



EXPEDITIONS CONQUISTADOR

Expeditions: Conquistador Game Manual

Welcome

Greetings and Welcome to the *Expeditions: Conquistador* Game Manual. First, we would like to congratulate and thank you for purchasing the game! Found within this document is all of the information required to play *Expeditions: Conquistador* from start to end. While we have left some surprises for you to discover within the game, all of the key elements and mechanics are listed and explained here in the Game Manual. We hope that you will enjoy your adventure in the New World!

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Settings

To access the various game settings while playing, press the “**Esc**” key until the Game Menu pops up and select “**Options**”. From there you will be able to change the various game settings within the following sub menus: **Controls**, **Gameplay**, **Difficulty**, **Video**, and **Sound**.

Controls – This menu lists the keyboard controls for the player camera, exploration, and combat.

Gameplay – Here you can adjust gameplay preferences including the language, tutorials, combat speed, and player messages.

Difficulty – This menu allows you to adjust the game difficulty in two ways. You can either select one of the presets, or if you're more of a meticulous player, you can adjust the difficulty more to your liking, as the game allows for various forms of difficulty customization.

Video – Here you may adjust the video resolution and graphics quality. If you are getting poor performance, turning off some of the effects, as well as lowering the overall quality, may bring your game up to a more acceptable frame rate.

Sound – You may adjust the volume levels of the game's music, sound effects, and ambient (World) sound effects.

Character Creation

Before you begin playing Expeditions: Conquistador, you will have to create your own character, which happens after you select which campaign to play under “**New Game**”. If it is your first play-through, you have to complete Hispaniola before Mexico becomes available.

Name and Gender – You can choose to play either a Male or Female character (changeable under the portrait in the top left of the screen) and can name your character whatever you wish. For your convenience, we've added some complimentary random name generators.

Allocating Character Points

There are six **Player Stats** in the game: **Tactics**, **Diplomacy**, **Healing**, **Survival**, **Scouting**, and **Leadership**. Each of these statistics are used in various places throughout the game and each member of your expedition will contribute to one of these statistics based on their character class.

At the beginning of the game, you are assigned five character points in each of the **Player Stats** with an additional eight points to place wherever you should choose.

Before you start you should take note of what each of the **Player Stats** do, and assign your character points according to what kind of character you will be playing.



Tactics – Used to intimidate enemies or change the starting situation in a battle to your advantage.



Diplomacy – Affects your chance of success in negotiations and cultural exchanges.



Healing – Reduces the medicine cost of treating injured expedition members.



Survival – Improves the results of hunting. This helps reduce the daily consumption of rations.



Scouting – Increases your maximum daily movement and will occasionally grant you information about an upcoming battle.



Leadership – Bolsters the morale of your party members, reducing the risk of mutiny and increasing the chance for a **Critical Hit Chance** in combat.

Follower Management

Morale and Personality Traits

Before the adventure begins, you will have to choose the types of people you want to bring along on your expedition. These are your **Followers**, and are defined by **Personality Traits**. As you play the game, you will be able to get additional followers to join your expedition, who also have personality traits.

Each follower's traits act as cues to how the character will react to your decisions as their Capitán. If you do something a character likes, their **Morale** will increase, if the character disagrees with your choices, their Morale will decrease. For example, a follower that is **Peaceful** may gain morale if you manage to avoid combat, but will lose morale if you deliberately seek out battle.

Morale is important for two reasons. If 50% or more of your party become **Mutinous**, then those members will attempt to overthrow you, and at the very least, will leave the party. Furthermore, morale is directly related to the **Critical Hit Chance** of that character in combat. The higher the morale, the higher the chance for a Critical Hit.

Experience

As you proceed in *Expeditions: Conquistador*, you will face many challenges, and as you overcome these challenges, you are awarded **Experience Points**. These points represent the hardened resolve and increased knowledge that is gained from surviving encounters and making tough decisions.

These experience points can then be used to promote your followers, granting them a new **Rank** and three **Skill Points** that you can distribute among their non-combat skills. Their non-combat skills are directly tied to the **Camp Management**, which will be explained in the Camp Management section on page 16.

Equipment

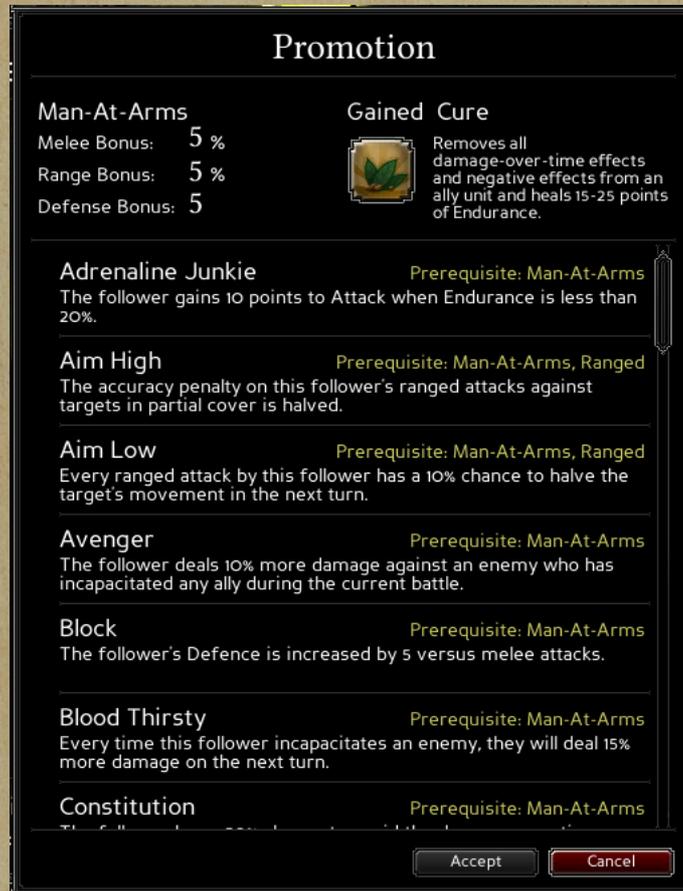
Keeping your followers well-equipped is an important part of *Expeditions: Conquistador*, as it helps give your followers the edge in combat.

