Lands of Conquest

I. New Building — Castle

The Castle is constructed to Level 1 by default and can be upgraded to Level 10; Developing this building provides the following bonuses:

Castle lv	Clan points per hour	Resources production increase	Unit training speed increase	Knight prestige gain increase
1	0	0.0%	1.0%	1.0%
2	0	1.0%	2.0%	3.0%
3	0	1.5%	3.0%	5.0%
4	0	2.0%	4.0%	7.0%
5	0	2.5%	5.0%	9.0%
6	1	3.0%	6.0%	11.0%
7	3	3.5%	7.0%	13.0%
8	5	4.0%	8.0%	15.0%
9	7	5.0%	9.0%	17.0%
10	10	6.0%	10.0%	20.0%

The price in resources to construct each level in a x1(Normal) speed world is:

Castle lvl	Gold	Iron	Wood	Food	Time
1	4100	6700	5800	3900	00:39:00
2	8200	13400	11600	7800	01:57:00
3	14760	24120	20880	14040	03:54:00
4	23616	38592	33408	22464	07:01:00
5	35424	57888	50112	33696	11:14:00
6	49594	81043	70157	47174	16:51:00
7	64472	105356	91204	61327	23:35:00
8	77366	126427	109445	73592	30:40:00
9	85103	139070	120389	80951	36:48:00
10	89358	146024	126409	84999	40:29:00

The required buildings for constructing each level of the castle are as follows:

Castle lvl	Required Buildings
1	No required buildings
2	Blacksmith 4 lvl, Marketplace 4lvl Wall 4lvl
3	Blacksmith 8 lvl, Marketplace 8lvl Wall 6lvl
4	Blacksmith 12lvl, Marketplace 11lvl, Wall 8lvl
5	Blacksmith 15lvl, Marketplace 14lvl, Wall 10lvl
6	Blacksmith 16lvl, Marketplace 17lvl, Wall 12lvl
7	Blacksmith 17lvl, Marketplace 19lvl, Wall 14lvl
8	Blacksmith 18lvl, Marketplace 21lvl, Wall 16lvl
9	Blacksmith 19lvl, Marketplace 23lvl, Wall 18lvl
10	Blacksmith 20lvl, Marketplace 25lvl, Wall 20lvl

Other function of the Castle is the possibility to hire a knight level 10 in case you have not reached the maximum amount of knights for your account. (was a Tavern building feature).
By using the slider you can determine the amount of simultaneous attack and support marches that you can send. (was a Tavern building feature). The options are from 1 to 30. Every level reduces the gain of Food by 0.5%.
The maximum allowed number of Attack and Support Marches is also increased by Knight Items and Nation bonuses of some races (+20% more marches than the Castle workers allow for the Byzantines, Japanese, Persians);
Opportunity to hire some of your defeated army (was a Tavern building feature) from Castle, as follows:

Player level	Price	Army
1-6	Double resource / 25 coins/ 4 stars	80% up to 400 Population
7-12	Double resource/ 50 coins/ 8 stars	70% up to 1000 Population
13-18	Double resource/ 100 coins/ 17 stars	60% up to 2000 Population
19-36	Double resources/ 200 coins/ 35 stars	50% up to 4500 Population

The Army number is determined by the Army lost in a Battle as a Defender of a Castle in the past 48 hours (player hires the same type of Units as the ones they lost). When this option is used, all loss records are deleted. When a Castle is overtaken, loss records are deleted.
When a Castle's marches level is set, it applies to all the player's Castles.
Number of Attacks and Supports also applies to all the player's Castles.
A player can't reduce the level of their Castle if the player has more active Marches than the desired lower level of the Castle allows.

II. Clan Ranking

The Clan Ranking is determined by the constructed levels of all Castle buildings that all members in a clan rule. For every hour in which a Clan member has such building constructed at level 6 or higher, the Clan gets points. The amount of points per hour depends on the level of that Building as noted above in point X of this document. The clan points from Castles are added every hour.

