



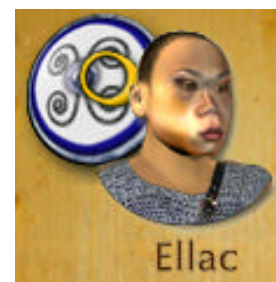
Leaders General Features

Leaders General Informations

Leaders **names** are indicated below the head, and can be either historical or random.

The shield shows the **nation** of the leader.

The golden symbol on the shield indicates his **religion**.



Leader Types and Special Informations

The possible types are shown likewise :

Military Leaders wear a chain mail ; **Religious Leaders** wear a white (muslims) or brown (christians) dress. In diplomatic mode, the **Monarchs** wear a red toga.



The Monarchs are shown by a golden **crown** on their shield.



The Leaders may have some **special abilities** (see below) indicated by little square symbols.



In military mode, the only value that is displayed is the **Military Value** (with stars), as follows :

- MIL value 6-7: 1 star
- MIL value 8-9 : 2 stars
- MIL value 10 : 3 stars





Leaders Administration Value, Diplomacy and Military Talent

In administrative and/or diplomatic mode, for monarchs (and governors in administrative mode), you will find 3 values :



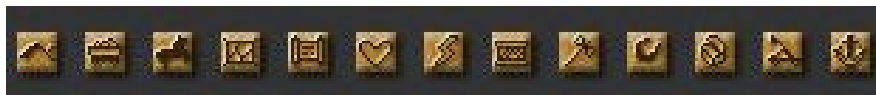
- ← diplomatic skill
- ← administration capacity
- ← military talent

The special abilities (see description below) are also displayed, on the left.





Leaders Special Abilities



The possible abilities and their corresponding codes are:

- Ruler (RUL)
- Great Administrator (GAM)
- Admiral (NAV)
- Siege Expert (SIE)
- Supply Master (SUP)
- Mountain Warfare (MON)
- Diplomatic Genius (DIG)
- Proselytic Leader (PRO)
- Defender of the Faith (DOF)
- Guerrilla (GUE)
- Logistician (LOG)
- Raider (RAI)



1 – RULER (RUL)

The leader with the RUL ability:

- receives a bonus of -1 on the Administration table if the leader belongs to a nation in Kingdom or Empire status (i.e. no effect as a Barbarian);
- is never used has an army or fleet leader (i.e. a general or amiral on map), even if the owning nation has no other historical leader present (in such a case, a random leader will be used if and when needed).
- **However**: the leader is considered to be permanently in the capital city of the owning nation (if it has one) and the SIE ability will be used if the capital is besieged, even if the leader is not in command.

2 – GREAT ADMINISTRATOR (GAM)

The leader with the GAM ability:

- receives a bonus of -1 on the Administration table if the leader is the monarch of a nation in Kingdom or Empire status (no effect as a Barbarian).
- as a monarch, he receives a bonus of 5 free Administration Points (AP) each year.
- If the leader is not a monarch :
 - If it is appointed as a Governor (see below), each province in the region is worth only 1 AP, whatever the population.
 - If not a governor, the province where the leader is currently costs only 1 AP.

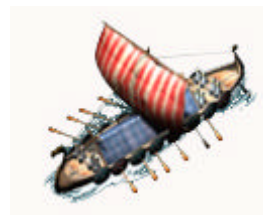




3 – ADMIRAL (NAV)

The leader with the NAV ability:

- suffers no penalty to its MIL and RUS values when involved in a naval battle.
- receives a permanent extra bonus of 1 column (to the left) on the Attrition table for the stack he is with, whatever the stack is doing, including moving on board a fleet (whether leading or not the stack is irrelevant)
- In addition, if stacked with other leaders of nation on a naval stack, they are automatically the senior ranking leader (if more than one of them has NAV ability, then choose oldest among them).
- When landing units are under command of such a leader and join combat at the conclusion of the landing move (i.e. amphibious assault), they gain automatically the TS versus those enemy units, unless the enemy leader also has NAV ability, in which case the TS is applied normally.



4 – SIEGE EXPERT (SIE)

The leader with the SIE ability:

- receives a bonus of +1 on the Siege table if present on a stack besieging a city (whether leading or not the stack is irrelevant).
- Inflicts a malus of -1 on the Siege table if present in a besieged city (whether leading or not the city defense is irrelevant).

5 – SUPPLY MASTER (SUP)

The leader with the SUP ability:

- receives a permanent extra bonus of 1 column (to the left) on the Attrition table for the stack he is with, whatever the stack is doing (whether leading or not the stack is irrelevant).
- receives a bonus of -1 column (to the left) on the Attrition table if present in a besieged city (whether leading or not the city defense is irrelevant).
- This ability does not apply when the leader is in a naval stack, unless the leader also has a NAV ability.



6 – MOUNTAIN WARFARE (MON)

The leader with the MON ability:

- receives a bonus of -1 column (to the left) on the Attrition table when in Mountains provinces.
- receives an extra bonus of +1 to TS calculation when in battles in Mountains provinces or mountain terrain.
- has no malus when fighting in Mountains; i.e. no -1 to CRT die-roll (applies only once obviously).
- He receives a 110% modification of strength when attacking in mountains.
- This ability does not apply when the leader is not in command of the stack.

7 – RAIDER (RAI)

The leader with the RAI ability:

- receives a bonus of -1 column (to the left) on the Attrition table when in Looted provinces.
- No cavalry superiority bonus can apply against the stack he is leading (applies only once obviously).
- He receives a 150% modification to the amount of gold collected when looting a province.





8 – DIPLOMATIC GENIUS (DIG)

The leader with the DIP ability:

- receives a bonus of +1 Embassy draw every year (in addition to status or DIP value draws).
- He receives an extra 10% chance of success to all Embassies played by its nation when he is the nation's monarch, provided some test is to be done.

9 – PROSELYTIC LEADER (PRO)

The leader with the PRO ability:

- Grants an extra bonus of +1 Faith Points every month to his nation, IF of the same religion as the nation.
- He receives an extra 10% chance of success to all conversion attempts made either by himself (if P leader) OR by a Missionary of the same faith as his own in the province he is located.



10 – DEFENDER OF THE FAITH (DOF)

The leader with the DOF ability:

- Inflicts a -10% chance of success to all conversion attempts made against any population within his nation territory by another faith IF he has the same religion as his nation.
- If the leader is a monarch (M) of one of the 4 major religious nation, all population of the same faith inflict a -10% malus against all conversion attempts versus them anywhere in the same region.
- If the leader is NOT a monarch (M) of one of the 4 major religious nation, all population of the same faith are immune to conversion attempts versus them when in the same province.

11 – GUERRILLA (GUE)

The leader with the GUE ability:

- receives a permanent extra bonus of 1 column (to the left) on the Attrition table for the stack he is with, whatever the stack is doing (whether leading or not the stack is irrelevant) – cumulative with SUP, RAI, MON abilities.
- No Heavy Units superiority (HS) can apply against the stack he is leading (applies only once obviously).
- He automatically succeeds all "Successful Retreat" stratagems.
- No pursuit ever applies against his stack.
- The ability cannot be present more than once.

12 – LOGISTICIAN (LOG)

The leader with the LOG ability:

- If the nation's monarch, receives a bonus of 10 free Logistician Points (LP) each year.
- If not the nation's monarch, receives 5 free LP's for the stack he is leading every 6 months.

