

COMPLETE LIST OF FEATURES  
of  
Nova Aetas modification for Warband

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General

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**- Completely revised kingdom armies**

\* New unique weapons, horses, armour, banners and troops for

- \* Kingdom of Swadia
- \* Vaegir Tsardom
- \* Nordic Union
- \* Kingdom of Rhodoks
- \* Sarranid Sultanate

**- Hundreds of new items and more**

- \* 170 new weapons (swords, pikes, axes, daggers, coloured lances, firearms)
- \* 160 new armour items (Crusader, Teutonic, 15th century, 16th century)
- \* 32 new types of animals (new horses, camels, boars)
- \* 185 new helmets (crowns, morions, bascinets, barbute's, closed helmets)
- \* 24 new shields
- \* New trading goods (ivory, cotton, cloth, coffee, sugar, tobacco, slaves)
- \* New map icons
- \* 11 additional pictures for menus
- \* Hundreds of scene props

**- New siege experience**

\* New walls, gates, towers and other siege props for Swadia, Rhodoks, Vaegirs, Sarranids and Khergits

**- New animations**

- \* Overhand attack for spears
- \* Hold spears and pikes straight up
- \* No longer running with swords flapping around
- \* Caution effect

**- Technological advancements**

- \* Over time kingdoms will advance in technology
- \* These technology stages will provide bonuses for all troops and unlock new troop tiers

**- Sea Travel**

- \* You can sail with a ship on sea
- \* 5 sea battle scenes + 1 ashore scene
- \* All AI parties can travel by water
- \* Drowning: no longer getting stuck on the bottom, you will drown

### **- Rebirth of Zendar**

- \* New faction: Merchant Republic of Zendar
- \* Leader is called Doge and has unique armour
- \* Zendar has a great harbour, the gate to the New World
- \* Buy different types of ships, each with its own price and member capacity
  - \* Cog
  - \* Caravel
  - \* Carrack
  - \* Galleon
- \* Each ship costs maintenance which is calculated automatically in the weekly budget overview
- \* You need to buy ships to carry you and your party members, each ship has its own capacity

### **- Resources & Building**

- \* New resources added (timber, tools, bricks, marble)
- \* Buildings and colonies need these resources

### **- Religion**

- \* 5 different religions: Christianity, Judaism, Islam, Norse Paganism, Tengriism
- \* Choose at start which religion you want (Atheism included)
- \* Strength of Faith increases your intelligence attribute, gold, xp and influence points
- \* Visit a church, mosque, synagogue, shrine or temple
- \* You can convert to a religion, pray and pay donations to priests
- \* AI kings, lords, princesses and pretenders have religion too (currently only aesthetically purpose)
- \* Holy Artifacts increase Strength of Faith (Bible, Cross, Quran, Rings)

### **- Agonic Order**

- \* This Christian faction is based on the Teutonic Order, Minas Tirith (LOTR) and Hohenzollern Castle
- \* New troops with unique Teutonic / Crusader armour, weapons and horses:
  - \* Agonic Recruit
  - \* Militia
  - \* Pikeman
  - \* Halbbruder
  - \* Dismounted Ritterbruder
  - \* Archer
  - \* Ismerian Crossbowman
  - \* Prusenian Sharpshooter
  - \* Diendebruder
  - \* Ritterbruder
  - \* Knight of Christ

- \* Capital Drachenburg is a unique grand castle with its own architecture
- \* Complex beacon feature. There are 7 beacons in the mountains which can be lit
- \* Light one of these and all beacons will be lit, the last one is the Tower of Istmus, which is the beacon of Drachenburg. Light a medium fire to request 10 troops, light a big fire to request 50 troops. It costs renown
- \* These troops help you during the campaign, but are not permanent. They disappear after a week

### **- Hierarchy**

- \* Medieval hierarchy system of Lower, Middle, Upper and Noble Classes
- \* These are divided in 11 subclasses ranging from Freeman to Patrician, including Citizen and Gentryman
- \* Noble class grants 7 different titles from a simple Baron to Archduke
- \* Every Native faction has its own unique title. Become Jarl in the Nordic lands, be a Knyaz and serve the Tsar or become Tumetu-iin Noyan, commander of 10,000 Khergit soldiers
- \* Ingame lords will have titles too, completely randomly assigned
- \* Gain Prestige Points to increase in social class
- \* Every noble lord and player will have a small flag above their banners, depicting their noble rank for ease
- \* Your noble title is shown in dialogues with AI persons

### **- Influence**

- \* Influence Points are points you can gain from lords, invest these points in return of some AI actions!

