Kohan Editor Overview v2.0

1   INTERFACE ELEMENTS

1.1   File Menu

Load - Load a map
Save - Save a map
Test - Test the map
Main Menu - Return to Main Menu
Quit Kohan - Exit and close Kohan

1.2   Map Menu

New Map - Start new map
Clear Objects - Remove everything except terrain from map
Clear Fog - Currently does nothing useful
Random Scenario - Generate a random map (see Random Map Settings below)
Repair Map - Fix terrain incorrectly marked as blocking (from painting and erasing mountains), and identify inaccessible terrain and mark it as blocking (such as islands)
64x64, 96x96, 128x128, 196x196, 256x256, 320x320 [320x320 is only available in *Ahriman's Gift*] - Change the map size. This option will clear the map.

1.3   Show Menu

Grid - Toggle grid on/off
Control Zones - Toggle Control Zones
Supply Zones - Toggle Supply Zones
Guard Zones - Toggle Guard Zones
Population Zones - Toggle Population Zones
Combat Damage - Toggle Combat Damage
Blocked Tiles - Toggle Blocked Tiles
Tile Numbers - Toggle Tile Numbers
Tile Terrain Type - Toggle Tile Terrain Type. Displays a letter on each tile indicating the terrain type.
Health Bars - Toggle Health Bars
Detection Zones - Toggle Detection Zones
SAI Regions - Toggle SAI Regions. Indicates the regions that the AI player considers in its strategic analysis of the map.
SAI Debug - Toggle SAI Debug. Enables a panel during Test mode to examine what the AI player is thinking. Useful in testing new AI scripts.
Fog - Affects whether fog will be used or not during Test mode.

1.4 Settings Menu

Player Settings - Open player settings interface for the currently selected player (see Settings Interfaces below). Does nothing if Independent is selected.
Map Settings - Open map settings interface (see Settings Interfaces below).

1.5 Player Menu

Player 1-8 - Select player for ownership of placed objects
Independent - Select to place independent or unowned objects.

1.6 Placement Menu

Units - Place units on map. The editor uses some limited (and possibly unrealistic) rules. For example, if you place a support unit, you will get a footman company with two support units of the desired type. If you select a monster unit, you will get a full company of 6 monsters. It is better to use the Company menu.
Heroes - Place heroes on map. The hero will be assigned a company of footmen - it is better to use the Company menu.
Buildings - Place buildings on map
Terrain - Place terrain on map
- 1x1, 3x3, 5x5 - Size of terrain placement square
- Auto Place Features - Place terrain features automatically

Features - Place Terrain Features on map
- Start Position is a feature with some special meaning. It dictates where the owning players' view starts at the beginning of the game, and it also dictates valid deathmatch starting locations (for custom games).

Company - Place a company on map
- First listbox item, "New" - Create a new company
- Every subsequent listbox item - Use a saved company preset. Presets are created in the Company Creation interface by using the "Save Preset" dropdown menu, or by using CTRL-# to assign a company layout to a preset slot.
- The last listbox item - Select this item to use the last company layout created with "New"

Triggers - Create a trigger for the map (See *Trigger Editor* below).

1.7 Special Commands

Some special commands worth noting:
- When a single object is selected, an "Edit" button is available that will bring up the Object Editor (see Object Settings below). You can also use the 'E' hotkey, or right-click on an object. *(Note: You cannot edit a terrain feature.)*

- When one or more objects are selected, a "Delete" button is available. You can use the 'DEL' hotkey.
- You can select all objects of the same type by double-clicking on an object.

1.8 Random Map Settings

Map Size - The size of the map
Players - How many players to start on the map (one village each)
Climate – Control the set of terrains available for the generator. This also controls the relative frequency of each terrain.
Terrain Percentages – There is one slider that affects how much of each terrain to place on the map. Increasing each slider decreases the relative value of each of the others (and vice-versa). The actual relative value of the slider depends on the climate (for example, the slider value for Desert is worth more than Jungle, on the Desert climate).
Place Features – Disable this to not automatically place terrain features
Generate Scenario - Disable this to not place player villages, mines, lairs and independent cities
Mine/Lair/City Density - Affects how many of each type of independent object to place on the map. The value increases to the right.