To assign equipment and weapons to your followers, simply open the **Follower Management** screen, either by clicking the follower management button in the **Menu Diamond** (See page 13 for more information), or by hitting the hotkey "P". When open, select a follower on the left and open the **Equipment Tab** on the right side of the window. From here, you can assign or remove equipment in one of three categories by clicking the "+" and "-" buttons on the right side.

The categories are **Melee**, **Ranged** and **Defence**. If your followers have several weapon proficiencies, you can switch their melee and ranged weapons, by clicking the arrows next to the weapon icons.

Promotion

To promote a follower, you need to have enough **Experience Points** to do so. When a follower is able to be promoted, it will be indicated by an arrow in the top right corner of their portrait in **Follower Management**. When you select a follower with such an icon, clicking on the **Skills Tab** will reveal a yellow icon on top of the rank you are able to promote them to. Simply click this to bring up the **Promotion Window**.



In the **Promotion Window** you must select a **Passive Ability** for the selected follower and click accept before the unit is promoted. You may cancel the promotion by clicking cancel or hitting "Esc". **Passive Abilities** are small boosts to your follower that makes them even more specialized.

When you have promoted a unit, they will also get 3 **Skill Points** that you can assign to their **Non-Combat Skills**. These are one-time use, so take care when selecting where to spend their points.

Ranks

While each character class has their own special skills which are unlocked from levels 1 to 3 (**Recruit**, **Man-at-Arms**, **Veteran**: listed below for each character class), the 4th and 5th **Rank** skills are reserved for Officers (the top two experience levels are **Sergeant** and **Lieutenant**).



Recruit – This is the starting **Rank** and experience level of every party member. There are no inherent bonuses, though each class is given a unique combat skill.



Man-at-Arms – This is the second level in the experience progression and gives **+5% to base melee damage**, **+5% to ranged attack accuracy**, and **+5% (points) to defence**. It also unlocks the medium equipment tier and, based on the unit class, awards a second unique combat skill.



Veteran – This is the third rank level in the game. It provides **+10% to base melee damage**, **+10% to ranged attack accuracy**, **+10% (points) to defence**, and **+1 to Leadership**. It also unlocks the highest equipment tier and, based on the unit class, awards a third unique combat skill.



Sergeant – The 4th **Rank** available, it provides **+15% to base melee damage**, **+15% to ranged attack accuracy**, **+15% (points) to defence**, and **+3 to Leadership**. A player may have only 2 Sergeants in their party. It also awards the Officers combat skill **Smoke Bomb**.



Lieutenant – The 5th and final **Rank** available, it provides **+20% to base melee damage**, **+20% to ranged attack accuracy**, **+20% (points) to defence**, and **+5 to Leadership**. A player may have only 1 Lieutenant in their party. It also awards the Officers combat skill **Rally**.

Spanish Follower Classes

To build your expeditionary party, there are five follower classes from which you can choose: **Doctor**, **Hunter**, **Scholar**, **Scout**, and **Soldier**.

Each of these classes has their own values and merit, with advantages and disadvantages. It is important, as the Capitán, for you to consider a balanced group to gain the maximum benefit from each of the classes. Each class has 3 **Unique Combat Skills**, starting with 1 and unlocking one more each time you promote a follower.



Doctor – The only class able to heal injured party members both in and out of combat. Doctors begin with a high **Herbalism Skill** (see **Camping** for more details), but also start out capable of Hunting and Tinkering as well. Doctors are weak in both melee and ranged combat. The Doctor's unique combat skills are **Restore**, **Cure**, and **Revive**.



Restore (Recruit) – Restores some of the targeted ally's lost **Endurance**. The amount depends on the Doctor's **Rank**.



Cure (Man-at-Arms) – Removes all damage over time effects and negative effects from an ally unit and heals 15 to 25 Endurance.



Revive (Veteran) – Brings an incapacitated ally back to their feet with Endurance depending on the Doctor's Rank.



Hunter – Out of combat, the hunter is primarily used for **Hunting** and **Preserving**. In combat, the **Hunter** is a specialized, ranged unit, but is relatively weak in melee. The Hunter's unique combat skills are **Rebuke**, **Quickshot**, and **Aimed Shot**.



