

# GOBLIN COMMANDER

UNLEASH THE HORDE™

FULL CLAN  
AND UNIT  
STATS



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Blood and Violence





# G O B L I N C O M M A N D E R

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# Welcome to *Goblin Commander*

In Jaleco Entertainment's *Goblin Commander*, you take control of a fractured nation of goblin tribes, and unite them through force of arms. In the distant world of Ogriss, the wizard Frazier has created five races of goblins to use as laborers and servants to help him construct a Great Machine of vast power. But inexplicably, Frazier meets a violent and bitter end, leaving his goblins in complete disarray.

Now, the commanders of all five goblin tribes battle for control of the clans. Some of the goblin commanders have taken advantage of their master's absence to hatch evil plans to destroy the world, while others just want to lead their clan into isolation. You play a goblin chief, Grommel, leader of the Stonecrusher clan, who wants to unite his brethren and create a peaceful and strong goblin nation. But standing in your way are the other four clans. They will not be conquered easily, so you must use all your wits and strength to bring them under your rule. If you succeed, then you will be the first goblin king: the undisputed ruler of the hordes.



*Goblin Commander* is a real-time strategy game, where you control a small army of goblins against the forces of other commanders. Each goblin clan has its own unique units, and each has specialized roles and abilities. The successful commander knows how to mix and match his or her units to counter the opponent's units, and ultimately crush the opposition.

## HOW TO PLAY THE GAME

While *Goblin Commander* is similar to other real-time strategy games, it has a few differences aside from its unique units and power-ups from other games you might have played in the genre.



### NOTE

We've included button presses for PS2 so if you're playing on a different console make sure you press the button that is applicable for the particular action.

## ARMY SIZE



**Your goblin hordes are small, composed of 10 units per clan.**

The scale of battles are much smaller in *Goblin Commander*. You control only 10 units per clan. And even in skirmishes and the later campaign games, you control a maximum of three clans, which translates into just 30 units total. So you don't ever command very many units.



# WELCOME TO GOBLIN COMMANDER

## NOTE

There are five goblin clans. Each has its own strengths and weaknesses, and each figures prominently in the single-player campaign. These clans are: Hellfire, Nighthorde, Plaguespitter, Stonecrusher, and Stormbringer. Read more about them in "The Clans" section.

## MANAGING UNITS



**All units of a clan are tied to a button. Press that button to have the clan's units move to or attack a position.**

You do not control individual units in *Goblin Commander*. Instead, your units act as one group. You tell them to move somewhere, attack something, or patrol an area by creating a waypoint on the object or area. Each clan is assigned a button on your controller and when you press the appropriate button while poised over a part of the map, all the units of that clan move to the spot you designated.

They attack enemy units along the way. If you target a specific enemy building, most units, if they have a clear path to it, will ignore enemy units on the way to the building to destroy it. Not controlling a specific unit frees you to take a more global view of the battles happening on the screen. And because army sizes are smaller, these battles are much easier to keep track of.

## MICRO-MANAGEMENT

Because of the way *Goblin Commander* works, you never have to micromanage units. In fact, you cannot rope individual units or even groups of units and send them against other units. You just create a waypoint and the units move there, attacking enemy units on the way or not depending on their AI. For the most part, they usually do what you tell them. But if you want to force them to do something, such as rush past a tower rather than engage when some are determined to fight it, you can take matters into your own hands.

## NOTE

If you target a building, your units will ignore everything else, including enemies, and attack the building. If you target a spot on the ground they attack enemies on their way to their waypoint.

## WAYPOINTS



**Use waypoints to tell a clan to attack a succession of objects. Then leave them alone and attend to other things.**

Set waypoints for units by holding down **L1** and then clicking on each place you want the clan to move or each object you want them to smash. Do not release **L1** until you have placed all your waypoints. Once you let go of the trigger, the units start moving. Press **L1** to see your current set of waypoints. Erase waypoints by pressing **L1** and then a clan button. The maximum number of waypoints you can set is 16. After that, every new waypoint will replace the earliest created waypoint. Using waypoints, you can have units attack a dozen objects in succession, rather than clicking on one, waiting for it to be destroyed, and then clicking on another, and so on. Also use waypoints to tell clans to travel via a certain route.

## NOTE

Set waypoints for other clans while you control a clan or titan by pressing **L1** and another clan's button.



### DIRECT CONTROL



**Taking direct control of a unit lets you momentarily force them into actions.**

Although micromanagement is practically nonexistent, you can assume direct control over a unit. Click on the unit with the direct control button, and you jump into its skin and start moving around as if you were the unit. The camera zooms into a third-person view when you take direct control of a unit. Do this sometimes to override the unit's AI and force it to go somewhere or attack something.

### DIRECTLY CONTROLLING UNITS

While you are directly controlling a unit, you still can influence the actions of your other units and clans. When you move, the rest of the units from that clan follow you. When you attack something, all your other clan units attack your target. This way, you can force your clans to attack a particular thing, such as a titan or turret. Units from other clans, however, will only follow you if you hold **L1** and double-tap the appropriate clan button. Use

direct control on a clan unit only in rare and specific situations. However, titans are another matter.

### DIRECTLY CONTROLLING TITANS



**Units follow a titan.**

The game's massive and powerful titans can be ordered about only by taking direct control of them. Titans are singular units unique to each clan. There are thus five titans—one per clan—and you can own only one of each at a time. You control only one titan at a time. And when a titan is not being controlled, it is inert. It does not even fight back if attacked. Your clan units follow you only if you hold down **L1** and double-click the appropriate clan button. Then they follow behind your titan, and attack anything your titan attacks.



### BASE BUILDING



**Buildings don't get built. They exist from the start of each game. You can only build turrets.**

*Goblin Commander* avoids all the tedious base management of other real-time strategy games. Base building is easy because you only build turrets. There are only two player-controlled buildings: the Clanshrine and the Hall of Titans. Each clan has a Clanshrine, which you go into to buy regular goblin units for the clan. The Hall of Titans houses all your clans' titans and turrets.

Because you don't build these structures, you start each skirmish mission with a Hall of Titans and a Clanshrine for each of your clans. Campaign missions are a little different, as you are assigned buildings as dictated by the mission designers.

### NOTE

You can attack a player's buildings and destroy them. But they can be repaired. It costs 25 gold to repair a building, and it takes 10 seconds to complete the repairs.



# WELCOME TO GOBLIN COMMANDER

## FAST UNIT CREATION



**Units are created instantly.**

In keeping with the more streamlined and user-friendly game play, *Goblin Commander* doesn't make you wait to buy units. You have to pay for them in resources, of course, but once you buy them, they appear instantly outside the Clanshrine. No waiting.

### NOTE

Each clan has five regular units. At the start of a mission, the first and second tiers of units are available for purchase. The third, fourth, and fifth tiers of units must be unlocked by paying resources before you can buy them.

## FOG OF WAR

Every mission begins with the map obscured. To uncover the map, explore with your units. Once the fog is cleared, you can see the terrain. You can see current units and events there only when you have direct line of sight with a unit or building.

### TIP

#### Scout It Out!

Scouting is incredibly important in this game. You want to locate the enemy base before he or she locates yours. You also need to locate and claim the essential resources, such as Soul Fountains and neutral buildings—Observatories and Alchemist Shops—before the other players do.

## MINIMAP



**Zoomed-in minimap.**

The minimap appears in the map's bottom-right corner. When certain events occur, such as the capture of a Soul Fountain or a battle, an alert flashes on the minimap at the event location. Zoom in to the map by holding down **R1** to get a closer view of what is happening on the entire map. Areas still unrevealed are covered by the fog of war on the minimap.

## JUMPING AROUND THE MAP

Sometimes, you want to be able to move quickly from one spot on the map to another. Instead of just scrolling with the analog stick, you can use shortcuts.

Press **↑** to jump to your starting location, which is often your home base. To jump to the latest event, such as a battle, press **↓**.

You can also set up home markers. When they are set, you can jump to these markers on the map, letting you move to important places without scrolling. You might place one marker at the Alchemist Shop, one at the Observatory, one at the enemy base, and the others at your Soul Fountains. That way, you can jump to the Alchemist Shop to buy a runestone, then hop back to the enemy base for an attack.



To set up a home marker, hold down **L1** and then press **↑**. Press **↑** once for each home marker you want to create. Do not release **L1** until you have placed all your markers. Afterward, cycle through your home markers by pressing **↑**. If you want to place a new home marker, hold **L1** again and press **↑**, but all your previous home markers will be erased.



### RESOURCE

### GATHERING

*Goblin Commander* uses two resources: souls and gold. Souls are used primarily to purchase units, while gold is used in conjunction with souls to buy upgrades and unlock higher-tier units.

### SOULS

Souls come from two common places: enemy units you defeat and from Soul Fountains. A third, much less common, way of getting souls is with Soul Caches.

### SOUL FOUNTAINS



**Soul Fountains give a steady trickle of souls.**

Soul Fountains appear as iridescent ruins on the map. They are neutral structures, so you must capture them before they can work for you. You capture them by stationing your units near it for a few seconds. When it falls under your control, you hear a short song and your minimap flashes an alert on its location. From then on, the Soul Fountain gives you +2.5 souls every second. The Soul Fountain continues to be yours until a rival player camps units near it and wrests control of it.

### ENEMY UNITS

A much faster way to gain souls is by defeating enemy units. All the clans' units give off a varying amount of souls. The lowest tier of units, those that are available from the outset of the game, provide one to three souls. The higher tier units can give you from four to eight souls when killed. By entering combat and defeating units, you can gain lots of souls in a very short time.

### SOUL CACHES

Very rarely, a map might have a Soul Cache. It looks like small, glowing blue crystal structures about the size of a Soul Fountain. Destroy it to release 150 souls, which you then claim.

### GOLD



Gather gold by smashing all the destructible objects on the map. If you click on something and a chopping sword icon appears over it, it can be destroyed for gold. Click on it and to make your units attack it and thus gather gold for you. Different types of objects abound on the levels—piles of wood, pillars of rock, clusters of boulders, fences, columns, ruined buildings, giant

courtyards, blocks of ice, pieces of machinery, and more. Any of it can be destroyed for gold. A big part of *Goblin Commander* is searching the map looking for these objects and smashing them for money. Depending on the object, you can gain 1–50 gold for destroying it.

### NOTE

On some maps, you see small chests of gold. Capture these by walking over them with a unit. They give you 50 gold.

Here's how the gold breaks down:

- Nugget: 1 gold
- Copper Coin: 2 gold
- Silver Coin: 5 gold
- Gold Coin: 10 gold
- Ruby: 25 gold
- Diamond: 50 gold
- Gold Coffer (only found on map): 50 gold

### SPECIAL BUILDINGS AND POWER-UPS

*Goblin Commander* has other strange stone power-ups and neutral buildings. The power-ups are runestones and moonstones, and the three buildings are Alchemist Shops, Observatories, and Scout Towers.

Runestones and moonstones give you a huge edge. They can be power-ups that boost your units to incredible strength or special attacks that decimate the enemy. Finding and using these power-ups is a good way to ensure victory against the computer and human opponents.



# WELCOME TO GOBLIN COMMANDER

## RUNESTONES



On some maps, you see stones standing in the wilderness. Etched on them are symbols of suns, moons, lightning, shields, and so forth. These are called runestones. Pick up a runestone by walking any unit over it. It then appears in your inventory slot. You have two, keyed to your **R2** and **L2** triggers. Activate them by pressing the appropriate trigger. Once you use them, runestones disappear from your inventory.

Runestones take effect on the spot where your cursor was when you pressed the trigger. So if you want to hit enemy units, you must target the runestone over them. If you want to target a beneficial runestone on your units, you must activate it over them.

When an offensive runestone hits, it damages an area. Even though you see only one visual effect, both primary and secondary damage result.

See the table for all runestone effects. Some are defensive in nature, while others are offensive. Some damage to enemies, and others simply hinder them.



A devastating lightning runestone is activated.

### ACID CLOUD

Four projectiles with the listed stats drop down on the area.

### BONESAW

This runestone creates six invisible turrets around the area. They each fire one projectile with the listed stats. Each turret fires twice and then disappears. In total, 12 attacks are made.

### EARTHQUAKE

In the table below, Earthquake 1 lists the first effect of the earthquake runestone. It drops 11 projectiles that deal the listed damage in the given radius, and also knocks down enemy units. Earthquake 2 describes the second effect of the runestone. Following the first 11 projectiles, 13 new projectiles fall down and deal the listed damage. The 12 projectiles all fall in a 20 meter radius around the area of the earthquake, but each projectile itself has a seven meter damage radius.

### FIRESTORM

This runestone calls down 14 projectiles that each deal the listed damage to a single enemy unit. A hit unit is tossed into the air.

### FREEZE

All enemies within 20 meters are frozen for nine seconds. They cannot move or attack during that time.

### HEALING

This runestone heals up to 120 hit points to all nearby friendlies within a 20-meter radius.

### LIGHTNING

Sixteen lightning projectiles streak down from the sky. They each hit the same area, but each has a radius that jumps a little bit. The lightning onslaught occurs over five seconds.

### SHIELD

All friendlies take minimum damage from all attacks for 12 seconds.

### SLOW

This slows down all enemy units in a 15-meter radius for 12 seconds. Slowed units move and attack at 50 percent speed.

### SOUL DRAIN

This runestone drops four projectiles, each with the listed stats. There is a 30 percent chance that you gain 2 souls for any unit trapped inside the radius of a projectile.

### TRANSMOGRIFY

Turns all enemies in a 25 meter radius into harmless sheep.



### RUNESTONES

RUNESTONE	DAMAGE TYPE 1	DAMAGE 1	MIN DAMAGE 1	RADIUS	DAMAGE TYPE 2	DAMAGE 2	MIN DAMAGE 2	RADIUS	COST
Acid Cloud	Green	15–25	2	25	Green	0	0	25	10
Bonesaw	Slashing	30–40	2	3	Slashing	30–40	0	3	20
Earthquake 1	Blunt	3–8	2	20	Structural	0–5	1	0	45
Earthquake 2	Blunt	25–35	2	7	Structural	85–95	2	7	N/A
Firestorm	Fire	7–17	2	8	Structural	0–10	0	12	15
Freeze	N/A	N/A	N/A	N/A	N/A	N/A	20	20	20
Healing	N/A	N/A	N/A	20	N/A	N/A	N/A	N/A	10
Lightning	Blue	10–20	2	8	Structural	20–30	0	8	20
Shield	N/A	N/A	N/A	N/A	N/A	N/A	20	30	30
Slow	N/A	N/A	N/A	N/A	N/A	N/A	15	15	15
Soul Drain	Black	35–40	0	15	Black	0–0	0	15	15
Transmogrify	N/A	N/A	N/A	25	N/A	N/A	N/A	N/A	50

**Damage Type:** This refers to the type of damage dealt by the primary attack. Some units have armor that's resistant to certain damage types.

**Damage 1:** The primary damage range of the runestone. A random number is picked from this range, then the enemy's armor against the damage type is subtracted from this number, and the final result is applied to the victimized unit.

**Minimum Damage 1:** This is the minimum amount of damage the runestone can deal.

**Radius:** This describes how far in meters the effect of the runestone extends in a radius around the point of impact.

**Damage Type 2:** This is the damage type of the secondary attack.

**Minimum Damage 2:** This is the minimum amount of damage the secondary attack would deal.

**Radius 2:** This describes how far in meters the effect of the runestone's secondary attack extends around it.

**Cost:** This is the amount in gold required to purchase the runestone.

### ALCHEMIST SHOPS



You find some runestones lying around the map, but you also buy runestones from Alchemist Shops that appear on some maps. Runestones cost 10–50 gold. You must first capture the Alchemist Shop as you would a Soul Fountain. Thereafter, you can enter it any time and purchase a runestone. Each Alchemist Shop has only enough room to sell five runestones, so each store's inventory won't include all runestones.





# WELCOME TO GOBLIN COMMANDER

## MOONSTONES AND OBSERVATORIES



**A moonstone supercharges these units.**

A moonstone is an etched rock like a runestone. It triples the damage of a clan's units for 20 seconds. It is immensely powerful, and when used at the right time, can make a clan unstoppable.

Moonstones, like runestones, are carried in your two inventory slots. If the inventory slots are occupied, you cannot hold any new moonstones or runestones. Purchase moonstones from the Observatory, a neutral building on the map. You claim it as you would a Soul Fountain or Alchemist Shop.

Once an Observatory is claimed, you can go inside and buy a moonstone. There are five moonstones, one keyed to each clan. They each cost 15 gold. You can tell which moonstone corresponds to which clan by its color. The white moonstone is for Stonekrusher clan, the red moonstone is for Hellfire clan, the blue moonstone is for Stormbringer clan, the green moonstone is for Plaguespitter clan, and the black moonstone is for Nighthorde clan.



The moonstone is activated just like a runestone, and disappears once triggered. Unlike a runestone, though, you do not have to target it on the units to have it affect them. As soon as you trigger the moonstone, all members of that clan anywhere on the map gain the benefits of the moonstone.

## SCOUT TOWER

Some maps have large, domed towers standing alone on the terrain. If you stand by them and claim them, they reveal a large radius of the map around them. These are useful for uncovering more of the fog of war.

## COMBAT SYSTEMS

Inevitably, your clan forces clash with the enemy forces. On the most basic level, the stronger unit wins, but a few things go on behind the scenes to determine who really comes out ahead in a head-to-head fight.

Whenever a unit hits another unit, it actually makes two attacks. Although you only see the unit making one attack, it is making a primary and secondary attack on the unit. Both primary and secondary attacks deal a specific damage type.

## ARMOR AND DAMAGE TYPES

The 10 armor and damage types are blunt, piercing, slashing, white, red, blue, green, black, fire, and structural. The first three—blunt, piercing, and slashing—are usually reserved for the primary damage type of a unit's attack. The color-coded damage types—white, red, blue, green, and black—are reserved for the respective clans. Usually, the secondary damage type of a unit's attack is of the clan's damage color. Look at the table to see which clan deals what color damage.

## CLAN COLORS

CLAN	DAMAGE COLOR
Hellfire	Red
Nighthorde	Black
Plaguespitter	Green
Stonekrusher	White
Stormbringer	Blue



The fire damage type is rare, used by a few units that fit into a theme of fire and explosives. Finally, structural damage is any damage type that is meant to affect buildings instead of units. Some clan units that are designed to destroy buildings deal structural damage as their secondary damage type.

### HOW ARMOR WORKS

As you would expect, each damage type has a corresponding armor type. When a unit hits another unit, a complex system resolves itself. First, the game looks at the primary damage of the unit and randomly determines a number from the unit's damage range. After this, the target's armor of the same type is subtracted from this number. The final result is the damage dealt to the unit. If the number is below the minimum number for the attacker's damage, then the minimum damage is dealt instead. Then, the same calculation is made for the secondary damage. The two numbers are added together, and the total is subtracted from the target's health.

For example, a level 0 miner attacks a level 0 archer. The miner's attack is broken into a blunt attack and an indirect attack. The blunt attack deals 10–14 damage. Say a 12 is chosen. The archer's blunt armor is 0, so the final blunt damage is 12. The miner's secondary attack is indirect. It deals 10–15 structural damage, but the archer has 1,000 indirect armor. Because the miner's minimum structural damage is 5, that is how much it deals. Adding

the 12 blunt and 5 structural damage results in the archer suffering a total of 17 damage.

### NOTE

Remember that everything that deals damage has a primary and secondary damage type. So titans and turrets also have two damage types. And all units, titans, and turrets have all the different armor types as well. Find more information on this in "The Clans" section.

### UPGRADES

All units can be upgraded. Each clan has three upgrades: two upgrades for normal units, and one upgrade for support units. Upgrades are specific to a clan. The Stonecrusher clan, for instance, can upgrade its units' armor and damage values. The Stormbringer clan can upgrade damage and health. The Plaguespitter clan can upgrade its units' speed and acid attacks. There are three levels to both upgrades. These upgrades are made inside the clan's Clanshrine.



A clan's units automatically start out at level 0. But after each upgrade is purchased, all existing units in the field and all subsequent units bought at the Clanshrine have the upgraded level. So if a Nighthorde player buys the level one armor upgrade, all Nighthorde units that come out of the Clanshrine from now on start with level one armor. If he bought another level of armor upgrades, they would come out with level two armor.

The support unit upgrades work in the same way. There are three levels to them, and each successive upgrade makes the support unit better at its specific task. The Stormbringer Wind Mage upgrade, for instance, makes the Wind Mage's armor aura better. The Stonecrusher Drummer upgrade makes his healing aura more effective.

Upgrades are important. Many clans' units start out relatively weak and get better only once they have full upgrades. Study the clan and unit descriptions in the next section to learn what upgrades each clan has, and how important those upgrades are.

Now that you have learned the ins and outs of how to play *Goblin Commander*, it's time to show you the units and clans behind the game.



# The Clans

This chapter explains the strengths and weaknesses of all five goblin clans. Learn about their unique abilities, which stage of the game—early, middle, or late—they excel in, and how to use their units and titans.

Also find detailed unit descriptions in each clan section. Get the hard facts, such as health, damage, and speed; but also tips on how to use the unit, and how *not* to use it.

After the clan and unit section, read about the titans and turrets. Although they're technically part of their respective clans, titans are so special and powerful that they deserve a section all their own. Finally, at the end of the chapter, tables compare all the units, so you can tell at a glance how strong or fast a unit is, or what kind of damage it is vulnerable or resistant to.

Armed with this knowledge, you should be able to craft an efficient and invincible goblin horde.



**In those instances where an entry lists four numbers separated by slashes, it indicates the values for each upgrade of the unit. All units start out at level 0, and can be upgraded three times. Each clan can upgrade two different attributes. Stonecrusher, for example, can purchase upgrades for damage and armor, while Hellfire can upgrade their damage and range. You see four numbers where the unit can be upgraded from levels 0 to 3.**

**Type:** The role of the unit. There are melee units, ranged units, and support units.

**Unlock Cost:** How much gold and souls you must pay to unlock the unit. You must pay this cost before you can actually buy the units for use.

**Cost:** How many souls and/or gold it costs to buy one unit.

**Soul Value:** How many souls your enemy gains for killing this unit.

**Health:** The unit's number of hit points.

**Movement Speed:** How many meters the unit can move per second.

**Rate of Fire:** How often the unit attacks in seconds. A unit with a rate of 1.5 attacks every 1.5 seconds.

**Range:** Applies only to ranged units. This is the range in meters of the unit's attack.

**Radius:** If a unit has a radius entry, that means its attack does damage to its target, plus all enemies in the radius, in meters.

**Attack Type 1:** Every time a unit makes an attack, it is actually making two attacks, each of a different type. The attack types are blunt, slashing, piercing, white, red, blue, green, black, fire, and indirect. For more information on attack types, refer to introductory section.

**Damage Type 1:** This is the range of damage for the attack type. The final damage amount a target takes is a random number in this range, minus the appropriate armor value of the targeted unit.

**Minimum Damage 1:** If the attack damage minus the target's armor value is less than this number, then the target suffers this minimum damage instead.

**Attack Type 2:** This is the attack type of the second attack.

**Damage Type 2:** This is the damage range of the second attack type.



**Minimum Damage 2:** This is the minimum damage for the second attack type.

**Armor:** There is an armor type for each attack type. Because some clans have different armor values for different levels, they are too numerous to list here. Instead, a verbal description of the unit's armor capabilities is given. For a full list of the specific armor values for each unit, refer to the armor table later in the chapter.

**Special Abilities:** All units have some sort of bonus abilities. Most of these abilities increase as they are upgraded, and thus some have four values.

### NOTE

The attack and armor system is quite complex. It is described in more detail in the introduction. But essentially, each time a unit makes an attack, a random number is picked from its damage range. Then the target's armor against that attack type is subtracted from the number. If the number is below the minimum damage, then minimum damage is inflicted. Otherwise, the calculated result is the final damage the target suffers.

## STONEKRUSHER CLAN



Stonekrusher is a very straightforward clan, and the first one to choose if you want to jump in and start smashing things. In fact, as the first clan you play in the campaign, their units are a little easier to control and use than the other clans. That's because they are tougher, have better armor, deal good (but not great) damage, and aren't too expensive to unlock so they require less management. Although *Goblin Commander* definitely does not require any micromanagement, the other clans do call for more strategy in some cases to be most effective. But Stonekrusher is simpler. They are a clan of "tanks": strong melee units that you can send into battle and just forget.

## TITANS AND TURRETS



The Stonekrusher titan, the stone ogre, adheres to the clan's philosophy. This big bruiser smashes everything within reach of its mace. It is a middle-of-the-road titan, but excellent at gathering gold and healing itself.

The turret, the rock lobber, has poor range, but does good damage. It's an adequate defense for base, but not the best.

When playing this clan, it's important to be aggressive. Because this clan loses steam in the late game, press the advantage you have in the early game and attack quickly and often. Buy your initial upgrades right away. Then upgrade to your better units, such as luggers and pit bosses. Luggers are especially good because they can stun enemy units.



# THE CLANS

## ADVANTAGES

- **Good in Early Game:** The Stonekrusher excels in the early game because their first unit, the miner, is so good at harvesting gold. Also, their initial upgrades are very cheap, so you can buy your first damage and armor upgrades right away. And their two early units—miner and rock thrower—are quite inexpensive.
- **Great at Gathering Gold:** The Stonekrusher clan is great when it comes to smashing things for gold. The miner gets a big bonus against rocks, machinery, and buildings. And the stone ogre can hit and damage lots of objects at the same time. Together, they make this clan ideal for gathering gold.
- **Melee Heavy:** Stonekrusher has mostly melee units: three of their units are hand-to-hand fighters, while only one is a ranged unit. Their third and fourth units are both melee. Stonekrusher is thus the best clan at close-ranged combat.
- **Cheap Upgrades:** The initial upgrades for damage and armor don't cost much gold. And the costs to unlock the lugger and pit boss are cheap. Not only that, but the unlock fee and upgrades cost only gold, not souls. Your souls can be devoted to buying your units and titan.

- **Healing:** Unique among the clans, Stonekrusher has healing ability thanks to its support unit, the drummer. This unit heals all friendly troops nearby, helping keep your Stonekrusher units alive longer.
- **Counters Nighthorde:** Because most of their units deal "white" secondary damage, this clan is ideal against the units of Clan Nighthorde.

## DISADVANTAGES

- **Weak Ranged:** This clan only has one ranged unit, and it isn't that great compared to the other clans. If you can play with only one clan and you choose Stonekrusher, use rock throwers for ranged, but if you control other clans as well, their ranged units are probably better.
- **Expensive Final Upgrades:** Although the initial upgrades for the Stonekrusher clan are cheap, the final upgrades for armor and damage are expensive.
- **Weaker in End Game:** Because the Stonekrusher's strength lies in the early game, they aren't quite as powerful relative to the other clans by the end of the game. With the awesome firepower and special abilities of their highest ranged units, the other clans are stronger than Stonekrusher if you are comparing clans with full upgrades and all unlocked units, including support ones.

- **Vulnerable to Stormbringer:** Stormbringer, with its high-damage ranged units and blue damage type, is a good counter to Stonekrusher.