III. Clan changes

Clan leaders won't be able to create sub-clans anymore. The maximum number of clan members in a single clan has been limited to ensure player competition. Clan quests are removed.

IV. New March Type — Settle March

This march allows players to create a new city on empty map coordinates. All buildings in the newly created city are of level 0, except for the Castle building which starts at level 1. To successfully settle a city you have to comply with the following requirements:

City that will be found	Escorting Population	Required Resources
2nd city	1 nobleman + 2000 population	5000 of each
3rd city	1 nobleman + 4000 population	10000 of each
4th city	1 nobleman + 6000 population	15000 of each
5th city	1 nobleman + 8000 population	20000 of each
6th city	1 nobleman + 10000 population	25000 of each
7th city	2 noblemen + 12000 population	30000 of each
8th city	2 noblemen + 14000 population	35000 of each
9th city	2 noblemen + 16000 population	40000 of each
10th city	2 noblemen + 18000 population	45000 of each
11th city	2 noblemen + 20000 population	50000 of each

NOTE: Nobleman and escorting population are lost in the construction of the new city

The displayed resource amounts are for a x1(Normal) speed worlds. In worlds where the speed is higher the required amounts are the following:

Required Resources for Settle March in Speed worlds
1x and 2x speed worlds- Required resources according to the table above
3x and 4x speed worlds - 2x Required resources according to the table above
5x and 6x speed worlds - 3x Required resources according to the table above
7x and 8x speed worlds - 4x Required resources according to the table above
9x and 10x speed worlds - 5x Required resources according to the table above

Example:
If you are playing in a x5 speed world and want to settle your fifth city you have to send the following amount of resources along with the march:

1 nobleman + 8000 escorting population, as well as 60 000 of each resource type (3 x 20 000) the unit types and amounts in the escorting population must be the following:

Type of Escorting Units	Amount
Pikeman	100
Swordsman	100
Axeman	100
Maceman	100
Shortbow Archer	200
Longbow Archer	300
Crossbow Archer	300
Quickwalkers	50
Light Cavalry	50
Heavy Cavalry	50
Archer Cavalry	20
Ram	20
TOTAL POPULATION	**2000**

Example:
If you want to settle your fifth castle the escorting population will be 8000, which is equal to 4 times the units displayed above. This means you have to multiply the unit amounts shown above by 4;
In order to successfully settle a castle it is required that the chosen coordinates are free and there are no cities, camps or obstacles there.
Furthermore, the players Order must allow them to own another castle.
The maximum duration of a Settle march is 1 hours regardless of speed motivation being used.
The march requires different amount of all resources, escorting population and sending a Nobleman.
Both the resources, army and nobleman vanish if the Settle march is successful (the map spot is still empty when the march reaches it).
When a city is settled it starts with 3000 Loyalty.
Settle march can't be sent from a city with less than 3000 loyalty.

If a city's loyalty falls under 3000 and there is a Settle march in progress, the march will return instantly to protect the city.

V. New Tutorial

The tutorial will now go through the basics of the game before actually allowing players to start playing in the game world.
After the tutorial is completed the players will choose a Nation to play with, Map position and his castle will be placed on the global game map.

VI. New Quester

There are more than 260 new quests. They will help you and guide you on the road to developing your account. Every quest will grant a reward upon completion. The possible rewards are VIP account subscription, army, resources, coins, items, etc.
In case you are a newbie player, the quests will help you get acquainted with the game and learn how to play.
You can find the quests by clicking on the parchment, located under your hero's portrait. Quests are not obligatory to complete, but we strongly recommend that you don't ignore them. If you are not sure how to develop your castle, the quests will give you good suggestions throughout the game.
After claiming a reward from a quest, it is considered completed. That way you can always check which quests you completed so far.

VII. New Nation Skill

Conqueror skill was removed and replaced by the new one – Overseer. The skill reduces the time needed to train ALL unit types. Overseer skill is vital for all rulers, both when recovering from war and then preparing for future attacks. With the new skill we strive to make the game more dynamic and interesting.
How the bonus actually works: For example, if at a certain stage of the game a certain unit is trained for 10 minutes and you develop Overseer to Advanced, then the unit will be trained 20% faster. The time needed to train the unit will be reduced to 8 minutes.
NOTE: The same applies for all unit types including special units.

