

WARRIOR KINGS™

Detailed
Building Tree!



Michael Knight

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WARRIOR KINGS™

Prima's Official Strategy Guide

Michael Knight



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Contents

The World of the Warrior Kings 1

Orbis	2
The Empire of the One God	3
Brief History of the Empire	3

Ruling the Kingdom 6

Feudal Economics	7
Food and Farms	7
Wood and Stone	7
Gold	8
Giving Orders	8
Acid Spray	8
Arson Attack	8
Attack	8
Attack at Will	8
Banish	8
Bless	8
Build	8
Burn Heretic	9
Burn Unbeliever	9
Charm	9
Curse	9
Construct	9
Consume Materials	9
Create Dark Portal	9
Deliver Resources	9
Disembark	9
Distribute Food Rations	10
Dock	10
Embark	10
Extinguish	10
Exorcism	10
Farm	10
Fire at Will	10
Flaming Arrow	10
Flee	10
Follow	10
Form Up	10
Garrison	11
Gather Materials	11
Guard	11
Halt	11
Heal	11
Hold Fire	11
Hold Ground	11
Holy Fire	11
Join	11
Limber	11
Unlimber	12

Ruling the Kingdom (cont.)

Move	12
Patrol	12
Pray	12
Polymorph to Gibbering Horde	12
Possess	12
Repair	12
Spit Gallstone	12
Squirt Poison Bile	12
Squirt Slime	13
Stand Your Ground	13
Trade	13
Trade at Shop	13
Ungarrison	13
Ungarrison Hand-to-Hand Units	13
Acts of God	13
Vision	13
Plague	14
Fimbulwinter	14
Lightning	14
Wrath of God	14
Earthquake	14
Wormwood	14

Under Your Command 15

Units	15
General Units	15
Archer	15
Barbarian	16
Cart	16
Cog	16
Corsair	17
Javelineer	17
Knight	17
Mercenary	17
Merchant	18
Militia	18
Peasant	18
Scout	18
Spearman	19
Spy	19
Squire	19
Supply Wagon	20
Imperial Units	20
Bishop	20
Holy Warrior	20
Imperial Archer	20
Imperial Knight	21
Imperial Pikeman	21

Under Your Command (cont.)

Inquisitor	21
Man-at-Arms	21
Monk	22
Priest	22
Sword of God	22
Pagan Units	23
Abaddon	23
Battle Rider	23
Behemoth	23
Death Wurm	23
Fomorian	24
Gibbering Horde	24
High Priestess	24
Huntress of the Dawn	25
Huntress of the Sun	25
Mounted Huntress	25
Spider Demon	25
Succubus	25
War Rider	26
Warriress of the Dawn	26
Warrior of the Sun	26
Undead Legion	26
Renaissance Units	27
Battering Ram	27
Bombard	27
Carrack	27
Dragoon	27
Galleas	28
Gunner	28
Mangonel	28
Rocket Launcher	28
Sapper	28
Siege Tower	29
Trebuchet	29
Structures	29
Armory	29
Arcanum	29
Bank	30
Barracks	30
Blacksmith	30
Castle	30
Cathedral	30
Church	31
Dock	31
Farm	31
Fort	31
Gatehouse	31
Guildhall	32

Under Your Command (cont.)

Hall of Warriors	32
Henge	32
Holy Chapter	32
Keep	32
Manor	33
Maypole	33
Monastery	33
Observatory	33
Palace	33
Palings	34
Sacred Grove	34
Sawmill	34
Scriptorium	34
Shop	34
Stables	35
Statue of the Archangel	35
Tavern	35
Temple of the Moon	35
Training Dummy	35
Trading Post	36
University	36
Village	36
Walls and Towers	36
Warehouse	37
Watchtower	37
Wicker Man	37
Windmill	37
Upgrades	38
Advanced Sawmill	38
Advanced Windmill	38
Blessings of the Goddess	38
Battlement	38
Bombard	38
Chivalry	38
Crop Rotation	38
Crossbow	38
Crusade	39
Death Wurm	39
Espionage	39
Explosives	39
Festival of Beltane	39
Festival of Samhain	39
Flaming Arrow	39
Fort	39
Fortified Walls	39
Greek Fire	40
Gunpowder	40
Heavy Plough	40

Under Your Command (cont.)

Horse Harness	40
Horseshoe	40
Militia	40
Ramparts	40
Rocketry	40
Shield of God	40
Stirrup	40
Summon the Fomorians	41
Surgery	41
Telescopic Vision	41
Trebuchet	41
Undead Legion	41
Warhorse	41
Witch Hunt	41
The Building Tree	42

The King's Combat Primer 44

Military Units	44
Light Cavalry	46
Heavy Cavalry	46
Siege Weapons	47
Magical Units	47
Reconnaissance	47
Formations	48
Line	48
Wedge	48
Column	48
Orb	48
Battlefield Tactics	49
Fighting an Enemy Army	49
Besieging a Castle	49
Defending Against a Siege	50
Naval Warfare	50

The House of Cravant 51

Prologue Level	51
Level 1: Flight to Angland	55

The Imperial Campaign 61

Level 2: Revolution	62
Level 3: Rescue Tomas	66
Level 4: Guiscard Attacks Tomas	70
Level 5: Crusade	76
Level 6: Valley of Demons	81
Level 7: Knights of the Sacred Sepulchre	85
Level 8: Telamagna	90

The Pagan Campaign 95

Level 2: Angland Invaded	96
Level 3: Retreat and Regroup	100
Level 4: The Tharingian Wilds	105
Level 5: Sneaky Succubi	110
Level 6: Recruit the Pagans	115
Level 7: Kill the Bishop	119
Level 8: The Patriarch's Mercenaries	124

The Renaissance Campaign 129

Level 5: Siege of Mordonis	130
Level 6: Ambush	135
Level 7: Bombards at Dawn	139
Level 8: Tomas the Fanatic	144
Level 9: Defeat the Patriarch	149

Multiplayer Tips 154

The Building Tree	154
Economic Warfare	154
Spies	155
Attack Early and Often	156
Use the Terrain	156

Tips from the Developers 157

Economic	157
Villages and Rural Buildings	157
Cities and Civic Buildings	158
Gold	158
Military	158
Fire	159
Abaddon, the Sword of God, and Exorcisms	159
Military Units and Formations	159
Upgrades	160
Terrain	160
Imperial Tips	160
Pagan Tips	161
Renaissance Tips	161
Intelligence	161

The World of Orbis 162

The Lands of the Empire	163
Gallicus	163
Amboise	163
Cravant	164
Burgosia	164
Aquilos	164
Ostrovir	164
Occitania	165

The World of Orbis (cont.)

Latia	165
Samnos	165
Etruscia	165
Liguriensis	165
Akaia	166
Illyricus	166
Tharingia	167
Lands Outside the Empire	167
Sultinate of Saljukis	167
Lost City of Uzermaatre	168
Magiaria	168
Agyptus	168
Ibericus	168
Andalos	169
Berbaria	169
Caledon	169
Angland	169
Griffyd	170
Nordmark	170
Kingdom of Losatia	171
Bohemundia	171
Dacianus	171
Rusland	173
Vallakia	173
The Great Steppes	173
The Isles of the Northlanders	174
The Outlands	175
Kathay	175
Shung	175
Koryo	175

The Organization of the Empire of

the One God	176
The Senate	176
The Assembly of the Tribunes	177
The Scara Praetorium	177
The Quaestoria	178

Guilds, Institutions, and Societies

of Orbis	179
Religious Orders of the Empire	179
The Order of the Innocent Friars	179
The Celestinian Order	180
The Brothers of St. Cuthbert	180
The Brotherhood of Inquisitors	180
The Zaccharites	181
Military Orders of Orbis	181
The League of Knights	181
The Company of Halberdiers	181
Company of the Great Helm	181
The Hashashim	181
The Brotherhood of the Scimitar	182
Knighly Orders	182
The Knights of the Sacred Sepulchre	182
The Holy Order of Tharingian Knights	182
Knights of the Sword of Anathos	184
The Order of the Knights of the Eagle	184
The Guilds	184
The Merchants Guild	184
The Society of Alchemists	184
The Beggar's Guild	185
The Old Priesthood and the Church of the Elder Gods	186



The World of the Warrior Kings



Orbis



Orbis is the name that the scholars of the west call the known world. Beyond its borders lie the terrors of the unknown, demons, darkness, endless seas, and unimaginable dangers.

The Empire of the One God

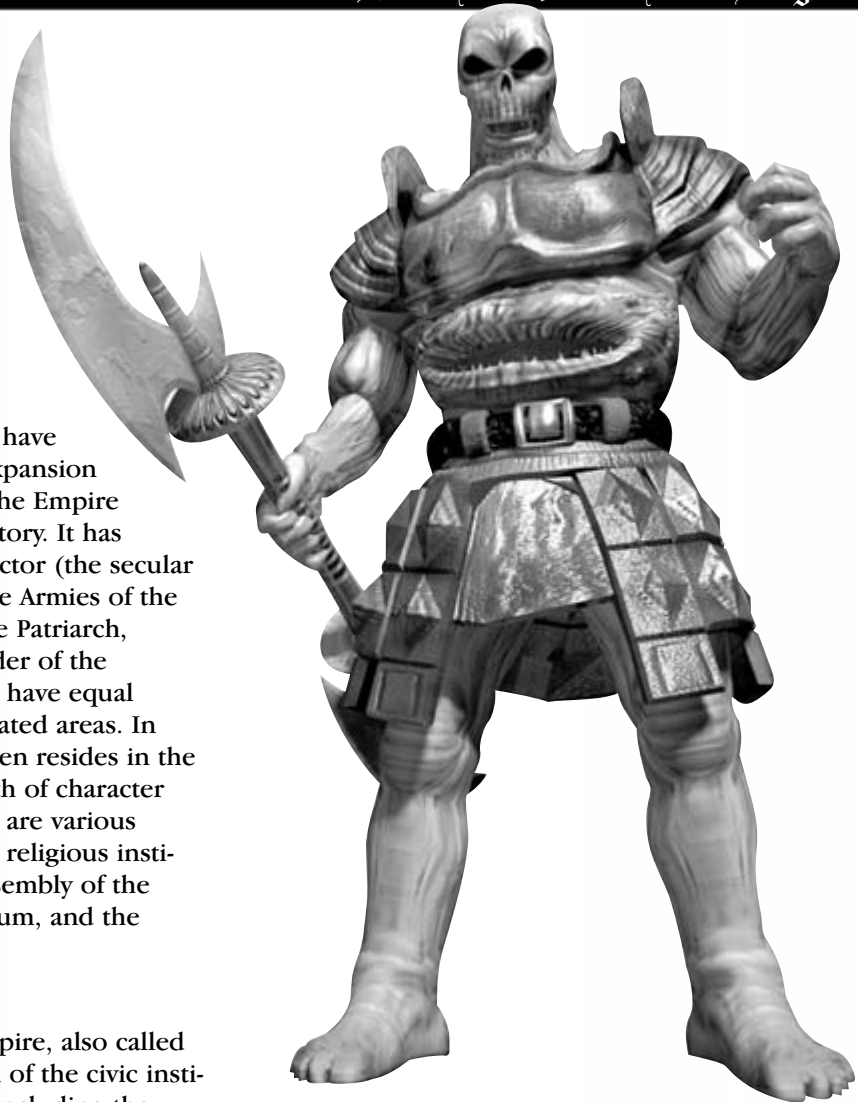
The Empire extends from Akaia in the east to the shores of Gallicus to the west. It is a formidable power, though internal struggles and the rise of equally mighty nations and empires beyond its borders have prevented it from further expansion in the last hundred years. The Empire is the main setting for our story. It has joint rulers—the Holy Protector (the secular ruler and Commander of the Armies of the One God), and the Supreme Patriarch, (episcopal and spiritual leader of the empire). Theoretically, both have equal power, but in strictly delineated areas. In practice, ultimate power often resides in the one with the greater strength of character and will. Under this diarchy are various administrative, political and religious institutions—the Senate, the Assembly of the Tribunes, the Scara Praetorium, and the Quaestoria.

Telamagna

This is the capital of the empire, also called the City of the One God. All of the civic institutions can be found here, including the Sacred Palace of the Patriarch, (also called the Palace of the Purple Dome) and the Citadel of the Holy Protector (sometimes called the Iron Tower). Telamagna is in the province of Liguriensis, in Latia.

Imperial Policy

The Empire is both militarily aggressive and religiously fanatical. Its armies seek to spread the faith of the One God “at the point of a sword.” Along with spreading the faith comes secular control by the Empire. Internally, Inquisitors maintain the “true faith” and have more power than the secular judiciary.



Brief History of the Empire

The Field of Blood

This was a battle fought 350 years ago, when the Empire controlled Latia and parts of Illyricus. The war leader Belisar the Hammer became the First Protector. Joining him was Leonid I, the Pontifex Maximus (Chief Priest of the One God, later to become the first Supreme Patriarch of the Imperial Church of the One God). They defeated the federated Barbarian nations of the Ostrovirs, Vandavars, and Burgosians, establishing the early boundaries of the Empire. The Ostrovirs,

Vandavars, and Burgosians were Pagan warrior tribes who warred with the early Empire.

Kolvas the Great

Kolvas was the fifth Holy Protector. He reformed the Scara, and led it on a series of conquests, bringing Illyricus, Dacianus (subsequently lost), and Tharingia into the fold of the Empire. At this time, Akaia asked to join the Empire, wanting the protection Kolvas could give it.

Although Kolvas treated his Patriarchs (there were three during his reign) like inferiors and dominated them, he reorganized the Empire and contributed to its stability and military power. He also was a devout follower of the Faith of the One God so, although he forced the Patriarchy to take a less prominent role in government, the relationship between Protector and Patriarch never broke down.

The Battle of the Red Tower

One hundred and fifty years after the battle of the Field of Blood, the King of Gallicus was accused of spreading the Theotokosian heresy. Gallicus was a large and powerful independent kingdom, though its people worshipped the One God. The Theotokosian heresy says that there is a Mother of God, whereas the 52 Epistles of the One God—the Sacred Scriptures of the Imperial Church of the One God—

state that the One God is unique and unborn, and therefore cannot have a mother.

The King's accuser, the Patriarch at that time, was Mercurius the Mad. Mercurius became known as "the Mad" later in his tenure as Patriarch—after he became convinced that he was the offspring of an unholy union between a Magiar and an elephant. He also believed that his legs were made of glass—hence he could never walk anywhere unaided for fear his legs would shatter.

The Holy Protector Martel, with the Scara (Imperial standing army) and a force of Ibericusan mercenaries defeated Ambros of Cravant, the King of Gallicus, at the Battle of the Red Tower in Aquilos. Thus was Gallicus

annexed and the True Faith of the One God restored to all. The Empire also got a boost from the extra tax revenues that wealthy Gallicus brought with it. Indeed, many historians see the Gallican War as a war of Imperial expansion, with some justification.

The Empire of the One God held sway from Akaia in the east, through Illyricus and Latia to all of Gallicus, and parts of Nordmark and Ostmark, as it still does 200 years later.

Baron Amalric of Cravant is a direct descendant of King Ambros, making Artos a prince of royal blood...

The Miracle of St. Simmakus the Devout

Simmakus was Patriarch during the darkest days of the Empire. A plague devastated the Empire in the north, killing



more than a third of the population and leaving the Scara weakened.

A Vallakian Prince or “Voivode,” Gyseric the Cruel, overran Ostmark, and led a vast army into the Empire, burning and pillaging as he went. The Protector Avitus led the Scara against him, but he crushed them at the Battle of the Old Keep. The Scara suffered enormous casualties. Avitus and his bodyguard fought on to the last man, Avitus cutting his own throat rather than letting Gyseric take him alive. There was now nothing to stop Gyseric from marching on Telamagna.

Simmakus’ advisors begged him to flee the city, but the Patriarch set off alone to meet Gyseric face-to-face. Amazed by this display of courage, the Vallakians allowed Simmakus to meet with Gyseric in his tent. No one really knows what they said, but afterward, Gyseric turned and went home. Later, missionaries of the Innocent Friars arrived in Vallakia to preach the 52 Epistles to Gyseric’s people. These Friars brought with them a vast sum of gold—nevertheless, these events were held to be miraculous and, after his death, Simmakus was sainted. Vallakia, though outside the Empire, is now a devout land whose people follow the True Way of the One God.

The Story of the Patriarch and the Protector

After founding the Brotherhood of Inquisitors later in his reign, the Supreme Patriarch Gregor IV was having trouble with the ambitious Protector, Theodoric the Very Bald. Theodoric sought to crush the power of the Patriarchy and take control of the Empire, installing a puppet Patriarch at his beck and call. So bold was his plan that officers of the Scara attacked and beat the Patriarch, whose bodyguards had been bribed.

Gregor broke free and fled to the nearby Imperial Stables. This was where the conspirators had planned their ambush, and

one of them had remained behind. He gave the alarm, and Gregor was set upon once more, his attackers bent on gouging out his eyes and cutting out his tongue—an act planned to cow the Cardinals into electing a compliant Patriarch.

Only the intervention of the Imperial Stable Master, who had returned to nurse a sick stallion, saved the life of the Patriarch. He and several stable boys recognized the assailants, naming them individually. Fearful of the consequences of their actions, the attackers lost their nerve and fled.

Telamagna was no longer safe for the Patriarch, and he left the city for the protection of the Fortress of the Faith, the massive castle that is the headquarters of the Knights of the Holy Sepulchre. Once safely out of the city, he fought back by calling a Conclave of the Cardinals, under the auspices of the Inquisitors to accuse the Protector of heresy and “Treason against God.”

This was substantiated, but the Protector was not present. He was leading an expedition to punish the Vallakians, who had plundered the city of Mordonis in Illyricus. The Protector was declared an Apostate and ejected from the Imperial Church of the One God. At the same time, the Patriarch defeated the Protector in battle, suffering considerable losses—which the Patriarch hailed as divine justice. After these events, support in the capital for the Protector withered, and the Patriarch was able to return, more powerful than before.

Theodoric the Very Bald fled the Empire and sought asylum with the King of Kings in Oriens (this was in the days when Oriens was an independent kingdom). Theodoric was handed over to the Empire in return for certain trading concessions, and was summarily tried and burnt at the stake. New laws were passed, and approved by the Senate—from that day to this; the Supreme Patriarch must crown the Protector for his claim to have legitimacy.



Ruling the Kingdom

As the ruler of a medieval kingdom, you have control over your people's lives. You decide how many people and what type of units you need. You control the economy, choosing what resources are gathered, and can send your followers to war. Let's take a closer look at the economics of *Warrior Kings* and at the types of orders you can give. If you choose to follow the Imperial alignment, you can even call down Acts of God.

Feudal Economics

Warrior Kings uses a feudalistic model to govern its economics. Peasants are your laborers. They cost Food to create and consume Food to live. In addition to building most structures, Peasants gather your resources. They can harvest Food at Farms, cut lumber or mine stone for Materials, and mine Gold. In addition, they can work in shops to create Gold, carry loot, or drive captured Carts.

Food and Farms



Farms are necessities in your kingdom. You not only have to feed your Peasants, but also your soldiers.

In *Warrior Kings*, not only does it cost Food to create units, but you also have to feed them after they're created. Most units have a Food consumption rating of 1 or 2. Each Farm has a Food support value of 4. This means one Farm can support four units that have a Food consumption of 1, such as the Spearman. One Cavalry has a Food consumption of 2. If you have more units than your Farms can support, those unsupported units take their Food from global stocks.

The brown bar overlaying the green bar on your Food display shows how much Farm

Food support units are consuming. As long as the bar is partially green, you can support your troops. But if it's brown, you have a Farm Food support deficit, and your unsupported units consume Food from stocks. When the global stocks are empty, those unsupported units begin to starve. Starvation causes units to lose health and efficiency. A unit never dies of starvation, but his or her hit points will be so low, he or she will be an easy target!



Certain upgrades at the Guildhall increase the Farm Food support value. These include heavy plough, horse harness, and crop rotation. All are important upgrades to field a large army and keep it well supplied. Building Maypoles and Windmills also increases the efficiency of your Peasants as they harvest Food.

Wood and Stone

In *Warrior Kings*, wood and stone are Materials as far as resources go. Wood is cut from trees or from shipwrecks in some levels. Stone is mined from stone deposits. Also, stone is worth twice as much Materials as wood. Therefore, if a Peasant carries 10 stone to a Warehouse or Manor, it results in 20 Materials.



The Sawmill increases the efficiency of wood gathering by your Peasants.

Gold

Gold is a necessary resource you need to create advanced units and structures and to hire Mercenaries. Have your Peasants mine Gold from Gold deposits, like you would stone, and you also can earn Gold through trade. Within your towns, you can build shops. At the Shops, your Peasants can convert Materials into Gold by selling it.

When you can create Merchants, use them at the Shops. They're more efficient than Peasants, getting more Gold per resource. In addition, you can assign Merchants to trade at a Trading Post. This is the best way to create Gold because it doesn't require any Materials. In other words, it's as if the Merchant were mining the Gold.

Giving Orders

You can give your units a lot of different orders, depending on their type and their special abilities. Select most orders from the knuckle buttons surrounding the unit information circle in the lower left corner of the screen. However, a few, such as follow and patrol, require you to hold down a specific key while clicking on a target. Let's take a look at each of the orders and what they do.

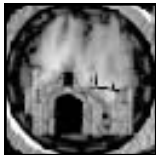
Acid Spray (Spider Demon)



The Spider Demon vomits a spray of acid, which damages buildings and units.

Arson Attack

(Mercenary, Spy, Barbarian)



You can order Mercenaries, Spies, and Barbarians to set fire to a building. Fire can destroy a building rapidly, and can quickly spread.

Attack



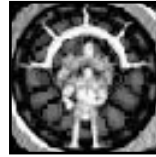
This command is interpreted according to the unit and formation type. Missile units fire, hand-to-hand units advance for close combat, etc.

Attack at Will

(Non-Missile Military Units)

Units won't wait for orders to attack missile units that fire at them. If attacked, they respond by charging the missile unit that's firing at them.

Banish (Priest, Bishop, Inquisitor)



Banishing teleports a target demonic unit to its controlling player's starting Manor, Keep, Castle, or Palace.

Bless (Priest and Bishop)



Right-click on the Bless icon to bless all nearby units. Bless increases the damage potential of the blessed unit(s). This affects the damage it does to other units and buildings, and its missile damage (if any). You can also use bless to cancel the effects of a curse.

Build (High Priestess)



Build orders a High Priestess to raise a Henge using sorcery.

Build (Peasant)



Order a Peasant to build military, alignment, or economic structures selected from a drop-down menu on the top menu bar.

Burn Heretic (Priest, Bishop, Inquisitor)



Burn heretic destroys a heretic Peasant.

Burn Unbeliever (High Priestess)



This is the Pagan equivalent of burn heretic.

Charm (Succubus)



This charms a single enemy unit into doing the Succubus's bidding (that is, it becomes one of your units). You can do this multiple times, although the Succubus has to recharge between charms.

This only works on male units, and some units are resistant (like Inquisitors).

Curse (High Priestess)



The High Priestess can curse enemy units. Cursed enemy units have their damage capability reduced until the effects wear off over time.

Cursing also effects the damage a unit does against other units and buildings, and its missile damage (if any). Lift the curse by blessing the unit (see Bless).

Construct (Sapper)



Sappers can construct the Battering Ram, Training Dummy, Palings, Siege Tower, Trebuchet, and Rocket Launcher. These items cost

wood and some Gold, which comes out of your global stocks.

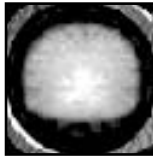
Consume Materials (Gibbering Horde)



You can order the Gibbering Horde to eat trees and rock outcroppings. When it consumes enough Materials, it automatically spawns another

Gibbering Horde, which also eats Materials. In this way, a Gibbering Horde can strip vast amounts of resources from the landscape, denying them to your enemy (and you, if you're not careful).

Create Dark Portal (High Priestess)



Select a High Priestess and click on a Possessed Peasant. A Dark Portal exit appears, destroying the Possessed Peasant in the process. A Dark Portal opening

appears beside the Dark Priestess, allowing you to send units through it. They'll reappear at the exit.

Deliver Resources



Order a Cart or Peasant to deliver resources to a target destination.

Disembark (Ship)



To disembark from a Cog, maneuver your Cog to the shore. When the Disembark icon appears as a command on the Cog, you have found a proper disembarkation point. Select this icon and the units on board disembark. Cogs can have a carrying capacity of 20—infantry are 1 point, cavalry are 2, siege weapons (Trebuchet, etc.), and Pagan beasts (Behemoth, Rock Thrower, etc.) count as 5 points.

Distribute Food Rations (Supply Wagon)



Select a damaged unit or formation and the Supply Wagon goes to the unit or formation and supplies Food, allowing the unit to recover its damage. If there are other friendly wounded units within a short range, the Supply Wagon supplies them with Food, too, unless you tell it to stop.

Dock (Ships)



You can order ships to the nearest dock, where they'll be automatically repaired if they're damaged.

Embark



Select a unit and pass the cursor over a Cog. The cursor changes to an Embark icon. Right-click on the Cog to order the unit to embark on the ship. Alternatively, select the Embark icon on the Cog and then right-click on a unit. The Cog and the unit both move to the nearest shore, then the unit embarks.

Extinguish (Peasant)



Instruct a Peasant to put out a fire.

Exorcism (Priest, Bishop, Inquisitor)



Exorcism deals damage to all demonic units in range (see "Demonic Units" in the game manual). If there's one demon unit, it takes all the damage; if there are ten, the damage is shared among them. Holy Warriors do the least exorcism damage, Inquisitors do the most.

Farm (Peasant)



Right-click to send a Peasant to the nearest Farm to work and gather Food.

Fire at Will (Missile Units)



Retaliate if attacked. This is the default setting for missile units. This icon appears if you order the unit to hold fire.

Flaming Arrow (Bow-Armed Missile Troops)



Selected Archers fire Flaming Arrows at buildings. Once fired, the arrows lodge in a building and burn for awhile, creating collateral damage.

Flee (All Units)



Selecting this causes the unit(s) to quickly move away from the nearest enemy!

Follow (All Units)



Follow commands units to follow a selected unit. Follow is available using **[F]**.

Form Up (Military Units Only)



The Form Up icon appears if you have a group of eight or more military units of the same type selected that are not currently in a formation (or garrison). If the selected group contains mixed units when you give the form up order, they separate into like-unit groups.

Garrison (Tower, Gatehouse, Fort, Manor, Keep, Castle, Palace)



If you have a unit or units selected, and they're eligible to be garrisoned, the cursor changes if you pass it over a building that you can garrison.

Right-clicking orders those units into the Watchtower, Fort, Holy Fortress, tower, or Gatehouse. There are garrison size limits for these buildings. If you are unable to put troops inside, it is because it is already full or you can't garrison the units you selected (the Behemoth is an example).

Gather Materials (Peasant)



Instruct a Peasant to gather indicated resources (right-click on trees, stone, or Gold).

Guard (All Units)



Guard a selected structure or unit. This command is available using **[G]**.

Halt (All Units)



Instruct a unit, formation, or army to stop. This command is available using **[H]**.

Heal

(Artos, Supply Wagon, Holy Warriors)



Artos, Holy Warriors, and the Supply Wagon heal wounded units that have a low health bar value. Monks automatically heal units within the radius of their Monastery.

Hold Fire (Missile Units)



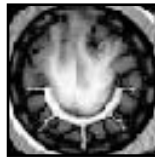
Units under the hold fire command won't automatically fire at enemy units when they see them.

Hold Ground (Light Infantry and Light Cavalry)



Left-click on the hold ground command icon on the unit selection indicator with unit selected to stop light missile units from skirmishing. Instead of firing and backing away from encroaching enemy units, light missile units will stay where they are.

Holy Fire (Inquisitor)



Inquisitors shoot holy fire from their staves. It has a short range, and is most effective against demonic units.

Join (All Units)



This command instructs a formation to merge with another formation. It also commands a unit or units not in formation to join to an existing formation of the same military type (such as light infantry or heavy cavalry).

Limber (Siege Weapons)



A limbered unit is in a disassembled state for transport on its wagon.

Unlimber (Rocket Launcher)



Unlimbering converts the siege weapon to its assembled state, ready to fire.

Move (All Units)



To move to a single point, right-click on a position on the 3D landscape or on the mini map and the selected unit(s) or formation(s) go there.

Patrol



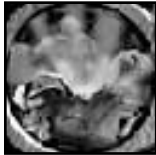
This command defines a patrol route. Choose a point on the map and the selected units move back and forth between this point and their original location at the time you gave the order. To set up a patrol, hold down **[R]** and right-click on a location.

Pray (Priest, Bishop, Inquisitor)



Select the command icon and right-click on your target. The unit prays at the nearest Church, Cathedral, or Statue. This generates Piety for launching Acts of God and for summoning the Sword of God.

Polymorph to Gibbering Horde (High Priestess)



This is a spell the High Priestess can cast on an enemy unit, turning it into several Gibbering Horde members under your control. This costs Mana, and the High Priestess must recharge after casting it.

Possess (Succubus)



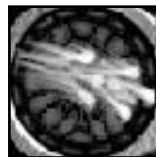
This command causes a Succubus to possess an enemy Peasant. The Peasant falls under your control. The High Priestess can use a Possessed Peasant to create a Dark Portal (see "Create Dark Portal" in this section and "High Priestess" in the "Units" section).

Repair (Peasant)



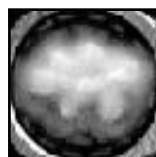
This command instructs a Peasant to repair a damaged building.

Spit Gallstone (Death Wyrn)



The Death Wyrn spits a projectile of hardened organic matter. This tactic is useful against buildings.

Squirt Poison Bile (Death Wyrn)



The Death Wyrn squirts foul bile that poisons units. Units take continuous damage over time until the poison wears off (assuming it doesn't kill them first).

Squirt Slime (Death Wyrn)



The Death Wyrn squirts a disgusting slime. Units that have been "slimed" slow until the effects wear off.

Stand Your Ground (Heavy Infantry and Heavy Cavalry)



Hand-to-hand units with this command activated will not move to attack units who fire at them.

Trade (Merchant)



Trade instructs a Merchant to trade at a Trading Post (enemy, friendly, or allied). If the Merchant is assigned to a Shop, he uses up Materials but produces more Gold than a Peasant. If you assign the Merchant to a Trading Post, he won't use up any Materials.

Trade at Shop (Peasant and Merchant)



Instruct a Peasant or Merchant to convert Materials from your global stocks to Gold at a Shop, then add the Gold to your stock. The Peasant automatically takes Materials from your global stocks. He converts Gold at the rate of one Gold for two Materials. He travels from your Manor (or Keep, Castle, or Palace) to the Shop.

Ungarrison



If a tower, Watchtower, Fort, Holy Fortress, Gatehouse, Manor, Keep, Castle, or Palace has been garrisoned with troops, this icon is offered at the building. Selecting it forces all troops out in the open. Left-click on the command icon on the unit selection indicator with the building selected.

Ungarrison Hand-to-Hand Units



This command causes non-missile troops to ungarrison. With the unit selected, left-click on the command icon on the unit selection indicator.

Acts of God

Acts of God are powerful actions available to the Imperial alignment. To call down Acts of God, you must have a Cathedral and must have completed the relevant upgrades. Acts of God require “Piety” to use.

Piety builds up as a charge bar at the Cathedral. Each Act of God has a cost. When you have enough Piety to launch an Act of God, its icon becomes active. To call down the more expensive Acts of God, don't use the cheaper ones—wait until you've built up enough Piety to activate the more powerful Acts.

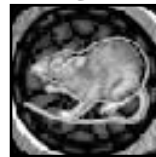
When you're ready, select the icon (left-click), then right-click on the area of the map where you want to inflict an Act of God. Priests, Bishops, and Inquisitors assigned to pray at the Cathedral speed up the generation of Piety. You can call down Acts of God anywhere and they have no range restrictions.

Vision



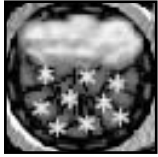
When you activate the vision Act of God, right-click on an enemy unit or building. This briefly reveals all enemy units of that player on the map!

Plague



The plague infects a single unit—however, that unit becomes a plague carrier and infects other nearby units. Affected units take damage over time, until they die or the plague wears off. If you're hit by the plague, quickly quarantine the affected unit! A unit infected by the plague has a small noxious, cloud over its head.

Fimbulwinter



The target is an enemy Village. Fimbulwinter freezes over the Village and surrounding workers, slowing them. This shuts down the Village as a resource-gathering center for a short period of time.

Lightning



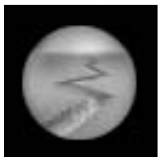
This Act of God calls down bolts of lightning in a small area of effect, damaging units found there. It isn't effective against buildings.

Wrath of God



This Act of God calls down fire from the heavens. It's more effective against buildings than units—the fire spreads from building to building if it's not quickly put out.

Earthquake



This Act damages buildings within its area of effect.

Wormwood



This Act calls down a terrible meteor from the heavens. Its target must be a single building, which it destroys. Nearby buildings take damage from the explosion.





Under Your Command

Units

Warrior Kings provides many units for you to control. The units available depend on your alignment, so you can't control all of them at one time. Each of the units is described here, organized by alignment.

General Units

These units are available to all alignments.

Archer

Created at: Barracks

Unit Type: Light Infantry

Hand-to-Hand Damage: 5

Missile Damage: 25

Armor: 4

Health: 80

Cost: 60 Food, 20 Materials



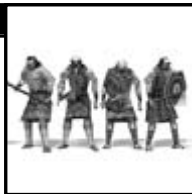
The standard Archer is lightly armored and uses a missile attack. As with light infantry, Archers skirmish by default. However, if you order them to Hold Ground, they won't skirmish until you re-order them to do so. You can also put Archers into formation.

One advantage of Archers is their ability to fire shots over obstacles like hills and walls. Because they may run out of ammunition and need re-supplying, assign a Supply Wagon to follow a group of Archers.

This allows your group to fire without a delay for reloading. After you have the Flaming Arrow upgrade, Archers can fire Flaming Arrows at structures. Each Archer can fire two such arrows before having to reload. However, after the arrows start a fire, it continues to burn and cause damage until either the structure is destroyed or the Peasants put out the fire.

Barbarian

Created at: Trading Post
Unit Type: Heavy Infantry
Hand-to-Hand Damage: 27
Missile Damage: N/A
Armor: 5
Health: 50
Cost: 40 Food



Barbarians are the cheapest and fastest heavy infantry in the game. However, they also have the lowest attack and defense ratings. You can't put Barbarians into formations. Instead, they move in a cluster. They have one special ability—arson. Barbarians can set fire to structures. Therefore, use them for raiding enemy Villages to damage the infrastructure rather than for fighting against military units.

Cart

Created at: Manor
Unit Type: Special
Hand-to-Hand Damage: N/A
Missile Damage: N/A
Armor: 5
Health: 40



Cost: 250 Food, 250 Materials
 Use the wooden Cart for transferring resources from Villages to Manors and Palaces. When you build a Village, a Cart is automatically created at the Manor, goes to the Village, and waits to pick up resources. It automatically delivers resources from that Village to the nearest Manor or another Village, if it lies on the way to the Manor.

Create additional Carts at Manors and manually assign them to Villages. You can override the automatic supply destination by

setting up a supply line of your own.

You can attack Carts. When you kill the driver of a Cart, either continue to attack it, destroying the Cart, or assign one of your Peasants to the Cart. Select a Peasant and right-click on the driverless Cart. Your Peasant climbs up and takes it over. It becomes your Cart, and you get its supplies.

If you destroy the Cart, some of the resources it carried remain and your Peasants can collect them. Carts are the lifeblood of your economy. Resources must arrive at your Manor or Warehouse before you can use them. Therefore, check on your Carts regularly to make sure they aren't stuck or attacked by the enemy. Make raids on your opponents' supply lines. Capturing a Cart not only denies its resources to your opponent, it also gives them to you!

Cog

Created at: Dock
Unit Type: Ship
Hand-to-Hand Damage: N/A
Missile Damage: N/A
Armor: 5
Health: 100



Cost: 25 Food, 150 Materials, 10 Gold
 Cogs are medieval transport ships that carry no weapons and can't attack. Cogs can embark and disembark both units and war machines. To load a unit, select it, then pass the cursor over a Cog. The cursor changes to an embarking icon. Right-click on the Cog to order the unit to embark on the ship.

You also can select the Embark icon on the Cog, then right-click on a unit. The Cog and the unit move to the nearest shore, where the unit embarks. To disembark from a Cog, maneuver your Cog to the shore. When the Disembark icon appears as a command for the Cog, you have found a suitable point to land. Click on the Disembark icon and all units on board disembark. Cogs have a carrying capacity of 20. Infantry count as one point of capacity, cavalry as two, and

siege weapons and Pagan beasts count as five points.

Cogs can also pick up and deliver resources from docks as part of a supply line. Cogs are resistant to arrows, but they are vulnerable to Flaming Arrows.

Corsair

Created at: Dock

Unit Type: Ship

Hand-to-Hand Damage: N/A

Missile Damage: 10

Armor: 10

Health: 400

Cost: 100 Food, 300 Materials

The Corsair is a warship armed with ballistae that shoot Flaming Arrows. It has no cargo capacity, but never runs out of ammunition. You can repair damaged Corsairs at a Dock. Corsairs are resistant to arrows, but they're vulnerable to Flaming Arrows. The Flaming Arrows Corsairs shoot are great for attacking Villages and other structures. Because you need to start a fire, Corsairs can sail in, shoot at the target, then withdraw to safe range and wait for the structure to burn down.



Javelineer

Created at: Stables

Unit Type: Light Cavalry

Hand-to-Hand Damage: 10

Missile Damage: 24

Armor: 1

Health: 120

Cost: 100 Food, 40 Materials

Javelineers are lightly armored cavalry and one of the fastest units in the game. They attack from a distance with javelins. However, they lack the range or damage potential of bow or arquebus-equipped infantry. You can order Javelineers into formations. They may run out of ammunition and need re-supplying.

Javelineers are effective against enemy units, excepting light infantry. Because of their speed, you can use Javelineers to



respond quickly to enemy attacks around the map and for raiding or harassing enemy units. When you order them to skirmish, Javelineers attack an enemy, withdraw when the enemy gets too close, then resume the ranged attacks. Position them ahead of your main defensive line to soften the enemy as they approach the rest of your army.

Knight

Created at: Stables

Unit Type: Heavy Cavalry

Hand-to-Hand Damage: 27

Missile Damage: N/A

Armor: 14

Health: 180

Cost: 100 Food, 15 Gold

Knights are heavily armored cavalry that can take a lot of damage. Although they don't have a ranged attack, Knights are great for attacking light infantry. You can put them into formation.

Heavy infantry will butcher Knights, so keep the infantry on your flanks and use Knights to run down enemy Archers or to pursue a fleeing opponent. Knights require twice as much Food as infantry, so check your Food production before creating several Knights or they may starve.



Mercenary

Created at: Tavern

Unit Type: Heavy Infantry

Hand-to-Hand Damage: 25

Missile Damage: NA

Armor: 12

Health: 120

Cost: 20 Gold

Mercenaries are swordsmen hired for Gold at your Tavern. Mercenaries have good hit points and armor, as well as the arson ability, which allows them to set fire to structures. Mercenaries are useful because they cost Gold to create, do not require Food support, and are reasonable fighters. You can also put



them into formations. Most mercenaries are members of the Company of the Great Helm.

Merchant

Created at: Warehouse
Unit Type: Special
Hand-to-Hand Damage: N/A
Missile Damage: N/A
Armor: 5
Health: 80
Cost: 100 Food, 20 Gold



Merchants can trade at a shop in the same way as a Peasant. However, the Merchant generates more Gold for Materials than the Peasant. You can assign a Merchant to trade at a Trading Post, in which case, he generates Gold, but doesn't use up any Materials.

If you sneak a Merchant into an enemy camp, the enemy's Peasants trade with your Merchant, selling him the resources they're gathering. You don't get those resources (the Merchant does), but neither does your opponent. You can assign Merchants to enemy or allied Trading Posts, where they generate more Gold.

The longer the journey the Merchant makes between the Trading Post and the Manor, the more Gold he generates. Enemy units don't automatically attack Merchants, and they don't appear on the mini map. Therefore, you can use them effectively for economic operations against your opponent.

Militia

Created at: —
Unit Type: Heavy Infantry
Hand-to-Hand Damage: 20
Missile Damage: N/A
Armor: 7
Health: 80
Cost: N/A



After you have the Militia upgrade, you can convert your Peasants into Militia. They're poor fighters, but you can create a lot of them to defend you during an attack. Then, once your Village or town is secure, convert the Militia to Peasants.

Militia allow you to send your main army to attack while they remain to protect your base from enemy raids. In a bind, Militia can be all that stands between victory and a burned-out town.

Peasant

Created at: Village or Manor
Unit Type: Special
Hand-to-Hand Damage: 14
Missile Damage: N/A
Armor: 5
Health: 80
Cost: 50 Food



Peasants are the basic unit in the game. They build structures and walls, gather Materials (wood and stone) and Gold, farm for Food, generate Gold at a shop, put out fires, and repair damaged buildings. In times of need and with the right upgrade, you can conscript them into Militia to fight.

Peasants who haven't been given a command act lazy, often lying on the ground. They're not self-starters. Check on your Peasants to make sure they're staying busy. An idle Peasant consumes Food, so you should get some work out of him or her in the process.

Scout

Created at: Trading Post
Unit Type: Reconnaissance
Hand-to-Hand Damage: 20
Missile Damage: N/A
Armor: 5
Health: 100
Cost: 60 Food



Scouts are fast units in light armor that move on foot and are unimpeded by almost any terrain. Scouts have a long sight range and are useful in detecting enemy units. In addition, they give a special trumpet alarm when they spot the foe, and a circle appears on the mini map where the Scout is located so you can zoom to that point and give necessary orders.