1.9 Player Settings Interfaces

In Custom play (i.e., if the user has not selected "Use Scenario Settings") these settings will be ignored and the players will all start on even ground with only a village (at their Start Position). In Campaign play, all AI player's starting companies have no upkeep, so the economy field is not accurate.

The Fields:

Player 1-8 - Change the player to edit
Active/Inactive - Indicates if the player is currently active (has objects) on the map
Economy - Indicates the player's current economy
Custom Scenario - These settings are specific to Custom Scenario play.
    Kingdom Name - Name that is displayed on the Mission setup interface if "Use Scenario Settings" is selected. It helps the players identify which kingdom they would like to play. This name does not appear in game.
    Multiplayer - Select AI Only if the player should not be playable by a human. When a kingdom is marked as "AI Only," in "Use Scenario Settings" play the game will use the AI profile specified in the Player Settings.
    Player's Heroes - Lists all the heroes currently assigned to that player (on the map)
Campaign - These settings are specific to Campaign play

Player Name - This field is ignored during Custom Scenario play - it will always be the name of the player or AI. In Campaign play, for player 1 this is the name of the player, for the other player's this will be the name displayed in game.
AI Personality - Dictates which AI Personality to use. For Custom Scenario play, if AI Only is selected, this field will be used to determine which AI player to use under "Use Scenario Settings".

Custom Scenario and Campaign - These settings always apply (unless it is deathmatch).

Faction - The faction of the player
Team - Teams can be used to have triggers that affect multiple players and to dictate starting political relations
Gold - Starting gold for the player
Monster War - When enabled, monsters (player Independent) will fight this player
Political Relations - This field may be used to customize political relations for this player unless a Team has been selected.

1.10 Map Settings Interfaces

Please note that in deathmatch/custom play (i.e. if the user has not selected "Use Map Settings") these settings will be ignored (except Map Name and Map Description).

Map Name - Name displayed on the Map Select interface. It is ignored for campaign maps. A standard has been established when a map is intended for Use Map Settings play (a "Scenario" map), the name begins with an amulet (^M). If the map is intended for deathmatch only, the name begins with crossed swords (^A). If the map is intended for either, the name is preceded with an amulet and the swords (^M^A). Additionally, the number of players is appended to the end of the name. E.g. "^A Death From Above (6)" is a deathmatch map for 6 players
Map Description - Description displayed on the Map Select interface. It is ignored for campaign maps. When designing a scenario map, it should describe the objective. When designing a deathmatch map, it should describe the layout of the map.
Team 1-4 - Select which team to edit
Team Name - Name of the team. This does not appear in game and only appears in the same place as kingdom name.
Kingdom Name - Appears on the map setup interface when Use Map Settings is selected.
Kingdoms In Team - List the kingdoms currently assigned to that team
Company Limit - Per-player company limit for the map
Settlement Limit - Per-player settlement limit for the map
Outpost Limit - Per-player outpost limit for the map
Allied Victory -
- **Alliance or Single** - A single player may win, either by achieving their objectives, or eliminating all non-allied kingdoms. Please note that allied victory allows a player to win by acquiring an alliance with everyone, even if not all allies are themselves allied (we refer to this as "Political Victory").

- **Single Only** - A single player may win, either by achieving their objectives, or eliminating all other kingdoms
- **Alliance Only** - A single player may win, either by achieving their objectives or eliminating all other kingdoms only if not in an alliance. An alliance may win by each alliance member achieving their objectives or by eliminating all kingdoms not in the alliance.