Get influence points by:

- \* Bribing
- \* Donating money
- \* Buy a gift and give it (the better your trade skill, the less it costs)
- \* Persuading (most effective and increased skill = increased chance)
- \* You get influence weekly. Amount depends on your class and religion strength

Spend your Influence Points to lords

- \* Let lord follow player
  - \* Let lord follow someone
  - \* Increase your relation with lord
  - \* Join faction – even if your current faction is at war
  - \* Order him to raid an enemy village!
  - \* Order him to return to a town
  - \* Influence him to attack a party
  - \* Control him to siege a town!
- \* Order lords of your faction and... foreign lords! They take more Influence Points to control. You can even control enemy lords if you want! But they take 3x standard amount of Influence Points to control. The only lords who cannot be influenced are faction leaders

### **- Housing**

- \* Buy, rent or rent out a house
- \* 6 different types of residents

- \* Shack
- \* Apartment Room
- \* Laborer House
- \* Patrician Mansion
- \* Noble Great House
- \* Town Palace

- \* Different buying/renting values per town, lasting for week. No longer single vast price
- \* You can visit your home and warm your hands at the fireplace
- \* Weekly rent will be paid or received at weekly report
- \* 4 property slots per town
- \* Different interior scenes for Swadia and Sarranids

### **- Turguhn Horde invades**

- \* New horde added to the game, based on the Timurids
- \* Unique troop types, armour, weapons and Turguhn leader outfit
- \* After 10 weeks this horde will invade Calradia, being a nightmare in the lands of the Sarranid Sultanate and Khergit Khanate

### **- Resurrect the Calrad Empire**

- \* Restore Empire with name and banner
- \* Become Emperor
- \* Get access to
  - \* Calrad Legionnaires
  - \* Calrad Centurions
  - \* Calrad Velites
  - \* Calrad Equites

## Warfare

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### - Customize kingdom army

- \* You can change equipment for every player kingdom soldier
- \* You pay 3 times the item price, for every item you add or take from the troop
- \* Memorize: troops will keep equipment, even upon loading savegame

### - Recruit troops in castles / towns

- \* Two recruitment slots added to castles and towns
- \* Choose a technology tier
- \* Train 10 soldiers of any troop type per recruitment slot, wait some days and add them to your party

### - Battlefield Combat Abilities script (OSP - Chel)

- \* Dynamic combat through combat abilities like

* Rage	-	Get extra power
* Focus	-	Get increased weapon proficiencies
* Sprint	-	Run for your life!
* Whistle for horse	-	Call your horse, the higher the more horses come
* First aid	-	Recover
* Inspire Troops	-	Rally your troops
* Morale Shock	-	Unleash a fearsome cry to terrify weaker opponents
* Taunt	-	Get your enemy's attention to you, instead of to your troops
* Defensive Structure	-	Consume items to create coverage via gabions

- \* Get help by pressing N key
- \* Duration & power of abilities depends on your game skills.
- \* Some abilities costs some experience.