## UPGRADE COSTS

### DAMAGE UPGRADE

- Level One: 20 gold
- Level Two: 60 gold
- Level Three: 150 gold

### ARMOR UPGRADE

- Level One: 30 gold
- Level Two: 50 gold
- Level Three: 150 gold

### DRUMMER UPGRADE

- Level One: 40 gold
- Level Two: 80 gold
- Level Three: 140 gold

## MINER



- Type:** Melee
- Unlock Cost:** None
- Cost:** 6
- Soul Value:** 2



Health: 270  
 Movement Speed: 10  
 Rate of Fire: 1.5  
 Attack Type 1: Blunt  
 Damage Type 1: 10–14/14–18/  
 18–22/22–26  
 Minimum Damage 1: 2  
 Attack Type 2: Indirect  
 Damage Type 2: 10–15/13–17/  
 14–19/15–20  
 Minimum Damage 2: 5  
 Armor: Excellent against piercing,  
 good against black, weak against  
 blue and fire

**Special Abilities:** Good against  
 buildings

The miner is a good early melee unit. It does below-average damage, but has excellent health and armor for an early unit. Its secondary damage type is structural, which is great against buildings, rocks, and debris. That means the miner can destroy enemy buildings very quickly, and it also gathers gold much faster than other units. Against other units, though, the structural damage just means the miner does even less damage than other first-tier units. Because the miner is weaker than the other Stonecrusher units, upgrade to the other units as soon as you can. But if you want to take down turrets and Clanshrines quickly, bring along three or so miners.

Because the miner gets great armor against piercing attacks, it is a good counter to most of the first ranged or melee units of the other clans. The archer, hunter, conjurer, reaper, savage, and shaman all do piercing damage.

For that reason, it is a durable unit in the early game. But the miner is no match for higher-level units such as the grave robber or ice mage. It is very vulnerable to Stormbringer units and fire.

**Bottom Line:** This cheap meat shield is good at destroying buildings and gathering gold.

## ROCK THROWER



Type: Ranged  
 Unlock Cost: None  
 Cost: 8  
 Soul Value: 3  
 Health: 180  
 Movement Speed: 10  
 Rate of Fire: 1.6  
 Range: 18  
 Attack Type 1: Blunt  
 Damage Type 1: 17–22/20–25/  
 23–28/26–31  
 Minimum Damage 1: 2  
 Attack Type 2: White  
 Damage Type 2: 8–10/8–10/  
 8–10/8–10  
 Minimum Damage 2: 2  
 Armor: Good against black, blunt,  
 slashing, and piercing; weak  
 against blue

**Special Abilities:** Percentage  
 chance to knock back unit  
 (8%/13%/18%/23%)

For a ranged unit, the rock thrower is tough. It has high hit points, and can be upgraded to have better armor. As the lone long-range unit for the Stonecrusher clan, the rock thrower has its work cut out for it. Like the miner, when compared to other clans' ranged units, the rock thrower does below-average damage. But this damage can be upgraded to be just a little better than the Hellfire archer's attack. The rock thrower is actually a decent ranged unit.

The rock thrower starts out with no armor, so you should upgrade it immediately. At the highest level, the rock thrower has decent armor against most normal attacks—blunt, piercing, and slashing.

### NOTE

The rock thrower's special ability is knock back. There is a slight chance at level zero that when the rock thrower hits a target that the target is knocked back a few meters. It disrupts the unit, and is most effective against incoming melee units, which are delayed from attacking you for an extra second.



# THE CLANS

The rock thrower's range is middle of the pack. While it's better than the Plaguespitter ranged units, it's inferior to all other clans. In pretty much all respects, the rock thrower is a decent ranged unit. If you play only Stonekrusher, create a balanced force of melee and ranged, with perhaps three rock throwers attacking from behind a front line of luggers or pit bosses. Even though rock throwers are durable, still have tougher units up front to protect them. If you have other clans at your disposal, though, go all melee with Stonekrusher and get your ranged support from a better unit from a different clan, preferably Hellfire or Stormbringer.

**Bottom Line:** The rock thrower is an average ranged unit.

## LUGGER



Type: Melee  
Unlock Cost: 30 gold  
Cost: 10  
Soul Value: 3  
Health: 320  
Movement Speed: 10  
Rate of Fire: 1.5  
Attack Type 1: Blunt

Damage Type 1: (19–22/22–26/  
27–31/31–35)

Minimum Damage 1: 2

Attack Type 2: White

Damage Type 2: 8–10

Minimum Damage 2: 2

Armor: Good against black and blunt, weak against blue and slashing

Special Abilities: Percentage chance to stun enemies (15%/20%/25%/30%)

The lugger is the mainstay of the Stonekrusher army for its strength, health, and special ability. It is also cheap to unlock. If you play Stonekrusher, get luggers as soon as you can. Even at level zero, this unit does more damage than a fully upgraded miner against other units. With its good combination of qualities, it is one of the better melee units in the game. It can withstand a lot of punishment, but it has poor armor. Upgrade its armor as soon as you can, but even at the highest level, its armor won't really help it except against blunt and blue attacks.

The lugger's special ability gives it a chance to stun an enemy unit with every hit. If stunned, a unit cannot attack or move for three seconds. The percentage is modest at level zero, and ramps up to 30 percent per hit at level three. If you have an army of 10 luggers, then you effectively can remove three enemy units from battle after the first second of combat! This is a huge advantage, and makes the lugger a tough opponent to beat.

The lugger is ideal when paired with high damage ranged units such as the bombardier or ice mage. It can be at the front absorbing damage and stunning enemy armies, while the back row of ranged units pummels away, protected from retaliation (especially because one-quarter of an army of 10 can't move up to attack them).

While the lugger is not as good at gathering gold or destroying buildings as the miner, it is a better unit overall and should replace the miner as soon as possible.

**Bottom Line:** The lugger is a strong and durable melee unit with a great special ability.

## PIT BOSS



Type: Melee  
Unlock Cost: 40 gold  
Cost: 14  
Soul Value: 7  
Health: 360  
Movement Speed: 10  
Rate of Fire: 1.8  
Range: 5  
Attack Type 1: Slashing



Damage Type 1: (27–32/31–36/  
35–40/39–44)

Minimum Damage 1: 4

Attack Type 2: White

Damage Type 2: 12–14

Minimum Damage 2: 2

Armor: Good against black, blunt, and slashing; weak against blue and piercing

Special Abilities: Percentage chance to kill instantly (1%/2%/3%/4%)

The very best Stonecrusher unit is the pit boss. It is even better in terms of damage and health than the lugger. And it is extremely cheap to unlock for a fourth-tier unit. Many of the same points about the lugger apply to the pit boss. It makes a great frontline unit and it can absorb lots of damage. It is the toughest and strongest melee unit in the game, aside from the titans. Only one other unit has as much health as the pit boss, and it's also a Stonecrusher unit. However, the pit boss does not have very good armor, so upgrade it immediately.

While in every respect the pit boss is the lugger's superior, its special ability, while good, happens so infrequently that it's sometimes better to stick with the lugger. The pit boss has a one percent chance to kill an enemy instantly when it hits. This chance maxes out at four percent at level three. Still, if you have the luxury of strong support units and high-powered range units, then the pit boss is a great complement to your army, especially if you are facing Nighthorde.

**Bottom Line:** The pit boss is the best melee unit in the game.

## DRUMMER



Type: Support

Unlock Cost: 50 gold

Cost: 12

Soul Value: 5

Health: 360

Movement Speed: 10

Attack Type 1: None

Attack Type 2: None

Armor: Good against black, blunt, slashing, and piercing; weak against blue

Special Abilities: Heals friendly units every 5 seconds (8 health/10 health/12 health/14 health)

This little guy is the support unit for the Stonecrusher clan.

Absolutely dirt-cheap to unlock compared to other clans' support units, the drummer provides a great service. He heals all nearby friendly units every five seconds. At level zero, he heals 8 health, then 10 health, then 12, and finally 14 health at level three. While the rate of healing is so slow its sometimes imperceptible in battle, it is absolutely incredible after the fight. You can heal your units after combat, preserving them and saving on resources. With a drummer, you don't have to worry about attrition, or being whittled down

to nothing after several fights. You can simply rest and recover your full health so that you are fresh for every battle.

The drummer, like other support units, has no attack, but it is extremely durable, with high hit points. It has no armor at level zero, so upgrade it immediately. Remember that the drummer provides only minimum effect during battle, because it doesn't heal fast enough to grossly change the outcome of a battle, but it is useful in a long campaign or skirmish at keeping your units alive longer, which translates into more resources for you. While not as indispensable as the Stormbringer wind mage or Plaguespitter spore fiend, it is a good unit to add to the Stonecrusher army.

**Bottom Line:** This support unit heals your units.

## HELLFIRE CLAN





# THE CLANS

Hellfire clan is a very different type of clan from Stonekrusher. You fight them first, and they prove to be a challenge because of their long-range abilities. When you first control them, you'll be amazed at the sheer destructive power their units wield. They are a high damage, low health clan. While not as strong as the Stormbringer clan, the Hellfire clan makes up for this with its huge advantage in range. Its units can fire at turrets with impunity, while the bombardier can hit multiple targets in an area.

Hellfire units are also good at scouting. This clan's main drawback is a lack of good melee units and poor health for all units.

## TITANS AND TURRETS



The Hellfire titan is in keeping with the range theme, as it can lob rocks or fiery pitch at enemies. In practice, though, the warpigpult titan is cumbersome and takes a lot of practice to maneuver successfully. It also needs an escort because it has a minimum range and is vulnerable to swarming enemy melee units.

The turret of the clan is the lenscannon, perhaps the game's most powerful turret. It has lots of hit points and does the most damage. It is slow to fire, but when it hits, it is devastating.

## ADVANTAGES

- **Emphasis on Ranged Units:** The Hellfire clan has three ranged units and only one melee unit. But these three ranged units are all great at what they do. With them, the Hellfire clan is excellent on the offensive, great at smashing buildings and defenses from long range, and a perfect complement to any melee-based clan.
- **Superior Range:** The Hellfire clan has the best shooting range of any clan. Its archer shoots farther than any other unit, and all three ranged units have good enough range to hit turrets without fear of being hit back.
- **Good in Mid-Game:** Because of the good mix of damage and range of their archer and hunter, as well as the high damage of the upgraded lumberjacks, the Hellfire clan excels in the mid-game. During this time, the Hellfire clan can make lots of grabs for resources, and outgun nearly any other clan.
- **Area Effect Damage:** Thanks to their bombardier unit, the Hellfire clan can do massive damage to a cluster of enemy units at once.

- **Scouting:** Because of their support unit, the Hellfire clan has the best ability at scouting the map and locating enemy bases first. All their units have better sight range than other clans.
- **Counters Plaguespitter:** This clan has good resistance to Plaguespitter attacks and deals extra damage to them as well.

## DISADVANTAGES

- **Weak Melee Support:** The lumberjack is definitely a good beginning melee unit, but that's it. This clan doesn't have a very durable meat shield to protect its rear ranged units for very long.
- **Low Hit Points:** This clan's units have fewer hit points than their counterparts in other clans. They are thus fragile, which balances out their rapid and long-range destructive firepower.
- **Non-combat Support Unit:** The other support units in the other clans can contribute to battle, and even the Stonekrusher drummer can affect future battles by increasing the longevity of units, but the Hellfire scout doesn't do anything for the clan in battle. It is great for scouting, but not as useful in fast-paced skirmishes.
- **Vulnerable to Nighthorde:** Hellfire clan suffers against the Nighthorde units because their damage type is good against Hellfire units.



### UPGRADE COSTS

#### DAMAGE UPGRADE

- Level One: 40 gold
- Level Two: 90 gold
- Level Three: 140 gold, 30 souls

#### RANGE UPGRADE

- Level One: 30 gold
- Level Two: 60 gold
- Level Three: 80 gold, 60 souls

#### SCOUT UPGRADE

- Level One: 50 gold
- Level Two: 80 gold
- Level Three: 100 gold, 60 souls

### LUMBERJACK



- Type: Melee
- Unlock Cost: None
- Cost: 7
- Soul Value: 2
- Health: 250
- Movement Speed: 8
- Rate of Fire: 1.5
- Attack Type 1: Slashing
- Damage Type 1: 18-23/22-27/  
26-31/30-35
- Minimum Damage 1: 8
- Attack Type 2: Red

- Damage Type 2: 8-10
- Minimum Damage 2: 2
- Armor: Good against green and slashing, weak against black
- Special Ability: None

When you first get your hands on a lumberjack after playing as Stonecrusher in the campaign, you will be amazed at the great damage of this unit. It chews up other units for breakfast. It does more damage at level zero than the fully upgraded miner. In fact, it can hold its own, in terms of attack power, with the lugger or cannibal. But its health value definitely marks it as a first-tier unit, and means that it isn't as durable as the melee units of other clans.

While lumberjacks aren't the throw-away units that Plaguespitter croppers are, still expect to pump out lots of them. Lumberjacks don't have any special abilities except for their resistance to slashing attacks (good versus pit bosses, croppers, and cannibals). Otherwise, they have poor armor, which further contributes to their fragile nature.

If you are using multiple clans, avoid the Hellfire melee units in favor of the other clan's superior frontline troops.

**Bottom Line:** Lumberjacks are a strong but not very durable melee unit.

### ARCHER



- Type: Ranged
- Unlock Cost: None
- Cost: 7
- Soul Value: 3
- Health: 120
- Movement Speed: 8
- Rate of Fire: 1.8
- Range: 30/36/44/50
- Attack Type 1: Piercing
- Damage Type 1: 15-20/18-23/21-26/24-29
- Minimum Damage 1: 2
- Attack Type 2: Red
- Damage Type 2: 8-10
- Minimum Damage 2: 2
- Armor: Good against green and piercing, weak against black

The archer is a decent beginning ranged unit, dealing average damage but from an extremely long range. After your first range upgrade, it can start hitting turrets from outside their range, making them great at attacking bases. The damage of this unit is average: better than some other tier-two units, but not as quite as good as the benchmark conjurer. Upgrade it as soon as you can to beef up its attack. Its very good range becomes phenomenal at level three.



# THE CLANS

It has good armor against piercing attacks, so it is tougher against a variety of low-level units. But it has low hit points so it isn't durable. When you can start buying hunters, ditch the archer.

**Bottom Line:** The archer is a good but fragile ranged unit with longest range in the game.

## HUNTER



Type: Ranged  
Unlock Cost: 30 souls, 20 gold  
Cost: 12  
Soul Value: 4  
Health: 135  
Movement Speed: 8  
Rate of Fire: 2.5  
Range: 20/24/28/32  
Attack Type 1: Piercing  
Damage Type 1: 29-33/33-38/  
37-42/31-46  
Minimum Damage 1: 8  
Attack Type 2: Red  
Damage Type 2: 8-10  
Minimum Damage 2: 2  
Armor: Good against green and  
piercing, weak against black  
Special Abilities: Percentage  
chance to kill instantly  
(2%/2%/3%/3%)

The hunter is a fantastic ranged unit. Unlike the other ranged units in the game, its shot is instantaneous and does not get blocked by obstacles. Although its rate of fire is slow, the advantage of the hunter is its high-damage attack and accurate shot. It is a fairly expensive upgrade for a third-tier unit, but worth every penny. No other unit up to that point in the game does as much damage as the hunter. Even later in the game it's still one of the strongest units.

Like the archer, it has extremely low hit points, but even more inferior armor. Protect the hunters with a wall of melee troops. If you are playing only Hellfire, that means perhaps four lumberjacks and six hunters. But if you can go outside your clan, then a force of 10 hunters protected up front by, say, 10 luggers, is a superior and very powerful combination.

**NOTE**  
The hunter's special ability is a small percentage chance of instantly killing a target. The chance is pretty steady at two percent at level zero or three percent at level three. You won't get this unit for its special ability, though. That's just icing on the cake.

This unit's range is average—poor compared to the rest of Hellfire—but it can hit turrets from outside range starting at level two. To really use this unit, upgrade it as soon and as much as possible.

**Bottom Line:** The hunter is an excellent ranged unit that deals great damage.

## BOMBARDIER



Type: Ranged  
Unlock Cost: 45 souls, 25 gold  
Cost: 12  
Soul Value: 7  
Health: 180  
Movement Speed: 8  
Rate of Fire: 3.5  
Range: 25/30/35/40  
Attack Type 1: Fire  
Damage Type 1: 11-16/12-17/  
13-18/14-19  
Minimum Damage 1: None  
Radius: 4/5/6/7  
Attack Type 2: Indirect  
Damage Type 2: (10-15/12-17/  
14-19/16-20)  
Minimum Damage 2: 4  
Radius: 4/5/6/7  
Armor: Good against green, weak  
against black  
Special Abilities: Excellent against  
buildings



The bombardier is a cheap fourth-tier unit that packs a powerful punch. Its damage output seems small, but it lobs a fiery attack that hits all units in the listed radius. All units within four meters of a level-zero bombardier's shot take the listed damage. In addition, the damage is fire type, which few units have armor against. So the bombardier effectively whittles away at groups of units. And because it does not harm its own units with the splash damage, the bombardier can fire into clusters of melee units.

The bombardier has good range, and even better range with the upgrade. It's great for taking out turrets because its secondary damage is structural, which like the miner, is fantastic at demolishing buildings and debris. That, combined with its range, makes the bombardier ideal mid-game for harvesting gold. Walk your bombardiers to a rich area of rocks or machinery, then set waypoints to all the objects and watch them burn it all up in seconds as the gold starts pouring in.

Although strong, the bombardier isn't a replacement for the hunter. A late-game makeup of six hunters and four bombardiers provides awesome firepower against units and buildings. But like every other Hellfire unit, the bombardier has low hit points and weak armor. It also needs an escort of durable melee units for protection.

**Bottom Line:** The bombardier is a good ranged unit that can hit multiple targets in an area and destroy buildings quickly.

## SCOUT



Type: Support  
 Unlock Cost: 60 souls, 30 gold  
 Cost: 10  
 Soul Value: 6  
 Health: 285  
 Movement Speed: 8  
 Attack Type 1: None  
 Attack Type 2: None  
 Armor: Good against green, weak against black  
 Special Abilities: Increases vision (+14/+22/+30/+38)

The scout is a support unit with a specialized role. It has no combat ability whatsoever, but has high health and incredible vision. It can see farther than any other unit in the game, and with its upgrades can provide vision across an entire screen. In the single-player game, it's useful for scouting the enemy and locating their turrets and Clanshrines without provoking attack. Even in multiplayer games, it's useful for scouting out an enemy's base.

### TIP

Instead of unlocking and buying a scout, just peek at your opponent's side of the screen to recon his whereabouts.

The scout has no other application. Once you've scouted, sacrifice it and fill its slot with a combat unit. In skirmish games, don't spend time or a slot on a scout because multiplayer games are so hectic and players tend to attack quickly. The scout is also expensive to unlock for its ability, and the rest of Hellfire already has good vision.

**Bottom Line:** This is an excellent scouting unit with no combat abilities.

## STORMBRINGER CLAN



Stormbringer is the third clan you face in the campaign, and as soon as you gain control of them you will be awed by their firepower. Like the Nighthorde clan, they are an amazingly powerful late-game clan, but they're also fairly strong at all stages of the game

Clan Stormbringer emphasizes high-damage ranged attacks, but it's more durable than the Hellfire Clan. Upgrades boost these units' damage and health. They start out not much stronger



# THE CLANS

than Hellfire, with unit health almost as low or lower than that clan, but upgrades can increase their unit health to above-average levels.

Even without upgrades, their units match the full upgraded power of the Stonecrusher, Plaguespitter, and Nighthorde clans. And when upgraded, they outclass nearly all other units for sheer firepower.

## TITANS AND TURRETS



The Stormbringer titan, the lightning elemental, is a highly destructive weapon, but still more fragile than a stone ogre or battle ball. It can attack enemies all around it with its tornado, but it can't sustain the tornado for very long. It also has a chain attack that can hit multiple enemies at once.

The turret for the clan is the tesla coil, which does decent damage, but fires off shots rapidly. That and its good hit points make it an excellent defensive structure.

This clan is fairly weak in melee combat, and so doesn't have adequate frontline defense for protecting its ranged units. Also, the clan is the weakest in armor of all the clans. So its support unit, the wind mage, is a must-have unit, more so than the support units for any other clan.

But this is still an immensely powerful clan, and it deals a variety of damage types—blunt, piercing, fire, and blue. The Stormbringer clan units also possess many special abilities that hinder or stop enemy units. That, along with their great support unit, makes them a strong clan on their own—despite the lack of strong melee—and an even greater complement to a multi-clan army.

## ADVANTAGES

- **High Damage:** This clan dishes out immense punishment to other clans, especially once upgraded. Few can withstand the firepower of the ice mage, and even at low levels, the one-two punch of the acolyte and conjurer is a potent attack.
- **Excellent Support Unit:** The wind mage is arguably the most useful support unit in the game. With full upgrades, it gives all friendlies a +11 bonus to armor. For Stormbringer, it is essential. But when added to a clan with already good armor, such as Nighthorde, it makes for nearly unstoppable units.

- **Good Special Abilities:** Three of the units of this clan can hinder or stop enemy units. With the acolyte, conjurer, and ice mage, you can knock back, freeze, or stun opponents. Plus, their pyro mage is good at destroying buildings.
- **Consistently Good Throughout:** This clan is always good no matter the game period.
- **Counters Stonecrusher:** This clan does more damage to Stonecrusher and takes less damage from Stonecrusher.

## DISADVANTAGES

- **No Armor:** This clan is incredibly fragile in the beginning, with no armor. With such little protection against attacks, they fall easily in the early game without upgrades.
- **Low Starting Health:** Unless you upgrade them quickly, the Stormbringer units are as easy to pick off as Hellfire units.
- **Weak Melee Power:** Like the Hellfire clan, Stormbringer only has one melee unit, and even then, it is only a first-tier unit. This clan thus works best when fully upgraded or when protected up front by another clan's tougher hand-to-hand units.
- **Vulnerable to Plaguespitter:** Stormbringer units have an armor vulnerability to green attacks, so they are countered by Plaguespitter units.



### UPGRADE COSTS

#### DAMAGE UPGRADE

Level One: 40 gold  
 Level Two: 80 gold  
 Level Three: 120 gold

#### HEALTH UPGRADE

Level One: 30 gold, 10 souls  
 Level Two: 70 gold, 20 souls  
 Level Three: 110 gold, 30 souls

#### WING MAGE UPGRADE

Level One: 30 gold, 10 souls  
 Level Two: 70 gold, 20 souls  
 Level Three: 110 gold, 30 souls

### ACOLYTE



Type: Melee  
 Unlock Cost: None  
 Cost: 7  
 Soul Value: 2  
 Health: 140/180/220/260  
 Movement Speed: 11  
 Rate of Fire: 1.5  
 Attack Type 1: Blunt  
 Damage Type 1: 20–24/24–29/  
 29–34/34–39

Minimum Damage 1: 2  
 Attack Type 2: Blue  
 Damage Type 2: 8–10  
 Minimum Damage 2: 2  
 Armor: Good against white, weak against green  
 Special Abilities: Percentage chance to knock back (6%/8%/10%/12%)

While Stormbringer is indeed focused on ranged attacks, the acolyte is actually a surprisingly good melee combatant. It deals a great amount of damage, more than any other first-tier unit. In addition, it has a special ability to knock back an opponent. The chance is low at six percent for a level-zero acolyte, and improves to 12 percent at level three. So the chance of this occurring is low, but happens enough with a force of five to be useful in battle.

This unit's weaknesses are low health and no armor. Right out of the Clanshrine, this unit is terribly brittle, and falls easily to stronger units. It has by far the least health of any starting unit. It might deal some good damage, but it succumbs much too easily to enemy attacks. To use this unit effectively, you must upgrade its health immediately and then beef up its damage.

In the early game, using five acolytes and five conjurers with first-level upgrades is a powerful combo. To be truly effective, though, this unit needs the support of the wind mage, and can't comprise more than three or four members of your army. Ideally, if you are using multiple

clans, the acolytes should be retired in favor of another clan's melee units, such as luggers or grave robbers.

**Bottom Line:** This strong but extremely fragile melee unit is most effective when upgraded.

### CONJURER



Type: Ranged  
 Unlock Cost: None  
 Cost: 7  
 Soul Value: 3  
 Health: 140/160/190/210  
 Movement Speed: 11  
 Rate of Fire: 2  
 Range: 22  
 Attack Type 1: Piercing  
 Damage Type 1: 20–24/22–27/  
 27–32/32–37  
 Minimum Damage 1: 2  
 Attack Type 2: Blue  
 Damage Type 2: 8–10  
 Minimum Damage 2: 2  
 Armor: Good against white and blunt; weak against green  
 Special Abilities: Percentage chance to stun (10%/15%/20%/25%)



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The conjurer is an amazingly effective ranged unit, the most powerful second-tier one in the game. It deals great damage, and even has a few more hit points than the archer. After full upgrades, it is even tougher than the Stonecrusher ranged unit. At the early level, when combined with the acolyte, this unit can wreak havoc on the battlefield. In fact, when backing up any durable front line of melee units, the conjurer is fantastically effective.

With its high damage alone, it is a good unit, but when you factor in its stunning ability, it truly becomes one of the best early game units available. Starting at level zero, the conjurer has a 10 percent chance to stun an opponent. The affected unit cannot attack or move for three seconds. At level three, that percentage jumps to 25. It is almost as good as the lugger in this regard. Because the conjurer is a ranged unit, it also can stop an enemy in its tracks. This keeps the enemy away from the conjurer longer. With melee units, this only makes the conjurer more effective.

Like other Stormbringer units, it starts out with very low health and no armor. To be truly effective, you need a wind mage and upgrades. Because the pyro mage is a more specialized, shorter-ranged unit, the conjurer still should be your main unit even in the mid-game. Once you get to the late game, though, the ice mage is far more superior.

**Bottom Line:** The conjurer is the best ranged unit in the early game.

## PYRO MAGE



Type: Ranged

Unlock Cost: 30 souls, 20 gold  
Cost: 9

Soul Value: 4

Health: 140/170/200/230

Movement Speed: 11

Rate of Fire: 2.3

Range: 8

Attack Type 1: Fire

Damage Type 1: 12-17/15-20/  
25-30/35-40

Minimum Damage 1: 2

Radius 2/2.5/3/3.5

Attack Type 2: Indirect

Damage Type 2:  
10-15/12-17/14-19/16-20

Minimum Damage 2: 4

Radius 2/2.5/3/3.5

Armor: Good against white, weak  
against green

Special Abilities: Excellent against  
buildings

The pyro mage occupies a particular niche in the Stormbringer clan. It is great for destroying buildings and gathering gold, and good for taking out clusters of units. The pyro mage does high structural damage, so it's great for taking down turrets and Clanshrines.

But as a solo ranged unit, it isn't as good as the conjurer. Although a Stonecrusher miner is a little more cost effective, the pyro mage is still great for this role. And in mid-game, it helps the Stormbringer clan gather resources faster.

The best thing about this unit is that its attack deals area damage. All enemy units in a small area in front of the pyro mage suffer the listed damage, which is significant at the highest upgrade levels.

Pyro mages cannot operate from afar because they have short range. They have low hit points and no armor, so they won't last long in battle. Upgrade them and use the wind mage to make them effective. Even then, they are still weaker in health than all other clans except for Hellfire.

Pyro mages are best mixed with melee units to support and defend them. Because they have an area-effect attack, you don't need a lot in your army—one to three will do.

**Bottom Line:** The pyro mage is a short-ranged, area effect attacker.





### ICE MAGE



Type: Ranged  
 Unlock Cost: 30 souls, 30 gold  
 Cost: 13  
 Soul Value: 8  
 Health: 240/280/320/360  
 Movement Speed: 11  
 Rate of Fire: 2  
 Range: 26  
 Attack Type 1: Blue  
 Damage Type 1: 22–27  
 Minimum Damage 1: 2  
 Attack Type 2: Blue  
 Damage Type 2: 8–10  
 Minimum Damage 2: 2  
 Armor: Good against white, weak against green  
 Special Abilities: Percentage chance to freeze (15%/9%/8%/7%)

This is an incredibly powerful ranged unit. Its stats are deceptive because its damage does not increase with upgrades, and its special ability seemingly decreases. But in fact, this unit gets stronger with each upgrade, so it should not be ignored.