Use Politics - Allow players to change their political relations during the game
Allow Settlements - Allow players to construct new settlements
Allow Outposts - Allow players to construct new outposts

1.11 Object Settings

Please note that not all sections of the Object Settings are available for each object. When editing certain objects, only the valid sections are displayed. Below is a list of the 7 different object types and their valid sections:

Settlement - Object Info, Base Data, Starting Components, Militia Information, and Building Data
Lair / Outpost - Object Info, Base Data, Militia Information, and Building Data
Ruin / Mine - Object Info and Building Data
Company - Object Info, Base Data, and Company info
Unit - Object Info

A list of the different sections and their fields:

Object Info:
- **Player** - The player who owns the object
- **Name** - The name of the object. This appears in game.
- **Health** - The current health of the object
- **Movement Rate** - The movement rate of the object (only applicable when editing a unit)

Base Data (These values represent a radius of tiles extending outward from the object):
- **Detection Range** - The radius of the visual range of an object.
- **Control Zone** - The radius of the control zone of an object
- **Supply Zone** - The radius of the supply zone of a settlement or outpost

Company Info (Displayed when editing a company):
- **Experience** - The amount of experience for the given company
- **Current Morale** - The current morale for the given company
- **Max Morale** - The maximum amount of morale possible for the given company

Starting Components - The starting components in a given settlement. Check components to include them. (*Note: If more components are checked than are allowed in a settlement of certain level, the extra components will automatically be ignored.*)

Militia Information:
- **Current** - The current amount of militia in the given object
- **Max** - The maximum amount of militia attainable in the given object
- **Growth** - The number of militia that will grow inside the object every 17 minutes. *(Note: A base with a growth of zero obeys a different set of rules in the game. It cannot be destroyed (use the Militia Destroyed or the Militia Killed by Player triggers). This base will always send out its militia (normally, a base waits until it has a full company).*
- **Front Line** - The militia company's front line type
- **Support** - The militia company's support type. Militia units of this type will only be created if the company size is 5 or 6.
- **Company Size** - The size of a company of militia. (the smaller the company size, the faster militia will spawn out of a building) Try to keep the max militia divisible by the company size, so when the militia are summoned they all spawn (i.e. there are none leftover in the base).
- **Company Name** - The name of the militia company.

Building Data:
- **Booty Value** - The amount of gold received upon destroying this object. (Invalid for mines since they cannot be destroyed)
- **Resource Production** - The amount of each resource produced by this building. *(Note: Mines will only produce resources when mined.)*
- **Related Triggers** - The triggers that include this object in either a condition or effect

2 Trigger Editor Functionality

2.1.1 Conditions and Effects

A trigger consists of two basic parts: Conditions and Effects. A condition is a rule that must be made true for a trigger to activate. An effect is an action that is taken when the conditions are satisfied. For example, the following is a trigger with 1 condition and 1 effect.

> **Condition** - Currently Near Object (Mystical Spring)
> **Effect** - Heal Object (100)

The condition, Player Near Object, means that the player must be near the set object for the trigger to activate; in this case, a mystical spring. The effect, Heal Object, means that the units near the object, when the trigger activates, will be healed 100 hit points.

2.1.2 Set Source, Go Source, Set Target, and Go Target

In the trigger editor, certain conditions and effects require you to set a source and/or target object. This is obvious when the respective buttons become visible when that condition or effect is selected. To set a source or target, you must select the object to be affected and click the Set Source or Set Target button. When forgotten which object a condition/effect is using while editing a trigger, it is possible to click the Go Source or Go Target buttons and the object will center on screen.

2.2 Trigger Settings

The trigger settings are located above the radar in the map editor, and are only visible when editing triggers.

2.2.1 Active

This field specifies which player can set off the trigger, and which players the trigger affects:

> **Global** - All players can set off the trigger.
> **Player #** - The trigger is only active for this player; no other player can set off the trigger.
> **Inactive** - The trigger is currently inactive and will be ignored unless set active by another trigger.
> **Team #** - The trigger is only active for this team; no other team or player can set off the trigger.
> **Custom** - This field is for existing maps with special player rules. It should be ignored.

2.2.1.1 Special Note About the Active Field

There is some complexity in the trigger system with respect to the active field. There are two kinds of conditions:

> **Global**: These conditions are true for all players, such as Object Dead or Militia Destroyed
> **Player-targeted**: These conditions are only true for one or more players, such as Militia Killed By Player, Killed By Player, and Hero on Map.

