KOHAN
IMMORTAL SOVEREIGNS

www.kohan.net

www.timegatestudios.com

www.strategyfirst.com

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Strategy First

TIMEGATE

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The Story of Khaldun

There came a time, in ages past, when the almighty Creator conceived the idea of a new, perfect world. He assembled ten of his most able immortal attendants, known as Saadya, and told them to make a world of splendor and beauty upon which life would dwell eternally. He directed the two wisest and most powerful Saadya, Ormazd and Ahriman, to devise a plan for this world's construction and management.

After much planning and consideration, both Ormazd and Ahriman devised plans that they believed to be flawless. Together they presented their plans to the Creator. The Creator studied each plan methodically, and at last announced his decision: Ormazd's plan best reflected the Creator's will. Ahriman, saddened and ashamed at his failure, nevertheless agreed to cooperate with Ormazd in the execution of his grand design.
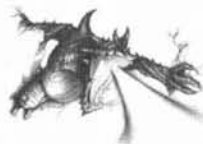
The eight remaining Saadya assisted in the creation of the new world, which Ormazd named Khaldun. The Overseers – for this is what the eight Saadya came to be called – would be responsible for watching over Khaldun and managing the powerful forces that sustained it. Ahriman immersed himself in the actual creation of these forces, while Ormazd set himself to the grand task of creating the first inhabitants of Khaldun.

He created the Kohan, 100,000 immortal beings bestowed with the grace of divine power. The perfect inhabitants for the perfect world. To each of them Ormazd gave a golden amulet, a gift from the Creator.

As the masters of Khaldun, the Kohan tended their world like an immense garden. Their culture blossomed and reached a golden age of power and beauty. But Khaldun's summit of achievement also signaled its imminent decline. For beneath the gilded magnificence of Khaldun society, sinister forces were plotting to undo this celestial wonder…

Brought about by the Shadow's plotting, the Great Cataclysm annihilated the towering grandeur of Khaldun. The Kohan struggled valiantly, desperate to save themselves and their cherished land, but it was in vain. The immortal Kohan were eclipsed by the Shadow, their world and lives devoured by the evil they had fought so courageously to subdue.

Silent aeons passed. But now the Kohan are being reborn, awakening in a new world, seeking to rebuild their lost civilization, slowly preparing to return Khaldun to its former glory. There is once again hope for Khaldun. The final battle for the fate of the world looms on the horizon. The Kohan must remember what was lost and unite against the Shadow, for this is their last chance to reclaim their world.

Kohan: Immortal Sovereigns is a real-time fantasy wargame for up to 8 players. Set in the mystical world of Khaldun, you take on the role of a Kohan, one of a race of immortals. You have awakened in a strange new world, unlike the one you once held dominion over. You must come to grips with your lost glory, your current hardship, and your imminent destiny. It is your goal to solve the riddle of your race's destruction and return them to their former glory.

You will be required to use a blend of military strategy, tactics, and resource management to create a successful kingdom. You will also employ Heroes to explore the world, unearth the secrets of the Kohan's ancient decline, and learn from the past to prepare for the future.

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System Requirements

Pentium II or equivalent
300 MHz
64MB RAM
400MB disk space
Mouse
Windows 9x, ME, or 2000
4x CD-ROM drive
DirectX 7.0-Compatible Video Card with 4MB VRAM
Monitor and Video Card capable of 1024x768x16 resolution
Internet Connection or LAN for Multi-Player

Installing Kohan

It is recommended that you read the readme.txt file for the most up-to-date information about *Kohan*. You can access this file from the Start menu or from the *Kohan* CD.

To begin play, you must install *Kohan* onto your hard drive. Insert the *Kohan* CD, and then click the Install button on the installation screen to begin the installation process. If the installation screen does not open automatically when you insert the CD, double-click the setup.exe icon in the root directory of the *Kohan* CD.

Starting the Game

Ensure that the *Kohan* CD is in your CD drive. Press the Start button, select Programs, select Strategy First, select TimeGate Studios, select *Kohan*, and then click on the *Kohan* icon.

Game Overview

Kohan features the following game elements:

▫ Company-based military command and combat – utilizing attributes such as morale, zones of supply, zones of control, and visual range.

▫ Terrain, troop formation, and company efficiency factored into combat and movement.

▫ Regimental command structure for advanced grouping of companies and sophisticated combat techniques through the control of a single entity.

▫ Customized company creation for mixing and matching up to 50 different units to create thousands of unique combinations.

▫ A quest/trigger system that allows for hundreds of quests that can be used to develop advanced technology, learn the history of the Kohan, and aid in establishing a successful empire.

▫ Multi-attack units. Ranged units can engage in both close-hand combat and ranged missile attacks.

▫ Self-managed supply and demand-based economy that eliminates the need for micromanagement.

The Main Menu

You can select one of the following game options from the Main Menu:

Campaign: Allows you to start a new campaign or load a saved campaign.

Custom Scenario: Allows you to play a custom scenario, which includes AI players, teams, random maps, victory conditions, and rewards.

Multiplayer: Allows you to join or host a custom scenario game on the Internet or a Local Area Network (LAN).

You can also select any of the following options from the Main Menu:

Options: Allows you to show/hide graphical elements and adjust volume settings.

Editor: Allows you to customize map size, and define game elements such as buildings, terrain, and units. You can also use the Editor to create custom scenarios with triggers and mission objectives.

View Films: Allows you to view recorded films of campaign and multiplayer missions that you have played.

Credits: Allows you to view the names of the people who created *Kohan*.

Exit: Allows you to quit *Kohan*.

Starting a Campaign

A *Kohan* campaign is defined by the size and layout of the gaming world, terrain, game objectives, and any other factors that influence play. There are a number of campaign scenarios from which you can choose.

The Campaign Menu

To start a campaign, click Campaign on the Main Menu.

To begin a game for which you have already created a Hero, click the appropriate name in the Character Name area. To eliminate this character from the game, click Delete, or press Exit to return to the Main Menu.
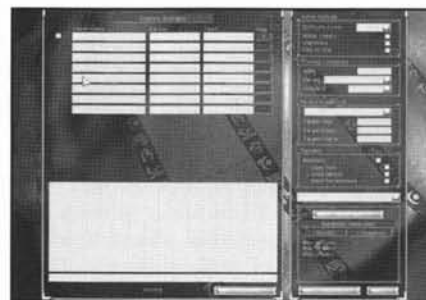To create a new character, click New. Type a name for your character in the Enter New Player Name dialog box, and then click OK.

Next, select the campaign you wish to play in the Campaign area. A brief description of the campaign appears in the Next Mission box at the bottom of the screen. In addition, any Heroes and technologies are displayed at the bottom of the screen. The location of your campaign in the context of the entire game world is indicated by a yellow square on the map. Next, select one of three difficulty

levels: Easy, Medium, or Hard. The difficulty level can be changed at any stage of the campaign. Click Play to start the campaign.

You can also load a previously saved game in the Saved Games box. Click the game you wish to resume, and then click Play. The Saved Games box also gives you the opportunity to replay previously completed missions. Note that you will replay that mission with your current set of Heroes and technologies.

Custom Scenario

Creating a Custom Scenario

You can define a custom scenario in which you can specify various elements of the game. To create a custom scenario, use the pop-up menus to determine the following:

Player Name: If you select your player name, you will be given the option to Change Name. If you click on an Open slot, you can add AI players to the game.

Faction: A faction represents your character's allegiance within the splintered society of Khaldun. Each faction provides different units and bonuses. If you select Random, a faction is assigned to your player automatically.
You can choose one of the following factions for your player:

The Ceyah

Exiled from Kohan society during the Cataclysm, the Ceyah were lone individuals with no ties to any group or to each other. The only bonds they share are their abandonment of Kohan laws and morals. Selfish and violent, they follow no codes that do not serve their excessive desires. It is a sad irony that it was primarily Ceyah Kohan who survived the Cataclysm, bringing their polluted beliefs into the present day. Ceyah are known to practice dark, evil magic. They consort with minions of the Shadow, engage in terrifying and vile rituals, and call up the corpses of their mortal slaves to do battle for them, or simply for amusement. They are nearly as great a danger to Khaldun as the Cataclysm.