You can garrison Scouts in Watchtowers, Forts, Holy Fortresses, and towers. When garrisoned, they have a long sight range. Scouts are the eyes of your army. Keep one with your army and position others around your territory for early warning of enemy approach. Because they see farther than any other unit, they locate enemy units without being detected. Use them as spotters for Archers and other long-range units.

Spearman

Created at: Barracks
Unit Type: Heavy Infantry
Hand-to-Hand Damage: 30
Missile Damage: N/A
Armor: 10
Health: 120
Cost: 60 Food



Spearmen are the standard infantry unit and are always available at the Barracks. Spearmen can take moderate amounts of damage, as well as deal it out. However, they're slow. You can put them into formation; they should fight in formation because it allows them to share damage with one another.

A formation of Spearmen can decimate an enemy charge of Knights with little damage to themselves. Therefore, use formations of Spearmen in the center of your army to cover your Archers and other weaker units.

Spy

Created at: Tavern
Unit Type: Special
Hand-to-Hand Damage: 15
Missile Damage: NA
Armor: 5
Health: 120
Cost: 100 Food, 50 Gold



Spies always look like Spies to the player who hired them, but they take on the appearance of a Peasant belonging to whichever opponent is looking at him. So, if you hire a Spy and send him into your opponent's city,

your opponent will think the Spy is one of his or her own Peasants. However, the Spy remains under the control of the player who hired him.

Gatehouses, Priests, Bishops, Inquisitors, High Priestesses, and other Spies can detect a Spy. Once discovered, the detected Spy appears as a Spy in the owning player's color. This disguise is imperfect. If you think you might have an enemy Spy in your camp, look for a Peasant with black boots.

The Spy can perform arson attacks, set fire to buildings, and blow open the portcullis of a Gatehouse. You can send a Spy to an enemy Barracks to learn about his or her infantry units (number and type) or to his or her Stables where you can learn about his or her cavalry units. Spies also can detect Possessed Peasants.

Squire

Created at: Stables
Unit Type: Heavy Cavalry
Hand-to-Hand Damage: 23
Missile Damage: N/A
Armor: 9
Health: 150
Cost: 100 Food, 20 Materials



The Squire is the standard heavy cavalry available to all when Stables are built. You can put them into formation and they are most effective against light infantry. Keep them in formation during a fight.

Keep Squires on your army's flanks and order them to ride around the main enemy force to hit their more vulnerable units in the rear or on the sides.



Supply Wagon

Created at: Warehouse
Unit Type: Economic
Hand-to-Hand Damage: N/A
Missile Damage: N/A
Armor: 5
Health: 100
Cost: 100 Food, 150 Materials



Use Supply Wagons to re-supply units with ammunition and to heal damaged units. If missile units are close enough to a Supply Wagon, they'll automatically replenish their ammo. To heal wounded units, click on the Supply Wagon, choose the Re-supply icon, and right-click on the unit or formation you want healed. This process uses Food, which is taken from your global stocks.

Imperial Units

These units are available if you choose the Imperial alignment. Not all of them are available for the Imperial-Renaissance alignment.

Bishop

Created at: Cathedral
Unit Type: Special
Hand-to-Hand Damage: N/A
Missile Damage: N/A
Armor: 5
Health: 100
Cost: 200 Food, 50 Gold



Bishops of the Church of the One God have several uses. They can Pray and are effective against Pagan beasts. To the Church, these beasts are demons. Bishops can perform an exorcism, which deals damage to all demonic units in range. If there is one demonic unit, it takes all the damage; if there are 10, the damage is divided among them.

Bishops do more exorcism damage than Priests, but less than Inquisitors. Bishops can also banish demonic units. Banishing teleports the target unit to its starting Manor, Keep, Castle, or Palace.

Bishops also burn heretics. Sometimes, a special Pagan attack transforms one of your Peasants into a heretic who corrupts your other Peasants so they stop working. Bishops, Inquisitors, and Priests can burn this heretic, filling the rest of the peasantry with fear and teaching them the error of their ways so they'll be eager to work hard for you.

Bishops have a charge bar. Performing one of these actions depletes the bar. However, it recharges over time. Bishops can detect and unmask enemy Spies and Possessed Peasants.

Holy Warrior

Created at: Monastery
Unit Type: Heavy Cavalry
Hand-to-Hand Damage: 35
Missile Damage: N/A
Armor: 22
Health: 190
Cost: 100 Food, 30 Gold



Holy Warriors are monastic Knights, members of fanatical military religious orders like the Knights of the Sacred Sepulchre or the Holy Order of Tharingian Knights. They're excellent fighters with lots of armor, which makes them slow.

Holy Warriors can perform exorcisms and heal other units, including other Holy Warriors. Exorcism deals high levels of damage to all demonic units in range. Holy Warriors have a charge bar; healing and exorcism use up power, but the bar regenerates over time. You can put Holy Warriors into formation.

Imperial Archer

Created at: Barracks
Unit Type: Light Infantry
Hand-to-Hand Damage: 10
Missile Damage: 30
Armor: 9
Health: 120
Cost: 100 Food, 20 Gold



The Imperial Archer is an elite unit armed with the longbow who acts like a standard

Archer. However, Imperial Archers have a longer range than other Archers, do more damage, and have more hit points. All Archers are upgraded to Imperial Archers after you construct the Statue of the Archangel.

Imperial Knight

Created at: Stables
Unit Type: Heavy Cavalry
Hand-to-Hand Damage: 32
Missile Damage: N/A
Armor: 32
Health: 160
Cost: 100 Food, 15, Gold



Imperial Knights are elite heavily armored cavalry. They're fast, and can take and deal a lot of damage. They're particularly effective against light infantry.

Imperial Knights represent the best of the Empire of the One God's nobles. You can order Imperial Knights into formations. All Knights are upgraded to Imperial Knights after you build the Statue of the Archangel.

Imperial Pikeman

Created at: Barracks
Unit Type: Heavy Infantry
Hand-to-Hand Damage: 38
Missile Damage: N/A
Armor: 17
Health: 180
Cost: 60 Food, 30 Materials



Imperial Pikemen are the best heavy infantry the Empire can muster. They can take a lot of damage and deal it out, but they are slow. You can put them into formation. Men-at-Arms are automatically upgraded to Imperial Pikemen after you build the Statue of the Archangel.

Inquisitor

Created at: Cathedral
Unit Type: Special
Hand-to-Hand Damage: N/A
Missile Damage: 60
Armor: 5
Health: 100
Cost: 200 Food, 100 Gold



The Brotherhood of Inquisitors is an organization of fanatical zealots dedicated to rooting out opponents of the Imperial Church. The Inquisitors are ruthless burners of heretics and devoted to destroying all enemies of the Church. Inquisitors can perform an exorcism, which deals out more damage than the Priest's or Bishop's exorcism, to all demonic units in range.

Inquisitors can also banish demonic units. Banish teleports the target unit to its starting Manor, Keep, Castle, or Palace. Inquisitors burn heretics and launch Holy Fire from their Staves, damaging units and structures—though the Fire is more effective against units than structures.

Inquisitors have a charge bar, and performing one of these actions depletes the bar. It recharges over time. Inquisitors detect and unmask enemy Spies and Possessed Peasants.

Man-at-Arms

Created at: Barracks
Unit Type: Heavy Infantry
Hand-to-Hand Damage: 35
Missile Damage: N/A
Armor: 14
Health: 150
Cost: 60 Food, 30 Materials



The Man-at-Arms is similar to a Spearman, but has a longer weapon and better armor. He can take a lot of damage and deal it out, but he's slow across the ground. You can put them into formation. This unit becomes available after the Chivalry upgrade.

Monk

Created at: Monastery
Unit Type: Special
Hand-to-Hand Damage: N/A
Missile Damage: N/A
Armor: N/A
Health: N/A
Cost: N/A



The Monk is an autonomous unit you can create at a Monastery. However, you can't select or give orders to Monks. The Monk won't travel far from the Monastery but will heal all nearby damaged units. You must send these units to the Monastery for healing. Monks have excellent healing skills, which are faster than healing with Supply Wagons. You can improve this skill with the Surgery upgrade.

Priest

Created at: Church
Unit Type: Special
Hand-to-Hand Damage: N/A
Missile Damage: N/A
Armor: 5
Health: 80
Cost: 150 Food, 150 Materials



Priests of the Imperial Church have two uses: they can Pray and are effective against Pagan beasts. Priests can perform an exorcism, which deals out damage to all demonic units in range. Priests do the least amount of exorcism damage (compared to Bishops, Inquisitors, and Holy Warriors). They also can burn heretics and can detect and unmask enemy Spies and Possessed Peasants.

Priests have the ability to bless units around them, increasing their combat ability for a short time. Priests have a charge bar, and performing one of these actions depletes the bar—but it recharges over time.

Sword of God

Created at: Statue of the Archangel
Unit Type: Special
Hand-to-Hand Damage: 250
Missile Damage: N/A
Armor: 50
Health: 1,500
Cost: N/A



The Sword of God is a gigantic archangel, the ultimate Imperial unit. Build the Statue of the Archangel (which requires the Crusade upgrade), then begin the summoning by selecting the relevant icon at the Statue and paying a lot of Food and Gold.

The summoning takes time, but assigning Bishops, Inquisitors, or Priests to pray at the statue hastens it.

The Sword of God is heavily armored, can absorb huge amounts of damage, and wields a great flaming sword that inflicts massive damage on units and structures. The Sword of God also blesses nearby allies and can plunge his sword into the ground, releasing a blast of energy that can destroy nearby troops.

You can't control the Sword of God in the normal way. Instead, you select him and choose an enemy unit or structure. The Sword of God attacks that player's units and structures relentlessly until he is killed or reassigned. The Sword of God is too large to board a Cog—instead he simply walks underwater across the seabed if he wants to cross the sea.



Pagan Units

These units are available if you choose the Pagan alignment. Not all of them are available for the Pagan-Renaissance alignment.

Abaddon

Created at: Wicker Man
Unit Type: Demonic
Hand-to-Hand Damage: 250
Missile Damage: N/A
Armor: 50
Health: 2,000
Cost: N/A



Abaddon is a gigantic Pagan demon lord who fires bolts of infernal energy from his eyes. He is summoned at the Wicker Man, but it takes a long time. Peasants can be sacrificed in the burning Wicker Man to hasten the summoning.

Abaddon can stomp, causing quake damage to nearby units. You can't control him as you can other units. Instead, you select him and choose an enemy unit or structure. Abaddon attacks those units and structures relentlessly until he is killed or reassigned.

Abaddon can destroy low-level units. However, you can only have one Abaddon in play at a time. Abaddon is too large to board a Cog—he walks underwater if he wants to cross the sea. Because his skin is so tough and leathery, Abaddon is resistant to arrows but not to bullets. He's the ultimate Pagan unit.

Battle Rider

Created at: Stables
Unit Type: Heavy Cavalry
Hand-to-Hand Damage: 27
Missile Damage: N/A
Armor: 12
Health: 150
Cost: 100 Food, 40 Materials



A Pagan mounted warrior, the Battle Rider is an armored horseman armed with a broadsword. Less effective than a Knight in

combat, the Rider is faster across the ground. The Battle Rider costs wood and Food to produce (not Gold) and you can put him into formation.

Behemoth

Created at: Henge
Unit Type: Demonic
Hand-to-Hand Damage: 200
Missile Damage: N/A
Armor: 25
Health: 1,000
Cost: 1,000 Food, 50 Gold



A Pagan monster that is effective against structures and units, a Behemoth is a huge lumbering beast, who can absorb and deal out massive amounts of damage, flattening units or structures with its mighty clubs. Behemoths are resistant to arrows. You must build a Wicker Man in order to summon a Behemoth.

Death Wyrm

Created at: Henge
Unit Type: Demonic
Hand-to-Hand Damage: N/A
Missile Damage: 120
Armor: 5
Health: 500
Cost: 400 Food, 50 Gold



The Death Wyrm is a gigantic demon maggot that fires explosive chemicals at walls, buildings, and people. A rider sits on its back, directing the beast. Like an organic, demonic siege weapon with anti-personnel ability, it spits a gallstone at such high velocity that it is capable of shattering stone walls. Its poisonous bile can infect units, causing them to lose hit points over time, and its slime slows units as they push through it.

You must build an Arcanum in order to summon a Death Wyrm.

Fomorian

Created at: Henge
Unit Type: Demonic
Hand-to-Hand Damage: N/A
Missile Damage: 30
Armor: 15
Health: 500
Cost: 400 Food



A large Pagan beast that hurls rocks with its tail, the Fomorian is a siege unit that destroys structures and walls. The Fomorian, which is controlled by a rider, does a lot of damage, but runs out of ammunition.

Because of its slow and inaccurate firing, it isn't as effective against units as it is against structures. You must perform the Fomorian upgrade at the Temple of the Moon to summon one of these beasts.

Gibbering Horde

Created at: Henge
Unit Type: Demonic
Hand-to-Hand Damage: 35
Missile Damage: N/A
Armor: 1
Health: 40
Cost: 30 Food



The Gibbering Horde is made up of a host of small and revolting creatures. Pagans know them as spirits of the dark side of nature, but the Imperial Church calls them lesser demons. Individually, each member of the horde is weak, but as a combined chaotic gaggle, they possess tremendous strength. There are two ways you can create a Gibbering Horde: The normal way is to spawn it at a Henge. Otherwise, you can have a High Priestess cast a spell on an enemy unit, morphing that unit into an individual Gibbering Horde.

They're cheap, costing only Food, but their special power allows you to order them to consume Materials. With a Gibbering Horde selected, pass the cursor over a tree or rock outcropping. The cursor changes to a consume Materials icon. Right-click on the

target and your Horde begins to eat trees and rocks until it's ordered to stop. The Materials are depleted. After consuming a certain amount, the Gibbering Horde reproduces, creating a new horde member, which then begins consuming Materials as well. Soon a huge Gibbering Horde is eating its way through forests and stone outcroppings. This feature makes the Horde effective as an economic weapon against your opponent's infrastructure. The Gibbering Horde cannot be put into formation.

High Priestess

Created at: Sacred Grove
Unit Type: Special
Hand-to-Hand Damage: N/A
Missile Damage: N/A
Armor: 5
Health: 100
Cost: 100 Food, 50 Gold



The High Priestess is the keeper of the Pagan religion and a powerful spell caster. She uses her powers to create the Henge, a structure of standing stones at which you can summon mighty Pagan beasts. High Priestesses can cast spells on enemy units, taking control of them and turning them into a Gibbering Horde.

High Priestesses can create a Dark Portal, an interdimensional point through which a player's units are teleported to another part of the world. Each portal can teleport a limited number of units before it fades away. To create the Dark Portal, the High Priestess needs the help of a Succubus who possesses a Peasant. Click on the High Priestess; pass the cursor over a Possessed Peasant and the cursor changes to indicate that you can create a Dark Portal. Right-click on the Possessed Peasant to create a portal next to the Priestess and another where the Possessed Peasant stood. The process destroys the Peasant. Units you order to the portal near the Priestess are teleported to the portal where the Possessed Peasant used to be. If your Succubus creates a Possessed

Peasant inside an opponent's base, you can teleport an army into the base.

The High Priestess can burn heretics who have strayed from the Pagan path, unmask disguised Succubi, Possessed Peasants, and Spies, and curse enemy units, which reduces their efficiency and strength.

Huntress of the Dawn

Created at: Hall of Warriors

Unit Type: Light Infantry

Hand-to-Hand Damage: 6

Missile Damage: 30

Armor: 5

Health: 120

Cost: 100 Food, 50 Materials

This standard Pagan Archer is a lightly armored female warrior unit with a missile attack. She functions like an Archer.



Huntress of the Sun

Created at: Hall of Warriors

Unit Type: Light Infantry

Hand-to-Hand Damage: 7

Missile Damage: 33

Armor: 5

Health: 120

Cost: 100 Food, 50 Materials

When you build a Wicker Man, your Huntresses of the Moon are automatically upgraded to Huntresses of the Sun, and you can now create the upgraded unit at the Hall of Warriors. This Archer-like unit has a longer range and causes more damage than the Huntress of the Moon.



Mounted Huntress

Created at: Stables

Unit Type: Light Cavalry

Hand-to-Hand Damage: 10

Missile Damage: 26

Armor: 2

Health: 160

Cost: 150 Food, 60 Materials

The Mounted Huntress is a fast-moving, lightly armored female horse Archer. They



attack from a distance with a bow, but lack the range or damage potential of non-mounted Archers or arquebus-equipped infantry. They are more effective than Javelineers, however, and can be put into formation. You can create them at the Stables after you have built a Temple of the Moon.

Spider Demon

Created at: Henge

Unit Type: Demonic

Hand-to-Hand Damage: N/A

Missile Damage: 30

Armor: 2

Health: 500

Cost: 300 Food, 25 Gold

The Spider Demon is a huge Pagan creature. It's very fast and vomits a devastating acid spray, which burns units and buildings. When depleted, this acid bile must recharge over time. You can summon the Spider Demon from the Otherworld at the Henge. A Spider Demon is equal to several units of light cavalry.



Succubus

Created at: Henge

Unit Type: Demonic

Hand-to-Hand Damage: N/A

Missile Damage: N/A

Armor: 5

Health: 100

Cost: 100 Food, 50 Gold

The Succubus is a female demon skilled in enchantments and sneak attacks. Like the Spy, the Succubus looks like an ordinary Peasant to your enemies. Some units—other Succubi, the High Priestess, Priests, Bishops, and Inquisitors—can detect her disguise.

The Succubus is a weak fighter, but has some very useful powers. She can charm an enemy unit, switching its allegiance to your side. She can cast a Berserker Rage on up to three units (friendly or enemy), increasing their attack value and lowering their defenses. Units in a Berserker Rage attack the



nearest unit of any side. So, if you cast it on an enemy formation, the units break formation and attack their friends. Before you cast it on friendly units, however, make sure any friendly troops that they might turn against are out of the way.

Finally, the Succubus can possess any unit, friendly or enemy, and turn it into a Possessed Peasant. Use a Possessed Peasant to spread heresy amongst other Peasants. A Possessed Peasant looks like an ordinary Peasant to its owner, but you can pass the cursor over the Possessed Peasant to reveal its true nature. Heretical Peasants loiter, listening to the rants of a Possessed Peasant and are unable to perform their designated tasks. Bishops, Priests, Inquisitors, and the High Priestess are the only units capable of "curing" heretics.

War Rider

Created at: Stables
Unit Type: Heavy Cavalry
Hand-to-Hand Damage: 30
Missile Damage: N/A
Armor: 30
Health: 180
Cost: 100 Food, 40 Materials



The War Rider is an upgraded Battle Rider, with more hits, armor, and damage ability. He's the ultimate Pagan heavy cavalry unit. Building a Wicker Man automatically upgrades all your Battle Riders to War Riders.

Warriress of the Dawn

Created at: Hall of Warriors
Unit Type: Heavy Infantry
Hand-to-Hand Damage: 37
Missile Damage: N/A
Armor: 13
Health: 130
Cost: 70 Food, 40 Gold



These female warriors are dedicated to the Pagan Gods and are very tough fighters. Though they aren't as tough as their Imperial equivalent, they're faster across the ground.

Warrior of the Sun

Created at: Hall of Warriors
Unit Type: Heavy Infantry
Hand-to-Hand Damage: 40
Missile Damage: NA
Armor: 20
Health: 200
Cost: 70 Food, 20 Gold



After you build a Wicker Man, you can spawn these Pagan pikemen at the Hall of Warriors. Fast for heavy infantry, Warriors of the Sun take lots of damage, and deal it out, as well.

Undead Legion

Created at: Arcanum
Unit Type: Heavy Infantry
Hand-to-Hand Damage: 37
Missile Damage: N/A
Armor: 25
Health: 200
Cost: 200 Food



The Undead Legions are special elite units, summoned from beyond the grave. They're the toughest infantry units in the game, taking massive amounts of damage because their undead flesh has to be hacked into pieces to stop them.

You can order these legionnaires from the Lands of the Dead into formations. They're available after you invoke the Undead Legion upgrade. They don't consume any Food, allowing you to save Food for your living units.



Renaissance Units

These units are only available if you choose the Renaissance alignment. Not all of them are available for the Imperial-Renaissance or Pagan-Renaissance alignments.

Battering Ram

Created by: Sapper
Unit Type: Siege Weapon
Hand-to-Hand Damage: 40
Missile Damage: N/A
Armor: 5
Health: 300



Cost: 100 Food, 300 Materials

Use Battering Rams to damage walls and gates of Stockades and Castles. These slow-moving wooden units can't defend themselves against close attack, so keep infantry or cavalry units nearby for protection. Rams can take a lot of damage. They're resistant to arrows, but very vulnerable to Flaming Arrows.

Bombard

Created at: Armory
Unit Type: Siege Weapon
Hand-to-Hand Damage: N/A
Missile Damage: 80
Armor: 5
Health: 400



Cost: 100 Food, 100 Materials, 50 Gold

The Bombard is a medieval cannon—resembling a big mortar on wheels. Bombards are siege weapons, designed to destroy walls and buildings. They're slow but do a lot of damage.

Bombards are more accurate than other siege weapons but are relatively ineffective against units because they must get a direct hit to do damage. They can't defend themselves against close attack, so keep infantry or cavalry units available for support. Bombards can run out of ammunition, so keep a Supply Wagon nearby.

Carrack

Created at: Dock
Unit Type: Ship
Hand-to-Hand Damage: N/A
Missile Damage: 50
Armor: 5
Health: 350



Cost: 50 Food, 300 Materials, 40 Gold

The Carrack is a warship with a Mangonel mounted on its deck. Use them to fight other ships and attack land targets from offshore.

While resistant to normal arrows, Carracks are vulnerable to Flaming Arrows, making them quite effective against enemy towers and forts. They never run out of ammunition, so you don't have to worry about re-supplying them. When you make an amphibious landing on a hostile shore, take along some Carracks to soften the enemy and support your troops.

Dragoon

Created at: Stables
Unit Type: Light Cavalry
Hand-to-Hand Damage: 10
Missile Damage: 27
Armor: 1
Health: 120



Cost: 100 Good, 20 Gold

Dragoons are fast, lightly armored cavalry. They attack from a distance with a primitive musket. Although they lack the range and damage of bow- or arquebus-equipped infantry, they're more effective than Javelineers, and you can put them into formation. You may need to re-supply them if they run out of ammunition. Dragoons are available after you use the Gunpowder upgrade.

Galleas

Created at: Dock
Unit Type: Ship
Hand-to-Hand Damage: N/A
Missile Damage: 100
Armor: 7
Health: 500



Cost: 200 Food, 300 Materials
 The Galleas is an early medieval Galleon. Armed with Bombards, it has no cargo capacity, but never runs out of ammunition.

You can repair a damaged Galleas at a Dock. They're resistant to arrows, but vulnerable to Flaming Arrows. You must have the Bombard upgrade to build this ship.

Gunner

Created at: Barracks
Unit Type: Light Infantry
Hand-to-Hand Damage: 10
Missile Damage: 35
Armor: 5
Health: 80



Cost: 100 Food, 20 Gold
 A Gunner is a medium-range unit equipped with the earliest of handguns: the arquebus. Gunners do more damage than standard Archers, and carry more ammunition, but they can't lob shots over obstacles. You must re-supply them when they run out of ammunition. To create Gunners, you need a University or the Gunpowder upgrade.

Mangonel

Created at: Armory
Unit Type: Siege Weapon
Hand-to-Hand Damage: N/A
Missile Damage: 50
Armor: 5
Health: 400



Cost: 200 Food, 200 Materials
 Mangonels are slow, small catapults. Mangonels (also known as "nags" because they kick up their rear ends when they fire) don't have the range or damage of a Trebuchet. Use them against structures, but

as they are very inaccurate, don't use them against moving units. You may need to re-supply them if they run out of ammunition.

Rocket Launcher

Created by: Sapper
Unit Type: Siege Weapon
Hand-to-Hand Damage: N/A
Missile Damage: 180
Armor: 5
Health: 400



Cost: 500 Food, 200 Gold
 The Rocket Launcher is the ultimate Renaissance siege unit; a huge tower on wheels that fires gigantic "firework" rockets that cause massive damage and spread fire throughout a city. It must be limbered up before moving, and unlimbered before firing.

Sapper

Created at: Armory
Unit Type: Special
Hand-to-Hand Damage: 15
Missile Damage: N/A
Armor: 5
Health: 100
Cost: 150 Food, 25 Gold



A Sapper is a military engineer whose function is to construct earthworks and siege machines. Sappers are equipped with one-handed war hammers, but have a mediocre fighting ability. When you order the Sapper to construct something, the resources are deducted from your global stocks. Because most siege weapons move slowly, use your Sapper to construct these war machines near your target. The Sapper constructs the Battering Ram, Training Dummy, Palings, Siege Tower, Trebuchet, and Rocket Launcher. For the Sapper to construct the Siege Tower, Trebuchet, and Rocket Launcher, you must complete the relevant upgrades.

Siege Tower

Created by: Sapper
Unit Type: Siege Weapon
Hand-to-Hand Damage: N/A
Missile Damage: N/A
Armor: 5
Health: 600



Cost: 100 Food, 300 Materials, 25 Gold

A Siege Tower is a tall box with wheels; you can push it along. To deploy, click on it, then on a stretch of wall. The tower trundles over, docks with the wall, and lowers its front gate. Any garrisoned troops inside the tower jump onto the other side of the wall. In its deployed state, you can order infantry into it. They walk in, disappear, then reappear on the other side of the wall. Siege Towers are slow moving across the ground, but take a lot of damage.

Trebuchet

Created by: Sapper
Unit Type: Siege Weapon
Hand-to-Hand Damage: N/A
Missile Damage: 75
Armor: 5
Health: 400



Cost: 200 Food, 500 Materials

Trebuchets are large catapults that have a slow rate of fire and poor accuracy, with the projectiles taking a long time to reach the target. Though ineffective against infantry or cavalry, Trebuchets easily destroy enemy walls and structures. They excel at this because the rocks they throw are heavy and exceed all but the strongest buildings' armor ratings. It takes a couple of hits to destroy a wall.

Trebuchets have a minimum range. They also can hurl fireballs after you have the Greek Fire upgrade, and Explosive Missiles after the Explosives upgrade. Trebuchets may run out of ammunition and need re-supplying.

Structures

You can build a variety of structures during each level of *Warrior Kings*. Some structures allow you to create new units, others offer upgrades or help you produce resources. Some structures have requirements you must meet before you can construct them.

Armory

Requirements: Keep
Creates: Mangonel, Sapper, Bombard
Allows: Carrack to be built at the Dock



Alignment: Unaligned
Structural Integrity: 800
Cost: 300 Materials, 50 Gold

After you construct an Armory, you have access to a range of siege weapons either directly—in the form of the Mangonel and Battering Ram—or via the Sapper. The Sapper can also build Bombards and Trebuchets. An Armory must be built within your city walls.

Arcanum

Requirements: Temple of the Moon and Observatory
Upgrades Available: Death Wurm, Explosives, Necromancy, Undead Legion



Allows: Carrack
Alignment: Pagan Renaissance
Structural Integrity: 1,000
Cost: 500 Materials, 300 Gold

This is a Pagan center of magical learning, the ultimate Pagan Renaissance building. It precludes the University, Scriptorium, Statue of the Archangel, and Wicker Man. Building the Arcanum automatically upgrades your Castle to a Pagan Palace.

Bank

Requirements: Observatory

Alignment: Renaissance

Structural Integrity: 300

Cost: 600 Materials



After you establish a thriving economy with Merchants and Shops, the addition of a Bank makes your population feel safer about the money it produces. The Bank allows you to convert Materials to Gold at a faster rate.

Peasants assigned to shop will visit a Bank on their way to deliver to the Manor. Visiting the Bank gives them a Gold bonus, so build your Bank near or between your Shops and your Manor. A Bank must be built within your city walls.

Barracks

Creates: Archer, Imperial

Archer, Spearman, Man-at-Arms, Imperial Pikeman, Gunner



Upgrades Available: Research Fort, Research Flaming Arrow

Allows: Training Dummy, Stables, Watchtower

Alignment: Unaligned

Structural Integrity: 400

Cost: 200 Materials

The first step in developing a military force is to construct a Barracks. With this, you can start training and produce a force of fighting units. A Barracks must be built within your city walls.

Blacksmith

Requirements: Guildhall

Upgrades Available: Heavy Infantry Pattern Welded Blade, Light Cavalry Steel-Tipped Weapon, Light Infantry Steel-Tipped Weapon, Heavy Cavalry Mail Barding, Heavy Infantry Chainmail, Light Cavalry Mail Barding, Light Infantry Hardened Leather Armor, Light Cavalry Armor Piercing, Light



Infantry Armor Piercing, Light Cavalry Plate Barding, Light Infantry Ringmail Armor, Light Infantry Leather Armor, Heavy Infantry Scalemail, Heavy Infantry Plate Armor, Heavy Infantry Damascene Steel

Alignment: Unaligned

Structural Integrity: 500

Cost: 300 Materials, 100 Gold

The Blacksmith can upgrade the armor and weapons of your units. When you upgrade from a Keep to a Castle, the Blacksmith offers more of these upgrades. If you upgrade to a Renaissance Palace, the Blacksmith offers further upgrades.

Castle

Requirements: Cathedral, Temple of the Moon, or Observatory

Allows: Several additional cavalry and infantry combat upgrades at the Blacksmith

Alignment: Unaligned

Structural Integrity: 2,000

Cost: N/A

Garrison Capacity: 50

A Castle is an upgraded Keep and is more robust than the Keep. It can be Pagan, Renaissance, or Imperial, depending on the path you choose. The Keep is automatically upgraded to a Castle when you build a Cathedral (Imperial Castle), Temple of the Moon (Pagan), or Observatory (Renaissance). A Castle also allows your Peasants to construct new Manors elsewhere, effectively allowing you to establish new cities. You can garrison Castles.



Cathedral

Requirements: Chivalry upgrade at the Monastery

Creates: Bishop, Inquisitor

Upgrades Available: Surgery, Crusade, Shield of God, Crossbow

Allows: Scriptorium (with Observatory) and Ramparts upgrade



Acts of God: Plague, Blindness, Fimbulwinter, Wrath of Heaven, Wormwood, Vision, Earthquake, Lightning

Alignment: Imperial or Imperial Renaissance

Structural Integrity: 1,000

Cost: 600 Materials, 150 Gold

A Cathedral is the Imperial “special weapon” building. It generates and inflicts Acts Of God. Priests, Bishops, and Inquisitors can pray here to speed up the generation of Piety, which they use in calling down Acts of God.

Building a Cathedral precludes the Pagan path, automatically upgrades your Keep to an Imperial Castle, and disallows the University.

Church

Creates: Priest

Alignment: Imperial, Imperial Renaissance, or Renaissance

Structural Integrity: 500

Cost: 275 Materials

Garrison Capacity: 20

A Church increases the efficiency of your Peasants. When Peasants deliver Materials to a Village or Manor and there is a Church is nearby, they stop at the Church on every seventh trip (Sunday) and pray. This increases the speed at which they harvest resources for the next six trips. Building a Church precludes the Pagan Maypole and the Battle Rider.



Dock

Creates: Cog, Carrack, Corsair, Galleas

Alignment: Unaligned

Structural Integrity: 600

Cost: 300 Materials

A Dock repairs ships; you can set it up to receive resources from another Dock and to deliver resources to the nearest Village or Manor via Carts.



Farm

Alignment: Unaligned

Structural Integrity: 100

Cost: 50 Materials

Farms generate Food if you assign a Peasant Food to work them. You can tell if a Farm has no Peasant working on it because Farms without Peasants attract crows that feed on the Farm. There are three types of Farm, depending on the terrain over which they are built—fertile, standard, and arid. The tool tip and the Farm graphic tells you which type they are. Fertile Farms look rich and plentiful, arid Farms are dry and patchy. Place your Farms on fertile terrain. Fertile Farms produce more Food than standard Farms, and arid Farms produce the least.



Fort

Alignment: Unaligned

Structural Integrity: 400

Cost: 300 Materials

Garrison Capacity: 10

The Fort is an upgraded Watchtower. It can take more damage than a Watchtower, and you can garrison more troops there. Troops can fire from a Fort.



Gatehouse

Commands: Open Portcullis, Close Portcullis

Alignment: Unaligned

Structural Integrity:

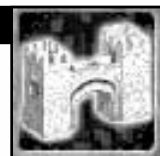
50 (Stockade), 400 (Fortified), 700 (Battlements), 900 (Ramparts)

Cost: 600 Materials

Garrison Capacity: 10

Your initial Stockade comes with a Gatehouse. There are four types of Gatehouse: stockade Gatehouse, fortified Gatehouse, Gatehouse battlements (Renaissance), and Gatehouse ramparts (Imperial).

You can garrison a Gatehouse, like Forts and towers. You can open and close the Gatehouse portcullis to let units through or



to prevent entry if enemy troops are threatening. Gatehouses automatically detect and unmask enemy Spies and Possessed Peasants.

Guildhall

Requirements: Village
Upgrades Available: Heavy Plough, Horse Harness, Crop Rotation, Fortified Wall



Allows: Windmill, Blacksmith, Warehouse, Wall upgrades

Alignment: Unaligned
Structural Integrity: 400
Cost: 200 Materials

This is the place where tradesmen can enter into a guild to develop their skills.

Hall of Warriors

Requirements: Temple of the Moon

Creates: Warriress of the Dawn, Warrior of the Sun, Huntress of the Dawn, Huntress of the Sun, Undead Legion



Alignment: Pagan
Structural Integrity: 600
Cost: 400 Materials, 50 Gold

This is the barracks where you train Pagan warriors.

Henge

Creates: Succubus, Gibbering Horde, Behemoth, Spider Demon, Death Wurm, Fomorian



Alignment: Pagan
Structural Integrity: 300
Cost: 375 Materials, 75 Gold

A High Priestess must build the Henge. It is a summoning circle of ancient stones, which you use to bring forth mighty Pagan beasts from the Otherworld.

Holy Chapter

Requirements: Crusade
Creates: Monk, Holy Warrior
Upgrades Available: Chivalry
Alignment: Imperial
Structural Integrity: 500
Cost: 350 Materials, 50 Gold



The Holy Chapter is an upgraded Monastery that allows for the training of monastic Knights like the Holy Warrior.

Holy Fortress

Requirements: Shield of God
Alignment: Imperial
Structural Integrity: 900
Cost: 300 Materials
Garrison Capacity: 20



You can upgrade your Fort to a Holy Fortress after you complete the Shield of God upgrade. A Holy Fortress has the best defenses and can house the largest garrison.

Keep

Requirements: Monastery, Sacred Grove, or Windmill
Creates: Peasant, Cart
Allows: Armory, Fort upgrade at barracks, various cavalry and infantry combat upgrades at the Blacksmith



Alignment: Unaligned
Structural Integrity: 1,500
Cost: N/A

Garrison Capacity: 50

A Keep is an upgraded Manor, but it can take more damage. It can be Pagan, Renaissance, or Imperial alignment, depending on the path you choose. The Manor is automatically upgraded to a Keep when you build a Monastery (Imperial Keep), Sacred Grove (Pagan Keep) or Windmill (Renaissance Keep).

Manor

Creates: Peasant, Cart
Upgrades Available: Militia,
 Fortified Wall

Commands: Conscript

Peasants (turns Peasants into Militia),
 Convert Militia to Peasants (back to
 Peasants)

Alignment: Unaligned

Structural Integrity: 600

Cost: 750 Materials, 150 Gold

Garrison Capacity: 50

Your first Manor is the center of your city and your Empire. If enemies destroy it you lose the game, so guard it well! (In multiplayer you can change this, if you wish.) Your Manor begins with a Stockade wall. As your city expands, the wall automatically expands, as well. As you develop your city, your Manor is upgraded to Keep, Castle, then Palace. Each of these Castles are different according to your choice of alignment—Pagan, Imperial, or Renaissance. You can only have one Manor, until it is upgraded to a Castle. At this point, your Peasants can construct new Manors.



Maypole

Allows: Sacred Grove,
 Barbarian

Alignment: Pagan

Structural Integrity: 200

Cost: 150 Materials

The Maypole is a Pagan building for improving the happiness and efficiency of your Peasants. If you build it on your Peasants' delivery route, they stop at the Maypole to celebrate, making them faster and more efficient at harvesting Food and gathering Materials. Building a Maypole precludes the Church.



Monastery

Creates: Monk

Allows: Armory, Fort upgrade

Upgrades Available: Chivalry,
 Holy Chapter

Alignment: Imperial

Structural Integrity: 500

Cost: 300 Materials, 50 Gold

Building a Monastery automatically upgrades your Manor to a Keep.



Observatory

Requirements: Windmill

Upgrades Available: Research
 Trebuchet, Telescopic
 Vision

Allows: Bank and Scriptorium (with
 Cathedral), or Arcanum (with Temple
 of the Moon), or University

Alignment: Imperial Renaissance,

Renaissance, or Pagan Renaissance

Structural Integrity: 1,000

Cost: 200 Materials, 100 Gold

The Observatory, which allows your people to research new techniques and discoveries, precludes Wicker Man and Statue of the Archangel. It automatically upgrades your Keep to a Castle. The Observatory gives you the power of Telescopic Vision, which has a charge bar. When it's fully charged, the Telescopic Vision icon becomes active. Select it, then right-click anywhere on the map, and you can see that area for a second or two.



Palace

Requirements: Statue of the
 Archangel, Scriptorium,
 Wicker Man, Arcanum, or
 University

Alignment: Unaligned

Structural Integrity: 2,000

Cost: N/A

Garrison Capacity: 50

A Palace is an upgraded Castle and the ultimate headquarters. It can be Pagan, Renaissance, or Imperial, depending on the



path you choose. Your Castle is automatically upgraded to a Palace when you build the Statue of the Archangel (Imperial Palace), a Scriptorium (Imperial Renaissance), Wicker Man (Pagan Palace), Arcanum (Pagan Renaissance), or University (Renaissance Palace). The Renaissance Palace allows more cavalry and infantry combat upgrades at the Blacksmith.

Palings

Requirements: Sapper

Alignment: Unaligned

Palings are stakes set in the ground, which slow down enemy units. Palings are built by the Sapper.



Sacred Grove

Requirements: Maypole

Creates: High Priestess

Upgrades Available: Festival of Samhain, Festival of Beltane, Blessings of the Goddess

Allows: Temple of the Moon, Battle Rider, Mounted Huntress

Alignment: Pagan

Structural Integrity: 500

Cost: 250 Materials, 50 Gold

The Sacred Grove is a Pagan center of nature worship. Building a Sacred Grove automatically upgrades your Manor to a Pagan Keep. The Sacred Grove precludes the Javelineer, but all existing Javelineers are automatically upgraded into Mounted Huntresses.



Sawmill

Requirements: Windmill

Alignment: Unaligned

Renaissance, Pagan Renaissance, or Imperial Renaissance

Structural Integrity: 400

Cost: 400 Materials

Use the Sawmill to boost your Materials output. Build a Sawmill near a Village to which your Peasants deliver wood Materials (not stone from stone outcroppings). On



their journey from a tree to the Village, the Peasants visit the Sawmill, which turns the wood into lumber. This increases the amount of Materials they're carrying for delivery to the Village (or Manor).

Scriptorium

Requirements: Cathedral and Observatory

Upgrades Available: Witch Hunt, Greek Fire, Gunpowder

Alignment: Imperial Renaissance

Structural Integrity: 500

Cost: 500 Materials, 300 Gold

The Scriptorium, a place of research, is carefully monitored by the Empire to ensure all new discoveries conform to Imperial Church doctrine. This is the final building for the Imperial Renaissance path.



Shop

Orders: Pause Shopping, Unpause Shopping

Allows: Tavern

Alignment: Unaligned

Structural Integrity: 300

Cost: 100 Materials

Shops allow Peasants to trade their Materials for Gold. Gold is generated from Shops when you assign Peasants to shop and sell Materials from your global stocks. The Materials are converted to Gold, which the Peasant then takes to the Manor, Keep, Castle, or Palace.

A Peasant continues to do this until the Materials at the Palace are depleted, or you order the Peasant to stop. If you build a Bank nearby, the Peasant stops at the Bank, increasing his Gold yield before delivering it to the Manor, Keep, Castle, or Palace.

A Merchant generates more Gold than a Peasant when assigned to a Shop. To pause this process (for example, if your Materials are running low), select the order at the Shop. When no Peasants or Merchants are assigned to a Shop, no Materials are taken from global stocks.



Stables

Creates: Javelineer, Squire, Dragoon, Mounted Huntress, Battle Rider, War Rider, Knight, Imperial Knight



Upgrades Available: Heavy Cavalry Stirrup, Heavy Cavalry Warhorse, Heavy Cavalry Horseshoe

Alignment: Unaligned
Structural Integrity: 200
Cost: 300 Materials

You can recruit cavalry units at the Stables. Cavalry types depend on alignment and upgrades.

Statue of the Archangel

Requirements: Crusade upgrade

Orders: Summon the Sword of God

Allows: Imperial Archer, Imperial Knight, Imperial Pikeman, Inquisitor, the Wormwood and Lightning Acts of God

Alignment: Imperial
Structural Integrity: 1,000
Cost: 1,000 Food, 600 Gold

The Statue of the Archangel is the ultimate Imperial structure. When you build this statue, you are marked as the most pious and zealous follower of the Imperial Church. Followers of the true faith flock to your banner, and the most powerful Imperial units become available to you.

To use the Statue to summon the Sword of God, assign Priests, Bishops, and Inquisitors to pray at the Statue to hasten the summoning. Building the Statue of the Archangel precludes the University and automatically upgrades your Castle to an Imperial Palace. Existing Archers, Knights, and Men-At-Arms are also automatically upgraded to their Imperial versions.



Tavern

Requirements: Shop
Creates: Mercenaries, Spies
Alignment: Unaligned
Structural Integrity: 200
Cost: 300 Materials



Spies and Mercenaries frequent the Taverns, looking for work. When they're not working, they spend their money eating and drinking to excess, because they never know when they may get their next job or even if they will live long enough to see another day.

