

## **Feast and Famine (Chapter I)**

*Our tribe has lived up in the mountains for many generations. We never really cared about the people in the valley and they ignored our presence. But during this very harsh winter our survival in the mountains isn't guaranteed. Therefore the people in the valley are our only hope to survive. We need food and clothing really badly but we have nothing to trade with. Even though they have seen our misery they refused to help us! Apparently their on stocks aren't big enough to share it with us. This puts us in a difficult situation. We can stay in the mountains and die of hunger and cold or we attack them and use their knowledge to harvest this fertile land! It seems like the choice has been made for us, but not all of our tribes have excepted this. The two of us and our men have to start this struggle for survival to guide our kind into a future! Let the hunt begin!*

### **Game Mechanics:**

This mission is filled with dynamic scripts to make it more interesting and add a few twists that normally wouldn't be possible. Please read this Pdf to have an idea of how the map works.

**Win Condition:** Destroy the Barracks in the castle!

### **Mechanic I, Conquering Villages**

*Our tribe has lived the life of gatherers and hunters for century. We need to rely on the knowledge of our enemies!*

You **can't** train citizens other than Serfs, Labours and Recruits. All other citizens are gained by conquering villages around the map.

Attack the Storehouse of the village to overtake it. Whoever attacks the Storehouse also gains control over that Storehouse and all special citizens in that village.  
Conquering a village feeds all soldiers of both players!





Before you are able to enslave the citizens they light their houses on fire!



After the buildings burned down, you enslave the citizens and they change colour to who overtook the Storehouse. →

It's really important that you don't destroy the School of the village before you gained control over the citizens. This would break the script.



After you gained control over all citizens its safe to destroy the school!



## Mechanic II, Sending Resources:

You can help each other out by sending excess resources to your teammate! This is done through the Market. The market's normal trading feature is disabled for this map. Buying and selling wares normally won't work so don't try it.

To send wares to your mate you need to trade from whatever you want to send to flour.

Always send to flour!

So in the example below this player is sending tree trunks to his mate.



The wares are sent by default to his starting market.

Over the course of a game you will have more than one market.

You might want wares to be sent to another market than your starting one.

You can change the destination market by placing a wine field on the shown spot (picture below)!

Now wares arrive at that market.



The destination market can be changed as many times as you wish

Remember! Although it looks like you can trade wares normally, you can't!

## Mechanic III, Hunting Cabin:

*Our tribe has hunted animals for centuries and the valley is rich in prey. So why stop now?*

You can build a hunting cabin to hunt boars that are scattered around the map. Hunting a boar gives you one Pig and one Skin.

(pink Vagabonds = boar →)



To build a Hunting Cabin (Vehicles Workshop) you need to follow these two steps:

First turn 'repair on' in the closest Storehouse in relation to the position of the spot you want to build the Hunting Cabin. (→)

Second place a Fishing Hut at the position you want to build the Hunting Cabin. And voilà it should look like the picture to the left!







← This is how it looks like after the building has been build.

To function the building needs a Carpenter and timber.

Is the building occupied and it has 5 timber, one timber will be consumed and a hunter goes to kill a boar in the area!

If he succeeds you will find a skin and a pig in your Storehouse!

The Cabin has a pretty big range but it's not infinite so always check if there are more boars in the area.

Each player may only have 1 Hunting Cabin at a time!

The boars don't attack anything except the hunter so no need to be afraid of them.

Note: If you take out the iron from the Cabin you will lose! So don't do that!

#### **Mechanic IV Barbarians and Warriors:**

Whenever you train a Militia it is converted into a Barbarian.

These normally fearsome warriors have been downgraded and only survive 1 hit before they die.

So be careful and use them wisely, because they don't last as long as normal.

Whenever you train a Swordsman it is converted into a Warrior

These are as strong as normal Warrior/Barbarians!



#### **Mechanic V Townhalls:**

*"I have wrestled with a bear therefore I don't need fancy protection like iron armour!" Says the Barbarian*

You will realise that your people are not trained with iron weapons! To get the knowledge to train Pikemen, Crossbowmen, Warriors (Swordsmen) and Knights you need to destroy the Townhalls, that are scattered around the map.

You always unlock them in the following order: Pikemen, Crossbowmen, Warrior, Knight

#### **Mechanic VI Unit Sharing:**

You can give your teammate control over your units by placing a wine field at the flag holders position.