The ice mage does 22–27 damage at all upgrade levels, but for each upgrade, it gains an extra attack. When it fires its ice

projectile at a target, it splits into two attacks at level one, three attacks at level two, and four attacks at level three. So the listed damage is actually dealt two, three, and then four times. When the ice projectile splits, the shards each auto-target a nearby unit, so more than one shard will hit a target only when there are fewer targets around than shards. Moreover, each shard that hits has the listed chance to freeze its target. So a force of 10 ice mages can decimate an enemy. Firing simultaneously, they make 40 attacks altogether, with nearly three in 10 enemy units getting frozen.

If any enemy unit is frozen, it is effectively stunned: it's unable to move or act for three and a half seconds. The damage is also blue damage, so few units have armor against it except for Plaguespitter units.

#### NOTE

The ice mage's attack splits into shards only after traveling a distance. If the ice mage is next to a target, the attack has no time to split apart. To be truly effective, the ice mage must be able to hit from far away, and thus needs melee units up front to hold off attackers.

This unit's vulnerability lies in its low health and poor armor. A fully upgraded wind mage, however, can give this unit 11 armor against all attacks but green. And full health upgrades

make this unit respectable in terms of durability.

When using multiple clans, the ice mage should be your ranged unit mainstay, and all but one of your Stormbringer units should be ice mages.

**Bottom Line:** The ice mage is arguably the best ranged unit in the game.

### WIND MAGE



Type: Support  
 Unlock Cost: 120 souls, 10 gold  
 Cost: 11  
 Soul Value: 6  
 Health: 210/228/246/264  
 Movement Speed: 11  
 Attack Type 1: None  
 Attack Type 2: None  
 Armor: Good against white, weak against green  
 Special Abilities: Armor bonus to allies (+3/+5/+7/+9)

The wind mage is a great support unit, and essential for Stormbringer success. However, it's very expensive to unlock. Because of this, you can't get the wind mage unless you sacrifice a



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little in the early game. However, you must add this unit to your army if you wish to win as Stormbringer.

The wind mage gives an armor bonus to all nearby friendly units, regardless of clan. The number increases as you upgrade this unit's effectiveness. Eventually, it gives armor better than any other clans' natural armor values. The only armor type it doesn't improve is green armor, so Plaguespitter still does more damage to Stormbringer units.

It doesn't have very many hit points, and even the upgrades give it only slightly more health. Still, that shouldn't deter you from using it. It's vital to your success with this clan. When you are using other clans along with Stormbringer, the wind mage is a great asset as it makes their already good armor even better.

**Bottom Line:** This must-have support unit improves your units' armor values.

## PLAGUESPITTER CLAN



The vile and bilious Plaguespitter clan appears to be very weak, doing little damage and having fewer hit points than Stonekrusher units. But as you face them in the campaign, you find them to be persistent and powerful enemies. And when you control them, you find that they have tremendous strengths and advantages.

This clan is actually a ranged clan, lacking melee strength. What they lack in power, they make up for in speed and lingering damage.

Plaguespitter units are universally fast, and with their upgrades, they become even faster. No other clan can traverse the map as quickly. The two upgrades for this clan are speed and acid damage. Speed is the first and most important upgrade. The acid damage upgrade applies to the savage, bile spitter, and shaman. Acid damage is in addition to the primary and secondary damage listed for the unit. After the hit, acid damage is dealt to the unit over time.

### ACID DAMAGE

Dan Russett, a designer on *Goblin Commander*, explains the acid upgrades to us. These upgrades are the same for all units, so the shaman deals the same acid damage as a savage.

UPGRADE	CHANCE	DAMAGE	REPETITIONS
Level 0	20%	9	6
Level 1	24%	11	6
Level 2	28%	13	6
Level 3	32%	15	6

Chance: The chance that an enemy will be burned by acid if it is hit.

Damage: The amount of damage the acid inflicts.

Repetitions: The number of times the acid inflicts that damage. There is a 3 second delay between repetitions.

Plaguespitter units don't have great health. Their units never have the best or worst hit points, but often average or below-average health. They also don't have very good armor. Their ranged units have very short range, so they can't get into ranged wars with the Stormbringer or even Hellfire clan. Luckily, their speed, once upgraded, is good enough to bridge the gap in range and close with the other clans, especially Stormbringer.

In the late game, with the spore fiend, shaman, and fully upgraded units, Plaguespitter is very powerful. But they are an extremely expensive clan to manage, with upgrades that cost a lot of souls, and a huge soul cost for unlocking their two best units: the spore fiend and shaman. And as the only clan that doesn't have a unit that can deal structural damage, they gather gold more slowly than the other clans.



The Plaguespitter clan definitely requires an experienced player to be most effective.

### TITANS AND TURRETS



The clan's titan isn't too strong, and is more of a hit-and-run unit. The slime's effectiveness depends on how well you play it, so again, it requires more control than another clan's titan. But it can heal itself by eating things, and thus grow larger and stronger as well.

The turret is the hive turret, which attacks a large area and fires rapidly.

### ADVANTAGES

- **Speed:** The Plaguespitter units are the fastest in the entire game. They can run down fleeing enemies, zip to the front lines to support their comrades quicker, and return to base to defend it faster than any other clan.

- **Cheap Units:** The early units for Plaguespitter—cropper and savage—are dirt cheap compared to the other clans. You can pump out massive numbers of them in quick succession.

- **Persistent Damage:** The units in this clan make attacks that deal lingering damage. This either takes out a unit after the battle is over, or weakens a unit so severely during combat that it succumbs faster.

- **Great Support Unit:** The spore fiend is an awesome unit. At its highest level, it can reduce the armor of an enemy unit by 100! That means after being hit by the spore fiend's attack, the unit suffers +100 damage from every hit thereafter for a few seconds. No unit can survive long after being hit by a spore fiend.

- **Great in Mid- and Late-Game:** Because of their acid damage, spore fiend, and area attacks, the Plaguespitter clan is very strong later in the game.

- **Counters Stormbringer:** Its damage type and armor make it the best against Stormbringer clan.

### DISADVANTAGES

- **No Strong Melee:** The Plaguespitter melee unit is cheap and fast, but not durable and strong. Plaguespitter can't stand toe-to-toe with Stonecrusher or Nighthorde for sheer punching power in battle.

- **Poor Ranges:** None of the Plaguespitter ranged units can shoot from very far away. They need to close with their enemies to hit them.

- **No High-Damage Units:** While they can do lots of damage over time, no Plaguespitter unit can deliver great amounts of damage quickly, as is sometimes necessary in huge battles to even the match quickly.

- **Very Expensive Upgrades and Unlocking:** Unlocking the shaman and spore fiends is expensive, so much so that you often can't buy both. You have to choose. It costs lots of souls to unlock them, which directly limits the size and number of the army you can field.

- **Not for Novices:** This clan relies heavily on its upgrades, support unit, and special abilities, so it isn't as simple to control as other clans.

- **Vulnerable to Hellfire:** Because of armor and damage types, Hellfire is very effective against Plaguespitter.

### UPGRADE COSTS

#### ACID UPGRADE

- Level One: 35 gold, 15 souls
- Level Two: 70 gold, 30 souls
- Level Three: 105 gold, 45 souls

#### SPEED UPGRADE

- Level One: 10 gold
- Level Two: 40 gold
- Level Three: 140 gold



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## SPORE FIEND

### UPGRADE

- Level One: 40 gold
- Level Two: 80 gold
- Level Three: 140 gold

## CROPPER



- Type: Melee
- Unlock Cost: None
- Cost: 4
- Soul Value: 2
- Health: 240
- Movement Speed: 10/11.5/12.6/13.9
- Rate of Fire: 1.5
- Attack Type 1: Slashing
- Damage Type 1: 10–15
- Minimum Damage 1: 2
- Attack Type 2: Green
- Damage Type 2: 8–10
- Minimum Damage 2: 2
- Armor: Good against blue, green, and blunt; weak against red
- Special Abilities: Percentage chance to slow (20%/27%/32%/37%)

The cropper is the cheapest and fastest first-tier unit in the game. You can pump them out so easily that you won't mind losing them in battle. Their chief strength is

their great speed. In a multi-clan army, use them as your mobile shock troops that can join with your offensive army or rush back to defend your base at a moment's notice. They are very good for hunting down ranged units as well, as they can easily close the gap to them.

They do not do a lot of damage, and in fact, cannot upgrade their damage. Croppers also lack an acid attack. However, they do have a special ability that improves with each acid upgrade. The cropper's "acid" attack is just not damage-based.

Each hit from the cropper has a chance to slow the hit unit. A slowed unit moves and attacks at only 25 percent of normal speed. Being slowed greatly reduces the victim's effectiveness. The cropper's percentage chance to slow a unit starts at 20 percent, and moves up to 37 percent at level three. So it happens quite frequently, especially if you have five or more croppers.

The cropper is the clan's only melee unit, but it really isn't designed to slug it out with other melee troops. The rest of the clan isn't so weak that they need as much protection up front, and they are cheap enough to replace when they fall. Later in the game, a Plaguespitter player might want to move away from the cropper to go with shamans and bile spitters though.

**Bottom Line:** Croppers are fast melee shock troops.

## SAVAGE



- Type: Ranged
- Unlock Cost: None
- Cost: 5
- Soul Value: 3
- Health: 195
- Movement Speed: 10/11.5/12.6/13.9
- Rate of Fire: 1.5
- Range: 12
- Attack Type 1: Piercing
- Damage Type 1: 11–16
- Minimum Damage 1: 2
- Attack Type 2: Green
- Damage Type 2: 8–10
- Minimum Damage 2: 2
- Armor: Good against blue and green, weak against red
- Special Abilities: Percentage chance to kill instantly (2%/2%/2%/3%)



The savage has the longest ranged attack in the Plaguespitter clan, and even then, that range isn't very far. This unit is meant to attack and wear down the enemy. It is extremely cheap, like the cropper, and so is meant to be thrown rapidly at the enemy and then replaced just as quickly. The damage output of this unit is weak, but with the acid damage upgrade, it gets much better over time. As ranged units go, it has excellent health for being an early ranged unit. Only the fully upgraded conjurer has more hit points.

The savage enjoys the same speed benefits as the cropper. It's very effective when combined with the cropper. The savage can shoot at an enemy unit, and because of the cropper's slowing special ability, the enemy unit can't close with the savage and prevent the savage from wearing it down.

A savage can instantly kill an enemy, just like the Hellfire hunter and Stonecrusher pit boss. Unfortunately, the chance is very, very low.

The savage can be used with the shaman or bile spitter for more direct damage attacks, but they aren't so great that they can't be replaced by later units entirely.

**Bottom Line:** The savage is a decent ranged unit with good hit points that is best when given the acid upgrade.

## BILE SPITTER



Type: Ranged  
 Unlock Cost: 60 souls  
 Cost: 10  
 Soul Value: 4  
 Health: 300  
 Movement Speed: 10/11.5/12.6/13.9  
 Rate of Fire: 2  
 Range: 10  
 Attack Type 1: Green  
 Damage Type 1: 5-7  
 Minimum Damage 1: 2  
 Radius 3  
 Attack Type 2: Green  
 Damage Type 2: 5-7  
 Minimum Damage 2: 2  
 Radius: 2/2.5/3/3.5  
 Armor: Good against blue and green, weak against red and piercing  
 Special Abilities: Excellent against Stormbringer units

This two-legged beast resembles a slug with legs. Its grotesque form, though, is tough and deadly. Its attack deals pitifully low damage, but it's an area attack, so it hits all units in a small spread in front of it, and every unit hit has a chance to be infected with acid. So a bile spitter can potentially burn two

or three units with one hit. This attack is most effective when you upgrade all acid damage. At that point, the bile spitter does 90 points of damage over time after each hit. Of course, without any acid upgrades, this unit is extremely poor. But with the acid upgrade and the speed upgrade, it is formidable.

This ranged unit has such short range that it should be treated like a melee unit. It has the health to match this idea, being able to take more punishment than all third-tier units except the lugger. The bile spitter does pure green damage, so it's a killer of Stormbringer units.

Adding two or three of these units to a mix of melee units makes your army very powerful and difficult to stop. Take a page from the campaign and pay attention to the final mission in Act IV. The computer uses lots of bile spitters very effectively against Clan Hellfire.

The bile spitter is a must-have addition to the clan. Use it as soon as you can buy it. It is quite expensive to unlock though. Once you get the shaman, the bile spitter can be retired.

**Bottom Line:** This essential close-ranged unit can hurt multiple targets at once, especially when upgraded with acid damage.



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## SHAMAN



Type: Ranged  
Unlock Cost: 120 souls  
Cost: 11  
Soul Value: 6  
Health: 270  
Movement Speed: 10/11.5/  
12.6/13.9  
Rate of Fire: 1.8  
Range: 12  
Attack Type 1: Piercing  
Damage Type 1: 8-13  
Minimum Damage 1: 2  
Attack Type 2: Green  
Damage Type 2: 8-10  
Minimum Damage 2: 2  
Armor: Good against blue and  
green, weak against red and  
piercing  
Special Abilities: Percentage  
chance to knock back (8%/13%/  
18%/23%)

This is the ultimate Plaguespitter unit. Like the clan's other units, it is very fast, has a low-damage attack, and can deal acid damage to targets. In many respects it is like a bile spitter, but with fewer hit points, a more damaging attack, and a much more costly unlock cost.

This unit is powerful because it too has an area-effect attack. The radius is bigger than the bile spitters', so it can hit even more targets and put acid on more victims. This unit is insidious. As if that weren't good enough, it also can knock back opponents. This is to the shaman's advantage, because it delays the attack of the enemy. And while the unit is delayed, the acid is doing its work. The chance of knock back starts at 8 percent and ramps up to 23 percent.

The unit shares the tactical speed of the other Plaguespitter units, as well as their poor armor. If used in conjunction with the spore fiend (a difficult thing to achieve due to unlock costs), it can be very devastating. As it is, sprinkling this unit with ranged units from other clans is very effective.

**Bottom Line:** This very strong ranged unit can tear up enemy units over time.

## SPORE FIEND



Type: Support  
Unlock Cost: 150 souls  
Cost: 14

Soul Value: 5  
Health: 330  
Movement Speed:  
10/11.5/12.6/13.9  
Attack Type 1: None  
Attack Type 2: None  
Armor: Good against blue and  
green, weak against red and  
piercing  
Special Abilities: Weakens enemy  
armor (-25/-50/-75/-100)

This unit is immensely useful. Your first inclination might be to ask whether the special ability is a typo. It isn't. Yes, this unit can weaken enemy armor by 100 points. That translates directly into 100 extra damage to the enemy unit per hit. It can help the other Plaguespitter units kill enemy troops in seconds. It is even better matched up with high-damage clans like Stormbringer and high-end Stonekrusher. It is not worth the ability if you don't upgrade it; do so to maximize its efficiency.

The problem with this unit is that it is so expensive to unlock. The soul cost puts a damper on your ability to buy units. If you want to unlock it, you have to hoard souls at the expense of fielding a stronger army.



### NOTE

Here is how the spore fiend works: It fires a spore at an area. It smokes on the ground and any unit that comes within seven meters of it gets affected. If affected, the unit also suffers a little green damage (5-7). In the heat of battle, it is difficult to avoid the spore. But it also isn't too unbalanced, because it isn't a radius effect that hurts all units surrounding it.

Still, if you want to be truly effective with Plaguespitter, go with a spore fiend, and a mix of savages and bile spitters or croppers and bile spitters. In most games, you won't have enough souls to unlock both the spore fiend and the shaman, so you have to choose.

**Bottom Line:** This excellent support unit cripples enemy units.

## NIGHTHORDE CLAN



Nighthorde is a very interesting and complex clan. You have to understand this clan's capabilities before you use them, because their units are subtle in effect. At first glance, their units don't seem too strong, but they have some excellent special abilities. They also don't give off as many souls when they die, so an enemy can't feed off your losses as well as they could off a different clan.

Nighthorde units are best in the mid- and late game, when they get the grave robber and witch doctor, as well as full upgrades. In addition, this clan is effective at stealing gold and souls off enemies and healing itself. It is also great at resource management. In addition to stealing souls with the witch doctor and soul vortex (the Nighthorde turret), Nighthorde can also plunder gold with the scrounger, and is the game's best at smashing buildings and gathering gold with the grave robber.

Nighthorde units, which are predominantly melee, all have very good armor, as well, which can be upgraded. Their damage is average but can be improved with upgrades. Their upgrades and unlocking costs are a little pricey, but only the support unit is shockingly expensive, especially because it costs souls.

## TITANS AND TURRETS



The Nighthorde titan is the battle ball, which rolls over units and tosses them about. It is a straightforward tank that bashes enemies to pieces. It does more damage if it is moving fast. If it is about to fall, detonate it for a last blow against the enemy.

The turret is the soul vortex, which does little damage, but has very good range and also steals souls for you every time it hits.

Like Clan Plaguespitter, this clan requires more understanding and strategy to use than other clans. In multi-clan games, their abilities help you gain resources and support your army.

## ADVANTAGES

- **Great at Earning Souls:** The witch doctor and soul vortex steal souls for you from other units, which means you can gather more of them than other clans that have to resort to fighting and Soul Fountains.



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- **Strong Melee:** Three of the four combat units in this clan are strong, especially in melee.
- **Great at Gold:** The grave robber deals structural damage with its secondary attack, making it the best unit in the game at destroying buildings and finding gold.
- **Late Game Clan:** This clan gets much more powerful in the later game, with its upgraded units and abilities.
- **Good Armor:** This clan is fairly resistant to all attacks except for white.
- **Counters Red:** The attack and armor of this clan make it ideal against Hellfire.

## DISADVANTAGES

- **Expensive Upgrades and Unlocking:** The cost to unlock the witch doctor is high, and some of your early upgrades are more expensive than those of other clans.
- **Middle of the Pack on Stats:** Nighthorde units don't have the best health, strength, range, and so on. Instead, they are squarely between the best and worst in nearly all categories of comparison.
- **Hard to Use:** This clan requires more forethought and understanding to play than other clans.
- **Vulnerable to Stonecrusher:** Stonecrusher's armor and attacks are well-suited for attacking Nighthorde.

## UPGRADE COSTS

### DAMAGE UPGRADE

Level One: 60  
Level Two: 90  
Level Three: 130

### ARMOR UPGRADE

Level One: 40  
Level Two: 90  
Level Three: 120

### WITCH DOCTOR UPGRADE

Level One: 30 gold, 20 souls  
Level Two: 60 gold, 40 souls  
Level Three: 90 gold, 60 souls

## SCROUNGER



Type: Melee  
Unlock Cost: None  
Cost: 6  
Soul Value: 1  
Health: 225  
Movement Speed: 10  
Rate of Fire: 1.5  
Attack Type 1: Black  
Damage Type 1: 17–22/  
20–25/23–27/26–30

Minimum Damage 1: 3  
Attack Type 2: Black  
Damage Type 2: 8–10  
Minimum Damage 2: 4  
Armor: Good against red, weak against white  
Special Abilities: 50% chance to get 10 gold when it kills an enemy.

Scourgers are basic melee units. They do a lot of damage for an early melee unit—much more than a miner—but don't have very many hit points. They have great armor though, which partially makes up for their poor health. The scrounger does all black damage, so it is hard to resist, except for Stonecrusher units.

Upgrade it right away to make it a more formidable opponent and upgrade its armor to keep it alive longer. The scrounger's useful special ability is the main reason to keep it even when better units can be built. Every time the scrounger defeats a target, it has a 50 percent chance to lift 10 gold. It's a great way to earn money.

**Bottom Line:** The scrounger is a standard melee unit that can take gold from downed enemies.



### REAPER



Type: Ranged  
 Unlock Cost: None  
 Cost: 7  
 Soul Value: 2  
 Health: 165  
 Movement Speed: 10  
 Rate of Fire: 1.2  
 Range: 22  
 Attack Type 1: Piercing  
 Damage Type 1: 4-5/5-6/  
 6-7/7-8  
 Minimum Damage 1: 2  
 Attack Type 2: Black  
 Damage Type 2: 3  
 Minimum Damage 2: 2  
 Armor: Good against red and  
 slashing, weak against white  
 Special Abilities: Percentage  
 chance to knock back  
 (2%/3%/4%/5%)

The reaper is the ranged unit for Nighthorde. It appears to do very little damage, but in fact, it's more deadly than its stats indicate. That's because when it shoots at the enemy, it fires a triple shot, so the damage listed occurs three times to the target. An attack, even a triple shot, hits only one target.

When a reaper hits its target, each shot has a percentage chance to knock back the foe. The chance is very low, from two to five percent, but that is per hit. So the odds are actually better because multiple hits occur per attack.

The reaper has great armor against slashing attacks, so it's more resistant to the Stonecrusher pit boss, Hellfire lumberjack, and Plaguespitter cropper. But even then, it is one of the least healthy ranged units, little better than the Hellfire archer.

If you are using other clans, their ranged units usually are better than the reaper. In that case, go with grave robbers and cannibals, while another clan handles all the ranged duty.

**Bottom Line:** This is a ranged unit with low hit points and a triple attack.

### CANNIBAL



Type: Melee  
 Unlock Cost: 30 gold  
 Cost: 10  
 Soul Value: 3  
 Health: 270  
 Movement Speed: 10

Rate of Fire: 1.5  
 Attack Type 1: Slashing  
 Damage Type 1: 18-23/21-26/  
 25-30/28-33  
 Minimum Damage 1: 2  
 Attack Type 2: Black  
 Damage Type 2: 8-10  
 Minimum Damage 2: 2  
 Armor: Good against red, weak  
 against white  
 Special Abilities: 50 percent  
 chance to heal 125 hit points  
 when it defeats enemy;  
 percentage chance to kill  
 instantly (2%/3%/4%/4%)

This unit is a very lethal creature that appears fairly weak. It has good health, but below average damage. But, it is highly durable because it has a 50 percent chance to heal 125 hit points whenever it defeats an enemy unit. Moreover, it has a percentage chance to take out an enemy instantly. The chance starts at two percent at level zero to four percent at level three.

These abilities alone aren't enough to justify using this unit exclusively. Its attack power still isn't as good as other units. And its damage output is comparable to a scrounger. If you are going to deal the same amount of damage anyway, you might as well use a unit that also benefits your clan by gathering gold on the battlefield, rather than a unit that directly benefits itself. Instead of using souls to unlock the cannibal, save them for the grave robber instead.

**Bottom Line:** This average melee unit can heal itself from enemies.



## GRAVE ROBBER



Type: Melee

Unlock Cost: 50 gold

Cost: 12

Soul Value: 5

Health: 315

Movement Speed: 10

Rate of Fire: 1.5

Attack Type 1: Blunt

Damage Type 1: 25–30/29–34/  
33–37/37–41

Minimum Damage 1: 2

Attack Type 2: Indirect

Damage Type 2: 16–20/18–22/  
22–26/26–30

Minimum Damage 2: 2

Armor: Good against red, weak  
against white

Special Abilities: Good against  
Hellfire, excellent against  
buildings

The grave robber is a strong high-end melee unit. It doesn't have great hit points, but it does have very good armor and a strong attack. It deals lots of damage with its regular attack, but its secondary damage is incredibly high as well. The grave robber is thus the very best gathering unit in the game, able to tear down buildings and objects with great speed.

Grave robbers make excellent frontline troops to shield ranged units from attack. A good combo with Stormbringer is grave robbers up front and ice mages in back. If you are going it alone with the clan, consider this interesting all-melee team: one witch doctor, five grave robbers, and four scroungers. You'll be strong in hand-to-hand and gain lots of resources along the way.

**Bottom Line:** This powerful melee unit is the best at destroying buildings and gathering gold.

## WITCH DOCTOR



Type: Support

Unlock Cost: 120 souls

Cost: 12

Soul Value: 4

Health: 345

Movement Speed: 10

Attack Type 1: See below

Attack Type 2: None

Armor: Good against red, weak  
against white

Special Abilities: Percentage  
chance to steal souls  
(25%/35%/45%/55%)

The witch doctor is not an essential support unit like the wind mage, nor as spectacularly battle-altering as the spore fiend. But this very useful unit can help gather souls. It projects a radius of dark energy. This radius has two effects: it deals damage and it steals souls.

With each upgrade, the radius of the aura improves, as does the chance of stealing souls. If successful, the ability always steals two souls every five seconds, but the chance improves from 25 to 35 to 45 to 55 percent.

### RADIUS OF EFFECT

LEVEL	DAMAGE	MIN DAMAGE	TYPE	RADIUS
Level 0	4–6	2	Black	14
Level 1	5–7	2	Black	16
Level 2	6–8	2	Black	18
Level 3	7–9	2	Black	20

The witch doctor thus can tag along to provide souls, but it also contributes some damage to combat, and in a pretty wide swath. Plus, it is very durable.

Yet, the cost to unlock the witch doctor is itself 120 souls. You have to play for 20 minutes before you get a return on that investment if you don't upgrade it! But full upgrades cost 120 more souls!

**Bottom Line:** This support unit boosts your soul gathering.



### TITANS

Titans are singular units unique to each clan. They are towering, enormous creatures full of destructive potential. However, they are also dumb and motionless unless you control them. Once a titan is built, you must take direct control of it to use it.

#### TIP

Even while you are controlling the titan, you can still have your units follow and attack enemies. Just press **L3** and double-press the clan button of the appropriate group you want along. Wherever you go, they'll go. Whatever you hit, they'll hit.

Each titan has various special abilities. And these usually reflect the personality of the clans they hail from.

You can control only one titan at a time.

### STONE OGRE



- Clan: Stonekrusher
- Type: Melee
- Cost: 140 souls
- Soul Value: 25
- Health: 1,000
- Movement Speed: 12
- Rate of Fire: 2.4
- Attack Type 1: Blunt
- Damage Type 1: 25–35
- Minimum Damage 1: 2
- Radius: 12
- Attack Type 2: Indirect
- Damage Type 2: 12–15
- Minimum Damage 2: 1
- Radius: 12
- Armor: Good against black, blunt, and piercing; weak against blue
- Special Abilities: Eat, smash, sweep

The stone ogre is a powerful and straightforward titan. Once you take control of it, you can swing your mace around and smash everything in sight. This titan is great for destroying objects and can heal itself. It has the following abilities:

**Eat:** Picks up a unit on the ground and eats it for 75 health. You can pick up your own units and ambient life (sheep, giant slugs) and eat them as well.

**Smash:** This brings down the heavy mace in a single spot, dealing triple the damage listed.

**Sweep:** This attack follows a great swinging arc and deals the listed damage once to the enemies in the path of the sweep. Enemies are swept up and scattered about.



When facing hordes of enemies, use the sweep and spin around to hit as many units as possible and fling them into the air to delay their retaliation. And when you face only a few enemies at once, use your eat ability on them one at a time to heal yourself and stop them at the same time.

Because the stone ogre costs souls only, it's the best titan on maps scarce in gold. But on maps with low souls, the stone ogre should not see action.

### WARPIGPULT





# THE CLANS

Clan: Hellfire

Type: Range

Cost: 90 souls, 25 gold

Soul Value: 25

Health: 700

Movement Speed: 13

Armor: Good against green, blunt, and slashing; weak against black

Special Abilities: Fiery ammo

## BOULDER ATTACK

Attack Type 1: Blunt

Damage Type 1: 30–40

Minimum Damage 1: 2

Radius: 6

Attack Type 2: Indirect

Damage Type 2: 70–80

Minimum Damage 2: 1

Radius: 6

## FLAMING

## BOULDER ATTACK

Attack Type 1: Blunt

Damage Type 1: 10–20

Minimum Damage 1: 2

Radius: 8

Attack Type 2: Red

Damage Type 2: 5–15

Minimum Damage 2: 2

Radius: 12

The warpigpult is a siege engine that can deliver pounding rocks and fiery boulders at enemies. It has a minimum range of 10 meters, so it cannot hit melee units. It has to be protected by melee units to prevent it from being attacked and destroyed.