Rebuke (Recruit) – A forceful kick that moves the target one space away from the Hunter (Provided that there is an empty space behind the target) and deals a little bit of damage.



Quickshot (Man-at-Arms) – Allows the unit to make two successive ranged attacks, but with 30 points less of base accuracy.



Aimed Shot (Veteran) – A full turn attack, meaning you can't move if you use this ability. This ability halves the distance penalties associated with ranged attacks.



Scholar – This class has a number of skills which are more heavily weighted outside of combat. Scholars start the game with a high **Tinkering** and **Herbalism** skill, which makes them good at building items for combat, such as **Barricades** or **Torches**, and converting herbs into medicine. In combat, the scholar has a special passive ability called **Weakness Exposed**, a ranged ability, that gives a small damage bonus to other units attacking the target. The Scholar's unique combat skills are **Logistics**, **Coordinate Attack**, and **Distraction**.



Logistics (Recruit) – Gives an ally 2 more moves this turn (4 moves at **Veteran**, 6 at **Sergeant**), if the unit still has movement left. If the unit has already spent its action, it will not regain its action.



Coordinated Attack (Man-at-Arms) – Gives all your allies a 10% damage boost to their next attack.



Distraction (Veteran) - Reduces the melee and ranged damage for all enemies by 20% for 1 turn.



Scout – The most powerful Spanish melee combat unit in the game, so specialized they cannot use ranged weapons. Out of combat, scouts have a high **Patrolling** skill, allowing them to search the surrounding area of the camp for supplies and signs of danger. In combat, the Scout's unique skills are **Feint**, **Sneak**, and **Throwing Knife**.



Feint (Recruit) – Allows the scout to move directly through a hex occupied by an enemy unit and then attack them from the other side without incurring an **Attack of Opportunity**.



Sneak (Man-at-Arms) – The unit will move at half speed, but will not trigger **Traps**, **Interrupts**, or **Attacks of Opportunity**.



Throwing Knife (Veteran) – Throws a knife at a target 3 or less hexes away from the unit.



Soldier – The soldier is bread and butter unit in the party, excelling at **Guarding** and **Patrolling** during camping. In combat, the soldier is a ‘jack-of-all-trades’ with the ability to deal a lot of damage, while also being able to soak up the damage from incoming attacks. They are well-suited as front-line units and have the potential to be suited with the most armour. The Soldier’s unique combat skills are: **Flawless Defence**, **Stun**, and **Guard**.



Flawless Defence (Recruit) – Adds the soldier’s melee attack to their defence for the remainder of the round.



Stun (Man-at-Arms) - A melee attack action which stuns the enemy unit and causing the enemy to lose its next turn.



Guard (Veteran) – All units adjacent to the Soldier get their Defence raised to match the Soldiers Defence.

Officer Abilities

The last two **Officer** skills are available to every class once they reach the ranks of **Sergeant** and **Lieutenant**. There is only room for 2 Sergeants and 1 Lieutenant in your party. The officers Combat Skills are **Smoke Bomb** and **Rally**.



Smoke Bomb (Sergeant) – Throws a bomb that adds partial cover in a one-space radius around the target.



Rally (Lieutenant) – All other units move 3 spaces toward the Lieutenant and ignore **Attacks of Opportunity**.

Native Follower Classes

Apart from the starting Spanish classes, there are also five native classes which you may meet on your travels, and if you play your cards right, might be able to recruit as well. They are the **Trapper**, **Shaman**, **Warrior**, **Amazon**, and **Champion**. As with the Spanish classes, they each have three unique combat skills.



Trapper – Similar to the Hunter, the trapper is a strong ranged unit but weak in melee. Their unique combat skills are **Quick-Shot**, **Poison Sting**, **Hailstorm**.



Quick-Shot (Recruit) – Allows the unit to make two successive ranged attacks, but with 30 points less of base accuracy.



Poison Sting (Man-at-Arms) – Applies a small **Damage-Over-Time** effect on hit. The effect increases for each round that passes while left untreated.



Hailstorm (Veteran) – Unleashes an Area-of-Effect ranged attack on 5 random hexes in and around the target location.



Shaman – In some ways similar to the Doctor and Scholar, but only able to do melee attacks, the shaman is the native support class. Shamans also have a special passive ability called **Poison Tip**, which adds a damage-over-time to all their attacks. The Shaman's unique combat skills are **Restore**, **Curse**, and **Terrify**.



Restore (Recruit) – Restores a small amount of the targeted ally's lost **Endurance**. The amount depends on the Shaman's rank.



Curse (Man-at-Arms) – Superstition does peculiar things to people. The shaman's curse puts a penalty on the target's attack/defence for three turns.



Terrify (Veteran) – Forces the target to flee from the Shaman at its full speed.



Warrior – The warrior is similar to a Soldier, but with movement more akin to a Scout. The warrior's unique combat skills are **Sneak**, **Taunt**, and **Anticipate Opening**.



Sneak (Recruit) – The unit will move at half speed, but will not trigger **Traps**, **Interrupts**, or **Attacks of Opportunity**.



Taunt (Man-at-Arms) – Forces the target to move three hexes closer to the Warrior.