The Council

Some awakened Kohan remember a time of much art and beauty, though always overshadowed by the threat of great catastrophe. Their culture flourished under a senatorial government that rotated ranking members of society through a ruling council, one that watched over the affairs of state, the arts, and sciences. Few are able to remember the time of the Cataclysm, having perished during them. Those who do remember do not like to dwell upon their fearful and cryptic memories. Cities under the control of Council Kohan are generally happy and well cared for, with much civic energy directed towards the arts and sciences. Council architecture tends to have a curved, fluid style, and their streets follow the natural dips and curves of the land they are built upon.

The Royalist

Also known as the Monarchist, this faction of Kohan was the last ruling government to survive the Cataclysm. Royalists began adopting a family-oriented approach to rule from their mortal kin, who seemed to be weathering the Cataclysm better than them. This occurred in the final days of Kohan rule, but many survivors became the rulers of different kingdoms in the hopes of making Kohan society endure as long as possible.

The Royalists have a wealth of ancient knowledge to be tapped. Yet, after living among mortals for hundreds of years, they are not easily found. Royalist controlled cities are very similar to mortal cities.

The Nationalist

During a time of great civil conflict among the Kohan, a political group splintered off from the High Council. They became known as the Nationalists. This movement felt that Kohan society was sinking deeper into oblivion and would be destroyed by the Cataclysm if they did not institute strict laws and policies aimed toward turning society around.

Nationalist Kohan are quick to judge the actions of others, and they rule their own people with an iron fist. The end justifies the means. They are even willing to use the Shadow to further their agenda. Nothing matters to them except the return of the Kohan to their original glory.

During custom scenario and multiplayer games, each Faction receives a special technology allowing them to build an Elite unit particular to their faction. Unlike other gained technologies, Allied teams do not share Elite units.

Ceyah: Void Beast
Council: Elite Bowman
Nationalist: Elite Guard
Royalist: Cavalier

Elite units are not included in Campaign missions or any custom game where Use Scenario Settings is chosen for a pre-made map. However, the pre-made map may start players with these or other technologies.

The following table lists important information about each faction:

NOTE: The following units are unavailable to the Ceyah faction: Footman, Infantry, Dragoon, Archer, Scout, Paladin, and Ranger.

Faction	Building Modifications	Faction only upgrades	Faction only units
Ceyah	• '20% increase to building health • Undead and Shadow Beast Militia • '1 to company limit	• Turreted Ramparts • Nightbringer • Mana Forge	• Zombie • Skeleton • Wraith • Shadow Demon • Shadow Beast • Bone Bow • Dreadlord • Necromancer • Void Beast • Shadeling • Prophet • Shadow Priest
Council	• 25% cheaper upgrade costs for next settlement level • 20% decrease in settlement upgrade time • 20% tax gold income from settlements	• Wizard • Tower • Light of Faith	• Wizard • Elite Bowmen • Channeler
Nationalist	• 20% increase in supply ranges of settlements. • 1 additional component slot • 25% more expensive upgrade costs for next settlement level.	• Factory • Nightbringer	• Summoner • Elite Guard • Zealot
Royalist	• Larger militia companies • '1 to company limit	• Billet • Eternal Path	• Sorceress • Cavalier • Battle Priest

Team: Select the team that you wish to join. You can use this to set certain AI players to be teamed together or teamed with you.

Ping: Indicates the time in milliseconds between the host's computer and each player (network latency). For Multiplayer only.

You can also define your custom scenario in greater detail by adjusting the values of various settings on the right side of the screen. Any changes are indicated in the scrollable window at the bottom of the screen.

Observer

You can also experience *Kohan* in Observer mode. This allows you to view the entire game map and watch the drama unfold without getting involved in the action. You can use Observer mode to watch AI teams battle each other.

Game Settings

Difficulty Level: Select Easy, Medium, or Hard. Difficulty level determines the strength of the game's AI players.

Allow Cheats: Select this box if you want to allow cheats in your campaign.

Diplomacy: Select this box to allow political relationships between players to change during the game. Disable Diplomacy to lock all players to their starting teams.

Fog of War: Select this box to enable fog of war in your campaign. Disabling this option allows you to see the entire map.

Starting Conditions

Starting Gold: You can define the amount of gold that each team starts with at the beginning of the game. The default starting gold amount is 500.

Starting Heroes: You can control multiple Heroes in your game. There are a total of 40 Heroes in *Kohan*. The default number of starting Heroes is one.

Victory Conditions

In *Kohan*, you can define how the game is won. Select from any of the following:

Allied Victory: Select Single or Allied victory, Single Victory only, or Entire Alliance Must Win. In Single or Allied Victory mode, an alliance can win by eliminating all non-allied players or a single player can win by eliminating, or by being allied with, all other players. In Single Victory mode, only one player can win the game. In Allied Victory mode, all surviving players have to be allied to win the game. When playing in Allied Victory mode, the objectives listed below are computed as alliance totals.

Target Gold: Select the amount of gold that must be obtained. The first player to amass the required amount wins the game.

Target Cities: Select the number of cities that must be captured. The first player to seize the required number of cities wins the game. Only player-controlled cities count towards victory.

Target City %: Select the percentage of all cities in the campaign world that must be captured. The first player to seize the required percentage of cities wins the campaign. Only player-controlled cities count towards victory.

Rewards

You can set the rewards that will be granted to players when they destroy monster lairs and explore ancient temples and ruins. The player will receive gold, a new technology, or a Kohan amulet, depending on the active rewards.

Monsters: This toggle defines whether or not random monster lairs will be seeded onto the map during creation. If you have not selected a random map, disabling this option removes the monster lairs from the map.

Seed Gold: When this toggle is on, gold rewards are seeded onto the map.

Seed Heroes: When this toggle is on, amulet rewards are seeded onto the map.

Seed Technologies: When this toggle is on, technology rewards are seeded onto the map.

Customize Settings

You can continue to customize your own scenario settings, or select one of *Kohan*'s predefined scenarios. The following table outlines the various pre-defined scenarios:
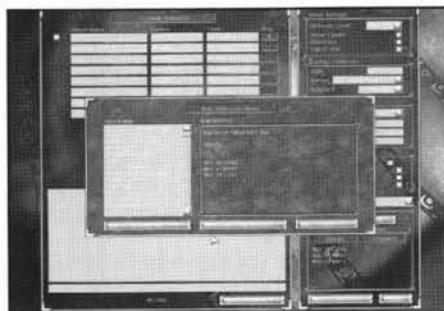
Scenario	Victory Conditions
Deathmatch	Allied victory or last player standing
Bloodbath	Last player standing. The Politics option is disabled for Bloodbath matches.
Conquer	Seize 75% of the cities on the map.
Gnomes	Be the first player to amass 2000 gold. The in-game stockpile limit is disabled for Gnomes matches.

You can also select Use Scenario Settings to use all triggers, objectives, and starting conditions defined by the selected map. The map may also indicate specific team settings, as well as any players that monsters are hostile to. Since the map now defines the faction and team, players must instead select a kingdom.

If you do not select Use Scenario Settings, none of the triggers, special objectives, and starting conditions defined by the map will be used, and all existing monster lairs will be randomly seeded with rewards. In addition, players begin with a single village, instead of a pre-defined kingdom. You can use the Editor to create Scenario maps.

Map Selection

Click Select Map to choose the scenario map you wish to use. On the Map Selection Menu, select one of the pre-defined maps, or select Randomly Generated Map. When you click on a map name, a summary of the map layout is displayed in the Map Settings window. Click Select Map on the Map Selection Menu to choose this map for your campaign. The details of the selected map appear on the Custom Scenario Menu.

Map Selection Menu

To more accurately define your map, select Random Map Settings on the Map Selection Menu. The Generator Settings menu is displayed.

You can define three main areas of your map:

Map Settings: Click the pop-up menu to define the size of your campaign world. The smallest map has 64 X 64 tiles, and the largest map has 256 X 256 tiles.

Terrain Percentages: Use the horizontal scroll bars to select the percent age of each type of terrain that will occupy your campaign map.

Scenario Settings: Use the horizontal scroll bars to define the density of mines, lairs, and neutral cities. Neutral cities are cities that are not allied with any political faction.