This titan has two attack modes. It can hurl plain boulders or boulders that catch on fire. Once you select an attack type, the next shots are of the type until you change it back.



The flaming boulder is good against units. It deals the listed damage and then deals 18–23 fire damage per second for eight seconds. Against buildings, the normal boulder is best, and deals tremendous structural damage with each stone.

The warpigpult is a difficult creature to maneuver and takes up a lot of room on the screen. It can walk in reverse, but is slow in this mode. When moving the pig, always move forward, not backward.

In practice, the warpigpult is so difficult to move and aim that you should look at more intuitive, and ultimately more usable, titans.

## LIGHTNING ELEMENTAL



Clan: Stormbringer

Type: Melee

Cost: 50 souls, 50 gold

Soul Value: 25

Health: 1,200

Movement Speed: 15

Armor: Good against white, slashing, and piercing; weak against green

Special Abilities: Lightning, tornado

## LIGHTNING ATTACK

Rate of Fire: 2.8

Range: (Initial: 30/Chain: 15/Max: 50)

Attack Type 1: Blue

Damage Type 1: 17–22

Minimum Damage 1: 2

Attack Type 2: Indirect

Damage Type 2: 8–13

Minimum Damage 2: 1



### TORNADO ATTACK

- Rate of Fire: 8
- Attack Type 1: Blue
- Damage Type 1: 20–30
- Minimum Damage 1: 5
- Radius: 5
- Attack Type 2: Indirect
- Damage Type 2: 10–15
- Minimum Damage 2: 1
- Radius: 5

The lightning elemental is pretty cheap compared to the stone ogre, but it is also less durable. This hit-and-run titan can rush in quickly, deal lots of damage in its tornado form, and then walk away. It cannot sustain lots of damage. It has the following abilities.

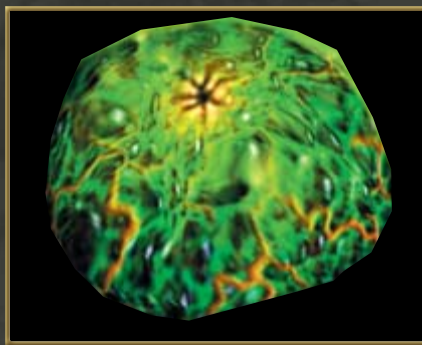
**Lightning:** The lightning attack hits the initial target and can chain up to five more targets, so long as all targets are within 50 meters. Each target is actually hit by four lightning bolts so the damage shown on the chart should be multiplied by four.

**Tornado:** This whirlwind attack turns the elemental into a tornado and damages anything it touches. It damages targets that it touches every 0.3 seconds. The tornado attack lasts only 7 seconds and the cool-down time before you can execute another tornado attack lasts 8 seconds.



The tornado is an effective way to destroy buildings or disrupt and hurt a lot of enemy units. Walk into an enemy base, go into tornado mode, and do several seconds worth of damage, and then walk out. Have other units cover your elemental's back while it flees. Recharge your tornado and then wade back into the battle. The good thing about being in tornado mode is there is no front or back. You just attack everything you touch.

### SLIME



- Clan: Plaguespitter
- Type: Melee
- Cost: 70 souls, 35 gold
- Soul Value: 25
- Health: 900
- Rate of Fire: 0.3

**Armor:** Good against blue, blunt, and piercing; weak against red and fire

**Special Abilities:** Growth, acid blast

### SMALL SLIME

- Movement Speed: 12
- Attack Type 1: Green
- Damage Type 1: 12–16
- Minimum Damage 1: 2

- Attack Type 2: Indirect
- Damage Type 2: 5–10
- Minimum Damage 2: 2

### MEDIUM SLIME

- Movement Speed: 9
- Attack Type 1: Green
- Damage Type 1: 14–18
- Minimum Damage 1: 2
- Attack Type 2: Indirect
- Damage Type 2: 15–20
- Minimum Damage 2: 2

### LARGE SLIME

- Movement Speed: 6
- Attack Type 1: Green
- Damage Type 1: 16–20
- Minimum Damage 1: 2
- Attack Type 2: Indirect
- Damage Type 2: 25–30
- Minimum Damage 2: 2

### ACID ATTACK

- Attack Type 1: Green
- Damage Type 1: 55–65
- Minimum Damage 1: 5
- Attack Type 2: Indirect
- Damage Type 2: 80–100
- Minimum Damage 2: 2
- Radius: 20

The slime is a great, cheap titan in the mid-game for quick attacks and harvesting gold. It damages everything it touches, and can move over units, dealing damage constantly. Units under a slime, though, can still attack it. One tactic for destroying buildings is to keep rubbing up against it while running circles around it, avoiding enemy units, or sitting over units while also rubbing against buildings.



# THE CLANS

Every time the slime hits a target, it gains four health. A wounded slime can start eating rocks and machines, healing itself and gaining gold.

Every time the slime attacks, it also gets 2.8 size points. When it reaches 70 size points, it goes from a small slime to a medium slime. When it reaches 140 size points, it goes to large size. Speed and attack all change with size.



Once the slime has reached medium size, it can loose an acid blast. It stops and unleashes acid all around it, dealing damage as listed in the chart. Once you use an acid blast, though, your slime loses 80 size points, shrinking to the next smallest size category.

A larger slime is more powerful but slower. Sometimes, it would be to your advantage to discharge an acid blast to shrink to move faster.

The slime loses size points when it is attacked, so as it loses health, it also loses size. Destroy rocks and machinery to heal the slime.

## BATTLE BALL



Clan: Nighthorde

Type: Melee

Cost: 60 souls, 40 gold

Soul Value: 25

Health: 1,200

Movement Speed: 15

Rate of Fire: 0.1

Armor: Good against red, slashing, and piercing; weak against white

Special Abilities: Jump, detonate

## BATTLE BALL DAMAGE

SPEED	ATTACK TYPE	DAMAGE TYPE 1	MIN DAMAGE 1	ATTACK TYPE 2	DAMAGE TYPE 2	MIN DAMAGE 2
Slow Collision	Blunt	5-10	1	n/a	0	0
Medium Collision	Blunt	10-15	1	n/a	0	0
Fast Collision	Blunt	30-40	2	n/a	0	0
Very Fast Collision	Blunt	60-70	2	Indirect	65-75	2
Detonate	Fire	80-100	1	Indirect	80-100	2

The battle ball is a surprisingly cheap titan, but one that can be a fairly potent engine of destruction. Like the slime, it damages all it comes in contact with. However, the battle ball doesn't do damage by coming to rest or even rubbing against something. It does damage by colliding with it. The faster the speed leading up to the collision, the greater the damage.

If a battle ball leisurely rolls up to something and starts grinding against it, it's little better than a miner. But if it starts rolling from across the map and picks up steam and then smashes into an object or unit, it does tremendous damage.

The battle ball is very durable, but useful only if there is room to maneuver. It can't wade into battle and stop and then start attacking things the way a stone ogre or lightning elemental could. So it's a little difficult to use at first.





A great special ability is detonate, which destroys the ball but deals fire and structural damage in a 20 meter radius to all enemy units and buildings around it. Use it when you see the battle ball about to fall (when you see the red halo).

This titan is most useful as a hit-and-run unit and isn't meant for protracted battles. It's great at harvesting gold by smashing around a map like a pinball.

## TURRETS

Turrets—sturdy buildings with powerful attacks—are the only static defense for bases. Each clan has a specific turret that deals damage associated with the clan. They also fit thematically with the clan.

Stormbringer's turret, for example, fires lightning, while Plaguespitter's turret is a hive of insects.

You can have up to three turrets at a time. To place one down, you need line of sight to the desired location. That's the only real rule regarding placement. You can use turrets defensively, arraying them inside your base to protect against intruders, or offensively, placing them in the heart of an enemy base for fire support. Turrets can be an especially useful and viable offensive strategy.

### NOTE

Your placed turrets can be destroyed by placing the cursor over them and pressing **▲**, as long as no units are nearby. This allows you to cancel out the placement of one turret to build another elsewhere.

## ROCK LOBBER



**Clan:** Stonekrusher  
**Type:** Ranged  
**Cost:** 40 gold  
**Health:** 1,100  
**Range:** 30  
**Rate of Fire:** 0.8  
**Attack Type 1:** Blunt  
**Damage Type 1:** 42–47  
**Minimum Damage 1:** 2  
**Radius:** 3  
**Attack Type 2:** White  
**Damage Type 2:** 8–10  
**Minimum Damage 2:** 2  
**Radius:** 6

**Armor:** Good against white, red, green, black, and piercing; weak against blue and indirect.

The rock lobber is a sturdy and reliable turret, with average damage but short range. Thanks to its rapid rate of fire, it can hold its own with any other turret. Because it does blunt damage, it is better against some units than others. Because Stonekrusher has so little ranged ability, consider using the rock lobber on offense, placing it near your melee units when in a huge battle.

## LENSCANNON



**Clan:** Hellfire  
**Type:** Ranged  
**Cost:** 10 souls, 35 gold  
**Health:** 1,200  
**Range:** 50  
**Rate of Fire:** 1.3  
**Attack Type 1:** Fire  
**Damage Type 1:** 67–72  
**Minimum Damage 1:** 2  
**Radius:** 5  
**Attack Type 2:** Red  
**Damage Type 2:** 8–10  
**Minimum Damage 2:** 2  
**Radius:** 5

**Armor:** Good against white, red, blue, green, and blunt; weak against black and indirect

This turret appears to be the benchmark for all the others. It has great vision and excellent range, and it deals lots of damage. It fires rather slowly compared to other turrets, but it does enough damage that it is still one of the game's most effective turrets. With its long range, three clustered at the center of the base can shoot invaders coming from any location.



# THE CLANS

## TESLA COIL



**Clan:** Stormbringer  
**Type:** Ranged  
**Cost:** 20 souls, 30 gold  
**Health:** 1,200  
**Range:** 40  
**Rate of Fire:** 0.7  
**Attack Type 1:** Slashing  
**Damage Type 1:** 28–34  
**Minimum Damage 1:** 2  
**Radius:** 5  
**Attack Type 2:** Blue  
**Damage Type 2:** 8–10  
**Minimum Damage 2:** 2  
**Radius:** 5

**Armor:** Good against white, red, blue, black, fire, and slashing; weak against green and indirect

The tesla coil is a great turret because it shoots so rapidly it matches the overall damage in a given time period as the lenscannon. It also has decent range. While the lenscannon does the most sheer damage per hit, the tesla coil fires fastest. Place tesla coils next to your vital buildings for defense, and try to have at least two overlap their areas of influence.

## HIVE TURRET



**Clan:** Plaguespitter  
**Type:** Ranged  
**Cost:** 30 souls, 25 gold  
**Health:** 1,250  
**Range:** 35  
**Rate of Fire:** 0.9  
**Attack Type 1:** Piercing  
**Damage Type 1:** 24–29  
**Minimum Damage 1:** 2  
**Radius:** 7  
**Attack Type 2:** Green  
**Damage Type 2:** 8–10  
**Minimum Damage 2:** 2  
**Radius:** 5

**Armor:** Good against white, blue, green, black, and blunt; weak against red, fire, and indirect

The hive turret also does little damage, but while other turrets compensate for their weaker damage with faster firing rates, this one does so by having the largest radius of effect. The hive turret is actually very hardy, with lots of health. If you are comfortable with dealing lower damage but hitting more units, then this turret is ideal.

## SOUL VORTEX



**Clan:** Nighthorde  
**Type:** Ranged  
**Cost:** 40 souls, 20 gold  
**Health:** 1,200  
**Range:** 48  
**Rate of Fire:** 1.4  
**Attack Type 1:** Black  
**Damage Type 1:** 39–44  
**Minimum Damage 1:** 4  
**Radius:** 4  
**Attack Type 2:** Black  
**Damage Type 2:** 15–18  
**Minimum Damage 2:** 6  
**Radius:** 8

**Armor:** Good against red, black, blunt, and slashing; weak against white, blue, green, fire, and indirect

The soul vortex is unique among turrets in that it has a secondary function: it steals souls. When it hits, it sucks up a few souls, similar to the witch doctor. To compensate for this useful ability, the soul vortex has the slowest firing rate and most inaccurate shot. Nighthorde players with this turret can defend their bases and gain extra souls.



### GUNPOWDER CANNON

- Clan: None
- Type: Ranged
- Cost: n/a
- Health: 800
- Range: 48
- Rate of Fire: 1.8
- Attack Type 1: Blunt
- Damage Type 1: 30–35
- Minimum Damage 1: 2
- Radius: 3
- Attack Type 2: Red
- Damage Type 2: 8–10
- Minimum Damage 2: 2
- Radius: 5

**Armor:** Good against green and slashing; weak against black and indirect

**This turret only appears once, very early in the Hellfire campaign. It is by far the weakest turret. It has a very slow rate of fire, so you won't be hit often. As long as you destroy it quickly, you'll be fine. Even though it isn't a very good turret, still use your best units to dismantle it.**

#### NOTE

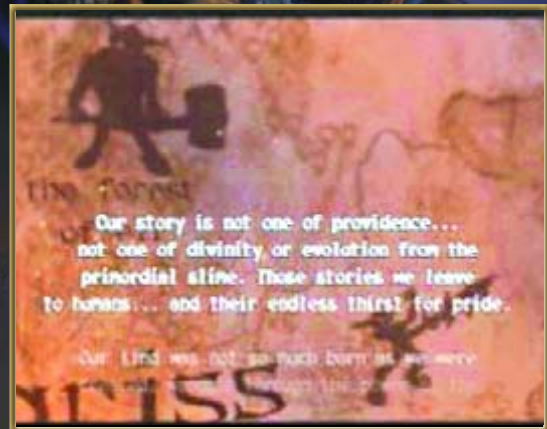
This is a one shot feature in the game.





# Campaign Walkthrough: Act I—Working the Machine

The single-player campaign in *Goblin Commander* is a story-driven tale of betrayal and conquest. When their beloved Master Frazier dies, the goblin tribes must suddenly navigate uncertain and turbulent times. The campaign follows the trail of goblin commander Grommel and Clan Stonekrusher as you help end the chaos by conquering the other clans and bringing peace to the tribes.



**Goblin Commander Grommel of Clan Stonekrusher relates the history of the goblin hordes.**



The game consists of 17 missions, broken into five acts. Each act corresponds roughly to the tale of a single clan. The first act is really a tutorial, but it also sets up the action. Before every mission, you're treated to an in-game cinematic that sets up the action and reveals some storyline. Don't miss these; they tell a good story.

As the first act starts, you see Master Frazier working with Nighthorde's goblin commander, Naxus, on the Great Machine. Something ominous is in the works in your master's lab, but in the meantime, you have to whip some goblins into shape.



# Mission 1: The Machine


## MISSION INFO

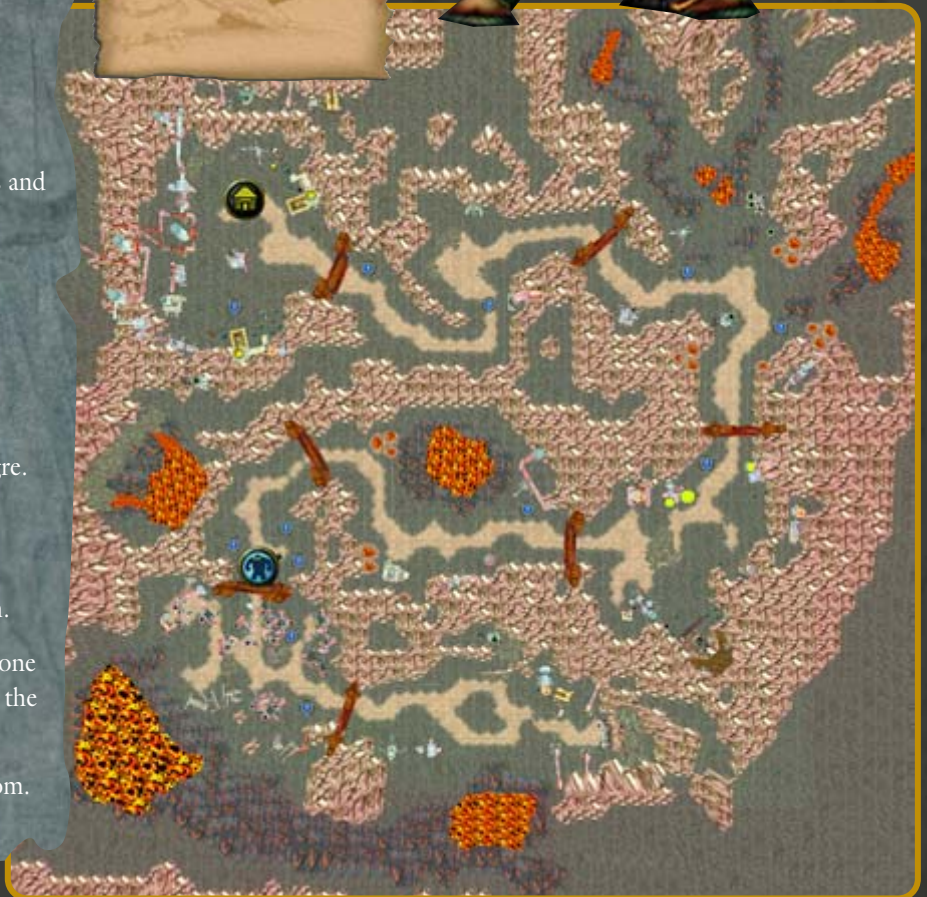
- Playable Clans: Stonekrusher
- Units Available to Build: None
- Enemies Encountered: Rock

## MISSION OBJECTIVES

- Move the commander over the help pad at the room's south end.
- Move the Stonekrusher Clan to the center of the next room.
- Destroy all boulders in the area.
- Attack and destroy all rock critters.
- Take direct control of your goblins and go south to the next room.
- Destroy the boulders in the area.
- Attack and destroy all rock critters.
- Find the lazy stone ogre with the commander.
- Take direct control of the stone ogre.
- Use the stone ogre to eat all the critters in the room.
- Break up all the debris in the room.
- Instruct your units to follow the stone ogre and lead them to the door to the next room.
- Destroy all enemies in the next room.

## LEGEND

-  = Start Location
-  = Titan





# MISSION 1: THE MACHINE

## WALKTHROUGH

This tutorial mission acquaints you with *Goblin Commander's* controls and interface. After watching a cinematic of the master wizard Frazier and his servant Naxus, the Nighthorde commander, you are taken to the Stonekrusher mines, where Grommel is barking orders at a band of Stonekrusher goblins.



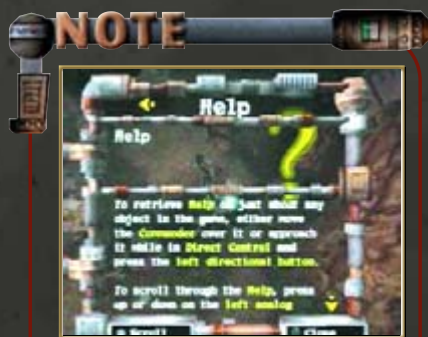
When the mission begins, take Commander Grommel, who turns into a disembodied cursor, and move him over the first help waypoint, to the south of your starting position.



If you are ever stuck—in this level or any other one—press → to access your mission objectives and discover what you have to do next.

Your next objective is to move the goblins to the center of the next cave, to the east. Just move the cursor to the revealed portion of the east cave and press X. This sets up a waypoint there and the goblins proceed to that spot. Once there, have them destroy the three sets of boulders in this cave so the gate opens to the next area to the east.

The three boulders are north, west, and southeast of the middle of the cave. You see them on the edge of the revealed portion of the cavern, so you don't need to explore to find them.



The remainder of the level contains help pads scattered throughout the areas, but you don't need to view them to unlock the rest of the level. You always can access help by pressing ← after you leave a room to see all the help boxes there.



After the boulders are destroyed, venture through the gate to the next area. Here, you get your first taste of combat. A small clutch of rock critters awaits. Click on them and your goblins make short work of them. The gate to the next area to the south opens. But first, you have to take direct control of one of your units. Move the cursor over a goblin, press ▲, and then move the unit through the gate. The rest of the goblins follow.



While in direct control of a unit, move the camera around using the right analog stick. You can also issue orders while directly controlling a unit. Any units following you attack what you attack and move where you move if you tell them to follow you.





In the next cave, you must destroy the boulders while still in direct control mode. Move your goblin to face the debris and press  $\times$  to start bashing it. The others follow suit. Destroy three boulders in this room, then head through the next opened gate, where you battle rock critters while still in direct control mode. When you defeat them, proceed through the just-opened gate to awaken the stone ogre. The stone ogre is marked on the map as a Critical Mission Objective.



As soon as you see the ogre in the cave, take direct control of it. To get to the next area, you have to eat all the rock critters in this cave. Be careful not to eat your own guys when reaching for a rock critter. After eating them, go through the next gate and demolish all the debris and rocks in there.

### NOTE

The stone ogre, and all titans, move only when you take direct control of them. If you leave direct control mode, they become inert and motionless. They won't even defend themselves if attacked.



There's a lot to smash, so just go wild and crazy with your stone ogre's mace. Destroy everything to unlock the final gate. Behind it is a blade worm, which you must destroy to end the level. It's easy pickings for your stone ogre. Destroy it and you proceed to mission two.

# Mission 2: Rumble-Squish

## MISSION INFO

- Playable Clans: Stonekrusher
- Units Available to Build: Miner, Rock Thrower, Stone Ogre, Rock Lobber
- Enemies Encountered: Rock Critters, Bladeworms

## MISSION OBJECTIVES


- Enter the Clanshrine and create five miners.
- Destroy all rock critters.
- Collect gold by smashing boulders.
- Return the commander to the Clanshrine and purchase one damage and one armor upgrade.
- Find an additional source of souls.
- Capture the Soul Fountain.
- Return the commander to the Clanshrine and purchase five rock throwers.
- Destroy the blade worms.
- Collect enough souls to enter the Hall of Titans and buy a stone ogre.
- Clear the debris and collect 125 gold.
- Return the commander to the Hall of Titans, buy three rock lobbers, and place them on the glowing orbs.
- Destroy the rock critters.
- Rescue the three trapped workers.



# MISSION 2: RUMBLE-SQUISH



## LEGEND

-  = Start Location
-  = Hall of Titans
-  = Critical Mission Objective
-  = Soul Fountain

This mission takes place in a different part of the mines. You learn more complex systems of *Goblin Commander*, including how to build units and gather resources.



When the mission begins, enter the Clanshrine and build five miners. Take them and go south to destroy the rock critters in the next area. After this, smash all the boulders in the area to gain the gold you need.



Then return to the Clanshrine and buy one armor and one damage upgrade for your units.





Pass through the gate and walk north, where you encounter a Soul Fountain. These indestructible monuments let you gain souls at a slow but steady rate. Once the Soul Fountain has been captured, return to your Clanshrine and build five rock throwers. Then take all 10 of your Stonecrusher goblins and proceed south through the gate.

### TIP

Although the Soul Fountain gives you regular souls, it does so slowly. It's a great asset, but don't rely on it alone. Defeating enemies should be your main source for souls. This is true for all the later levels too.



You fight three blade worms, but they should be easy pickings. Find the Hall of Titans farther south.



Now you get to build a stone ogre, which is your next mission objective. By now you should have the necessary 150 souls to build the ogre. If not, just wait a few more seconds for your Soul Fountain to generate the necessary resources.

Once the stone ogre is built, go west to destroy the room full of debris. When it's all gone and you've collected more gold, the next area opens. Rock critters swarm out from three burrows, and you need to build three rock lobbers to annihilate them all. Go back to the Hall of Titans, buy three rock lobbers, and set them up on the three green circles. Then watch as they shred the rock critters.



When they're all gone, take your stone ogre and proceed through to the final area, where you must rescue three trapped goblin workers. As you walk, you suddenly feel an earthquake hit the mines. It's time to get out.



Keep walking north past the machinery and you pass a small cluster of boulders to your left. Trapped behind them is the first goblin, a drummer.



He tells you that two more goblins here must be freed. They are in the general area and pretty easy to find. One is behind a blade worm and the other is trapped behind some boulders.

### TIP

The three goblins are marked on the map as Critical Mission Objectives.



# MISSION 2: RUMBLE-SQUISH



Next free the pitboss, trapped behind the blade worm. Take your stone ogre east of the first goblin, and you can see the blade worm standing just south of the lava lake at the top of your screen. Destroy it with your ogre and the pit boss comes out to follow you. Then go back to the first goblin and keep going north.



A gate stands to the west. To the east, between the north wall and a large piece of machinery, another ring of boulders hides the third goblin, a logger. Destroy those rocks to free him.

Once you've freed all three goblins, the mission ends in success. You're treated to a long cinematic, which shows the mines collapse under an earthquake. Master Frazier appears and dies, thus setting the stage for goblin civil war!



Master Frazier's dying breath sets in motion a perilous new course in goblin history.





# Campaign Walkthrough: Act II—The Woodlands

## Mission 1: Woodland Workzone

### MISSION INFO

- Playable Clans: Stonekrusher
- Units Available to Build: Miner, Rock Thrower, Stone Ogre, Rock Lobber
- Enemies Encountered: Hellfire Lumberjack, Hellfire Archer

### MISSION OBJECTIVES

- Make contact with the Hellfire clan.
- Capture the Soul Fountain.
- Find the Hellfire lumber encampment.
- Cripple the lumber encampment.



# MISSION 1: WOODLAND WORKZONE



## LEGEND

-  Start Location
-  Firestorm Runestone
-  Hellfire Clanshrine
-  Heal Runestone
-  Hall of Titans
-  Critical Mission Objective
-  Stonecrusher Clanshrine
-  Soul Fountain

Unbeknownst to Grommel, word has reached the Hellfire Clan and their goblin leader, Grax, that Master Frazier is dead. And they aren't happy about it. In fact, they blame you. You'll have to set them straight.

## TIP



This map contains two runestones. Runestones give you an excellent boost in battle. The firestorm runestone calls down fireballs that hurt and disrupt enemy units around your troops, while the heal runestone gives your units a health boost, letting them survive a little longer in battle.

The Hellfire clan has been spotted nearby, and Grommel immediately orders an investigation to see what they're up to. You start the mission with a Clanshrine and Hall of Titans already built. You also begin with a few units.





Start the mission by building more miners and rock throwers until you have five of each. With your 10 goblins, go east. You see three Hellfire goblins. Your force should have no trouble defeating them. Capture the Soul Fountain just east of your base and then keep moving east.



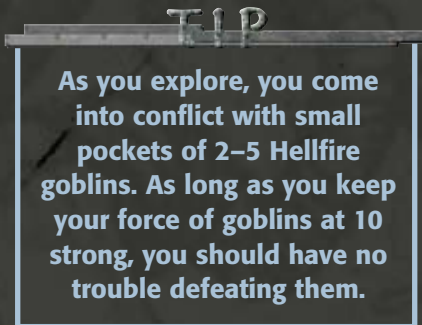
The forest path curves north and you soon come to some ruins, where you see gold chests and a runestone next to a help pad. Take the gold and runestone, and then keep moving northwest.



Upgrades are a must-have tactical advantage. There are three levels of upgrades to damage and armor, and as you buy each upgrade, your units' shields and weapons glow larger and brighter gold. Units usually get a +2 bonus to armor for each upgrade, or anywhere from +15 to +40 percent bonus to damage. See the unit stats in the "Clans and Units" section for specific numbers. Especially for low-level units, upgrades can make a huge difference in their effectiveness. An army of low-level units with full upgrades can absolutely murder low-level enemy units without.