Anticipate Opening (Veteran) – Guarantees that the next successful attack will be a **Critical Hit**.



Amazon – The Amazon is an all-around fighter with a variety of abilities both ranged and melee. Their unique combat abilities are **Acrobatic Strike**, **Poison Sting**, and **Deft Strike**.



Acrobatic Strike (Recruit) – Attack the enemy and simultaneously move one hex away, without incurring an **Attack of Opportunity**.



Poison Sting (Man-at-Arms) – Applies a small **Damage-Over-Time** effect on hit. The effect increases for each round that passes while left untreated.



Deft Strike (Veteran) – Make an attack that ignores enemy Defence.



Champion – The Champion is a high-damage version of the soldier. Their unique combat skills are **Stun**, **Charge**, and **Swipe**.



Stun (Recruit) – A melee attack action which stuns the enemy unit and causing the enemy to lose its next turn.



Charge (Man-at-Arms) – For every hex moved before the attack, 5 extra damage is added.



Swipe (Veteran) – Attacks 3 adjacent spaces simultaneously with an attack equivalent to a normal melee attack.

Exploration

Movement

When exploring or travelling through the wilderness, you have a set number of moves per day before you have to stop and make camp. This number is shown in the info bar at the top-center of the screen, indicated by the left-most number.

To move your character, simply click anywhere on the terrain while the movement cursor, indicated by a horse with a small arrow in the corner, is white. Clicking once will show the path that your character will take in the world, while clicking again will execute the move. If the movement cursor is red, it means you are hovering over an inaccessible area.

From left to right: Create path, execute path, path unavailable.



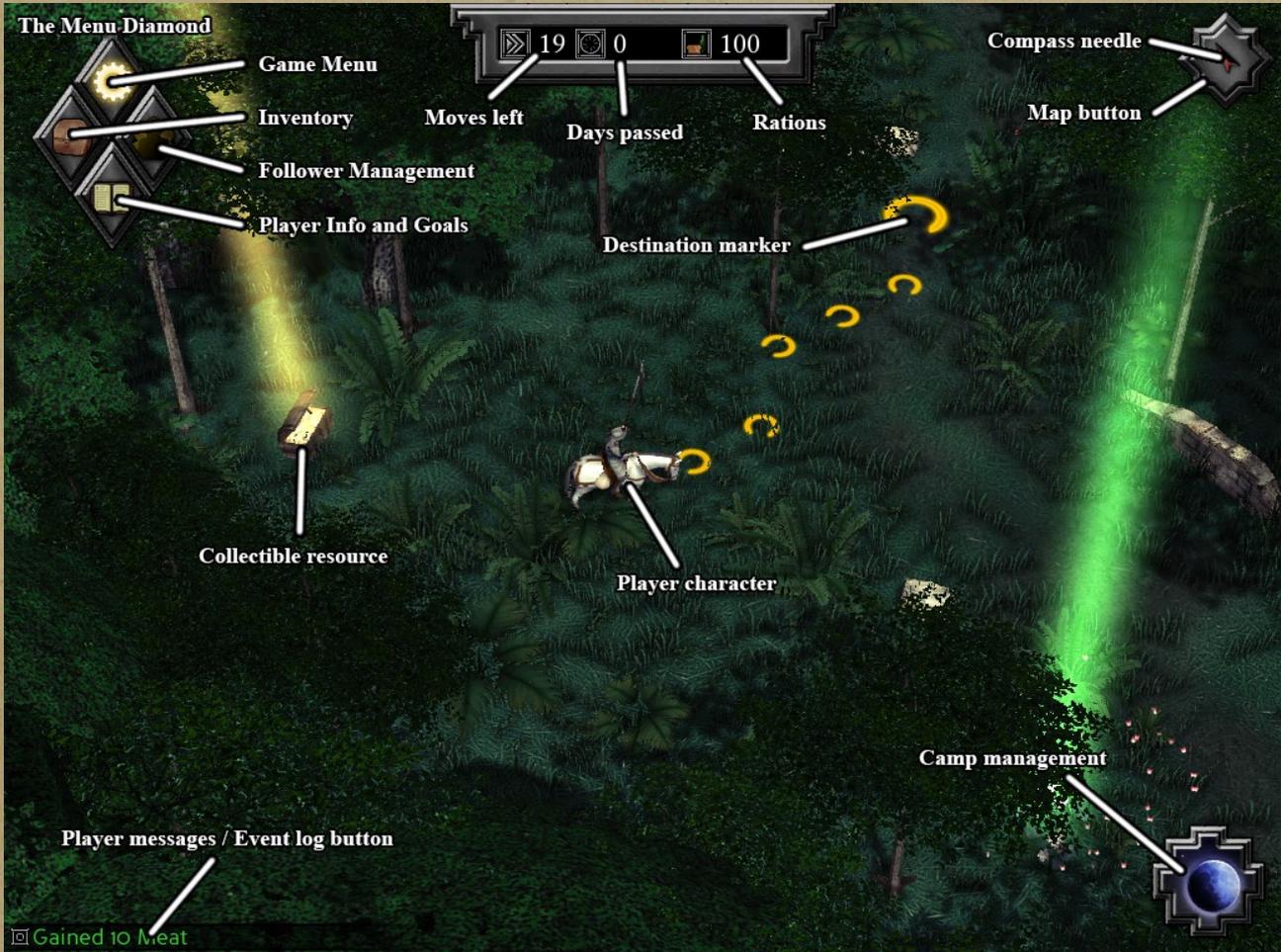
Alternatively, you can press the “**Space Bar**” and the unit will begin to travel to the destination. If for some reason you do not like the path the Player Character is taking, then click again elsewhere on the screen or press the “**Space Bar**” to halt the unit.