The following are several example combinations:

If a trigger only contains a single global condition, the effects are player-targeted, and the trigger is Multiple, then the effects will be applied to all active players. For example, "IF Object Dead 5 THEN Gold 500 ACTIVE Team 1 MULTIPLE" gives 500 gold to all members of team 1 when object 5 is dead.

If a trigger only contains a single global condition, the effects are not player-targeted (the effects are global), and the trigger is Multiple, then the effect will be applied once for each active player. For example, "IF Object Dead 5 THEN Spell Ice Storm ACTIVE Team 1 MULTIPLE" casts Ice Storm once for each member of Team 1 when object 5 is dead.   This may not be desired behavior, so Multiple should be disabled.

If a trigger only contains a single global condition, the effects are player-targeted, and the trigger is not Multiple, then the effects will only be applied to one active player (always with the lowest player number).   For example, "IF Object Dead 5 THEN Gold 500 ACTIVE Global" gives 500 gold to player 1 when object 5 is dead. This is normally not desired behavior, and Multiple should be enabled.

If a trigger only contains a single global condition, the effects are not player-targeted, and the trigger is not Multiple, then the effect will be applied only once for one active player. This may be desired behavior, unless the trigger is an Objective.

If a trigger only contains a player-targeted condition, and is active for a team, then (depending on the condition) the trigger can only be applied to one member of the team. This is likely not desired behavior if it is an Objective.

Behavior is very important to consider when creating triggers, particularly Objectives. Two important rules should be followed. This is not a complete list, but it represents the most common mistakes:
- When creating an Objective trigger with a global condition that is active for a team, it should be marked as MULTIPLE.
- Rarely create an Objective trigger with a player-targeted condition that is active for a team, and certainly never if it is not MULTIPLE. Otherwise, only one member of the

team will be able to achieve the objective. There are, of course, exceptions. Such as if Single Victory is allowed, and it is desired for only one member of the team to be able to achieve victory.

2.2.2 Objective

This field marks the trigger as "Not Objective", "Objective", or "Reverse Objective". In a scenario game, each player can be given different objectives. Objectives only apply to those players for whom the trigger is active.

> **Not Objective** - The trigger is not an objective and does not need to occur to complete the mission.
> **Objective** - The trigger is an objective and must occur to complete the mission.
> **Reverse Objective** - The trigger is a reverse objective. The objective has already been met and it must stay that way throughout the mission. Example, if you start with a hero, and the hero must not die; the trigger is a reverse objective. If the hero dies, the trigger will activate and you will fail the mission.

2.2.3 Anded

If the Anded setting is on, ALL the conditions in the trigger must be met for the effects to occur. If it is not on, only 1 condition needs to be met for the effects to occur.

2.2.4 Multiple

The multiple checkbox designates whether or not more than one player can trip a given trigger.

> **Ex.:**   **Trigger Settings**
> > **Active** - Global
> > **Multiple** - Off
> > **Repeat** - Off
> > **Conditions**
> > > **Player Near Object** (Mystical Spring)
> > > **Effects**
> > > > **Heal Object** (100)

This trigger is attached to a mystical spring. The multiple setting is off, so only the first player to approach the mystical spring will be healed 100 hit points. If multiple setting was on, each player could be healed once by the mystical spring.

2.2.5 Repeats

The repeats checkbox designates if a trigger can occur more than once.

> **Ex.:**   **Trigger Settings**
> **Active** - Global
> **Multiple** - Off
> **Repeat** - On
> **Conditions**
> **Player Near Object** (Mystical Spring)
> **Timer** (60)
> **Effects**
> **Heal Object** (100)

This trigger is attached to a mystical spring. Note that the multiple setting is off, so the first player to approach the mystical spring is the only one who can activate the trigger from then on. Also note the Timer condition with a value of 60 seconds. That means, if the repeat setting is on, the trigger will repeat every 60 seconds, healing the player continuously, as long as they remain near the mystical spring. Without a Timer condition, Repeat Triggers occur every second. Also note that if the multiple setting was on, each player could repeatedly benefit from the trigger.