Destroy all the ruins and piles of wood you find on this level. Each item destroyed gives you 1–10 gold, which you can use to buy upgrades. Click on anything that even remotely looks destructible. You have nothing to lose. Odds are it can be smashed. If you see the sword over the object, you can destroy it and get money. If not, just keep searching for the next object. There is plenty to wreck here, and all of it makes you richer.



Any time your force of 10 goblins is depleted, replenish it. As soon as you have enough gold, return to your Clanshrine and buy an armor and damage upgrade. Upgrades can turn the tide of battle, so keep your units in state-of-the-art shape.

When you've amassed 150 souls, return to your Hall of Titans and buy a stone ogre. Move him north to meet your army. Toward the top of the map, you find a firestorm runestone. Walk east from there, telling your goblins to follow your stone ogre.



# MISSION 2: OINK, OINK, BOOM!



You soon find the Hellfire lumber camp (marked on the map as a Critical Mission Objective), which you must destroy to win the mission. The lumber camp contains a Hellfire Clanshrine and is guarded by Hellfire goblins.



Although the resistance here is weak, concentrate your attacks on the Hellfire Clanshrine first. As long as it is intact, Grax can keep sending out units. Destroy it first so he can't summon reinforcements. Then wipe out the remaining units.

## TIP

With your stone ogre and 10 goblins, you can destroy the encampment easily. Use your firestorm runestone to soften the enemy up. Runestones don't carry over to successive missions, so use them or lose them.

## Mission 2: Oink, Oink, Boom!

### MISSION INFO

- Playable Clans: Stonecrusher
- Units Available to Build: Miner, Lugger, Rock Thrower, Stone Ogre, Rock Lobber
- Enemies Encountered: Hellfire Archer, Hellfire Bombardier, Gunpowder Cannon, Hellfire Lumberjack, Hellfire Warpigpult

### MISSION OBJECTIVES

- Investigate the Hellfire gunpowder factory.
- Destroy the Hellfire blast furnaces.







### LEGEND

- = Start Location
- = Firestorm Runestone
- = Hellfire Clanshrine
- = Heal Runestone
- = Hall of Titans
- = Critical Mission Objective
- = Stonecrusher Clanshrine
- = Soul Fountain
- = Titan
- = Transmoglify Runestone
- = Turret

Things start to get a little tougher. You discovered in the last level that Grax has been harvesting lots of lumber, but that's only half the equation. He is also stockpiling gunpowder, and it looks like he is forging a ton of weapons for a massive army. It's time to destroy his weapons buildup before it gets too far out of hand.



### NOTE

You can build Stonecrusher luggers in this level. These strong units have high hit points but low armor. They aren't as good against buildings as miners, but they can do more damage to low-level Hellfire units. Swap out three miners for luggers when you get the chance.



# MISSION 2: OINK, OINK, BOOM!

When the level starts, you have a Hall of Titans, a Clanshrine, and a Soul Fountain in your base. Go into your Clanshrine immediately and purchase one damage and armor upgrade, and then buy a mix of miners, luggers, and rock throwers for ranged and melee power. When you have 10 units, head east from your base across the stream, taking out any Hellfire resistance along the way.

As you walk east, notice the gunpowder barrels in front of some brittle-looking trees. These trees, identifiable by their leafless branches, catch on fire and burn to the ground when caught in a gunpowder explosion. Behind the first set of barrels and dead trees are some chests of gold and a firestorm runestorm. But don't get it until you have a stone ogre to destroy the barrels.

At the far east of the map, you encounter a Hellfire encampment guarded by a few Hellfire goblins. Raze their base for resources and take over their Soul Fountain. Destroy the Hellfire Clanshrine first and then mop up the goblins. By now, you should have enough souls to buy a stone ogre.

## CAUTION



As you head out, notice barrels scattered around the map. As you saw in the intro movie, these are gunpowder kegs, and they erupt in a fiery explosion if you damage them. Avoid hitting them, or you could lose your units in a gigantic explosion of fire and smoke.

## TIP



When you must destroy gunpowder kegs—to get to a secret area for example—use your stone ogre, because he has long reach. But make sure your goblins aren't following you when you attack the barrels, as they could get caught in the explosion if they are too close.



Northwest of this Hellfire base is another runestone and chests of gold hidden behind gunpowder barrels and destructible trees. Use your stone ogre to destroy the barrels, which burn down the trees, and then walk into the exposed clearing for the transmogrify runestone and gold. Repeat the process at the other hidden runestone grove just east of your starting base.





North of the Hellfire camp is another set of gunpowder barrels and dead trees. Burn them down to reveal a secret path to the main Hellfire base in the north. But first, capture the third Soul Fountain, in the middle of the level between your base and the Hellfire base, as seen on the map. There is Hellfire resistance there, but nothing your stone ogre and goblins can't handle.

### TIP

After winning your third Soul Fountain, you should have plenty of gold to purchase all three upgrades for your units. Do so before invading the main Hellfire base.

If you continue going north up the path to the main Hellfire base, you get pounded by a turret at the top of the hill. It is a gunpowder cannon, and it's powerful. It has nearly as many hit points as a stone ogre, and its attack does a significant amount of damage, but it has a slow rate of fire. If you swarm it with miners, you can destroy it quickly. Also guarding the hill are many Hellfire goblins, including the bombardier, which shoots flaming rocks at you that deal fire damage. With the combination of goblin forces and the cannon, you'd suffer very heavy losses trying to make it up this way. It would be better to go through the back door instead.



Destroy the trees north of the first Hellfire camp and walk up the path north to the top of the map. Find a heal runestone there.

### NOTE

You can have only two runestones at a time. To pick one up, just walk a unit over it. If you already have two runestones, you can't pick up any new ones. Activate them with **L2** and **R2**.



Go west and your army marches into the undefended backside of the Hellfire base. Use your stone ogre to eat up any Hellfire goblins you face, but be careful not to eat your own men. Take out the Hellfire Clanshrine as soon as possible to prevent them from creating more units.

### TIP

Use the transmogify runestone during this time. It turns all the enemy goblins around you into sheep, which your stone ogre can eat to replenish health.

The Hellfire turret south of your position attacks if you get too close. Don't worry if your stone ogre falls in battle; you have plenty of souls to buy another one.

### TIP

If your stone ogre is defeated, buy another one and pull your goblins back until the stone ogre returns to the Hellfire base. Replenish your goblin army to 10, and then resume the attack when the stone ogre rejoins your main group.

Proceed with razing the town once you've taken out all the goblins and destroyed the Clanshrine. At this point, either destroy the turret, or just avoid it by walking along the upper north edge of the encampment.





# MISSION 2: OINK, OINK, BOOM!

Keep going west; you see a huge crate. As you get close, the Hellfire titan, a warpigpult, emerges. This Hellfire titan starts lobbing huge boulders at you. Use your stone ogre to take it out with support from your clan units. Use your firestorm and heal runestones if you still have them. The warpigpult is protected by several lumberjacks, archers, and bombardiers, but the pig should be your main target.

The warpigpult does considerable damage with each rock it lobs. Move your stone ogre in circles around it while your goblins attack it. The warpigpult concentrates on your ogre, so the combination of forces and runestones should enable you to defeat it without too many casualties. Remember that if the stone ogre falls in the process, you can buy another one easily.

## NOTE

The warpigpult has good armor against blunt attacks (the attack type of your miners and rock lobbers), so make sure they have maximum upgrades to be most effective.



After dispatching the warpigpult, head farther west to the Hellfire blast furnaces. The Hellfire resistance is nothing you can't handle.

## TIP



If you are having problems defeating the Hellfire base or destroying the furnaces up north, place two or three rock lobber turrets in the enemy base for support. Keep your goblin troops nearby to defend the turrets while they are being built, but once they are finished, they provide excellent firepower for your offensive.



**Destroy these four furnaces to complete the mission.**

You must destroy four Hellfire blast furnaces. The western area is packed pretty tightly with gunpowder barrels, machinery, and the furnaces, so it might be hard to tell what you are hitting. Just destroy everything.



# Mission 3: City in Ruins

### MISSION INFO

- Playable Clans: Stonekrusher
- Units Available to Build: Miner, Rock Thrower, Lugger, Pitboss, Drummer
- Enemies Encountered: Hellfire Archer, Hellfire Bombardier, Hellfire Hunter, Hellfire Lenscannon, Hellfire Lumberjack, Hellfire Warpigpult

### MISSION OBJECTIVES

- Find the Stonekrusher encampment and assist in its defense.
- Destroy the Hellfire Clanshrines to the east.

### LEGEND

-  = Starting Location
-  = Alchemist Shop
-  = Hellfire Clanshrine
-  = Hall of Titans
-  = Stonekrusher Clanshrine
-  = Soul Fountain
-  = Titan
-  = Turret
-  = Firestorm Runestone
-  = Heal Runestone
-  = Vision Runestone





# MISSION 3: CITY IN RUINS

After their swift victory over the Hellfire furnace camp, Grommel orders the Stonekrusher goblins to set up a quick base. But just as it is being finished, the encampment comes under attack. Now, Grommel has called up reserves to reinforce the encampment.



You start out this level at the map's southeast corner. You do not begin with a Clanshrine. You have a stone ogre and just four goblins (one drummer and three rock throwers). Before you set out, notice an Alchemist Shop directly in front of you. You can buy runestones here, but don't bother. You'll find some on the way northwest to the Stonekrusher encampment.



## TIP



This map holds four runestones—one vision, one firestorm, and two healing—but if you use them all, you can come back to the Alchemist Shop to buy more. All three are sold here. The heal and vision runestones cost 10 gold, while the firestorm runestone costs 15.

Start destroying all the debris and wood piles you can find. Smash everything along your way. You'll want that gold when you get to the Stonekrusher base. The encampment is revealed on your minimap and is in the northwest area of the map. But don't head straight there yet.



You can rescue two groups of goblins and add them to your band. Walk directly north to find a small group of Stonekrushers fighting some Hellfire goblins in a courtyard. Go in, defeat the Hellfire goblins, and then retreat the way you came. Use the firestorm runestone here to help end the battle quickly. Any survivors join you after the skirmish.

## CAUTION



If you get too close to the northern wall at the courtyard, the Hellfire lenscannon turret fires over the wall at you. Its devastating beam is awesomely powerful and can fry a rock thrower in three hits. Don't go too close to the wall, and run back once you've defeated the goblin. The lenscannon will have to wait until later.





Now head west along the stone path. But before you go north to the Stonecrusher encampment, go south and capture the Soul Fountain there. Also here are also some Stonecrushers fighting Hellfire goblins. Help defeat them, and the survivors join you. Then camp out at the fountain until it's yours.

### TIP

At both the courtyard and the first Soul Fountain, any surviving Stonecrusher goblins join you. So rush in, destroy the Hellfire goblins as quickly as possible, and end the fight fast. Use your heal and firestorm runestones to help in this goal. If you play it right, you could have 10 guys already when you get to the encampment.



Now move northwest toward the Stonecrusher encampment, but be sure to scrounge all areas along the way for resources. When you reach the Stonecrusher encampment, a band of your friendly NPC units waiting there attacks the Hellfire encampment to the east. Immediately upgrade

the damage and armor of your units at your Clanshrine. Unlock the drummer and buy all his healing upgrades so you max out his special ability. You are ready to battle, but before heading east to engage the foe, head north to take over the Soul Fountain there and scrounge for resources.

Once you've finished, go back to your Clanshrine and unlock the Stonecrusher pit boss. This heavy melee unit is better than the miner and lugger, but upgrade his armor.

### TIP



You can now use pit bosses and drummers. Both should be added to your army, but the drummer is especially useful, as he heals your units. He is most effective when fully upgraded, so make sure you do that. From now on, make sure that every party you send out contains a drummer to keep your units alive longer.



**The middle of the map is heavily defended. Take down the lenscannon and warpigpult first.**

Directly east of the Stonecrusher encampment is the Hellfire base. There are two Hellfire Clanshrines in the far east, but the way is heavily defended by two lenscannons and a warpigpult, plus regular Hellfire goblins. Besides the lumberjacks, archers, and bombardiers you have faced, there are also hunters here. These ranged units do lots of damage, but they can be taken down with quick melee units.

### NOTE

You will lose many units battling for command of the Soul Fountain area between your Stonecrusher camp and the Hellfire camp. Expect heavy casualties, but make sure you have enough souls left to replenish your army and buy another stone ogre if you lose the first one. You still can win without another ogre, but having him makes the mission a lot easier.



# MISSION 3: CITY IN RUINS



**Take direct control of a melee unit and attack the lenscannon to force your other units to attack it exclusively.**

Against the concentrated force of two lenscannons, a warpigpult, and a full complement of Hellfire goblins, it's hard to win here. Head straight for the first lenscannon and attack it exclusively. It is immensely powerful and can wipe out all your Stonecrusher goblins in seconds. Put about five miners in your force so you can destroy the lenscannon easier.

While you are attacking the Hellfire turret, the warpigpult lobs rocks at you, but ignore it. You'll likely lose your stone ogre and most of your troops, but you'll destroy the lenscannon. The enemy doesn't rebuild, so regroup at your base and build another army. The Hellfire goblins follow you

back to your base as you retreat, so be prepared to defend.

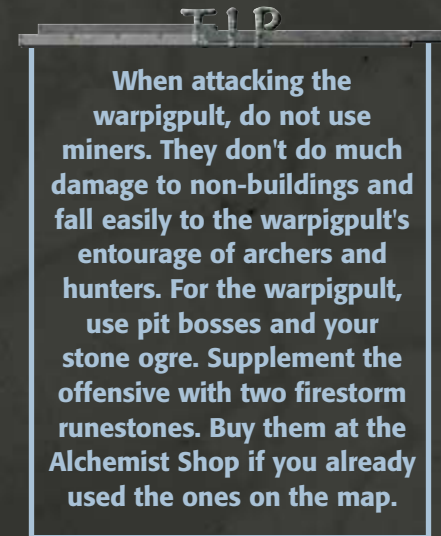


If you have enough resources, place a second rock lobster turret in front of your first turret for extra defense, and for added support when you battle in the middle of the map. Make sure it is close enough to the Soul Fountain that it can give you added firepower when you battle in the middle of the map. But don't place it so close that it can be seen and destroyed by the warpigpult. Destroy the first lenscannon before you place this rock lobster.

If you have enough souls, purchase a stone ogre and a new army and head back east toward the Hellfire encampment. Now rush the warpigpult and attack it, ignoring all other enemies. Melee units are best, because the warpigpult has a minimum range and can't attack nearby units. The second lenscannon, north of the warpigpult, gets free shots at your units, but don't worry about it. Just concentrate on the warpigpult.

There are lots of Hellfire troops here as well. For extra firepower and support, place a second and third turret here (or just the third one if you already put one down

to help in your first assault). They provide two more targets for the enemy, and help you fight the other Hellfire units while you concentrate on the warpigpult.



When attacking the warpigpult, do not use miners. They don't do much damage to non-buildings and fall easily to the warpigpult's entourage of archers and hunters. For the warpigpult, use pit bosses and your stone ogre. Supplement the offensive with two firestorm runestones. Buy them at the Alchemist Shop if you already used the ones on the map.

Once the warpigpult is defeated, the hardest part of the mission is over. You do not have to destroy the second lenscannon in the north. In fact, just leave it alone. To move east, walk along the southern edge, under the Soul Fountain. This way, you avoid the lenscannon's range in case you have to fight any Hellfire goblins.



**Avoid the second lenscannon in the north entirely by walking along the southern wall.**



### TIP

This mission is pretty tough, so you'll probably lose your stone ogre. If you have the souls, buy a second ogre, but if you have only enough for one or the other, go with goblins instead. The 140 souls can buy back an entire army of 10, including a mix of pit bosses and rock throwers. You're better off with them, backed up with firestorm runestones, than with one ogre.

With the warpigpult defeated, the third Soul Fountain is yours. But the Hellfire Clanshrines still pump out goblins.



With your two turrets, you should be able to fend off further Hellfire attacks. Head east to the first Hellfire Clanshrine and destroy it, ignoring the enemy goblins until you destroy the shrine.



After wiping out the goblins, head north and destroy the final Clanshrine. Don't worry about that second lenscannon; it's too far west to fire at you. With the second Clanshrine demolished, the area is secured. Move to the next mission for the final showdown with Grax.

# Mission 4: Grax's Plaything

## MISSION INFO

- Playable Clans: Stonekrusher
- Units Available to Build: Miner, Rock Thrower, Lugger, Pit Boss, Drummer
- Enemies Encountered: B.F.C. (Big Fiery Catapult), Hellfire Archer, Hellfire Bombardier, Hellfire Hunter, Hellfire Lenscannon, Hellfire Lumberjack, Hellfire Scout

## MISSION OBJECTIVES

- Fight to the gate to Grax's fortress.
- Cripple Grax's catapult.
- Capture Grax's catapult.
- Destroy the gate to Grax's fortress.
- Crush the last of the Hellfire defenders.





# MISSION 4: GRAX'S PLAYTHING

## LEGEND

-  = Starting Location
-  = Alchemist Shop
-  = Hellfire Clanshrine
-  = Hall of Titans
-  = Stonekrusher Clanshrine
-  = Soul Fountain
-  = Critical Mission Objective
-  = Heal Rune
-  = Firestorm Rune
-  = Transmogrify Rune



The Hellfire clan is on its heels, but Grax won't go down without a fight. As the end draws near, he has withdrawn to his fortress for a last stand.



You start this level with a Hall of Titans and a Clanshrine, but no units. Start out by building a force of five miners and five rock throwers. Then head north out of the town and start smashing debris for money. When you get enough gold, upgrade your damage and armor.





Take out any scouts you see coming into your base. If a Hellfire scout gets deep enough into your base to spot a building, expect an attack soon thereafter.



After you build your army, go west. Head south at the clearing and find a Soul Fountain, a Hellfire Clanshrine, and an Alchemist Shop. Destroy the Clanshrine, claim the Soul Fountain, and buy two firestorm runestones. Then head back to town to defend it from the Hellfire attack.



As soon as you repel the attack, buy another upgrade each for armor and damage, buy a stone ogre, and head northeast. You come to a thick Hellfire encampment, with three Clanshrines. Until you destroy this large encampment, Hellfire goblins keep coming into your camp to attack your base.

### TIP



When going after the triple Hellfire Clanshrines, take them out quickly or face triple reinforcements. Fire off your runestones in quick succession and then start pounding on the first one with your stone ogre. Go on to the second, and then the third before you start beating Hellfire goblins. Sometimes, this can be hard to do as your goblins acquire enemy targets if they are closer, but try to concentrate fire on the Clanshrines until they are gone. Placing a turret here also helps. But hurry, because while you are buying it, your stone ogre is defenseless.



With the three Clanshrines destroyed, claim the Soul Fountain here. Place a turret beside it to defend it against any Hellfire goblins that might try to return.

Once you have taken out the large Hellfire encampment to the north, go all the way to the map's western edge.



As you walk west, you see Grax's B.F.C. (Big Fiery Catapult). Don't go north to attack it or it will start demolishing you. Instead, hurry west. The engine powering the catapult lies there.





# MISSION 4: GRAX'S PLAYTHING



**Destroy this steam engine to disable the B.F.C.**

Once you get to the western camp, destroy the engine and the Hellfire Clanshrine. Capture the Soul Fountain here.



Once the steam engine is destroyed, the B.F.C. powers down. Now move north, destroy the goblins there, and take control of the B.F.C. A Hellfire Clanshrine and some Hellfire units defend the catapult. Destroy the Clanshrine and then take direct control of the catapult.



Using the B.F.C., destroy the gates to Grax's fortress. When they go down, the B.F.C. starts rolling on its tracks into the fortress. Start shooting all the buildings. As Grax's structures start going up in smoke, he sends out a huge, final wave of Hellfire units.

Hop out of the B.F.C. and go back to your Clanshrine. Buy two turrets and place them east of the catapult so they can provide fire support for Grax's last wave of goblins.

## TIP

To quickly hop back to your base, press ↑.



When these Hellfire defenders come out for battle, move your stone ogre and Stonecrusher units east to meet them. Once your stone ogre is defeated (if you still have one), take control of your catapult and shoot an endless barrage of stones east to help out the remainder of your units.



Between your B.F.C. volleys and your goblin defenders, you should rout the Hellfire forces easily.

With victory assured, Grommel tells you to stand down as he enters Grax's fortress to talk to the Hellfire commander. But once he gets inside, the insane Grax attempts a last ditch effort to kill Grommel, and himself. Fortunately, Grommel gets away just in the nick of time, and only Grax succumbs to the gunpowder explosion, leaving Hellfire clan firmly under the control of goblin commander Grommel.



# Campaign Walkthrough: Act III—The Stormlands

## Mission 1: The Ritual

### MISSION INFO

- Playable Clans: Hellfire, Stonecrusher
- Units Available to Build: Miner, Rock Thrower, Luggie, Pit Boss, Drummer, Lumberjack, Archer, Stone Ogre, Rock Lobber
- Enemies Encountered: Stormbringer Acolyte, Stormbringer Conjurer, Stormbringer Tesla Coil

### MISSION OBJECTIVES

- Investigate the surrounding area.
- Secure the Master Moongate.
- Find the Observatory.
- Hold the Observatory and Master Moongate until the blue moon Trist becomes full four times.
- Capture the Master Moongate.
- Use the Moongates to destroy all the Stormbringer Clanshrines.



# MISSION 1: THE RITUAL



## LEGEND

- = Starting Location
- = Hall of Titans
- = Observatory
- = Blue Moongate
- = Soul Fountain
- = Hellfire Clanshrine
- = Stonecrusher Clanshrine
- = Stormbringer Clanshrine
- = Turret
- = Heal Runestone
- = Lightning Runestone
- = Shield Runestone
- = Freeze Runestone



The Hellfire goblin commander, Grax, is now dead after his foolish attempt to kill both himself and Grommel. Control of Hellfire now passes to goblin commander Grommel. With the combined powers of two goblin tribes, Grommel now sets out to the windy, snowcapped mountain home of the Stormbringer clan to meet and befriend them.



When Act III begins, however, the Stormbringer commander, Faine, dismisses Grommel. He believes, like Grax before him, that Grommel murdered Master Frazier. It looks as if you'll have to educate him just as you educated Grax.





You start the level with a few Hellfire goblins and some Stonekrusher goblins. You also have a Hall of Titans, a Hellfire Clanshrine, and a Stonekrusher Clanshrine. Start out by exploring the bottom of the map and destroying things for resources. You don't have many souls, meaning you can't build many new units, so upgrade the ones you have. Buy the first upgrades for your Stonekrusher and Hellfire units.

### NOTE



Now that you are in mountain terrain, the debris you smash to get gold looks a little different. There are no trees or ruins where you begin. But there are lots of rocks, and these can be destroyed for gold. Look around, and start testing out the terrain, clicking on everything to see if you can destroy it for money. If it is a rock or spire, odds are, you can.



Move east and pass two towers flanking a mountain pass. Go east through it and discover to the Master Moongate. Destroy the Stormbringer goblins guarding it. Grommel tells you that you must secure the Moongate. But to do that, you need to find a linked Observatory on this level.



Start walking northwest from the Master Moongate and see that the northern area that the Stormbringers control is blocked by three gates. That's why you need to use the Moongate to teleport across to the other side of the map.

At the map's west side, you find a Soul Fountain and the Observatory. Destroy the Stormbringer defenders there and claim the Soul Fountain.



Grommel now tells you that you must hold onto the Observatory and Master Moongate until the blue moon Trist becomes full four times. A timer appears at the top of your screen, counting down from six minutes.

Now split your forces. Have your Hellfire goblins stay at the Observatory and your Stonekrushers camp at the Master Moongate. Go back to your Clanshrine and fill both armies to their maximum capacity of 10 units each. Then wait for the waves of Stormbringer troops that will come for you. Each wave consists of five or six troops, mostly acolytes and conjurers. You should have little trouble dealing with them.





# MISSION 1: THE RITUAL

When the timer counts down to zero, the Master Moongate becomes operational and the Observatory opens. Now you can enter and buy moonstones.

## TIP

Moonstones are power-ups, but unlike runestones, they have only one function. Each clan has a moonstone keyed to it, and when activated, it gives a triple damage bonus to that clan for 20 seconds.

So if you buy a Hellfire moonstone and use it, all your Hellfire units deal triple damage for the duration. Use the moonstones as soon as you enter battle. When combined with the shield runestone, this makes you practically invincible.



Purchase a Hellfire moonstone. Make sure you have 10 Hellfire and 10 Stonekrusher units. Buy one drummer. For your Hellfire units, have a majority of archers, for their great range and resistance to piercing attacks. When you use a Hellfire moonstone, you turn them into long-range engines of absolute destruction. Your Stonekrushers should be a mix of melee units.



Moongates let you teleport across the map instantaneously. As long as you control the Master Moongate of a color, you control all the Slave Moongates of the same color on the map. Now, anytime you click on a Slave Moongate, all your units appear there, no matter where they are. Even if they are in battle, they go there.

Moongates are great for coordinating your armies (no more waiting for your guys to run from your Clanshrine to join their buddies at the other side of the map). And they are also excellent for tactical retreats. Just click on the Moongate and your units disappear from combat and reappear in safety at the Moongate. Use the Slave Moongate anytime you are low on units. Just build more units at your Clanshrine, click on the Moongate to gather your units, and set out for battle.

When you have all your troops, click on the Slave Moongate in the north. All your units appear there instantly. Start razing the Stormbringer town, smashing buildings south of the Slave Moongate. Then start moving northeast, being sure to pick up the shield runestone.



Along the way, you encounter a tesla coil, the Stormbringer turret. This is a good time to use your shield runestone. A second turret, on the opposite side of the map, guards the northwest pass. You only need to go through one of the passes—west or east—to get to the north edge. After destroying the tesla coil, retrieve the freeze runestone.





### TIP



This level contains three new runestones: freeze, shield, and lightning. Lightning is like firestorm, but freeze and shield are not attack powers. Instead, freeze immobilizes all nearby enemy units for 9 seconds, while shield makes you suffer only minimum damage for 10 seconds, greatly reducing the effectiveness of enemy troops. These two are perhaps the game's best runestones. Freeze is especially good because it lets you get half a dozen free hits on the enemy. Use these two runestones for the big battles when you take on the Stormbringer Clanshrines in the upper part of the map.



In the northwest, you encounter your first Stormbringer Clanshrine. Activate your Hellfire moonstone and storm the base. As you meet your first wave of resistance, activate the freeze runestone. You should obliterate the first Clanshrine in an instant.



Then move west. You come to the second Clanshrine. If you lost any units, replace them, then walk up to the Observatory and buy two moonstones: one for Hellfire and one for Stonecrusher. Then regroup your army at the Slave Moongate and move north again. Use a combination of Hellfire archers and Stonecrusher melee, backed up with moonstones, to easily demolish the remaining two Stormbringer Clanshrines.

### NOTE



Titans cannot teleport via Moongates, so if you want to build a stone ogre and have him help out on the offensive, you have to destroy the towers powering each electrical gate. There is one at each gate, and when you destroy it, the gate goes down, allowing your units to move up and down the map. Of course, the Moongate is still more efficient for your goblins, but for your titan, walking is the only option.

Grommel then orders a base to built immediately, as Faine will surely not take this defeat lying down. The full fury of Stormbringer has yet to be unleashed....





# Mission 2: The Coming Storm

## MISSION INFO

- Playable Clans: Hellfire, Stonekrusher
- Units Available to Build: Miner, Rock Thrower, Lugger, Pit Boss, Drummer, Lumberjack, Archer, Hunter, Bombardier
- Enemies Encountered: Stormbringer Acolyte, Stormbringer Conjurer, Stormbringer Pyro Mage, Stormbringer Tesla Coil

## MISSION OBJECTIVES

- Deal with Stormbringer sentries.
- Use the nearby Master Moongate to attack the Stormbringer clan's positions.
- Capture and hold all four Soul Fountains until Stormbringer is forced from the field.