TIP: Travelling along the road will allow you to cover much greater distances in a day, however, roads are not ideal for camping. If travelling by road, remember to save some movement for the end of the day to find a more appropriate terrain to camp in.

Camera Control – the camera can be rotated left and right using the “**Q**” and “**E**” keys respectively. Furthermore, the camera can be panned in every direction by moving the mouse cursor towards the edge of the screen, the closer to the edge, the further the camera will pan away from the Player Character.

The User Interface

This section will explain the exploration user interface, which consists of five elements: The **Menu Diamond**, the **Info Bar**, the **Compass**, the **Camp Management**, and the **Event Log**. The combat interface is covered on page 22.



Menus

The Menu Diamond is located in the top left corner of the screen, and gives you access to, starting from the top going clockwise, the **Game Menu**, the **Follower Management** window, the **Inventory Window**, and the **Player Stats and Goals** window.

Game Menu – Represented by a glowing gear in the diamond, you can also bring up the game menu by hitting “Esc”. The game menu allows you to Save, Load, return to the Main Menu, Quit the game, or change any of the options available and discussed earlier in this manual.

Follower Management – Displayed as three silhouettes, the hotkey for follower management is “P”. Follower management was discussed in detail on page 4.

Inventory – The hotkey for viewing your inventory is “I”. The inventory is divided into two sections; **Inventory** and **Resources**. The left side of the window displays all of your available Items. You may store up to 16 items in your inventory, and of those 16 you may equip up to three items which will then be taken with you into combat. The resources are found on the right side of the Inventory window and are divided into three categories of resources; **Tradeable**, **Craftable**, and **Perishable**.

Tradeable Resources – Resources which may be traded in exchange for one-another at the various trading posts and markets throughout the game. They include, **Valuables**, **Rations**, **Medicine**, and **Equipment**.

Valuables acts as your main currency and is gained by completing quests, through patrol events, or by picking up chests in the environment.

Rations are your food source, and it's important to keep a good amount of spare Rations to keep your expedition fed and happy throughout the game. Rations are acquired by converting Meat, trading, or by getting random patrol events.

Medicine is what keeps your followers healthy and on their feet. You gain Medicine by converting Herbs, trading, or by getting random patrol events.

Equipment is primarily used to give your followers better gear, which in turn makes them more effective in combat, Equipment is also valuable as a trading good however. You gain Equipment primarily through trading.

Craftable Resources – Used to craft items during Camp Management, these resources can be found in rectangular boxes scattered throughout the environment. They include Wood, Metal, Rope, and Oil. Crafting is discussed in more detail on page 18.

Perishable Resources – Limited to **Meat** and **Herbs**, they are both collected similarly, either by chasing down Peccary's or by picking up Herbs found in the environment. Alternatively, they are also collected through **Contextual Events** during **Camp Management**. While Herbs have a long shelf-life, Meat spoils and is lost if unused by the next camp.

TIP: Use the **Preserve** skill to convert **Meat** into non-perishable **Rations**

Player Stats and Goals – The hotkey for viewing your goals and stats is “O”. This window displays your **Player Stats** on the left side of the window and your **Goals** on the right.

The left side also displays your character name, the amount of experience you have accumulated, the in-game date, and how much food and medicine you have consumed thus far. More importantly, it shows your current stats and the bonuses you get from your followers.

The right side of the window summarizes all of your goals to-date. Here you can click the 'Set Active Goal' button to the right of a goal, which will give you a highlighted marker on the map (when available) to guide you to the next step of your active mission.

Info Bar – This bar is located at the top-center of the screen and displays, from left to right; **Moves Left** (for the day), **Days Passed** (the number of days spent on the expedition so far), and **Rations** (the amount of rations available for consumption).

Compass – Located in the top-right of the screen. The compass needle always points north. Clicking on the Compass, or using the hotkey "M" will bring up a Map. On the map you can see the areas you have explored so far, as well as indicators for various quests you are able to do.

Camping Button – Located in the bottom-right of the screen, it brings up the **Camp Management** when clicked, or by pressing the hotkey "C". You cannot camp while inside any village, town, city, or fortress. Camp Management is explained in detail in the following section.

Player Log – The Player Log is located in the bottom-left side of the screen. It will display relevant game information as they happen, and will store them in the player log for later reference. It is also possible to click in the bottom-left corner of the screen to bring up the Event Log, which lets you re-read dialogues and events from previous moments in the game.

The "Flower" – Often mistaken for the Fleur-de-Lis, the flower is actually the Aztec symbol for flower. These flowers hover over most things that you may interact with in the environment. When a flower is not present, a beam of light is also indicative of something you may interact with. Common for all interaction in the world, is that the objects become highlighted by an outline (If you have turned on Fancy Highlighting).