Temple of the Moon

Requirements: Sacred Grove
Orders: Summon Fomorian
Allows: Arcanum, Hall Of Warriors, Wicker Man



Alignment: Pagan
Structural Integrity: 1,000
Cost: 800 Materials, 200 Gold

Building the Temple of the Moon takes you farther down the Pagan path and precludes the University. The Temple attracts Pagan followers, allowing you to build the Hall of Warriors (a Pagan barracks), at which you can recruit Pagan units.

Training Dummy

Alignment: Unaligned
Structural Integrity: 50
Cost: 50 Materials



You can send combat units to train and earn experience points at a Training Dummy. Have a Sapper or a Peasant construct a Training Dummy. After you build one, select a combat unit and right-click on the Dummy to order the unit to train. A unit can only gain a certain amount of experience from a Training Dummy, then the unit must engage in actual combat to progress.

Trading Post

Creates: Scout, Barbarian

Alignment: Unaligned

Structural Integrity: 500

Cost: 175 Materials



One way you can use the Trading Post is as a lookout because of its high sight range.

Scouts and Barbarians look for work here.

Assign Merchants to trade here, where they generate Gold that they then deliver to the nearest Village or Manor. Unlike trading at a Shop, trading at the Trading Post does not require Materials to generate Gold.

University

Requirements: Observatory

Upgrades Available: Rocketry, Bombard, Advanced Sawmill, Advanced Windmill



Allows: Gunner, and ultimate armor and weapon upgrades at the Blacksmith

Alignment: Renaissance

Structural Integrity: 500

Cost: 1,300 Materials, 600 Gold

The University, a center for learning and research, is the ultimate Renaissance structure. Building the University automatically upgrades a Castle to the Renaissance Palace. The University disallows the Scriptorium, Arcanum, Wicker Man, Statue of the Archangel, Cathedral, Temple of the Moon, and the Holy Fortress. This is the final building in the Renaissance path.

Village

Creates: Peasant

Allows: Guild Hall, Church or Maypole, Farm, Dock, Barracks, Shop



Alignment: Unaligned

Structural Integrity: 400

Cost: 300 Materials

A Village is an important hub for gathering resources. Peasants deliver harvested

resources to your Village. Carts then transport resources from your Village to your Manor, Keep, Castle, or Palace, where they are entered into Global Stocks and become available for use.

Build your Farms around a Village. Build your Village near resource sources, like stone outcroppings, forests, and Gold outcroppings.

Walls and Towers

Alignment: Unaligned

Structural Integrity:

20 (Stockade Wall),

500 (Fortified Wall),

800 (Battlement Wall),

1,100 (Rampart Wall),

400 (Fortified Tower),

700 (Battlement Tower),

900 (Rampart Tower)

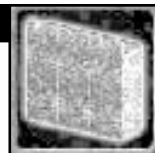
Cost: 5 Materials (Wall),

300 Materials (Tower)

Garrison Capacity: 5 Per Tower

There are four types of wall: Stockade (wooden), Fortified Wall, Battlement (Renaissance wall), and Rampart (Imperial wall). Your initial Manor includes a Stockade and, as you expand your city, the wall foundations automatically expand with it. However, you must assign Peasants to build walls upon the foundations, which costs Materials. You can use your Peasants to build walls outside your city, and as you research Fortified Walls, Battlements, and Ramparts, existing walls are upgraded automatically at no cost.

You can upgrade any wall section to the appropriate tower. Simply select a wall and click on the Tower upgrade icon (this costs Materials). You can garrison towers in the same way as Forts. Towers also act as re-supply centers of ammunition for missile troops.



Warehouse

Creates: Merchant and Supply Wagon

Alignment: Unaligned
Structural Integrity: 800

Cost: 150 Materials

You can use a Warehouse like a Manor, to collect resources from Villages. You can spawn Merchants and Supply Wagons at the Warehouse. Resources delivered to a Warehouse go straight into global stocks. You must build a Warehouse within your city walls; but to cut Cart delivery times, build it as close as possible to your Village(s).



Watchtower

Alignment: Unaligned
Structural Integrity: 150
Cost: 300 Materials
Garrison Capacity:

Watchtower: 5, **Fort:** 10,
Holy Fortress: 20

You can use Watchtowers as outposts or defenses. Because they're not much use on their own, garrison them. With the Crossbow upgrade, all garrisons can fire out, even Peasants, providing considerable defensive benefits.



Wicker Man

Requirements: Temple of the Moon

Orders: Summon Abaddon

Allows: Behemoth,

Spider Demon, Warrior of the Sun, War Rider, Huntress of the Sun

Alignment: Pagan

Structural Integrity: 500

Cost: 3,000 Food, 2,000 Materials

The Wicker Man is the ultimate Pagan building. The Wicker Man sends out a call to your people to "muster the tribes," and various Pagan warriors become available—the Behemoth and Spider Demon (at a Henge); and the Warrior of the Sun, War Rider, and



Huntress of the Sun (at the Hall of Warriors). Existing Huntresses of the Dawn and Battle Riders are automatically upgraded.

You can use the Wicker Man to summon Abaddon, the most powerful Pagan unit. Sacrifice Peasants at the Wicker Man to hasten the summoning. Building the Wicker Man precludes the University, Observatory, and Arcanum, and automatically upgrades your Castle to a Pagan Palace.

Windmill

Requirements: Guildhall

Upgrades Available:

Automatically upgrades a Manor to a Keep

Allows: Observatory, Sawmill

Alignment: Renaissance, Pagan

Renaissance, or Imperial Renaissance

Structural Integrity: 400

Cost: 300 Materials, 50 Gold

Use a Windmill to boost your Food output. Build the Windmill near a Village to which your Peasants deliver Food. They visit the Windmill on their way from a Farm to the Village.

The Windmill grinds the grain into flour, increasing the amount of Food the Peasants carry and deliver to the Village (or Manor). The Windmill allows various upgrades and buildings.



Upgrades

As you construct new buildings, these buildings usually offer upgrade icons that you can select. These always cost wood, Materials, or Gold, and some upgrades are dependent on buildings or other upgrades.

Upgrading allows you to improve existing units or buildings, construct new units or buildings, or earn other special abilities. In the multiplayer game, you must research all upgrades through the expenditure of resources. In the single-player campaign, you may discover new techniques and upgrades through exploration and the completion of quests, rather than by spending resources.

Advanced Sawmill

Available at: University

Improves the efficiency of your Sawmill, increasing its Materials production bonus.



Advanced Windmill

Available at: University

Improves the efficiency of your Windmill, increasing its Food production bonus.



Blessings of the Goddess

Available at: Sacred Grove

Prerequisite: Festival of Samhain

This Pagan ritual calls down the blessings of the Pagan goddess of fertility, making your Maypole more powerful. Peasants who visit the Maypole harvest more Food. This upgrade is the final Maypole improvement, after Beltane and Samhain.



Battlement

Available at: Castle

Prerequisite: Imperial and/or Renaissance only

This upgrades the strength of all your towers and walls.

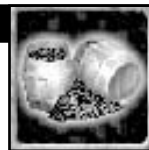


Bombard

Available at: University

Prerequisite: Trebuchet

This allows you to construct Bombards, which are early medieval cannons.



Chivalry

Available at: Monastery

Prerequisite: Horse Harness

Chivalry is a medieval warrior code, which allows you to recruit Knights (at the Stables) and Men-at-Arms (at the Barracks).



Crop Rotation

Available at: Guildhall

Prerequisite: Horse Harness

Crop Rotation gives your Farms the highest possible Food Support rating, increasing it from 10 to 15, allowing you to support larger armies.



Crossbow

Available at: Cathedral

This weapon upgrade allows you to build crossbows. The advantage is that the crossbow requires little training, as opposed to the bow, which takes years of practice.

The Imperials mount it on all their towers and Forts, which allows any unit, not just missile units, to fire out of a tower, Watchtower, Fort, or Holy Fortress—even Peasants. You can then garrison your Forts and towers with any unit type, and they can fire at approaching enemies.



Crusade

Available at: Cathedral

The Imperial Church calls for a Crusade against all Pagans and heretics! This upgrades your Monastery to a Holy Chapter, which provides the Holy Warrior (a fanatical Knight), and allows you to build the Statue of the Archangel.



Death Wurm

Available at: Arcanum

The Pagan priest scholars of the Arcanum discover new, arcane rituals that allow you to summon the terrible Death Wurm from the Otherworld at the Henge.



Espionage

Available at: Tavern

Prerequisite: University

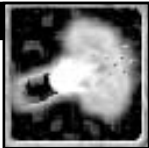
Spies take on the appearance of an enemy Peasant, so it is difficult for you to tell if an enemy Spy is near. However, your Spies and Gatehouse automatically unmask enemy Spies. With the Espionage upgrade, your Watchtowers, Forts, Holy Fortresses, and all towers also can unmask enemy Spies.



Explosives

Available at: Arcanum

This upgrades your Trebuchets to fire exploding missiles that devastate both units and structures.



Festival of Beltane

Available at: Sacred Grove

This Pagan festival increases your Peasants' Food-gathering rate by improving the Maypole bonus. A happy Peasant is a hard-working Peasant!



Festival of Samhain

Available at: Sacred Grove

Prerequisite: Festival of Beltane

This Pagan festival further increases your Peasants' Food-gathering rate by improving the Maypole bonus.



Flaming Arrow

Available at: Barracks

This upgrade allows your bow-armed missile units to fire Flaming Arrows. They use ten times the ammunition of ordinary arrows, but they cause buildings to catch fire, which can spread from building to building, devastating a city!

You can't target units with Flaming Arrows, but occasionally a stray Flaming Arrow hits a unit, catching it on fire.



Fort

Available at: Barracks

Prerequisite: Keep

This upgrade allows you to build Forts; or to upgrade existing Watchtowers into Forts, select the Watchtower and click the Upgrade to Fort icon. This costs resources, though. Forts take more damage than Watchtowers and house more units.



Fortified Walls

Available at: Keep

When you upgrade your Manor to a Keep, Fortified Walls become available. This upgrade turns all your wooden Stockade walls and Gatehouses into Fortified Walls, enables you to build Fortified Walls, and allows you to upgrade sections of wall into towers.



Greek Fire

Available at: Scriptorium

This upgrade lets you use Greek Fire (or naphtha—a kind of medieval napalm!) on the battlefield, enabling your Trebuchet to shoot fireballs that set buildings afire.



Gunpowder

Available at: Scriptorium

Prerequisite: Greek Fire

With this discovery, you can recruit Gunners and Dragoons, light troops armed with primitive muskets.



Heavy Plough

Available at: Guildhall

This upgrade makes your Farms more productive. It increases Farm Food Support from four to six, so each Farm can support more units.



Horse Harness

Available at: Guildhall

Prerequisite: Heavy Plough

The Horse Harness upgrade makes your Farms more productive than does the Heavy Plough. It further increases Farm Food Support from six to ten, so each Farm can support even more units.



Horseshoe

Available at: Stables

With this improved iron Horseshoe, your horses move faster over terrain and carry heavier riders. The effect increases the attack damage of your heavy cavalry units.



Militia

Available at: Manor

The Militia upgrade allows you to convert Peasants into Militia and vice versa. Militia are poor fighters—but in an emergency, you can draft



your Peasants into the army to try to fight off an enemy. After the skirmish, you can discharge any remaining Militia back into Peasants.

Ramparts

Available at: Palace

Prerequisite: Battlements, Imperial only

This upgrade increases the strength of your towers and walls. Ramparts are the strongest walls available.



Rocketry

Available at: University

Prerequisite: Bombards

With this new technology, you can build the ultimate Renaissance siege weapon—the dreaded Rocket Launcher.



Shield of God

Available at: Cathedral

The 'Shield of God' is a term the Imperial Church uses for a program of building fortification and enhancement. It allows the construction of the Holy Fortress, and lets you upgrade your Watchtowers and Forts to Holy Fortresses. After you've completed the Shield of God, select any existing Watchtowers or Forts and a new upgrade command icon appears. It cost resources to upgrade your existing fortifications to a Holy Fortress, or you can have your Peasants construct a Holy Fortress directly.



Stirrup

Available at: Stables

Prerequisite: Horseshoe

This improved Stirrup gives your riders better stability in combat, and enables them to strike harder from the saddle, increasing the attack damage of all your heavy cavalry units.



Summon the Fomorians

Available at: Temple of the Moon

The Pagan priesthood of the Temple of the Moon researches a new ritual, enabling you to summon the Fomorian at the Henge.



Surgery

Available at: Cathedral

Providing advanced medical techniques for treating battle wounds, the Surgery upgrade improves your Monks' healing power.



Telescopic Vision

Available at: Observatory

This is a repetitive-enhancement upgrade. When the Observatory's charge bar is fully charged, the Telescopic Vision icon becomes active. Select it, then right-click anywhere on the map, and you can see that area for a second or two.



Trebuchet

Available at: Observatory

This discovery enables your Sapper to construct Trebuchets.



Undead Legion

Available at: Arcanum

Combining medical science and Pagan ritual, the Pagan priestly scholars of the Arcanum devise methods of re-animating the dead, which allow you to recruit the Undead Legion unit, the most powerful heavy infantry available.



Warhorse

Available at: Stables

Prerequisite: Stirrup

This upgrade breeds and trains your horses for battle, providing the highest increase to heavy cavalry attack damage available.

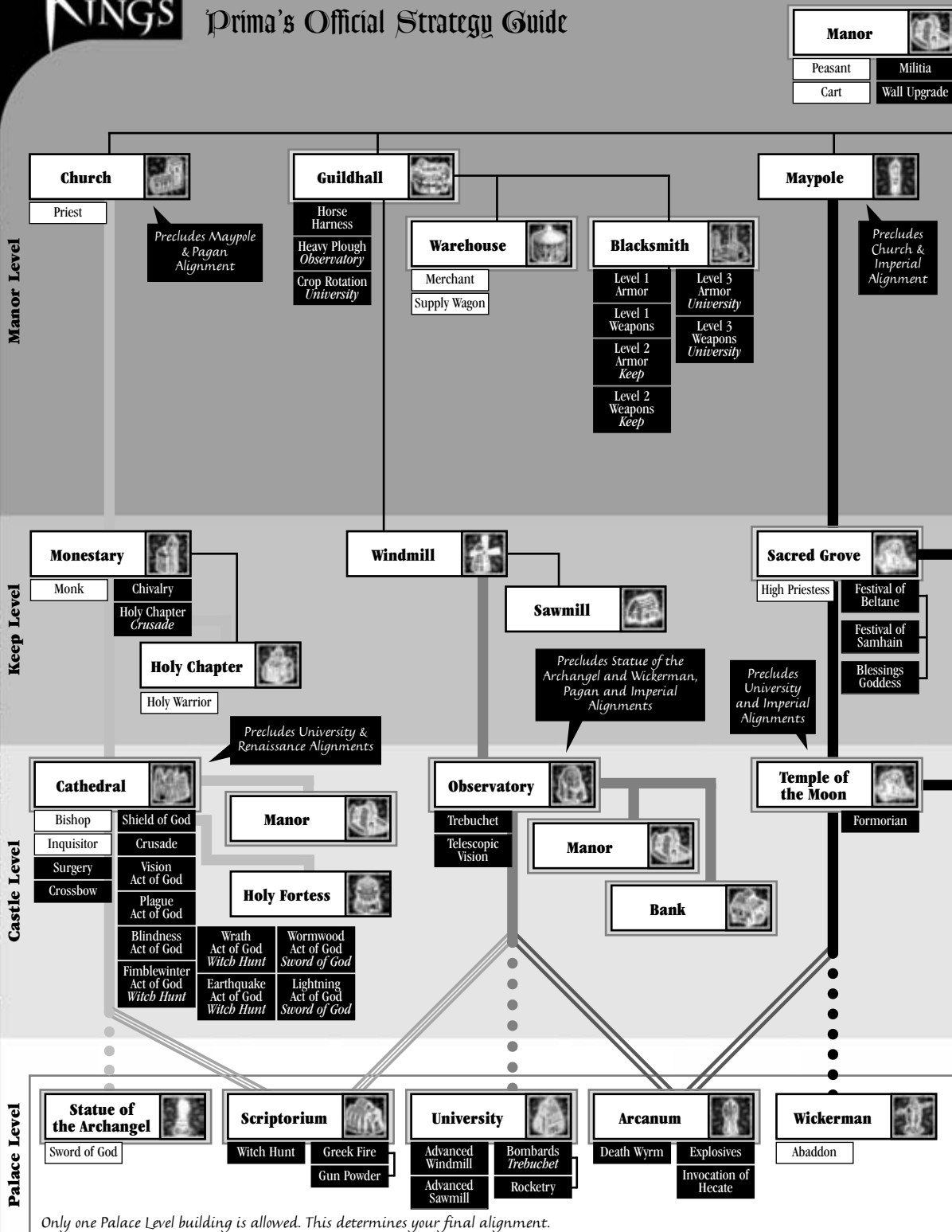


Witch Hunt

Available at: Scriptorium

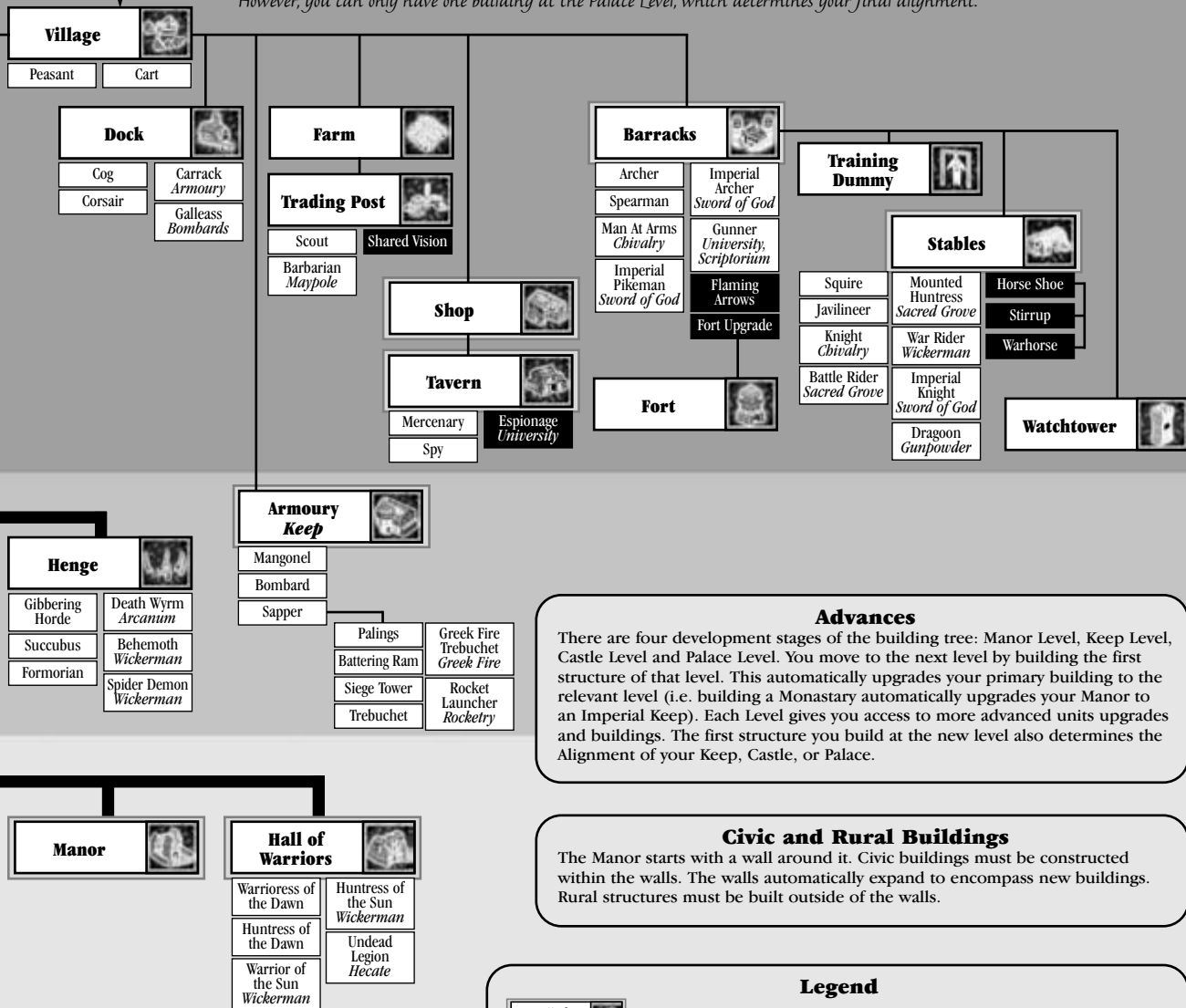
The Witch Hunt upgrade provides new techniques to hunt down and destroy the enemies of the Imperial Church. You are also able to use new Acts of God at the Cathedral—Fimbulwinter and Wrath of Heaven.





The Building Tree

You can construct buildings from different alignments—only Pagan and Imperial buildings cannot be combined. However, you can only have one building at the Palace Level, which determines your final alignment.



Advances

There are four development stages of the building tree: Manor Level, Keep Level, Castle Level and Palace Level. You move to the next level by building the first structure of that level. This automatically upgrades your primary building to the relevant level (i.e. building a Monastary automatically upgrades your Manor to an Imperial Keep). Each Level gives you access to more advanced units, upgrades and buildings. The first structure you build at the new level also determines the Alignment of your Keep, Castle, or Palace.

Civic and Rural Buildings

The Manor starts with a wall around it. Civic buildings must be constructed within the walls. The walls automatically expand to encompass new buildings. Rural structures must be built outside of the walls.

Legend

	Building (<i>Outline=civic</i>)		Imperial Route
	Unit (<i>Italic=prerequisite</i>)		Pagan Renaissance Route
	Upgrade (<i>Italic=prerequisite</i>)		Imperial Renaissance Route
	Unaligned Route		Pure Imperial Route
	Pagan Route		Pure Renaissance Route
	Renaissance Route		Pure Pagan Route



The King's Combat Primer

As a Warrior King, you must fight your way to the top, then defend your realm against all invaders and usurpers. It is vital that you train in the art of war and become proficient at ordering your army into battle. Defeat not only means the loss of your kingdom, but your very life. No one has use for a leader who cannot lead. The following information helps you learn the ways of the Warrior King so you can vanquish any foe whom you confront on the field of battle.

Military Units

It's imperative that you know the differences among the units under your command. All military units fall into one of seven categories—four basic and three supplemental. Each has its own strengths and weaknesses. A successful Warrior King knows which type of unit to use against different enemy units.

When you order a unit to attack, make sure your unit has the advantage, and the enemy is at a disadvantage. Occasionally, you

have to fight on an equal footing; however, avoid fighting at a disadvantage unless absolutely necessary—such as keeping Artos alive. Let's look at the different types of units in your army.

Light Infantry



Light infantry are foot soldiers who use missile weapons. These often are Archer-type units that use a bow, but also include Gunners with the arquebus. Light infantry have the longest range of fire for any of the four standard military units. They also skirmish: firing and then withdrawing before heavier units attack them. As a result, light infantry units are excellent against heavy infantry, which require contact to cause damage, and light cavalry, which have a shorter firing range. On the other hand, light infantry units are at a disadvantage against heavy cavalry.

Use light infantry during an attack to soften up the enemy for your other units. Bow-equipped units launch Flaming Arrows that set fire to wooden structures. After a fire has started, the structure continues to take damage unless Peasants put out the fire. Take out an enemy town by setting fire to a structure or the Stockade Wall then withdraw. Within a few minutes, the entire town is on fire.

All units that fire projectiles must re-supply. Although they slowly recover their ammunition over time on their own, a Supply Wagon immediately re-supplies units within its radius of effect. So, always order a Supply Wagon to follow a group of light infantry. This allows them to continuously fire without pausing to re-supply. This tactic is especially useful when attacking structures with Flaming Arrows because they require more ammunition per shot than regular arrows.

The weakness of this unit type is its low armor rating. Although they attack

well, they're the weakest in terms of personal defense. Never send out light infantry units alone; always keep a group of heavier units nearby.

Heavy Infantry



Heavy infantry have distinctive armor and shock weapons. They fight hand-to-hand, using spears, swords, pikes, and poleaxes. As a result, heavy infantry are the slowest of the four basic military units. However, when they engage, they cause the most damage.

Use this unit type for defense and as the core of your army. The other unit types maneuver in relationship to your heavy infantry. By nature, the strength of heavy infantry is increased when they're in formation. This keeps heavy infantry units from scattering and it allows them to share damage, which is important when advancing against the enemy. The types of formations and their benefits are discussed later in this section.

Because of their slow speed, heavy infantry are at a disadvantage against light infantry and light cavalry. The lighter units' skirmish ability allows them to attack heavy infantry while staying out of range themselves.

On the other hand, heavy infantry units slaughter heavy cavalry. Because both types fight at close quarters, speed is not an issue, and the warrior on the ground always bests the one on horseback. A line of heavy infantry in formation serves as an effective wall against a cavalry charge.

You use heavy infantry the least during a battle. They're usually the last ones into a fight and hopefully, by the time they engage the enemy, the other units in your army will have severely weakened the remaining foes. However, a Warrior King doesn't neglect these units. When the other units fail to break through, the spears and swords of the

heavy infantry finally get the job done. They also form a barrier behind which other units can safely regroup.

Light Cavalry



Light cavalry units are missile-firing units on horseback. These troops carry javelins, bows, and firearms. The riders wear little or no armor and are very vulnerable to all other units' weapons. Their strength

is in their speed: Light cavalry units are the fastest units available. As such, use them to race across the map to fight where needed.

The combination of speed and ranged fire gives light cavalry an advantage over heavy infantry and heavy cavalry. They ride circles around these two unit types while simultaneously attacking. Don't use them against light infantry, however; their longer range and greater damage make these units a poor target for light cavalry.

Light cavalry rarely win a battle entirely on their own, yet these units are an important part of your army. They race ahead to harass the enemy, slowing them down until the rest of your army moves into position to fight. Use them to raid the enemy's rear areas. Their speed quickly gets them behind enemy lines to attack Peasants and Supply Carts, disrupting the enemy's means of collecting resources. Then, when the enemy sends troops after your raiders, they ride away before they're caught. This tactic is especially important during multi-player games because it forces opponents to keep part of their army back to defend rather than attack you.

The key to using light cavalry, especially during a battle against an enemy army with combined unit types, is knowing where to attack and when to withdraw. Use light cavalry to quickly hit heavy infantry and heavy cavalry, then back off before the enemy's light infantry respond. Also, keep these units away

from defensive structures such as Forts and Towers. Light cavalry do little damage to them and are decimated in return.

Heavy Cavalry



Heavy cavalry units are mounted on horseback and equipped with shock weapons, such as lances and swords. These heavily armored warriors on large, powerful horses are second in speed only to the

light cavalry units. Their armor is the heaviest of all the units, so they take a lot of punishment and keep on fighting.

These powerful units seem to dominate the battlefield, but they're at a disadvantage against the strength and armor of heavy infantry and the speed and ranged fire of light cavalry. The main situation heavy cavalry shine in is fighting against light infantry. Their armor allows them to get in close, forcing light infantry units to use their substantially less effective hand-to-hand weapons with little armor for protection. Therefore, in most battles, use heavy cavalry to ride down Archers. Heavy cavalry units are the only type that has an advantage over light infantry.

The key to using heavy cavalry in battle is holding them back until the right moment. Don't let them engage with the enemy's light cavalry and especially avoid their heavy infantry. Keep your heavy cavalry off to one flank and wait for the enemy army to march forward, leaving its light infantry behind. Then rush in behind the main line and wipe out the helpless light infantry. Use heavy cavalry units to take out siege weapons, too.

Combine your light and heavy cavalry into a force with the speed and ability to advantageously attack other types of units. If things turn bad, withdraw. Use this combined force to frustrate and delay an enemy army while you build up your strength and get ready to attack.

Siege Weapons



Archers with Flaming Arrows cause a lot of damage to wooden walls and structures, but the basic military units can't effectively attack stone fortifications and structures. To

attack a walled town or city, you need siege engines. Several types of siege engines are available in *Warrior Kings*. Some fire large projectiles that cause tremendous damage, while others move in close and pound the target down with brute strength. The Renaissance alignment has several technological contraptions for this job, while the Pagan alignment uses demons.

All siege engine units are big and slow. This is the cost for their power. Although they can take a lot of punishment, you must protect them or enemy units quickly destroy them. Part of their weakness is the way in which they attack enemy troops. A slow rate of fire and poor accuracy make it difficult to hit small moving targets.

A good tactic is to use them in groups. Rather than attacking with one or two of the same unit type, use a combination of several different types of siege engines. Also order all projectile engines to fire at the same target. This quickly eliminates one threat, such as a garrisoned fortification. At the same time, send in the close-quarters engines to cause further damage and draw fire away from your projectile engines. If possible, order a Supply Wagon to stay nearby. This keeps your engines from running out of ammunition, which causes long delays in the rate of fire as they slowly re-supply on their own.

Magical Units



Magical units are available to the Imperial and Pagan alignments. Unlike other unit types, magical units have special abilities and, with the

exception of the Inquisitor, no capability of attacking normal units. They are also poor on defense, so keep them away from enemy troops.

The special abilities of magical units vary. Imperial units can bless and heal their own units while offering vicious attacks—such as banish and exorcise—against demons. The Pagan magical units are more fun. In addition to curses, they transform enemy units into Gibbering Hordes or turn them to your side. All special abilities require Mana, some more than others. Mana is slowly recharged over time, similar to the way missile units re-supply themselves. Unfortunately for magical units, a Supply Wagon does not keep their Mana topped off.

Because they are vulnerable, escort magical units with other units—avoid sending them somewhere alone. An interesting and useful part of your army, include various types and experiment with their abilities.

Unlike with other units, you often give orders to magical units individually, rather than as a group. Therefore, especially during a fast-paced battle, it's helpful to pause the game, give each of your magical units their own orders, then resume the game and watch the action.

Reconnaissance



There's only one reconnaissance unit—the Scout. A crucial unit, the Scout is a poor fighter, but it can mean the difference between victory and defeat. Scouts have the longest vision range available, they can see enemy units without being detected themselves—unless the other unit is also a Scout.

Position Scouts all around your towns and armies, even if you have Watchtowers or Forts. When a Scout detects an enemy unit, it sounds a warning. Whenever you hear it,

immediately pause the game and look at the mini map. A circle surrounds the Scout giving the warning. Now safely move an army in to deal with the enemy.

Scouts are great for going on the attack. By exploring the map, they locate enemy forces and defenses and find ways for your army to avoid a fight or set up a battle to your advantage. Use Scouts as spotters for your siege engines, such as Trebuchets, which fire much farther than they see. Send out a Scout to locate a target, then order the engine to fire.

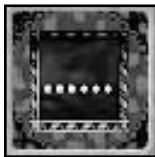
Because Scouts are poor fighters, withdraw them before the enemy kills them. It's a good idea to keep spares available during your army's advance. If one is killed, another is close at hand to take over this vital duty.

Formations

Now that you better understand the various types of military units in the game, it's time to organize your units into groups. You can place all of the basic units into formations. Formations provide offensive and defensive bonuses and allow units in the formation to share damage. Rather than one unit taking heavy damage that kills it, a formation of units divides the damage among each of them.

Experience is also shared among all units in a formation. You need a group of at least eight units in order to put them in formation. If the group falls below eight units, they lose the formation. The various types of formations and the benefits of each are described here.

Line



Units in a line formation present a wide face to the enemy and are difficult to maneuver around. This formation provides an

advantage for attacking and shares damage well among its units. However, it moves slowly and is cumbersome, especially in narrow terrain such as valleys. Use the line formation to screen other units hiding behind it, and to allow more weapons to engage the enemy on a wide front.

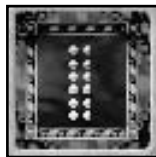
Wedge



The wedge formation is faster and offers a better attack advantage than the line formation, making it great for pushing through enemies.

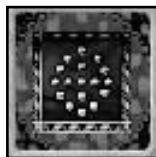
However, it doesn't allow damage to be shared as equally as the line formation. Heavy infantry and heavy cavalry are the only units that you can put into wedge formation.

Column



Column formation is used for moving a group from one point to another. It's the fastest formation, but it shares damage poorly and offers no attack advantage. Use column formation to bring a group of units to the front lines, then switch to another formation before engaging the enemy.

Orb

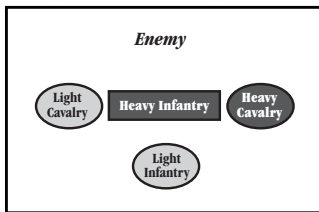


The orb formation is essentially a last stand. It shares the damage perfectly among all units and offers a good attack advantage. However, the formation is immovable, so never use this formation when you're under attack by missile units. Your units are sitting ducks and will die in place. However, if your group is surrounded by heavy units and can't flee, this formation is your best hope of survival and may allow you to hold out until other units come to the rescue.

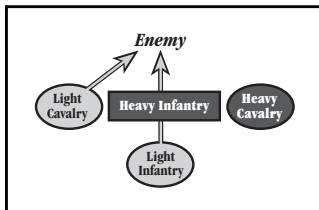
Battlefield Tactics

A victorious Warrior King uses the advantages of his various units combined within an army. This section provides proven tactics to help you win in a variety of circumstances. Experiment and adapt each tactic to your style of combat so that it better suits your needs. Make sure to check out "Tips From the Developers" as well.

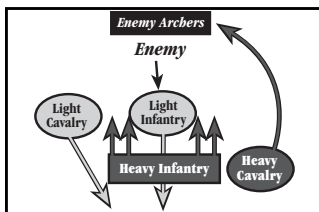
Fighting an Enemy Army



Initial battle positions.



Light infantry and light cavalry engage the enemy with missile attacks.



As the enemy advances toward your main line of battle, missile units withdraw while the heavy cavalry wheel around the enemy's flank to attack the vulnerable light infantry.

In most battles between enemy armies, both sides usually have various types of units. The key to success is correctly using each type to its advantage over the enemy. In addition to the unit formations described earlier, the arrangement of formations and single units within an army is also important to victory.

The heavy infantry are the central core of an army. Organize these units into line formation. Position your cavalry to each side of the line on your flanks. Leave the light

infantry out of formation and position them behind the line, where they are protected but can still fire at the enemy over the heads of the line of heavy infantry.

The battle arrangement changes during the course of the battle. The light infantry move out in front of the line to engage the enemy army's light cavalry first, then the heavier units. The light cavalry ride forward to attack the enemy's heavy infantry and heavy cavalry. Withdraw both groups of light units behind the line of heavy infantry as they come under fire from the enemy.

Hold your heavy cavalry in reserve off on one flank. When the enemy army divides up by unit types, send them riding around the enemy heavy infantry and into the light infantry, cutting them to pieces. Then quickly withdraw before other unit types engage them.

Use the line of heavy infantry to engage the enemy's heavy cavalry as they go after your light infantry, and to hold back the opposing heavy infantry while your light units fire in support.

This basic battle strategy works well in most circumstances. However, terrain can limit the mobility and maneuverability of your units. In those cases, modify the tactic to suit the circumstances. Take the high ground whenever possible. This gives your missile units an advantage: It also takes the enemy longer to climb up the hill to engage your line, providing additional time for your missile units to soften them up.

Besieging a Castle

Attacking an enemy Castle requires different tactics. Your strategy depends on the enemy's defenses. If a wooden Stockade wall with Watchtowers surrounds the enemy's town, order Archers with Flaming Arrows to burn it down. Find a corner or section of the wall that is undefended, launch a few volleys of Flaming Arrows, then withdraw your Archers

before they're attacked. Wait until the walls and structures burn down, hopefully taking most of the Watchtowers with them, then move in to finish the job.

Most enemy towns and cities use a combination of defensive structures, along with an army. Towers and Forts are garrisoned with Archers that fire an endless supply of arrows at your army. You can't touch them until you destroy their protective structure. Siege engines are your best attack against enemy defenses. They pack a lot of power and knock down structures. The Trebuchet and the Bombard are the best because they fire from outside the range of enemy fire. However, if you must be closer, such as with Mangonels, assign Peasants to accompany them to keep them repaired as they take damage. You'll also need to heal the Peasants.

Attack one part of the defenses at a time rather than all at once. Combine your fire on a single or a few targets, while staying out of range of the remaining defenses. Work your way along the walls, knocking down only towers, Forts, and Gatehouses. Keep Archers and other units out of range of the defenses to deal with enemy units that attack your siege engines.

Defending Against a Siege

Defensive structures filled with Archers are great for dealing with attacks by standard enemy military units, but they're insufficient when the enemy has siege engines. Shortly, the enemy batters down your walls and rushes your town. Therefore, the best defense is offense.

Scouts positioned around your possessions, warn you when an enemy attack is coming. Rally your troops for the defense. The key is to attack before the siege engines get within range of your walls. Your main targets are the siege engines, but you have to fight the escorting army, as well. If you can't fight away from your walls, send out groups of troops to counterattack. Heavy cavalry

work best against enemy Archers and siege engines, so keep some in reserve.

Order your Forts and towers to target specific units. This advantage directs fire to suppress enemy troops, while your heavy cavalry ride out to destroy the siege engines.

Naval Warfare

Warrior Kings focuses primarily on ground combat, but it contains a few naval units you battle with out on the water. Of the four ships available to you, three are combat vessels. The fourth is a transport that carries units and supplies, but can't fight.

The Carrack and the Galleas are powerful ships, but their slow rate of fire and poor accuracy make them less effective in ship-to-ship combat. On the other hand, the relatively inexpensive Corsair is the king of the seas. Though it's small, it launches Flaming Arrows quickly and with better accuracy. When used in squadrons of four or five, Corsairs can burn down an enemy fleet. Your Corsairs should target enemy Cogs first if they're carrying troops to land on your beaches. By sinking a single Cog, you can eliminate an entire army. Then take out enemy Corsairs and, finally, the heavier combat ships.

The goal of your fleet should be naval supremacy. Clear the waters of any enemy vessels and then destroy any enemy Docks to prevent them from producing more ships. You can then use Carracks and Galleasses for attacking enemy structures and use the Corsairs for going after enemy troops.

By taking total control of the seas, you make amphibious landings a good choice for sending an army to attack the enemy. The key to this type of attack is to clear the beaches with your ships and then bring in a large army all at once. Rather than sending a small force, sail several Cog-loads of troops to land at the same time. Bring along some Peasants to construct Forts to protect your landing beach or to build a new town so you can produce units on the enemy's shores.

The House of Cravant

Prologue Level

Our tale begins with the Empire of the One God, a mighty realm currently at the peak of its power. This Empire is ruled by two leaders, a secular and a religious authority—the Holy Protector, the commander of the army, and the Supreme Patriarch, spiritual ruler of the Empire.

But a new, ruthless Patriarch, called Ichthyus Granitas, has gained control of the Empire. Power and wealth has been centralized at the City of the One God, Telamagna, and a new Holy Protector, Karlem Agnus, has been appointed, but he is merely the Patriarch's henchman. The Empire as a whole has begun to crack at the seams. People in the city whisper of dark deeds at the Palace of the Patriarch, of order and civilization sacrificed on the altar of ambition....

Those who object to the Patriarch's rule disappear, or seem to change their minds overnight. Others are replaced with stooges and lickspittles of his choosing. Nobles who oppose him are arrested on trumped-up charges of treason or heresy, and summarily executed or exiled. The people live in fear and unrest. Those who are not followers of the 'Faith of the One God' are regularly persecuted. The army has turned from protecting the Empire from enemies without, to suppressing so-called 'enemies within'.

There is much discontent, and the aristocracy have turned to the Baron of Cravant, Amalric, and his young son, Artos, to act as their leaders.

You control the destiny of House Cravant, and on some levels you will control Artos himself. Can the young Artos prevail against the might of the Empire, or will he fall victim to the power of the corrupt Patriarch and his evil minions? His destiny, and the future of the Empire are in your hands....

Objectives

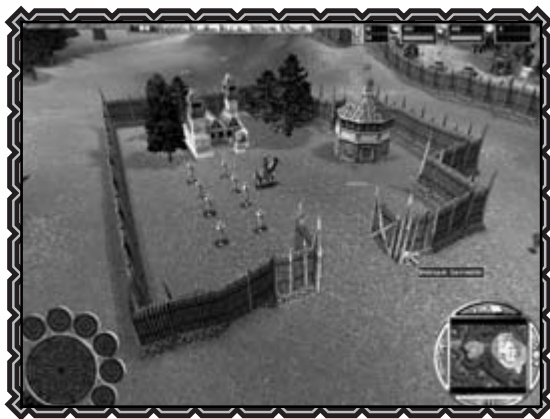
1. Protect your Carts and Village as the harvest is gathered.
2. Gather 500 Food.
3. Gather 500 Materials.
4. Guide Artos safely to the Docks.

New Units Available

- Young Artos
- Mercenary
- Javelineer
- Spearman
- Peasant
- Cart

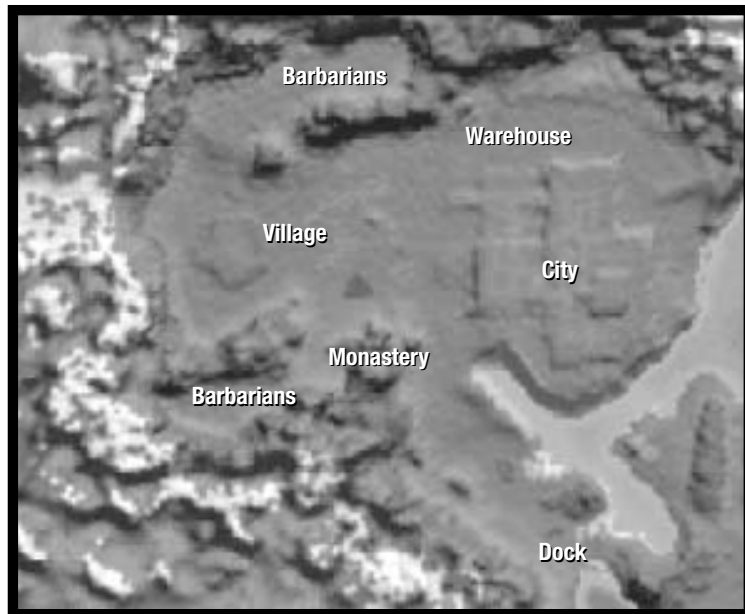
Strategy

Because this is your first time in command, young Artos, your assignment is fairly easy. Learn to interact with your environment and give orders to the various units under your command.