Click Save to save your custom settings. A brief summary of your custom map appears in the bottom-right corner of the Custom Scenario Menu. Note if the Random Map Settings are selected, a new random map is generated every time you play a game.

Click Cancel to return to the Map Selection Menu.

From the Map Selection Menu, you now have three options:

▫ Click Play to start the game using the map that you have selected.

▫ Click Load to load a previously saved game.

▫ Click Exit to return to the Main Menu.

Multiplayer

To begin a multiplayer game, click Multiplayer from the Main Menu. The Connection Menu is displayed. The top section of the menu lists all available multiplayer games. The window in the bottom-left corner displays information about each of the available games.

Click the filter dropdown arrow to display a list of LAN, Internet, and specific Internet games (for example, Internet Death Match games).

Note that you cannot play saved games in Multiplayer mode.

Next, enter the appropriate information in the following fields:

Bandwidth	Select your Internet connection type. If you are playing on a LAN, you can select T1.
Name	Select the name by which you will be known by other players. To change your name, click on it then type in your new name.
IP/Port	You can manually enter a specific IP address. This field also indicates the address of the selected server.

There are four buttons along the right side of the screen. Select one of these options:

Join: Click this button to attempt to join the game you have selected.

Host: Click this button to start a new Multiplayer game. *When you click Host, you are presented with a popup dialog box containing three options: (Refer to table on page 16)*

Refresh: Click this button to re-try your connection.

Exit: Click this button to return to the Main Menu.

Port	This is the port that other players must use to connect to your game. If you are unsure which port you should use leave this field at the default setting.
Public	If you select this option, your game will be listed publicly through the Internet on Gamespy. Your game is always available on LAN.
Game Name	The name of the game that you are starting.

The Multiplayer interface is very similar to the Custom Scenario interface, with the following exceptions:

▫ The Player Name slots can now include other human players, as well as AI players.

▫ Clicking on your own name gives you the option to Change Name.

▫ As the game host, you can click another player's name and select to Kick them from the game.

▫ As the game host, only you can add and configure AI players.

▫ As the game host, you can set any slot to Closed. This prevents other players from joining the game in that slot.

Only when all players have selected the Ready button and downloaded the map can play begin. If the host selects a non-random map that any player does not have, an attempt will be made automatically to transfer the map to that player. In this case, the Ready indicator is replaced by a percentage figure indicating the progress of the download. When any game setting is changed, all Ready indicators are cleared automatically.

The Interface

Click Play to begin the game. If you are playing a Campaign game, you will first see a short Mission Briefing. The Mission Briefing outlines your objectives for the campaign. Click the Continue button to begin.

Before playing *Kohan*, it is important to become familiar with the game interface.

The map in the lower-left corner of the screen indicates the areas of the campaign world that you have explored. The white square indicates your company's current position. Small green squares indicate any settlements that are currently under your control, while yellow squares indicate any resources, such as mines. Click on another location within the map to quickly survey the surrounding territory. Click and hold to control your view more accurately.

The bar at the top of the screen shows the current level of your income from various sources. You can check this bar for a quick overview of your general economic status.

500/500(+5)	+0	+0	+0	+0	0/2

3333Current level of income.

If any resource displays a negative number, the tooltip shows you how much gold you are losing per minute.

The icons in the bottom-right corner of the screen enable you to quickly locate information that is relevant to your campaign.

The following information can be accessed from these icons:

Company Lore: Click this icon to view a list of all your companies. You can refine your view to display only Hero companies or special companies.

Settlement Lore: Click this icon to view information about all of your settlements, outposts, and mines: *(Refer to table on page 18)*

You can limit the amount of information displayed on the Settlement Lore screen by selecting Show Only Settlements, Show Only Outposts, and Show Only Mines.

Settlement Lore Table

Name of Village	For example, " Palti"
Type	Indicates the class or category of the settlement. There are four primary settlement types: Village, Town, City, and Citadel. A village is the smallest settlement, while a Citadel is the largest and most difficult to attack.
Health	Indicates the current and maximum health of the settlements inhabitants.
Militia	Indicates the current and maximum militia for that settlement.
Taxation	The bag of gold icon followed by " ˙x " indicates the amount of taxation gold provided by the settlement.

Hero Lore: Click this icon to display information about all of your Heroes:

Hero Lore Table

Name	The name of the Hero is provided automatically.
Allegiance	Indicates your Hero's political faction: Ceyah, Council, Royalist, or Nationalist.
Status	Indicates the current status and enlightenment level of your Hero. As Heroes become more enlightened, they recall more of their own past, learn new spells, gain new abilities, and generally become more powerful. Enlightenment levels, from least to most enlightened, are: Asleep, Awakened, Enlightened, Restored, and Ascended. A Hero who is Asleep is considered to be in amulet form and cannot be immediately recruited into a company. When Asleep, the image of your Hero is replaced with that of an amulet.
Experience	Indicates the amount of experience gained by your Hero.

Politics Lore: Click this icon to view your character's relationships with other players in the game. You can use the Politics Lore panel to send Tribute to other players, propose treaties, declare war, and respond to political proposals.

You have four options on the Politics Lore panel:

Politics Lore Table

Current Relationship	Indicates War, Peace, or Ally.
Pending Offer	Indicates any offers that the selected player has sent to you, but to which you have not yet responded. A lock indicates that you cannot change your relationship with that player.
Propose Treaty to:	Displays the name of the player to whom you wish to send a treaty and/or tribute and the available treaty offers.
Send / Cancel	Sends the proposed treaty and/or tribute / Closes the Politics Lore panel.

The Politics Lore panel allows you to send treaties and tribute to other players in an attempt to change political relations.

There are three different diplomatic stances:

War: When you are at war with another player, you and your enemy companies will engage in combat automatically. Players at war may also lay siege to enemy buildings without restraint.

Peace: When you are at peace with another player, the peaceful companies ignore each other when crossing zones of control and must be commanded to attack. This rule also applies to all neutral buildings. If you choose to attack a peaceful player, the relationship automatically changes to "War".

Allied: Allied players can share their partner's visual ranges, which greatly increases the speed at which the world can be mapped. In addition, allied players can share each other's supply zones, re-supplying at any friendly location. If you choose to force an attack on an allied player, the relationship automatically changes to "War".

To change a relationship, select an opponent from the list on the Politics Lore panel, select the relationship you wish to have with this opponent, and then click the Send button to dispatch the treaty to the target player. The player receiving the treaty can either accept or reject it.

Depending on the current relationship with the selected player, you have six options for a treaty offer: Declare War, Remain at War, Offer Peace Treaty, Offer Alliance, Remain in Alliance, or Cancel Alliance.

You can also assist an ally or persuade an enemy to return to a peaceful state by sending tribute in the form of gold or buildings:

Gold Tribute: Select the target player, and then click the " ⁺25 " button in the Tribute section. This button adds an additional 25 gold to your tribute each time it is clicked. To lower the tribute, click the " ⁻25 " button. Click the Send button. The target player receives the gold regardless of whether the treaty is accepted.

Building Tribute: You can give any building that you own to an allied player. Select the building that you wish to give as tribute, and display the building's Settlement Panel. Select the target ally from the list at the bottom of the panel, and then click the Send to Ally button. Ownership is immediately transferred to the ally.

Technology Lore: Click this icon to see a list of your player's current technologies.

Quest Lore: Click this icon to view a series of game story elements. Each book represents a piece of the story as it unfolds in the game. Click any book to display the story information for that book.

Message Log: Click this icon to view any messages received by you or by your Kohan. You can limit the number of messages displayed by clicking any of the following icons:

Message Log

Objectives Lore: Click this icon to view completed objectives, and any objectives that have not yet been met. A check mark automatically appears beside an objective when it has been completed.

Menu: Click this icon to display the following options:

Load	Type the name of the campaign you wish to load, and then click Load.
Save	Type the name of the game you wish to save, and then click Save.
Resign/End Mission/Leave Network Game	Use the Resign option to capitulate the current campaign. The Debriefing tab on the Mission Debriefing window summarizes your surrender. Click the Score tab to view a detailed assessment of your campaign. See Ending the Game for a detailed discussion of the Mission Debriefing window. If a game is over, click End Mission to exit the game. In Multiplayer mode, select Leave Network Game to exit an unfinished multiplayer game.
Quit Kohan	Exits Kohan and returns you to the desktop.
Return to Game	Closes the window and returns you to the game.