Wandering Encounters – The Isle of Hispaniola and the New World Mainland are populated by inhabitants both friendly and dangerous. Some of these inhabitants wander the map and will be drawn to you character if you come within range of them.

Camping

Camping is an important element of your adventure. Each day is bookended by Camping where you must manage the members of your party. The **Camping Window** is divided into two sections, **Followers** and **Camp Management**.

Followers

When you bring up the **Camping Window** you will find all of your followers on the left. In the follower list, there are several bits of information worth explaining. To the far right (Still in the follower list) you will find the **Assignment Box** (Which shows the task the follower will perform during the camp), and to the left of it, are the follower's non-combat skills displayed as numbers separated by a slash. For each follower in the list, you can see their **Name**, **Class**, **Rank**, **Skills**, **Rations Assigned**, **Morale**, and **Health Status**.

Name – The follower's name.

Class – The follower's class.

Rank – All of your followers start as **Recruit**, but can be levelled by spending Experience Points in the **Follower Management**. This is explained on page 5.

Skills – In order for a follower to be able to perform certain tasks, they must have a minimum of 1 point allocated in the corresponding skill. The skills are **Guarding**, **Patrolling**, **Hunting**, **Herbalism**, and **Tinkering**. Each of these will be discussed further in **Camp Management** below.

Morale – The follower's morale.

Condition – Unless the follower has been injured, this will read **Healthy**, which means they are able to perform tasks during the camp. Injured characters must be treated by a **Doctor** with **Medicine**. Each night where an injured character goes untreated, you run the risk of the injury getting worse.

Also located in the **Follower** section are:

Sorting (Buttons) – Along the top of the left side of the window are two **Red Arrows** which allow you to organize your party members in order of **Name**, **Tasks**, **Type**, **Rank**, and **Condition**.

Clear All (Button) – Clears all of the previously allocated tasks from your followers.

Task Success Stats – In the bottom left of the window you will find information about the **Chance of Success**, **Preserving**, and **Herbalism**.

Chance of Success – With no units allocated to the tasks of **Guarding**, **Patrolling**, and **Hunting**, there is a **0%** success rate, for each unit allocated to a certain task (and based on their skills) this % will increase making it more likely that you will succeed at that particular task.

Preserving – Shows you how much meat is available for preserving, and if any followers are set to preserve, will show how much of the meat will be converted into **Rations**.

Herbalism – Shows you how many herbs are available and how many herbs will be converted into medicine, depending on the assigned follower's **Herbalism** skill.

Camp Management

The left side of the **Camping Window** is the camp management section for whatever follower selected from the Follower list on the left. To assign tasks you need to select a **Follower** from the left and then a **Task** from the right. This section is broken into four tabs which are the **Tasks Tab**, **Tinker Tab**, **Rations Tab**, and **Treatment Tab**.

Tasks Tab

The tasks tab holds three sections of information: **Tasks**, **Area Info**, and **Contextual Info**.

There are six options in the Tasks section of the Tasks Tab: **Guarding**, **Patrolling**, **Hunting**, **Herbalism**, **Preserving**, and **None**. To assign a task to the currently selected Follower, simply click on the Tasks in the tasks tab. The follower's **Assignment Box** will then fill with an icon depicting the task you have selected, unless "**None**" is selected.

Each of these five tasks (Not counting "**None**") will rely on the follower's five **Non-Combat Skills** to determine its effect on the outcome.

(NOTE: the Preserving task relies on the character's Hunting skill, the rest is self-explanatory).

Guarding – Guarding protects the caravan at night from thieves, both human and otherwise.

Patrolling – Sending characters on patrol may lead to discovering various resources or special events.

Hunting – Sending your units out to hunt will make it possible to collect meat for the next day, ultimately reducing the amount of **Rations** consumed.

Herbalism – Converts Herbs to usable **Medicine**.

Preserving – Will convert any unconsumed **Meat** into **Rations**.

None – The follower will do nothing during the camp.

Area Info – This section describes what type of terrain you are currently in. The difficulty of **Guarding**, **Patrolling**, and **Hunting** changes depending on the geography of the area you are in.

TIP: Some of these areas are ideal for making camp, while others are not

Contextual Tasks – There are a number of events which occur only when they are contextually relevant, such as fishing which only becomes available when you are close to a school of fish.

Tinker Tab

There are two options for **Tinkering**, both of which require the tinker **Skill**; **Construction**, and **Invention**.

Construction – Allows you to assign followers to construct various objects that are relevant to **Combat** such as **Barricades** and **Caltrops**.

Invention – Allows you to assign particularly clever followers to develop things that improve the camp life and exploration.

Rations Tab

This is where you assign your food stores to your followers. You may choose to assign food individually, auto-assign the available food, or select one of the options (None, 1 Ration, 1 Meat, 2 Rations, 2 Meat) and press the ‘Assign to all’ red button on the right side of the window.

Assigning None – Starving your units will decrease their **Morale** rapidly.

1 Meat or 1 Ration – Giving your followers either 1 meat or 1 ration will maintain the followers' **Morale** at its current level.