## LEGEND

- |                              |                           |
|------------------------------|---------------------------|
| = Starting Location          | = Soul Fountain           |
| = Blue Moongate              | = Stonekrusher Clanshrine |
| = Red Moongate               | = Stormbringer Clanshrine |
| = White Moongate             | = Heal Runestone          |
| = Observatory                | = Lightning Runestone     |
| = Hellfire Clanshrine        | = Shield Runestone        |
| = Critical Mission Objective | = Freeze Runestone        |



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When this mission begins, Grommel tells a small group of Hellfire goblins to scout out the area and look for the Stonekrusher advance camp that has been set up in the Stormbringer mountains. But he cautions the eager goblins to be careful, because the Stormbringer clan is ready and waiting for you.

### NOTE

With no Hall of Titans on this level, you cannot build a stone ogre or turrets.



Take your group of goblins, consisting of one scout and two hunters, and head west. Then go north up the ledge. You trigger a cutscene and see two Stormbringer goblins standing watch at a signal tower. Move closer and see your two hunters set up and snipe at the Stormbringers, who fall on the spot.



Now to locate your base. Go back east, destroying any rocks and spires to gain gold. You want to have 25 gold by the time you reach your base. When you reach the plateau's easternmost edge, walk north. You come to the Stonekrusher and Hellfire base camp, but it's in ruins.

Use your gold to repair the Clanshrine on the right. That's the Stonekrusher one. Then build a force of miners and destroy all the rocks and spires on your plateau. When you get another 25 gold, repair your Hellfire Clanshrine. Then buy as many units as you can.

### TIP

Pick up the freeze runestone just north of the Red and Blue Moongates in your base. It comes in very handy later on.

### TIP

As in the last level, you face lots of acolytes, conjurers, and a few tesla coils. Hellfire archers and Stonekrusher luggers and miners serve you well here.



When you've bought all the units and upgrades you can, walk south of your camp and claim the White Master Moongate. The two White Slave Moongates appear on the map. One is southwest of you on a separate plateau and the other is northeast.



Click on the southwest White Slave Moongate and teleport there. You're immediately attacked by Stormbringer foes, but you should win easily. Use any runestones you have. Claim the Soul Fountain near here, and then walk north. Smash rocks every step of the way for all the gold you can get. You want to purchase upgrades as soon as you can and still have money left over for moonstones.

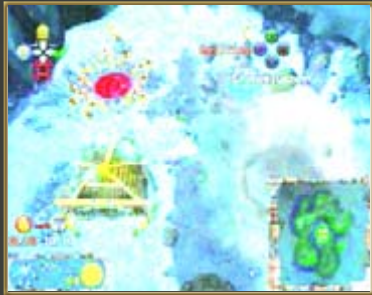


A little farther north, you come to an Observatory. Claim it and buy a moonstone. Now go farther northwest and to the Red Master Moongate. Claim it and



# MISSION 2: THE COMING STORM

the Red Slave Moongates show up on the map. One is already at your base, but the other is far in the southeast.



While you are exploring, the Stormbringer clan occasionally sends forces to attack your base. They come through the Red and Blue Moongates. You can claim the Red Moongate to cut off that route into your base, but you can't do the same with the blue one until the end of the level. If you are attacked, click on the Red Moongate to quickly teleport back to your camp to defend it.



**Don't claim this Soul Fountain yet. The Stormbringers just send goblins through this gate to reclaim it, and you can't follow them back to fight them.**

For now, ignore the Soul Fountain east of the Red Master Moongate. If you claim it, the Stormbringers just take it back when you leave. That's because it's right next to a gate. Like in the previous mission, it's an impenetrable gate of wind and lightning powered by a tower behind the walls. You can't get to it yet.



For now, go north as far as you can to destroy the Stormbringer Clanshrine there. That cuts down on some of the forces being sent at you and your base. Buy any units you need to replenish your forces, and try to max out your upgrades. Now click on the White Slave Moongate in the northeast.



You're assaulted immediately upon stepping through the Moongate. Destroy the foes here, using any moonstones or runestones you have. Then head west. Destroy all the buildings

you see. Expect some strong Stormbringer resistance, but with your upgraded archers supporting your Stonecrusher melee, you should be fine.

Stonecrusher clan is vulnerable to the secondary blue type damage that Stormbringer clans deal. Buy armor upgrades as soon as possible. And use Hellfire archers and hunters because they can destroy Stormbringers quickly from afar.



Soon, you see the wind gate, and the tower powering it. Destroy it, and go through the gate and claim that second Soul Fountain. Now click back on the northeast White Slave Moongate and head north. Ahead you see the third Soul Fountain. Destroy the Stormbringer defenders and claim this third fountain.



### TIP

While you are capturing the Soul Fountains, the Stormbringer clan tries to reclaim them. Be ready to respond with at least one force of Hellfire goblins to repel these Stormbringer goblins. Use the following Moongates to quickly jump to the respective Soul Fountain to protect it if necessary: southwest White Slave Moongate (first fountain), west Red Master Moongate (second fountain), northeast White Slave Moongate (third fountain), southeast Red Slave Moongate (fourth fountain).



Now click on the Red Slave Moongate in the southeast. A little south of there lies the fourth Soul Fountain. Hold that and wait.



In a short while, if you hold all four Soul Fountains, Faine appears and announces his retreat. He is by no means defeated, but without the Soul Fountains to feed his armies, he has to give up these mountains.

### NOTE

Farther south of this fourth Soul Fountain is the Blue Master Moongate, as well as additional Stormbringer Clanshrines. They are not part of your mission objective. In fact, you cannot even get there. Just hold the four Soul Fountains, and keep your goblins ready to defend them. You win the mission without ever setting foot into the far southeast of the map.

# Mission 3: Death From Above

## MISSION INFO

- Playable Clans: Hellfire, Stonekrusher
- Units Available to Build: Miner, Rock Thrower, Lugger, Pit Boss, Drummer, Lumberjack, Archer, Hunter, Bombardier, Scout
- Enemies Encountered: Lightning Elemental, Stormbringer Acolyte, Stormbringer Conjuror, Stormbringer Ice Mage, Stormbringer Pyro Mage, Stormbringer Wind Mage, Stormbringer Tesla Coil

## MISSION OBJECTIVES

- Reach the gate leading to Faine's stronghold in the north.
- Halt the Stormbringer assaults by taking control of the Master Moongate to the north.
- Destroy the Stormbringer forces and Clanshrines guarding the gate.



# MISSION 3: DEATH FROM ABOVE



## LEGEND

- = Starting Location
- = Hall of Titans
- = Hellfire Clanshrine
- = Stonekrusher Clanshrine
- = Soul Fountain
- = Moongate
- = Stormbringer Clanshrine
- = Titan
- = Heal Runestone
- = Lightning Runestone
- = Slow Runestone
- = Shield Runestone
- = Vision Runestone
- = Freeze Runestone



When Mission 3 starts, Grommel and his reinforcements have arrived at the Stonekrusher camp near Faine's stronghold. But the Stormbringer goblins are attacking in fierce waves. Your town is in ruins, and you must repair it. But you also must be vigilant against attacks. A White Slave Moongate is just west of your town, and forces are attacking your base from there, as well as from the east.



## TIP

Claim the White Master Moongate as soon as possible so you can jump back to your base to defend it. Faine throws constant attacks at your base, so you need to return quickly in case of attack. Owning the White Master Moongate allows you to do that.





Start by repairing your Hellfire Clanshrine and building a force of luggers. Then buy some archers or bombardiers. Explore the west and east areas surrounding your base, being sure to destroy everything to get gold. Make sure you get the freeze runestone in the west. Then move east.

While moving around, you fight lots of Stormbringer goblins. You now face pyro mages, ice mages, and wind mages. The latter really beef up the armor of nearby friendly units. But as long as you have superior numbers, you should be fine. Use bombardiers with their long range and area damage to take out bunches of Stormbringer goblins.



Go northeast and fight a lightning elemental at the gate. It turns into a tornado and does massive damage to your units, but if you have 10 units for each clan, and your stone ogre, you should have no problem.



Then swiftly proceed north and destroy the Stormbringer Clanshrine. Go northeast of the Clanshrine and find a shield runestone. Then go west.



You come across a frozen warpig, guarded by a group of Stormbringers. Use the Stormbringer goblins and then smash the warpig. Destroy the ice covering it, and in its place is a warpigpult for you to destroy.

### NOTE



While you run around the map, exploring and taking the fight to the Stormbringer clan, Faine sends forces to destroy your base. Place three lenscannons in the middle of your base, under your Hall of Titans, to defend against the Stormbringer attacks. Three lenscannons repel any attack force, letting your goblin armies stay in the field, rather than wasting their time running back to defend your camp.



Destroy the Stormbringer Clanshrine just north of the warpigpult. You can use either the warpigpult or stone ogre, but not both. After the Clanshrine is gone, go west. You encounter a third Stormbringer Clanshrine.



# MISSION 4: THUNDERHEAD

Destroy it, and then go north across the rocky bridge. At the end of the bridge is the White Master Moongate. Claim it and all the White Slave Moongates appear on the map.

## TIP

The warpigpult gives you long-range siege ability, but it is very difficult to maneuver and can fall easily if swarmed by enemy units. If you do use it, keep your goblins close by to defend it.

Once the White Master Moongate is secured, you are very close to winning the mission. Use the Moongates to hop around to different areas to harvest resources and take Soul Fountains.

## NOTE

Now that you control the White Master Moongate, you can hop back to your home base anytime you want to defend it. You can also regroup all your troops at any Slave Moongate. Do this if your forces are split up (for example, if half your goblins were lost in battle and your reinforcements are running to join them). This eliminates the time wasted by running goblins across the map.



When you have bought all the upgrades and have a force of bombardiers and luggers, teleport to the central White Slave Moongate, located just east of the Master Moongate, but on the lower valley.



Then head north. You come to the gates leading into Faine's stronghold. Guarding it is a lightning elemental and many Stormbringer goblins. Concentrate on the elemental and after it's gone, dispatch the Stormbringers. To beat the mission, you must destroy the three Stormbringer Clanshrines here.



With the three Clanshrines demolished, Grommel knocks on the doors of Faine's fortress. The final battle to decide the fate of Clan Stormbringer is ahead.

## Mission 4: Thunderhead

### MISSION INFO

- Playable Clans: Hellfire, Stonecrusher
- Units Available to Build: Miner, Rock Thrower, Lugger, Pit Boss, Drummer, Lumberjack, Archer, Hunter, Bombardier, Scout, Stone Ogre, Lenscannon, Rock Lobber
- Enemies Encountered: Lightning Elemental, Stormbringer Acolyte, Stormbringer Conjuror, Stormbringer Ice Mage, Stormbringer Pyro Mage, Stormbringer Wind Mage, Stormbringer Tesla Coil

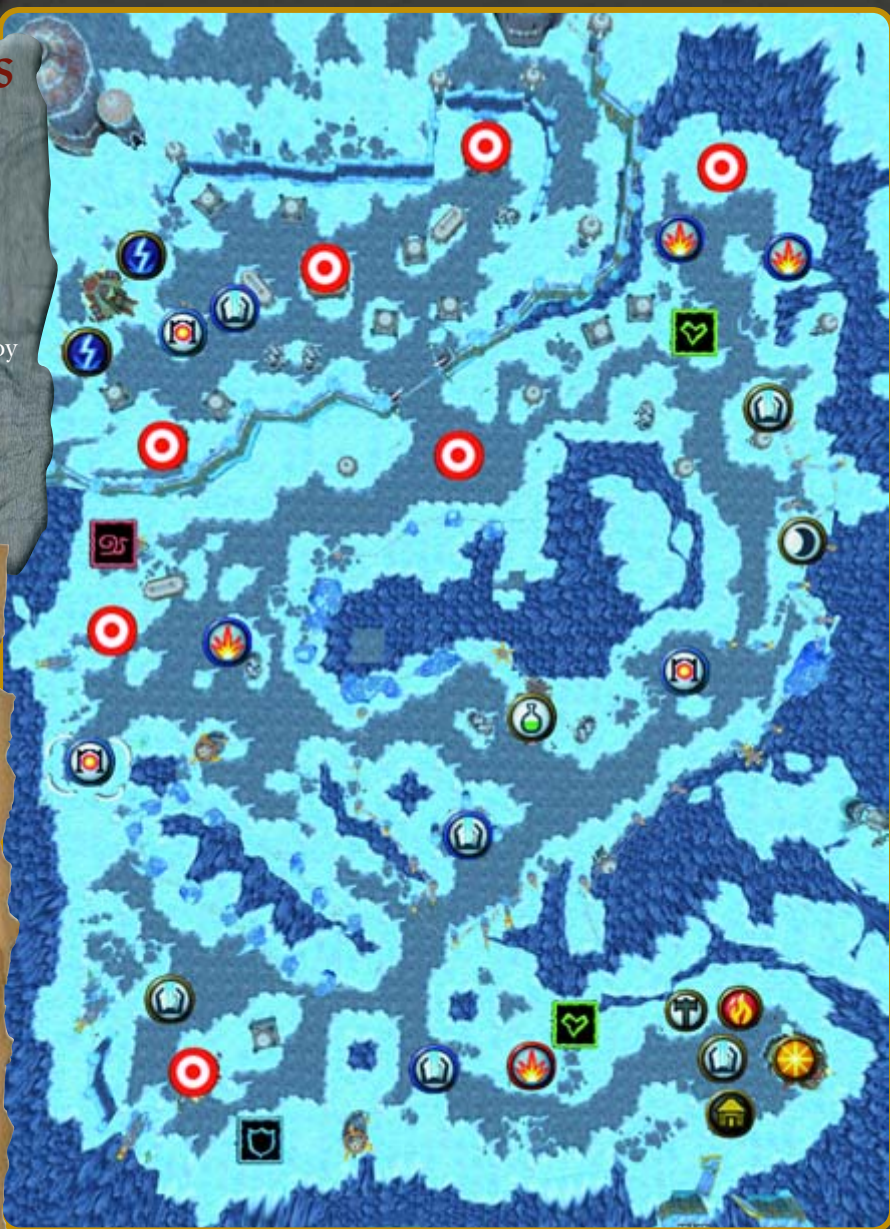


### MISSION OBJECTIVES

- Find a way into Faine's fortress.
- Destroy the lightning generator.
- Destroy the rain collector.
- Destroy the wind turbine.
- Use the lightning tower to destroy Faine's fortress and open the electrical gate.
- Destroy the last of the Stormbringer clan.

### LEGEND

- = Starting Location
- = Alchemist Shop
- = Observatory
- = Hall of Titans
- = Hellfire Clanshrine
- = Stonekrusher Clanshrine
- = Stormbringer Clanshrine
- = Moongate
- = Turret
- = Critical Mission Objective
- = Soul Fountain
- = Heal Runestone
- = Slow Runestone
- = Shield Runestone



Clans Hellfire and Stonekrusher, led by Grommel, have successfully penetrated the heart of Faine's stronghold. Now they must fight into his inner fortress. But being so close to the center of Stormbringer power, Grommel and his followers find themselves being battered by the elements, which are Faine's very own to command.



Your course is clear: you must disable the awesome weather machines that Faine is using to turn the elements against you.

You start with a Hellfire Clanshrine and a Stonekrusher Clanshrine. Faine uses lightning to destroy the Hall of Titans at the start of the mission. Begin by destroying rocks and other items



# MISSION 4: THUNDERHEAD

to get money. You want to have enough to unlock the bombardier and then start buying Hellfire upgrades. Buy armor upgrades for your Stonekrusher units as soon as possible to offset their vulnerability to Stormbringer units.



The only way to head is west. The lenscannon up ahead is yours, and proves useful for defense. Lay down another to beef up your protection against enemy units. Have it close to the nearby Soul Fountain so it can protect it and back up your first lenscannon.

As you travel west, you find a heal runestone and then a shield runestone. Use them to keep your units alive as you fight the army of Stormbringer units waiting west. Make sure to claim the second Soul Fountain on your way west.



Once you get to the far west, you spot the first of Faine's machines, which he uses to control the winds. A concentrated effort from your two clans destroys it, especially if you have upgraded bombardiers. You don't even need your titan. A few Stormbringer goblins guard it.



Nearby this first machine to the west is an Observatory. Claim it so that you can buy moonstones anytime you want. These power-ups make your army insanely powerful for only 15 gold apiece.



Now head north from the Observatory. There you find a White Slave Moongate and a second machine: a rain collector. Destroy that as well. Then keep going north.

## NOTE



Although we recommend that you follow the path outlined in this walkthrough, you also could explore the middle of the map to capture the Alchemist Shop for its runestones, and claim the Soul Fountain there. The shop sells the following runestones: bonesaw (20 gold), firestorm (15 gold), heal (10 gold), shield (30 gold), and slow (15 gold). Exploring this middle territory isn't essential to victory. But if you want some runestones, go ahead.

At this point, you see the walls protecting Faine's fortress in the north. You cannot go farther north, so you have to go east now. As you move northeast, you run into a lightning elemental. Use moonstones to beef up your Hellfire and Stonekrusher attacks, and defeat it.

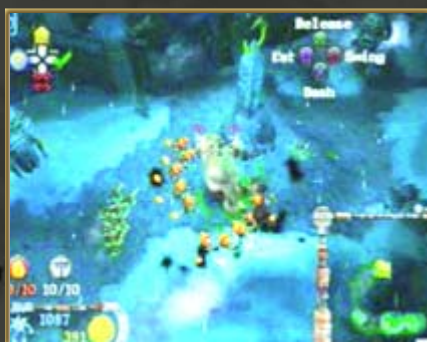




### TIP



Your base gets attacked repeatedly by Faine's forces, including an occasional lightning elemental. Have one or two additional lenscannons parked next to your initial one to fend off these attacks.



Keep walking northeast and spot the lightning tower. This huge spire allows Faine to call down lightning to strike you. Grommel tells you to find its power source and cut it off from Faine so that you can take control of it.



Walk northeast past the tower and you encounter strong Stormbringer resistance. As the path turns directly north, two tesla coils guard the fourth machine that provides power to the lightning tower.

### TIP

South of this area is a Soul Fountain. Capture it if you need souls.

Use moonstones to beef up your two clans' attacks and then lay into the turrets. With the bombardiers doing triple damage, you should have no problem. But beware: Stormbringer goblins guard the area.

### CAUTION

**If you don't pay attention and don't attack the tesla coils strategically, you could lose most or all of your men. Don't split up your forces between the two towers and don't forget to buy and use moonstones. Make sure your units are also fully upgraded.**



### TIP

After destroying the tesla coils, smash all the rocks around the area to uncover the heal runestone. Use that to replenish the health of your units. Then go buy more moonstones.

When you successfully eliminate the defenses, walk north and destroy the machine. Faine's connection to the lightning tower is now severed.



Now head back to the lightning tower. Another lightning elemental is waiting for you on the way back. Use your moonstones and destroy the elemental. Now, when you arrive at the lightning tower, it's under your control. Your inventory slots are now filled with lightning runestones.



# MISSION 4: THUNDERHEAD



The way into Faine's fortress is still blocked by the high walls and wind gates. To take down the gates, you need to destroy the three generators powering them. They are marked on the map as Critical Mission Objectives behind the walls of Faine's fortress.



Target the first two generators with lightning attacks. After you use them, two new lightning runestones automatically appear in your inventory.



**Use your lightning attacks to destroy these two Clanshrines before you open the gate.**

Now, before attacking the final generator, fire two lightning runestones each at the two Stormbringer Clanshrines inside the fortress. You can destroy them easily. Then obliterate the third generator. The gates fall. Enter the fortress and press the attack.



A huge force of Stormbringer goblins rushes forth to meet you near the gates. Use your remaining two lightning runestones to attack their rear. Between the lightning attacks and your two clan troops, you should have no trouble annihilating the remaining Stormbringer troops. And because your previous lightning strikes did in the two Stormbringer Clanshrines, there won't be any reinforcements.



Clan Stormbringer has finally been brought to its knees. But what of Faine? While you mop up the final pockets of Stormbringer resistance, Grommel goes in search of Faine. He finds him at a mountain peak, but the Stormbringer commander unleashes a flurry of lightning at Grommel. Faine is determined to pay Grommel back for the murder of Frazier.



Who has been planting this lie in the minds of his brothers? But Grommel has no time to contemplate such questions, as Faine's electrical assault leaves him sprawled on his back. Things look grim for the Stonekrusher commander, but once again, Grommel cheats death, and kills Faine instead. Disappointed that he had to kill one of his own brothers, Grommel is nevertheless undeterred. He will find the other clans, and reason with them, or deal with them as he has dealt with Hellfire and now Stormbringer.





# Campaign Walkthrough: Act IV—Toxic Swamp

## Mission 1: The Marshes

### MISSION INFO

- Playable Clans: Hellfire, Stonecrusher, Stormbringer
- Units Available to Build: All Hellfire Units, All Stonecrusher Units, Acolyte, Conjuror
- Enemies Encountered: Plaguespitter Bile Spitter, Plaguespitter Cropper, Plaguespitter Savage, Plaguespitter Hive Turret

### MISSION OBJECTIVES














- Find a Soul Fountain to help sustain the clan.
- Find out what is polluting the Soul Fountains.
- Destroy the Defiler Tree.





# MISSION 1: THE MARSHES

## LEGEND

-  = Starting Location
-  = Critical Mission Objective
-  = Alchemist Shop
-  = Hellfire Clanshrine
-  = Plaguespitter Clanshrine
-  = Stonekrusher Clanshrine
-  = Stormbringer Clanshrine
-  = Soul Cache
-  = Turret
-  = Hall of Titans
-  = Firestorm Runestone
-  = Heal Runestone
-  = Freeze Runestone



Grommel and the three clans have now made it to the swamplands of the Plaguespitter clan. Humid and dirty, the land is teeming with hostile life. Behind every tree and under every fen could lurk a Plaguespitter goblin. Grommel warns you to be careful, and then tells you to find a Soul Fountain to sustain the clan base here.

## NOTE

In this mission, you don't start with a Hall of Titans, so you cannot build any titans or turrets at first. Guard the turrets you have.





You start out with a Clanshrine for each of the three clans. But you have only 100 souls and 100 gold, barely enough to create a small exploratory force. Don't build Stormbringer units yet; they are weak against Plaguespitter clan. Go for Hellfire archers and Stonekrusher miners. This gives you the largest army possible at this point. Plus, they are both strong against piercing attacks, making them ideal for fighting the many Plaguespitter savages you'll face on this map.

### CAUTION

This map contains very little to destroy for gold. Conserve what gold you have for the first level of upgrades and some runestones. Don't waste it on unlocking units.



When your army is intact, head west. You encounter a huge group of Plaguespitters. Fight them in the shadow of your lenscannon so the turret can give you cover fire.



Set out west and you come to a Soul Cache surrounded by a ring of brambles. Hack at the brambles and smash the Soul Cache to get the souls inside.

### NOTE

The only way to get souls on this level is to take the Soul Caches. They each give you 150 souls, but they are also guarded by Plaguespitter goblins. Refer to the map to see where all the Soul Caches are.



Now head north and you come to a Soul Fountain, but it's overgrown and polluted. It is useless to you. In fact, all the Soul Fountains on this map are like that.



Shocked and disgusted, Grommel tells you to search for whatever is defiling the fountains. It's time to beef up your army to maximum numbers.



Use the souls you recently got from the Soul Cache to purchase 10 Stormbringer units, with a mix of melee and ranged capabilities. Leave these at your base to defend it. Between them and your two lenscannons, you should be able to defend your base from Plaguespitter attacks.

### NOTE

The Plaguespitter goblins are tough. They dominate your Stormbringers, so don't bring them on the offensive. Leave them for defense, where they can be supported by your turrets. Also, fewer attackers go after your base.



# MISSION 1: THE MARSHES



Head north now with your full Hellfire and Stonekrusher army, past the defiled Soul Fountain to an Alchemist Shop. Claim it, because the freeze, heal, and lightning runestones come in very handy later.

Find another Soul Cache north of the Alchemist Shop. By now, you should have enough to buy maximum Hellfire and Stonekrusher units.



Use what scant gold you find to upgrade your Hellfire and Stonekrusher units as much as you can. Now head east. At the end of the map, find another Soul Cache and a freeze runestone. Take both.



**You encounter very large groups of Plaguespitter goblins while exploring. These groups often number 10. Expect to lose many units. Upgrading your clans is a must, although you haven't enough gold for full upgrades. Do not get into protracted fights by exploring the entirety of the map. Avoid the west side unless you need more Soul Caches. You can win this mission without exploring all of this level.**

With your Hellfire and Stonekrusher expedition, go north from the freeze runestone and destroy everything in your path. At the very top of the map, in the northeast corner, find a Plaguespitter Clanshrine, as well as a nearby Soul Cache. Destroy it.



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**On your way to the northeast Clanshrine, you face a Plaguespitter hive turret. Your miners should be able to destroy it quickly though. And if you have at least one upgrade for your archers, you can shoot it from beyond the turret's range.**

After this Plaguespitter Clanshrine is destroyed, attacks on the east side of your base decrease, meaning you can station your Stormbringer defenders west to meet the attackers from that direction.

Now regroup. Amass an army of 10 archers and 10 miners at your base. Then head north along the middle of the map. Go past the Alchemist Shop, and make sure you have a freeze and lightning runestone in your inventory.

Go north to the top of the map, defeating the Plaguespitters in your way. If your numbers get low, replenish them so that you have the max of 10 units per clan when you reach the top of the map.





Now, head west, hacking your way past the brambles. You come to a Plaguespitter Clanshrine, and then your units spot the Defiler Tree just south of that behind a wall of brambles. It is marked on the map as a Critical Mission Objective. Destroy the Clanshrine first.



The force of Plaguespitters guarding the Defiler Tree now come out to attack. They include bile spitters, so be careful. Use your freeze runestone to paralyze them to get free hits on them. Then lay down your lightning runestone as well. Go back to the Alchemist Shop and buy two more lightning runestones.



Now smash through the brambles and attack the Defiler Tree, firing your final two lightning runestones. The tree falls, and the mission ends.

## Mission 2: Harvest

### MISSION INFO

- Playable Clans: Hellfire, Stonekrusher, Stormbringer
- Units Available to Build: All Hellfire Units, All Stonekrusher Units, Acolyte, Conjuror, Pyro Mage, Stone Ogre, Warpigpult, Lightning Elemental, Rock Lobber, Lenscannon, Tesla Coil
- Enemies Encountered: Plaguespitter Bilespitter, Plaguespitter Cropper, Plaguespitter Savage, Plaguespitter Hive Turret

### MISSION OBJECTIVES

- Find out where the Plaguespitter clan is getting its poisonous herbs.
- Destroy the Plaguespitter crop.
- Destroy the Plaguespitter harvesting encampment.





# MISSION 2: HARVEST

## LEGEND

- = Starting Location
- = Green Moongate
- = Critical Mission Objective
- = Observatory
- = Soul Fountain
- = Turret
- = Hall of Titans
- = Scout Tower
- = Hellfire Clanshrine
- = Plaguespitter Clanshrine
- = Stonecrusher Clanshrine
- = Stormbringer Clanshrine
- = Acid Cloud Runestone
- = Firestorm Runestone
- = Heal Runestone
- = Lightning Runestone
- = Shield Runestone
- = Transmogrify Runestone
- = Freeze Runestone



Grommel takes inventory of his followers after the initial battle with Clan Plaguespitter, and things aren't looking good. The toxic attacks of the Plaguespitters are poisoning your men. You need to find the clan's poisonous herbs and destroy them.