Artos is ready to begin.

You start out at the small fortress surrounding a Warehouse. In addition to Artos, you control a small force of



Mercenaries. Wait for the Peasants to bring Food and Materials to the Village, and the Carts to bring it to the Warehouse. Barbarians occasionally try to kill your Peasants or destroy your Carts, so stay on your toes.

Tip

Near your Warehouse is a Barracks where you can produce Spearmen, but there's a catch. At the start of the level, you have only six units fewer than the maximum you can support. So, if you want to build any Spearmen—up to six total—you can't add any more units to your team until the Spearmen are ready. Just hang around the Warehouse until you get enough Food to create your Spearmen, then continue the level normally.



The Peasants bring all of the Food and Materials into this Village.



These Javelineers come in handy and are great for taking out Barbarian raiders.



The Carts carry the goods from the Village to the Warehouse.

Between the Warehouse and the Village where the Peasants are laboring, find a group of Javelineers near a grove of trees. Send Artos to speak with them, and they join your force. There's also a group of lazy Peasants near another grove of trees. Get over there and put them to work. They are best used for farming, so order each to build his own Farm and begin harvesting grain. Not far from these Peasants is a Monastery where you can heal your units. Although Artos heals your units, he can't heal himself. If he takes damage, send him to the Monastery to get his strength back up to normal.

There are two ways to protect the Village and Carts from Barbarians. First, assign a few Javelineers to follow each of the Carts on their journey. To do this, select the Javelineers for the job. Then, while holding down **[F]**, click on a Cart. Second, instead of waiting for the Barbarians to come to you, go after them in their Villages and wipe them out. One Barbarian Village is located northeast of your Village and the other is south. Start with the northern Village. Put your Mercenaries into wedge formation and head through the pass just north of the Village. A formation allows your Mercenaries to share the damage—instead of one Mercenary getting hammered and possibly killed, the damage is shared among all members of the formation. Bring along some Javelineers to try, too, but don't put them in formation. You want the Javelineers to act as skirmishers, withdrawing if the enemy gets too close. Near the pass is a small group of Barbarians. Take them out, then have Artos heal anyone who took damage.

Next, continue east down the narrow valley to the Village where you find more Barbarians to vanquish. When it's clear, release the Mercenaries from formation so they can use their Arson ability. Set fire to the Village and watch it burn. You don't have to

worry anymore about Barbarians coming from the north.



The Mercenaries fight the Barbarians near the northern Village.

take care of them. Keep the Carts moving, and you eventually meet your objective.



Put these lazy Peasants to work.



Then they set the Village ablaze.

With the first Village destroyed, it's time to go for the second. Heal your units if necessary and then head through the pass near the Monastery. Send your troops west and eliminate the Barbarians you find. As you enter the Village, notice there are a lot of dead Barbarians that you didn't kill. Something evil must have come out of the nearby Henge—have the Mercenaries torch the Henge, then return to the open plains. Barbarians occasionally appear on the map, often to the east near the large city. As soon as you spot them, however, your Javelineers

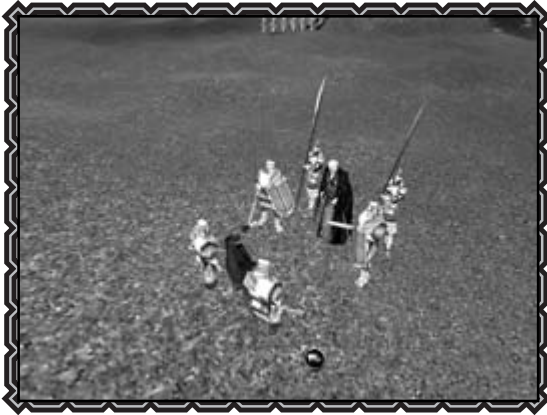


With all of these fields producing Food, it won't take long to meet your quota.

When there's enough Food and Materials in the Warehouse, your father, Amalric, sends you a couple of Squires. No time to celebrate, though—a large army is approaching, led by the evil Bishop Lothar. There's nothing you can do right now, so just watch. Lothar has declared your father a heretic. After killing your father, Lothar attacks the city. The only thing for your small force to do is escape.

With his dying breath, Amalric tells you to get to the Dock and flee. Send Artos riding as fast as possible to the Dock on the southern

shore of the map. If you take too long, the enemy may land some troops along the way. Just ignore them. When you get to the Dock, click on it while in command of Artos to complete the level and escape to fight another day. You'll be back. Bishop Lothar can count on it.



Bishop Lothar confronts Amalric.



Artos flees to the Dock to live to fight another day.



Level 1: Flight to Angland

Artos and his men leave the flaming ruins of Cravant behind them, and take flight across the seas to Jarlsford, in Angland....

Your task is to take control of Artos and his men, and establish a new stronghold in Angland, and rebuild the fortunes of House Cravant. Angland is in disarray—bandit Barons and barbarian chieftains war amongst themselves for control of the land. In the south, Baron Ragnar the Ruthless is

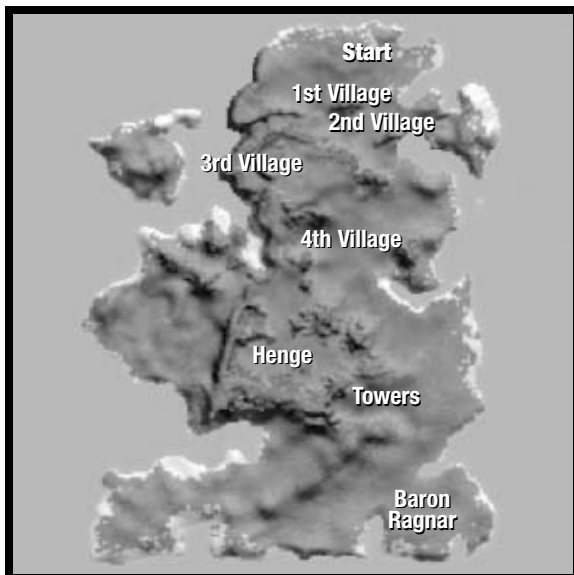
the strongest warlord—defeat him through conquest or diplomacy, and you will be able to form a new power base for House Cravant. Once you are strong enough, you can return to the mainland and avenge your father.

Objectives

1. Aid the Village by defeating the Barbarians.
2. Defend the caravan.
3. Help the second Village and send 200 Materials.
4. Help the third Village and send 500 Food.
5. Help the fourth Village and rescue the elder's son.
6. Defeat Baron Ragnar.

New Units Available

- Scout
- Archer

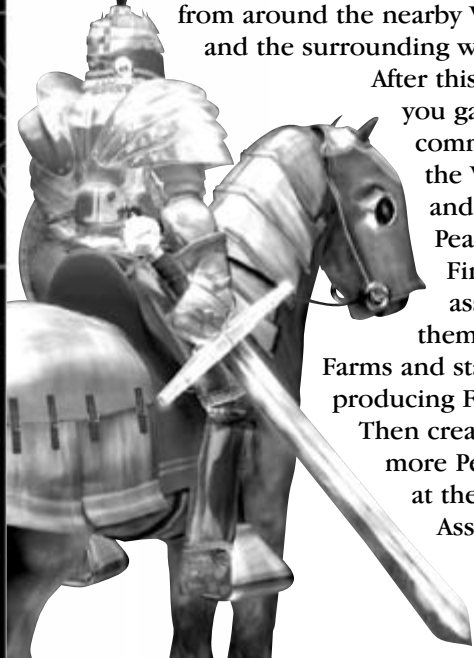


Strategy



Artos and his band are ashore in England.

As you would expect, this level is a bit tougher. You face more enemies and must clear them from a larger map than in the previous level. At the start, Artos and your force of Spearmen and Javelineers wash up on the shores of England. Organize your men into groups and then head southwest towards the Manor. The people inform you they are under attack by Barbarians. Use your troops to clear out the enemies from around the nearby Village and the surrounding woods.



After this is done, you gain command of the Village and the Peasants.

First, assign them to build Farms and start producing Food.

Then create five more Peasants at the Village.

Assign three

of them to chop wood for Materials and the rest to farm.



When you have control of the Manor and spot enemy troops, the Manor fires arrows at the enemy. This is helpful while you clear out the area around the first Village.



The Javelineers save a caravan, which then establishes a Trading Post.

After you secure the first Village and get it producing, let your Javelineers fully replenish their ammunition, and then send them out to claim more territory. Southwest of the first Village they find a caravan under attack. Eliminate the attackers, and the Merchant unpacks and sets up a Trading Post at the location. Here you can create Scout units that explore the map and locate the enemy. If you have enough Food, create a couple of Scouts. Notice how much farther they can see than the rest of your units. Protect your Scouts because they're poor at combat. Instead of ordering them to fight, order them to flee so they aren't killed. Scouts also work as lookouts. When an enemy approaches, they sound an alarm. A

circle appears on the mini map showing you the Scout's location so you can take action if necessary.



Build fields around the second Village and use it to supply your forces.

While the Javelineers are busy, send your Spearmen, in formation, south to a second Village. Destroy the enemy around it and then talk to the Village elder. He informs you that the Village is in need of Materials. If you send 200 Materials, you take control of the Village and the villagers will build you a Barracks. When you have sufficient Materials, go to the Manor and command a Cart to carry the Materials to the Village. When it arrives, create five or six more Peasants and order them to build farms, with one or two chopping wood. Note that the Cart remains at the Village to be used to carry Food and Materials back to the Manor. The Barracks enable you to create additional Spearmen. As your Food supply increases, create a new force of Spearmen, about eight, to defend this Village from attack. Also, bring over a Scout to increase your range of vision and see approaching enemies sooner. Most enemy attacks come through the pass southeast of this second Village. Place a formation of Spearmen there to protect you.



Spearmen and Javelineers defend the third Village.

A third Village is located near the top of the hill, south of the Trading Post. Take your Javelineers, a Scout, and a group of Spearmen up the trail and talk to the Village elder. He tells your troops that his Village needs 500 Food. When you have enough Food, send a Cart from the Manor in the same way you sent the Materials to the second Village. Position your Spearmen in the pass east of this Village with your Javelineers behind them. While you wait for the Food to arrive, send the Javelineers east to the top of the hill and begin making quick raids on the enemy. As they start coming at you, withdraw behind the Spearmen for protection. Repeat this tactic until you clear the entire area around the enemy Village of all enemy troops. Then send in your Spearmen to destroy the enemy Village. Don't worry about the hovels. When the Village is destroyed, enemies can't come from here. As a bonus for destroying this Village, you find a cache of flaming arrows, which Archers can use to destroy enemy buildings.

When the Food arrives, the Village comes under your control. This increases your maximum population, and allows you to create Archers at the Barracks. Create enough of these new units to fill out the rest of your population limit. Leave them near the second Village with the other group of Spearmen to help defend it.



The fourth Village is out on the plains and is attacked by enemies, including Gibbering Hordes.

Your next objective is to get to the fourth Village. Leave the group of Spearmen by the third Village to defend it while you send the Javelineers, Spearmen, and Archers from the



second Village toward the fourth. Don't forget a Scout or two. Clear out all enemies along the way and then talk to the Village elder by clicking on the Village. Enemies have taken his son to a Henge to help them summon creatures—the “Gibbering Horde”—to infest the land. He asks that you free his son. About this time, a Gibbering Horde comes toward your troops. Your Archers and Javelineers take care of them before they get too close.



The Behemoth is a powerful enemy.

It's time to go on the attack. Gather your troops and head southwest up the hills and into a valley with a few hovels and Barbarians. Clear it out and then get ready for the Henge. Another Gibbering Horde may be sent out, along with some more enemy troops. Deal with them and then let your Archers and Javelineers reload. As you approach the Henge, it releases a Behemoth. This Pagan creature is tough and can take a lot of damage. It's also resistant to arrows, so have your Archers target other enemies. Keep your Spearmen in a line or wedge formation, and attack the Behemoth. Keep Artos and your Javelineers safe—you can't create any more.

After the Behemoth is dead, destroy the Village and all remaining enemies in the area. Then send all your troops, including the Spearmen by the third Village, to the fourth

Village. Because you helped the elder's son escape, you now control this Village and your population limit increases. Use it to create more Spearmen and Archers. You want about an equal number of each.

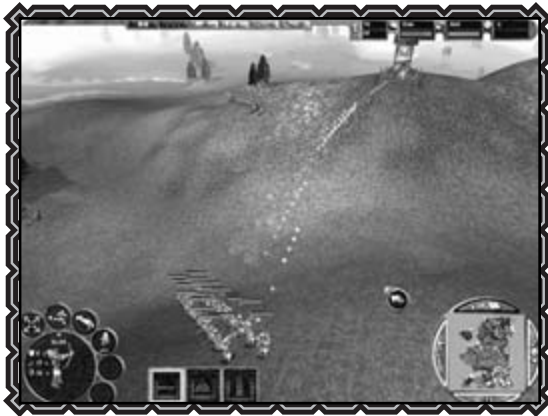
Tip

*By now you should have plenty of Materials and an abundance of Food. If you want even more troops for the upcoming battle, get rid of some of the Peasants to open up additional population. Just select a Peasant, and then press **L**. The Peasant disappears and you can build another unit of your choice.*

fully loaded, then send them forward. They automatically send a volley of flaming arrows at the tower. Flaming arrows take up more ammunition, so each Archer can only fire twice. When they're out of ammo, move them to safety and let the tower burn down on its own.



Artos' army is ready for the main battle. The Javelineers are skirmishing at the start.



Flaming arrows work great against towers. Fire away and then withdraw as the towers burn.

When your large army is assembled at the fourth Village, combine all your Spearmen into one formation. Then send everyone south. Keep your Scouts out ahead to warn you of danger. You encounter a small group of Barbarians along a ridge. Eliminate them, and then keep your army back. Your Scouts spy an enemy Village protected by a guard tower. This tower can fire arrows down at you, so stay back. Make sure your Archers are

On the hills above the Village and to the west are a couple more towers. When the Archers reload again, take out the nearest tower with flaming arrows. Ignore the other tower—it's out of range and can't hit your troops. With the threatening tower eliminated, destroy the Village and then get your troops ready for the final battle. Put your Spearmen into line formation with the Archers behind them and the Javelineers off to one flank or side. Slowly advance south toward Baron Ragnar's Manor. Keep a Scout or two out front to spy on the enemy. As you approach, an army attacks your forces. Knights lead the way, followed by Archers and Spearmen. Order your formation of Spearmen to attack the Knights while your Archers and Javelineers attack from a distance. With the Knights down, advance your Spearmen and Archers to finish off the rest of the enemy.



Will you accept Baron Ragnar's surrender? The choice is up to you.

After you eliminate his army, Baron Ragnar offers to surrender. How you respond determines the course of your campaign—so choose carefully. If you accept his surrender, you'll follow the Imperial campaign and this level immediately ends. If you decide to fight on, you embark on the Pagan campaign. If you choose to not accept his surrender and continue the Pagan campaign, you must destroy the Baron's Manor to complete this level. To do this, use your Archers' flaming arrows to take out the two towers and then send in your Spearmen to attack the Manor. Or, you can use both groups to wipe out the towers and Manor together.



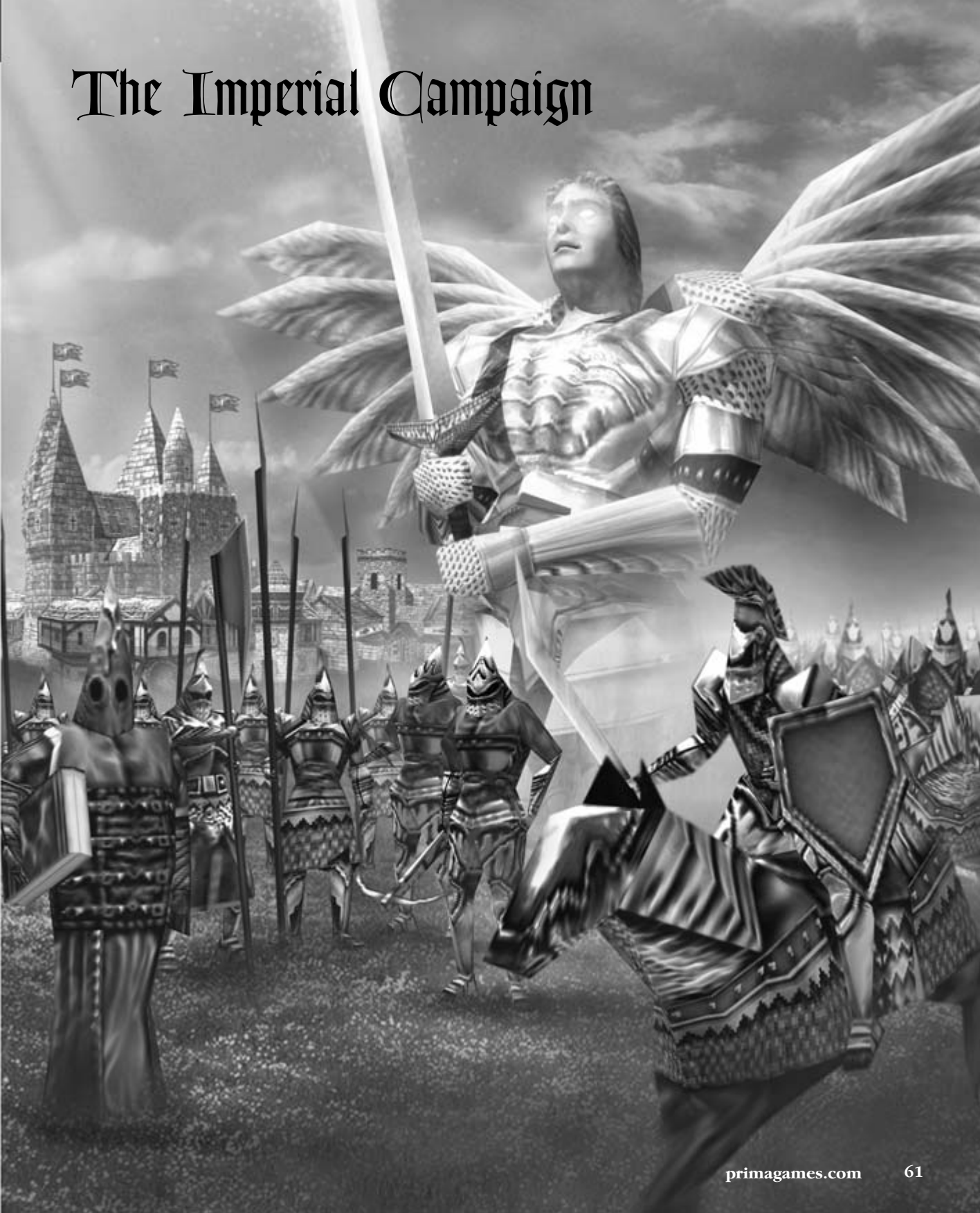
If you choose to continue to fight, you must take out the Baron's Manor and the two towers guarding it.

If you choose to mercifully accept Baron Ragnar's surrender and follow the Imperial campaign, go to Chapter 6 to continue the walkthrough.

If you fought the Baron and destroyed his Manor to follow the Pagan campaign, skip to Chapter 7 to continue the walkthrough.



The Imperial Campaign



Level 2: Revolution

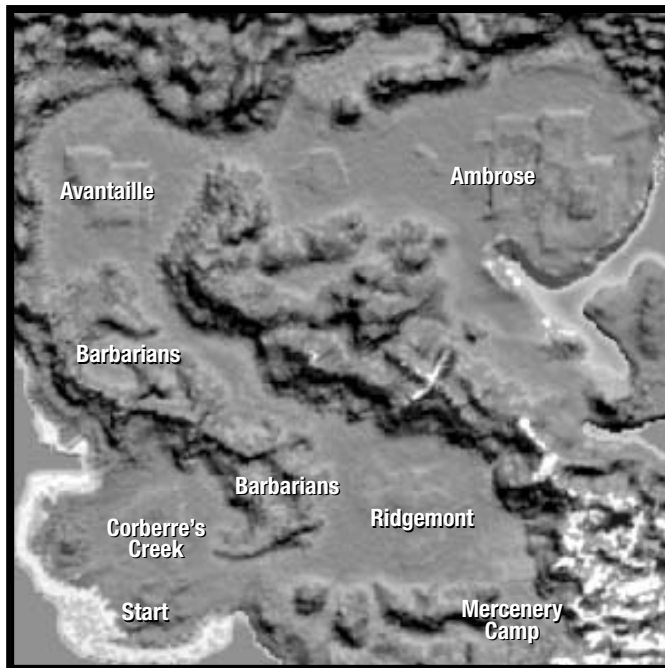
Artos now controls much of Angland. After raising a new army, Artos and his men sail for Cravant across the sea with the intention of re-conquering his homeland. Unseasonable weather comes upon them, and a storm of unnatural strength and intensity seems to pursue them relentlessly, as if directed by a sinister power. The fleet is dashed and broken against the rocky coastline of Cravant—Artos and a few of his retainers are the only ones to make it alive....

Objectives

1. Recapture Ambros from the Governor's garrison.
2. Help the starving people of Corberre's Creek.
3. Defend Ridgemont's Church from looters.
4. Liberate the town of Aventaille from its oppressors.

New Units Available

- Squire
- Horse Archer
- Priest



Strategy



The Peasants can carry these bundles of Food straight to the Warehouse.

Artos and a few units reach shore and must begin securing a base from which to reclaim the rest of the map. Artos must drive the enemy from his father's former lands. You begin with Archers, Spearmen, and Peasants.

Send Artos to the nearest Village to speak with an inhabitant. He tells you the people are starving and asks you to help provide Food. He gives you control of the Warehouse. Once your Peasants get the Food supply up to 500, the town and the two Villages come under your control.

Get your Peasants moving. Several bundles of Food are along the shore near the shipwrecks. Order some of the Peasants to pick them up and they'll carry them back to the Warehouse. You can also order them to cut up the shipwrecks for lumber. While one

cuts wood, order the rest of Peasants to build Farms and begin working on getting the 500 Food into the Warehouse.



Attack the first Barbarian Village.

While you're getting the production going, send your troops to the northeastern corner of the base with the Warehouse. Barbarians will attack from a Village in the northeast. After the first wave, move your troops toward the Village. Use the Archers to eliminate the Barbarians and send the Spearmen to destroy the Village. Your base is safe for now.

After you tear down the Village, you find a cache of Gold. Assign a few Peasants to begin carrying it back to the Warehouse. You'll need it later.



Add these followers to your force.

North of the base, near the trees, are a few horses. Although you can order your troops to mount them if you wish—mounted Spearmen become Squires, and Archers become Horse Archers—don't. Your Archers and Spearmen are more useful on foot.

Send Artos and the Archers northwest along the coast. Along the way, they encounter two groups of units. These people were loyal to Artos' father and are now hiding from the enemy. They join your force. Send the Peasants back to the base and put them to work.

With the rest of the troops and the Archers you brought along, it's time to attack another Barbarian Village. The Village lies northeast, just over the hills. The Archers can engage the Barbarians across the hills, causing the Barbarians to come after you. Position your new Spearmen in front of the Archers to protect them. After all of the Barbarians are eliminated, send the Spearmen to destroy the Village. All of the threats to your base are now neutralized.



These Barbarians won't attack you until later, but you might as well take care of them now.

When your Peasants have gathered 500 Food in the Warehouse, both Villages come under your control along with the buildings in the base, the Peasants there, and a Cart. Assign the new Cart to begin carrying

resources from the northern Village while your other Cart carries them from the southern Village. You also need Materials, so order some Peasants to cut more wood. Take some time to build up your forces for battle. Build a Barracks and a Trading Post, then create Scouts, Spearmen, and Archers. Keep approximately equal numbers of Spearmen and Archers. While you're doing this, send a couple Scouts out to look around. A Merchant at another Trading Post is southeast of the base. He offers 50 Gold for each horse you send to him. As you find horses, click on them to select them, then click on the Trading Post to send them there. When they arrive, your account is 50 Gold richer.



This Merchant will buy any horses you find.



Build up your base so you can enlarge your army.

Tip

If you have plenty of Peasants farming and cutting wood, assign up to three to work in the Shops. Choose Peasants who were cutting wood, then click on a Shop. Instead of taking their Materials to the Warehouse, they'll generate Gold for your coffers. It's not very fast, but Gold is Gold.

Farther east, the Scouts find the town of Ridgmont. It appears red on your map. Don't worry—these people are friendly. All they ask is that you protect them from the Mercenaries in the southeast corner of the map. You'll also find more troops waiting to join your army in the valley south of Ridgmont. Gather them and send them to the plains west of Ridgmont. This is your assembly area for the attack on the Mercenary base.




Use your Archers to soften up the Mercenaries, then send in the Spearmen to finish off the rest. Try having Artos bless them in advance.

Bring Artos and the rest of your army from the base to the assembly area. Put all the Spearmen into a formation and all of the Archers into a group. Send both groups east so they're positioned northwest of the Mercenaries. Send Scouts to get a good look at the area. Order your Archers to take out the Mercenaries outside the gates first. If they come after you, retreat behind the line of Spearmen. When the Archers have reloaded, have them target the Barracks. They use flaming arrows and start a fire that eventually burns down the base, including the walls. When the Mercenaries emerge, target the Javelineers first. Your Archers need to take them out before they cause too much damage.

With the Mercenaries eliminated, Ridgemont comes under your control and the people build you a large Manor. Put the Peasants to work. Also build two Carts at the Manor and use them to bring resources from the two Villages in Ridgemont back to the Manor. These Villages have a lot of useful resources. Ridgemont also contains a Church and a Tavern. At the Church, you can create Priests who can bless your troops. The Tavern is where you hire Mercenaries for Gold. Hire as many as you can afford. Also take time to have Artos heal your wounded. Afterward, gather up your troops and head northwest through the valley toward the town of Aventaille. About halfway there, you come across some Peasants near a Watchtower. They tell you the people of Aventaille will rebel against their oppressors once they see your troops. However, without your help, they'll be killed. Therefore, before you approach the town, make sure you are ready to fight. Meanwhile, order the Peasants to repair the Watchtower and then garrison it with Archers. They'll help protect the valley leading to your towns. With the rest of your army, head to Aventaille.

Tip *Mercenaries can be quite useful. They only cost Gold to hire and don't require any Food for upkeep. However, they do count toward your population maximum. Don't put them in formation, especially when attacking Aventaille. Leave them in a loose group so they can quickly enter the town through the gate and start doing their jobs.*





You must get into Aventaille as quickly as possible. Your Archers provide help from outside the town's walls.

When you near the town, send your Archers toward the southern wall, to the west of the gate. Rush your Mercenaries in through the gate, with your Spearmen keeping any enemies from getting out. The Peasants in Aventaille become a Militia and begin attacking the enemies. Help them free their town quickly before too many are killed. Once the town is clear, it comes under your control along with any remaining Militia. Aventaille has a Barracks and a Tavern, so replace your losses. However,

don't stay too long. The Governor is sending a force to retake the town.



Use flaming arrows to set fire to the fortress' Watchtower.

Form your army and send them east through the valley toward the ruined city of Ambros. Deal with the enemy Knights and Mercenaries that come after you, then push on toward the fortress near Ambros. Let your Archers reload if necessary, then order them to launch flaming arrows at the Watchtower.

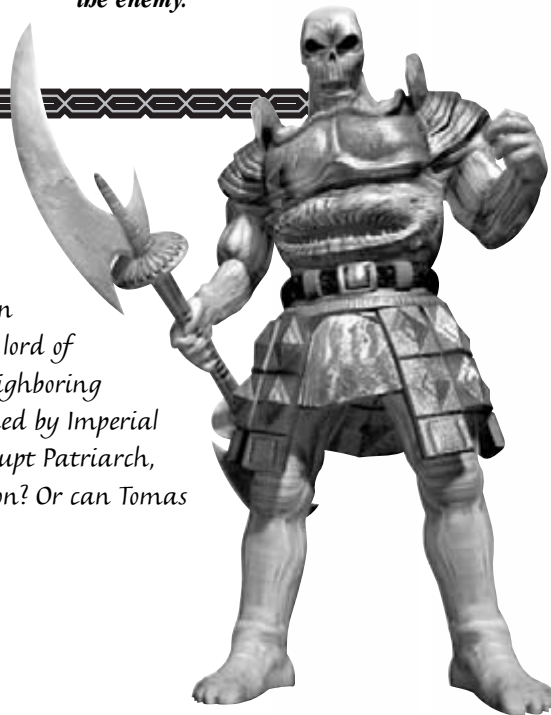
As it burns, it eventually sets fire to the rest of the fortress. Move your army forward with a line of Spearmen followed by a line of Archers. Keep the Mercenaries and Militia on the flanks. Let the Archers do as much damage as possible before sending in heavier infantry units to finish off the rest. When all enemy units are eliminated, the level is complete. Good job securing your father's land.



Spearmen and Mercenaries give the blade to the enemy.

Level 3: Rescue Tomas

Seeking answers to why no message has been received from a family friend and the liege lord of Cravant, Earl Tomas, Artos travels to the neighboring fiefdom of Amboise. Has Amboise been crushed by Imperial forces, or has Tomas sworn fealty to the corrupt Patriarch, and betrayed Artos, his childhood companion? Or can Tomas be persuaded to join your cause?

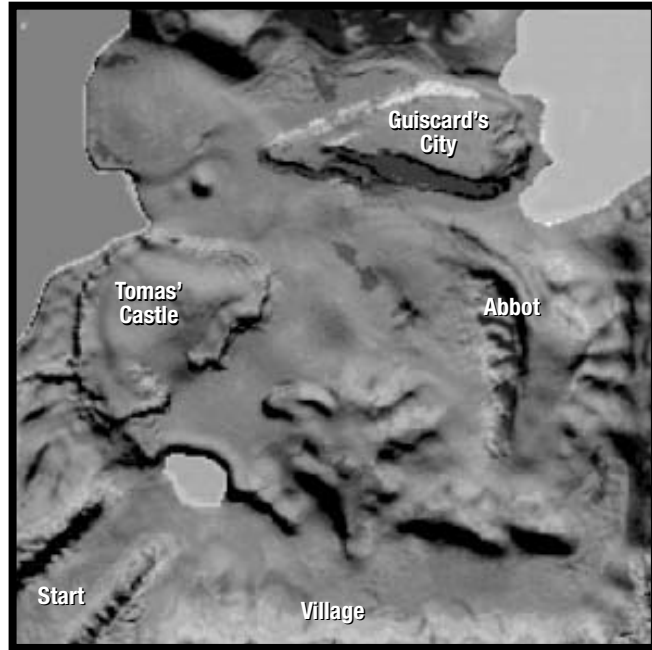


Objectives

1. Travel to the allied Village.
2. Create a diversion and rush the Cart to Tomas' Castle.
3. Find and meet the Abbot.
4. Enter Guiscard's city. Free Tomas and find a way to escape.

New Units Available

- Monk



Strategy



Eleanor sends you to the Village in the south.

Two early warnings: You can't create new units in this level, and you must use deception to complete it. Artos and his forces begin in the southwest corner of the map. Eleanor, Tomas' sister soon confronts you. She tells you to go to the Village in the south for more information. Rather than follow Eleanor and her Squires, head east to the Village. Keep your army together because as you approach, a band of Barbarians attacks

from the hills to the north. The Watchtower fires arrows at the enemy, but without your help, the Village will be destroyed. Order your troops to attack. They make short work of the Barbarians, who were expecting easy pickings.



The Barbarians are no match for your army.

The Village elder thanks Artos for his assistance. He also informs you that Guiscard is besieging Tomas' Castle. The defenders

desperately need supplies. You must create a diversion so the Cart can sneak through. Because you don't have any Scouts for this mission, you'll have a hard time seeing what is up ahead. Be sure to advance cautiously.



Use the tent Village for the diversion.

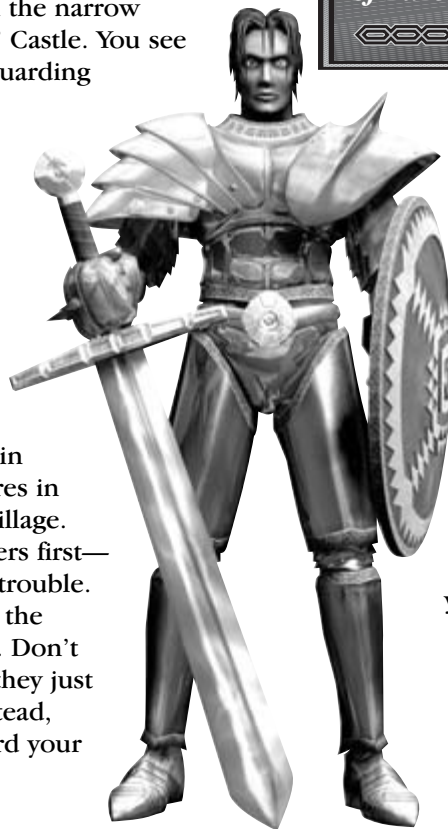
Gather your army and move north from the Village, through the narrow valley and toward Tomas' Castle. You see a large force of Knights guarding the entrance to the Castle. You must find a way to move them. Assemble your army south of the hill next to the tent Village. Put your Spearmen in line formation with your Archers behind. Send the Cart by itself off to the west, next to the lake. When everything is in position, send your Squires in formation to attack the Village. Concentrate on the Archers first—they cause you the most trouble. Your attack should rouse the Knights, who charge you. Don't run away too quickly or they just return to their posts. Instead, carefully lead them toward your Spearmen and Archers.



The Squires attack the tent Village and draw away the Knights.

Caution

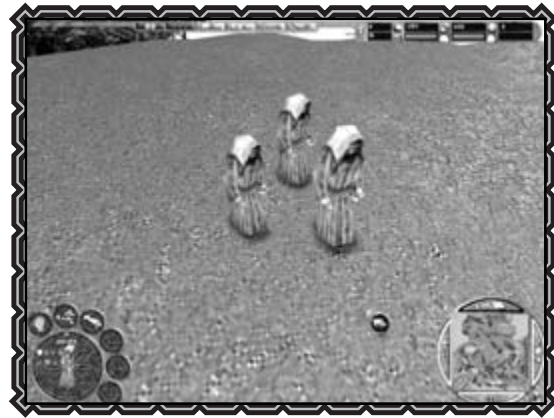
When you withdraw your Squires, don't head east or you run into a group of Barbarians.



While the Knights are away, send your Cart up the path leading to the Castle. Although you can click on one of the knuckle icons to send it on its own, guide it yourself, between the two groups of soldiers. If you get too close to one group or the other, they attack and destroy your Cart. When the Cart is safely past these enemies, click on the knuckle and the Cart makes its own way to the Castle and through the gates, meeting your second objective.



The Cart rolls through the gates of Tomas' Castle.



Artos and some men are disguised as Monks.

Tip

If your Cart is destroyed, another one appears at the Village. You just need to bring it through the valley and create another diversion.



When the Cart is near the Castle, withdraw your troops to the Village in the south. All you need is Artos and a few other soldiers to complete the rest of your objectives. Back at the Village, the elder tells you that Tomas has been taken captive and is being held at Guiscard's city in the northeast. He also advises you to speak to the Abbot at the Monastery for help.



The Abbot has a plan for freeing Tomas.

Several groups of Barbarians are spread out around the map. You don't have to fight them to complete the level, so don't. Instead, send your army east along the map edge to the southeast corner. Then head north to the Abbot and talk to him. The Abbot says you may be able to sneak into the Castle disguised as Monks. He gives Artos and a few of your troops Monk robes to wear. With the disguises on, send this small group north along the path lit by the torches, followed by the rest of your troops. Below the city, at the base of the path leading up the main gate, find two groups of enemy troops. Put your Archers and Spearmen into formation and begin the attack. Send the Squires in to fight, too.

After the entrance is clear, leave the army behind and send only the Monks up to the city. As you approach the gate, the guards let you in. Advance along the northern side of the city to the jail in the northeast corner. Be sure to pick up the black powder along the way. Eliminate the guards outside of the jail, then click on the jail to release the prisoners. Next, send your Monks to the darker patches of wall along the eastern side. Place the barrels of powder next to the wall by clicking on the fuse button on the orders knuckle, then get back! The blast blows away a large chunk of wall. Get your Monks and all of the

prisoners out through here before the remaining guards attack. When you're outside, the level ends—you've completed all the objectives.



The guards at the gate let you right in.



Kill these guards so you can free the prisoners.



Plant the charges here to blast a path to freedom.

Tip

There is another way into the city. Instead of fighting the troops at the base of the city's hill, send your Monks up the eastern slopes of the hill and order them to attack the weakest section of the wall. With a little effort, they get through. Next, free the prisoners as previously described. Don't bother with the powder; just escort the prisoners out through the hole in the wall. The rest of the guards won't even know you were there.



Level 4: Guiscard Attacks Tomas

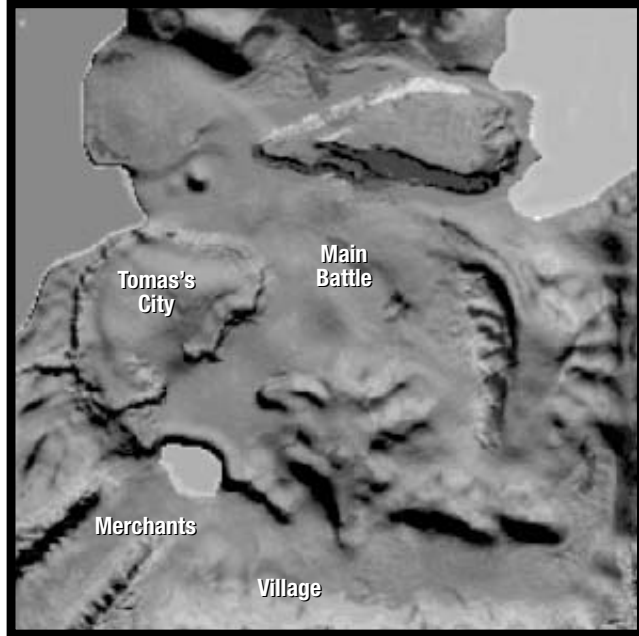
You have successfully freed Earl Tomas and liberated Amboise from the tyranny of a corrupt Empire. But the Patriarch will not stand aside, and let you take the Empire away from him! He orders Guiscard, the Grand Duke of Gallicus to crush you once and for all. Obedient to whomever has the most power, Guiscard, bolstered with Imperial reinforcements, marches on Faussal, the capital of Amboise, with orders to hang Artos and Tomas from the nearest gibbet...

Objectives

1. Build up and defend the Village.
2. Create a force to defeat the besieging army.
3. Save the Merchants.
4. Defend Tomas' city.

New Units Available

- Mangonel



Strategy



You have control of a Village once again.

This level takes place on the same map as the previous level. This time you have control of

a Village, however, and can create new units. You definitely need to increase the size of your army—you have to fight some very big battles to complete your new objectives.

At the start, send a couple of Peasants to cut wood while the rest build Farms and harvest the Food. You already have a Barracks and a Stable, so you can create units right away. Your first priority is a force of Javelineers—start with ten. The Javelineers are your fire brigade. You can quickly send them to deal with problems as they arise. They also help buy you some time to get additional units to the scene of the crisis if need be.



Barbarians begin raiding your Village.

Tip

As soon as you have sufficient Materials, order a Peasant to build a Trading Post so you can produce Scouts, which are very important in this level.

Increase your production by adding more Peasants to your work force. To build your army and keep it fed, you need a lot of Farms providing plenty of Food. You also need Materials for creating units and building new Farms and other structures.



The Merchant caravan is under attack.

Not long after the level begins, a Merchant comes begging for your assistance. His caravan is under attack by Barbarians. They're located in the southwest corner of the map. Before you rush off with your entire army to save the day, however, protect your own Village from attack. A band of Barbarians soon comes in from the north. Defeat them first before setting out for the caravan. The caravan already has some troops, so have Artos lead only your Javelineers and Squires to help fight. Leave your Spearmen and Archers behind to defend the Village.

Note

There's no rush to immediately get to the caravan. The Barbarians wait until your first units arrive on the scene before beginning their attack.



The decision on the Mangonel determines the path of your campaign.

When your relief force arrives, they help the caravan defeat the Barbarians. Keep your Squires in wedge formation so they share the damage and can't be picked off one by one. After the last Barbarian is eliminated, the Merchant offers you a Mangonel as a token of his gratitude.

This is another crucial decision, so weigh the options before choosing either way. First, you don't really need it—though it can be helpful. Second, your decision determines the course the campaign takes at the end of this level. If you decline the Mangonel, you continue on the Imperial campaign. If you accept the device, however, even though technology may be contrary to your beliefs, you embark on the Renaissance campaign. With either choice, return to your Village with all your units.




Position Watchtowers to the north and east for protection.



The Barbarian raids continue.

During the next phase, build up and defend your Village, continuing to increase your army and Farms as needed. Position Scouts on the hills to the north and west. That first Barbarian raid was only the beginning; there will be many more. Your Scouts give you an early warning of the raids and allow you to get your troops into position to fight them off. As you produce more Materials, build some Watchtowers and fill them with Archers to help defend your Village.