2.3 Conditions

Keywords

Source - The object marked by the set source button. (only available in certain triggers).
Target - The object marked by the set target button. (only available in certain triggers).
Set value - The number marked in the Value field. (only available in certain triggers).
Active player - The player or team marked by the active setting.
Global Condition - When this condition is true, it is true for all players. Otherwise, it is player-targeted
Temporary Condition - This condition is only true so long as the rule is met. Most conditions are not Temporary and are called Sticky, which means that once the condition has been met it remains true for the remainder of the game.

2.3.1 Captured by Player

The Source must be captured by the active player for the condition to be met.

2.3.2 Company is Engaged

If the set value is one, then the source must be engaged for the condition to be met. If the set value is zero, then the source must not be engaged for the condition to be met.

2.3.3 Company Routed

The Source must be in a routed state for the condition to be met.

2.3.4 Currently Near Object

The active player must have a company's Zone of Control overlap the Source for the condition to be met. This condition is temporary (ceases to become true when the company is no longer near the Source).

2.3.5 Currently Visible

The active player must have the Source within a Zone of Detection for the condition to be met. This condition is temporary.

2.3.6 Explored Object

The Source must have been explored (overlapped by a Zone of Control) by the active player at some time.

2.3.7 Found Object

The Source must be have been previously seen by the active player at some time(This condition is still true if the Source is in the gray fog.)

2.3.8 Have Exactly X Companies

The active player must currently control a number of companies equal to the set value for the condition to be met.

2.3.9 Have X Mines

The active player must currently control a number of mines equal to or greater than the set value for the condition to be met (the mines do NOT need to be in supply).

2.3.10   Have X Outposts

The active player must currently control a number of outposts equal to or greater than the set value for the condition to be met.

2.3.11   Have X Settlements

The active player must currently control a number of settlements equal to or greater than the set value for the condition to be met.

2.3.12   Hero on Map

The set hero must be on the map and in the active player's possession for the condition to be met.

2.3.13   Killed by Player

The Source must be killed by the active player for the condition to be met.

2.3.14   Militia Destroyed

The Source's militia must be destroyed for the condition to be met. This is a global condition (true for all players).

2.3.15   Militia Killed By Player

The Source's militia must be destroyed by the active player for the condition to be met.

2.3.16   Object A Near B

The Source must be near the Target for the condition to met. This is a global condition (neither the Source nor the Target need to belong to the active player).

2.3.17   Object Dead

The Source must be dead for the condition to be met. This is a global condition (it is true whether or not it was killed by the active player).

2.3.18   Object Full Health

The Source must have full health or be below full health for the condition to be met. If the set value is one, the Source must have full health for the condition to be met. If the set value is zero, the Source must NOT have full health for the condition to be met. This is a global condition.

2.3.19   Object is Independent

The Source must be independent (not owned by players 1 - 8). This is a global condition.

2.3.20   Object in Supply

The Target must either be in supply or not in supply for the condition to be met. A set value of one will cause the condition to be met only if the Target IS in supply. A set value of zero will cause the condition to be met only if the Target IS NOT in supply. This condition only works for mines and companies. This is a global condition.

2.3.21   Object is Type

The Source must be the specified object type for the condition to be met. (If the Source is set to a Ceyah Village, and the specified object type is a Ceyah Town, once the village upgrades to a town, the condition will be met). This is a global condition.

2.3.22   Object Owned

The Source must be owned by the active player for the condition to be met. This is a temporary condition.

2.3.23   Object Owned by Ally

The Source must be owned by a player allied with the active player for the condition to be met. This is a temporary condition. *(Note: The active player is considered allied with himself.)*

2.3.24   Player is Ally

The active player must have an alliance with the specified player for the condition to be met. This is a temporary condition.