Communicating With Other Players

If you are playing a multiplayer game you can communicate with the other players from either the Multiplayer Game Setup screen or from within the game. To communicate with another player, press Enter to open a dialog field. Type your message in the dialog field and press Enter again to send it. If you are communicating from within the Game Play interface, you can use the dropdown menu to the left of the dialog field to select the particular recipient or recipients of your message.
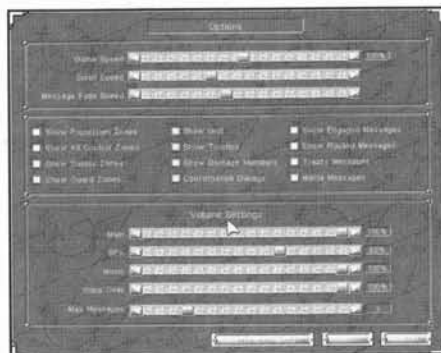
The Options Menu

Use the horizontal scroll bars to adjust the following:

Game Speed: Adjust the speed at which characters move and fight. Game Speed ranges from a very slow 25% to the hyperactive 400% of normal speed.

Scroll Speed: Adjust the speed at which you can scroll to survey the terrain.

Message Fade Speed: Adjust the speed at which displayed information vanishes from the screen.

Options Menu

The Options screen also allows you to toggle the following on or off:

Population Zones	Highlight this check box to show inhabited areas. You can also click the ZOP button in the bottom-right corner of the screen.
All Control Zones	Highlight this check box to display the areas controlled by both you and your enemies. You can also click the ZOC button in the bottom right corner of the screen.
Supply Zones	Highlight this check box to highlight those areas that are generating supplies for your company. You can also click the ZOS button in the bottom-right corner of the screen.
Guard Zones	This check box displays Guard Zones. These are the areas guarded by settlement militias and by companies in Guard mode.
Grid	Highlight this check box to draw a grid across the map.
Tooltips	Highlight this check box to display information about a game element when you mouse over it.
Damage Numbers	Highlight this check box to display damage taken by all combatants during a conflict. Red numbers float up from any units taking damage, and green numbers float up from any unit being healed.
Confirmation Dialogs	Highlight this check box to display an onscreen message when an action is completed (for example, when a settlement is upgraded).
Show Engaged Messages	Highlight this check box to display information when one of your uncontrolled companies is engaged in combat.
Show Routed Messages	Highlight this check box to display information when one of your uncontrolled companies is routed.
Treaty Messages	Highlight this check box to display any political treaty offers and responses that you exchange with other players.
Militia Messages	Highlight this check box to display an onscreen notification that a militia has been dispatched to engage in combat.

Finally, you can use the horizontal scroll bars to control the volume of the following sounds: Main, Sound Effects, Music, Voice-Over, and the Maximum Number of Messages seen at one time.

Playing the Game

When you begin playing *Kohan* in Campaign mode, a message box sometimes appears to suggest a recommended course of action. Click OK to close the message box and continue playing. You can peruse any of the popup story elements using the Quest Lore panel.

Resource Management

Gold is the standard currency in *Kohan*, and is the only stockpiled resource. All other resources (such as wood and iron) are acquired and spent in per-minute rates. If you have a negative value of a particular resource, that resource will automatically be purchased with gold.

There are several Export upgrades you can build in your cities that allow you to sell resource surpluses. Each Export upgrade sells off +5 of a given resource for its value in gold every minute.

A surplus in Mana cannot be sold.

All settlements produce gold through taxes. All components within a settlement can produce resources or gold, or can require resources for upkeep.

Zones

Zones are the underlying structural foundation of *Kohan*. You use zones to influence surrounding areas, explore the world, and define your economic and military tactics. There are four types of zones:

Zone of Control (ZOC): All companies exert a Zone of Control. The ZOC indicates the area over which a company is actively patrolling and otherwise exerting influence. The ZOC is terrain-based, although it does not extend far into Desert and Forest areas. When two enemy ZOCs overlap,

those companies become engaged. During engagement, you lose control over your company until you issue a retreat order, or your company routs. Successful engagements result in an increased ZOC. The formation of your company has a direct effect on the size of your ZOC.

Zone of Detection (ZOD): All companies and buildings exert a Zone of Detection. The ZOD indicates the area that you can see, or that you are actively scouting. You do not necessarily control the ZOD. The ZOD is terrain-based; hence it does not penetrate far into dense terrains such as Deserts and Forests. You can detect enemy companies, buildings, and enemy zones within your ZOD. The formation of your company has a direct effect on the size of your ZOD.

Zone of Population (ZOP): All settlements have a Zone of Population. The ZOP indicates inhabited areas, including outlying villages and farms. A ZOP is much larger than the settlement's ZOD; therefore, an enemy can identify the presence of your settlement without first being detected. You cannot construct a new settlement within the bounds of an existing ZOP.

Zone of Supply (ZOS): All settlements and outposts have a Zone of Supply. The ZOS indicates the area that can be supplied by the settlement or outpost. In order to produce resources, mines must be located within a friendly ZOS. If your ZOC overlaps a friendly ZOS (belonging to you or your ally), your company is automatically resupplied. The ZOS is the same size as the ZOD, although the ZOD can extend over water, where the ZOS cannot.

Guard Zones: Buildings containing militia and companies in guard mode use Guard Zones, or ZOGs. ZOGs indicate the area that the building is attempting to keep clear of enemy influence. When an enemy ZOC overlaps a friendly building's ZOG, the following occur:

If the building is a settlement, then the settlement is *under siege*. While under siege, a settlement cannot be razed, and it cannot recruit new companies. While under siege, a building's ZOS is blocked. The building under siege will immediately dispatch its militia to deal with the threat.

A company's ZOG is the same size as its ZOD. For a building, the ZOG is much smaller.

Recruiting a Company

In *Kohan*, each troop element in the game theoretically represents a group of units. For example, one footman element represents approximately 50 footmen. A Hero element actually represents the Hero and members of his entourage. In *Kohan*, you do not have control over individual elements. The lowest level of control you can exert is over a company (up to 7 elements: 1 captain, 4 front line troops, and 2 optional support troops). Each race has different front line and support troop types.

The front line troop type determines the basic statistics of a company. The support troops (or Hero, if you have a Hero instead of a captain) may have bonuses that modify the company. There are some troops (such as the engineer) that have special bonuses they give to their company. Note that support bonuses are only applied if the troop is in a support slot.

When troops in your company are slain in combat, new troops will be automatically recruited, as long as you are within range of your home settlement (that is, as long as your company is in supply within your zone of control). In addition, any company that is in supply (and is not engaged, routing, or retreating) automatically returns to full strength over a period of time.

Your first goal is to recruit a company of soldiers for your mission. To recruit a company, click the Recruit a Company icon at the bottom of the screen.

The Company Creation window opens. If you have a Hero available, you can select one who will serve as your company Captain from the array of Hero Elements. Drag the Hero into the Captain box in the top-left corner of the screen. The green bar at the bottom of the Hero icon represents the Hero's health. The blue bar at the top of the icon represents your Hero's Mana, or magical strength. You may change Heroes at any time during the game. Click on the Hero to display a description, including spells and any modifiers provided by the Hero.

You can select one of two modes for your Hero:

Command: This mode keeps your Hero fixed in place away from combat. However, the Hero can still cast spells, and will attack any enemies that come into range.

Engage: This mode sends your Hero into the thick of the fighting. This mode is not recommended for Heroes who are primarily spellcasters.

Remember that, as an Immortal, your Hero cannot be permanently destroyed.

Next, using the same click and drag method, select your front line troops. At the beginning of the game, only those troops who do not require special components (such as a blacksmith) can be selected. Finally, select your support troops from the available troop types.

When you have dragged a troop type into the appropriate box, you can click on the box to view important information about that type on the right side of the screen.

Selecting your Troop type

Company Cost: The type of front line and support troops that you select determines this automatically.

Company Upkeep: This section indicates the resources required to maintain your company, and may include the following:

Gold	Stone	Wood	Iron	Mana

Company Attributes: This section indicates the overall ability of your company, based on an average of the various character types that you have selected.

The following attributes define the quality of your company:

▫ Ranged attack value (i.e. distance attacks)

▫ Melee attack value

▫ Defense value

▫ Movement rate

▫ Visual range

When you have finished selecting your company, type a name for the company in the Company Name field.

Click Commission to create the company, or click Cancel to delete the company you are creating. Note that you cannot create a company if your settlement is under siege,

An alert appears at the bottom of the screen if you do not have the resources to create additional companies.

You also have the option of selecting one of the following:

Load preset: Use the dropdown menu on the left side of the screen to load a previously defined company.

Save preset: Use the dropdown menu on the left side of the screen to save the company that you have just defined as a preset.

Attaching and Detaching Heroes

Using the Hero Lore panel, you can remove a Hero from his current company and move him to a different company. There is a button to the right of each Hero on the Hero Lore panel. If the Hero currently belongs to a company, the button reads "Attach". If a Hero is not currently in a company, and is not Asleep, the button reads "Detach". To attach a Hero to a company, select the company you wish him to join, and click Attach. The Hero appears in the selected company. To detach a Hero from a company, click Detach. The Hero is removed from the company, and a captain replaces the Hero in that company.

Detaching a Hero will cost 15 gold.

Heroes cannot be attached or detached from a company that is:

▫ Out of supply

▫ Engaged with the enemy

▫ Routing or Retreating

▫ Led by a Hero who is not at full health.

Front Line and Support Troops

Certain types of front line and support troops provide advantages to your company. For example, a Scout increases the visual range of the entire company to 110% of normal. It is therefore important to study the various troop types prior to making your final selection.

Infantry Types

The following table summarizes the various infantry types available for recruitment:

Type	Health	Attack	Def	Move	Upkeep	Cost
Berserker	260	30	8	18	1i	8
Captain	300	28	10	26	No upkeep	15
Engineer	250	24	8	22	2s	10
Footman	200	20	10	20	1w	3
Grenadier	280	28	14	12	1i, 1w	8
Gauri Anvil	220	22	14	16	1i	8
Infantry	240	22	12	16	1i	5
Settler	300	10	0	16	1s	15
Skeleton	220	22	10	20	1i	3
Undead Captain	300	30	10	26	No upkeep	10
Zombie	200	18	8	10	No upkeep	3

Berserker: The main troops of the Drauga, Berserkers are as dangerous as they are courageous.

Captain: The captain is the fighting warrior trained to lead a company into battle.

Engineer: Engineers are elite laborers, able to fulfill various roles in one's army, from initiating sieges to repairing damaged settlements. Engineers may also be used to construct outposts and mines. To use these special functions, a company must have a front line of Engineers.

Footman: The basic infantry element, Footmen are inexpensive to upkeep and flexible in deployment.

Grenadier: Grenadiers are elite heavy infantry elements. They are slow, but heavily armored and powerful.

Gauri Anvil: The Gauri Anvils are the infantry teams designed to hold the enemy in check until the Hammers can sweep in and crush them.

Infantry: Infantry are common foot troops, balancing speed, attack, and defense.

Settler: Settlers are the men and women who forge through unknown paths to build new villages to support the kingdom. To use this ability, a company must have a front line of Settlers.

Skeleton: Evil magic have summoned forth skeletal warriors to wreak havoc upon the enemies of the Dark Master.

Undead Captain: The undead captain is the unholy monster created to lead the forces of evil into battle.

Zombie: Torn from the grave to serve the powers of evil, Zombies are the undead infantry of the Dark Master.

Archer Types

Archers are essential for long-range combat, although they can also engage in hand-to-hand fighting. The following table summarizes the attributes of the various archer types. Some archers require special facilities if they are to join your company.

Type	Health	Attack	Def	Move	Upkeep	Cost
Bowman	160	12/32	8	18	2w	6
Rainbringer	140	14/38	4	18	2w	7
Windrider	200	12/36	6	34	1w, 1i	8
Bone Bow	150	14/30	6	16	2w	5

Bowman: Bowmen fire volleys of deadly arrows at their targets. They are particularly useful against infantry.

Rainbringer: Rainbringers are deadly Haroun bowmen, firing powerful bows and wearing special arrow-resistant armor.

Windrider: Haroun Windriders are the swiftest and most maneuverable of the cavalry elements. They enter battle astride their agile steeds, wielding their notoriously powerful bows.

Bone Bow: These undead archers fire powerful crossbow bolts at their targets. Their skeletal bodies render them virtually immune to arrows, making Bone Bows the perfect unit to combat enemy archers.

Cavalry Types

Cavalry troops are designed primarily for scouting and fast assault. Light cavalry and scouting units provide little support in combat situations, but move quickly and have exceptional visual ranges. Heavier cavalry is best employed in rapid assaults and hit and run tactics.

Type	Health	Attack	Def	Move	Upkeep	Cost
Beast Rider	280	30	10	26	1w, 1i	10
Dragoon	320	30	12	28	2i	10
Gauri Hammer	280	26	14	20	2i	10
Scout	250	18	8	32	1w	6
Shadeling Scouts	110	14	6	26	No upkeep	3
Shadow Beasts	310	32	4	28	1m	2
Windrider	200	12/36	6	34	1w, 1i	8

Beast Rider: Riding their great warbeasts, the Drauga Beastriders make powerful cavalry elements.

Dragoon: Dragoons are heavy cavalry elements. They are well armored, and even better armed.

Gauri Hammer: Gauri Hammers complement the Gauri Anvils, and are the powerful cavalry elements.

Scout: Built for speed and reconnaissance, Scouts are standard light cavalry elements.

Shadeling Scouts: These gargoyle-like creatures are the weakest of all units. However, their far-reaching visual range, aerial maneuverability, and ability to move easily over all types of terrain contribute to their status as valued infiltration units.

Shadow Beast: Shadow Beasts are demonic creatures, fearsome in appearance and possessing awesome strength. They are the cavalry of the Great Master.

Windrider: Haroun Windriders are the swiftest and most maneuverable of the cavalry elements. They enter battle astride their agile steeds, wielding their notoriously powerful bows.

Support Types

The following descriptions will help you better understand the various special support troop types. The availability of these characters depends upon the political faction of your Hero.

Paladin: Paladins are powerful warriors of faith, prepared to lay down their lives in the fight against the Shadow. They radiate auras that make men brave and increase their strength when battling creatures of Shadow.

Ranger: Rangers are members of a secret group of warriors who wield mystical weapons that work as bow and blade. Their skills in the wilderness allow their company to move unhindered by difficult terrain. They also extend the company's visual range.

Shadow Demon: Shadow Demons are dangerous creatures from the realm of the Shadow. They are able to summon other Shadow forces to fight alongside them and are difficult to destroy in personal combat. They radiate an aura of power that increases the morale of their own troops.

Wraith: Undead Shadow mages capable of wielding the awesome darkfire element, Wraiths have an innate ability to see beyond normal reality. This increases their awareness of their surroundings and enables their company to increase its zone of control.

Basic Warmages can be divided into the following sub-types:

Magician: Magicians are the masters of fire, throwing churning blasts at their enemies and wrapping themselves in protective sheaths of flame. Their displays of raw power also serve to inspire their own troops.

Sorceress: The Sorceress is the ultimate ice queen. She is capable of surrounding herself in icy winds and freezing her foes solid with blasts of frost. Her displays of raw power also serve to inspire her own troops.

Wizard: Wizards are the lords of the storm. They can smite their enemies from a distance with demoralizing bolts of lightning. During combat, they stir up powerful winds that interfere with the arrows of attacking archers.

Summoner: Summoners are masters of conjuring, and are able to summon a huge elemental beast to battle their enemies. Outside of combat they use small nature spirits to aid in scouting their surroundings, increasing their company's visual range.

Necromancer: The foul Necromancer is capable of summoning up the very corpses of the dead to do battle for him. He is also known for poisoning the air around his enemies, rendering them weak and helpless.

Basic Priests can be divided into the following sub-types:

Cleric: Clerics are priests who heal individual fighting units and cast protection spells for the company. They also help heal wounded troops who are not engaged in combat.