When this mission starts, you get attacked from both the east and the west. The attacks are furious, but you have a new ally: the lightning elemental.





Directly east of your Clanshrines is a Plaguespitter encampment. Buy as many miners and archers as you can and then go east with your lightning elemental. Have your units auto-follow you. Turn into a tornado and destroy the brambles. You see a Plaguespitter Clanshrine.

If your elemental is defeated, take direct control of your units and have them destroy the Plaguespitter Clanshrine. Once their Clanshrine is destroyed, you can make short work of the rest of the encampment and use the debris for resources.

### CAUTION

Both the west and east Plaguespitter camps are protected by three hive turrets. Use miners and your lightning elemental's tornado to destroy them.



By the time you finish your assault on the Plaguespitter encampment, another group of enemy goblins is attacking your base from the west. Go back and fend them off. Once you've taken care of them, leave one clan behind to protect your base, and send the other two toward the Plaguespitter camp to the west. Destroy it and take over the Soul Fountain there. Now the constant attacks die down.

### NOTE



Although the repeated attacks stop once you destroy the west and east Plaguespitter Clanshrines, you still get invaded occasionally. When you have the resources, place two lenscannons at your base's west side. That should provide ample defense.



Now go back to the east camp. Clear out all the debris south of it for resources. From there, head a little north, destroying the brambles blocking your way. Find another Soul Fountain and an Observatory and claim both. The Observatory's moonstones will be very useful when you face the Plaguespitter hordes in the north.

### TIP

You have souls pouring in. Instead of buying a lightning elemental, go with the stone ogre. Use the gold you save on upgrades for your units instead.



Now go down from the plateau where the Observatory and Soul Fountain are. You see a stream north of your base. Follow it northeast. You see the crops that the Plaguespitters process for their poison on a raised plateau north of the river. It is marked on the map as a Critical Mission Objective. But don't worry about destroying the crops just yet.



# MISSION 2: HARVEST



Take your stone ogre and have all your units auto-follow you northeast along the river. As you walk northeast, notice a cove to your right. Inside is a fifth Soul Fountain, some Plaguespitter goblins, and runestones. You can go inside or keep following the river. At the river's end, find a chest of gold and a transmogrify runestone. Go west from here and destroy the brambles. Behind them lies a Plaguespitter Clanshrine.



The Clanshrine is protected by a hive turret. Have your archers and miners destroy it and then turn on the Clanshrine. Your stone ogre can provide ample assistance as well. Use your runestones to turn the enemy into sheep. Take over the Soul Fountain nearby when you've wiped out the camp.

Now go south. You pass a Green Slave Moongate. Ignore it and keep going south. Make sure you have all 30 units possible. You come into the circle of crops from the top.



Hordes of Plaguespitters await. Use your stone ogre to push them around and have your units tear into them.



Head southwest first and destroy the Plaguespitter Clanshrine that oversees the crops. If you activate your moonstones, the Clanshrine goes down in seconds. Now wipe up the remaining enemy units. Be careful of the hive turret in the east.



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## TIP

Go back to the Observatory and buy moonstones for your Hellfire and Stonecrusher clans and then use them. You absolutely obliterate the opposition when so powered-up.



**Capture this Green Master Moongate so you can move your armies about quickly.**

Go northwest and take over the Green Master Moongate. Now you can quickly reinforce and regroup your armies.

Head west from here if you like, but there's really no point. Replenish your units back to their maximum number with highest possible upgrades.





Then click on the Green Slave Moongate to have them all appear there. Walk your stone ogre down to that Moongate as well. Now head west. You come to a low swamp that is the Plaguespitter's harvesting encampment.



Use your moonstones, titan, and full army to destroy the encampment. Once that is done, the mission ends. With the Plaguespitter camp gone, you can focus on capturing the vile Plaguespitter commander, Syst.

# Mission 3: Sacrifice

## MISSION INFO

- Playable Clans: Hellfire, Stonekrusher, Stormbringer
- Units Available to Build: None
- Enemies Encountered: Plaguespitter Bile Spitter, Plaguespitter Cropper, Plaguespitter Savage, Plaguespitter Shaman, Plaguespitter Slime

## MISSION OBJECTIVES

- Find the Wise One located to the west.
- Gather 300 gold and deliver it to the Wise One's hovel near the map's northeast corner.
- Use the passage to get to Syst's Hive near the map's northwest corner.
- Kill three slimes.

## LEGEND

- = Starting Location
- = Alchemist Shop
- = Critical Mission Objective
- = Plaguespitter Clanshrine
- = Transmogrify Runestone
- = Titan





# MISSION 3: SACRIFICE

Grommel is now eager to find Syst and end this fruitless war between fellow goblins. First, though, Syst's Hive must be found before a dialogue can be initiated.

You begin in the map's southeast corner, with Grommel ordering you to find the entrance to Syst's hideout.



This mission is more difficult and longer than some of your previous missions. You have no Clanshrines, so you can't buy your own units. Instead, you start with five units from each of your three clans: Hellfire, Stonecrusher, and Stormbringer.

The only way you can get more troops is to have your previous five die. When all of the units you control from a particular clan die, five more reinforcements from the same clan appear on the map at your starting location. Every time this happens, 75 souls are deducted. If you have no more souls in reserve, then you can't call reinforcements.

## NOTE

The makeup of your commando team of goblins is as follows:

**Clan Hellfire:** Two archers, one hunter, one bombardier, one scout

**Clan Stonecrusher:** Two miners, one lugger, one pit boss, one drummer

**Clan Stormbringer:** One acolyte, one conjurer, one pyro mage, one ice mage, one wind mage

Each time reinforcements arrive, you get the same five unit types.



Start by heading north. You see an Alchemist Shop. Its runestones are a huge boon. There are no guards here. Head farther north.

## TIP

The Alchemist Shop sells firestorm, freeze, heal, shield, and slow runestones. Freeze is especially useful, and firestorm can help against the slime titans you face later.



The first Plaguespitter you see does not attack you. Instead, he tells you that the Wise One of the tribe wishes to discuss a truce with you. He's in the far west, marked as a Critical Mission Objective in the map.

Now head west to meet the Wise One. The rest of the Plaguespitters you meet on this map do not parlay like the first one. They attack on sight. Purchase two runestones to use in case you get attacked by a huge horde of Plaguespitters, but don't spend too frivolously on runestones. You want to save 300 gold, so don't buy too many runestones yet. But do smash everything on this map to accumulate as much gold as possible. After you pay the Wise One, buy all the runestones you want.





While exploring, you'll undoubtedly lose goblins as you fight Plaguespitters. Don't bother healing them with heal runestones. Be smart about how you use your goblins, but it's okay if they fall. You can get reinforcements.

### TIP

When you are down to one unit from a clan, send it off into the fog of war to be defeated. You can't replenish your units in a particular clan until all of them are wiped out, so sacrifice the one survivor and get five new troops, rather than trudge on at diminished strength.



After continuing west across the map, you see a Plaguespitter Clanshrine. Make sure your clans are all together, and at as full strength as possible. Destroy the Clanshrine and walk west of it. You see a Plaguespitter shaman waiting on a mound.

### TIP



Keep your goblins bunched together so they all benefit from the wind mage's armor boost, the drummer's healing, and the scout's increased vision. By having the goblins lend their strengths to each other, they become much more powerful.



As you approach the Wise One, he tells you that many in the tribe are weary of Syst's insanity. They wish to end this dishonorable war with their brethren. The Old Man promises to take you to Syst, but only if you pay him 300 gold. He tells you to meet him where the north and east winds meet once you have amassed the requisite gold. He then leaves.



### TIP

If you have reinforcements arriving in the southeast corner, don't have them rush across the map to join your other troops. That leaves them vulnerable to ambush on the way up.

Because each clan group numbers only five, they can't hold their own if attacked. You stand a chance only when all three clans fight as a single unit. So don't let reinforcements rush about on their own. When they arrive, send your army to pick them up. Then proceed.

Now head back east. When you reach the spot where you started, walk north. Along the way you encounter a Plaguespitter Clanshrine. Destroy to lessen your burden a little.



**This shadowy alcove is where the Wise One awaits the second time.**



# MISSION 3: SACRIFICE

About midway up the map, the path veers a little to the right. You then see a small cove leading south. Walk south down this little path.



The Wise One gladly takes your money and then tells you that the secret cave leading into Syst's lair is where the north and west winds meet at the end of the river.

Now head all the way north. At the top of the map, go west. You encounter a Plaguespitter Clanshrine behind some brambles. Destroy it all, and then keep marching west.



You encounter your first slime. This Plaguespitter titan crawls over your units and devours them with acid. Use a firestorm runestone and shield runestone to help. You might lose a whole clan of units, but just regroup and attack it again. This titan is tough, but not unbeatable.



Now keep going west, crossing the river. You see a huge, dark cave in the northwest corner. Once you walk into it, a cinematic shows your men venturing into a hole. But alas, it is a trap. The Wise One was setting you up for an ambush.



Suddenly, three huge slimes charge out of the cave and eat your goblins. After the cutscene plays, your reinforcements appear in the southeast corner again. Walk them up to the cave and the slimes.



Attack the slimes with firestorm runes, and activate shield runestones on your goblins just before they attack. If need be, keep returning to the Alchemist Shop for more runestones. When the slimes are destroyed, you win the mission.

Incensed at Syst's treachery, Grommel vows to take the fight to his hive.





# Mission 4: Hive Mind

### MISSION INFO

- Playable Clans: Hellfire, Stonekrusher, Stormbringer
- Units Available to Build: All Stonekrusher Units, All Stormbringer Units, Hunter, Bombardier
- Enemies Encountered: Plaguespitter Bile Spitter, Plaguespitter Cropper, Plaguespitter Savage, Plaguespitter Shaman, Plaguespitter Spore Fiend, Plaguespitter Hive Turret

### MISSION OBJECTIVES

- Gather enough gold and rebuild the Stonekrusher Clanshrine.
- Destroy the four Plaguespitter Clanshrines.
- Rebuild the Hall of Titans.
- Lay siege to Syst's Hive.

### LEGEND

- = Starting Location
- = Critical Mission Objective
- = Alchemist Shop
- = Soul Fountain
- = Turret
- = Hall of Titans
- = Hellfire Clanshrine
- = Plaguespitter Clanshrine
- = Stonekrusher Clanshrine
- = Stormbringer Clanshrine





# MISSION 4: HIVE MIND

Grommel has ordered the three clans to surround Syst's Hive by building their Clanshrines around the basin of water that is his home. But suddenly, a wave of Plaguespitter goblins descends on your Clanshrines, cutting them off from each other. You must repel the attack and regroup.



The only Clanshrine up and running is Stormbringer. Pump out Stormbringer units until you have 10 total and begin smashing debris all around your Clanshrine. Go south and destroy the brambles separating your Stonekrusher and Stormbringer shrines.



Meanwhile, have your few Stonekrusher goblins attack debris for gold. As soon as you have 25 gold, repair your Stonekrusher Clanshrine.

Now, buy 10 miners and rush east with them and your Stormbringer units. Find a

Plaguespitter encampment here with two hive turrets and two Plaguespitter Clanshrines behind them.



**Have both clans go on the offensive, but if your base is attacked, withdraw one to defend it.**

**During your assault of the east Plaguespitter encampment, you may get attacked from the north by the other Plaguespitter base. If that happens, break off the attack with your Stormbringer clan and run back to your base, using direct control if necessary to draw your Stormbringer units away. Leave your Stonekrusher units at the camp to finish them off though; you need only one clan to defend your base.**



Using your miners, demolish the buildings. Take direct control of them if you must to ensure that the buildings go down. Destroy the Clanshrines and then turn your attention to the Plaguespitter goblins around here.



**Take direct control of your miners and run past the turrets and behind the Clanshrines, positioning it between your unit and the turret, so you are out of range of the hive turrets. Then let go of the miner and let it ravage the Clanshrine on its own.**

Notice an Alchemist Shop here. After you destroy the encampment, claim the shop. Also, behind the Plaguespitter Clanshrines, to the east, are several chests of gold. Pick them up. Use the gold to unlock the ice mage and pit boss, and buy upgrades for your units. Don't forget to claim the Soul Fountain here.







The area in the southeast, where the Hellfire Clanshrine is, suddenly opens up. Take your Clanshrine and build five hunters and five bombardiers. Use the gold you have to upgrade the damage of your Hellfire units.

Now, replenish both clans and travel north with them from Stormbringer. There, you find a second Plaguespitter encampment with two more Clanshrines. Destroy them too. Be wary of the hive turrets here. With your two upgraded clans, you can overwhelm the area. Pick up the gold chests, and then capture the Soul Fountain.

Do not buy any more upgrades for your Stonekrusher and Stormbringer clans. Once you've destroyed the four Clanshrines on your area of the map, the Hellfire goblins come out of hiding, telling Grommel that they managed to escape the purge by the Plaguespitters. Pleased, Grommel tells them to get to work ambushing the other Plaguespitter camps.



Go north of your Clanshrine and destroy a Plaguespitter Clanshrine. After that, head west from your Clanshrine and you see a second Plaguespitter camp. Attack the enemy goblins here and demolish their shrine. So far, these two battles shouldn't be too difficult. But now go north and you meet incredible resistance. Two Plaguespitter Clanshrines are northwest of your Hellfire camp, and they keep sending waves of bile spitters and spore fiends at you every few seconds.

The key to beating them is runestones. Go to the Alchemist Shop and buy two shield runestones. Also make sure your Hellfire units have maximum upgrades. Then proceed northwest with them.



As soon as you see enemies, activate your freeze runestone. Then attack the Plaguespitter Clanshrine, running past the stunned enemy. Use the freeze runestone a second time if necessary.



Only once the Clanshrine is gone should you attack the enemy. Go back and buy a shield and freeze runestone while your goblins are bombarding the Plaguespitter Clanshrine. Use them to help wipe out the enemy goblins. Then go destroy the next Plaguespitter Clanshrine here.





# MISSION 4: HIVE MIND

## TIP

These last two Plaguespitter shrines can prove too hard to defeat. They send so many waves of units that you often are stopped before your units can get to the shrines. If that is the case, take direct control of a Hellfire goblin and run him past the two shrines, going north and then west. Once you run west past the second Clanshrine, you trigger the Hall of Titans and reveal it on the map. Then you can repair the Hall and buy a lightning elemental to destroy the Clanshrines. If you attempt this strategy, don't stop for anything when controlling your Hellfire goblins. Keep running north and west until you get to the Hall of Titans.



Now, head west from the northernmost Plaguespitter Clanshrine. You see the Hall of Titans ahead. Move your units there and repair the building. Now you are ready to take on Syst.

You can walk into Syst's bowl of water from the north, where the Hall of Titans is, and from the east, where the Hellfire Clanshrine is.



Buy a lightning elemental and then head down into the bowl of water. Immediately in front of you are three Plaguespitter Clanshrines. And behind them, in the far southwest corner of the water basin, is Syst. Walk past the three Clanshrines. If you destroy them, Syst just repairs them. Instead, engage tornado mode and glide toward the southwest corner of the basin. The lightning elemental is good because it lets you move and make constant attacks at the same time.

Meanwhile, move your goblins into the basin and have them attack Syst. Bombardiers are ideal in this situation.

## TIP



Use your lightning elemental's tornado and keep pressing against Syst. You damage him, and harm any enemies trying to attack you from behind.



You must make Syst bleed three times to defeat him. You know when you hurt him because he curses at you. However, the third time you make him bleed, you get no verbal confirmation. Instead the mission simply ends in victory.

Afterward, a cutscene shows Syst's attempt to murder Grommel. But at the last instant, Syst's own carnivorous plant-pet devours him instead, saving Grommel from a grisly demise. But even in victory, there is grim news. It turns out that the Nighthorde commander Naxus was behind Syst's corrupt crusade to kill Grommel. Now Grommel must venture into Nighthorde territory to confront his brother Naxus.







# Campaign Walkthrough: Act V—The Machine

## Mission 1: Hell Boils Over

### MISSION INFO

- Playable Clans: Nighthorde, Plaguespitter, Stormbringer
- Units Available to Build: All Stormbringer Units, All Plaguespitter Units, All Nighthorde Units
- Enemies Encountered: Nighthorde Cannibal, Nighthorde Graverobber, Nighthorde Reaper, Nighthorde Scrounger, Nighthorde Soul Vortex, All Hellfire Units, All Stonecrusher Units

### MISSION OBJECTIVES

- Secure resources for your clans.
- Find a way to activate the pressure plate.
- Feed the slime so it can grow to its maximum size and bring it to the pressure plate.
- Lead your clans across the land bridge.
- Rebuild the Nighthorde Clanshrine.
- Lay siege on the fraudulent Nighthorde clan's base.



# MISSION 1: HELL BOILS OVER

## LEGEND

-  = Starting Location
-  = Critical Mission Objective
-  = Purple Moongate
-  = White Moongate
-  = Soul Fountain
-  = Turret
-  = Hellfire Clanshrine
-  = Nighthorde Clanshrine
-  = Plaguespitter Clanshrine
-  = Stonekrusher Clanshrine
-  = Stormbringer Clanshrine
-  = Acid Cloud Runestone
-  = Earthquake Runestone
-  = Firestorm Runestone
-  = Lightning Runestone



Grommel has returned to the caverns and the Great Machine, only to find Naxus there as well. Naxus reveals that it was he who murdered Master Frazier, and now he is perverting the master's machine as well. Enraged beyond reason, Grommel vows to destroy Naxus for his treachery. But before you can do anything, Naxus's Nighthorde cronies attack your base. You must first repel the small force of invaders, and then begin the hunt for Naxus.



To start, you command the Stormbringer and Plaguespitter clans. Immediately scour the area for resources, but don't venture too far east before you have enough gold to buy as close to 10

units per clan as possible, and to purchase the first level of upgrades.





### TIP



Plaguespitter units are quite good. They are fast, and if you upgrade their speed, they can zip across the map, reinforcing your frontline forces rapidly. Purchase at least two speed upgrades. Also use the spore fiend, which brings down an enemy target's armor by 100 points, which results in +100 damage to the target per hit.

A good mix of units is 10 croppers and 10 conjurers. That way you have a ranged attack and a very swift melee attack as well.

### TIP

Destroy the machinery southeast of the base to get an acid cloud runestone, which does considerable damage to all enemies in the area.



When you are ready, head east to a fork in the road. You can go north or south. Take the northern fork and proceed eastward. You come across a Soul Fountain that is crucial to the survival of your clans. Right below the Soul Fountain is a Nighthorde turret, a soul vortex, and farther to the east is a Nighthorde Clanshrine. Secure the area around the Soul Fountain as soon as possible. Until you claim this fountain, you won't be getting souls. When you get near it, the soul vortex attacks, and the Nighthorde clan begins pumping out units to attack you.



The Nighthorde attack isn't too furious, but to increase your odds, activate your acid cloud runestone. Concentrate on the turret, then the Clanshrine, and then on the enemy units.

### CAUTION

Take all your units and go east, but be aware that Nexus occasionally sends Nighthorde units through the Purple Slave Moongate to the west of your base. If you are attacked, run your swift croppers back to base for defense.

Once you have taken out the enemy Clanshrine and turret, move your clans slowly eastward, scavenging all the resources that you possibly can. There are a lot, so you should have ample gold to buy level one and two upgrades for your units.

Soon you reach another Soul Fountain. Before heading over to secure it, make sure you use all the resources you gained upgrading your units.

### TIP



If possible, unlock the Stormbringer wind mage. This support unit gives an armor boost to all friendly units, which makes your units much more durable.



Now head over and capture the Soul Fountain. Once that Soul Fountain is secure, send both clans east. Your units discover a



# MISSION 1: HELL BOILS OVER

Stonekrusher base! Apparently, some Stonekrusher goblins have sided with Naxus.

By this time, you should have sufficient resources to unlock and buy ice mages. These heavy ranged units are very powerful, and serve you well on this map. Buy nine (your 10th unit is the wind mage), and together with the croppers, raze the Stonekrusher base.

## NOTE

You start encountering members of the Hellfire and Stonekrusher clans, to Grommel's bewilderment. When you meet the Nighthorde clan, they tell you that Naxus is using Frazier's Moonstone, the magical stone that he used to create the goblin races, to create an army of soulless replicas that are sworn to do his bidding.



After destroying the Stonekrusher shrine, head north. There you see a Purple Master Moongate. Take it over. Now, your base won't be attacked from the west any longer. And you can regroup and organize your armies instantly.



Make sure you have 10 units for each clan, and then transport over to the Slave Moongate in the northeast. With a few melee units to protect your heavy ranged units, you should be able to handle anything the enemy throws at you. If you get in a tight spot, just teleport your units to a Moongate to regroup and restart your attack.

## CAUTION

The lenscannons are very powerful. Go in with heavy ranged units and melee up front. If your numbers start going down, retreat to the Moongate. Don't just leave your units to die. You want to attack at full strength, so whenever your Plaguespitter numbers dip toward zero, regroup and try again.

Be wary of the four lenscannons, but you never get attacked by more than two at a time. Still, they make short work of weak units, such as the cropper. But with your ice mages working alongside the croppers, you should prevail.



Head south and destroy the Hellfire Clanshrine, and then go north and do the same to the second Clanshrine. The Hellfire goblins defending the area aren't too numerous or strong.

## NOTE

Do not destroy all the machines and debris in this area because later you need it to feed your slime titan.



Go to the northernmost tip of this area, to the northwest of the Purple Slave Moongate, and there you find a baby slime. This is your means of triggering the pressure plate to lower the lava flow, which restores the land bridge to the Nighthorde base in the northwest.



### NOTE

Around the beginning of the mission, Nexus reveals a pressure plate in the middle of the map, to the east of the lava river that cuts through the map. He activates it, and raises the lava levels so you cannot cross into his base in the northwest.



Take control of the slime and have it start moving over machinery and rocks. As you gorge it, the slime grows larger and larger. You need it at its maximum size so that it can activate the pressure plate. The debris and machinery makes perfect slime food. After a couple of rock critters, machinery, and debris, you have a really fat slime.

### NOTE

Don't worry if you don't have enough debris. Fire critters roll out of the cave in an endless supply. It just takes longer for the slime to grow to full size eating them.



After you've used the slime to activate the pressure plate, the land bridge in the southwest reappears and you can travel north across it. Once on the other side, start walking northeast. You come to a ruined Nighthorde Clanshrine and some friendly Nighthorde goblins. They offer to join you against their corrupt leader.

Rebuild the Clanshrine and immediately unlock their heavy melee unit, the grave robber, and upgrade Nighthorde damage and armor. With these heavy melee units, have your other two clans focus on heavy ranged units. Make sure your army also has a Plaguespitter support unit for armor weakening and a Stormbringer support unit for better defense.



With all your units together, head northwest and attack the enemy's last stronghold. You should have little trouble taking it down with such heavily upgraded units. Once the Nighthorde Clanshrine in the northwest goes down, the mission is over.

# Mission 2: Might Makes Right

## MISSION INFO

- Playable Clans: Hellfire, Nighthorde, Plaguespitter
- Units Available to Build: All Hellfire Units, All Nighthorde Units, All Plaguespitter Units
- Enemies Encountered: All Nighthorde Units, All Stonekrusher Units, All Stormbringer Units

## MISSION OBJECTIVES

- Cripple the Great Machine.



# MISSION 2: MIGHT MAKES RIGHT

## LEGEND

-  = Starting Location
-  = Critical Mission Objective
-  = Titan
-  = Soul Fountain
-  = Turret
-  = Hall of Titans
-  = Hellfire Clanshrine
-  = Nighthorde Clanshrine
-  = Plaguespitter Clanshrine
-  = Stonekrusher Clanshrine
-  = Stormbringer Clanshrine



This mission is massive, as is the undertaking that Grommel has placed before you. In a rousing speech to the assembled goblins, Grommel lays out your course of action. You must cripple the Great

Machine that Naxus has been tampering with. If it is completed, then untold disaster will befall the goblin hordes. So you must dismantle Naxus's giant apparatus. To do so, you must lay waste to everything on the map.



## NOTE

This map is very low on souls. That's your bottleneck to creating a good army. The key here is to buy all upgrades as soon as possible and use lots of runestones. There are four Soul Fountains. Take as many as you can, as soon as you can.



You start in the bottom left corner. You are constantly attacked from both the north and the east. Immediately buy as many units as possible and start scouring the area for resources. There are plenty of machines and rocks to destroy, so you'll be rolling in gold on this mission.

### TIP



To gather gold rapidly, buy 10 bombardiers. They demolish buildings and rocks very easily because they deal structural damage (good against inanimate objects). They also deal splash damage, and so are very good at hurting groups of units that cluster around your melee units. Make sure your bombardiers are always protected by a vanguard of strong melee units, such as graverobbers.

Your encampment is west of a wall of rocks. When you gather enough resources, purchase three turrets to go directly behind this rock wall. Place all these turrets to the left of the wall, so that as units round the rock wall to attack your town, the turrets can get free shots before the enemy closes.



**Position your turrets like this for maximum protection.**

Position one lenscannon to the north, one lenscannon to the east, and one Nighthorde turret in between them. The soul vortex has enough range to defend either of the lenscannons. With this setup, and one clan or titan remaining behind to defend your town, you should be well-prepared to take on any attackers.



### NOTE



As you explore the map, you see huge machines with balloon-like contraptions. These immense workings of pipes and metal are the parts of the Great Machine. The mission map shows the locations of each of the pieces of the Great Machine, but it is hard to tell them apart in the mission itself. To be safe, demolish everything made of metal! You need the gold anyway.

Once your three turrets are in place, begin slowly moving north with all three clans, scouring the area for resources until you get to the Soul Fountain guarded by the three Stonekrusher encampments. Beware: a rock lobber turret lies between you and it. Bring along a slime titan, and have it devour rocks and machines to get really big.





# MISSION 2: MIGHT MAKES RIGHT

## TIP

Make sure you upgrade the damage of all your units, and purchase all three speed upgrades for Plaguespitter. If your home base is attacked, your Plaguespitter coppers can get back to base very quickly if you have these speed upgrades.

With the resources that you have gathered, upgrade your units and place all three clans around the fountain to take it over. You are constantly attacked by Stonekrusher goblins so be careful. When there is a break in their attack, attack their Clanshrines.

## TIP



Bring along a slime titan as well. It should be fairly huge by now if you have been eating lots of rocks and machinery. Plow into the ranks of Stonekrusher goblins and then release an acid burst.



Rush up north, hugging the wall on your left. Soon, you see the first Clanshrine.

Systematically take out all three Stonekrusher Clanshrines in the area. Ignore the Stonekrusher goblins. You can hurt them with your slime's acid blast and by just lying over them while simultaneously rubbing against the buildings with your slime.

## CAUTION



Each of the three enemy encampments is guarded by three turrets. Rock lobbers guard the Stonekrusher camp, soul vortexes guard the Nighthorde camp, and tesla coils guard the Stormbringer camp. Use shield runestones when assaulting them, and target them quickly. Taking a running start at a turret with your battle ball also does lots of damage to the turret.

When the Clanshrines are destroyed, head farther north to take over another Soul Fountain. Once that's captured, scrounge the area for more resources until you can fully upgrade all your clans. Regroup at your encampment. If you have enough souls, unlock the spore fiend—a very powerful support unit. Now, head northeast up to the enemy Nighthorde camp.



Along the way, you come to an Alchemist Shop. Farther north of it is a battle ball, the Nighthorde titan. Claim the Alchemist Shop so you can buy shield and earthquake runestones there. And then venture near the spiked ball to control it.





