Westminster Darkly
QuickStart Guide

Let me begin by thanking you for taking the time to read this QuickStart guide.

Objective
The game's objective is to unite all of Westminster's neighbourhoods under your rule. Unification may be accomplished by taking control of the 9 major Headquarters in Westminster and a sizable number of Outposts. This can be done on your own or with the assistance of a single lower status allied faction.

Defeat Condition
Your faction is defeated and your troops disbanded if you do not hold at least 1 Headquarter.

Quick Keys Input
The game can be played with the mouse & keyboard, by touch or Xbox compatible gamepad (*Note that the gamepad must be plugged in before starting the game to be initialized*)

Your mouse is the default input. If you use touch or a gamepad input during the game, the cursor will be made invisible. You can right-click to re-initialize the mouse as your main input.

	Mouse	Keyboard	Gamepad
Tactical Battle	Left Click = Select Right Click = Back *Right Click also re-initializes the mouse as your main input.	Space = Select B = Back N = Next Unit T = Next Target X = Top Menu Arrows/ASDW = Movement	A = Select B = Back X = Next Unit Y = Next Target L-Shoulder = Top Menu Joystick = Movement
Main Map	Left Click = Select Right Click = Back *Right Click also re-initializes the mouse as your main input.	Space = Select B = Back X = Top Menu Arrows/ASDW = Movement	A = Select B = Back X = Next Militia/Agent Y = Next HQ/Outpost L-Shoulder = Top Menu Joystick = Movement
Militia/Agent Active Map	Left Click = Select Right Click = Back *Right Click also re-initializes the mouse as your main input.	Space = Select B = Back X = Top Menu Arrows/ASDW = Movement	A = Select B = Back Y = Next Nearby Target L-Shoulder = Top Menu Joystick = Movement

Overarching Indicators

In Westminster Darkly, decisions made throughout the game create different paths that are represented by the following indicators.

Dread

Faction Dread relates to how your faction's fearsomeness is considered. It is a potent factor when dealing with other like-minded factions, domestic issues and interaction with notable officers.

Grace

Faction Grace relates to how your faction's benevolence is considered. It is also a potent factor when dealing with other like-minded factions, domestic issues and interaction with notable officers.

Repute

Repute relates to your faction's renown throughout Westminster. Contrary to Dread & Grace, Repute is typically used as a currency of influence (ex: when making a change in policy or when creating an advanced combat unit).

Tactical Battle

Combat takes place on the map, using a turn by turn mechanism.

A battle is won either by:
- Destroying all enemy units
- Forcing your opponent to retreat
- Resisting an assault for a set amount of turn when defending at an Outpost or an HQ.

Combat Units

There are 7 unit types, each with their own particular usefulness, strengths and weaknesses. Their default statistics (i.e., 100 troops at 100% efficiency) are presented below.

Unit Type	Attack	Initiative	Defence	Range	Movement	Special
Partisans[i]	10	14	14	3	3	Charge
Stabbers	10	18	12	1	5	Charge
Acid Throwers	8	10	6	1	3	Acidize

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[i] Partisans are a special unit type assigned to any leading officer when a militia is deployed or when combat is initiated.

Gunslingers	12	16	18	3	4	Charge
Shotgunners	22	12	14	2	2	Charge
Flamers	8	10	8	2	3	Enflame
Marksmen	18/6[ii]	8	1	4	3	Snipe

Combat Icons

A unit's main combat attributes are presented below:

	Efficiency influences a unit's attack strength. It is reduced whenever a unit receives damage or when facing morale deterioration during combat.
	Attack strength is the total amount of damage that can be delivered to an opponent unit. A unit's attack strength is influenced by the warfare ability of its officer.
	Initiative influences who will be striking first when two units fight against each other.
	Defence reduces an aggressor's attack by its value (as a percentage). A unit's defence is augmented by the subterfuge ability of its officer.

Attack Type

A unit's main attack types are presented below:

Engage	Engage produces a standard attack.
Enervate	Enervate produces a disruptive attack which aims to reduce an opponent's effectiveness.
Charge	Charge produces an assault which may lead an opponent to be breached, forcing it to move away. This type of attack comes at the cost of having no retaliation during the opponent's turn.
Snipe	Snipe is a Marksmen unique ability. It produces a long-range crippling attack, reducing an opponent's retaliation by 2 points. This form of attack cannot be used at close range.
Acidize	Acidize is an Acid Thrower unique ability. Dissolving the faces of an opponent's unit may set forth a minor panic that reduces its initiative for the rest of the battle by 5 points and its current retaliation by 1 point.
Enflame	Enflame is a Flamer unique ability. Turning an opponent into a flaming BBQ may set forth a major panic that will bring its defence and retaliation to zero.