Tip *Watchtowers are great defenses. Archers can fire out, but can't be damaged unless the tower is completely destroyed. During this level, the Barbarians usually bypass the towers and head straight for your Village. However, if you position your towers along the Barbarian approaches, you can severely weaken the Barbarians before they get too close. Position your towers west of the Village and along the spine of the hill directly to the north. This covers both valleys—to the east and west—used by the Barbarians from the north.*



Your next objective is to help break the siege of Tomas's Castle. However, you need a large army to do this. Also, once the siege is broken, you must immediately fight an even larger battle. Therefore, build the biggest army you can before heading to Tomas's Castle.

The main units you need are Spearmen and Archers. Concentrate mainly on creating large groups of these units. You really don't need any more Squires, and ten more Javelineers should be sufficient. Plus, the infantry units are cheaper. While you wait for Food to come in and build up your army, continue repelling Barbarians. In previous levels, you could stop them by searching out and destroying their Villages. Don't waste time doing so in this level. These Barbarians are spawned all at once rather than created at a Village, so even if you take out some Barbarian Villages, the raids continue.

As you approach your maximum population, it's time to prepare for the battles. Divide your Spearmen into two groups. This gives you more flexibility for maneuvering during battle and lets you create a longer line. Keep your Archers and Javelineers in single groups. You're leaving your Squires behind, so you can take most of your Archers out of the Watchtowers and add them to your main force.



This battle breaks the siege.

Send your army north toward Tomas's Castle. Use Scouts to locate the enemy before you get too close. As you approach the entrance leading up the hill to the Castle, put your Spearmen groups into line formation in front with the Archers behind. Keep the Javelineers on one flank. You can use them to charge ahead and attack the enemy, then withdraw behind the Spearmen for protection.

When the enemy spots your army, they attack. Your Archers and Javelineers do a good job softening them up for your Spearmen. Use Artos to bless your units and heal their wounds. Your army should have little trouble during this battle. After a while, Tomas brings his army out of the Castle to hit the enemy from the opposite side.



Guiscard sends his entire army to wipe Tomas and you off the face of the map.

After the enemy besiegers are destroyed, Guiscard sends his army to fight Tomas on the plains east of the Castle. Tomas gives you the honor of fighting on his right wing. Don't worry about having to move your troops, they automatically transport to the battle. After the cutscene, get your units into formations and get ready to fight. Tomas' army takes the brunt of Guiscard's attack. Send in your troops from the flank and launch volleys of arrows and javelins into the enemy ranks. The enemy Archers are positioned far to the north. Send a formation of Spearmen to deal with them after victory against the main enemy force is assured. When the battle is won, the final objective is met and the level is complete.



You begin on Tomas's right wing.



Hit the enemy in its left flank while Tomas hits them from the front.



During big battles, the action is fast. To pause the game, press [P]. You can give orders with the game paused; this lets you examine the situation and give orders to each of your groups or formations at the same time. Press [P] again to resume the action. After the cutscene, pause the game to make sure all of your groups are in the correct formations and positions. Some computers slow down during large battles because there are so many units on the screen at once. This slowdown is more pronounced when you zoom out to see the entire battle at once. To speed things up, zoom in closer to the battle so fewer units show on your screen. Pause the game if you need to zoom out and give orders, then zoom back in during the action.



If you refused the Mangonel from the merchant, you continue on to the next level in the Imperial campaign. If you accepted the Mangonel, however, you switch to the Renaissance campaign at this point. Turn to "Chapter 8: The Renaissance Campaign" to continue the walkthrough from here.





Level 5: Crusade

The Imperial Army of Duke Guiscard has been given a bloody nose, and will take some time to recover. The Patriarch, enraged beyond reason, blames Guiscard and has had him executed.

However, this act of vengeful rage has united the rest of the aristocracy of Gallicus against the Patriarch, and they have declared Artos to be the new Grand Duke of Gallicus. Duke Artos and the Barons of Gallicus decide to take an oath to reunite the Empire under a new Orthodox Church of the One God, and expunge the corrupting evil of the Patriarch once and for all.

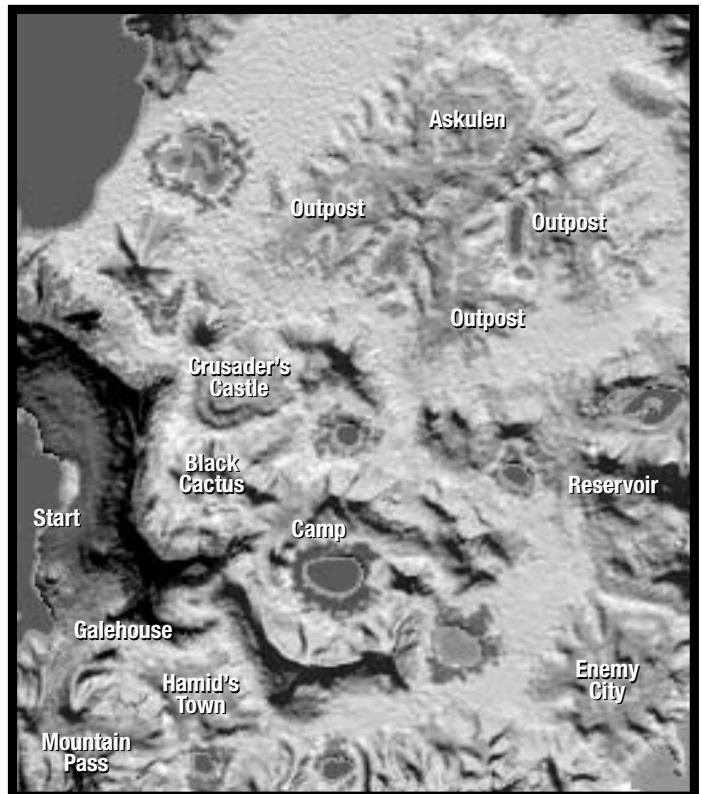
One of the Sacred Scriptures—the Confessions of St. Celestin—reveals that the Staff of St. Celestin used to banish demons rests in the Tabernacle of Askulon, deep in the heart of Fania. With this great relic in Artos' hands, the faithful will flock to his banner, so Artos sails with his army for Ekron. He hopes to join with Reynald d'Aquilos, the Marshal of the Knights of the Sword of Anathos, a crusading group of monastic Knights who have a fortified base in the Fanician port of Ekron. But Reynald is also a cousin to Guiscard. Will he blame the corrupt Patriarch for his cousins' death and endorse the choice of the Barons of Gallicus, or will he turn against Artos?

Objectives

1. Attack Hamid through the mountain pass.
2. Destroy Hamid's temple to stop the Mercenary attacks.
3. Lead the Crusade to destroy Askulon.
4. Locate the Crusader's Castle.
5. Seek out the venomous plants and Askulon's reservoir.
6. Have Artos poison the reservoir.

New Units Available

- Knights
- Men-at-Arms



Strategy



Concentrate on taking out the temple. Once you do, the battle for the town is over.

This mission takes Artos to the deserts. As such, there are very few places to build Farms. However, at the start of the level, you don't have any Peasants, so there's no need to worry about production just yet.

Reynald, the leader of the Knights of the Sword of Anathos gives you command of a small group of Knights and orders you to assist with his attack on Hamid's town. Lead your Knights south to the mountain pass. Near the Gatehouse, you'll encounter enemy units. They cause a lot of damage to your Knights, so pull back and let Reynald's troops deal with them. Continue on to the pass.

Talk to a Knight there who gives you command of some Mercenaries and Mangonels. Organize your forces, then attack the small group of enemy troops to the east. Meanwhile, Reynald attacks through the Gatehouse. With the enemy group eliminated, move your force to the valley floor and head toward Hamid's town from the south.

Destroy the temple in the town and the enemy's attacks will cease. Be sure to bless the Mangonels to give them a little extra punch.



Keep the Gatehouse doors closed unless you're moving units through them. This prevents enemy units from sneaking in to attack your city.



You don't need the walls around the coastal city, so demolish them and build Farms on the fertile, exposed ground.

After the temple is destroyed, the town comes under your control. Speak to an Imperial Knight in the Barracks, who tells you of a Crusader's Castle to the north and joins your army. Reynald was killed during the attack, so you also gain control of his troops.

Your position is secure for now, so build up your production by creating Peasants. Demolish all of the wooden Stockade walls around your town and build Farms along the north and eastern edges. Also assign Peasants to cut down the trees around the city for Materials. The palm trees don't provide as much Materials as the trees in more temperate climates, but they'll do for now.

Next, build a Trading Post near Hamid's Town. This lets you create Scouts. Assign the Peasants working at the shops to another job so they don't use up precious Materials.

Then, create several Merchants at the Warehouse and send them to trade at the Trading Post. During the level, you'll also receive shiploads of resources.



Your Knights find native Peasants around an oasis. Do you want their labor, or should you slay them so you'll receive reinforcements?

Your army consists of Mercenaries, Mangonels, Knights, and Men-at-Arms from the city. Bring them all to your forward base at the town. Create a group of Archers and another of Javelineers. Once your army is ready to resist an attack, send your Knights east to the oasis on the southern edge of the map.

They find native Peasants. They offer to help you if you spare their lives. These natives can build a special type of Farm in the desert. If you choose to spare them, send them to your town base to build new Farms. They're easier to protect there than at this oasis. On the other hand, if you choose to slay them, you'll receive additional troops via ship.

Choose whichever option better suits your style of play and needs. Each time you come across an oasis, you'll find native Peasants and be asked to make this decision again.



Flaming Arrows are launched against a Watchtower guarding the enemy camp.

Return your Knights to the town, but leave Scouts in the southern valley to watch for raids. Construct a Fort to the east of your town and garrison it with Archers. Meanwhile, leave your Men-at-Arms with some Archers at the eastern approach to the town while you take the rest of the army and another group of Archers north toward the enemy camp.

Two Watchtowers and some troops defend the camp. Order the Archers to set the closest Watchtower on fire, then retreat out of firing range. This allows time for the Watchtower to burn down and lets you get ready for an enemy attack from the camp. You should have little trouble fighting it off.

Next, send your Archers to torch the camp. The fire also takes out the second Watchtower. Eliminate enemy troops in the area and locate the native Peasants near the oasis. These you should spare. The oasis is surrounded by stone and Gold outcroppings that the Peasants can mine. Plus, if you send a Peasant to build a Warehouse nearby, they don't have to march all the way back to your town.

Position your army east of the oasis, and guard these resources against attack by troops from the enemy city to the east. Again, Forts make a good defense when garrisoned with Archers.



Attack the southeastern city from the north, then destroy the temple to capture the city.

Your next objective is to capture the city to the east. Doing so will eliminate the raids on your town and give you possession of the entire southern part of the map. Like the last town you captured, all you need to do is destroy the temple. Therefore, make sure you have at least six Mangonels and send them with your army to the northwest area of the city. Take out the towers in the north. Use Peasants to repair the Mangonels as they take damage, and have Artos bless them.

Enemy troops attack your siege engines, so protect them with your army. When you get close enough to bombard the temple without being slaughtered, order all Mangonels to fire at it. After it falls, the city surrenders. Accept the surrender and send Artos to the Stables in the southeast corner of the city. There, a Priest offers advice on how to attack the city of Askulon. It involves poisoning the city's water supply.



Artos extracts toxin from a Black Cactus.



Clear out the enemy units around the Crusader's Castle, then rebuild it as your base for attacking Askulon.

Now concentrate on the enemy to the north. Bring up any units you have near your town to join your army. There are still a few groups of enemy units across the middle of the map, so keep Scouts posted around the map to warn you of their approach.

The reservoir you need to poison is in the east, and Artos can obtain the toxin from a Black Cactus west of the enemy camp near the oasis with the Gold and stone. However, before you poison the water, build up your army and create a forward base near Askulon. The Crusader's Castle is northwest of the



enemy camp. Send your army there, along with several Peasants. Defeat any enemy troops, then put the Peasants to work rebuilding the damaged structures.



Artos poisons Askulon's water supply.



All of the troops in Askulon and the three outposts lose much of their health.

While you're building up your army, send Artos to extract the poison. Afterward, send him to the reservoir with a force of Archers and Knights. Take out the enemy troops guarding the well and then pour the toxin in the well.

Enemy troops in Askulon and the three outposts slowly lose their health and become wounded. When you attack, the army is weak

and easier to kill. However, before you begin your assault, create lots of Mangonels. If you have Sappers, use them to make Battering Rams. These will be destroyed before they can cause much damage, but they divert the fire away from your Mangonels.

When your army is ready, begin your assault on the center outpost. Target the towers first, using your army to take out the enemy troops before they harm your Mangonels. When the outpost is in ruins, repair your Mangonels, replace those that were destroyed, then take on Askulon.

Tip

It takes many units to capture Askulon. Plan on lots of casualties. A good way to quickly bring up replacements is to choose a position in the old outpost as the place to send newly created units from the Crusader's Castle. Keep a steady stream of Mangonels approaching as soon as they're produced.



Take out the towers around Askulon so you can get your Mangonels in range of the Kaliph's Palace.

Use the same tactics as before, ordering all the Mangonels to first target the southern Gatehouse, then the towers along the south wall. Keep your army nearby, but out of range of the towers. This is a bloody fight, with lots of losses.

If you lose all your Mangonels, pull your forces back to the old outpost and wait until

you have several more Mangonels before sending them out to renew the assault. After all the southern towers are destroyed, work on the towers along the western and eastern walls and those near the Kaliph's Palace.

When you can attack the Palace, focus on it—it is your final objective. After it's destroyed, the level is complete and you are victorious.



Level 6: Valley of Demons

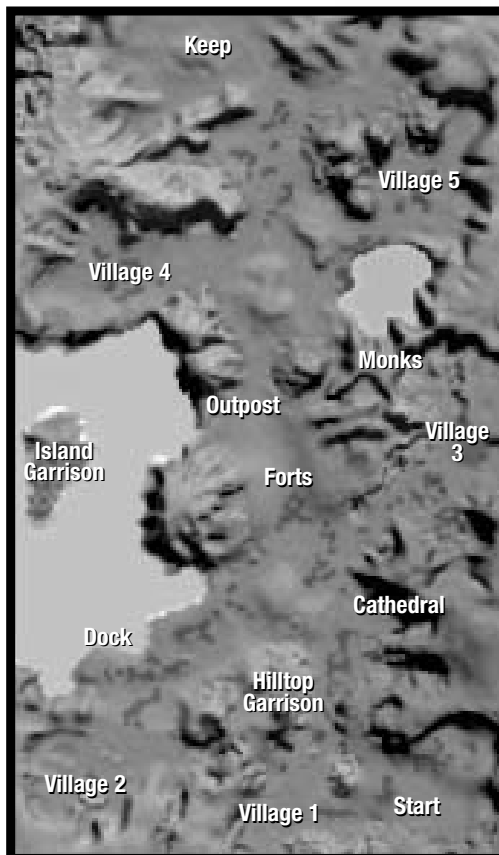
With the Staff safely in his possession, Artos decides to return to Gallicus to rally the people to his cause. But as his fleet nears the coast of Akaia, he hears that the Holy Protector, Karlem Agnus, is encamped with the Imperial Army, the Scara, in a lush, magnificently fertile valley near the city of Iconium in Akaia, training new recruits. This is an opportunity not to be missed. If Artos can land in Akaia, win over the local populace—for the bearer of the Staff is never without allies—and build up his forces, he can take Karlem Agnus by surprise and destroy his army once and for all. The Scara is the professional standing army of the Empire and is large and well trained, but if it can be trapped in the valley, and if Artos puts his trust in the One God, it can be defeated.

Objectives

1. Destroy Karlem Agnus' Keep.
2. Defeat the hilltop garrison.
3. Defeat the island garrison.
4. Visit the scholar.
5. Destroy the Forts.
6. Order paper from the Monks.

New Units Available

- Bishop
- Corsair
- Carrack



Strategy

In this mission, eliminate several Forts and outposts, liberating Villages from the control of Karlem Agnus and adding their resources to your own. Because Agnus has a strong presence throughout the land, no Peasants have agreed to help you. Therefore, you begin the level with only your small town and army. To add resources to your stockpile, convince Villages to turn to your side.



Mangonels on the hill fire at the enemy Fort.

Organize your troops into groups, then send Artos to speak with the elder in the first Village. He offers to join you if you first defeat the hilltop garrison to the north of the Village. Archers at the top of the hill will destroy your army if you assault them directly. Instead, send your Mangonels to the top of the hill east of the enemy Fort and bombard the Fort from there. Wait for the enemy troops to come down the hill after you, then use your Archers to take out the enemy Spearmen and send your Knights after their Archers. This victory gives you control of the first Village. Heal your wounded and create Peasants.

Build more Farms and add an Armory, Guildhall, and Blacksmith to your town. Also add a Windmill by the Village and research the Horse Harness at the Guildhall. These

will increase your Food production and allow your Farms to support more units.

As you build up your army, keep it positioned north of the Village to prevent enemy troops from attacking. Send Scouts to explore, and post them to alert you of approaching danger. Meanwhile, send Artos to the ruined Cathedral, where he is told to go to the University near the second Village to get building plans for a Cathedral. Also speak to the Peasant at the hut west of the Cathedral. When your army is strengthened, it's time to get to work.



Attack the garrison near the second Village, but be ready for troops landing on the coast and attacking your flank.

Advance toward the second Village. It is guarded by troops and an enemy Fort. Don't be fooled by the small numbers. As soon as you attack, enemy ships dock on the northern coast. Position your Men-at-Arms near the coast to deal with this threat while the rest of your army takes out the garrison.

After you destroy all enemy units, send Artos to talk to the Village elder. He offers his Village to your cause if you eliminate the enemy garrison on the island to the north. To assist you, he gives you control of the Dock.

The University is adjacent to the second Village, so send Artos there to inquire about plans for the Cathedral. The scholar there would like to help, but has no paper. Artos can get paper from the Monks to the north-east, near the third Village. You can't act on this right now, so wait to get the paper until later.



Artos' fleet destroys the enemy's garrison on the island.

While regrouping and healing your army, build four or five Corsairs and two Carracks at the dock. Send the Corsairs north to take out the enemy fleet of Corsairs and Cogs, then bring up the Carracks to knock out the Fort and other structures on the island. When all the structures are destroyed, the second Village comes under your control, giving you more Farms and Peasants to produce resources.

You no longer need your fleet, so send it east to attack the enemy outpost. The Corsairs can set fire to the wood walls and structures while the Carracks bombard the outpost. Don't worry if your ships are destroyed, their sinking frees up more Food for your army. Until then, let them attack the enemy so your army doesn't have to deal with these units later.



Battering Rams help take out the western Fort—its walls sometimes block the projectiles of the Mangonels.



Send Artos to ask the Monks on the bill for paper.

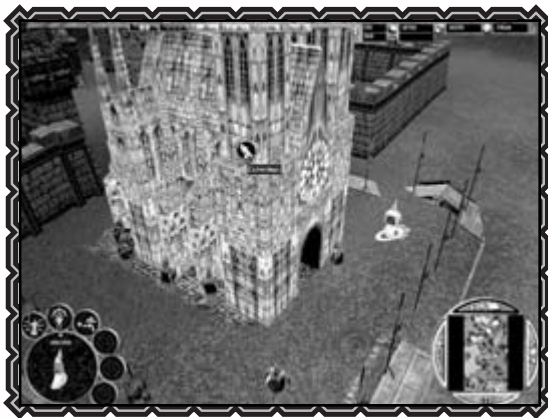
The third Village is located to the east. Sneak Artos past the Forts and he learns that the Village will join your cause when you take out both Forts. Take out the Forts to get to the enemy Keep.

Focus on the western Fort first, using Mangonels to assail it. Send in a Battering Ram or two after your Sapper builds them. Deal with the garrison around the Fort. When it is eliminated, begin your attack on the eastern Fort using the same tactics.

Battering Rams don't work as well here because they're slow getting up the hill, but they do draw fire away from the rest of your

army. With both Forts demolished, the third Village joins your cause.

Send Artos to the Monastery and ask the Monks for paper. They send a Supply Wagon to the University—make sure the enemy doesn't destroy it. Position your army in the valley between the two former Forts and regroup and heal while the paper is delivered. Build some new Mangonels and other units to get your army ready for the final battles.



Many Bishops pray at the Cathedral.



Archers and Javelineers make short work of the Gibbering Hordes near the Henge.

After the paper is delivered to the University, have your Peasants build a Cathedral at your town, then produce Bishops. You need about 12; order 10 to pray at the Cathedral and send the other 2 to join your army. You need them to exorcise and banish enemy demons. At the Cathedral, research Crusade, which allows you to call down two Acts of God—blindness and plague. You'll need them for the upcoming fight.

There are two additional Villages on the map. The fourth Village joins your cause if you garrison ten units there. Don't go to the fifth Village: If Artos talks to the elder, the Peasants turn to militia and attack you.

The enemy has an army in the valley leading to the Keep. Use the same tactics as before. With the Acts of God, cast blindness on a Fort just as it fires on your Mangonels. While it is blinded, the Fort can't fire. The plague infects a single unit of your choice, causing it to lose strength. This unit also infects all nearby units. Although this weakens the enemy troops, blindness is more useful.



Call down blindness on a Fort before attacking it.



Bishops are great at exorcising demons, killing them more quickly than any other unit. Use more than one Bishop for extra power.

After you get through the defenses, including a Henge with lots of Gibbering Hordes, assault the Keep. Use the Bishops to

deal with the Fomorians and, once the Forts are down, target the Keep. After it is destroyed, the level is complete and you're victorious.



The enemy Keep is your final objective.



Level 7: Knights of the Sacred Sepulchre

Having been defeated and his army routed, Karlem Agnus fled back to Telamagna. In the meantime, the Knights of the Sacred Sepulchre, although formed by and for the Imperial Church, rebelled against their corrupt Grandmaster, Jakopo Malai, who was in league with the heretical Patriarch. Word of Artos' piety, his possession of the fabled Staff of Celestin, and his divinely inspired defeat of Karlem Agnus has convinced them to swear fealty to Artos, declaring him to be the new Supreme Patriarch and Holy Protector of the Empire and are heralding a new era of religious orthodoxy, enforced by the sword!

But Ichthus Granitas, the corrupt Patriarch, has not sat idly by. He sent Karlem Agnus to attack the headquarters of the Knights, the Fortress of Faith, supported by supernatural forces. He led an army of demons against them—thus revealing the Patriarch's true nature as a black magician! The Fortress was taken, and burnt to the ground. The surviving Knights were driven out, and they have fled across the sea to the wilderness of southern Ryetia, pursued by hordes of ravaging demons, led by Karlem Agnus.

The Knights hope to meet up with Artos, and have taken refuge in the Chapel of the Apostles of the Sword, in the Forest of Somnus. Meanwhile, Artos has moved into Ryeta, and occupied an abandoned Fort in the forest, the Old Keep. From here he can build up a relief column to aid the Knights of the Sacred Sepulchre—together you will be able to defeat Karlem Agnus and the demon horde!

Objectives

1. Talk to Master Mikhail the Large.
2. Find Crow Quiverbane.
3. Escort Quiverbane back to Mikhail the Large.
4. Visit the Zaccharites.
5. Decipher the inscription with the Priest.
6. Escort at least one Holy Warrior to the southeast island.

New Units Available

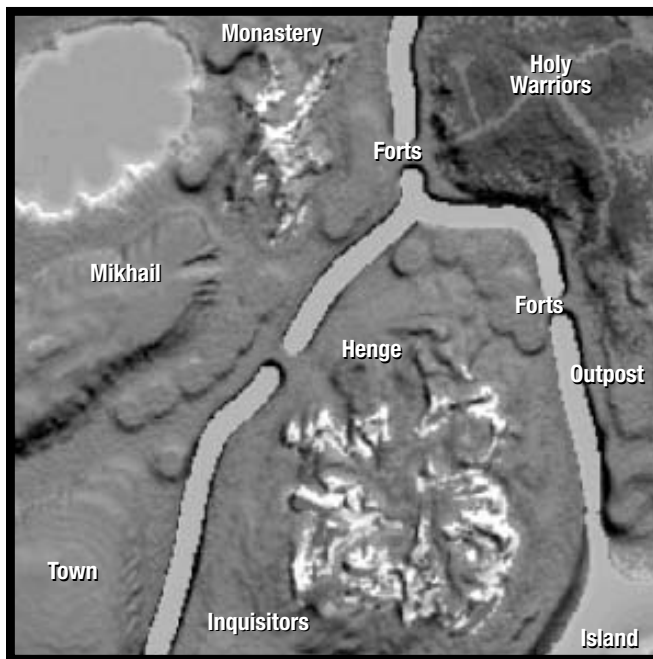
- Holy Warrior
- Inquisitor
- Imperial Archer

Strategy

This level plays more like an adventure than a battle. You have several objectives, some of which require others to be achieved first. Your town is located in the southwest corner of the map and is relatively safe here, so start concentrating on building up your town and production capabilities. Create all the different structures possible, build many Farms, and complete the upgrades at the Blacksmith. Notice that after you make the first upgrade for each unit, a second upgrade is then available.



During this level, use Acts of God to help you defeat your enemies. Build three Cathedrals and have many Bishops pray at each. As you achieve your objectives, you gain new Acts of God, including earthquake, fimbul-winter, and wrath of God.



The Holy Warriors exorcise a Behemoth.

You have control of the Holy Warriors located in the north and the Stables at their base. These Holy Warriors come under attack, so create a group of Javelineers and a group of Imperial Knights here. When the enemy attacks, use these two groups to fight off the enemy troops while the Holy Warriors exorcise Behemoths.



Artos rides up to Master Mikhail's manor.



Kill the Dark Priest before he sacrifices Crow.

Back at your town, build up a moderate-sized army, heavy on the Archers. Include a few Peasants, Priests, Bishops, and several Mangonels. Send your army north toward Mikhail's town. Send Artos to the Manor to speak with the master. He asks you to rescue his pupil, Crow Quiverbane, who is being held by a Dark Priest near the Henge to the east. Lead your army to the Henge. As you approach, the Dark Priest begins sacrificing Crow's men and eventually Crow himself. Target the Dark Priest with your Archers and take out the enemy troops protecting him.

When the Dark Priest is dead, you gain control of Crow and his Imperial Archers. Send Crow back to Mikhail's manor. After he arrives, you can create Imperial Archers at your Barracks. They have a longer range than your regular Archers and cause more damage. Create a group and send it to support your army. Crow also volunteers to join your party. This hero is a good Archer and helps out during this level.



Send Artos to the Monastery in the north-west corner of the map. The Monks need workers. For every two Peasants you send, they bless one of your units with the ability to regenerate his health after receiving injuries. Doing this isn't necessary to complete the level.



Send Artos to speak with the Zaccharite Inquisitors.



The Priest begins to decipher the grave's inscription.



Keep the zombies away from the working Priest or he must start over.

With your Mangonels, destroy the Henge, the nearby structures, and the Summoning Pentangle south of the Henge. Meanwhile, send Artos south to speak to the Zaccharite Inquisitors who tell him to have a Priest decipher the inscription at the grave of St. Skotavus, located near the place where the Henge stood. Before you do this, get your army ready—it's a trap.

Send Artos to help out. Position Scouts to the east to watch for enemy troops coming through the eastern Forts. Note the trees located near the grave: After a Priest begins deciphering the inscription, zombies appear at these trees. Position Artos and the other

Priests and Bishops near the grave with Archers and Javelineers on the ridge overlooking the trees.

Order a Priest to begin work at the grave. Command Artos and your religious men to exorcise the zombies approaching the busy Priest, while your missile troops deal with the rest. If a zombie touches the working Priest, he must start over, which causes new zombies to appear. After you complete this objective, you take control of the Scriptorium and the Inquisitors, and gain access to an Act of God.

Tip

Research Witch Hunt at the Scriptorium to gain access to the remaining Acts of God.



Blind the Forts to keep the Archers inside from firing at your Mangonels.

During or after your fight with the zombies, prepare for an attack from the east. The Patriarch sends Undead Legions accompanied by other troops. Imperial Archers are handy here because they target and fire on enemy missile troops before the enemy gets into range to fire back. Use your Imperial

Knights and Mangonels to take care of the light infantry.

Several waves attack. Push east to assault the Forts blocking the way to the eastern part of the map. When the Forts start to fire, call down blindness on each and assault them with your Mangonels. Use your missile troops to protect the Mangonels from enemy units. After you destroy both Forts and killed off enemy troops, move across the narrow strip of land toward the eastern part of the map. Bring your Holy Warriors and their cavalry escorts south to join up with your army.



Destroy the enemy outpost.



The Patriarch's hidden army comes out of the caves to attack you.

An Imperial outpost blocks your way to the southern coast, where you must build a Dock. Use the same tactics to take out the Forts and defeat the army. Take out the structures so they can't create more units to attack you. When all is clear, send your Holy Warriors and Artos south along with your Peasants to build a Dock.

Meanwhile, set up your army to receive a final enemy attack. The Patriarch is hiding a large army—complete with demons—in the caves north of the outpost. When you begin building a Dock, the army attacks.

You don't have to defeat all of the Imperial troops. When the Dock is complete, quickly create a Cog and load it with at least one Holy Warrior. Send it to the southwest island, disembark and order the Holy Warrior to the Monastery to complete the level.



The Holy Warriors arrive at the island Monastery.



Level 8: Telamagna

Karlem Agnus has been slain in battle, and the Knights of the Sacred Sepulchre and the Brotherhood of Inquisitors have joined forces with Artos. Now it is time to deliver the final blow—an assault on the Imperial capital itself! But the Imperial fleet patrolling offshore makes a landing near Telamagna too dangerous.

Artos disembarks in Etruscia and marches north into Liguriensis, intent on taking the capital and destroying the power of the Patriarch forever! Icthyus has been busy fortifying his positions and rebuilding his strength with enforced conscriptions and heavy taxes with which to hire mercenaries and Pagan troops. He has hired Captain-General Callistus, a mercenary warlord famous for his use of Gunpowder and engines of war, whose base is in the town of Aquae Fortunae.

Kang the Merciless, a Magiar freebooter, and one of the Patriarch's jumped-up lackeys has been given command of the Iron City, traditionally the arms-making center of the Empire. The Patriarch himself is rumored to have summoned more demons to aid him, as well.

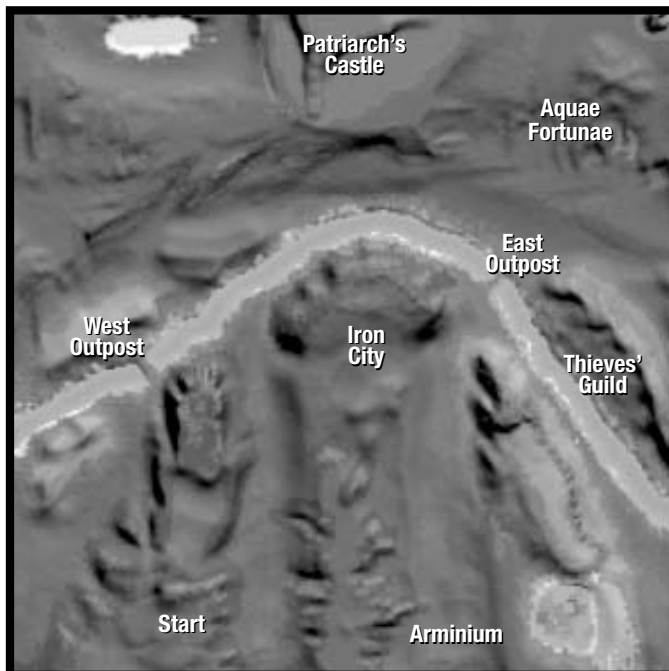
However, Artos will also find some friends. The Grand Duke of Liguriensis, Marcus Tathamus, has rebelled and his city, Arminium, has been occupied by the enemy. If Artos can free the town, the Duke and his household retainers will follow him. Artos will have to seize the outlying towns and take control of the countryside before he can assault Telamagna itself. This is it—the final battle is upon you!

Objectives

1. Storm Kang's Manor with military units or destroy it from afar.
2. Avoid the Patriarch's defensive positions on the River Liger.
3. Destroy all of the Patriarch's forces defending Arminium, freeing Marcus Tathamus.
4. Find and talk to Aquae Fortunae's Thieves' Guild.
5. Assault the river crossings and drive the Patriarch from Telamagna.

New Units Available

- Sword of God
- Imperial Pikemen



Strategy



Defend your town against attacks from the north.

You've finally made it to the final level of the Imperial Campaign. As you would expect, it is the toughest yet. The entire map is against you. However, as you progress, three cities join you in your fight against the Patriarch and his Pagan forces.

You begin in the southwest corner of the map with a very basic town. Create Peasants to build up your town and provide resources. Build all structures available to you when you can afford them. Build up the strength of your army, as well. You'll be raided by troops from the Iron City, so garrison your Forts with Archers.

Create a large force of Imperial Archers along with all the other types of soldiers. Include Mangonels and Bishops in your army. Build an Armory and Cathedral, and upgrade all of your units at the Blacksmith.



Imperial Archers play a major role in this level. They fire at a longer range than any of the enemy's defensive structures, allowing them to attack without the risk of return fire. Assign a Supply Wagon or two to follow your Imperial Archers, and they'll never have to slow their rate of fire to re-supply. Your goal is to have at least 40 Imperial Archers in one or two groups. They alone can stop most of the enemies you face.



Don't destroy the Iron City: Weaken it, then rush some cavalry units to the Manor.

After you generate a good-sized army, advance on the Iron City. Head northeast, leading with Scouts, who locate enemy Forts and troops. When you sight the southern Fort, order your Imperial Archers to fire Flaming Arrows and burn it down. Use these units to take out enemy troops, also.

The Iron City has walls with several towers. However, not every tower is garrisoned with Archers. Send a cavalry unit toward the city. The towers that fire at your units have Archers, so target them with your

Imperial Archers. After you've eliminated several of the towers and the Gatehouse, send a group of fast cavalry, such as Javelineers, galloping into the city and on to the Manor. After they arrive, the city surrenders and you take control.



Position an army to defend the eastern strait and prevent invaders from crossing.



Take out the four Holy Fortresses and the army around Arminium.

With the Iron City in your hands, use its structures to build units and its Farms to support your army. You will be attacked by the Patriarch's troops and troops from Aquae Fortuna. The latter use Trebuchets, so don't rely on your Towers for defense. Instead, keep a large formation of Imperial Archers,

Knights, Inquisitors, and Imperial Pikemen to defend the strait near the eastern outpost. Keep the Inquisitors back until you need to take out a Fomorian.

Meanwhile, send a force of Imperial Archers escorted by other troops, including Inquisitors, to lift the siege at Arminium. Four Holy Fortresses and an enemy army must be destroyed. Primarily use your Imperial Archers, with your other units defending them. After the city is free, it sends troops to attack the Patriarch's Castle. You might be able to bribe Aquae Fortuna into changing to your side. Return your army to the Iron City and prepare for your next move.

Tip

Most of the combat along the river occurs near the eastern outpost. Keep a small garrison of Imperial Archers and Inquisitors in a Holy Fortress near the western outpost, on your side of the river, however. When a Fomorian approaches, use the Inquisitors to exorcise it, then return to the Holy Fortress for protection.



Send two or three wagons to the Thieves' Guild if you can afford it, just in case they're attacked.



Defend your town against attacks from the north.

With your massive army assembled, attack the eastern outpost. Use the Imperial Archers to take out the Forts, then move your army across the strait to occupy the outpost area.



The Abaddon looks tough, but he's no match for your Inquisitors.

It's time to take the battle to the Patriarch. Double lines of walls with many towers surrounded his Castle. Follow the same strategy you used against the Iron City, attacking the towers and Gatehouses with your Imperial Archers. The other two cities attack, as well.

Watch out for sorties by the troops inside the enemy city and destroy them before they harm your army.

Bless your units so they perform better.

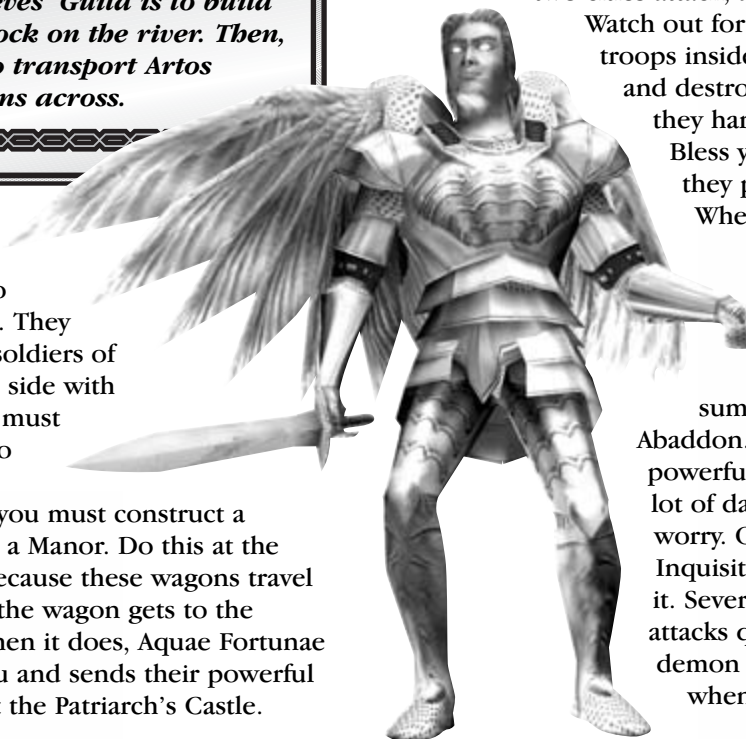
When you attack the inner wall and the structures within it, the Patriarch

summons the Abaddon. Although this powerful unit causes a lot of damage, don't worry. Order the Inquisitors to exorcise it. Several of these attacks quickly send this demon back from whence it came.

Tip

Another way to get to the Thieves' Guild is to build a Dock on the river. Then, build a Cog to transport Artos and the wagons across.

Send Artos down the eastern edge of the map to the Thieves' Guild. They offer to bribe the soldiers of Aquae Fortunae to side with you. But first, you must deliver 500 Gold to the Thieves' Guild. To do this, you must construct a resource wagon at a Manor. Do this at the Iron City Manor because these wagons travel slowly. Make sure the wagon gets to the Thieves' Guild. When it does, Aquae Fortunae stops attacking you and sends their powerful Trebuchets against the Patriarch's Castle.





Order all your religious units in town to pray at the statue.



The Sword of God is off to attack the enemies of righteousness.

In response to the Abaddon's summoning, the Great Cardinals of the Imperial Church teach you how to summon the Sword of God, a giant archangel. Order your Peasants to build a Statue of the Sword of God at your main town, and assign all

Bishops praying at the Cathedral to pray at the Statue instead. This decreases the amount of time it takes for the Sword of God to arrive. When it does, you have no control over it. Instead, it marches toward the enemy and destroys it. Send along Priests or Bishops to take out demons that might cross its path.



Your final objective is to lay waste to all of the main structures within the inner walls of the Patriarch's Castle.

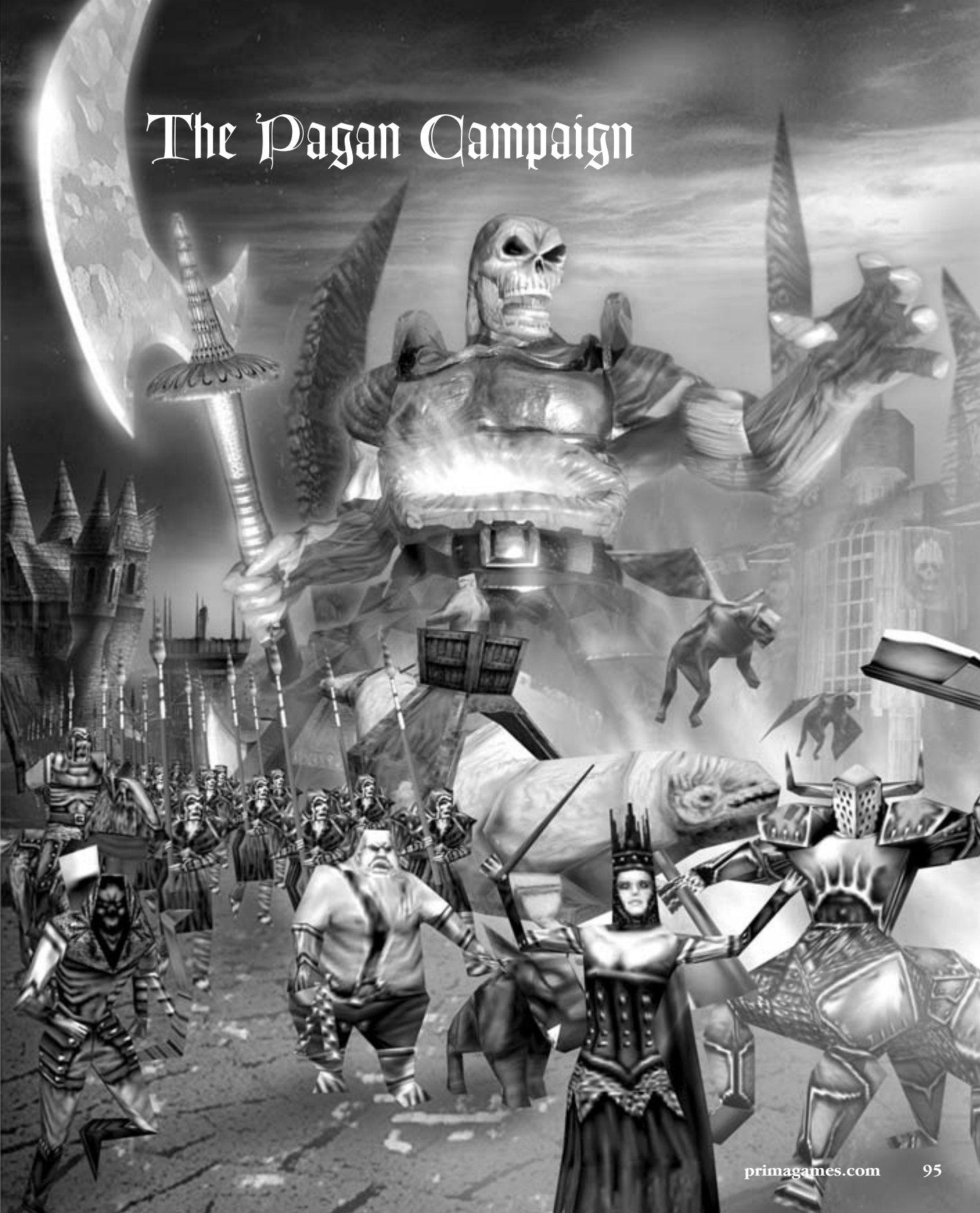
While you wait for the Sword of God, continue your attack on the Patriarch's Castle. Destroy all the structures within the inner walls to complete the level, as well as the campaign.

