

# *Covert and C12 changes to Legends 3*

8/10/2014

## *Bodyguards*

Bodyguards must be in the same ultimate force as the 'target' to have an effect (this is new - for all covert orders).

## *C12 order*

A sponsor's whose current burden exceeds twice their carry capacity (same as teleport burden check) cannot perform the C12 order (this is new)..

Buried characters cannot be the target of the C12 order. (This is new, fixing a bug - characters should use the Rob Graves order instead).

Prisoners cannot be the targets of the C12 order. (This is new - note that prisoners are still banned from being deliberately used to transport items).

### **Success Chance:**

- Removed base chance (was 15%, now 0%).
- Removed fixed bonus for sponsor is Invisible (was 50%, now 0%).
- Plus 7 times sponsor Thief level adjusted for wounds (multiplier unchanged) .
- Plus 2 times Sponsor Thief levels if Sponsor is Invisible, adjusted for wounds (was 0 times).
- Plus 2 times sponsor Dexterity (was 1.5 times (Dexterity minus 10)).
- Minus 50 if target is a Force that is besieged, or sponsor has to cross a siege line.
- Minus square root of (sum of guard rating of soldiers in force times 3) if the target is a force overall commander, a slot commanders, or a force owner while they are in that force. (This is unchanged).
- Minus square root of (sum of guard rating of soldiers in guild times 3) if target is a guild, or a character in a guild. (This is unchanged).

- Minus square root of (sum of guard rating of soldiers in market times 3) if target is a market.
- Minus 25 if target is a Cloud Castle (unchanged).
- Minus 70 if target is a Lair (unchanged).
- Minus 180 if target is a Ruin (unchanged - except on a game by game basis).
- Removed penalty for Main Character target (was minus 20%, now 0%).
- Minus 7 times target's Thief level adjusted for wounds (multiplier unchanged).
- Minus 3 times sum of target's Stealth, Assassin, Spy and Ranger levels adjusted for wounds (added Ranger skill, multiplier unchanged).
- Minus square root of total weight of items being stolen (previously weight had no effect).

If target character has a bodyguard, the bodyguard is alive and in the same ultimate force as the target, then the bodyguard's skills will be used to calculate the success penalty if they would give a greater minus than the target's own skills. (A bodyguard previously had no effect on the C12 order).

The penalty from target skills is doubled if the item being stolen is an equipped item.

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Items are stolen from possessions first, so if an item is equipped and also in possessions, and only 1 is stolen, then it will not count as equipped for this purpose.

Also there is a generic fix for all Covert Orders so that they always apply wounds when doing skill level calculations. Previously it was inconsistent.

### **On Success:**

If the theft was noteworthy (no definition will be forthcoming) then the theft will be added to Palantir news network.

If the roll was within 5 of the chance of success, then the target is told the ID of the sponsor.

### **On Failure**

The consequences will be one of the following, depending on the level of failure:

#### *Sponsor captured*

Capture can only occur if the target is a force, guild or market with soldiers guarding it, a character guarded by force or guild soldiers, or if the character appears able to defend themselves from an escaping captive.

If soldiers provided a guard penalty on the target, then whatever game piece provided those soldiers will always take the prisoner.

A market will always pass a prisoner to the ultimate force.

If both force and a guild provided guards, whichever gave the largest guard penalty will take the prisoner.

A target character will only take a prisoner if there were no soldiers guarding them, and the prisoner is dead, or the target character looks able to best the prisoner in a duel should an escape duel occur. (Stops targets being killed by auto-escape orders of the covert).

A character will pass the prisoner to their bodyguard if they appear better able to handle the prisoner in a duel.

If capture is not allowed, then the target is instead told the sponsor's ID.

#### *Sponsor wounded and ID revealed*

Sponsor takes wounds - The target is informed of the sponsor ID. If the wounds kill the sponsor then the "Sponsor Captured" result occurs too, otherwise the sponsor escapes.

#### *Sponsor ID revealed*

Target is told the sponsor's ID - The target is told that the sponsor attempted to steal from them but got away.

#### *Target Warned*

The target is warned that an unknown character was seen lurking around, but they were chased off.