2.3.25   Player is Dead

If the set value is one, then the specified player must be dead for the condition to be met. If the set value is zero, then the specified player must alive for the condition to be met.

2.3.26   Player is Enemy

The active player must be at war with the specified player for the condition to be met. This is a temporary condition.

2.3.27   Player is Neutral

The active player must be at peace with the specified player for the condition to be met. This is a temporary condition.

2.3.28   Timer

The set value is the number of seconds in the timer. The timer acts as a countdown, upon reaching zero the condition will be true. The timer begins when the trigger is activated for the active player (meaning each player may have their own timer). If the repeat setting is on, the timer dictates the length of time between each activation of the trigger. Note that if a Reverse Objective trigger has a Timer condition, a countdown timer will be displayed on the screen.

2.4 Effects

When all the conditions of a trigger are met (or one condition if it is not Anded), then all the effects for that trigger are applied. There are three kinds of effects:

1. **Global** - These are effects that do not need a target player or target object. They will happen regardless of what active player tripped the trigger. For example, FX, Start and Stop Cataclysm are Global effects.
2. **Object-Targeted** - These are effects applied to the company that was involved in satisfying the conditions. These effects do nothing unless there was a condition requiring an object to be satisfied. These conditions include Currently Near Object, Currently Visible (object-targeted effects are applied to any company that could see the Source object), Killed by Player, Militia Destroyed, and so on. Object-Targeted effects include Experience, Heal, Hurt, etc.
3. **Player-Targeted** - These are effects that are applied to the active player that satisfied the conditions. I.e. : When a trigger is tripped, it only applies the effects to the players that satisfied the conditions. Player-Targeted effects include Convert Object, Amulet, Story, Activate Trigger, Deactivate Trigger, End Scenario, Technology, etc.

Keywords

Set Object - The object marked by the set object button (only available in certain triggers).
Set Location - The location marked by the set location button (only available in certain triggers).
Active player - The player or team marked by the active setting who satisfied the conditions.

2.4.1 Activate

Activate a trigger. If it is set to activate a trigger, which is already active, the target trigger will simply reset. The Global option will activate the trigger globally (for all players), otherwise the trigger will activate for the active player only.

2.4.2 Amulet

Give a hero to the active player. If the awakened value is set to one the hero will be awake. If the awakened value is set to zero the hero will be in amulet form.

2.4.3 Convert Object

Convert the Set Object to the active player's team.

2.4.4 Custom Story

Pop up a story box containing the specified text on the active player's screen (i.e. if the active player is the user).

2.4.5 Deactivate

Deactivate the specified trigger for the active player. If the global option is on, it deactivates the specified trigger for all players.

2.4.6 Destroy Object

Destroy the Set Object.

2.4.7 End Scenario

End the mission (for the active player). If a victory value of one is set, the mission ends in victory for the active player. If a value of zero is set, the mission ends in failure for the active player. In the latter case, the mission may continue if there are still competing players. In the former case, the mission may continue if the active player is in in alliance and Allied Victory is required.

2.4.8 Experience

Award the specified amount of experience to the company that set off the conditions of the trigger.

2.4.9 Extend Briefing

 Extend Briefing applies to campaign missions only, and only works when the active player is the user.

2.4.10   Faction Technologies

Grant the appropriate faction-based "elite" technologies to the active player(s). In *Immortal Sovereigns*, this would include only the frontline "elite" units: Cavalier, Elite Archer, Elite Guard, and Void Beast. In *Ahriman's Gift*, this includes not only the frontline "elites," but also the "elite" support: Acolyte, Celebrant, Elementalist, Fanatic, Invoker, Macabre, Oracle, and Storm Lord.

2.4.11   Focus on Loc

Focus the active player's screen on the Set Location.

2.4.12   Focus on Object

Focus the active player's screen on the Set Object.

2.4.13   FX

Create the FX animation at the Set Location. This is a global effect.

2.4.14   Gold

Award the specified amount of gold to the active player.

2.4.15   Heal Obj

Heal the company that satisfied the conditions of the trigger by the specified amount of hit points.