2 Meat or 2 Rations – Assigning double rations has the potential to increase the **Morale** of the follower it is assigned to.

Auto Allocate Meat – For your convenience, there is a check box near the bottom of the rations tab which allows you to automatically allocate new **Meat** as it becomes available.

Treatment Tab

This tab will allow you to treat injured followers. Clicking injured followers from the **Follower List** will automatically bring up the **Treatment Tab**, where you can see the **Condition** (Injury severity), **Deterioration Risk** (the chance that they will get worse), **Treatment Required** (amount of **Medicine** needed to treat the injury), and Doctor Assigned.

Doctor Assigned – To assign a doctor simply click the ‘Assign’ red button under any of the available doctors.

TIP: Your own character also doubles as a **Doctor**.

Combat

Combat Basics

Expeditions: Conquistador uses a turn-based combat system to resolve situations where you need to attack or defend. While the active abilities of each of the character classes have been discussed earlier in this manual, the tactical abilities, items and combat basics will be discussed here.

Preparation Phase

In combat situations where you are at a tactical advantage, you will be provided with a preparation phase. During the preparation phase, you can place **Barricades** and **Traps** to strategically divide the battlefield. It is also during this phase when you can adjust the starting locations of your units before the battle starts.

Movement

Each class has a base movement speed, representing the total number of hexes the unit can move while still able to perform an action. Some special abilities change this number temporarily. For example, the **Scholar's** unique ability **Logistics** gives an ally increased movement while the **Scout's** unique ability, **Sneak**, reduces the total movement for the turn. This base movement speed is represented visually on the screen with light-green hexes on the battlefield.

You can also sacrifice a unit's **Action** in a turn to gain additional movement equal to their base movement speed, represented by dark-green hexes on the battlefield.

Tactical Abilities

Each turn a unit is allowed one **Action**, which includes **Attacks** (melee and ranged), **Tactical Abilities**, **Active Combat Abilities**.

Tactical Abilities are located in the bottom-left of the screen in combat. These abilities are available to every character class in the game, and include **Tactical Move**, **Interrupt**, **Spot Traps**.



Tactical Move – Allows you to move past, or away from, enemies without provoking **Attacks of Opportunity**.



Interrupt – Instead of using a **Ranged Attack** this turn, your unit delays its action until the enemy's turn. Your unit will shoot at the first enemy that moves within 6 spaces.



Spot Traps – Reveals any trap that the character comes within melee range of. The character stops when a trap is spotted. Using this ability reduces the unit's movement by half.

Items

Items are generally crafted, but can also be purchased in a few places. Items can be used during one of two situations in combat, depending on the item. In the **Preparation Phase**, you may place **Barricades** and **Traps**, to hinder the advance of enemies on your starting position. During combat, you can use combat items, such as **Torches** or **Lanterns**.

Barricades – Made of wood and rope, barricades are used to block or funnel enemy movement. Barricades can be destroyed if attacked multiple times.

Traps – There are three types of traps; **Spiked** (Deals damage), **Net** (Loses turn), and **Caltrops** (Reduces movement by 2).

Torches – Throwable. They remove the **Darkness Penalty** for ranged attacks at night, or indoors, if they illuminate the unit being targeted.

Lanterns – Throwable. Lanterns will set the target hex (Including any unit standing there) and one random adjacent hex on fire, it also spreads over the next few turns until it burns out. Units hit by the lantern or passing through the fire gain the “**Burning**” condition and will continue to take **Damage-Over-Time** as long as they are affected by this status effect.

TIP: Range is limited for placing items in the **Preparation Phase**, so try to only place traps and barricades if you plan on defending the start location, drawing in the enemy with ranged attacks and finishing off the rest with your front line fighters.

General

Critical Hit Chance – With every standard attack, be it ranged or melee, there is a chance that the attack will deal additional damage. Scoring a critical hit is based on a percentage roll, where the percentage for success is based on a unit’s **Morale**. The higher the **Morale**, the higher the critical hit chance.

TIP: Choose characters that are like-minded to your play-style to take into battle and spend your experience points on them. Bringing in followers with high **Morale** ensures a high **Critical Hit Chance**.

Damage-Over-Time – This is a condition (such as **Poisoned** or **Burning**) that can affect a unit in which they incur a small amount of damage every round they possess the condition. **Damage-Over-Time** effects can be removed from a unit with the **Doctor’s Cure** ability.

Endurance – Represents how much endurance they have left to stay in the fight. When **Endurance** reaches 0, the character falls to the ground and becomes **Incapacitated**. Incapacitated units can no longer fight or be selected, though they may be brought back on their feet by using a **Veteran Doctor’s Revive** ability.

Incapacitated – Units that have their **Endurance** reduced to 0 are incapacitated, the longer a unit spends incapacitated in combat, the greater the risk of **Injury**.

Injury – Units can be injured both in and out of combat. Injured units cannot be used for either **Camping Tasks** or selected for **Combat**. Injuries are treated through the **Treatment Tab** and are discussed in the **Camp Management** on page 18. Leaving injuries untreated runs the risk of worsening the condition of a follower. If a follower is left untreated with a **Fatal Injury**, it may result in **Death**.