Overseer training speed bonus per skill level:
Apprentice: 10%
Advanced: 20%
Master: 30%

VIII. Other Nation Skills Modifications

With the aim of better balancing the game and fixing some inconsistencies with determining skill bonuses, we made the following changes:
Warrior skill changes:

- Apprentice 10% (was 5%)
- Advanced 25% (was 15%)
- Master 40% (was 30%)

Cavalryman skill changes:

- Apprentice 10% (was 20%)
- Advanced 25% (was 30%)
- Master 40% (No change)

Defender skill changes:

- Apprentice 10% (No change)
- Advanced 20% (was 15%)
- Master 30% (No change)

IX. Building changes

Some building will now have different requirements in order to be constructed. The buildings that undergo such changes are:

Barracks will now require:
Level 1 Blacksmith (was Blacksmith level 2)
Level 2 Marketplace (was Marketplace level 3)

Order will now require:
Level 17 Blacksmith (no change)
Level 20 Barracks (no change)
Level 15 Stables (no change)
Level 25 Dwellings (was Infirmary level 5)

X. Changes in Order Castle Limitations

With the aim of a better and more fair determining of the amount of castles, that a player can own at a certain moment, we made the following changes:
Level 1 Order – allows players to rule 2 castles (no change)
Level 2 Order – allows players to rule 4 castles (was 5 castles)
Level 3 Order – allows players to rule 8 castles (was 10 castles)
Level 4 Order – allows players to rule 11 castles (no change)

XI. Items

Knights acquire items from missions and quest rewards. There are 5 types of items depending on the item slot they can be equipped on: Head, Chest, Main hand, Off-Hand and Consumables. Each item can have between 1 and 3 bonuses;
Here is a list of the different bonus types that can be incorporated into one item:
1) Increased Random Unit Cargo
2) Increased Random Unit Health Points
3) Decreased Opponent Random Unit Health Points
4) Increased Random Unit Attack Against all type of Units
5) Decreased Opponent Random Unit Attack Against all type of Units
6) Bonuses adding to the effect of Nation Skills;
7) Bonuses decreasing the effect of enemy Nation Skills;

8) Bonuses associated with Knight stats;
9) Consumables and others;
Furthermore, the higher the knight's prestige level is the better items he will find. Please note that the only way to find items is trough missions.

XII. Other Changes

Ghost castles have been removed. Now the clan ranking is determined by a new system which is based on the points gained from the castle building levels
Due to duplicity of goals between achievements and quests the former were removed.
Knights cannot equip or remove items while is on mission, march, mortally wounded, not appointed to castle and transferring between cities.
The maximum number of building in the building queue has been increased to 2 (up from 1) and 4 for VIP user subscriptions (up from 3)
Knight related messages are now received in a new category - Knights and Dynasty
Siege Tower (Russian nation special unit) now requires 5000 escorting population in order to be sent on marches.

XIII. Unit balance changes

1. Infantry Units Changes

Pikeman statistics changes:

- Strength against infantry: 20 (was 10)
- Strength against cavalry: 70 (was 50)
- Strength against archers: 40 (was 10)
- Strength against buildings: 10
- Strength against siege: 20 (was 10)
- Life: 60 (was 50)
- Range: 2

Pikeman unlock buildings required:

Level 5 Barracks (was Barracks level 1)

Level 3 Blacksmith (was Blacksmith level 2)

Swordsman statistics changes:

- Strength against infantry: 35 (was 30)
- Strength against cavalry : 35 (was 15)
- Strength against archers: 35 (was 30)
- Strength against buildings: 10
- Strength against siege: 35 (was 30)
- Life: 100 (was 50)
- Range: 1

Swordsman unlock buildings required:

Level 3 Barracks (was Barracks level 1)

Level 3 Blacksmith (was Blacksmith level 2)