2.4.16   Hurt Obj

Reduce the company that satisfied the conditions of the trigger by the specified amount of hit points.

2.4.17   Invulnerable

Make the Set Object invulnerable or vulnerable. If the On/Off value is one the Set Object is made invulnerable. If the On/Off value is zero the Set Object is made vulnerable. Note that setting companies and bases with a non-zero growth as invulnerable could break the game. This is a global effect.

2.4.18   Lose Hero

Take the specified hero away from the active player if the active player has the hero. It generates an error if the hero is on the map.

2.4.19   Message

Display the specified text as a message to the active player.

2.4.20   Not Razeable

Make the Set Object not razeable or razeable. If the On/Off value is one the Set Object (a building) is made not razeable. It cannot be razed, and monsters will ignore it. If the On/Off value is zero the Set Object is made razeable (the default setting for all buildings). This is a global effect.

2.4.21   Random Hero (*Ahriman's Gift Only*)

Award a random hero not already on the map to the player that set off the conditions of the trigger.

2.4.22   Random Tech (*Ahriman's Gift Only*)

Award a random tech not already on the map to the player that set off the conditions of the trigger.

2.4.23   Reveal Map (*Ahriman's Gift Only*)

Set the entire map to be explored by the active player.

2.4.24   SAI Awaken Heroes

Tell the computer whether or not to awaken heroes. The player field designates which AI player will be affected. If the On/Off value is one the AI will awaken heroes. If the On/Off value is zero the AI will NOT awaken heroes. This is a global effect.

2.4.25   SAI Build Units

Tell the computer whether or not to build units. The player field designates which AI player will be affected. If the On/Off value is one the AI will build units. If the On/Off value is zero the AI will NOT build units. This is a global effect.

2.4.26   SAI Change Profile

Change the active profile of the specified AI. The player field designates which AI player will be affected. The letter to the right of a profile's name is the difficulty of the AI. (E-easy, M-medium, H-hard). This is a global effect.

2.4.27   SAI Ignore Company

Tell the computer whether or not to ignore a specified company. The company is specified by the Set Object button. If the On/Off value is one the AI will ignore the specified company. If the On/Off value is zero the AI will NOT ignore the specified company. The company will be ignored by whatever AI is controlling it (this trigger effect ignores the active player). This can be used to stop monster companies from rampaging (or to make them resume rampaging). This is a global effect.

2.4.28   SAI Opinion

Change the AI's opinion of the active player. The player field specifies which AI will have a change of opinion. The amount value is the number by which the AI's opinion will change. To decrease the AI's opinion of the active player, put a minus sign before the amount value.

2.4.29   Set Explored

Mark the Set Object as explored by the active player. Objects that are marked as explored are removed from the radar and cannot be targeted. Explored objects are also invulnerable - please see the warnings under the Invulnerable effect. This is a global effect.

2.4.30   Set Lairs Spreading

Set lairs as spreading. If the On/Off value is one, lairs will slowly spawn other lairs across the map. If the On/Off value is zero lairs will not spread. This value always starts On. Note that only certain lairs spread. This is a global effect.

2.4.31   Set Rampage Target

Mark the Set Location as the target for all rampaging monsters. This is a global effect.

2.4.32   Set X Ally Y

Set Player X to alliance with Player Y.

2.4.33   Set X Peace Y

Set Player X to at peace with Player Y.

2.4.34   Set X War Y

Set Player X to war with Player Y.

2.4.35   Sound

Play the specified sound for the active player.

2.4.36   Spell

Castthe specified spell. The Range is the maximum distance the spell will reach. Set Location is the location from which the spell will originate. The spell is cast against each valid target defined by that range. The interpretation of the player field depends on the spell. For defensive spells, the spell will only be cast against targets owned by that player or their allies. For defensive spells, the spell will be cast against all neutral or enemy targets. This is a global effect.

2.4.37   Spell - Affect Everyone

Same as the Spell effect, except the spell affects everyone, so there is no player to designate. This is a global effect.