Tip

Don't forget to call down Acts of God to help you destroy your enemies.



The Pagan Campaign



Level 2: Angland Invaded

To the northeast of Angland lie the Isles of the Northlanders, a loosely organized federation of Barbarian tribes, dedicated to a life of raiding and pillaging. Baron Ragnar has fled to these Islands. For decades the Northlanders have raided the coast of the country but Ragnar the Ruthless has persuaded them to join him, and to mount a full-fledged invasion of Angland in return for plunder and booty.

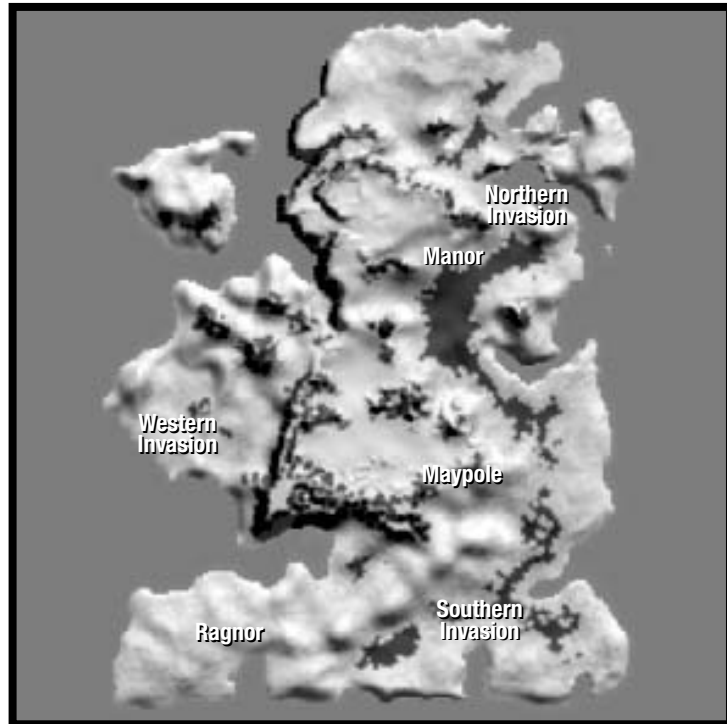
Artos will have to unite Angland quickly to repel the invaders or die at the hands of a vengeful Ragnar.

Objectives

1. Defend your land from invaders.
2. Recover the Foundation Stone from the Barbarians' Maypole.
3. Defeat Baron Ragnar.

New Units Available

- Barbarian



Strategy



Begin the level by attacking the enemy raiders north of your base.

This level takes place on the same map as the previous level. However, it's winter and Angland is about to be invaded. You begin with a small force of Spearmen, Archers and Javelineers, as well as some Peasants. Pause the game and take a quick look around. You control four villages and a Manor on a hill. Because of the snow, you can only build Farms around the village located to the south of the Manor. While the game's paused, locate your Peasants and give a couple of orders to cut wood while the rest build Farms around the village.



Farms can't be built on the snow—only on the green areas near one of the villages.

Artos and a small force are located northeast of your Manor. Send them farther northeast to locate some enemy troops. They should have little trouble eliminating them. After capturing the Cart, order a Peasant to drive it back to the Manor. Then either use it as a second Cart to transport resources from the village to the Manor or destroy it so it doesn't use up Food.

Now that you've dealt with the first enemy raid, create some more Peasants to increase your production of Food and Materials. Also build a trading post south of your village on the snow, and a barracks and stables near the Manor. As resources permit, create a force of Javelineers, Archers, and some more Spearmen. You also need a few Scouts. Send one north where you found the first raiding party, and one or two south to spot enemy raiders as they approach.



Be ready for enemy raids on your village.

As you're building up your Farms and your army, a band of Barbarians approaches from the south. Don't be alarmed—they haven't come to fight. In fact, you can't even attack them. When they approach your Manor, they'll ask to join with you to fight Ragnar. Accept their request.

Doing so allows you to create Barbarians at the trading post. They're cheaper than Spearmen and not as strong. However, they have the Arson ability and can set fire to enemy buildings. The Barbarians also tell you where their Maypole is located. If you send a unit to the Maypole to collect the Foundation Stone, you gain the ability to build Maypoles. When you place the Foundation Stone along the path your Peasants take to the village, they'll be happier and will harvest faster and more efficiently. However, don't worry about sending out a party to get the Stone just yet.





You can create watch-towers around your village for protection, but it's a waste of your limited population to keep them garrisoned with Archers all the time. Instead, use a mobile defense so you can limit the number of troops defending your village and send more out to attack the enemy.



Small groups of enemies are scattered south and southwest of your village.

Your village is periodically attacked. You'll usually receive a warning about enemy troops landing to the north or the west. Later, you'll be attacked from either the north or the south, respectively. Keep a formation of Spearmen near your village so you can move them either north or south as the need arises.

Meanwhile, create a raiding party of your own. Along with Artos, take along a group of Javelineers, a group of Archers, and a couple Scouts. Send the Scouts south until they locate small bands of enemy troops. Halt the Scouts before the enemy can see them, then bring up your Archers to begin firing at them. When the enemy approaches you, send in the Javelineers. Target the enemy's mounted units first, followed by Archers and then

Spearmen. If they get too close, withdraw so you can resume your ranged attacks. Use Artos to fight if necessary. Once the enemy is defeated, Artos can heal any wounds your units sustained in the fighting.



The Javelineers have reached the Maypole.

Use these raiding tactics to clear a path south and on to the Maypole. During your advance, you may come across enemies coming from the southwest to attack your village. Take them out. If you hear that the enemy has landed in the north, rush your raiding party back to the village. Artos and your Javelineers should make it in time to help your Spearmen, with the Archers arriving to help mop up. When the threat is eliminated, return to your southern advance.



Capture this Cart in the south and take it to unload at the Manor.

After you get to the Barbarians' Maypole, you can start building your own Maypoles. Order Peasants to build a couple near your village to help get them working harder. Southeast of the Maypole is an enemy group with a Cart. After you take out the troops and capture the Cart, send a Peasant to drive it back to the Manor.



Use Spearmen to attack and hold enemy Knights and other units while your Archers and Javelineers fire from a distance.

When you reach the Maypole and capture the Cart, you've cleared out all the enemies on the island, except for those at the main base in the southwest corner of the island and any that land to raid your village. For the final battle to clear Angland of Ragnar once and for all, you need more than your raiding party. Create a formation of 16 to 20 Spearmen and some Barbarians to add to your raiding party. Also replace any units you lost. Keep your original group of Spearmen back near your main village for defense while you take the battle to Ragnar. Advance in normal battle formation with the Spearmen leading in line or wedge, followed by the Archers, and with the Javelineers on a flank. Keep the Barbarians back for now. They have a special job.

Tip

When you're ready for the final battle, you don't need as many Peasants. By this time you also should have a good-sized stockpile of Food. So, begin eliminating some of your Peasants to make room in your population for more warriors. Get rid of the wood-cutting Peasants first, followed by the Farmers. Be sure to keep enough so the Food resource bar has some green still in it—you must continue producing Food as quickly as the population is consuming it.



The Spearmen lead the way into the enemy base.



Watch out for reinforcements landing north of Ragnar's base.

Use your Scouts to locate the main enemy army near Ragnar's base, additional units near the Manor, and other buildings. Just north of this base is where additional troops land, so as you attack, watch this area so you don't get surrounded. To prevent the enemy from outmaneuvering you, attack from the east along the southern coastline of Angland. Ragnar has Knights that attack first. Engage them with your Spearmen to hold them while your Archers and Javelineers attack. Then, go for the remainder of his army as it approaches.

While the enemy is attacking your main force, send in the Barbarians to set fire to the Manor, barracks, and stables. They'll be killed in the process, but cause damage and divert the enemy so your main force can cause more damage. Use Artos to heal the wounded. If reinforcements arrive—from the barracks and stables or by sea—you may have

to withdraw your army a bit. However, don't leave for long. Keep up the pressure. After the Manor and Ragnar's army are destroyed, your objectives are achieved and the level is completed.



After Ragnar's army is destroyed, tear down the Manor to complete your objectives.

Level 3: Retreat and Regroup

Artos returns to Cravant with a small army of Anglanders, hoping to liberate Cravant. But the Patriarch is aware of your plans and has already mobilized the provincial army of Gallicus. He orders Guiscard, Grand Duke of Gallicus, to invade Cravant immediately and destroy Artos and his retainers.

Artos has no choice but to gather up any remaining troops in Cravant who are still loyal to him and try to flee with as many men as he can. The deeply forested wilderness of Tharingia is an excellent place in which to lose the Imperial Army, and to regroup and retrain. Your mission is to break through the Imperial blockades and muster your men at the port of Homley, on the coast of Cravant. From there you can take ship to Tharingia. However, Guiscard will be doing all in his power to prevent your escape. Good luck! You will need it.

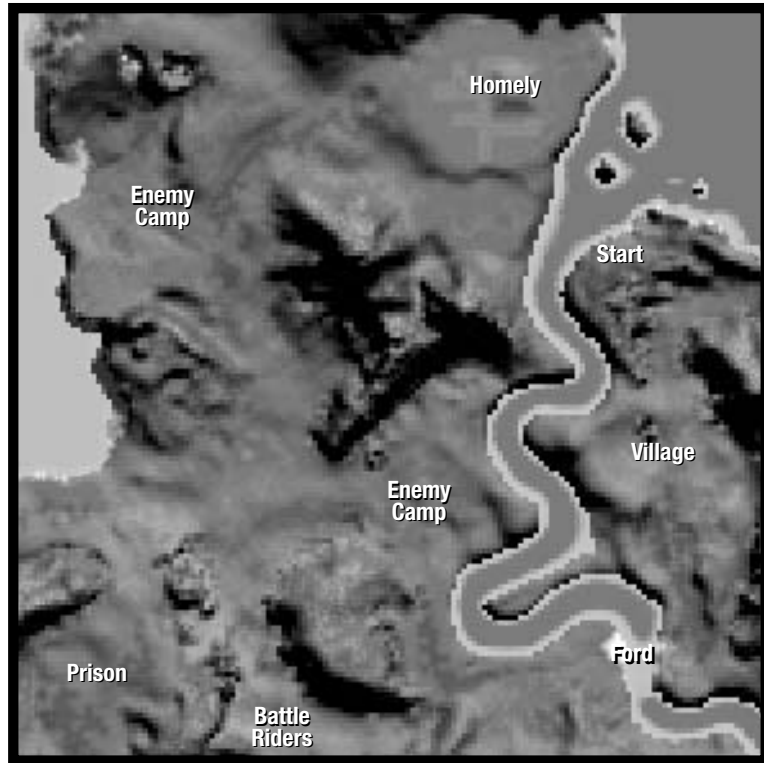


Objectives

1. Travel to the town of Homley. Recruit any men you find along the way.
2. Free the prisoners.
3. Board the ships and escape to Tharingia.

New Units Available

- Battle Rider



Strategy



Artos rides into the village to speak with the elder.

Although you'll have to fight to complete this level, the goal is to bypass enemy strong points as you complete your objectives. Having returned to Cravant, recruit warriors to your cause. You begin with a small force, consisting only of Artos and small groups of

Archers and Spearmen. Organize your force and head south. You soon come to a small group of enemy Spearmen and Archers near a village. Order your Archers to target the enemy Archers first, then deal with the Spearmen. The village is friendly, so don't worry about any more attacks for now. Instead, send Artos inside the walls and click on the village to speak with its leader. He informs you there are friendly units across the river who will join with you. The village also gives you a Supply Wagon and sends a Scout to show you where to cross the river.



Use the Supply Wagon to heal your units and quickly reload your Archers.





Artos cuts down the sentries before they can warn the troops at the main base.

Get your army ready to move and follow the Scout. Don't worry about enemy units. There are no more on this side of the river. When you get to the ford, you see some horsemen on the other side. Eliminate them before they run to an enemy base and get reinforcements. Your army is too small for a big battle right now, so stop them. Position your Archers on the tip of the lake and order them to take out the horsemen. These sentries don't stand a chance.



Battle Riders join your army.

The base the sentries were trying to reach is to the north, along the western banks of the river. To avoid it, take a path leading west through the woods. As you travel west, you find the remainder of your father's household guard. These Battle Riders join your force. They tell you several of their fellow warriors were captured and are prisoners at a camp in the southwest corner of the map. If you can distract the guards, you can get in and release the prisoners to join your army.



This enemy army would make short work of your small force, so stay away.



Release the prisoners while the rest of your army is fighting. Then use these new troops to help defeat the enemy guards.

Wait until all of your units, including the Supply Wagon, are at the hovels where you

found the Battle Riders. Then send your army north. Use the Battle Riders for the diversion. A couple of enemy sentries are near a campfire north of the camp. Order the Battle Riders to charge, and then hold by the campfire. Meanwhile, send your Archers and Spearmen up a narrow path to the east of the camp. Wait for the enemy troops to go after the Battle Riders, then move in from behind. Order your Archers to target the enemy Archers first. While your troops engage the enemy, send Artos to the two prison towers and click on them to release the prisoners. Immediately use these Spearmen and Archers to defeat the enemy guards. You've just increased the size of your army.



Archers fire down on the enemy watch tower below.



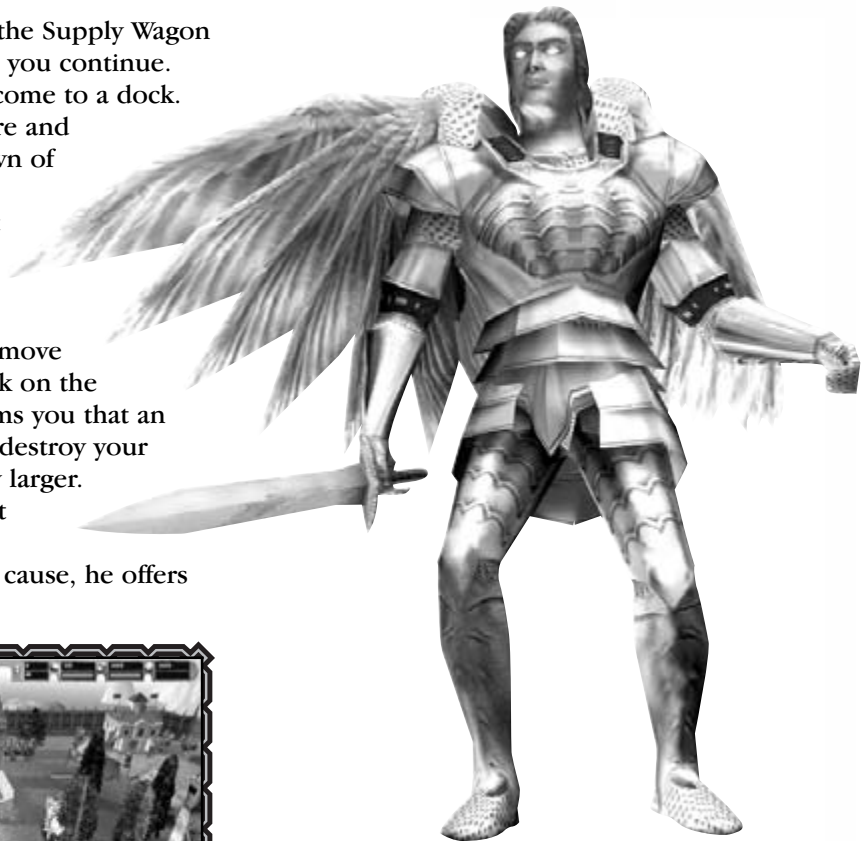
Artos' army engages the enemy at the camp.

After the battle, heal the wounded, then move your entire force north. You'll come upon a shepherd's house on a hill. Send Artos up to the house and click on it to speak to the shepherd. He tells you there's a large force of enemy troops just north of the hill. Because you must get through this valley to reach the town of Homley, you have to fight. However, you have a considerable force now. Send the Spearmen and Battle Riders to the pass east of the hill and put them in wedge or line formation. Next send your Archers to the top of the hill. Make sure they're completely reloaded, then have them target the watch tower with their flaming arrows. After the first two volleys, withdraw south to the base of the hill to get away from the arrows coming from the tower. Use Artos to heal your Archers as necessary and the Supply Wagon to quickly reload their quivers. Target any enemy Archers that follow you over the hill. With the enemy tower destroyed, it's time to march into the camp. Again, make sure your Archers are fully reloaded and have them support the Spearmen and Battle Riders as they attack. Your army will have little trouble overcoming the foes.



Your army will have little trouble dealing with this small enemy force outside the walls of Homley.

As usual, use Artos and the Supply Wagon to heal the wounded before you continue. Then head north until you come to a dock. Leave the Supply Wagon here and advance east toward the town of Homley. A small group of enemy soldiers is southwest of the town; defeat them. After they're eliminated, send your army back to the dock while you move Artos into the town and click on the Keep. The town elder informs you that an Imperial Army is coming to destroy your force before it can grow any larger. He also tells you he has sent for ships to carry your army to safety. To help your cause, he offers you some more troops.



Artos rides to the Keep to speak with the town elder.

Select these new units and send them, along with Artos, to the dock as quickly as possible. By the time you get there, a couple of Cogs—and the enemy army—are approaching the dock. Get your Spearmen and Supply Wagon aboard first since they are the slowest. Have the Archers attack the enemy army if necessary while the Battle Riders provide cover. Keep both groups near the docks so when the Spearmen are aboard, you can get Artos and the rest of the troops

on board quickly. After everyone in your force is on the Cogs, they automatically sail away to complete the level.



Get your entire army aboard the two Cogs to complete the level—and live to fight another day.

Level 4: The Tharingian Wilds

Artos and his men have fled into the wild forests of Tharingia, where he should find some family friends. In past times, House Cravant married into the families of some Tharingian Forest Princes—Artos has several cousins among the local aristocracy. However, you have limited supplies, and you will have to find a way to replenish your food stocks before your army begins to starve.

The Imperial Army of Guiscard is making its way through the forest in close pursuit. You will have to build up your forces as quickly as possible, secure your lines of supply, and then make ready for the enemy. Do all you can to prevent them from finding out where you are for as long as possible. The Tharingian forest is an ideal place for an ambush.

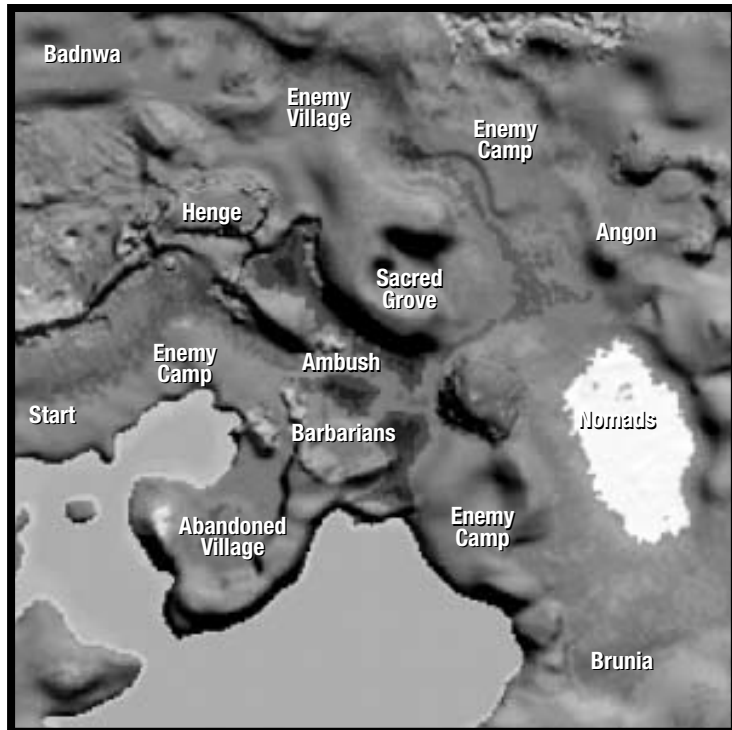
Guiscard's army is ill-equipped for heavy woodland, and you may be able to pick his men off piecemeal, wearing them down until you can mount a devastating surprise attack. If you can annihilate the Imperials, Cravant will be yours to command, and Gallicus itself may even come over to your side.

Objectives

1. Ally yourself with one of the Tharingian noble houses.
2. Ambush and destroy the Imperial army.
3. Escort the witch to her temple.
4. Take five Peasants to the dead tree.
5. Destroy rival noble houses.

New Units Available

- High Priestess
- Zombie
- Gibbering Horde
- Mounted Huntress
- Mangonel



Strategy



Your first fight is against a small group of Archers and Spearmen.

Artos begins with his army, but has no base for support. However, Artos has cousins in this area, and when you join with one of them, he gains control of a Village. Therefore, until you reach one of the two Villages, make do with what you have.

From the starting position, organize your army and then head east, leading with your Scout. You soon find an enemy force. Use your Archers to target the enemy's Archers, then the heavy infantry, or wheel your Battle Riders around the heavy infantry and ride down the Archers from their flank. When the skirmish is over, have Artos heal any wounded.



Artos will find the High Priestess at this Henge.

North of where the enemy was located, a Henge sits on top of a hill. Before sending Artos to check it out, get your Archers and Spearmen assembled at the base of the hill. When Artos advances partway up the hill, several Gibbering Hordes come after you. Withdraw and kill them all before sending Artos back up the hill.

While controlling Artos, right-click on the Henge to speak with the High Priestess. She asks for your help in escorting her back to her Sacred Grove. Accept her offer, you're headed that direction anyway.



These Barbarians control the forest and don't like visitors.

Get your army moving again. You approach a forest with a path going through it; send Artos to talk to the man in the hut at the edge of the forest. If the High Priestess is with you, he says that you're an enemy to the Barbarians living in the forest. If you rejected the High Priestess' offer, however, he demands half of your Food for safe passage through the forest. You can't afford this and, since you must fight the Barbarians later, decline. Move your Scout forward into the forest until the Barbarians come after you. Retreat the Scout to your battle lines and deal with the enemies as they approach. After the Barbarians are dead, have the Archers torch their Village and Watchtower.



The town you choose determines which campaign you follow.

Continue through the forest to the Sacred Grove. When the High Priestess reaches this temple, she gives you control of both the Sacred Grove and the Henge. She also gives you a new objective—send five Peasants to the dead tree in the abandoned Village. Since you don't have any Peasants at this time, shelve this until later.

Now decide which campaign to follow. The cousin you wish to join determines your path. To continue down the Pagan campaign, head to Angon in the east. To follow the Renaissance campaign, head to Brunia

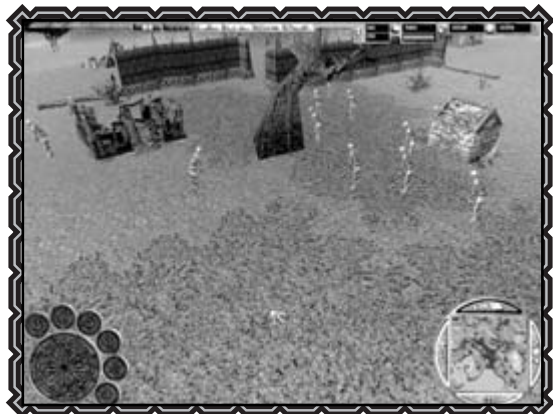
located in the southeast. The path to Angon is clear, but if you choose Brunia, go through the nomad Village rather than by the enemy camp. Whichever town you choose, send Artos to the Manor to gain control, but first gather your entire army near the town.

After you take control, an enemy force attacks. Grab all of the troops around the Village and add them to your force, while dealing with the enemy. When your Village is safe, create some Peasants and build enough Farms to feed all of your people. Assign Peasants to cut wood, boosting your Materials enough to build sufficient Farms. Build a Guildhall, then research how to increase your production. Depending on your alignment, a Maypole or Windmill also helps.

Tip

If you choose the Pagan alignment, you can create Mounted

Huntresses, which are Archers on horseback, at your Barracks. The Renaissance alignment allows you to create Mangonels. These siege engines are useful for attacking structures.



Your sacrificed Peasants bring forth zombies.

While you build up your town, send five Peasants to the dead tree in the abandoned Village. When they get there, watch the action. As the Peasants die, zombies replace them. Zombies are difficult to kill, and after they're down, they rise again two more times. In other words, each zombie must be killed three times. Use your zombies during future attacks, but note that they move slowly.



Take out this enemy camp.

Your next task is to take out the rival noble houses, including those in the town you didn't choose and in the town of Badnwa in the northwest. For the Pagan alignment, start off with Brunia, the town in the southeast. It sends small groups to attack your town, so neutralize this source of trouble.

Build up a sizable army with Archers, Battle Riders, and Spearmen. Don't forget a few Scouts. Advance south, watching for nomads and enemy forces. Have your Archers set fire to the wooden Stockade walls around the town, then withdraw while the enemy army comes out to fight. Use your Archers to take out the enemy's heavy units while your Battle Riders move in to deal with the enemy Archers. After you destroy the enemy army, move in and finish off the structures. Heal your wounded, then move on the enemy camp to the northwest using the same strategy.

Note

The Renaissance alignment can use the same strategy, but take out the enemy camp first, then Angon.



Use your Archers to burn things down.



Destroy Heinrich's Manor.

Now that you've eliminated the first noble house, go after Heinrich in Badnwa. Advance your army west in the northern part of the map, laying waste to camps and Villages as you go. After each engagement,

heal your wounded and bring up reinforcements from your town as needed. In each case, set fire to enemy Watchtowers as you approach, then withdraw out of firing range to fight off enemy troops. When you get to Badnwa, you need only destroy the Manor to complete your objective. Instead of sacking the rest of the town, return your entire army to the Sacred Grove.



Build Forts on the hills overlooking the ambush site.

After you destroy Heinrich's Manor, you receive word that the Imperial Army shortly will arrive. If your army is in bad shape, delay destroying the Manor until you can regroup and reinforce. The Imperial Army enters the map where you began. You must ambush it. The best place for an ambush is by the hut at the entrance to the forest. Order Peasants to build Watchtowers or Forts atop the steep hill north of the hut. Garrison them with Archers and position the rest of your troops in the narrow pass by the hut, with a line of Spearmen blocking the way. Placing the

ambush in this position, rather than near the enemy's entrance, allows you to fight the Imperials piecemeal. Since different units move at different speeds, the faster units arrive at the ambush first. This means that your Archers shoot at Squires first. Let your Archers do most of the work, but send your Battle Riders in after the enemy's Archers. Include your remaining zombies. The level is complete after you destroy the entire Imperial Army.



The zombies attack the Imperial Army.

Note

If you chose Brunia as your ally, you now start the Renaissance campaign. Turn to page 129. If you chose Angon, you continue the Pagan campaign on the next page.



Level 5: Sneaky Succubi

Using superior tactics, Artos lured the Imperial Army into the damp twilight of the forest of Tharingia, and destroyed it utterly. Guiscard himself was slain in the fighting.

You have bought yourself some time. The Patriarch will have to mobilize the Scara, the elite professional army of the Empire, to deal with you now. Unfortunately, you are no match for this force at present.

The shamans of the forest have revealed to Artos that hidden knowledge is to be found in a book called the **Black Grimoire**. In it are incantations and spells that will enable him to summon mighty creatures from the spirit world. This book is in the possession of the Holy Order of Tharingian Knights, a military order sworn to take the Faith of the One God into the Great Steppes by the sword—an order of crusading knights fervently loyal to the Imperial Church. They have a Castle in the city of Sybilla, in Losatia to the east, where the **Grimoire** is kept, guarded by fanatical warrior monks of the Holy Order.

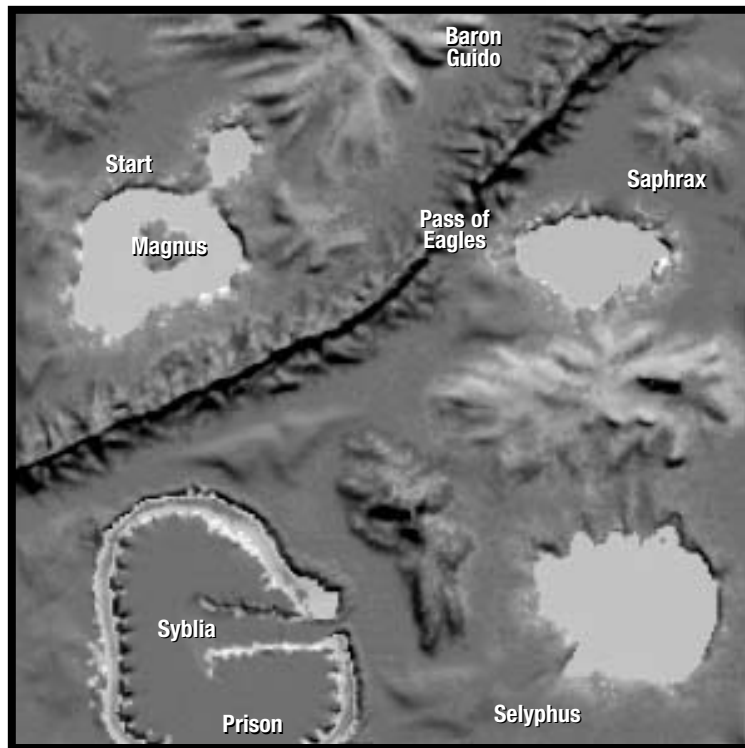
Some Tharingian Druids have also passed on the knowledge of how to summon the Succubus, a female demon with which men's souls can be enslaved. Taking a small band with him, Artos ventures into Losatia, hoping to win the **Grimoire** through cunning and subterfuge...

Objectives

1. Talk to Baron Guido.
2. Breach the Pass of Eagles.
3. Ally with one of the Vericundi brothers.
4. Destroy the other brother's Manor.
5. Recover the **Black Grimoire** held in Sybilla's Holy of Holies.
6. Free the prisoners.

New Units Available

- Fomorian
- Succubus



Strategy



Artos has become a warlord—and looks the role.

Continuing down the Pagan path, you're now a warlord. You must sack a couple of cities, but this time you have some powerful new units to help. Before you can attack, you must build up an army.

You begin in the northwest corner of the map with a few units and a Manor. Create ten Peasants and put them to work building your town and some Farms. Also build a Barracks, Stables, Sacred Grove, Trading Post, and Temple of the Moon. You require a large production base, so create more Peasants and Farms whenever you can. At the Sacred Grove, create a High Priestess. She builds a Henge, where you can create more Succubi.



Archers in the Towers help defend your town from attack.

Small raiding forces attack from the south, so build some towers into the south wall of your town and garrison them with Archers. After the Temple of the Moon is built, and you can afford to, research Summon the Fomorians. Be patient, it takes awhile. To speed up the process, you could sacrifice Peasants at the Temple of the Moon, but you need them now for farming.



Visit Magnus at his hut on the island.

The great scholar Alberic Magnus lives in a hut on the island near your town. Any unit can cross the water, but your best choice is a



Scout; send him to the hut. Magnus informs you how to build a Blacksmith. Add one to your town and do all the upgrades as you can afford them.

Hold off on sending Succubi to speak to Baron Guido until you build up your army. You need five Succubi for this task, plus a few more during the level, so create them at the Henge. Create four or five Fomorians and some Archers, Mounted Huntresses, Spearmen, and Battle Riders. Plan to take along some Supply Wagons, too.

To add units to your army, order your Succubi to charm enemy units as they come to attack your town. This prevents them from attacking you, and also adds to your manpower.

Tip *Order a couple of Supply Wagons to follow your Fomorians. They keep your demons stocked with rocks to throw.*



This Succubus distracts the Priest while the others move in on Baron Guido.

When your army is ready, move toward the Pass of Eagles. As you move your entire army along the mountain range dividing the map, send Scouts ahead of you, ensuring no enemy units get past you. Meanwhile, send

five Succubi to Baron Guido's town. The Priest there will prevent the Succubi from doing their job, so send one toward the Priest and have her lead him away from Guido's Manor. Then send in the other four Succubi one at a time. Each Succubus receives something from the Baron: First Spearmen, then Knights, Mangonels, and finally his entire town with all his units.

Note

You must have enough Farms to support all these new units. Build more if you need them.



The Fomorians assail the walls at the Pass of Eagles.

Take out the enemy defenses at the Pass of Eagles. Order your Fomorians forward to knock out the Gatehouse and towers. When they get wounded, bring them back for Artos to heal. Use some Mangonels to help. Keep Archers or Mounted Archers nearby, but out of range of the towers, to defend the Fomorians from enemy units. As you can afford it, create more Fomorians at the Henge. Have a High Priestess create a Henge nearby to reduce transit time. Another tactic is to create Sappers and order them to build Battering Rams to help pound the walls.

Tip

The enemy sends Mangonels to attack your towns. Instead of destroying them, order a Succubus to charm them, then use them to assail the enemy defenses.



You then must attack the other brother.

Ally yourself with one of the Vericundi brothers to meet your next objective. Saphrax in the northeast is Pagan, and Selychus in the south is Renaissance. Choose either ally, and the other brother becomes your enemy. If you choose Saphrax, you won't have to worry about an enemy so close to your Pass defenses. But Selychus' army has Trebuchets that come in handy when you attack Sybilla.

Choose your ally, then wait to attack the other brother until the allied brother sends an army to attack. Hold off until he gets the battle going, then join in. Concentrate your Fomorian and Mangonel fire on the Gatehouses and towers first, then destroy the Manor to complete the objective.

Keep an eye on your army; don't let the enemy attack it from the rear. Post Scouts all around. When you see an enemy Trebuchet or Fomorian, charm it with a Succubus, adding it to your army. Use Battering Rams—if nothing else, they draw fire.

After the Pass is clear, order some Peasants to build your own wall and Gatehouse with several towers. When you take the battle elsewhere, this wall protects your towns. Bring forward all of the Archers protecting your towns to garrison the wall. While the wall is under construction, position your army to protect it. The enemy continually sends groups to attack you.



Send Artos to the Manor. Choose one of the Vericundi brothers to have as your ally.





The only entrance into Sybilla is well guarded.



Use Dark Portals to transport units into the enemy city.

After the enemy brother is knocked out of the war, advance on Sybilla. Your objective is to destroy the Holy of Holies, but it is tough to reach.

If you don't rush off to attack, the allied brother helps you. While his army goes for the

main entrance, use your Trebuchets to first knock out the Watchtowers near the prison, then the prison itself. This releases several heavy infantry units that join your side. Use your Succubi to possess units across the moat, then use these Possessed Peasants to create Dark Portals.

A High Priestess creates an entrance near herself, then selects a Possessed Peasant for an exit. Use this means to transport siege engines and troops across the moat and near the Holy of Holies. This strategy saves you the time and effort of taking out the main entrance defenses. The level is complete when the Holy of Holies is destroyed.



The Holy of Holies is your main target.

Tip

Build a Henge inside the city of Sybilla. Then, create Fomorians and Gibbering Hordes behind enemy lines.





Level 6: Recruit the Pagans

Artos has learned new ways of summoning mighty creatures from other worlds to serve him. But these beasts, powerful though they are, are not enough in themselves. Artos' followers are dedicated to the cause of freedom and tolerance, but are few in number. What is needed is an army of Pagan warriors to take the battle to the repressive Empire itself. Only one place has such doughty fighters—the Isles of the Northlanders.

The Northlanders are Pagan reavers, who have been raiding the outer edges of the Empire for centuries. If Artos can win them over to his cause, he will have an excellent source of tough warriors to build into a unified army. But the Northlanders are fiercely independent, and it will be a difficult task to unite them all under one banner. Artos will have to use whatever methods he can to persuade them to accept him on the "Throne of the Wyrn," and to acknowledge him as High King of All the Northlanders.

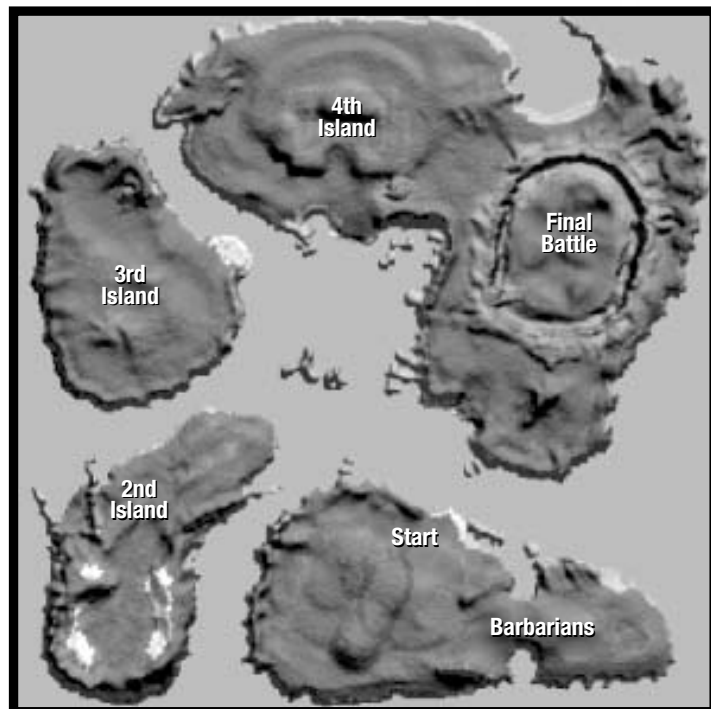
Currently, the High Queen—Arnulfia Helm-Cleaver—sits upon the throne. Artos will have to defeat her army of warrior priestesses by battle or subterfuge, to make himself High King of all the Northlanders. With an army of Northlanders behind him, supported by shamanic magic, Artos will be able to invade the Empire itself.

Objectives

1. Build defenses and keep the Chieftain alive.
2. Explore the second island and look for help in the city.
3. Defend the witch (High Priestess) and escape through the portal.
4. Weaken the Behemoth.
5. Get the witch to bind the demon.
6. Defeat the warlord's army.

New Units Available

- Behemoth
- Warriress of the Dawn



Strategy



Your army lands on the first island.

This level requires a lot less destruction than the last, but it is still challenging. Artos begins with a small force of Archers and Spearmen. Carefully watch and protect them, because you can't create any more. You receive some reinforcements, but you need all the strength you can muster for the final battle.



You must protect the Chieftain.

You start on the southeastern island, where your army lands on the beach. A Chieftain asks Artos for help in defending the Village. To this end, he gives you command of

four Peasants. The Barbarians attack from the east, so build a couple of Watchtowers on that side of the Village and garrison them with Archers. Position your Spearmen in line formation between the Watchtowers with the remaining Archers grouped to advance and fire on the enemy or withdraw behind the Spearmen.

Tip

When enemy cavalry comes in range, order the Watchtowers to fire at them—cavalry move much faster than Barbarians, making them the greater threat.





The Archers in the Watchtower make short work of the advancing Barbarians.

After you prepare your defenses, Barbarians assault, arriving in a large mass from the eastern side of the island. The Chieftain you're assisting not only has an army, he summons Undead Legions. During the battle, ignore the Chieftain's army, concentrating instead on your own army and the Chieftain himself. Send your Spearmen to protect him if the Barbarians get too close. After you fight off the first wave, you receive enough resources for a third Watchtower. Build it near the Chieftain, and garrison it with some of your remaining Archers. Then prepare for the second wave of Barbarians. When Barbarians get too close for comfort, send Artos to curse them, weakening their potential to harm your army.

When you defeat the Barbarians, the Chieftain offers you transport to the second island where you find a group of Warriories of the Dawn and assistance in defeating the Patriarch. You don't need to do anything: Your army is automatically loaded aboard ships and transported. You must leave the Peasants behind—they were just on loan.



The witch is led to her death.



Hold off the city army with your Archers.



Get everybody into the portal.

On the second island, march your entire force toward the city. As they advance, a

group of Villagers escorts a witch to burn at the stake. She vanishes, however, and reappears near your army asking for help. She needs time to build a portal through which to escape. You must fight off the city's army, buying the witch time.

Order your Archers to target the enemy cavalry units whose speed makes them the most dangerous. Meanwhile, withdraw your heavy infantry back toward the witch. She announces the portal is complete and urges you to rush your army into it. The city-dwellers aren't happy with you, so follow the witch into the portal to escape.



This wild Behemoth causes a lot of destruction.



The witch sends the Behemoth through a portal.

Your entire army is transported to the third island, where the local people also are having trouble. They released a wild Behemoth that is destroying their town. The witch says she can bind it if your army weakens the demon first. Send your troops toward the Behemoth and order Artos to curse the demon, as well.

When the witch announces that she is ready, select her and order her to create a portal around the Behemoth. Another island is safe, so Artos orders the witch to create another portal and transport your army off this island and on to your next adventure.

Artos and your army arrive on the fourth island, which is the home of the warlord. She challenges you to a battle when Artos asks for help. If you want the Northlanders' help, you must win.

Your army automatically travels to the battleground. When you arrive, save the game. Although not large, this battle is tough. Your small force faces two formations of Huntresses of the Dawn and two formations of Mounted Huntresses. However, you have an ace in the witch.



Artos' army arrives at the battle arena.



The Behemoth attacks an enemy formation of Mounted Huntresses.

Organize your heavy infantry into lines with the Archers in front. Send Artos north to locate the enemy. Order him to cast berserker

rage on a formation of Mounted Huntresses, causing some of them to begin attacking their own units and disrupting their ability to fight. If you have enough Mana, repeat this with the second formation of Mounted Huntresses. Meanwhile, order the witch to release the Behemoth. Position her in front of your army so the Behemoth has less distance to travel to the enemy.

