

WulfHart Rework

Design Document

General Outline

Miscellaneous Changes

- Rebalance Wulfhart's skills to further incentivise huntsmen units (They're good, but guns are strill)
- potentially add additional skill (need to test “Irregular Elites” change first)
- +15% campaign movement in jungle regions (Faction wide)

Mandate

- New, varied Dilemmas
- Can leverage “Elector Support” for unique Dilemma rewards
- Rename “Acclaim” to “Mandate Progress”
- New unique resource now named “Acclaim”
 - Gained from battles/Ports/Settlement Buildings
- Can Purchase Elector Count units with “Acclaim” (added to Imperial Supply pool / limit of 3 in reserve)
- Otherwise unchanged

WulfHart's Companions

- Special Unit Recruitment
 - 2 units from home roster per non-empire hero
 - Bretonnian – Questing Knights / Pegasus Knights
 - Wood Elf – Glade Riders (Hagbane Tips) / Waywatchers
 - Dwarf – Obsinite Gyrocopters / Flame Cannons
 - Cost “Acclaim”
 - Each unit capped at 3 total
- Improved Army Buffs for being embedded
 - Bretonnian – Cavalry Focused
 - Wood Elf – Missile Infantry Focused
 - Dwarf – Artillery Focused
 - Witch Hunter – Embedded Hero's Focused
- Improved skill line for Bretonnian knight

Elector Count Support

- Viewed through new UI panel similar to “Nuln Gunnery School”
- Each elector has 4 tiers of support
 - Can be increased by spending “Acclaim”
 - Each Tier upgrade provides Buffs and Items in order of -
 - +1000 gold per imperial supply / Factionwide Bonus / Unique Army Focused Ancillary / Corresponding RuneFang
- Counts Include
 - Nordland
 - Wissenland
 - Reikland
 - Solland
 - Averland
 - Hochland
 - Middenland
 - Ostland
 - Ostermark
 - Stirland
 - Talabecland

Elector Count Support Rewards

- Nordland
 - 1000 gold per Imperial Supply / +10% Trade Goods / Marine's Standard (“Aquatic” Lords Army) / Runefang
- Wissenland
 - 1000 Gold per Imperial Supply / 10% Upkeep reduction for Artillery (Factionwide) / Artillerist's Standard (+10% Explosive Radius increase (artillery) - +15% Missile Strength (artillery)) / Runefang
- Reikland
 - 1000 Gold per Imperial Supply / 10% Upkeep reduction (Elector Count Troops) / Emperor's Standard (+10% Weapon Strength - +10% Missile Strength (Elector Count Troops)) / Runefang

- Averland
 - 1000 Gold per Imperial Supply / +5 Growth (Factionwide) / Horse Master's Standard (+12% Charge Bonus (Melee Cavalry)) / Runefang
- Hochland
 - 1000 Gold per Imperial Supply / +5% Replenishment Rate (All Armies) / Marksmen's Standard (+15% accuracy (Missile Infantry)) / Runefang
- Middenland
 - 1000 Gold per Imperial Supply / +2 Cleanse Corruption (factionwide) / Ulric's Standard (“frenzy” for Melee Infantry (Lord's Army)) / Runefang
- Ostland
 - 1000 Gold per Imperial Supply / +10 Melee Defense, +5 Melee Attack (Friendly Garrison's) / Survivor's Standard (+10% hitpoints (Lord's Army)) / Runefang
- Ostermark
 - 1000 Gold per Imperial Supply / +5% detection chance for undercities and cults (Factionwide) / Witch Hunter's Standard (+10% Chaos Attrition resistance (Lord's Army)) / RuneFang
- Stirland
 - 1000 Gold per Imperial Supply / +10% Captured enemies post battle / Superstition's Standard (+10% Spell resistance (Lord's Army)) / Runefang
- Talabecland
 - 1000 Gold per Imperial Supply / +10% melee defence/attack (in forest/jungle Biomes)/ Taal's Standard (+10% melee attack in woods (Lord's Army)) / Runefang