So, let us be careful out there!

### Setting Up for Combat

1. To have somebody take part in the combat, you will need to assign that character to a battle slot. You can do that by dragging your character from the off-mat character tray onto the battle map

2. Once a character is on the battle map, you can drag and drop them anywhere in your available battle slots. If you drop a character onto another one of your characters, they will swap battle slots.

3. To remove a character from combat, you can drag your character off the battle mat onto the character tray.

4. Characters equipped with missile weapons will not move during combat! They will remain in the same place they started for the duration of the battle. Keep this in mind if your characters have something in their missile weapon slot.

5. Enemy characters will be placed in their battle slots on the map. If you have spied the characters, you'll get a good deal of information on them, including all their gear and duel spells. If you haven't spied the characters, you're going to have make some guesses.

6. When you are ready to begin, click the FIGHT button. If you choose to abandon this quest, click the RETREAT button.

All combat is resolved automatically. You will be provided with a replay of the battle, so that you can see what happened and learn from the experience.

7. If you'd like to check your character's equipment, duel spells, etc., click the Re-Equip button.

If you want to fully understand how combat works, you should review the battle reports in detail.