You can't control the demon; it attacks the enemy on its own. Use your Archers to support the Behemoth with missile fire. When Artos recovers some Mana, curse enemy units to make them fight less effectively. Use all of your units' abilities to their maximum potential to triumph over the warlord's army. This completes the level, and you gain the ability to create Pagan soldiers at the Hall of Warriors in future levels.



Level 7: Kill the Bishop

Artos learns that during his absence Bishop Lothar moved against Amboise with an army of fanatical monastic Knights of the Order of the Sacred Sepulchre, regular Imperial troops, and hooded "spiritual warriors" of the Brotherhood of Inquisitors. Bishop Lothar seized the capital, Faussal, and has had Earl Tomas burned at the stake for heresy. Lothar has fortified Faussal, and awaits Artos' arrival with his army drawn up for battle on the Plain of the Red Tower. Two hundred years ago, at the last battle of the Red Tower, the King of Gallicus was defeated by an Imperial army and Gallicus became part of the Empire. History looks set to repeat itself, for there will be another battle of the Red Tower—if Artos loses this battle, dreams of Gallican independence will be lost forever, along with Artos. If he wins, then the dawn of a new era for Gallicus as a kingdom in its own right will begin again.

You will have to crush the Imperial army, and then storm Faussal to kill the Bishop. Freedom from Imperial tyranny, and vengeance for Artos' father's murder are the prizes of victory. Death and despotism are the fruits of defeat.

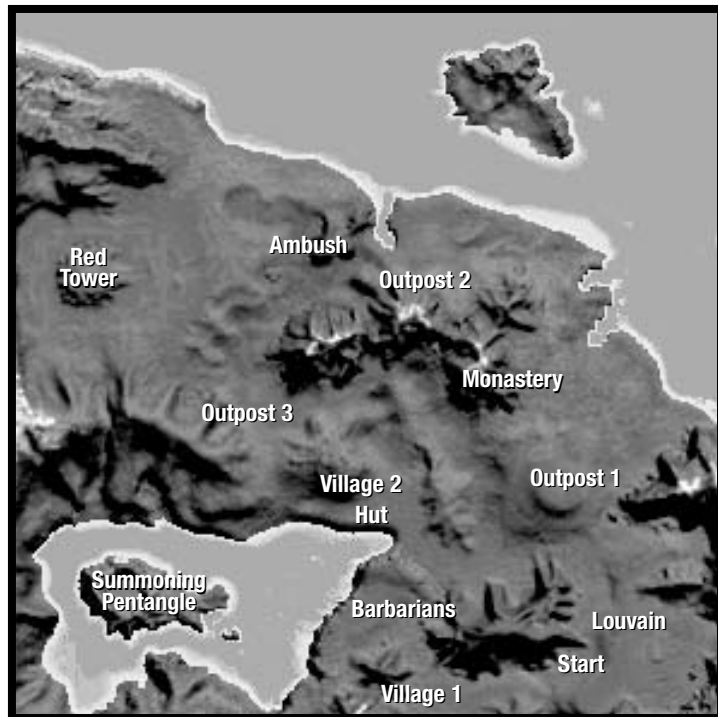


Objectives

1. Kill the Barbarians.
2. Destroy the Red Tower.

New Units Available

- Death Wyrn
- Spider Demon
- Huntress of the Dawn



Strategy



The first Village asks for your help.

In this level, you again build up a large army and sack cities. Artos begins in the southeast corner of the map. The people of Louvain give Artos control of their town to help him defeat the Bishop. Louvain serves as your base.

Add a Sacred Grove, Henge, Temple of the Moon, Blacksmith, and Hall of Warriors

as you have the resources. Create more Peasants and order them to farm or gather Materials. Accumulate light and heavy cavalry, a few High Priestesses, and Succubi. After you build the Hall of Warriors, recruit Warriresses of the Dawn and Huntresses of the Dawn—both Pagan infantry units.




Demolish the Barbarian camp.

Barbarians to the west are the first threat to your town. Send Artos and an army toward the first Village west of Louvain. Send Artos to speak to the Village leader: He asks you to vanquish the Barbarians. Take out the Watchtowers first, then move in and mop up the Barbarian units. Use Fomorians to knock down Watchtowers, and a combination of Mounted Huntresses, Huntresses of the Dawn, and Battle Riders to attack the rest.

When the Barbarians are dead, you gain control of the Village. Use it as a farming community to add to your Food stores.

Tip *During each battle, possess enemy units with your Succubi. You require several Succubi later in the level for creating Dark Portals, so create as many as you can now.*




The first outpost easily falls.

With the Barbarian menace eliminated, watch for attacks from the first Imperial outpost. They attack from the north, so position your army north of Louvain. After you heal your wounded from the fight with the Barbarians, advance your army north

toward the first outpost. Your Fomorians knock down the Holy Fortress, their only defense. Be ready for Imperial units to come after you.

Protect your demons and lay waste to the outpost, destroying all of the structures inside the walls. You use the ruins of the outpost as a staging area for future attacks, so keep your troops here for now. The Imperials attack with small groups from the second outpost, so position your troops north of this staging area. Use your Succubi and High Priestesses with their special abilities.



Send a High Priestess to Warlock's Isle to take control of the Summoning Pentangle.

While you wait for more units and resources, check that you have at least 200 Food in your global stocks, then send Artos and a High Priestess west to the second Village. This Village is starving and asks for your help. They only need 200 Food, so provide it to ensure the goodwill of the locals.

Next, head over to the huts and talk to the people there. They tell of a powerful place on the island in the middle of the lake and offer to sell you a Cog for 20 Gold. Make the purchase and send the High Priestess to the island aboard the ship. There she reads a sign saying, "He who seeks on Warlock's Isle, finds vials of wrath filled with bile. But she

who walks upon the air, unearths the furies and finds them fair.”

Send the High Priestess to speak at the Pentangle to gain control of this summoning area. A large group of Gibbering Hordes attack if anyone other than a High Priestess speaks at the Pentangle. With control of this area, you can summon Behemoths, Spider Demons, and Death Wyrms.

Leave the High Priestess on the island. Behemoths and Death Wyrms can't board your Cog. The High Priestess on the island must create portals next to the Pentangle to transport the demons to the mainland. For this you need Possessed Peasants. The portal's limit only allows you to send one Behemoth at a time, or a couple of the other demons. As you have the resources, primarily summon Behemoths and a few of the other two demons and teleport them to the mainland.



The second outpost is similar to the first and easy to destroy with your strong army.



Create Dark Portals near the Pentangle and send the demons to the mainland.

Meanwhile, after feeding the starving Village, send Artos to the Monastery, where the Monks warn you of an ambush set in the forest to the north. If you move your army through there, Imperial units attack you. See—it pays to be kind.

Next, destroy the second outpost to the north of your staging area. A single Holy Fortress defends it. Use the same tactics as before to lay waste to the outpost, then pull your army back to the staging area.



The third outpost is better defended; you'll need demonic beasts to help you.



Use Behemoths to destroy structures and pulverize enemy units such as Archers, whose arrows can't harm the demons.

The third outpost is better defended than the first two, with Holy Fortresses and Gatehouses. Order your Fomorians and Behemoths to take out the defenses, while your army covers them to protect them from Imperial units. Attack the eastern Gatehouse first, then move in and take out the southern defenses from behind. As before, destroy all structures that can create units.



Use your Fomorians and Behemoths to destroy the Gatehouses and towers around the city of Faussal.



The Red Tower is your main objective. Destroy it.

Regroup and reinforce your army: Your last objective is the Red Tower located in the town of Faussal. Summon as many Fomorians and Behemoths as you can afford, then attack. Target the Gatehouses and towers along the walls first. Keep light infantry and cavalry units nearby to deal with enemy units that attack your demons, especially Bishops and Inquisitors. Use your heavy units to protect your light units. The key is to first take out all of the towers, working your way around the city's outer walls. Otherwise, the towers fire at your army as it enters the city. After you destroy the outer towers, send your demons to demolish the Red Tower, completing the level.



Level 8: The Patriarch's Mercenaries

Having defeated the Bishop and seized control of Amboise and its capital, Artos is the effective ruler of all of Gallicus. This threatens the very integrity of the Empire itself, and the Patriarch is forced to act.

The Patriarch empties the Imperial treasury and raises a huge army of mercenaries from all over Orbis, even recruiting troops from outside the Empire versed with the "black powder"—Bombardiers and Arquebusiers. Previously, this technology had been deemed heretical, but the Patriarch, increasingly desperate, recants the Patriarchal Edicts banning this "Hell-born" technology.

At the same time, Karlem Agnus, commander of the Scara, the elite professional army of the Empire, invades Amboise from the east, having completed a successful campaign against a Magiar raid in Rytia.

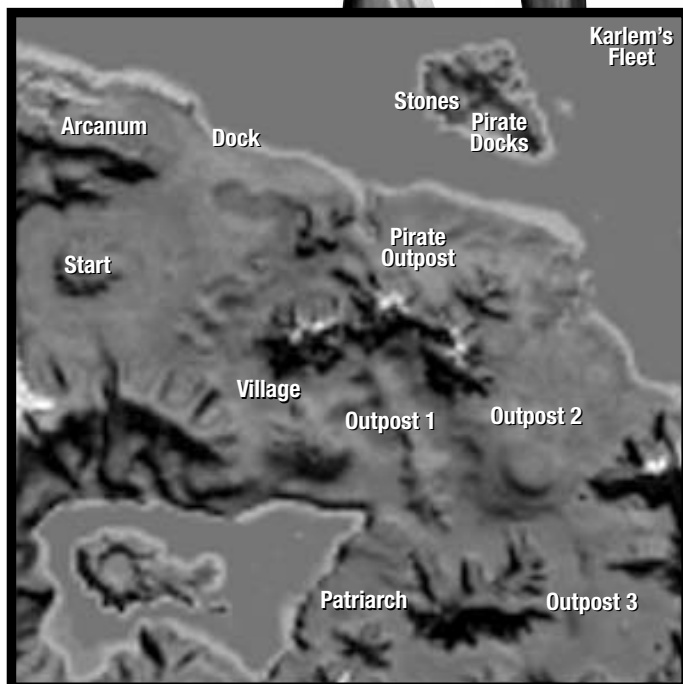
This is it—the final battle. If Karlem Agnus and the Patriarch join forces, Artos is surely doomed. But if Artos can prevent them from joining and defeat them soundly, he will win a decisive victory. Crush each in turn and the Empire will be left leaderless, with only Artos left to fill the power vacuum.

Objectives

1. Defeat the Patriarch.
2. Defeat Karlem's army.
3. Get Artos to the Standing Stones of Hawtagne.

New Units Available

- Warrior of the Sun
- Huntress of the Sun
- Abaddon



Strategy

The final level in the Pagan campaign, this one is tougher than the previous levels. It uses the same map as the previous level, but you begin in control of the city of Faussal. Your Peasants farm a nearby Village, and a Dock sits along the coast.

The city walls in are ruins, but don't waste time or resources fixing them. Your strategy here is to take the fight to the Patriarch. Create more Peasants and put them to work building Pagan structures. You can now build a Summoning Pentangle. You need many Peasants to gather Materials and Farm. Don't concentrate all of your resources on the economy, however; your military must be able to defend against attacks. Send Scouts out around your city and Village to warn you of invaders.



If the pirates make it to the mainland, use your Corsairs' missile fire to take them out.

Your first concern is the pirates. Build five or six Corsairs at your Dock and send them to the island in the northeast, where there are a couple of Docks with Corsairs protecting them. Sink the pirate fleet and any Cogs that leave the Docks: They carry enemy troops to attack your possessions on the mainland. Finally, destroy the Docks to prevent further pirate attacks.

The pirates begin with a small outpost consisting of some units and a Fort on the mainland. You must destroy it eventually with a small army.



Sneak in a Succubus to charm a Trebuchet to add to your arsenal.

The next threat is an Imperial attack from the first outpost. The attack begins when an unseen Trebuchet assails the Fort near the Village. Assemble an army of mixed units near the Fort before this occurs.

Bring along Succubi and High Priestesses to charm Trebuchets into joining your side. With your captured Trebuchet and summoned demons, destroy the first outpost. Take out the single Fort first, then move in to demolish the army and all structures.





Send Artos to the Arcanum.

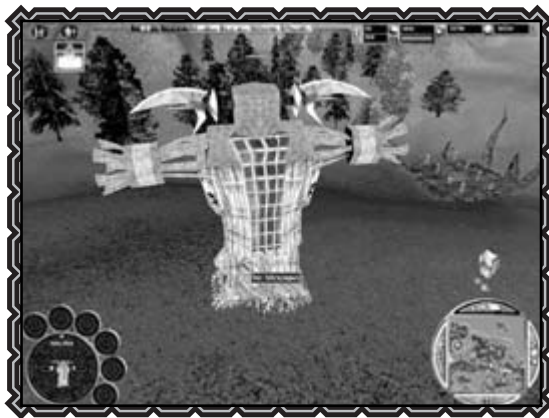


At the Standing Stones, Artos is declared the chosen one.

After you deal with the pirates and the first outpost, regroup and build up your army. Meanwhile, send Artos to the Arcanum north of the city, where he learns he must travel to the Standing Stones on the northeast island. Build a Cog at the Dock and sail Artos to the island.

After he disembarks, send him to the Henge, where he is declared the chosen one. This enables your Peasants to build the Wicker Man, but don't do it yet. First, build a fleet of ten Corsairs and position them east of the island. Then return Artos to the mainland and his army.

Your next target is the second outpost. First destroy a lone Fort sitting southeast of the first outpost, along with the troops around it. Then go for the second outpost, which has a couple of Forts and an army with Trebuchets defending it. Charm the Trebuchets with your Succubi. Use Behemoths and Fomorian, along with your normal troops, to kill the enemy troops and level the structures at the outpost.



The Wicker Man not only allows you to summon the Abaddon, it upgrades your Pagan units.



Sink the Cogs before they land to send Karlem's army to the bottom of the sea.



Behemoths gang up on the Sword of God.



You can only summon the Abaddon once during the level, regardless of how many Wicker Men you build. You cannot control the Abaddon, but send a small force of infantry or cavalry along to help protect it—especially against Inquisitors.



Regroup again and heal your wounded. Build a Wicker Man near your army, then sacrifice several Peasants to speed up the summoning of the Abaddon. It takes a while, so be patient. You have no control over the Abaddon, it marches toward the enemy and attacks on its own.

While you wait, advance toward the third outpost. About this time, you receive word that the Patriarch has unleashed the Sword of God and it's headed your way. The Sword of God is a tough entity, so keep track of where it is and send several Behemoths to attack it; they eventually prevail.

Meanwhile, you receive more bad news: Karlem is shipping his army by fleet to the northeast corner of the map. Luckily, you positioned your fleet of Corsairs right in the fleet's path. Take command of your fleet and attack the Cogs to prevent them at all cost from landing their troops—even if you lose your fleet in the process. The enemy Corsairs are no threat after the Cogs are sunk.



The third outpost is the toughest yet.

With Karlem's army and the Sword of God eliminated, continue the attack on the third outpost. It has two Forts and a large army. Use the same tactics as before and sack the nearby town to prevent more Imperial troops from being created there.

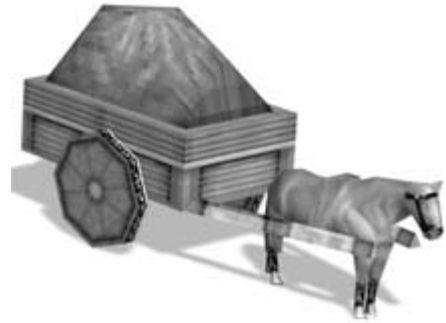


The entrance to the Patriarch's city is well defended.



A group of Warriors of the Sun finish off the Patriarch.

Now all that remains is the Patriarch's city, located up on the cliffs. Make sure your army is strong, with plenty of demons and troops. A couple Holy Fortresses, a Gatehouse, and lots of troops, including Imperial Archers and Gunners defend the city. When the Gatehouse is down, order all of your units to attack the Patriarch. He is your final objective. When he's dead the level—and the campaign—is complete.



The Renaissance Campaign



Level 5: Siege of Mordonis

From the Imperial Campaign:

The Imperial Army of Duke Guiscard has been given a bloody nose and will take some time to recover. The Patriarch, enraged beyond reason, blames Guiscard and has had him executed.

However, this act of vengeful rage is the final straw in a litany of Patriarchal repression and religious intolerance. The aristocrats of Gallicus rebel against the Patriarch, and declare Artos to be the new king of an independent Gallicus, a Gallicus of liberty, freedom of thought, and the pursuit of knowledge. But Artos knows that the Empire of the One God is the most powerful state on Orbis, and it is only a matter of time before elite Imperial forces are sent against him in even greater numbers.

From the Pagan Campaign:

Using superior tactics, Artos lured the Imperial Army into the damp twilight world of the forest of Tharingia, and destroyed it utterly.

The Patriarch, enraged beyond reason, blames Duke Guiscard, the commander of his defeated army and has had him executed.

However, this act of vengeful rage has united the rest of the aristocracy of Gallicus against the Patriarch, and they have declared Artos to be the new king of an independent Gallicus, a Gallicus of liberty, freedom of thought, and the pursuit of knowledge. But Artos knows that the Empire of the One God is the most powerful state on Orbis, and it is only a matter of time before elite Imperial forces are sent against him in even greater numbers.

What the rebels need is an edge. Some of Artos' new retainers are members of the secretive Society of Alchemists, a group of engineers and philosopher-scientists dedicated to the pursuit of knowledge. This group has long been persecuted by the Imperial Church, and some of its members have been imprisoned for heresy and are being held in the city of Mordonis, in the province of Illyricus.

Artos learns that these prisoners can build machines of war and that they also have knowledge of a mysterious new weapon, something they call the "black powder." Artos resolves to free these men, so that his army can make use of this new technology. Illyricus will be defended by Imperial troops as well as the Brotherhood of Inquisitors—it will not be an easy fight, for the Brotherhood are true fanatics.



Objectives

1. Make contact with the Society of Alchemists.
2. Find and search Leandre's Observatory.
3. Break Leandre de Trouer from prison in the town of Rudokia.
4. Get Leandre back to the Armory located at the beginning of the level.
5. Break Paulo Carollo from the prison in the city of Mordonis.

New Units Available

- Sapper
- Siege Tower
- Trebuchet

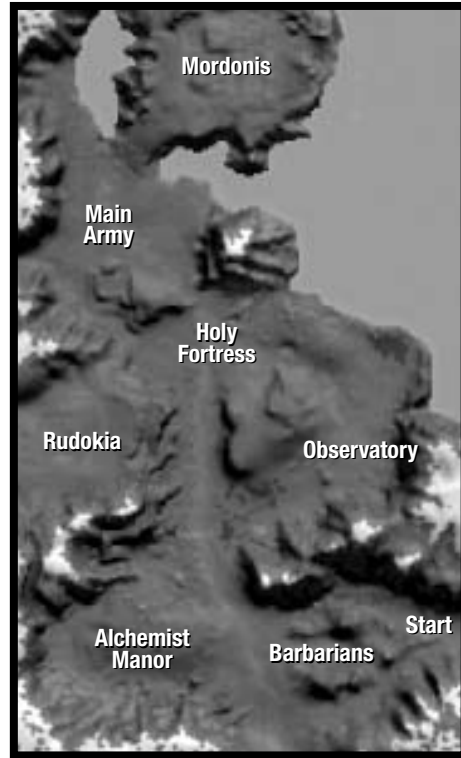
Strategy



Enemy troops stand between you and the Alchemist village.

For the first part of this level, you must make do with your initial army. You begin in the southeast corner of the map. To the west lies an enemy Village with an army waiting to ambush you. Organize your units into groups, divided by unit type. Send your Squires west down the valley to the south, while the rest of your troops move west. Send your Scouts ahead to locate the enemy.

Enemy Huntresses of the Dawn launch their arrows at your main force. Have your



Archer take them out, then withdraw when the enemy heavy infantry units move in. After the enemy commits their heavy infantry to your main force, rush in from the rear with your Squires to take out the enemy Archers. Mop up the rest, have Artos heal any wounded units, then continue west.

As you approach the Alchemist's village, Imperial forces try to arrest a Sapper. Order your Spearmen forward in line formation to engage the enemy cavalry units, while your Squires wheel around on your right flank to go after their Archers. Keep your Archers and Javelineers near the Spearmen to lend their support.

After you eliminate this force, send Artos to speak with the Sapper. He informs you that the Alchemist leader, Leandre de Trouer, is held captive in the town of Rudokia. He also tells you that there are plans in the Observatory to the northeast that will allow you to help Leandre escape.



Visit the Windmill.

Heal your wounded and replace any losses at the Barracks and Stables. Although you gain control of these structures and the Armory, you can't use the Manor. Create new units with caution because you have a limited amount of Food and Materials.

Lead your army northeast through the valley toward the Observatory. Enemy troops wait to ambush you. Locate them with your Scouts. One group is near the entrance to the valley, another is in the middle of the valley, and a group of Huntresses of the Dawn are on the hill to the north of the valley.

Engage only one group at a time. Send in a Scout to lure each group toward the rest of your army, which is positioned near the entrance to the valley.

Eliminate all enemy units in and near the valley, then send the Sapper to the Observatory. He finds plans to make a Siege



Tower. Check the Windmill. Doing so allows you to build a Windmill later in the level.

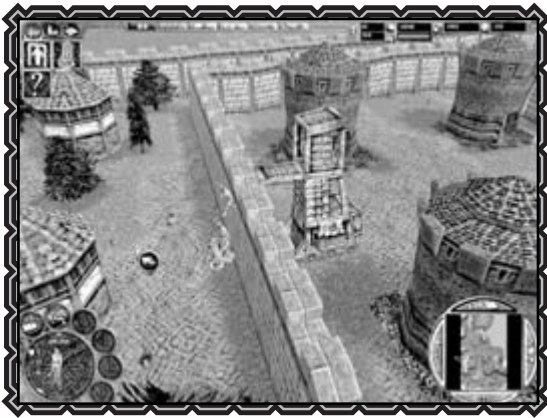
Because your Food supply is limited, attack the enemy supply convoy to the north of the Observatory. The convoy consists of Imperial Archers and heavy infantry. Get your Archers, who have a shorter range than the Imperial Archers, in close. Use your Squires to harass the Imperial Archers while your Archers and Javelineers work on the heavy infantry. After you defeat the enemy, capture the Supply Wagon to add more Food to your stock.



This secret path allows you to approach the city undetected.



Position the Siege Towers before releasing the prisoners.



The prisoners make a run for it.

Bring your army to the Manor. It's time for the breakout. Frontally assaulting the town of Rudokia gets your army slaughtered, so you must use cunning instead.

Send your Sapper west of the Manor, then north through the narrow passageway to the rear of the town. All of the defenses are on the opposite side, so the Sapper can sneak in to release the prisoners. Build a Siege Tower near the southwest corner of the town wall and use it to get inside. Build a second Siege Tower to get over the wall into the prison.

When you get inside the prison, don't immediately release the prisoners. Instead, position the second Siege Tower near the first wall, then build a third Siege Tower so you can get over the prison wall. When both towers are ready, order the Sapper to release the prisoners. This alerts the enemy to your presence. Quickly get the Sapper, Leandre, and the other prisoners over the two walls using the Siege Towers.

When you're out of the city, move your party down the secret path and to the Manor. Position your army near the southern end of the path in case the enemy pursues the prisoners. When you get the prisoners to the Barracks, they become Spearmen. Send Leandre to the Armory. You gain the ability to create Trebuchets, and you take control of

the Manor, as well. Leandre tells you that Paulo Carollo, who knows about the secret of the black powder, is being held prisoner in the city of Mordonis.



You need a lot of Farms to feed your troops.

Post Scouts to the northwest and northeast of your town to detect enemies that come to attack you. Now that you're in control of the Manor, create Peasants to build Farms and cut wood for Materials. There's also some Gold west of the Manor. Build enough Farms to feed your current army and your new units.

Build a Windmill between the Farms and the Manor. When the Peasants deliver their grain, they stop and mill it, doubling its Food value. As your Food supply increases, create new units. You need Spearmen, Archers, Javelineers, and Battle Riders. Order your Sapper to build several Trebuchets.



Assign a Supply Wagon to follow the Trebuchets. It supplies them with projectiles so they fire at a faster rate without having to pause to re-supply.





Trebuchets are great for demolishing enemy towers and fortresses.

Before you begin your assault on Mordonis, eliminate Rudokia as a threat. Order your Trebuchets to target the Watchtowers below the town to the east. Position your army to protect your siege engines with the Spearmen in front covered by Archers and Javelineers. After the Watchtowers are down, use the Trebuchets to bring down the defenses of the town, targeting the Gatehouses and towers that fire arrows at your troops. Finish off the town by burning down the Barracks and Cathedral. Create a band of Barbarians at the Trading Post for this job—their arson ability quickly destroys these structures.



Your Barbarians burn down Rudokia.

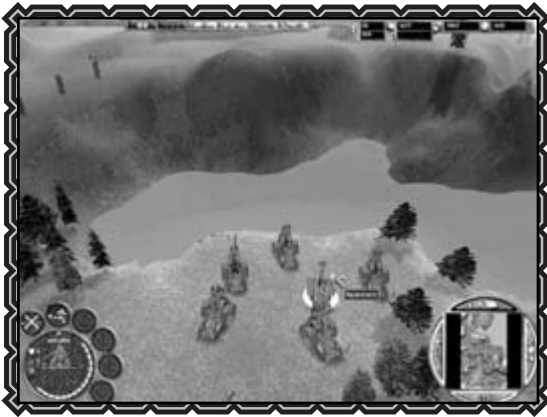
To the north of Rudokia are a couple of Holy Fortresses and four more Watchtowers. The Holy Fortresses have large garrisons, so when your Trebuchets attack, be ready for a counterattack by Imperial infantry and cavalry. Concentrate on one Holy Fortress at a time so you aren't overwhelmed, then deal with the Watchtowers.

With the line of defenses destroyed, you must now defeat a large Imperial army on the plains southwest of Mordonis. Use the same battle strategy as usual, with lines of Spearmen as your base, protecting your Archers. Harass the enemy heavy cavalry and heavy infantry with your Javelineers, and use your Battle Riders against the Imperial Archers.



Javelineers throw their missiles, then ride away from the enemy before the enemy attacks them.





The Trebuchets launch an attack on Mordonis.

After you eliminate the main army, you must deal with a couple of other groups located near the Mordonis. They are easy pickings for your experienced army. Use the Trebuchets to break down the city gates, then rush in and release Paulo Carollo to complete the mission.



Level 6: Ambush

Artos has learned from the explorer, Paulo Carollo, that Bishop Lothar has taken a small force of elite troops to *Agyptus*, to seek the whereabouts of the legendary Halls of Wisdom that are said to lie somewhere in the Ruined City of Uzermaatre, deep in the deserts of Abbasid.

The Knights of the Sword of Anathos are an order of crusading Knights, dedicated to converting the peoples of *Agyptus* and *Saljukis* to the religion of the One God by the sword, with established bases on the coast of *Fancia* and *Abbasid*. They have allied with the Bishop and are operating in and around the city of *Faros*, while the *Agyptan* army is away fighting in *Berberia*.

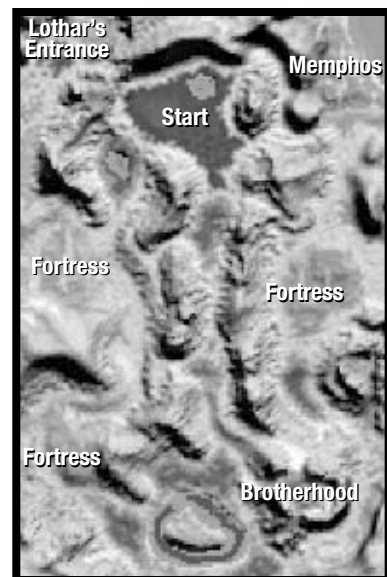
Artos heads for *Faros*, intending to win the support of *Qatuz Shah*, the ruler of *Agyptus*, for the Knights of St. Anathos are a constant thorn in *Shah's* side. It is imperative that Artos find the Halls of Wisdom before the Empire does, and if he can win the support of the *Shah*, Artos will have the advantage.

Objectives

1. Stop Bishop Lothar from reaching the city of *Memphos*.
2. Recruit any local help.
3. Seek out the Brotherhood of the Scimitar.
4. Make a donation to the Brotherhood of the Scimitar.
5. Slay Bishop Lothar.

New Units Available

- * Mounted Archers



Strategy



Bishop Lothar is your main target. He must not escape.

This level requires you to work carefully and quickly. Bishop Lothar arrives several minutes after the level begins. He and his army appear in the northwest corner of the map. They slowly make their way south through the two fortresses, then northeast to the third fortress, before completing their journey at the city of Memphos.

Your objective is to kill Lothar before he reaches Memphos. Although you may want to wait until the very end, when you're at your strongest, Lothar receives reinforcements at each fortress he visits. Therefore, find the right time to strike—when he is not too strong, but when you have enough power to win.



Enlist these native Peasants in your fight early in the game.

The key to victory is getting off to a good start. Your base is safe for a while, so concentrate on economics and build up your infrastructure. You have few Materials, so create as many Peasants as you can afford and set them to work mining nearby stone outcroppings. The stone produces more Materials than the palm trees, which are even less efficient than the previous type of trees.

Meanwhile, send Artos southwest to the oasis and enlist several native Peasants to your cause. Have them build Farms in the desert, then work them to help increase your Food production. When you have enough Materials, create more Peasants to build Farms on the grassy area around your town. Build a Guildhall and then a Windmill to help increase Food production.

Build a Trading Post—you need Scouts for this level. If you want cavalry units, you also need a Stable, and a Blacksmith is good for upgrading your units' abilities.



Building Forts in Lothar's path is a good tactic. It protects your Archers while they fire at the enemy.



You must destroy the watchtower in the center of the map.

Tip *To take an early jab at Lothar and his army, quickly send a Peasant to the northwest corner of the map and build a Fort south of the oasis near where Lothar enters. Create as many Archers as possible with your limited resources and garrison the Fort. This damages Lothar's army right at the start.*



Watch for enemy patrols, who try to sneak behind you in the central valley.

As you build up your base, also expand your army. You begin with some native troops—Mounted Archers and heavy infantry. The enemy primarily consists of Archers, heavy infantry, and heavy cavalry. Because of the narrow passes and constricted terrain, you cannot effectively use cavalry to flank. Therefore, stick with Spearmen and Archers.

Send out several Scouts to locate enemy groups. However, if the enemy spots one of your Scouts and gives chase, sacrifice your Scout so he doesn't lead the enemy back to your base—unless you have an ambush waiting along the way.

One objective is to locate the Brotherhood of the Scimitar. Their camp is located in the southeast corner of the map. To get there, follow the narrow valley running north to south down the center of the map to find a Watchtower and some enemy units near the middle. Use your Archers to set fire to the Watchtower, then withdraw out of firing range. Pick off the enemy units as they pursue your Archers, or when the Watchtower is reduced to glowing embers. Continue on to the Brotherhood's camp.

The fortresses to the west and east send out enemy forces, who come at you from the rear and encircle your force. Deal with them as needed. When you get to the Brotherhood's camp, they offer to assist you, but they need a small donation—750 Materials. Click on your Manor to reveal this option.

After you donate, the Brotherhood sends out troops to harass and raid the enemy fortresses and patrols. While helpful, it requires a lot of Materials. If you plan to hit Lothar early in the game, skip this. If you have long-term plans, however, accept this help.



The camp of the Brotherhood of the Scimitar.



Build a Blacksmith to upgrade your units' abilities.



To avoid fighting the Watchtower and its nearby enemies while seeking out the Brotherhood of the Scimitar, send your Mounted Archers riding past it. Order them to hold fire and keep them moving the entire way. The enemy follows for a short distance, but you're safe when you reach the Brotherhood's camp. Only do this, however, if you have enough Materials to donate and plan on enlisting the Brotherhood's help.

Your allies inform you when Lothar's army arrives. Send a Scout to locate the army and carefully trail it as it advances. Keep your Scout concealed, and note where the enemy army halts during its movement.

To attack while they're near a fortress, you need to build an Armory, create a Sapper, then build some Trebuchets to destroy the fortress towers before you attack. If possible, do this before Lothar arrives, and set a trap because he expects reinforcements. Harass Lothar and his army to weaken and slow it down. Use a line of Spearmen and Archers. Attack the enemy from behind so you can withdraw. If you are in front of Lothar's advance, you sacrifice your troops.





A small force of Artos' troops attack Lothar's army from the rear as it moves to the first fortress.

When you're ready for the final confrontation, use the terrain to your advantage. Find a narrow valley and block it with Spearmen. Position Archers behind and on hilltops—more difficult for the enemy cavalry to reach. Send your Spearmen to engage the cavalry while your Archers soften them up. Then use the Archers to take out the rest.

A couple of Mangonels are helpful after you get the enemy fixed in one spot. Remember that Lothar is your objective: Once your army has the advantage, order your Archers and other troops to focus on him. The level is complete when Bishop Lothar is dead.



Destroy the towers of the fortresses with Trebuchets if you plan to fight there.



With Lothar's Cavalry defeated, Artos' Archers concentrate their fire on the Bishop.



Level 7: Bombards at Dawn

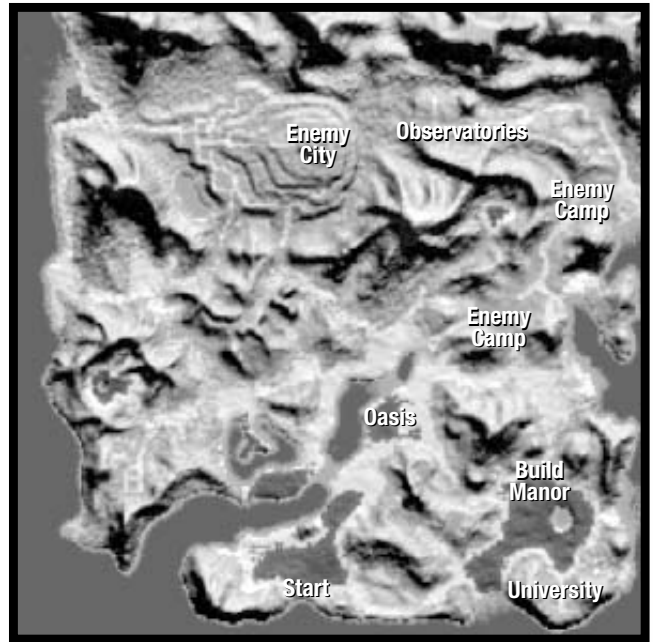
Bishop Lothar is dead. Artos' father is avenged, and an ancient map of Uzermaatre is his. Now it is time to seek out the Halls of Wisdom, and uncover the secrets of the Black Powder. However, Karlem Agnus and the Scara—the elite, professional army of the Empire—have landed in Fancia with orders from the Patriarch to march south into the deserts of Abbasid, find the Halls of Wisdom, and destroy Artos and his men. But you have one advantage—Artos knows the exact location of the Halls, and Karlem Agnus does not. If you can get there first, you may be able to use the Black Powder against Karlem Agnus and the Scara.

Objectives

1. Guide Sappers into the ancient University.
2. Destroy Karlem Agnus and his Castle.

New Units Available

- Bombard
- Gunner



Strategy



You begin with a convoy of troops and Peasants.

This level is filled with enemy troops wait to destroy Artos and his small army. However, by using cunning and skill, you can avoid most of the enemies and complete your objectives. Artos' army begins in the south of the map.

You don't begin with a base and the starting location is not ideal for one. So, take

your entire force and march east along the coastline. The University is located in the southeast corner of the map. Cautiously approach the oasis north of the University. A small group of enemies is here, but your Archers, Spearmen, and Squires easily handle them.



The University holds the secrets of black powder.



To support your army, you need a fairly large town.

With the immediate area clear, send your Sapper into the University. It takes him time to locate and decipher the plans. Meanwhile, set up your Manor and town to the north of the University. The large grassy area provides space for your Farms.

Build a Village to get the Farms started. There are stone deposits and Gold nearby. Build a Trading Post and create Scouts to post around your town to warn you of approaching enemies. Build all the necessary structures, beginning with Barracks and Stables. You also need Javelineers and Archers.

Locate a small group of Imperial troops west of your town and send a force to take them out. Other than that, all enemy attacks come from the north. Centered along the eastern side of the map is a large enemy camp that occasionally sends raiding parties to attack you. Build a Fort or two in the narrow pass north of your town and garrison it with Archers. The Fort allows you to spot enemies approaching and protects your Archers. Consider building a Gatehouse and walls to slow down the enemy attackers—you can garrison the Gatehouse with Archers.



Defensive structures garrison your Archers and protect your town from attack.

When you have enough troops to defend your town, send a small detachment of cavalry to the oasis northwest of your town. If you offer the native Peasants Food, they ally themselves with you. At the Manor, select the new order to donate Food and you take control of all the native Peasants. They could farm their desert Farms immediately, but, because this is so far away from your town and susceptible to enemy attack, send them to your town and order them to build new desert Farms in the areas around your Village.



Build a Windmill and a Sawmill near your Village. These increase your Peasants' production. Then at the University, upgrade the Windmill to an Advanced Windmill, further increasing production.

Build an Armory, then create more Sappers. Send them to work in the University. The more you have there, the quicker they research. Wait until the research is done

before attacking the enemy to your north. Instead, defend against their raids and increase the experience of your troops.

Continue to build your town. Build a Warehouse, even though you don't need it, to create Merchants to work a Trading Post, creating Gold for your coffers. Let your resources grow because you'll need plenty for your advance. Send Scouts around the map to locate enemy positions. With an Observatory, you can view places around the map for a few seconds.

Tip

After you have Bombards, you can research Gun Powder.

This allows you to create Gunners at the Barracks. However, because Gunners only fire at targets within their direct line of sight, Archers are best for this level. You need the Archer's ability to lob arrows over hills and obstacles to take out enemy units.



The Bombard is a powerful weapon for destroying enemy fortifications and structures.



Sink these ships with your Bombards before they fire on your troops.

After the Sappers complete their research, create Bombards at the Armory. You also get several Bombards at the University for free! With these under your control, begin your attack. Along with the Bombards, you need a group each of Spearmen, Archers, and Javelineers. Organize your force to the north of your town. Ungarrison your Forts and Gatehouses—you'll be pushing the enemy away from your town—to gain more Archers. Take along a good supply of Scouts; you'll need replacements.



To keep your Bombards firing without long pauses to re-supply, order a Supply Wagon to follow each Bombard and they advance along together, ready to fire.



Artos' army mops up after the Bombards pummel this enemy camp.

Use one Scout at a time to move forward until he locates the enemy. Then bring up Javelineers and Archers to attack the enemy as they approach, withdrawing as necessary behind the Spearmen. After you clear out the enemy troops between your town and the first enemy camp, target the enemy's Forts and the ships off the eastern coast. Your Bombards make short work of them.

Use the Scouts as spotters, allowing your Bombards to stay out of the enemy's vision as you attack. Advance toward the first enemy camp, destroying everything in your path. After you eliminate the enemy presence and take out most structures around the first camp, it comes under your control. Order a Peasant or two to repair the damage, then use the camp as a forward base to reinforce your army as necessary.



Repel the enemy along the north side of the ridge before they get to the Bombards.



Karlem Agnus himself comes to fight you.

Heal your wounded, then continue to the next enemy camp. Use the same tactics to eliminate all enemy structures and units. Continue west toward the Observatories. When this area is completely clear, prepare to attack Karlem Agnus's city. Position your Bombards along the western ridge, facing west. Move the rest of your troops to the north.

When the attack begins, the enemy army comes to take out your Bombards. However, to reach them, they must move up a path to the north. With your Archers on the ridge

firing down, and your Javelineers harassing, few enemies make it to your line of Spearmen. Order the Bombards to fire at the approaching enemy; because they move in large groups, you're sure to hit something. Again use Scouts to spot targets.

Eventually Karlem Agnus himself approaches. Take him out, then assail the city. The level is complete when you destroy the Castle.



Bombard the enemy Castle.

Level 8: Tomas the Fanatic

Artos returns from the deserts, empowered with terrible new weapons. But he learns that his old friend, Earl Tomas, has turned against him. Tomas, swept up in a religious fervor, has declared Artos' new discoveries to be against the teachings of the Imperial Church. With implacable logic, he has therefore deemed Artos to be a heretic who should be burned at the stake for his crimes against the Empire of the One God.

With the power of the Empire and the Brotherhood of Inquisitors behind him, Tomas has suppressed Gallicus once again, and the Patriarch has made him Grand Duke of Gallicus, reinforced with the remnants of the Imperial armies.

Artos lands on Istra Island and establishes a base from which he can build up his troops. Artos has also sent messages to Angland, asking for reinforcements. If he can invade Amboise from both the south and the north, he should be able to defeat Tomas and place himself back on the throne of Gallicus and free the people from the repressive cruelty of Imperial rule.



Objectives

1. Clear the beaches to land troops for invasion and to receive reinforcements from England.
2. Hunt down and destroy Tomas and his fanatical followers.