### - Extend your victory a bit

- \* After the battle, if you were victorious, you may decide what to do with the prisoners. Your choices can change your money, prestige or your relation with the enemy
  - \* Take Prisoner - You can either recruit them or sell them as slaves
  - \* Execute - Prestige boost, but means faction relation penalty as well
  - \* Ransom - Earn money immediately. It's around 40 Florins per person
  - \* Release - Do you have a noble heart?
  - \* Let them go with only underwear left - Do you really hate your enemies so much?
  - \* Makes slaves of them - Adding prisoners as item to your inventory, use them in colonies

### - Constructing: Village

- \* 10 different buildings can be built (church, barracks, school, ...)
- \* 3 different production buildings (stone quarry, lumberjack, blacksmith)
- \* You can see that the building is actually being constructed
- \* Production buildings can be upgraded, up to 5 lvls (with own unique building)
- \* Pay to Village Elder to set up construction site
- \* Drafting Table at site allows you to bring materials (timber, stone, tools) and finish construction
- \* Real-time building / upgrading. Set up construction and the building will appear. Upgrade it to another level and you can see it
- \* Different buildings for Swadian, Sarranid, Rhodokian and Vaegir cultures.
- \* When your village grows, the villagers will build a greater religious place on their own

### - Managing: Village

- \* Assign jobs to villagers (farmers, woodcutters, stonecutters, blacksmiths)
- \* These jobs let them harvest food or create materials (timber, stone, tools)
- \* These materials are needed for buildings
- \* Food is eaten by villagers, if too much food, people will move in, if too few, people will move out
- \* Set tax level (no tax, average, high, extreme, ...)
- \* Ask for a salary (warning: village elder grabs too)
- \* Add personal gold to treasury.
- \* Special events (accidents, plague, murder, theft)
- \* If your village has 76 villagers, 76 villagers will actually walk around you

### - Managing: Town

- \* Build what you want (church, townhall, walls, university, hospital, ...)
- \* Most buildings are visually visible while walking at the streets
- \* Hire commissioners to extend your options (Comm. of Architecture, ... Finance & Justice)
- \* Town mechanics: tax, growth, population, religion, treasury, power
- \* Set tax level (from Very Low to Extreme)
- \* Low Religious Uniformity decreases population and mainly tax income. Heretics don't pay
- \* Power in town is distributed to 4 classes: Nobility, Bourgeoisie, Clergy, Craftsmen
- \* You decide who gets powerful and who will be kept down. Each class has its own characteristics:

Nobility	-	Makes proclaiming edicts quicker
Bourgeoisie	-	Building becomes cheaper
Clergy	-	Increases Religious Uniformity
Craftsmen	-	Increases population growth

- \* Give power to a class with edicts and gifts
- \* Power is divided naturally as 50% Nobility, 10% Bourgeoisie, 35% Clergy and 5% Craftsmen and tends to restore this order.
- \* If a class feels it has too little power they start becoming annoying:

Nobility	-	<25%	No edicts can be proclaimed
Bourgeoisie	-	-	Expensive buildings
Clergy	-	<20%	Slower conversion progress
Craftsmen	-	<20%	People move out

- \* Announce an event with many personal gains (gold, prestige, strength of faith, +250 population)
- \* Random bad events (theft, nobility rises to power, Plague, ...)

## - Kingdom management

- \* Choose a leader title (King, Sultan, Sjah, Antipope, Tsar, ...)
- \* Every title has its own 'crown', given to player upon decision
- \* 'King' title will grant the Swadian culture group, 'Sultan' will give you access to desert troops
- \* Choose kingdom banner and kingdom colour
- \* Kingdom mechanics: tax, religious uniformity, balance of power, technological research, debts
- \* Low Religious Uniformity destroys income. Heretics don't pay
- \* Invest weekly in technological research to gain better stats for all kingdom troops and to unlock new troop tiers. Here is an overview of technological stages:

Stage I	-	Feudal technology (default)
Stage II	-	+4 Ironflesh, +1 Power Strike +5 % Income
Stage III	-	+ Troop Tier (reflecting 15th century) +5 % Income
Stage IV	-	+25 Men in lord's parties +5% Income
Stage V	-	+1 Agility +1 Power Strike +5% Income
Stage VI	-	+ Troop Tier (reflecting 16th century) +5% Income
Stage VII	-	+1 Agility +4 Ironflesh +5% Income