Channeler: Channelers are priestly types who specialize in healing fighting troops *en masse*. They also help heal wounded troops who are not engaged in combat.

Battle Priest: Battle Priests are trained to combat the Shadow. They inspire their company to face the Shadow without fear.

Prophet: Prophets are the mad priests of the Great Master. Their arcane spells drain the life of their enemies and paralyze them through tremendous assaults of pain and fear. Their lust for death is infectious, bleeding over into the troops with whom they travel.

Shadow Priest: Shadow Priests are dedicated to the evil of the Shadow. They are able to magically inspire their troops with demonic fury, and can stun their enemies with sheer pain. They also have the ability to numb their troop's reactions to fear and pain, causing them to fight without concern for their own lives.

Regiments

In *Kohan*, you can gain additional control over your troops by grouping several companies into a regiment. Although regiments are not as strictly controlled as companies, they do allow for some basic formation management.

To form a regiment, press CTRL + #. The number at the top corner of the Banner is the regiment (or group) number. For example, when you create a group using Ctrl-1, all the banners in that group are marked with a 1.
If all companies within the newly created regiment are aligned in the same formation, the regiment selects and highlights that formation. Any move commands issued to that regiment will maintain that formation for each company within the regiment. For example, if all companies are aligned in column mode before the regiment is formed, they will maintain this formation when the regiment is formed. If the companies within a regiment have dissimilar formations, no formation button will be highlighted. Instead, regimental move commands will attempt to keep companies within the regiment in the same relative position.

The Lock Formation button is used to maintain a consistent formation within a regiment. Align your companies as desired, click the Lock Formation button, and then select the front of your formation. All move orders will now retain your companies within the chosen formation. The Lock Formation button is only available when a regiment has been formed via CTRL + #.

When a regiment is engaged in combat, you have the option of routing individual companies within the regiment.

For more information about formations, see *Combat*.

Exploring the Land

Once you have formed your company, the Quest Lore directive will likely instruct you to survey the surrounding territory in order to discover useful resources and rout out any monsters in the area.

To move your company, click on any member of your company to select it, and then click the Move icon at the bottom of the screen. Use your mouse to position your company's flag at your destination point, and then click. The company moves to the destination automatically. You can also highlight your company, and then right-click at the destination point. To assign waypoint numbers to your company, press SHIFT while right-clicking. Your company moves in order to each of the pre-selected destination flags. To halt your company after you have ordered them to move, click the Stop icon .

Move Icon   Stop Icon

You can move your company in one of four formations. See *Combat*.

Combat

Combat is processed automatically in *Kohan*, but there is much that you can do to prepare for victory. It is important to familiarize yourself with the combat options that appear at the bottom of the screen.

Combat Options

Attack Icon: Click the Attack icon and select a target to issue an attack command to assault the chosen target.

Guard Icon: Click the Guard icon and select a location to dispatch your company to your chosen destination. The company now protects the visible area.

You have some control over how your companies become engaged. The formation/mode of your company dictates its aggressiveness. Aggressive modes always cause your company to engage its enemies. A company in a Defensive mode only engages if attacked. A Passive company never engages an enemy while in motion. Each formation – from Pressed to Combat – is more efficient than the last. A company is able to inflict more damage on an enemy while in Combat mode than while in (in order of decreasing efficiency) Skirmish mode, Column Mode, or Pressed mode.

Pressed Mode (Passive): Click this icon to impose a forced march on your company that greatly increases your rate of movement. Use this mode to run through enemy lines. Pressed Mode lowers company morale. If morale sinks too low, your company will not move. Position your mouse over the icon to view the exact adjustments for your company.

Column Mode (Defensive): Click this icon to arrange your troops to move in a column formation. Your company will move at close to maximum speed, but is poorly prepared for combat. Position your mouse over the icon to view the exact adjustments for your company.

Skirmish Mode (Aggressive): Click this icon to arrange your troops in a circular formation. Skirmish Mode provides greater attack efficiency and speed than Column Mode. It also increases the visual range of the company. Position your mouse over the icon to view the exact adjustments for your company.

Combat Mode (Aggressive): Click this icon to arrange your troops in combat formation. Although speed and visual range are reduced, attack efficiency is increased to maximum.

Note that company formation also changes company attributes such as Attack Value, Visual Range, Zone of Control, Movement Rate, and Morale. Experiment with different formations and companies to determine the most effective formation for a given situation.

Defense Value: This number indicates the defensive capabilities of your company, and is determined by the Defensive Values of your company's front line elements.

Movement Rate: This number indicates your base movement rate. A company always moves at the speed of its slowest member. However, the types of terrain that you travel across, as well as your company's formation, also affect movement. Position the mouse over the icon to view any current movement adjustments due to terrain.

Terrain: Certain types of terrain provide a defensive bonus.
(See *Defensive Value Bonuses*).

Company Status: This field reflects the current activity of your company. While traveling, "Moving" is displayed; following a move, "Resting" is displayed; and so on.

Attack Value: This number indicates the attack strength of your company, and is determined by the Attack Values of your company's front line elements.

Company Shield: Each front line element type has a distinct heraldic symbol displayed on their company shield. This is also called a banner. Click on the shield at the bottom of the screen to view important information about your company, such as Rank, Supply, and whether or not a Hero leads your company.

You can also break up your current company by clicking the Disband button (or by using the DEL key).

Morale: This bar displays a visual indication of the current morale of your company. Morale decreases during combat. Position your mouse over the bar to view the current morale percentage of your company.
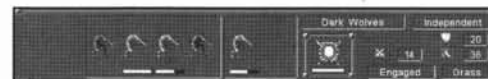
Troops: The appropriate character icons indicate all troops, including your Captain, front line, and support troops. The green bar below each icon represents that element's current health level. When a troop element has been destroyed, the icon representing that troop is grayed out. Companies recover lost health and troop elements as long as they rest within a friendly supply zone. They will not resupply if routing or engaged with the enemy.

While engaged in combat, you have two other options:

Rout: When you force a rout, you command your company to immediately flee to the nearest safe area (usually located within a friendly supply zone). You cannot control where your company will rout. Therefore, a routing company may move through a dangerous area. A routing company that is out of supply loses health.

Retreat: When you enact a retreat, you select the destination of your retreat, at which point the company immediately breaks off combat and moves to the chosen destination. All enemies are ignored during a retreat.

You can also click the enemy's banner to view important information (such as enemy morale and attack value) during battle.

Enemy Banner

Defensive Value Bonuses

Your companies can receive Defensive Value (DV) bonuses depending on the terrain that they occupy (that is, where your company banner is situated). For example, due to the cover provided by trees and heavy brush, a company centered in a Forest receives a + 4 DV bonus.

Defensive Value bonuses can also be affected by other factors. An entrenched company (a company that stays at rest long enough to become familiar with its surroundings and dig in) has a +3 DV bonus, while a fortified company (entrenched companies eventually become fortified once they have dug in) receives a +6 bonus. Entrenchment and Fortification are indicated graphically at the base of the company's banner.

Experience Points

Companies and Heroes gain experience and advance in levels depending on the number of experience points they have accumulated. Experience is earned in combat, and from accomplishing certain tasks. At advanced levels, companies have increased morale, increased armor values, and can inflict greater damage (approximately an additional 10% at level 2 - Regulars).

Heroes gain experience over time and in combat. Heroes also take credit in the form of experience for the achievements of their company.

Monsters

There are a large number of monsters that dwell in the *Kohan* game world. The following table provides a summary of a few of the various creatures you may encounter:

Type	Health	Attack	Def	Move	Mana
Dark Wolves	200	14	20	36	N/A
Fire Drake	6000	150	12	30	50
Giant Spider	400	32	4	24	50
Rhaksha	150	24	6	24	N/A
Shadeling	100	8	6	20	N/A
Slaan	190	18	12	16	50

Dark Wolves: The hunting beasts of the Great Master, dark wolves search out his enemies and tear them to shreds.

Fire Drake: Fire Dragons are powerful beasts of mystical wonder. No one knows where they came from or what purpose they have on Khaldun.

Giant Spider: Mutated by stray magic and the taint of the Cataclysms, these horrors appear all over Khaldun.