### TIP



The spiked ball is an awesome titan. Like the slime, it damages anything it touches, but it also knocks enemy units around, disrupting their attacks. And it does more damage if you smash into something with a rolling start; the faster the ball is moving the more damage it does on impact. And, unlike the slime, it isn't dependent on size for its strength. Its detonate ability lets it loose a last-ditch attack when it's in the red. If you see the spiked ball about to succumb, detonate it for a final blast.



Take the spiked ball, have your fully upgraded units and clans follow it, and storm into the Nighthorde base. Activate your shield runestone to give your units greater protection and then

rush up to the three Clanshrines in the northeast. Destroy them quickly and then turn to the enemy troops. Detonate your spiked ball if necessary. Go back to the Alchemist Shop and buy runestones to help as needed. This will be a very tough battle, so the power-ups help.



### TIP

The Alchemist Shop sells the following runestones: bonesaw, earthquake, heal, shield, slow. You earn lots of gold on this mission, so keep using lots of runestones. They'll give you an edge when assaulting bases.



**Destroy all the machinery you can while moving, especially these ones with the balloon-like apparatuses. They are part of the Great Machine.**

After you destroy the Nighthorde base, go back to your camp and regroup. Build another full army of goblins and head east. You have three Soul Fountains now (the one north of you, the one north of Stonecrusher camp, and the one in Nighthorde camp), so you should have enough souls to fill out your army.

Make sure you smash machinery everywhere you go, so you dismantle as much of the Great Machine as possible.



Now head east to crush the Stormbringer encampment. With all three of your clans, your battle ball, and runestones, you should have no problem crushing this base. If you need to, destroy the turrets at your base and build three lenscannons inside the Stormbringer base. This makes your job even easier.





# MISSION 3: PURGATORY

## NOTE

You do not need to destroy all the Clanshrines before taking down the Great Machine. In fact, you can just go around smashing machinery and destroying the Great Machine pieces. If you do that, you end the mission. But in practice, it is far easier to first defeat off all the opposition. If you don't, they'll overwhelm you before you can destroy the Great Machine.

With all opposition crushed, you should have no trouble destroying the rest of the Great Machine. With his engine of destruction crippled, Naxus's plans have been stopped.

Grommel now exhorts you to the final showdown with the murdering Naxus. The end, at last, is near.



## Mission 3: Purgatory

### MISSION INFO

- Playable Clans: Hellfire, Stonekrusher, Stormbringer
- Units Available to Build: All Hellfire Units, All Stonekrusher Units, All Stormbringer Units
- Enemies Encountered: All Hellfire Units, All Nighthorde Units, All Plaguespitter Units, All Stonekrusher Units, All Stormbringer Units

### MISSION OBJECTIVES

- Disable the bomb in the Red Moongate.
- Disable the bomb in the Green Moongate.
- Disable the bomb in the Purple Moongate.
- Disable the bomb in the Blue Moongate.
- Disable the bomb in the White Moongate.





### LEGEND

-  = Starting Location
-  = Critical Mission Objective
-  = Blue Moongate
-  = Green Moongate
-  = Purple Moongate
-  = Red Moongate
-  = White Moongate
-  = Alchemist Shop
-  = Soul Fountain
-  = Hall of Titans
-  = Turret
-  = Hellfire Clanshrine
-  = Nighthorde Clanshrine
-  = Plaguespitter Clanshrine
-  = Stonecrusher Clanshrine
-  = Stormbringer Clanshrine



At last the future of the goblin nation has come to this. Naxus and Grommel meet one last time, and Naxus reveals that the Great Machine's purpose has always been to build bombs that would kill all life on the world by severing their souls from their bodies. Naxus will use those souls to build a new race in his image. But Grommel will not allow Naxus's evil plan to come to fruition. The goblin race will not allow itself to be killed by a traitorous brother. And so it is your duty to disarm these bombs that Naxus has set up, and stop Naxus once and for all.

### NOTE

This mission is on a timer. You must find and disarm all five bombs in 30 minutes, or you lose.



When you start this level you are immediately attacked from every direction. Your base is in the middle of the map, so frequent invasions are common throughout the mission.

Quickly hop into the nearest Clanshrine and pump out units. Exit and then recall all your troops to the center of your base to repel the invaders.

Once you have fended off this first wave, create a maximum-sized army with 10 archers and 10 miners. Then buy one wind



# MISSION 3: PURGATORY

mage and purchase his maximum armor boost upgrades. Unlock the ice mage and buy nine of them. With this high-powered army, head west.

## TIP

Destroy what rocks and debris are nearby. You want to start upgrading your unit as soon as possible. Also, make a wind mage right away for his armor-boosting bonus.

## NOTE

The object is to disarm all five bombs in 30 minutes or less. To do that, make efficient use of your time. Start by heading west, moving clockwise to the first Moongate—the blue one—then come back to your base. Then, go south, and after claiming the Red Moongate, move counter-clockwise to claim the three Moongates on the east side.



Head north from the Soul Fountain, where you see an Alchemist Shop. As in many of the previous levels, you eventually earn lots of gold, and spending it on runestones is a great way to create an advantage for yourself. You can shield yourself and call down lightning. This combo makes your units much harder to kill, while also softening up the enemy for your troops to take down.



Destroy everything you can see. When you have enough resources, buy three lenscannons (or turret of your choice) and place them in the center of your base. Your base gets attacked during this mission, but you can't afford to leave a clan to defend it. So your turrets will have to do.

## TIP

As you explore, you lose lots of units to battle. When your base is being attacked and you have room to buy units, instead of having those units race to rejoin the main war party, have them stay to defend the base. Then, when they've repelled the invaders, move them along to meet up with the other goblins.

If you get enough souls, buy a stone ogre. His sweeping attack is ideal for destroying rocks and earning gold. Because your Stonekrusher goblins are at the front of battle, upgrade their armor and damage as soon as you can. Follow that up with upgrades to the wind mage's armor boost, as well as the damage of your ranged units.



With your three clans in tow, continue moving northwest past the Alchemist Shop. You face stiff opposition, so use shield and lightning runestones to even the odds. Destroy the Stormbringer Clanshrine here. Scout the area for gold, and then take your units and head east. This would be a good time to replenish your army and unlock better units.





### NOTE



By now, you should have the souls and gold to unlock pit bosses. As you get more gold, unlock bombardiers and ice mages. This might not happen until after you've taken two Soul Fountains and explored most of the northern part of the map, but eventually, you want an army composed solely of 10 pit bosses, 10 bombardiers, one wind mage, and nine ice mages. This army will wreck shop, and with judicious use of lightning and shield runestones, nothing can stand in your way. Adding a stone ogre is just icing on this cake.



After regrouping and buying upgrades, head east and you come across a Soul Fountain along with another Stormbringer Clanshrine protected by a group of enemies. Make sure to attack the Clanshrine first using direct control if necessary. After destroying the Clanshrine and dispatching all of the enemy units, you should have one or two units left over. Use those units to take possession of the Soul Fountain.



Look above the Soul Fountain. A path south of you curls northwest and leads up to a plateau. At the top you see more Stormbringer units. Don't engage them just yet. Buy more units to fill your army back up, then move up and lay into them. Claim the Blue Master Moongate behind them.



Once the Moongate is yours, click on the Blue Slave Moongate. You hop into it and defuse the bomb there. Then return to the Master Moongate and go back to your base to regroup. Take the time now to claim more gold and then use it to upgrade your units. Although runestones are good, upgrades are even more important. Buy a stone ogre if you've lost your original one, and then head south from your base.



At the split, go southwest. You come across an enemy Stonekrusher encampment. Destroy it and scour the area for resources. Directly south of the enemy Stonekrusher encampment lies the Red Master Moongate guarded by Stonekrusher units. Destroy the enemy units, take over the Red Master Moongate, then teleport over to the Red Slave Moongate, and disarm the bomb. That's two down, with three to go.

Teleport back to the Red Master Moongate, and then head east up a hill where you find another Stonekrusher Clanshrine.



# MISSION 3: PURGATORY



Destroy the Clanshrine first, then the enemy units around it. Before moving on, make sure you still have a stone ogre in your party to more easily break up debris for money. Head farther east while hugging the southern wall. On the way, destroy plenty of machines to help in fully upgrading your three clans.



As you walk east, you come across two splits in the path. Keep to the southernmost path to avoid any unnecessary confrontation. If you take the northern path, you find a Plaguespitter Clanshrine and a Soul Fountain on a plateau. It is not necessary to engage them, although you can if you want, but remember that you are on a time limit.

In any case, keep heading east along the southernmost path until the path starts to curl north and then you come across a fork

in the road—one heading north and the other heading west. Take the western path and take out the Plaguespitter Clanshrine.



After you've destroyed the Clanshrine and its defending units, you find a White Master Moongate nearby. Use it to disarm the bomb at the White Slave Moongate and then head north up the fork.



You soon come across an open area and a path leading up a hill. Up the hill is a Nighthorde encampment, but before you attack it, wait a bit because a Nighthorde patrol is lurking around. Wait for the Nighthorde patrol to come to you, and defeat it first so you don't have to fight two battles at once. Once you have dispatched the Nighthorde patrol, take out the encampment. Below the Nighthorde plateau and slightly to the west is the Purple Moongate. Capture it but do not disarm the bomb yet.

## NOTE

If you disarm the Purple Moongate bomb before any others, the Nighthorde troops rearm the bomb.

At this point, you have the best units for each clan with full upgrades. You should have no trouble destroying any opposition you face. Moreover, you can use the Purple Moongate to quickly regroup your army here. Don't worry if you no longer have a titan. The mission is almost over, and now you must hurry to the last Moongate.



Go slightly northwest from the Purple Master Moongate and walk across a ledge. Below you and to the right you see the Green Master Moongate, as well as several Hellfire Clanshrines.





Take the path northeast and it slopes down, curving back to the southwest. Your superior forces obliterate the opposing Hellfire goblins.

Secure the Green Moongate. Once you hop through the Green Moongate and disarm the bomb, double-click on the Purple Slave Moongate. Remember, you already own the Purple Master Moongate. You've successfully disarmed the last bomb.

Now relax and watch the final two cutscenes, as Grommel confronts Naxus and uses his wits to defeat the nefarious Nighthorde commander.



In the next movie, you see that the goblins now enjoy a life of peace and prosperity under Grommel, who has at last brought the five clans together to create one unified, and ultimately happy, goblin nation.

Congratulations, goblin commander, on a job well done.





# Multiplayer Tips



*Goblin Commander* isn't just a single-player game. You can also invite a friend over for a head-to-head skirmish game. Select skirmish from the main menu, choose your clans, and then go at it.

Playing a multiplayer game is different from playing the missions in the campaign. You have control of three clans, and you start with your three Clanshrines and Hall of Titans. The point is to be the last player standing. You don't know where the enemy's base is, so you have to explore quickly. You're not just looking for your opponent, but also for Soul Fountains, an Alchemist Shop, and gold.

## General Tips

Both players control the same number of units, titans, and turrets, so what really sets you apart from your opposition is how quickly you can grab resources, how well you use runestones and moonstones, and how well you mix the different clan units. Here are some things to keep in mind.

### TIP

An easy place to find gold right away is in your own base. By destroying your walls.

### CLAN COMBINATIONS TOTAL POWER



For great melee power, ranged power, and speed, go for a combination of Stonekrusher, Stormbringer, and Plaguespitter. Stonekrusher lets you gather gold very fast in the early game. Meanwhile, Stormbringer gives you the game's best ranged units. A front line of luggers—backed up by ice mages and supple-

mented by bile spitters and croppers—is very tough to beat. Add in a wind mage to boost their armor and a spore fiend to weaken the opponent, and this combo becomes even stronger.





### GOLD DIGGERS/ BASE KILLERS



This combo is the best in the game for destroying buildings and getting gold. Go with Stonekrusher and Nighthorde; both their beginning units—the miner and scrounger—receive gold fast. Miners can destroy objects faster, and scroungers get gold from killing units. Later on, add Nighthorde grave robbers to really give you the edge in gathering gold and taking down turrets and Clanshrines. If you make your third clan Hellfire, you can add the bombardier for total building overkill. This clan combo annihilates enemy bases quickly.

### RUNESTONES

Find the Alchemist Shop as soon as you can in multiplayer games. Runestones can give you a sizeable advantage. Not only do attack runestones soften up enemies, but other runestones really boost your clan units.

The two best defensive runestones are freeze and shield. Freeze has two good uses: 1) to hold enemy units so you can destroy the enemy's base; and 2) for paralyzing enemy troops so you can beat on them without retaliation. Shield, meanwhile, is great for prolonging the life of your units.



When facing a lot of enemy troops, consider these combos:

- Heal and Freeze
- Freeze and Freeze
- Shield and Slow

Rather than doling out lots of damage, these runestones strengthen your units and weaken theirs.

To take down the enemy's bases quickly, consider these combos:

- Earthquake and Lightning
- Freeze and Earthquake

Earthquake and lightning gives you a quick double damage hit to any structure, while freeze stops enemy troops from attacking you while you destroy their structures.



For sheer destruction of units, the following runestones are best, either because they do lots of damage or have lots of attacks:

- Bonesaw
- Lightning
- Soul Drain





## Tips From the Designers

It's only natural that the designers at Jaleco would have developed some tips and strategies for playing the game. Here are some of their tips for playing a skirmish game.

### RESOURCES

- Harvesting gold goes much faster if you use a unit that is good against structures such as Stonekrusher miners, Nighthorde grave robbers, and Hellfire bombardiers. Make sure your groups always have a few of these units for structure destruction.
- Scroungers get extra gold when they destroy a structure or kill an enemy unit. If you want gold, make sure your Nighthorde group contains this unit.
- Always keep a reserve of 50–75 gold so that you can rebuild two to three structures in your base in case the enemy destroys them.
- Expand early. Try to harvest gold closer to the enemy's base. This denies your opponent the resources and gives you more in the long run. Save the resources closer to your base for emergencies or for the later game.

### TACTICAL TIPS

- Use defensive turrets to supplement your attack forces when assaulting the opponent's base. They also make for cheap delay tactics.
- Here's how to place a turret quickly in a battle: If you're watching a fight, press **↑** to jump back to your base. Enter your Hall of Titans and buy a turret. Exit and press **↓** to jump back to the fight. The turret stays with your commander, and you can now drop it in the fight.
- If it's getting toward the end of the match and things look grim for you, be sure to hide your minimap so your opponent can't look to your side of the screen to see where you are. You can cause your opponent a lot of grief this way as he wanders the map looking for you. Maybe you can find some gold in the process and rebuild!
- When entering an enemy base, drop a turret or two while you can see in that area.
- Use a vision runestone in combination with placing a turret or firing off a damage dealing runestone.
- Charge enemy strongholds at maximum strength. Have all three clans follow a titan during an enemy base assault.

Be sure to have a couple of well-chosen runestones to aid the assault. Jump back to your base and keep creating replacement units to keep the pressure on.

- Learn to use the home markers (**⌂**+**↑**) and jump to action effectively. Being able to jump around the map quickly can save you a lot of time.

### NOTES ON CLANS

- Picking the right clans at the beginning of a match is vitally important. A good mix of speed (Plaguespitter or Stormbringer) and strength (Nighthorde or Stonekrusher) is always a reliable strategy. Use the speedier clans to harass the enemy or harvest resources and use the stronger clans when assaulting their base.
- Croppers slow enemy units to 25 percent of their original speed. This is a very powerful ability for a dirt-cheap unit. Always be sure to have a few of them in your Plaguespitter group.
- Stormbringer becomes one of the most powerful clans in the game when fully upgraded. Either go all the way with them, or don't upgrade at all. This includes the wind mage!



- Stonekrusher miners are one of the best units in the game for taking out structures. Keep one or two in your group at all times. Even just a few make building destruction go much faster.
- Fully upgraded Hellfire hunters wreck the opposition. If you use hunters, try using a full group composed only of them. You may like the results.
- Don't forget the warpigpult's alternate ammo! The flaming fire shot is devastating to enemy units.
- When playing Plaguespitter, immediately upgrade their speed as much as you can. This allows you to explore the map and capture Soul Fountains as quickly as possible.
- Build Plaguespitter turrets when you want to conserve your gold, as they costs only souls.

# Maps and Tips

*Goblin Commander* offers more than a dozen maps, as well as a few maps that are exclusive to each game system. Here are the maps and exclusive tips from the designers on how to play them better.

## MAP LEGEND

### CLANSHRINES

- = Hellfire Clanshrine
- = Nighthorde Clanshrine
- = Plaguespitter Clanshrine
- = Stonekrusher Clanshrine
- = Stormbringer Clanshrine

### MISCELLANEOUS

- = Alchemist Shop
- = Hall of Titans
- = Critical Mission Objective
- = Observatory
- = Soul Fountain
- = Scout Tower
- = Turret
- = Titan
- = Starting Point
- = Spawner

### MOONGATES

- = Blue Moongate
- = Green Moongate
- = Purple Moongate
- = Red Moongate
- = White Moongate

### RUNESTONES

- = Acid Cloud
- = Bonesaw
- = Earthquake
- = Firestorm
- = Freeze
- = Heal
- = Lightning
- = Slow
- = Shield
- = Soul Drain

- = Transmogrify
- = Vision





# MULTIPLAYER TIPS

## BLOODLET

- The middle Soul Fountain spews out souls one second faster than normal. Keep that in mind when playing this level. Don't neglect it.
- The four Soul Caches are great for an early start (+150 souls). Try to get as many as you can. Find two in opposite map corners.
- Try to maintain control of one set of Moongates. This allows you to move quickly from the top and bottom of the map to deal with threats and events.
- This is not a good map to turtle on. Get out there and be aggressive!





### BLITZ

- First secure at least one Soul Fountain. There are five on the map. The ones in the northeast and southwest are the easiest to reach.
- The best place to get gold is from the slime castings. The runestone there is also handy.
- Don't forget to defend your base. It is very easy for the opponent to get to.
- Lack of gold helps define this map. Harvest gold throughout the game.
- Hold onto some gold to rebuild. You will likely be doing this often.
- The Soul Fountain in the center is worth capturing on your way attack the enemy.
- The two other Soul Fountains are defended; take them only once you are upgraded.
- Be aggressive. Taking out the enemy base costs your opponent gold. Even if your enemy rebuilds immediately, or ignores the attack, you can still win the economic war.
- Turrets can be very useful, but they also cost gold. Use them to defend the early rush, and don't rebuild them later.





# MULTIPLAYER TIPS

## THE CAVERNS

- Quickly capture a protected Soul Fountain and drop a turret or two next to it.
- Head to the spawners right away for some quick cash.
- Capture the Alchemist Shop and purchase a vision runestone. Use it to drop turrets and other runestones in the enemy base or at Soul Fountains you wish to capture.
- This is a big map. Bring a fast moving clan to help quickly capture structures and gather resources.
- Build units that are good against structures to mine gold quickly. Upgrade their damage as fast as you can to destroy the structures even faster.
- Take the Soul Fountain near the enemy base and defend it well, forcing your opponent to travel farther away from his base to capture another.
- Rather than post a clan at a gem spawner, try to time it so you have a clan pass by each time you need resources. Also try leaving a turret near the spawner so that you can watch the resources appear on the minimap. This also leaves the spawner defended.





### FOREST



- Break the exploding barrels next to the burnable trees in your base. Find a lightning and firestorm runestone as well as some gold.
- A chest of gold sits behind one of your base walls: the wall that faces north if you are Player 1 and south if you are Player 2.
- In the northeast and southwest corners of the maps are transmogrify and freeze runestones.
- Many resources are just lying around on this map. Move quickly to gather available runestones, loot chests of gold, and capture Soul Fountains. Consider using Plaguespitter or Stormbringer for their speed.
- Capture the Soul Fountains in the ruined city areas and defend them with a turret, then gather the resources from the structures. Try to capture both cities right away.
- If gold becomes scarce, smash your own base walls.
- Some well-placed turrets at the entrances to your fort are key to your defense.
- Try to snatch the Soul Fountain at the back of the enemy's base. Reinforce it with a turret for fun.
- A few secret areas contain caches of gold and runestones, hidden behind burnable trees. Use the warpigpult to burn down these trees.



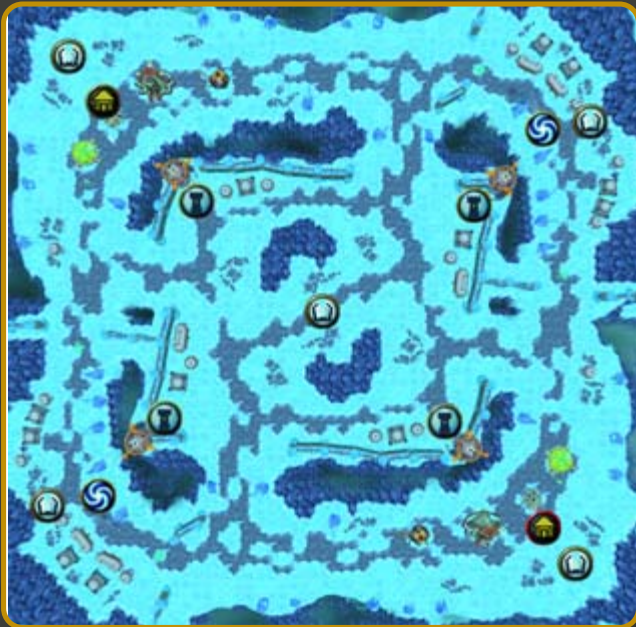
# MULTIPLAYER TIPS

## KILL HILL

- The name gives a clue to this map's focus. Two Soul Fountains, runestones, and some gold are on top of the hill, and the first player to arrive gains quite an advantage over the other one. However, the resident neutral Stonecrusher clan defends the hill. So, either let your opponent do all the work and then take it from him, or do all the work yourself.
- There is plenty of gold on the outside areas, so don't fret if you don't get to the top of the hill first. Don't let the other player own it for too long though or he'll gather way more souls than you ever can.



## KNOWLEDGE



- Most of the resources are in the northeast and southwest corners. Make sure you take at least one, if not both.
- Do what you can to take and hold the runestone spawners in the northeast and southwest corners.
- The runestone spawners and the scout towers make a deadly combination. Capture the scout tower overlooking your enemy's base, and use runestones to bombard it with your increased vision.
- Although most of the fighting happens in the corners, don't forget the Soul Fountain and resources in the center.
- In the beginning, use the scout towers in the northeast and southwest corners to see where the neutral troops are. Attack the neutral turrets when the troops aren't nearby. You'll have fewer losses that way.



### MINE GATES

- The center Moongate is the most important point on the map. By controlling it, you have much more mobility than your opponent.
- Most of the gold is in the center area. Try to harvest this area first.
- Placing turrets by Master Moongates lets you can tell if your opponent is trying to capture them, giving you time to defend.
- Set home markers on the Moongates so you can transport units to them quicker.



### SIEGE



- Use the Moongate to head out to the village. Grab resources and capture the nearby Soul Fountain.
- Try to capture the enemy's Master Moongate, crippling your opponent's ability to project troops forward onto the battlefield.
- The south side of the map is richer in structures that yield gold than the west.
- There are two Alchemist Shops on the map. Used correctly during a base assault with a titan and three clans, these structures are invaluable. Try to capture both and defend them, thus cutting the other player off from runestone use.
- Player 1: Try sneaking into the southeastern side of the enemy base and capturing the Soul Fountain and Master Moongate. Do this in conjunction with a two-clan attack from the west through the Moongate.
- Player 2: Cannibalize your own base for quick and easy gold. Although it seems like this would open you up to attack, the enemy can harvest it if you don't.



# MULTIPLAYER TIPS

## SLIME PITS

- Have a slime follow you as you lead it through the center and up to the enemy's base. It attacks the enemy base while you harvest gold in the center.
- In Commander mode, mark the slime husks in the center as targets. The goblins ignore attackers, including the slime, and attack the husks. Getting the gold is often worth the cost of a few unfortunates.
- Build three turrets in an area of the center you are trying to mine for gold.
- Killing the slime only means a fresh one will appear shortly. Instead of killing it, try to lead the slime to the enemy's forces and then slip away.
- Slime's weakness is fire. Use a warpigpult to light it up.
- While the other player is attempting to harvest gold, grab all the Soul Fountains you can. The ability to keep pouring out troops is sometimes better than the ability to rebuild or upgrade. Gold eventually runs out and although souls run out also, they still produce a trickle.





### VAULTS

- This map keeps you moving around to get gold at the gemstone spawners. It also has very few objects to destroy.
- Pick your clans accordingly. Clans with greater speed can be useful.
- Gold can be slower to get, but it's available the whole game. Soul Fountains are more critical.
- There are only four Soul Fountains, and two of them are in the vaults and accessible only by Moongate.
- Take the vault(s) early and collect the diamond from the mine, but don't camp there. The ruby mines create gems faster, and they create three at a time before stopping production. The diamond mines produce only one.
- Think about strategies for conserving souls. Be frugal when buying early units.
- Use Nighthorde tactics for saving souls. This includes cannibals, witch doctors, and soul vortexes.
- Controlling the Alchemist Shop in the map's center gives you a major advantage.
- The best runestones to use are not the most destructive. Use heal and shield to save souls. Use soul drain to gather souls.





## GameCube Maps

### GRAVEYARD

- This map is about souls. There are only two Soul Fountains, but the graveyards at the southeast and northwest corners contain Soul Wells. This is your main source of souls. Control these two areas to eventually starve your opponents.
- Four gem spawners generate rubies. With plenty to smash on this level, these are not critical until the very end. Worry about them only once gold becomes scarce. Because there is so much gold, don't worry about saving it.
- The Observatories also act as scout towers, allowing you to see the enemy's base. Control yours and take your enemy's. The cheap moonstones also give you an edge.
- Very powerful runestones are attached to spawners that generate in the middle of the map. Grab them occasionally once you are set up, and hold onto them for the right moment.
- Your base has three points of attack into it, and it's difficult to defend all three. Pick your most important Clanshrine and protect that entrance. There is plenty of gold to rebuild with. Your resources are better spent defending the graveyards.





### MONUMENTS

- With only four Soul Fountains, souls are very important on this map.
- If you have already collected two runestones, don't destroy any other runestone buildings until you have used them. Otherwise, you're just making it easier for you enemy to collect some.
- Because it's harder to defend your outlying base with only one Clanshrine, build units there whenever you can, as it's likely to be destroyed soon.
- Immediately put home markers on both your bases to aid in getting around.





## PlayStation 2 Maps

### THE GATES

- Each player has a one-way gate that leads to the Red Master Moongate in the center. To get through your opponent's one-way gate, you must destroy the gate generator on the other side that powers it. Look for the tall gate generator structure that has a chain linking it to the one-way gates.
- Controlling the Red Master Moongate is very important for mobility on this map. Try to have it under your control most of the time.
- The runestone in the center area is hooked up to a spawner. Keep an eye on that area to see what pops up.



### MOONGATES



- Head to the corners of the map to collect resources, secure a runestone, and capture a Master Moongate.
- Use a speedy clan to quickly capture and recapture Moongates and Soul Fountains.
- Defend the Moongates well, using turrets where you can. Owning the Moongates is key to quick troop movement on this map.
- The two runestones in the map's center respawn.



# Xbox Maps

## THE RING

- The key to this map is securing the center and the ring around it. With Soul Caches and rubies set to spawn there, maintaining control of the center is paramount to victory.
- Plaguespitter is an ideal clan for this map. Set them to patrol the center ring so you keep collecting the rubies as they spawn.
- Securing the Observatory is extremely important. Moonstones affect all your units instantaneously no matter where one is activated, ensuring that your units always have the edge.
- Place turrets around the ring and in the center. Deny the other player the center ring.



## STRANGULATION



- Get an early start by breaking into your opponent's resource area, thus denying him gold and giving yourself more in the long term. Watch for the reverse.
- Defend the Master Moongates in the center to put a stranglehold on the enemy's movements.
- This is not a good map to turtle on. Get out there and be aggressive!