Defence – Each attack, be it melee or ranged, must penetrate your follower's (Or the enemy's) defences., a unit's defence is expressed as a damage reduction percentage.

Shield Block – Some units carry a sword and shield, giving them a 25% chance to block incoming attacks (both melee and ranged), which reduces the damage by 25%.

Melee Combat – The situation in combat where the units involved are standing in adjacent hexes.

Melee Attack – To perform a melee attack, you must make sure that the follower has a melee weapon selected, and that the follower still has an **Action** left. The cursor changes to a sword if a melee weapon is selected and you are hovering over an enemy.

TIP: You can give followers the **Passive Ability “Weapon Proficiency: Sword and Shield”** to be able to equip a unit with a sword and shield.

Flanking Bonus – Positioning your followers on directly opposite sides of an enemy (and both within melee range of that enemy) allows them to flank that enemy, giving them a 15% damage bonus for each **Flanking Strike**.

Attack of Opportunity – Each turn, every unit in combat (Both followers and enemies) have one free attack they may perform (Unless otherwise stated). These free attacks occur when a unit is within melee range of an enemy and either **Moves**, or uses a **Ranged Attack**. Some unique class skills such as **Sneak**, and the tactical ability **Tactical Move** do not provoke attacks of opportunity.

Ranged Combat – The situation in combat where a unit attacks an enemy while a ranged weapon is selected and they still have an **Action** left to perform. A unit using Ranged combat has the potential to miss their attack due to low **Accuracy**, or because the target is in **Cover**.

Accuracy – The unit's ranged accuracy is affected by the unit's distance to their target. The farther from the enemy, the lower the accuracy.

TIP: Don't use ranged weapons in melee range, as they will provoke an **Attack of Opportunity**.

Cover – The state of cover of a target is expressed in two ways; the **Ranged Combat Indicator**, and the tooltip information when hovering over an enemy unit. There are three states of cover: **No Cover**, **Partial Cover** and **Full Cover**.

No Cover – A unit with no cover means no penalties to accuracy.

Partial Cover – The unit is partially hid, for example by fallen trees and **Barricades**. Accuracy toward units in partial cover is halved.

Full Cover – The unit is completely protected from ranged attacks by high walls, buildings, large rocks, or a difference in elevation.

TIP: When using ranged units try to move them out from cover to shoot, but reserve enough movement to return them back to cover afterward.

Ranged Combat Indicator – A dotted line which is drawn from the attacking ranged unit to the target. If the line is **Green** the entire length then the target has **No Cover**, if the section of the line touching the target enemy is **Yellow** then the enemy has **Partial Cover**, if any part of the line is **Red** then the enemy unit is in **Full Cover**.

Combat Interface

There are four sections of the **Combat Interface**, including **Character Overview**, **Selected Character Info**, **Tactical Abilities and Items**, and the **End Turn/Retreat Button**.



Character Overview – In the top left-hand corner of the screen is located a series of portraits corresponding to the party members that are currently in combat. Under each portrait are two icons representing the character's **Class** and **Rank**. Between these two icons are a Red and Blue icon. These icons whether that follower has spent its **Action** (Red) or **Movement** (Blue). When these icons turn gray, it means the unit can no longer perform an action or movement, respectively.

Selected Character Info – Located in the top-right corner of the screen. Here you are given the relevant information for the follower you have selected. This includes the follower name, class, endurance, **Defence**, melee and ranged **Attack Stats**, **Critical Hit Chance**, **Critical Hit Multiplier**, **Movement**, **Active Abilities**, **Selected Weapon**, and **Additional Info Button**.

Attack Stats – Displays different information depending on whether the unit is currently equipped with a melee (damage) or ranged (accuracy and damage) weapon.

Defence – The **Damage Reduction** percentage applied to incoming damage.

Critical Hit Chance – The current unit's **Morale** divided by two.

Critical Hit Multiplier – Displays the damage multiplier for when you get a critical hit, this varies from weapon to weapon.

Movement – The number of hexes the current can move.

Active Abilities – Displays the current unit's available active abilities, order by **Rank** from left to right, starting at **Recruit**. The last two spaces are reserved for the officer skills unlocked at the 4th and 5th rank.

Selected Weapon – The top right corner of the window has an icon of the currently selected weapon. You can switch you character's selected weapon by pressing this button or hitting the hotkey "**R**", at no cost.

Additional Info Button – This button labeled "**Info**" in the selected character window will pop up a window with additional information, including **Status Effects** currently applied to the character, as well as any **Passive Abilities** the unit may have. You can also bring up this window by using the hotkey "**TAB**".

Tactical Abilities and Items – The tactical abilities available to all of the character classes are located at the bottom-left corner of the screen. The left side of the window has space for the three **Items** you equipped in your **Inventory**.

End Turn/Preparation Phase Button – When you are ready to end your turn (Or the **Preparation Phase** simply press the end turn/preparation phase button (Depicted as an hourglass to end your turn, and as a tick to end the preparation phase) in the bottom-right corner of the screen.

Retreat Button – If at any point you feel you will not win the battle, you may choose to cut your losses and retreat. This should not be taken lightly though as it is equivalent to getting up to four followers injured.