Axeman statistics changes:

- Strength against infantry: 70 (was 40)
- Strength against cavalry: 20 (was 5)
- Strength against archers: 70 (was 40)
- Strength against buildings: 10
- Strength against siege: 20 (was 40)
- Life: 80 (was 40)
- Range: 1

Axeman unlock buildings required:

Level 1 Barracks (no change)

Level 1 Blacksmith (was Blacksmith level 2)

Maceman statistics changes:

- Strength against infantry: 20 (was 35)
- Strength against cavalry: 70 (was 10)
- Strength against archers: 20 (was 35)
- Strength against buildings: 10
- Strength against siege: 70 (was 35)
- Life: 80 (was 40)
- Range: 1

Maceman unlock buildings required:

Level 3 Barracks (was Barracks level 5)

Level 1 Blacksmith (was Blacksmith level 2)

2. Siege Units Changes:

Catapult statistics changes:

- Strength against infantry: 180 (was 25)
- Strength against cavalry: 150 (was 10)
- Strength against archers: 180 (was 25)
- Strength against buildings: 100 (was 110)
- Strength against siege: 150 (was 25)
- Life: 400
- Range: 5

Catapult unlock buildings required:

Level 8 Workshop (was Workshop level 10)

Level 12 Blacksmith (new requirement)

Trebuchet statistics changes:

- Strength against infantry: 200 (was 25)
- Strength against cavalry: 200 (was 10)
- Strength against archers: 200 (was 25)
- Strength against buildings: 150 (was 90)
- Strength against siege: 200 (was 25)
- Life: 500
- Range: 5

Trebuchet unlock buildings required:

Level 12 Workshop (was Workshop level 15)

Level 14 Blacksmith (new requirement)

3. Cavalry Units Changes:

Archer Cavalry statistics changes:

- Strength against infantry: 120 (was 100)
- Strength against cavalry: 160 (was 40)
- Strength against archers: 140 (was 100)
- Strength against buildings: 70
- Strength against siege: 120 (was 100)
- Life: 160 (was 130)
- Range: 4

Archer Cavalry unlock buildings required:

Level 5 Workshop (was Workshop level 10)

Level 15 Barracks (no change)

Level 8 Stables (was Blacksmith level 15)

Light Cavalry statistics changes:

- Strength against infantry: 150 (was 100)
- Strength against cavalry: 100 (was 50)
- Strength against archers: 200 (was 100)
- Strength against buildings: 0
- Strength against siege: 150 (was 100)
- Life: 300 (was 200)
- Range: 1

Light Cavalry unlock buildings required:

No Changes

Heavy Cavalry statistics changes:

No Changes

Heavy Cavalry unlock buildings required:

Level 15 Blacksmith (no change)

Level 12 Stables (was Stables level 11)

4. Archery Units Changes:

Shortbow Archer statistics changes:

- Strength against infantry: 30 (was 15)
- Strength against cavalry: 10 (was 5)
- Strength against archers: 30 (was 15)
- Strength against buildings: 20
- Strength against siege: 30 (was 15)
- Life: 30 (was 15)
- Range: 3

Shortbow Archer unlock buildings required:

Level 1 Barracks (no change)

Level 1 Blacksmith (was Blacksmith level 2)

Crossbow Archer statistics changes:

No Changes

Crossbow Archer unlock buildings required:

Level 8 Blacksmith (was Blacksmith level 10 and Workshop level 3)

Level 10 Barracks (was Barracks level 5)

Longbow Archer statistics changes:

No Changes

Longbow Archer unlock buildings required:

Level 5 Barrack (was Barrack level 1)

Level 5 Blacksmith (was Blacksmith level 2)

5. Special Units Changes:

Nobleman statistics changes:

- Strength against infantry: 500 (was 30)
- Strength against cavalry: 500 (was 100)
- Strength against archers: 500 (was 30)
- Strength against buildings: 10
- Strength against siege: 500 (was 30)
- Life: 1000 (was 300)
- Range: 1

Nobleman unlock buildings required:

No Changes