Rhaksha: Foul creatures of unknown origin, Rhaksha swarm over Khaldun, defiling all that they touch.

Shadeling: Small and vicious, Shadelings are the embodiment of spite among the creatures of Shadow.

Slaan: The Slaan are a strange race of reptile-men who occupy abandoned cities, ancient ruins, and their own foul mud-hut lairs.

Magic

Many of the support elements and Heroes in *Kohan* have the ability to cast magical spells. During combat, spellcasters automatically heal the wounded, protect the company, and inflict damage on the enemy. The spellcaster's Mana is depleted each time a spell is cast.

Each mage or priest determines the appropriate spell under the circumstances, as well as the spell's target. Because many monsters and servants of evil are susceptible only to magical attacks, the proper deployment of these support elements is vital to a successful campaign.

When a spell is cast, the affected company is sometimes surrounded by a sparkling effect. The visual effects are different for each spell.

The following table summarizes some of the available spells. The duration of each spell is indicated in minutes.

Spell	Duration	Description	Damage/Heal	Area
Banish shadow	-	Emits a burst of holy energy that lashes out against creatures of Shadow.	40	3 titles
Blessing	60	Blesses all friendly elements with bonuses to attack and defense.	N/A	N/A
Cloud of Fear	90	Creates a bubbling cloud of gloom that lowers the morale of all enemies caught within it.	N/A	N/A
Courage	30	Blesses the company with a burst of valor, increasing its morale.	N/A	N/A
Darkfire Immolation	60	Calls forth an aura of unholy black flames that protects the mage.	N/A	N/A
Dreadfire	-	Generates a ball of hellish black flames that erupts and torments an opponent.	90	N/A
Earthburst	-	Sends a wave of energy under the ground to erupt beneath enemy turf.	40	2 titles
Fireball	-	Generates a ball of searing flame that engulfs the enemy.	120	N/A
Heal	-	Heals a small amount of damage in all friendly elements.	25	N/A
Ice Storm	15	A concussive blast of arctic air that freezes a target in his tracks.	25	N/A
Immolation	60	Calls forth an aura of seething flames that protects the mage.	N/A	N/A
Lethargy	30	Summons up a gray mist that weakens all enemy elements caught within it.	N/A	3 titles

Spell	Duration	Description	Damage/Heal	Area
Life Leech	-	Drains the life energy from enemy elements and bestows it upon friendly elements.	20	2 titles
Lighting	-	Launches a stream of crackling energy at a target, leaving him brittle and burnt.	80	N/A
Mystic Armor	60	Protects the mage from non-magical attacks with a suit of mystic energy.	N/A	N/A
Mystic Shield	60	Protects the mage from ranged and magical attacks with a field of mystic energy.	N/A	N/A
Paralyze	20	Paralyzes and renders helpless a single enemy element	N/A	N/A
Poison Spit	15	Disgorges a steady stream of energy-sapping spittle at the unfortunate foe.	10	N/A
Protection	60	Blesses friendly elements with protection from all attacks.	N/A	N/A
Recovery	-	Heals a large amount of damage in one element (for example, one Infantry element).	60	N/A
Shadow's Blessing	60	Blesses all friendly elements by trading defense for attack. Friendly elements sustain more damage from enemy attacks, but their own assaults cause increased damage. This spell is a pain-for-power tradeoff.	N/A	N/A
Shadowshock	4	Summons a blast of evil energy that stuns all in its wake.	N/A	2 titles
Storm Shield	60	Calls forth a roiling storm of energy that protects the mage.	N/A	N/A
Summon Dead	-	Summons forth the dead from their graves to fight for the mage.	N/A	N/A

Spell	Duration	Description	Damage/Heal	Area
Summon Elemental	–	Summons forth a powerful elemental creature to do the mage's bidding.	N/A	N/A
Summon Shadelings	–	Summons a pair of shadelings to defend their demonic master.	N/A	N/A
Webbing	15	Shoots a splatter of silk at a target, immobilizing it temporarily.	N/A	N/A

Buildings and Resources

When you begin any new game that does not use a predefined map, each player is assigned a random starting position, one or more random Heroes, and a village of their chosen faction type.

Certain companies, such as those with Engineers or Settlers in the front line, can construct new buildings. Settlers and Engineers assigned to support positions will not enable you to access special construction features. You use Settlers to inhabit new villages, while Engineers are used to build outposts and mines, and to repair damaged buildings.

To construct a building, select the appropriate company, and then click the Special Action Menu icon .

The following options are displayed:

Settle: Click the Settle icon, and then select a location on the map.

Build Outpost: Click the Build Outpost icon, and then select a location on the map. Type in the name of your new outpost, and click OK. Outposts are used to extend a kingdom's supply range, and to protect its borders from incursion.

Build Mine: Click the Build Mine icon, and then select the appropriate resource. You can also right-click to construct a mine.

Repair: Click the Repair icon, and then select the building you wish to repair.

There are a number of useful buildings and constructions. First, familiarize yourself with some of the settlement and construction terminology.

Militia: Indicates the number and type of military inhabitants of the building.

Max Components: Indicates the maximum number of additional components (e.g., blacksmith) that can be added to the building.

Faction Upgrades: Indicates what type of building upgrades are permitted by a given faction.

The following is a partial list of the basic player structures you will find in the game:

Building	Militia	Max. Components	Company Limit
Ceyah Village	10 Undead	1	2
Ceyah Town	12 Undead	3	3
Ceyah City	10 Shadow Beasts	5	4
Ceyah Citadel	12 Shadow Beasts	7	6
Council Village	10 Village Militia	1	1
Council Town	12 Village Militia	3	2
Council City	10 CityMilitia	5	3
Council Citadel	12 CityMilitia	7	5
Nationalist Village	10 Village Militia	2	1
Nationalist Town	12 Village Militia	4	2
Nationalist City	10 CityMilitia	6	3
Nationalist Citadel	12 CityMilitia	7	5
Royalist Village	14 Village Militia	1	2
Royalist Town	16 Village Militia	3	3
Royalist City	14 City Militia	5	4
Royalist Citadel	16 City Militia	7	5

The following is a list of the various other settlements and constructions you will find:

Building	Militia	Company Limit
Ceyah Outpost	Outposts are used to extend a kingdom's supply range and protect its borders from incursion.	4 Undead 2 Shadow Beasts
Council Outpost	Outposts are used to extend a kingdom's supply range and protect its borders from incursion.	4 City Militia 2 Archer Militia
Nationalist Outpost	Outposts are used to extend a kingdom's supply range and protect its borders from incursion.	4 City Militia 2 Archer Militia
Royalist Outpost	Outposts are used to extend a kingdom's supply range and protect its borders from incursion.	4 City Militia 2 Archer Militia
Rhaksha Nest	The foul stench of Rhaksha wafts heavily from the many holes and rents covering their mound-like nests. Best not to get too close.	4-12 Rhaksha
Bandit Camp	A small arrangement of tents and crude defenses erected to house the debauched bandits who wait to prey on the unwary.	12 Brigands
Drauga Enclave	The crude, but solidly crafted home of the Drauga, a warlike people who respect strength above all else.	8 Berserkers
Haroun Sanctuary	The artistic quality of the Haroun Sanctuary belies its ability to weather a siege as well as any city.	8 Rainbringers
Gauri Stronghold	The Gauri live in great strongholds carved from solid rock, rendering them nearly impervious to assault.	8 Anvils
Dragon Lair	Dark and dangerous looking cavern that exudes noxious gases and sinister sounds.	1 Dragon
Slaan Lair	Odd looking mud and stone structures that house the hostile reptile men known as the Slaan.	10 Slaan
Giant Spider Nest	Massive cocoons of silk pulse with arachnid life, housing the brood of giant eight-legged predators.	3 Giant Spiders
Monolith	All that is left of this ancient structure is a large standing stone inscribed with wind-worn runes.	Variable
Lost Temple	Once a great temple or palace, this remnant of the greater glory of the Kohan now lies ruined and forgotten.	Variable
Ruined Monument	The crumbled remains of ancient buildings are all that are left of a once glorious city.	Variable
Khaldunite Field	Using an engineering company to construct a mine on this resource supplies your kingdom with +5 mana per minute	None
Gold Deposit	Using an engineering company to construct a mine on this resource supplies your kingdom with +15 gold per minute.	None
Iron Deposit	Using an engineering company to construct a mine on this resource supplies your kingdom with +10 iron per minute.	None
Ironwood Grove	Using an engineering company to construct a mine on this resource supplies your kingdom with +10 wood per minute	None
Marble Outcropping	Using an engineering company to construct a mine on this resource supplies your building with +10 stone per minute.	None

Militia

When you take control of a settlement, you automatically inherit that settlement's militia. Click on the city to view the militia for the settlement. The militia is automatically dispatched in your absence if the settlement is threatened. When you upgrade a town, the militia is also upgraded automatically. It has no impact on the economy.

