

XIII. SETUPS

13.1 Filling Out the Setup Form

Step 1: First choose the name of your Empire. The name can be up to twenty characters (including spaces/punctuation) in length. Your Empire name cannot be preceded by “the” or “a” or punctuation other than hyphens or apostrophes nor can it include game reserved words or titles. “The Determined Empire” is not acceptable because of the preceding “the” and because of the word “Empire”. Some examples of valid Empire names are: “Blue Mountain Orcs” or “Elves of the Narn”. Once selected this name cannot be changed.

Step 2: Choose the name of your Army. This is the unit name most often seen by other players. This name is also up to 20 characters in length. Your Army name cannot be preceded by “the” or “a” or punctuation other than hyphens or apostrophes nor can it include game reserved words or titles. “A Killer Army” is not acceptable because of the preceding “a” and for using the word “Army”. Some examples of valid Army names would be: “1st Blood Division”, “Crimson Knights”, or “Elfin Traders”. Once selected this name cannot be changed.

Step 3: Choose the race you want your Empire to be. Note: Only a limited number of Advanced Race positions are available. If you select an Advanced Race you should include a second choice from among the Standard Races should your first choice be unavailable.

Step 4: Choose your starting terrain. This will help determine where your Empire will begin play. Other than that it has no effect on play. Note: If you plan to go to sea, pick “Coastal”. It will make it easier for you to find a port city and acquire ships.

Step 5: Every Empire automatically begins the game with the ability to train three troop types. These are Non-warriors, Foragers and Craftsmen. Choose one additional warrior Troop Type with which your Empire will begin the game.

Step 6: Choose the name of your starting Army Leader. This name can be up to 20 characters in length (including spaces/punctuation). Your Character name cannot be preceded by “the” or “a” or punctuation other than hyphens or apostrophes nor can it include game reserved words or titles. “Warlord Tod” is not acceptable because it uses the word “Warlord”. Some examples of valid Character names are: “Raven Hawknose”, “Pompos the Great”, or “Naylor of Shen”. Once selected this name cannot be changed.

Step 7: Choose the starting character class of your leader. The choices for your initial character are limited to those shown on the setup form.

Step 8: Next choose the age and gender of your leader. While mostly used for role-playing, these choices can affect play. For example: certain curses can prematurely age your character, in some cases resulting in death.

Step 9: Next is one of the more important elements of setting up your leader. You begin with five development points which you can distribute among the eight characteristics listed. You may spread them out or put them all in one category. Your characteristics will further be enhanced by racial and class modifiers.

Step 10: Fill out your name and address. If you are already a player in the game please include your account number also. If not be sure to include a payment of \$10 or more to open an account and leave the account number section blank.



13.2 The Crack Of Doom II Setup Form

Empire Name: _____ (20 characters)

Army Name: _____ (20 characters)

Race (Circle One):

Dwarves	Elves	Giants	Gnolls	Goblins
Humans	Kobolds	Lizara	Ogres	Orcs
+Centaur	+Dark Elves	+Halflings	+Hobgoblins	+Leomen
+Minotaurs	+Satyrs	+Titans	+Trolls	+Vampires

Note: Advanced Races are marked with a "+".

Starting Terrain (Circle One):

Mountains/Hills	Tundra/Steppe	Forest
Jungle/Swamp/Marsh	Grasslands/Semi-desert	Coastal

Starting Troop Types (Defaults): Non-warriors Foragers Craftsmen

Choose an additional troop type (Circle One):

Irregular Cav.	Irregular Inf.	Lt. Axemen	Lt. Spearmen	Lt. Swordsmen
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Leader Name: _____ (20 characters)

Leader's Class (Circle One): Druid Seer Squire Warlord

Leader's: Age: _____ Gender: _____

Distribute 5 Development Points among the following characteristics for your leader:

Leadership: _____	Strength: _____	Intelligence: _____	Wisdom: _____
Agility: _____	Constitution: _____	Magic Ability: _____	Charisma: _____

Your Name : _____

Address : _____

City/State/Zip : _____

Account Number : _____ (If you have one).