[ii] Marksmen suffer a 2/3 decrease in their attack strength when defending against an opponent.
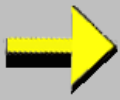
Special Abilities

Some officers possess (or may learn through experience) one of the following combat abilities:

Taunt	Taunt is a free action that brings an enemy unit closer to the mocking provocateur. However, note that this enraged unit is then able to freely disengage from nearby units and gain 1 retaliation point.
Confusion	Confusion brings an opponent into total disarray, breaking its initiative & defence.
Combine	Combined attacks engage an opponent with up to two other friendly units. To participate, these friendly units must be within range and have at least 1 action point.

Targeting icons

	A red targeting icon will appear whenever an enemy unit is in combat range and is able to retaliate.
	A pink targeting icon will appear whenever an enemy unit is in combat range and is not able to retaliate.

Direction Icon

	Each unit has a direction icon that shows its facing direction. Initiative bonuses are granted when facing a frontal attack, while extra damage penalties are granted when facing away from an attack.
	A unit's direction icon turns white when it has no action point left.

Disengagement

	A unit that attempts to disengage an enemy unit will be met with a grazing attack at 50% strength. A unit that reaches an enemy unit with at least 1 action point and a direction arrow that is currently facing the arriving unit will also be met with a grazing attack at 50% strength.

Entrenchment (Outpost or Headquarter)
When combat involves an Outpost or a Headquarter, the defensive party will usually have an entrenched unit within its stronghold. This unit will benefit from 1 additional retaliation point each turn and an increase in defence, range and immunity against combined attack.

Each attack against an Outpost or Headquarter will reduce its defences. At the end of an attacker's turn, a breaching attempt is made automatically. If successful, the Outpost or Headquarter will be captured. Capturing a stronghold during a battle is likely to lead the remaining defending units to flee or face strenuous efficiency damage due to morale collapse.

Neighbourhood Management

Economy & Burden
Economic expansion & contraction are an integral part of the economic system within Westminster Darkly. This can be mostly observed as to how policy-based decisions (Ex: Stop & Frisk, Border Control, Food Assistance) may create additional "Burden" upon a local economy.

> Generally speaking:
> - A total amount of burden below 100% will lead to a gradual expansion of the economy.
> - A total amount of burden above 100% will lead to a gradual contraction of the economy.

Revenues
Each week, <u>Money</u> is extracted from each neighbourhood under your control, based upon their development values and taxation rates.

Money
Money is used to pay for local expenses and various initiatives. Money depletion will result in a massive loss of support.

Food Facilities
Each week, <u>Food</u> is also extracted from each neighbourhood you control, based upon their development values.

Food
Food is used as a consumable for your local population, as well as for the refugee population that are stationed within your neighbourhood. Food depletion will result in massive deaths by starvation.

Immediate Relief

Food and Financial Relief to population sub-groups are available under the HQ Info Icon. However, note that the recurring use of immediate relief may also bring unwanted consequences as the population becomes accustomed to their weekly handouts.

Weekly Tasks

Your notable officers present at a Headquarter and any leading officer at an Outpost may initiate one of the following activities.

Management	Mobilization	Personnel
Tax	Create (unit)	View main assets
Invest (Food/Eco/Survival)	Refit (unit)	Officers - Salary
Control (Assistance/Stop&Frisk/Border)	Train (unit)	Officers - Level up
Market (Buy & Sell)	Deploy (Agent or Militia)	Transfer assets
		Prisoners

Outposts

Although limited in development, Outposts are an unavoidable step for further expansion. They notably act as a protective barrier for their assigned Headquarter. When facing an attack from a foreign faction, Outposts may receive immediate reinforcement from their assigned Headquarter.

Notable Officers

Notable officers are individuals who have risen from obscurity into a leadership role. These officers are typically used to supervise specific tasks each week, to explore the city as an agent or to lead combat units during a battle.

An officer's abilities and/or personal predispositions can have a noticeable impact on your probability of success when attempting to complete a task.

An officer's main attributes are presented below:

	Management refers to an officer's effectiveness in managing conventional tasks.
	Subterfuge refers to an officer's effectiveness at initiating disreputable tasks.
	Warfare refers to an officer's effectiveness in combat-related activities.

	Neurosis refers to an officer's psychological stability.

Level up

Notable officers gain experience from completing various tasks. After reaching a specific experience threshold at a Headquarter, an officer may level up and make an attempt to increase its abilities via the "personnel" screen.