2.4.38   Start Cataclysm

Start the devastating cataclysm. This is a global effect.

2.4.39   Stop Cataclysm

Stop the devastating cataclysm. This is a global effect.

2.4.40   Story

This applies to campaign missions only, and only works if the active player is the user. It is possible to add user-defined stories to the game (with images and voice-overs), but the details of this process are not available at this time.

2.4.41   Technology

Give the specified technology to the active player.

2.5 Example Triggers

2.5.1 Start of Game Triggers

For a trigger to occur at the beginning of the game, simply do not specify any conditions, or use the None condition. It will be applied to the active player(s). Note that if a trigger is set as

active for multiple players (e.g., set as Global), but is not Repeat, then the trigger will only occur for the first player.

2.5.2 Reward Triggers

The most common type of trigger created is a basic Amulet, Technology or Gold reward. The most common conditions depend on the Source object.

> For ruins with no monsters:
> > **Trigger Settings**
> > > **Active** - Global
> > > **Multiple** - Off
> > > **Repeat** - Off
> > **Conditions**
> > > **Explored Object** (ruins)
> > **Effects**
> > > **Gold** (or any reward deemed appropriate)
> > > **Set Explored** (ruins)

(Note: A non-spawning lair (those that do not spawn raiders or spread), such as the Dragon Lair, or Ancient Ruin does not need an Explored effect, since non-spawning lairs that lose all their monsters are automatically marked as Explored.)

> For lairs that do not spawn:
> > **Trigger Settings**
> > > **Active** - Global
> > > **Multiple** - Off
> > > **Repeat** - Off
> > **Conditions**
> > > **Militia Killed by Player** (lair)
> > **Effects**
> > > **Gold** (or any reward deemed appropriate)

Lairs that spawn raiders and may spread, such as Rhaksha Nests and Bandit Camps are spawning lairs.

> For lairs that spawn:
> > **Trigger Settings**
> > > **Active** - Global
> > > **Multiple** - Off
> > > **Repeat** - Off
> > **Conditions**
> > > **Killed by Player** (lair)
> > **Effects**
> > > **Gold** (or any reward deemed appropriate)

For a ruin where each player can get the technology in the ruin, use the following. *(Note: The game has no concept of a per-player explored flag, so each player must remember if they already got the technology or technology.)*

> To have multiple players receive the same reward:
> > **Trigger Settings**
> > > **Active** - Global
> > > **Multiple** - On
> > > **Repeat** - Off
> > **Conditions**
> > > **Explored Object** (ruins)
> > **Effects**
> > > **Gold** (or any reward deemed appropriate)

For a building with the condition of when a company marches near it, Blessing is placed on the company, first select a non-lair object (such as a monolith).

> To cast a spell from an object:
> > **Trigger Settings**
> > > **Active** - Global
> > > **Multiple** - On
> > > **Repeat** - Off
> > **Conditions**
> > > **Currently Near Object** (ruins)
> > **Effects**
> > > **Spell Affect Everyone** - Blessing, range 3, location same as the ruins

2.6 Special Notes

Custom Games: Triggers are not loaded in Custom Games. They are used only when the user selects "Use Scenario Settings." In a custom game, all lairs and ruins are randomly assigned triggers that reward amulets, technologies, or gold and will mark the object as "Explored."

Objectives: By using the Active Players and Objectives settings, a scenario game can be created where each player has a completely different set of Objectives. To require that all members of a team must satisfy their objectives, use Map Settings and designate the map is "Allied Victory Only."

Object-Targeted Effects: One of the more complex aspects of the Trigger system is the concept of Object-Targeted effects. They only work if the trigger uses conditions that require a company to be satisfied (such as Currently Near or Currently Visible). With multiple such conditions, or several companies satisfy the one condition, the trigger effects are not applied to each company, and the targeted company will be arbitrarily selected. With no such conditions, the trigger

effects do not work. For example, "Heal Object" does not work if the only condition is "Object Dead" (which is a global condition). However, it works with the condition "Killed By Player."