Militia Types	Health	Attack	Def	Move
City	210	22	10	15
Drauga	220	26	6	15
Gauri	200	22	10	15
Haroun	140	8/30	4	15
Village	180	20	8	15

City Militia: City Militia are well-trained troops who defend cities and citadels.

Drauga Militia: Drauga Militia are weaker berserkers who defend their village from attack.

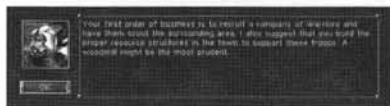**Gauri Militia**: Gauri Militia are assigned to protect the Gauri Village.

Haroun Militia: Haroun Militia are comprised of bowmen determined to defend the Haroun Village.

Village Militia: Village militia defends villages and towns from sieges.

Constructing a Building Component

Once you have recruited a company, the Quest Lore directive will likely instruct you to construct a building component that is appropriate for your mission. Building Components are necessary to produce the materials that are required to generate income and provide the resources necessary to sustain your troops.

Constructing a Building

To add a building component to a settlement that is under your control, click the Build Building Component icon at the bottom of the screen. The Build Component panel appears. To view information about each of the building components, position your mouse over the component. The costs and benefits of constructing that component appear at the bottom of the panel. Click the building component icon you wish to construct. The component is constructed automatically. You can view the status of the construction at the bottom of the screen. A completion message appears when construction reaches 100%.

The following basic building components can be constructed:

Building Component	Cost	Benefits
Quarry	20 gold	Provides your kingdom with +6 Stone per minute
Woodmill	40 gold	Provides your kingdom with +6 Wood per minute
Blacksmith	60 gold	Provides your kingdom with +6 Iron per minute
Market	60 gold; also -2 Stone, -2 Wood, -2 Iron/min	Sells off 2 Wood, 2 Stone, 2 Iron/min to generate 12 gold
Barracks	80 gold; also -1 Stone, -1 Wood, -1 Iron/min	Trains advanced military elements, & lowers the city's chances of surrender
Temple	100 gold; also -3Stone/min	Provides your kingdom with +2 Mana per minute
Library	100 gold; also -1 Stone, -2 Wood/min	Provides your kingdom with +4 Mana per minute
Wall	30 gold; also -4 Stone/min	Increases settlement's health, ' 2 DV to Militia, reduces chance to surrender, and protects components from being destroyed in a siege

Upgrading a Building Component

You can upgrade an existing building component so that it produces more resources and/or reduces the costs of operating the component.

Status Upgrade

You can view the status of the upgrade at the bottom of the screen. A completion message appears when construction reaches 100%.

Click the City Management icon to view the current status of the nearest settlement under your control. Click on any of the building component icons to view detailed information.

Selling a Building Component

If you are hard-pressed for gold, or if a building component you currently own is no longer required, you can opt to sell the building component. Click the Sell icon, and then click on the component that you wish to sell. The gold acquired in the sale is added to your gold total automatically, and a message appears to indicate that the component has been sold.

You can also sell a building component by clicking the Sell Building Component icon , followed by clicking on the component you wish to sell.

Supply Zones

All outposts and settlements have a zone of supply (ZOS). Any company whose ZOC intersects a friendly ZOS is considered "in supply." Being in supply means that the company is automatically receiving new recruits (you are paying upkeep for the company).

Being out of supply does not hurt your company, unless you cannot afford to pay its upkeep. In this case, all companies out of supply begin to lose men.

Additionally, a mine does not produce anything unless it is in supply. When a mine or company is out of supply, the company banner or the mine flashes white.

Razing a Building

You can destroy any building that is under your control and not currently under siege by enemy forces. When your militia has been dispatched, or when there is an enemy within your building's guard zone, that settlement is considered to be Under Siege. When Under Siege, the settlement flashes red. To raze a building, click the settlement you wish to raze. On the settlement panel, click the Raze button. When you raze a building, any building components are automatically sold, and you are granted a sum of gold. You should only raze a building in desperate circumstances.

Upgrading a Settlement

Click the Upgrade icon to expand the size of a settlement to the next population level. Upgrades are implemented in the following order:

⊓ Village

⊔ Town

⊓ City

⊓ Citadel

Each settlement level has different requirements. Position your mouse over the Upgrade icon to view a tooltip describing the specific requirements for the settlement you wish to upgrade.

Upgrading to the next level of a settlement is essential for success. Each new upgrade increases the health of the settlement, improves its Militia, provides more gold in taxes, and increases your vault size and company limit. Most importantly, upgrading a settlement opens up more component slots for construction.

Ending the Game

The game is over when you are defeated, or when you accomplish all of the objectives established at the beginning of the campaign or scenario.

When the game is over, whether you have won or lost, the Mission Debriefing screen is displayed. The Debriefing tab informs you whether you have won or lost, and lists the objectives that you successfully completed. The Score tab allows you to analyze your game from a number of perspectives. Click the check box beside any or all of the following: Overall, Military, Economy, and Population to view a detailed breakdown in the bottom window.

Mission Debriefing Screens

You have three additional options on the Mission Debriefing screen:

Replay Mission: Based on what you have learned from the Mission Debriefing, you can make a second attempt at victory. This option is available only in Campaign mode. If you choose to Replay a mission that has been successfully completed, it will not update your progress in the Campaign.

Continue: Select Continue to proceed to the next mission. This option is available only in Campaign mode.

Save Film: Saves the entire game that you have just completed as a film that can be viewed later. This option is not available in Save Game or Tutorial modes.

Exit: Returns you to the Main Menu. In Campaign mode, selecting Exit saves the results of a victorious mission.

Hotkeys

The following tables list the hotkeys you can use when playing *Kohan*:

Zone Hotkeys

Ctrl-C	Show Control Zones
Ctrl-S	Show Supply Zones
Ctrl-G	Show Grid Zones
Ctrl-X	Show Guard Zones
Ctrl-P	Show Population Zones

Company Hotkeys

A	Attack
G	Guard
M	Move
B	Build
S	Stop
R	Retreat, when Engaged
O	Rout, when Engaged

Build Sub-Menu

O	Build Outpost
M	Build Mine
R	Repair
S	Settle Village

Grouping Hotkeys

Ctrl-#	Create Group (# means keys 0 through 9)
#	Select Group
# twice	Focus on Group
Alt #	Select and Focus on Group
Shift-Click	Add Company to Group
Crtl-Click	Remove Company from Group
L	Lock Formation

Formation Hotkeys

Q	Pressed Column Formation
W	Column Formation
E	Skirmish Formation
R	Combat Formation

Settlement Hotkeys

F1	City Management
Tab/Shift/Tab	Cycle Through Selected Type (Owned Buildings or Companies)
PgUp/Pg Down	Cycle Through Selected Type (Owned Buildings or Companies)
C	Cancel Build
S	Sell (pops up Sell cursor)
R	Recruit
U	Upgrade Settlement
B	Build (Next hotkey pressed determines component built)
B+Q	Build Quarry
B+W	Build Woodmill
B+E	Build Blacksmith
B+M	Build Market
B+C	Build Barracks
B+T	Build Temple
B+L	Build Library
B+A	Build Wall

Miscellaneous Hotkeys

Spacebar	Drops All Panels
Delete	Disband Company/Raze Building
F3	Decrease Game Speed
F4	Increase Game Speed
Backspace	Center on Last Event
H	Center on Currently Selected Object
Enter	Chat
Arrow Keys	Scroll the Map
P/Pause	Pause the Game
Escape	Options

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