Exploration

Deployment

Notable officers may be deployed either as an Agent or a Militia.
- Any transaction that are made when exploring the city will be relayed to the Agent or Militia's Headquarter of Origin.
- Any known Headquarter or Outpost located nearby may be reached instantly.
- An Agent's mobility zone is influenced by the officer's Subterfuge ability.
- A Militia's mobility zone is influenced by the leading officer's Warfare ability.
- Additional financial resources are required to maintain a deployed Militia (per week).

Agent – Represent

An Agent may be sent to a foreign Headquarter or Outpost in order to act as a representative. In doing so, this Agent will be able to initiate the following action:

Trade	Attempt to establish a trade agreement with a foreign Headquarter or Outpost, which may be enhanced further at a later date.
Threaten	Attempt to threaten a foreign faction in order to obtain valuables.
Support	Provide financial support to a foreign faction, as a mean to improve relationship.
Ally	Attempt to establish an alliance with a foreign faction (whose relationship with your faction is in good standing).
Joint Attack	Attempt to convince an allied foreign faction to jointly attack a third party.
Exchange	Attempt to convince an allied foreign faction to make a temporary officer exchange.
Ransom	Attempt to negotiate for the return of a notable officer, in exchange for valuables.

Agent – Infiltrate

An Agent may be sent to a foreign Headquarter or Outpost in order to infiltrate its district. In doing so, this agent will be able to initiate the following action:

Defame	Attempt to defame the local administration.
Sabotage	Attempt to sabotage the economy, food facilities or barracks.
Personnel	View the main assets of a Headquarter or Outpost, and have the option to make an attempt at recruiting a foreign notable officer.
Rescue	Attempt to rescue a notable officer that is being held captive.
Ransom	Attempt to negotiate for the return of a notable officer, in exchange for valuables.

Militia – Attacking

A Militia may be sent to a foreign Headquarter or Outpost in order to initiate an attack, which will result in a battle at the tactical level.

- A leading officer's Warfare ability influences which side gains first strike initiative and will determine the maximum amount of turn before you are required to retreat due to your troops being exhausted.
- If an Outpost is under the protection of a foreign Headquarter, it may receive immediate reinforcements.
- If a tactical battle result in a victory, any captured enemy officer will need to be processed (Release, Imprison[iii], Execute).

Militia – Conquest Resolution

A victorious outcome against a Headquarter or Outpost will require the assignment of a new administrator, as well as a conquest framework (Accommodate, Manipulate, Dominate).

- A recently conquered Headquarter or Outpost will always suffer from a certain amount of social chaos.
- Against a Headquarter, your Militia will integrate this new neighbourhood by default.
- Against an Outpost, your Militia will remain deployed nearby by default, and any captured officer will be sent to the Militia's Headquarter of Origin.

When in Doubt

Always remember that you still have one whole starving city just waiting to be conquered.

[iii]Note that major faction leader may only be released or executed.

Faction Leaders

Here are some of the most prominent leaders within Westminster.

Leader	Affiliation	Description
Edward Spencer	Old Blighty Faction	Edward Spencer is the leader of the Old Blighty Faction. Bearing the traits of a reckless exemplar, he yearns for retribution against Westminster's quisling elites.
Sir Paul Butler	Royalist Faction	Sir Edward Butler is the leader of the Royalist Faction. Bearing the traits of a charming tormentor, this proud monarchist is afflicted with sudden bouts of feverish violence.
John Corden	Party of Davos	John Corden is the leader of the Party of Davos. Bearing the traits of a dirty smear merchant, this staunch idealist is driven by delusions of grandeur.

Leader	Affiliation	Description
Khalid Al Khan	Almuminin Faction	Khalid Al Khan is the leader of Almuminin Faction. Bearing the traits of a masterful muhaddith, this austere scholar seeks peace through widespread bloodshed.
Alice Tindall	Eurogruppe Faction	Alice Tindall is the leader of the Eurogruppe Faction. Bearing the traits of a suffering wench, this fervent idealist is imbued with self-righteous tendencies.
Prakash Modi	Bombay Faction	Prakash Modi is the leader of the Bombay Faction. Bearing the traits of a deceitful peacemaker, this shrewd diplomat suffers from intense self-infatuation.

Leader	Affiliation	Description
Korwin Pudelski	Eastern Faction	Korwin Pudelksi is the leader of the Eastern Faction. Bearing the traits of a stoic philosopher, this practical realist struggles with the demands of an ungrateful wife.
Aneezha Vaughn	Eco-Green Faction	Aneezha Vaughn is the leader of the Eco-Green Faction. Bearing the traits of a nervous executive, this radical ecologist has a constant fear of being perceived as a mere imposter.
Alex Wishart	Anarchist Faction	Alex Wishart is the leader of the Anarchist Faction. Bearing the traits of a prolific swindler, this radical nihilist is tormented by self-destructive impulses.