- \* Your relationship with vassals will fade away over time, keep them happy, grant titles, give letters of approval to avoid them defecting to other kingdoms
- \* Kingdom Balance of Power, grant power if you need something

Clergy	-	Increases Religious Uniformity, reduces corruption
Nobility	-	Larger army for every lord, proclaiming edicts easier
Commoners	-	(Large) income boosts

- \* Appoint people for the council (diplomat, steward, treasurer, court chaplain)

### Chancellor / Grand Vizier

- \* Appoint councillors
- \* Change banner and kingdom colour
- \* Proclaim edicts

### Diplomat

- \* Dispatch an emissary to maintain diplomatic relations with other kingdoms

### Steward

- \* Grant titles to your vassals (Earl, Udelniy Knyaz, Sheik, Duke, ...)
- \* Improve relations with your vassals
- \* Keep track on technological research

#### Treasurer / Tax Assessor

- \* Repay kingdom debts
- \* Invest in trade
- \* Invest in the kingdom
- \* Set King's Purse (your salary)
- \* Donate to kingdom treasury
- \* Get financial information

#### Court Chaplain / Court Imam

- \* Increase Religious Uniformity (assign Head Inquisition, spend gold, grant privileges to clergy)
- \* Pray (for personal use)

#### \* Economical mechanics:

Tax	-	Towns are great sources for tax income, castles are not and villages a little
Trade Tariffs	-	Villages provide greatly to trade. However trade can collapse during wartime
Commoner Gifts	-	Give power to the commoners and they will be grateful
State Expenditures	-	As your kingdom grows, you will face costs
Research Investment	-	Really important to get access to best troops
King's Purse	-	Your own salary
Noble's Purses	-	You will pay for noble titles too
Councillors salaries	-	You will pay salaries for councillors like the steward
Interest 5%	-	You will pay interest for debts, created during a deficit
Corruption	-	Depends on King's Purse, if you grab, everyone will grab Keep clergy at power to reduce this

- \* AI: other kingdoms will advance in technology as well

#### - Build your own stone castle

- \* You can create a construction site somewhere via camp menu
- \* Give your new castle a name
- \* Hire laborers to build your castle, you will pay salary weekly (incorporated in weekly budget overview)
- \* Wait few weeks before construction is completed or add timber, stone or tools to speed up construction

## New World

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### - Colonizing

- \* 15 new islands and 1 major island added
- \* Each seizable island produces unique goods (sable furs, sugar, tobacco, cotton, coffee, ivory, gold, silver, spices)
- \* 4 Map icons for colonies (white flag, few houses, fortified)
- \* You can colonize an island for yourself
- \* Populate it with either colonists or slaves
- \* Townwalkers can be asked to become colonists and slaves can be obtained via ransom brokers
- \* Increase production by developing your colony (build church, gallows, dig a well)
- \* Build fortifications which changes map icon (fort, walls, towers)
- \* AI lords establish, seize and develop colonies as well
- \* Acztaoc Empire becomes hostile to everyone with colonies

### - Acztaoc Empire

- \* New faction based on the Aztec with leader, troops, items and settlements added
- \* Unique map icons for villages, castles, towns and capital
- \* Scenes with unique buildings, houses, shrines and temples for the Azctaac.

## Additional Features

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- \* Currency changed to Florin
- \* Trigger added which removes prisoners if higher than 49 from lord parties monthly
- \* Fall damage increased with a multiplier of 10
- \* 4 types of townhalls (native, early, middle, late) for every town
- \* Every faction leader has its own unique 'crown'
- \* More recruits (0-4) available if you own the village
- \* Nordic Kingdom renamed to Nordic Union
- \* Vaegir Kingdom renamed to Vaegir Tsardom
- \* Higher amount of mercenaries hireable in taverns
- \* Shield Bash: smash enemies to the ground with your shield (use CTRL).
- \* Mercenaries completely revised: new armour and weapons
- \* New mercenary types:

- \* Mercenary Sword and Buckler Man

- \* Mercenary Pikeman

- \* [OSP] Improved trade goods added (item modifiers)

Amount:

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