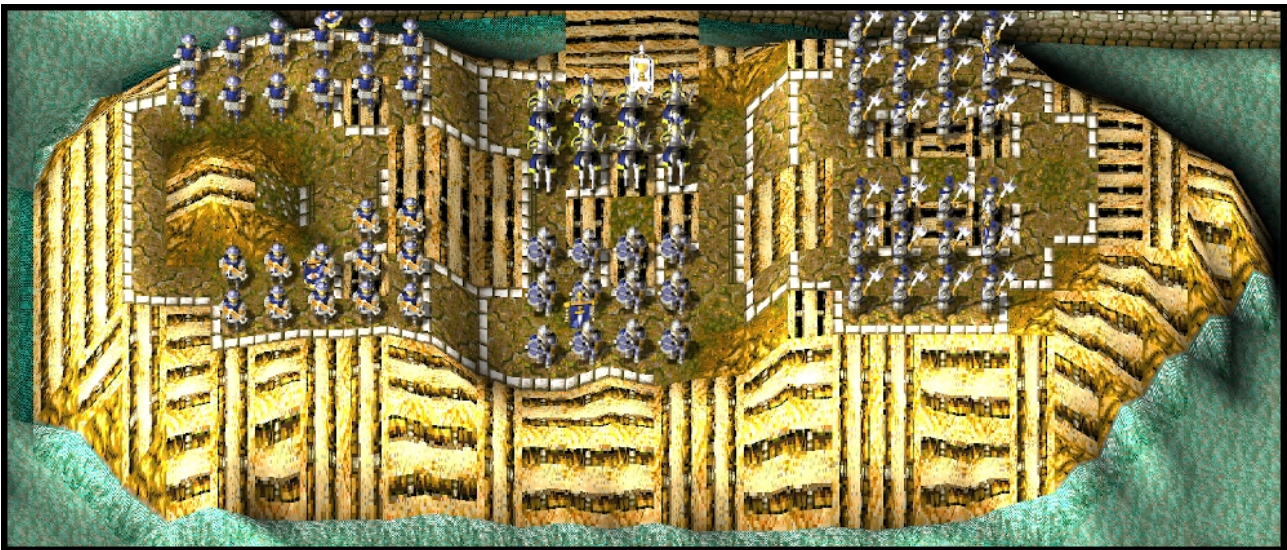


## Mechanic VII The Ship:

On the map you will find a ship that you can overtake. To gain control over it you have to destroy the Townhall in the “harbour town”.



After you’ve gained control over it you can use it once to make a surprise attack on the castle! To launch this attack you have to board the ship with units. Each individual group can’t be bigger than 12 soldiers. But there is no limit on how many groups you put onto the ship, so you can fill it up with lots of units. This may look like this:



Than to launch the attack you need to place a road tile at this spot →

Like this (below):





Okay that is all the special Mechanics of this mission. Hope I didn't overwhelm you with all the pictures and text! If you want I will be giving a few hints in the following chapter. Feel free to skip this if you want to stay spoiler free.

### **Hints: (Spoiler Alert! Don't read if you want no Spoilers)**

- 1.It is a good idea to split the economy. One player focuses on the heavy industry, while the other player starts living the farmers live!
- 2.Think about who should get the citizens of the village you just conquered. If you already have more than enough woodcutters for your town, maybe you shouldn't be the one who gets the town with 3 woodcutters.
- 3.Explore the map, there are lots of villages around, some are easier, some harder, some more useful. Think about what you need next and which village has the right citizens for these needs.
- 4.Sending resources through the Market isn't only useful for sharing wares, but also to traverse big distance in a very short time!
- 5.Attacks are happening literally from minute 0 onwards. Be ready!
- 6.The theme of the map is famine for no reason. Hunger can quickly become a problem, try to get a good food economy going. Starved citizens can't be replaced, remember that.
- 7.You can use the newly added Dismiss feature to get citizens from conquered villages into your main base. But you have to remember to turn Dismiss off before they actually walk into the school!
- 8.You can let citizens leave their house with a newly added button in their house. This allows you to use one citizen to perform multiple tasks. For example you can use one Blacksmith to run both the weapon as well as the armour smithy!
- 9.The castle is very well fortified. You will need to prepare lots of units and use the ship to have a chance!
10. Remember after you have conquered all villages on the map you will have to feed your army!

### **Credit:**

Big thanks goes to Totengraeber for helping me test this map over and over. Also a big thanks to Strangelove for creating such a perfectly working unit transformation code! I have used this many times in different maps and it never fails!

Also big thanks to woloszek for creating the most beautiful ships KaM has ever seen! Check out his map Sea Siege! And of course big thanks to you for playing!



Cheers and stay healthy: Aasfresser