New Units Available

- Cog
- Corsair
- Carrack
- Galleass

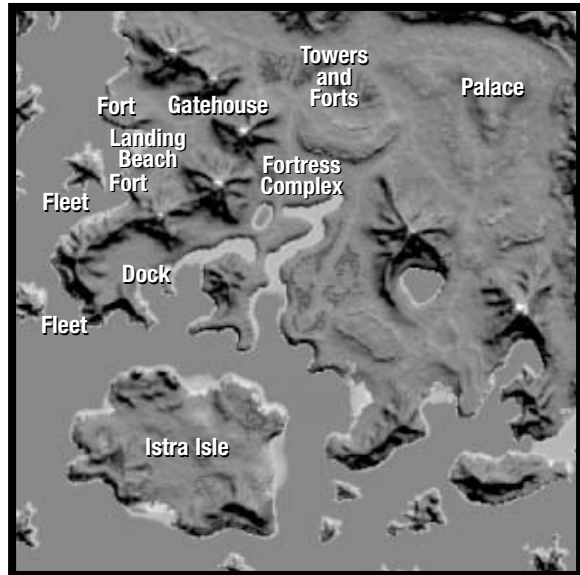
Strategy

This is one of the biggest levels. You build a base and army, while securing the area and fighting off waves of enemy attacks. You begin on Istra Island in the southwest corner of the map, in control of a small town with two Villages and a small army.

You don't begin with much, so carefully balance your expenditures. Create Javelineers to add to your army, then create Peasants. Build Farms and gather wood for Materials—there's a forest right next to your town. Build a Trading Post: Scouts are vital to your survival in this level. Create four or five and position them around your Village.



The Barbarians on the island have a Behemoth. Your Spearmen take care of it after your other troops deal with the demon's keepers.



You're not alone on this island; you're surrounded by Pagan Barbarians. They inhabit the hills around your town. They won't bother you unless you move a unit within their range of sight. If that's not bad enough, Imperial troops frequently land at the beaches to the north, northwest, and east to attack your town.

During the first part of the level, you fight them near your Village. Keep your Farms in close. When a Scout detects the invaders, pause the game. This gives you time to decide how to defend your town. First, determine where the invaders are. Second, see what troops you have close at hand and order them to engage the enemy. Third, decide whether you should evacuate your Peasants—you can't afford to have them killed. If enemy troops get too close, send the Peasants into the town and close the gates.



Keep your army positioned north of your town. From here, you can move toward the enemy no matter where they land.



You need plenty of Food and Materials for this level. Your Peasants may down the entire forest near your town.

As you can create more units, concentrate on Javelineers and a few Knights. Your cavalry's speed allows you to meet the enemy before it gets too close to your town. Between Imperial attacks, build your town and clear the island of Barbarians. The Blacksmith is important: It allows you to upgrade the attack and defense of your units.

Clear out one area of Barbarians at a time. It doesn't matter where you start, but save the northeast for last. Those Barbarians have a Behemoth. Arrows and javelins don't harm this demonic beast, so send 10 Spearmen to kill it. As you clear out the Barbarians, you find several deposits of Gold. Get those Peasants mining.



With enough warning, Javelineers can sink a Cog before it lands its troops.

While you clear out the island, build a navy. Your Dock is located on the southern coast of the island. Although you can build three types of ships (four, after you research the Galleas at the University), stick to the Corsair. It launches Flaming Arrows and excels in naval engagements due to its rapid firing. The Carrack and Galleas cause more damage, but they fire more slowly and have a hard time hitting moving targets.

After you have a fleet of at least four Corsairs, sail them around the island to the north. Build more as you can. Position Scouts along the northern coast of the island to watch for Imperial Cogs, which sail from the Imperial Docks north of your island. Have your Corsairs sink the Cogs.

Send Javelineers and Archers to the beach to fire on a Cog before it lands its troops. When you sink a Cog, the enemy troops go down with it.





Galleases bombard the Fort guarding the Imperial Dock.

When you clear the island of Barbarians and keep the enemy from landing troops on your beaches, it's time to permanently stop these invasions. You need ten Corsairs and two or three Carracks or Galleases. Take your fleet and sail north from your northern beach, taking out enemy ships as you advance.

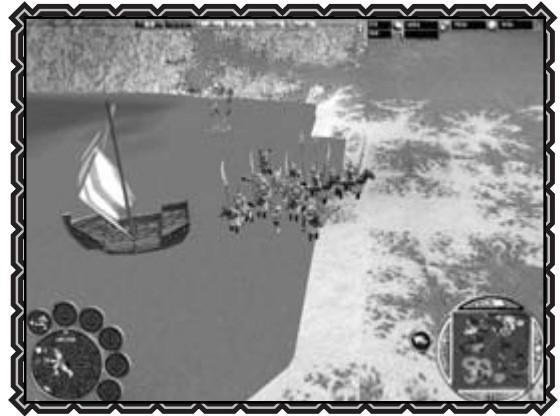
When you locate a Fort, pull back your Corsairs and let the heavy-hitting ships destroy it. Then move in and attack the Dock, followed by the nearby Manor. With these two structures destroyed, no more enemy invasions head to your island. Let your Corsairs destroy the town and any nearby troops.



Carracks attack the Holy Fortresses guarding the beach.

After you neutralize all threats to your island base, it's time to clear a beach. For this, you need more ships. Build a few more Corsairs, repair your damaged ships, and have at least three Carracks. With the Corsairs in the lead, clear the western edge of the map of enemy vessels, beginning in the south. When you've secured a beach, you receive reinforcements from Angland in Cogs entering the map from the west.

A large enemy fleet is centered along the western edge. Let your Corsairs do the fighting, with the heavier ships firing from long range and away from danger. Continue sailing north toward the northwestern beach. More Corsairs and a couple of Holy Fortresses defend it. Your Galleases can't hit the defenses on the high cliffs, so order your Carracks to target the southern fortress first, while the Corsairs deal with the Archers and set fire to the Stockade. Take out all enemy troops near this first Holy Fortress before sailing west and then north to take on the second Holy Fortress. Lay waste to all enemies around the beach.



After the beach is clear, reinforcements arrive from Angland.

Meanwhile, prepare to land a couple of Cog-loads of troops. With the Imperial Dock out of commission, you don't have to protect your island, so ungarrison any towers or

Gatehouses you have. For your invasion army, you need Javelineers, Archers, Spearmen, Knights, a Supply Wagon, and at least five Scouts. Don't forget Artos—he must heal your troops when they're wounded—and a few Peasants and Sappers.

After the beach is secure, set sail and land under the cover of your Corsairs' Flaming Arrows. Order the Sappers to construct Trebuchets to take out the Gatehouse in the east. Position your Scouts around the beach to watch for enemy attacks, most of which come from the Gatehouse. You can build a Manor and a small town to create more troops on the mainland; but you don't need to do this if you're careful. Enemy attacks are small and you receive reinforcements from England on a regular basis. These consist of a Cog with a few Knights, Men-at-Arms, and Gunners.



Right after landing, build at least three Trebuchets. When the reinforcements start pouring in, your maximum population is exceeded and you can't create any new units.



Ride down Archers left behind after a Watchtower or Fort is destroyed.

After you destroy the Gatehouse, begin your eastern advance. Stay north to limit the numbers of enemies you must fight. You mostly face several Watchtowers and Holy Fortresses. Send your Scouts to locate them, then use the Trebuchets to knock them down. Finally, send in the Knights to mop up the enemy Archers left behind.

Use the rest of your army to destroy enemy Villages and Farms, and defend against any attacks. Southeast of the Gatehouse is a fortress complex. Pummel it with the Trebuchets if you want, but this isn't necessary. Keep a few Archers and heavy infantry back to protect your southern flank and continue east. Regularly send new reinforcements to your front.



The first line of defenses west of Tomas's city consists of Watchtowers and wood Stockade walls, all of which easily burn.





Gunners lead the assault on the city walls.

When you see a number of burning pyres, you're close to Tomas's city. With all of the reinforcements you're receiving, your army is large. Make sure you have enough Farms back at home to support them. In fact, since you can't create new units, reassign those Peasants gathering Materials to Farm instead. Use Archers to set fire to wooden Stockade walls while your Trebuchets knock down towers and your army mops up Imperial troops.



Tomas's Palace is battered by Trebuchets.

Level 9: Defeat the Patriarch

Artos has defeated Tomas, and re-established control of Gallicus. This victory has left the Empire with almost no troops left that are loyal to the Patriarch. Seizing his chance, Artos marches with an army of Anglanders and Gallicans into Liguriensis, intent on taking the capital, Telamagna, and settling his score with the corrupt Patriarch once and for all.

There is little resistance. Telamagna falls with minimal effort. Artos' army takes control of the capital with relative ease. But the Patriarch is nowhere to be found—it seems he has fled the city. Where could he be? And what do the sinister symbols and strange sigils daubed about the Patriarch's Palace signify? Grim evidence of human sacrifice at the Patriarch's hands can only add to the ominous mystery....

Objectives

1. Defend Telamagna from the Patriarch's attacks.
2. Go and visit Baron von Braun, the inventor.
3. Take four Gunpowder Wagons to von Braun for Greek Fire.
4. Take four Gunpowder Wagons to von Braun for Rocket Launcher.

New Units Available

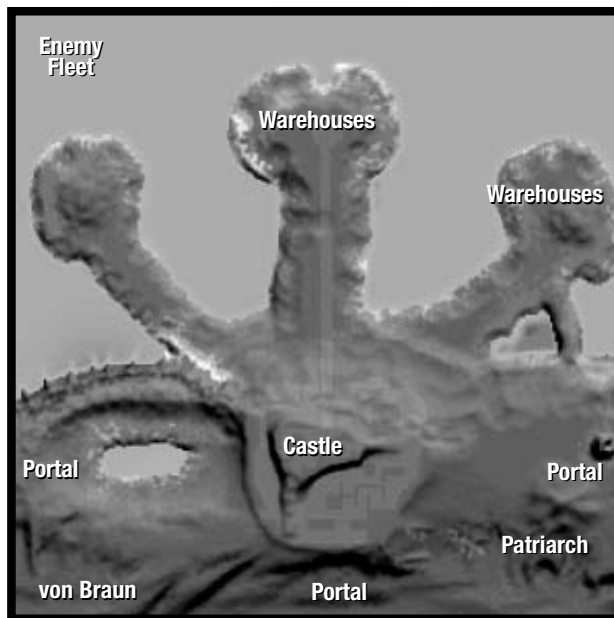
- Rocket Launcher

Strategy



Enemy units arrive on the map via portals.

This level isn't quite as tough as the previous one, but it keeps you hopping all around the map giving orders to troops. You command a large, spread-out army protecting Telamagna. Enemy units attack from all sides. Expect enemy ships to appear in the northwest corner of the map, while enemy armies arrive in the south, southeast, and southwest. These



consist of Gibbering Hordes, Behemoths, Fomorians, Mounted Archers, Archers, and Battle Riders. Your Watchtowers give you a good view of most of the map, but they are the first structures the demonic beasts target.

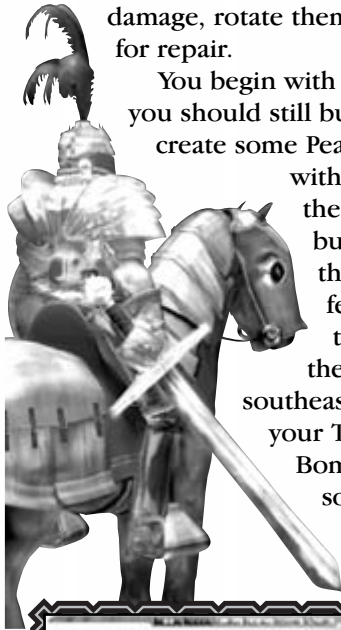


Keep an eye on the mini map. When a portal releases enemy units along one of the map edges, a yellow spot appears warning you of an attack from that direction.

Most of the attacks come from the east, with the rest from the south. Only a few come from the west, and those don't include Behemoths or Fomorians. Normally, you want Archers positioned in the towers and Gatehouses, but they do little damage to the demonic beasts. Instead, use heavy cavalry and heavy infantry. Cavalry is best since they

quickly get to the enemy. Use Archers to defend your walls from other enemy units, but this is primarily a cavalry battle. Build plenty of Battle Riders and Javelineers to use against the Gibbering Horde and other units that accompany the demonic beasts.

In the north, you start with a couple of Carracks and some Corsairs. Build a few more Corsairs and position them north of the westernmost peninsula to protect your coasts from enemy fleets. Don't worry about the enemy landing troops—all it throws at you are combat ships. As your ships take damage, rotate them back to the Dock for repair.



You begin with a complete city, but you should still build. In the north, create some Peasants at the Village within your city walls, then order them to build Farms within the walls. Also keep a few Peasants near the Gatehouses in the southwest and southeast for repairs. Move your Trebuchets and Bombards to the southeast Gatehouse to help repel attacks.



Escort the Gunpowder wagons to your city.



Deliver the Gunpowder to von Braun's fortress.

One of your objectives is to meet with von Braun, the inventor. His fortress is located in the southwest corner of the map. He tells you to bring eight Gunpowder wagons to him from the wooden Warehouses on the coast. Delivering these wagons allow your Trebuchets to launch Greek Fire and your Sappers to construct Rocket Launchers.



When the level starts, create the eight Gunpowder wagons as soon as you can afford to, then send them into your city. While they travel in the protection of your Walls, send them to the southwest Gatehouse. Then, with an escort of Battle Riders and Javelineers, convoy them to von Braun at the same time you make your first visit.





Javelineers and Battle Riders work together to take out enemy attacks.

During this level, you are attacked from all over. The key to a successful defense is mobility. Create large groups of Battle Riders and Javelineers. When they're wounded, bring them back to Artos for healing. Use the southeast Gatehouse as your staging area, with a smaller force near the southwest Gatehouse.

The enemy hammers your Watchtowers early, so keep your troops away from the walls so they can engage the Fomorians before they throw stones at your city. While the Javelineers take care of the other units, command your Battle Riders to destroy the Behemoths, Fomorians, and enemy Archers. Your Trebuchets and Bombards also work well to attack large enemy groups.

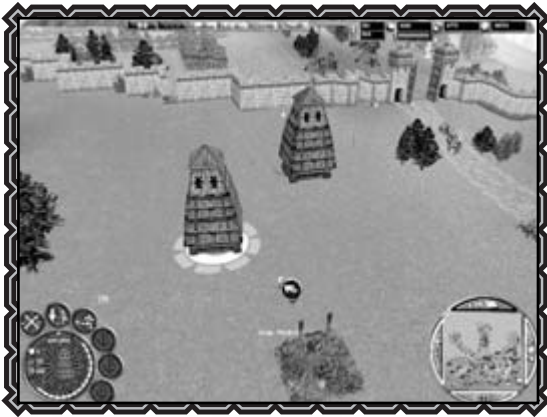


The Abaddon doesn't just look tough, it is tough.



If you don't stop the Abaddon, it kicks down your Gatehouse.

Eventually, you receive a warning that the Patriarch is summoning the Abaddon. This is one tough unit. When you hear the warning, get ready. The Abaddon begins in the southeast corner near the Patriarch's camp. It heads toward the southeast Gatehouse, destroying everything in its path. Target it with all of your siege weapons, including Rocket Launchers if you have them. Then send Battle Riders in groups of five to attack it—don't send more because the Abaddon's special attacks wipe out everything close. Focus on this powerful unit until you destroy it.



Use Rocket Launchers to attack enemy units and structures.



Two Holy Fortresses defend the Patriarch's camp.



Your ultimate objective is to kill the evil Patriarch.

The ultimate objective is to kill the Patriarch. He's located in the southeast corner of the map, guarded by a couple Holy Fortresses garrisoned with Archers and protected by Runes.

When you locate his camp, use your siege engines to take out the Holy Fortresses, then send in your cavalry to take out the Patriarch. As you approach, the Patriarch summons Undead Legions from around the runes. These are tough, but ignore them and the Archers. Instead, focus your Battle Riders and Javelineers on the Patriarch. When he's dead, you complete the level and the campaign. Good job, your Highness.



Ignore the Undead Legions and attack the Patriarch.





Multiplayer Tips

Playing *Warrior Kings* against human opponents is somewhat similar to playing in the campaigns. However, other players can be unpredictable. Use the same tactics and strategies as you did during the campaign, but multiplayer games allow for more flexibility in your general strategy and also offer some options not available during the campaign game.

The Building Tree

During the campaign games, your research and upgrade options were limited by your alignment and by the level. In multiplayer games, the sky is the limit. You begin without an alignment. Instead, your alignment, and the available corresponding units and structures, is determined by certain structures you build. For example, building a church sends you down the Imperial

alignment and prevents you from constructing a Maypole or any other Pagan structures, and vice versa.

Both the Imperial and Pagan alignments can build a Guildhall and also progress down the Renaissance alignment. When you reach the final alignment structures, you must again make a choice that precludes another structure.

Study the Building Tree (pp. 42–43) and decide before you begin a game which path you want to follow. Be careful to build the correct structure or you'll prevent yourself from getting the units or upgrades for which you were striving.

Economic Warfare

The AI-controlled opponents in the campaign game don't really rely on the economy model that human players use. In multiplayer

games, it costs all players the same amount of resources to create new units and build structures. Therefore, you'll have an advantage if you can hurt your opponent's economy.



Scouts are extremely important in multiplayer games. Position them all around your possessions to alert you to invasions, and use them to explore the entire map. Locate enemy towns and Villages as early in the game as possible, and keep an eye on what they're doing. If you hide a Scout in the trees, he's more difficult to detect.



You need a large army to assault an opponent's town or city, but a small force can cause a lot of damage to the production and transport of resources. Light cavalry units are great for killing Peasants, then quickly riding away. Archers with Flaming Arrows can set fire to vulnerable structures such as Farms and Villages.

Remember to capture or destroy Carts that carry resources from the Villages to the Manors. Until a Cart gets to the Manor, the player doesn't add the resources to his stockpile.

Attacking Farms is a great tactic, especially if the enemy has a large army. If you destroy enough Farms, the opponent will have to take Food from the stockpile to feed his troops. Once the stockpile is empty, the units lose health until they're almost dead. A small army can then move in and destroy them with little resistance.

For Pagan players, a Succubus can be used to cause lots of trouble for opponents. When your Succubus possesses a Peasant, it becomes a possessed Peasant, which you can

then send to spread heresy. Do this near a Village so the Possessed Peasant will catch other Peasants on their way to the Village with resources. This won't alert your opponent unless he pays close attention to his production. Succubi can also charm a Cart and send it to your Manor, along with all of its resources.

Gibbering Hordes can also be great. Send a few to begin consuming trees just out of the enemy's area. This uses up the resources, denying them to your enemy, and also spawns new Gibbering Hordes. When you have lots, send them to attack the enemy Peasants.



Heresy by a Possessed Peasant works great against woodcutters, especially if you position the Peasant in the trees. This hides the Possessed Peasant (and those Peasants listening to it) from the eyes of your opponent.



The Imperial alignment also offers some great ways of engaging in economic warfare. Fimbulwinter, an Act of God, is great for economic attacks. It freezes a Village and its Peasants, essentially shutting it down for a period of time. Wrath of God is good for setting fire to Farms positioned close to one another.

Spies

You can create Spies at a Tavern. These units can be used like Scouts but they look like friendly Peasants to your opponents. Gatehouses, Priests, Bishops, Inquisitors, High Priestesses, and other Spies can detect a Spy—keep your Spy away from these units.

It's difficult for a Spy to infiltrate a city with a Gatehouse. Therefore, try to get your Spies into a city before a Gatehouse is built. In addition to scouting, a Spy can go to enemy Barracks and Stables and discover the strength of the enemy's army. Spies also can set fire to structures and blow open the portcullis of a Gatehouse so that it remains open. You should send out Spies against enemies, and order some Spies to patrol around your territory looking for enemy Spies. Once you complete the Espionage upgrade, all of your Watchtowers, Forts, Towers, and Holy Fortresses can detect Spies.

Attack Early and Often

A big mistake most inexperienced players make is to concentrate on building up their town or city right at the start, rather than building up their army. Consequently, they're extremely vulnerable to an early attack by an opponent. It's important to maintain balance during the early part of a multiplayer game.

You need to create Peasants, build structures, and create military units. Build some defensive structures, such as Watchtowers, and garrison them with Archers while positioning more Archers nearby so they can receive supplies from the structure. These Archers will weaken any early enemy attacks, and you'll be able to send other units on raids.

Javelineers and Archers are the best for raiding. Javelineers can outrun any other unit, allowing them to get in, cause some damage, and then ride away before the enemy army arrives. Archers with Flaming Arrows can set fire to Farms, Barracks, Stables, and other structures, frustrating an opponent's ability to create new units or produce Food.



Build a Trading Post close to your enemies.

This structure lets you quickly create Scouts to replace those killed, and can also create Barbarians. These relatively cheap units have the arson ability.

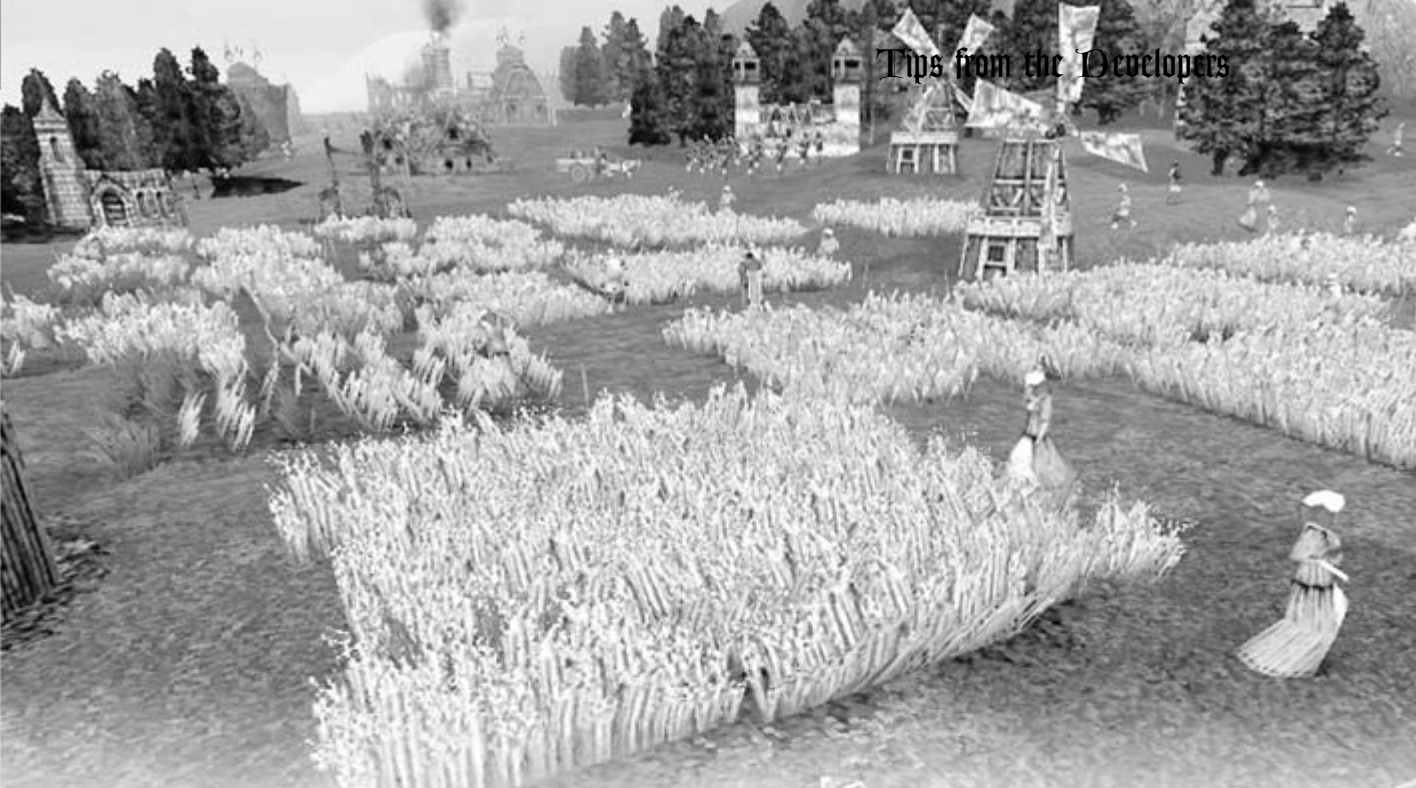
Put together a group of ten or more and send them after an enemy Village. Nothing upsets an opponent more than constant Barbarian raids. To prevent your opponent from discovering the location of your Trading Post, send the Barbarians on a roundabout path to the enemy rather than straight into battle.



Use the Terrain

Warrior Kings takes terrain into account during combat, so be sure to use the terrain to your advantage. Position Forts and Archers on hilltops. Their arrows will travel farther and it takes units longer to reach them. Use woods for hiding units. They'll still appear on the opponent's mini map if they're in detection range, but they'll be more difficult to spot on the main screen.

You also should make use of difficult terrain. For example, if the only access to your town is through a narrow pass, rather than wasting resources walling in your entire area, just build a wall and Gatehouse across the narrow pass with lots of towers and Forts garrisoned with Archers. You can do this any place on the map that the enemy must pass through, even if it's not close to your territory.



Tips from the Developers

Here are some tips from the Black Cactus development team. They not only designed *Warrior Kings*, they've played this great game for hundreds of hours on end. Following are some of the best tactics and strategies they've put together from their experience. A special thanks to Matthew Berger, Andy Trowers, Jamie Thomson, Steve Bristow, Nick Ricks, and Mike West.

Economic

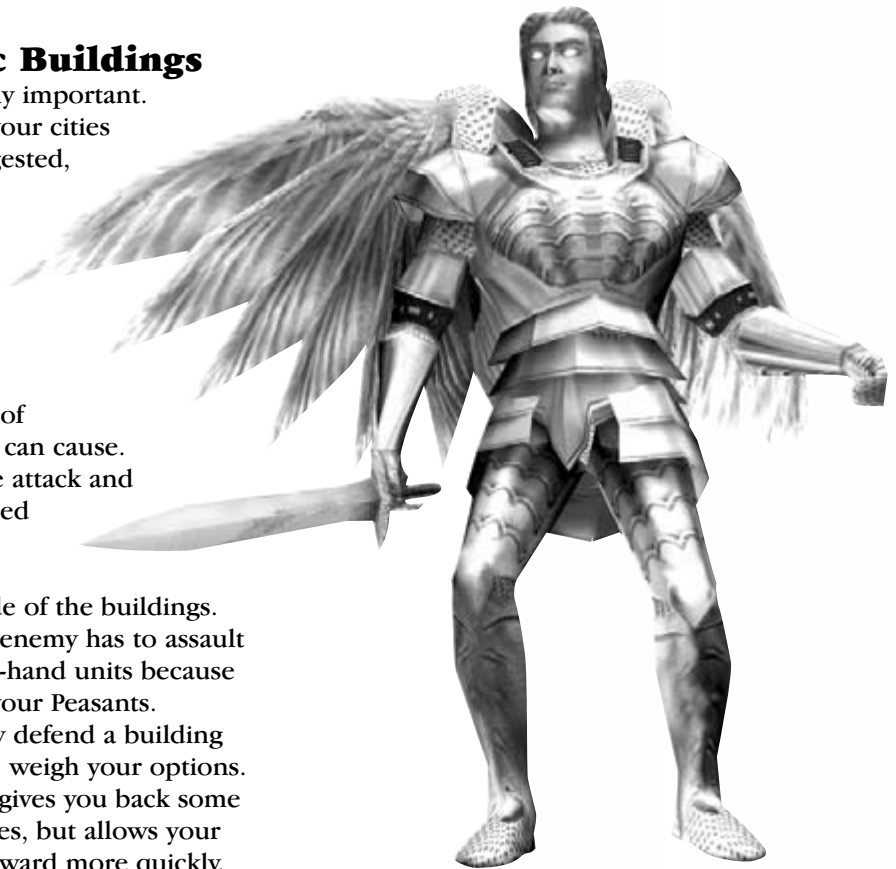
Villages and Rural Buildings

- Watch your Villages carefully. Remember that a single Cart can only carry a total of 500 resource units. If you have a surplus building up in your Village, assign more Carts to it. This is especially vital if outlying Villages are also delivering to a Village near your Manor, otherwise your Village can become very full, very quickly.

- Planning the layout of your towns is vital. Keep your Windmills and religious buildings (Maypole or church) close to them. This minimizes the amount of time Peasants spend walking between them during their delivery cycle.
- Keep tabs on how far your Farms are spreading. They may be out of range of their Windmill or religious structure. By selecting either of these structures and pressing [F], you can see the radius of their effect.
- At the start of the game, every movement of the Cart is key. For a really quick start, micromanage the movement of your Cart so that it only delivers the right amount of resources to your Manor. A Cart that arrives at a Manor bearing just 40 wood and 40 Food has made a wasted trip and wastes your time.

Cities and Civic Buildings

- City planning is equally important. During a long game, your cities can become very congested, meaning that Peasants and Carts will take a long time to deliver to a Manor. Build a Warehouse near the gates of a large city to minimize the amount of disruption a large city can cause.
- If you're under missile attack and have buildings that need to be repaired, position the repairing Peasants on the far side of the buildings. With this strategy, the enemy has to assault your city with hand-to-hand units because your buildings cover your Peasants.
- If you can't adequately defend a building from an enemy attack, weigh your options. Deleting the building gives you back some much needed resources, but allows your enemy to progress forward more quickly.



Gold

- Gold can be difficult to obtain, but as long as there's enough wood, building a "financial district" can help. Build a Warehouse surrounded by shops, and assign Merchants to work at them. This maximizes the amount of Gold generated and minimizes the time Merchants spend delivering. If you go down the Renaissance path, adding a Bank to this financial district helps enormously.
- Merchants trading at Trading Posts are very useful. Although they're generally slower to produce Gold than shops, they don't cost wood.

Military

- Patience is the key to a successful, full-scale assault. An army should only move as fast as its slowest component to ensure that all aspects of combined arms are covered. An army that gets strung out is vulnerable to having its component parts destroyed one at a time and with comparative ease.
- If commanded, Peasants can hold their own against Scouts and Barbarians, so don't be afraid to use them against an early rush.
- Scouts are extremely effective against weak but fast missile units (such as Javelineers) and can be used to fight off raiding enemies.

- There's no point in fighting your way right up to an enemy's city if you have no way of damaging his buildings. Ensure you can fire Flaming Arrows or bring up siege weapons, Barbarians, or Mercenaries.

Fire

- Fire can be deadly. Sneaking in a Spy and setting several fires can devastate an enemy city—especially if he's short on Peasants to extinguish the fires. Try a raid aimed at killing as many Peasants as possible, even if your troops get wiped out. During the fight, sneak in a Spy (or Spies) and set some fires. With a bit of luck, your enemy won't be able to spawn enough Peasants before the fire takes hold in his city.
- If your cheaper buildings (Stockades, etc.) are on fire, delete them. They cost very little, and it's the most effective way of dealing with fire.



Abaddon, the Sword of God, and Exorcisms

- Certain units, like the Abaddon and the Sword of God, are virtually immune to arrows; you'll have to use melee units such as Spearmen against them.
- If the Abaddon or your large Pagan beasts are getting killed too often by exorcisms from defending Imperial churchmen, send them into battle accompanied by lots of Gibbering Hordes. Exorcisms do a set amount of damage, shared among all demonic targets. So if the Abaddon is alone, it'll take the full blast. If 20 Gibbering Hordes are with him, that divides the total damage by 20, so Abaddon won't take much.
- Remember to use banish and exorcise on the Abaddon, Behemoths, and Fomorians—these do a lot of damage.
- Note that Bishops, Priests, Inquisitors, and High Priestesses can detect an enemy Succubus.
- Using Michael or the Abaddon alone is very costly, and they'll have little impact against well-organized defenses. Use them to complement a more concerted attack, either as a diversion or as a principal attacking unit.

Military Units and Formations

- Use combined arms, regardless of what unit you are sending—if you only have one of them, you're weak. The Abaddon, for example, is the ultimate Pagan unit—it's incredibly resistant, but if you send it alone it will die easily, so always follow with other troops.
- Use the formations in the way they're intended. Column is for movement, and it's virtually useless in attack or defense. Orb works great for static defense. Wedge is great for attacking but not until your

group is at close range because it's slower than Column. Line formation works well for advancing against the enemy while protecting units behind (for example, when your Archers are behind your Spearmen).

- Think before you put missile units in formation. When they're not in formation, they will skirmish (shoot and back off) and will be able to deal with heavy infantry units more efficiently. If they're in formation, they won't skirmish. Put them in formation if you want to defend a piece of ground to the last man (as they do more damage that way) or in column to move them quickly.
- Make sure missile units and siege weapons have a Supply Wagon (not a Cart!) with them at all times, or they'll run out of ammo quickly. Conversely, attacking a Supply Wagon quickly renders enemy missile units less effective.
- Train your units. It takes a very small investment to build some Training Dummies, and if your units are trained and the enemy isn't, you will win.
- Use supplies. Build a Tower and have Archers around it; the Tower will resupply your Archers so that they can fire almost continuously. This also works with Barracks and Supply Wagons. A Watchtower can be built anywhere and doesn't cost too much, making it a good strategy to keep your archers well supplied. In the same sense, building a Monastery near an outpost lets you heal units easily.
- Hitting enemy Farms is always a good idea. If you use some of the Acts of God, such as Wormwood, it can be deadly.
- There is no bad path to select, but there are certain paths better suited for certain things. Learn the strengths and weaknesses of the various paths. Pagan is the most aggressive. Imperial is the most defensive.

Renaissance is best in economics. Use these strengths to suit your strategy, but be aware of your weaknesses.

- Think like your enemy: If you build a Tower, you know that he'll try to destroy it with Flaming Arrows or siege weapons. So it's always useful to have one or two Peasants around. If possible, use a Succubus to Charm the siege weapon, or send Squires to destroy it before it destroys your Tower.
- Wormwood is excellent at taking out whole economies. Be wary of it. If your opponent starts using it, space out your Farms.

Upgrades

- When you're creating a standing army, whether for raiding or for attack, always ensure that you have completed the economic upgrades at the Guildhall (horse harness, heavy plough, etc). This ensures that your Farms can support the largest possible amount of troops.
- Tailor the Barracks upgrades to the type of game that you're going to play. If you're attacking early, upgrade to Flaming Arrows first. If you're defending, then upgrade to wooden Forts.

Terrain

- Use the ground. Archers on higher ground are deadly—their arrows travel farther, and it's harder for ground units to reach them.
- The higher up you are, the greater your sight range. Make lots of Scouts, and put them on hills and other high points. Knowledge is very important.

Imperial Tips

- Researching the crossbow is very useful; an Imperial fortress filled with Peasants can become deadly and is much cheaper than one filled with Archers.

- You need a lot of Gold to progress down the Imperial path; build shops and Merchants as early as you can afford to.

Pagan Tips

- The best way to do an early rush is with Pagan Barbarians. Build a Trading Post as soon as it's economically viable, send a Scout out to find the enemy, then build a Maypole to help your farmers. Once the enemy is found, build a Trading Post near the enemy and then charge them with spawned Barbarians. Taking out the farming area of an enemy city is very important. Only attempt to burn down the Manor when all the Peasants are dead (the Manor will pick off your Barbarians very quickly).
- Use a Succubus on enemy formations using Berserker Rage. This will delay them long enough for you to rearrange your defensive forces.
- Using the Succubus correctly is a great way to disrupt the enemy's economy. If you Possess an enemy Peasant and then use him to spread heresy, you can block all the Food and wood from going to your opponent's supplies. Send the Possessed Peasant to an enemy Village, Sawmill, or anywhere lots of Peasants are walking about. Click on "Spread Heresy." The Peasants will form a circle around the Possessed Peasant until he's killed. There's no alarm when you do this, so it can take your opponent a long time to find out. Heresy works very well with woodcutters because you can hide your Possessed Peasant among the trees and make him harder to find. The Succubus is also very useful for stealing enemy Carts by Possessing them, allowing you to make a little profit, too. It's better to steal a full Cart—if you can't bring it back to your base, you can destroy it so that your enemy can't use it either.

Renaissance Tips

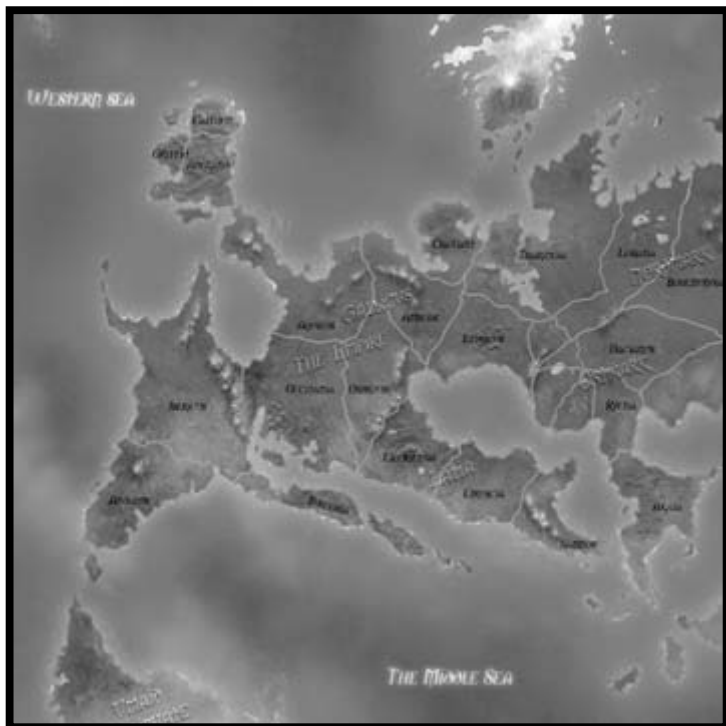
- If you're having trouble with enemy Gunners, note that they fire in a direct line. If you can find hilly, uneven terrain, the Gunners will have difficulty drawing a bead on you.
- You need a lot of Gold to progress down the Renaissance path, so build shops and Merchants, and even a Bank, as early as possible.

Intelligence

- Intelligence is a massive part of *Warrior Kings*. So, the placement of Trading Posts and Scouts is very important. Place Scouts as far away from your base as possible so you'll receive advanced warning of enemy attacks. This lets you have a smaller defensive army (costing less Food) that you can build up when you see the enemy approaching. Knowing the make-up of your enemy's troops helps you defend because you'll know their weak areas (heavy infantry, cavalry, or ranged units). Tailor your army to take advantage of those weaknesses.
- Placing Spies and Succubi in an enemy base is a useful method to find which direction your opponent is taking. Hiding them among trees to observe the enemy is very handy. You can then time the Succubi and Spy attacks to coincide with your military action.
- If you get your Spies to the enemy Barracks, all of your opponent's military units will be revealed to you for a limited time.
- Spies are useful in detecting enemy Spies. A Spy with a few Archers in a Watchtower, tower, or Gatehouse will destroy any enemy Spies from a secure position.



The World of Orbis



The Lands of the Empire

The Empire is composed of several Dioceses, each made up of several provinces.

Gallicus

Gallicus is a large Imperial Diocese encompassing the provinces of Occitania, Amboise, Cravant, Aquilos, Burgosia, and Ostrovir. The governor, or feudal lord of Gallicus, is the Grand Duke Guiscard of Gallicus, called “the Fox.” He’s also the Master of Foot, commander of the Protector’s infantry (the third most prestigious post in the Scara), as well as Marshal of Gallicus (commander of the armies of Gallicus). He is wealthy enough to maintain a large standing army (Diocesan Garrison, in the language of the Empire), justified by the threat of raiders from Angland, Caledon, the Isles of the Northlanders, and even from those areas of Nordmark that are outside the Empire. A powerful man, the Grand Duke is known for his political cunning and power-brokering. He is adaptable and opportunistic.

The Patriarch, wishing to crush resistance in the Senate and led by Baron Amalric of Cravant, has accused Amalric of heresy and sent the newly appointed Bishop of Ostrovir, Lothar, to deal with him. Guiscard, seeing the way the wind is blowing, has allowed the Bishop to enter his territory and move against Cravant. Although not supporting this move, he has done nothing to stop it, either. Who knows what deals have been made behind closed doors between the Grand Duke and the Patriarch?

Cravant is a Barony in the Earldom of Amboise. The new Earl of Amboise, Tomas, is a young man, and Artos was his childhood companion. But Guiscard is Tomas’ liege lord, as Tomas is to Artos. This puts Tomas in a difficult position. Will he support his liege lord, and risk his position by aiding Artos? If so, he could be accused of treason, or worse still—heresy!

Amboise

Amboise is an Earldom in northwestern Gallicus. Tomas is the young Earl of Amboise, only a year into his office. Tomas’s father, Bertrand the Just, was a good man who followed the code of *noblesse oblige*—the idea that the nobles have a duty to safeguard the lives and wealth of their vassals—as did Amalric, Artos’ father. Together, they worked to make Amboise one of the most peaceful, wealthy, and well-governed Earldoms in the Empire, until Bertrand died in a hunting accident. (He was shot in the neck with an arrow by his own Hunting Master. Everyone swore it was an accident; nevertheless, the Hunting Master fled and his whereabouts are unknown).



Earl Tomas has a twin sister, Elinor, a devout woman with a fiery and outspoken personality and a strong sense of justice.

The family's prosperity has drawn the attention of those who see only the opportunities in controlling and taxing such wealth, men like the Patriarch and the Bishop of Ostrovir.

Cravant

Cravant is a Barony in Amboise, on the coast of Gallicus. Cravant was the capital of Gallicus before it was brought into the Empire after the Battle of the Red Tower, 350 years ago.

The Barons of Cravant come from the ancient royal lineage of the old kings of Gallicus. Consequently, their relations with the Empire have sometimes been troubled. In the last 100 years, dreams of Gallican nationalism have faded, but they are not yet dead. Cravant has prospered under the rule of Baron Amalric.



Burgosia

Once Burgosia was a nation of warriors, producing axe-wielding, armored infantrymen, the scourge of the early Empire. They worshipped a bloody god, and a man's worth was measured only by the number of enemy skulls he paraded.

The Burgosians sacked the city of Telamagna 900 years ago. One hundred thirty-five missionaries lost their lives attempting to preach the Epistles to the barbaric Burgosians. The Burgosians were defeated at the Field of Blood—after losing their fighting men, who died refusing to surrender.

Burgosia was occupied, its old religion suppressed, its temples torn down, and its Druid Priests rounded up and sold in the slave markets of the east.

Pepin the Gentle, