KnightGuild - Quick Guide

Version 9.10 – 2022-09-26

Table of Contents

1   What is the game about?

The world that the game is set in is large and earth-like, with a number of continents and all divided into 30 x 30-mile squares (sectors). Each sector has a terrain type, and may contain man-made features such as settlements (Cities, Colonies), canals, roads, etc. The game world has a fantasy medieval flavor, but it is neither a high-fantasy setting nor a medieval simulation… it's somewhere in the middle.

Roaming the map are player-run clans, player-run expeditionary forces, and some NPC forces. These can be travelling either on land or across water sectors.

At the start of the game some cities are run by players, though most are not.

Player-run positions (clans, expeditionary forces, cities) can be affiliated with one or two factions that are pre-defined in the game, or they can choose to stay independent. Being affiliated with a faction will usually give a player position access to resources, support and a factional ability that independent positions can't.

All players run one or more clans, and each clan can potentially have a single city attached to it for the player to also run. Each of a player's clans can have its own faction affiliation(s), but a player has to nominated one clan as their 'main' clan, and only the player's clans with the same primary faction affiliation as the 'main' clan can be promoted to rank 10 or higher.

Most factions are managed by between one and four players who've been appointed as a 'Senior Player' in a particular faction by the GMs, i.e. a player can only be a Senior Player in one faction at any given time. The factions have set goals which may or may not be in opposition to the goals of other factions. The general idea is that the Seniors guide affiliated and non-affiliated positions in activities that progress the faction's goals and provide rewards of resources and/or influence in return. All factions have a GM as the head of the faction, who in turn provide the strategic direction to the Senior Players to implement.

Each clan and city can have its own goals, as determined by their player, but it's not possible to win, i.e. there are no victory conditions that will cause the game to end. The game is more about forming relationships inside and outside the game, and somehow affecting the game world in a way that interests you as a player.

The game runs in 'cycles', and each cycle represents a month (30-day period) within the game. Players submit orders for one or more of their positions for that in-game period, and all the submitted positions have their orders and special actions processed at the same time, and all player receive their turn reports (which have the order results and position updates) at the same time.

The current design caters for exploring, politicking, building, empire building and character skill development. In mid-2022 enhancements were added to automate the handling of submitted orders, streamline finding and recruiting new Follower characters, and to give City Leaders control over what skills are taught in a city's Training Halls.

Current features/enhancements on the development backlog include the combat system, market dynamics and caravans, 'Secret Societies' for covert activities and hidden aspects of the game, to name a few.

2   Who can play?

Anyone can play the game, though a player will usually need to own a credit card in their own name. There is no age limit for the game, but parental guidance is recommended for people under 15.

Given the nature and format of the game, most players are likely to be 40+ and parents themselves, but most gamers have some degree of competitiveness and key elements of the game model can lead to factions being in competition or conflict, or different player positions being so. This can lead to a degree of manipulation which could confuse or upset children and very young adults. Also, some players handle opposition and setbacks with less poise and calmness than others, which can lead to some volume of 'earnest' correspondence between players in either private or public forums.

3   What do I need to play?

At a minimum, a device that can connect to the internet, has an internet browser, and can view PDF files. The player will also need an email address.

It's recommended that the device have software on it that can edit Microsoft Excel files, and have the Discord app installed on it. If you want to take part in voice conversations via Discord, it's a good idea to have at least an ear-bud and a microphone (rather than relying on the device's microphone).

In most cases you will need to own a credit card in your own name and have a PayPal account.

4   How much does it cost?

The turn cost comprises base costs, and 7% in taxes the company is required to collect and remit.

The base cost for processing a Clan, Expeditionary Force or City position's orders is USD $5.

The base cost for processing a Character Special Action is an additional USD $1. Note: "SA0's", which are requests to fix data errors, are free.

The base cost for processing a Combat your position initiates is an additional USD $2.

If you submitted orders for 2 clans, 1 Expeditionary Force, 1 City, and each of those had 2 Character Special Actions in them, then the charges would total USD $29.96 {[(4 x $5) + (4 x 2 x $1)] x 1.07}. The 1.07 represents the 7% in taxes the company is required to collect and remit.

You add funds to your account via the Add payment link under the banner on the Knightguild website. If your account has a negative balance when cycle processing starts, your turn(s) for that cycle will not be run.

5   How do I find out more about the game?

The best way to find out more about the game is to join the Knightguild server on Discord. This is free, there are no adverts, and it does not obligate you in anyway. This is the link to that server: https://discord.gg/knightguild   .

The server has a lot of discussion about the game, and resources such as the rulebooks, newsletters, meeting notes, etc. If you don't want to create a Discord account and join the server then you can still access basic information about the game, such as rulebooks, change summaries an newsletters, via the Knightguild website.

6   How do I join the game?
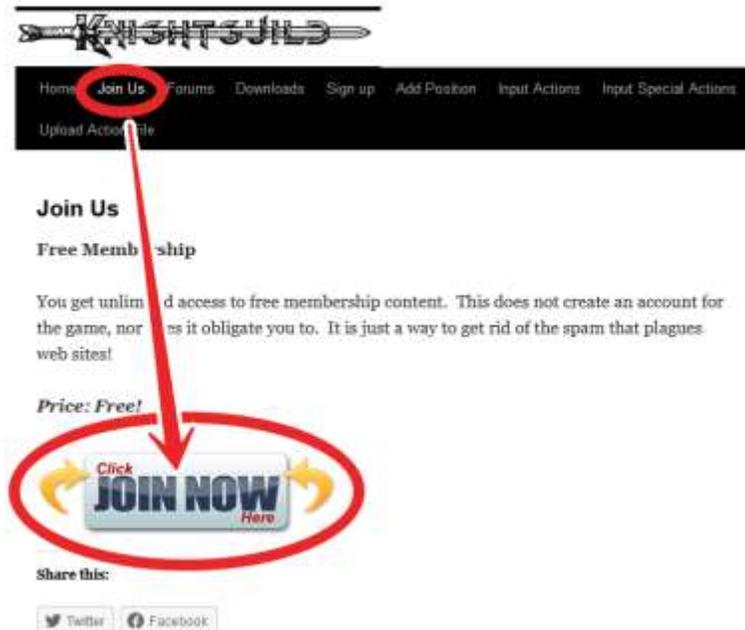
6.1.   Create a website account on Knightguild.com

This is free and does not obligate you in any way.

a)   Go to this website: https://knightguild.com/

b)   Click on the Join Us link at the top:

Click the 'Join Now' graphic:

c) Complete the registration details for the website, tick 'I agree to the Privacy Policy', then click the Register button. This gives you access to various areas of the website, including 'Downloads' which is where you'll find more info about the game, and key documents like the rulebooks.

Once an Administrator gives you the 'Player' role on the website (which may take a couple of days), you'll be able to log into your website account, look around, read the documents about the game, etc. Look at the 'Membership' entry when you log in to see if it has been updated.
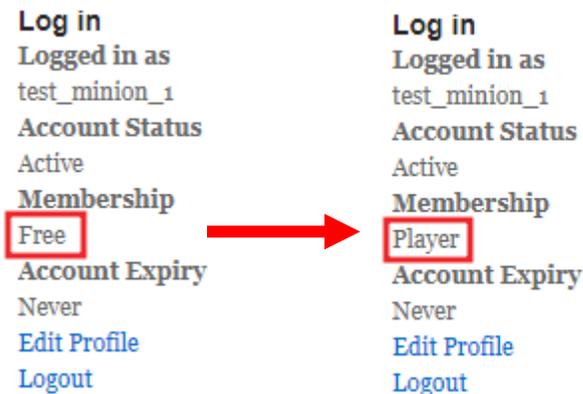
When your website account has the Player membership level, it gives you access to a number of pages on the site, including the Downloads section which has the rulebooks, change summaries, newsletters etc. Again, having this membership level for your website account does not cost or obligate you.

6.2. Request a Player Account

If/When you decide you want to play in the game, then you request a Player Account.

Once you've had a look around, read the documents about the game and decided you want to play, click the   Sign up   link under the banner and complete the form to sign up for the actual game.

This is information stored in the game's database to create your player account. Creating a Player Account is free, and does not obligate you to do anything.

In the 'Email' field, please enter the same email address that you linked to your website address. If you don't, any orders you submit will be rejected as we won't be able to validate that you submitted them (i.e. that someone else hasn't tried to submit orders for your position).

Don't forget to click the 'submit' button at the bottom-left when it's complete.
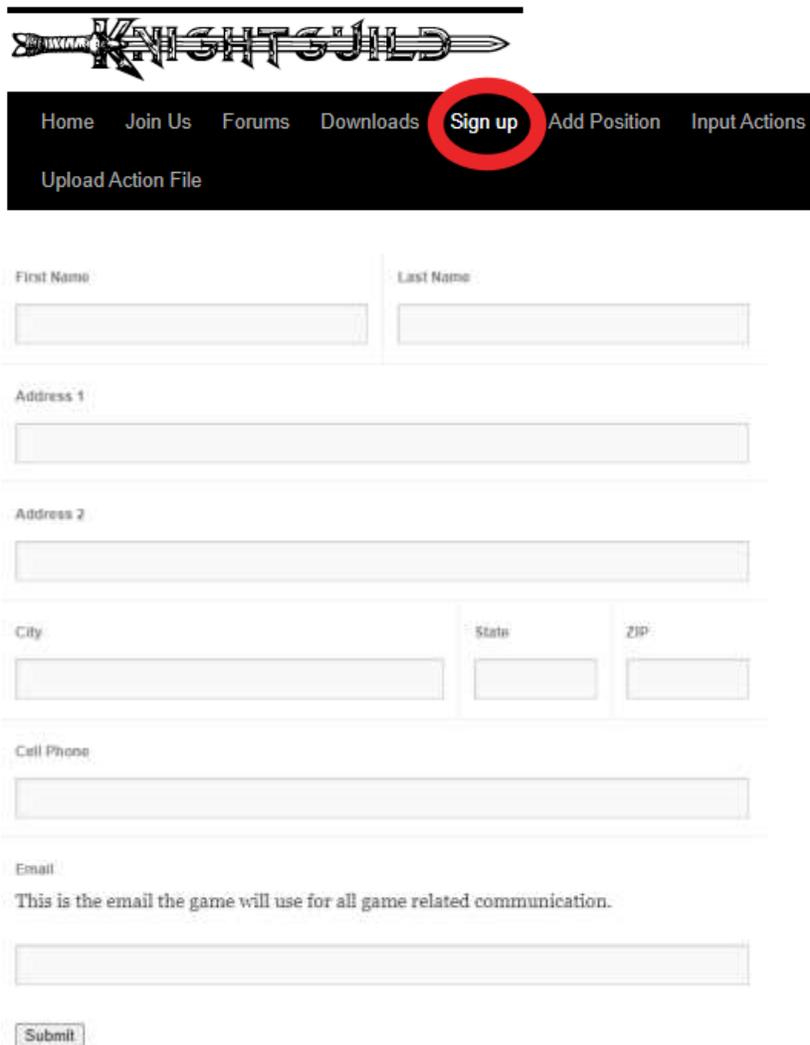
Once you receive an email back from the company confirming your Player Account's creation, and providing your Player Account number, you're able to request a new position (Clan) be created.

6.3. Request a new Position (clan) be added to the game

When you want to create a clan:

a)   Click the   Add Position   link:

b)   Complete the basic setup details for your clan in the form, using the same email, then click submit.

The game will automatically process your request and create a new clan for you, and email you the Setup Turn for the clan. This will not cost you anything, and will give you the starting information you need about your clan to prepare its first set of orders.

7   Add Funds to your player account

Orders will not be processed for a position unless your Player Account is in credit (has had money put into it).
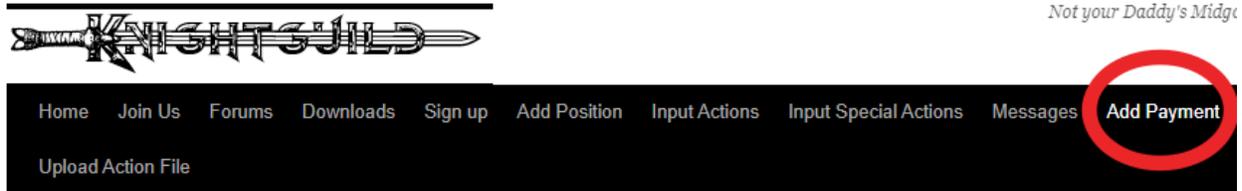
Enter your Player Account number into the 'Player ID' field, and then click 'Pay Now', which will take you to PayPal. Complete the process there to add funds to your Player Account.

8   How do I play the game?

You submit a set of orders for each of your positions that you want to run in the next cycle. The deadline for the next cycle's orders is advertised on the Knightguild website, and Knightguild's Discord server.

The orders can be submitted via either:

a) An Excel template (with in-built order validity checking) that you save to your computer, complete, change the filename to the correct nomenclature, and then upload the completed file back to the Knightguild site through the   Upload Action File   link under the banner.

   This is the recommended way of submitting orders. If you don't own a copy of Microsoft Excel but have a Microsoft account, you can log into your Microsoft account, go into One Drive, and upload the orders template to there and use Excel Online (which is free) to fill in the template file.

OR

b) A series of webforms on the Knightguild Website that you type the orders into, or copy-paste into if prepared in an offline document. The links for these are under the banner:

   Input Actions

   Input Special Actions

   Messages

   The webforms don't have built-in validation, so there are no warnings when you make a mistake when writing an order, or misspell something.

You will receive your turn reports as PDF files attached to emails sent to the email address you used when completing the Add Position form on the Knightguild website.

9   How simple or complex is the game?

Overall, the game is only moderately complex when playing a clan or expeditionary force, and the complexity relates to managing your resources so that you have what you need to do what you want to do. Those resources include food to feed the people in the clan, building materials and labour ('manpower') if you're doing construction projects, money to buy items or training, movement points to perform actions in the game, and combat settings.

The game is a bit more complex when it comes to running a city (well) because they have more aspects requiring choices and management.

Sample turns for a clan and a city can be found in the Downloads section of the Knightguild website.

10 Where do I find the rulebooks or help?

You will find the latest version of the rulebooks in the:

 a) *Downloads* section of the Knightguild website.

 b) *#rulebooks* channel on the Knightguild Discord server.

Most new players will only be running a clan, so focus on reading and understanding the Clans Rulebook. If for some reason you're a new player and also playing a city, then also download and read the Cities Rulebook.

If you have questions, the best place to ask them is the #help channel on Knightguild's Discord server, as there's usually at least one senior player logged at any point in the day (because in addition to those living in the USA, a number of them live on continents other than North America).

11 What kind of things should I do in my first set of orders?

11.1. For a Clan:

In your first clan turn, you're just trying to get the lay of the land, some resources, and start communicating with seniors. Don't feel like you must join a faction straight away, or succumb to a fear of missing out, unless you're certain about what you want the clan to do in the game, and who you want to play with. It pays off in the long run to read the rulebook, talk to people, and make your own choices about what you want to do in the game, and make decisions about factional allegiances accordingly, rather than let someone sell you their vision of what you should do.

Note: in the suggestions below I've used italics to help the actions stand out. Use plain text in your orders.

 a) If a land clan (skip this for a naval clan), set your Mode to: *MODE   LAND   TRV*
 b) Do basic combat settings:
  1. *COMBAT   TRIGGER   ATTACKED*
  2. *COMBAT   OPTION   AVOID*
  3. *COMBAT   LOSSES   10*
 c) Update the orders on your scout units with UNIT <unit #> ORDER <order>: [NUNIT if naval]
  1. *UNIT   1   ORDER   SCT,S,1,2,3*
  2. *UNIT   5   ORDER   SCT,S,4,5,6*
  3. *UNIT   6   ORDER   SCT,S,7,8,0*
 d) If you're near but not in the same sector as a city, move to the city with a series of:
  - if the clan isn't on a road to the city: *MOVE   TO   <sector reference>*
  - if the clan is on a road to the city: *MOVE   ROAD   <sector reference>*
  If you can move to a road that is close by and goes to the city. Then do MOVE TO actions to get to the road, and then MOVE ROAD actions the rest of the way to get to the city.
 e) Enter the city (same for land and naval):   *CLAN   ENTER*
 f) To get a report on the city (highly recommended): *UNIT   1   CVR*

g) If the city you are in is near the edge of the map you got with the setup turn, do: *MAP   <Region>* where Region is the map reference for the nearest adjoining map. For example, if you're near the Western border of map D-8, then you'd do MAP   C-8 to get the map to the west. If you also wanted the map to the south of where you are then you'd do MAP   D-9 as another map action.

h) TASK REQUESTs as follows:

1. The city is within a Kingdom (Imperial, Camden, Raondra, Cymru, Malfang):
2 orders with: *TASK   REQUEST   <insert Kingdom here>   OFFICE*

2. City is outside a Kingdom, and Independent:
2 orders with *TASK   REQUEST   INDEPENDENT   OFFICE*

3. City is outside a Kingdom, and controlled by a Family faction:
2 orders with *TASK   REQUEST   <insert Family name here>   OFFICE*

4. City is outside a Kingdom, and controlled by a Religion:
2 orders with *TASK   REQUEST   <insert Religion name here> BUILDING*

Even if you want to join a Religion faction, you don't request Temple tasks because you can build 2 x secular offices or 2 x Almshouses in your first turn and then claim two tasks as complete in your second turn and get paid for both, whereas you could only build 1 x religious temple.

These Task Request orders will show up on your turnsheet the following turn, and each Task Request, once complete, will provide your clan with rewards such Crowns, Influence and Retainers (once approved by a factional Senior if verification is required).

When you have 1250 retainers in your Unit 0, you can build both an office and a temple in the same cycle.

i) Buy building materials:

1. *BUY   STN   1500   BEST*

2. *BUY   LMR   800   BEST*

3. *BUY   MFG   300   BEST*

4. *BUY   MTL   300   BEST*

j) Build 2 levels of Office or Building, per your TASK REQUESTS above at (i):

1. If you selected a Kingdom, Independent or Family for the Office tasks, then with <faction> = the faction used in the task requests:
CONSTRUCT   1   OFFICE   <Faction>   2
CONSTRUCT   1   MANPOWER   2000

2. If you selected a Religion and the Building tasks, then:
CONSTRUCT   1   BUILDING   ALMSHOUSES   2
CONSTRUCT   1   MANPOWER   2000

k) Start recruiting more people into the clan:

1. *CLAN   RECRUIT   500   250   IC*

2. *CLAN   RECRUIT   500   250   IC*

3. *CLAN   RECRUIT   0   0   IC*

11.2. For a City:

Assuming the city hasn't already been set up by a previous player, then:

a) *CITY   IMMIGRATE   ALL*

b) *CITY   TAXES   15*

c) *CITY   ALLOCATE   TOWERS*   <insert the *value* = tower level x 10>

d) *CITY   ALLOCATE   WALLS*   <insert the *value* = wall level x 10>

e) *CITY   ALLOCATE   MOATS*   <insert the *value* = moat level x 10>

f) *CITY   ALLOCATE   ANNEXES*   <insert the *value* = annex level x 10>

g) *CITY   ALLOCATE   CULTURAL*   <insert the *value* = Cultural Building level x 100>

h) work your way through the other building types, from Almshouses to Training with # >0.

i) *PAY   RATE   CITY LEADER   5000*

j) And now we reach the point where it all depends on the city, the resources surrounding it, and the city's situation with how likely it is to be threatened, whether it's a port city, etc etc.

   1. You will want to do a: *CITY   DRAFT   <value* you've calculated *>* action to get more people ready to work for the city, but how many depends on how big the city is. As a general rule, up to about 15,000 population, you want about half of them working for the city, so the amount of people to draft <#> will be [(Total Population/2) - Total Manpower]. In cities with more than 15,000 population, I'd suggest the % of population working for the city should start to decline away from 50%.

   2. You have one big worker assignment tension initially:

      i. Get the size of the Maintenance Force close to (*Maintenance Required* figure / 3) by *CITY   ASSIGN   MAINTENANCE   <value* you've calculated> and

      ii. Get the size of the *Construct Force* to 334 or higher so you can start constructing some of the city buildings in a single cycle, by:
         CITY   ASSIGN   CONSTRUCT   <value you've calculated>

k) Assuming the City doesn't already have a BARRACKS building, and has a 'Total Available MCs' values < 1500, do:
CONSTRUCT   1   BUILDING   BARRACKS
CONSTRUCT   1   MANPOWER   <insert the value = Total Available MCs>
- If it already has a Barracks, then build an ALMSHOUSES or EDUCATION instead.
- If the 'Total Available MCs' is between 1500 and 2000 , build a CULTURAL instead.
- If the 'Total Available MCs' is 2000 or more then you have a lot of options and should talk to someone you trust or a GM if you want advice on what to build.

l) So you can start to get rewards for your building efforts, do 2 x
TASK   REQUEST   GUILDS   BUILDING

m) To gain information of the adjoining regions, do *MAP   <Region>* (similar to para 11.1.g above)

n) Do SEARCH actions targeting mountain, forest or rough sectors to find deposits of metals, lumber or stone respectively that the city can extract for little cost.

Specific advice on Special Actions isn't provided here, because it depends entirely on what you want your clan or city to focus on. General advice about Special Actions can be found in the Clans Rulebook.

12 Shot glass summaries of factions and sub-factions

<u>Note</u>: several factions are in the midst of being redesigned, and the descriptions below may not accurately describe the redesigned versions.

12.1. Kingdoms

Own land and all cities within defined borders. Focus on generating revenue from and protecting their lands and cities. Can raise regiments to defend their lands. Clans can travel outside Kingdom borders.

12.1.1. Camden

Gothic aristocracy focused on social and political intrigue.

12.1.2. Cymru

Nationalistic group from a southern continent focused on building infrastructure within their borders.

12.1.3. Imperials

Rome-themed colony of another (NPC) continent focused on maintaining current annexed holdings.

12.1.4. Malfang

Colonial English-themed seafaring nation focused on exploiting resources wherever they find them.

12.1.5. Raondra

Military aristocracy based around heavy cavalry, with a romanticised chivalry flavor.

12.2. Families

Cannot own cities, but can control cities within and outside Kingdoms. Focus is on increasing the amount of population supporting the Faction, and achieving Faction Goals.

12.2.1. Bordier

Agrarian-based Feudal group with a French theme, and cavalry advantages.

12.2.2. Getham

Like a modern chamber of commerce using medieval transport, and is focused on trade and wealth.

12.2.3. Mercs

Politically neutral mercenary group focused on military contracts away from cities.

12.2.4. Tuatha

Strongly nature-themed group with high-fantasy elements (including possible links to fantasy races).

12.3. Religions

Cannot own cities, but can control cities within and outside Kingdoms. Focus is on increasing the amount of population worshipping the Religion, and achieving Faction Goals.

12.3.1. Banner

Fanatical militant monotheistic religion focused on spreading *The Word* and combating 'evil'.

12.3.2. Ring

Peaceful monotheistic religion focused on divination, revealing evil and promoting peace.

12.3.3. Seekers

Polytheistic religion focused on exploration, research and knowledge.

12.4. Sub-factions

Provide a bit more roleplaying potential by opening up the themes of criminality or artisan associations.

12.4.1. Brotherhood

Covert-focused criminal syndicates.

12.4.2. Guilds

Artisan associations with a focus on crafting skills.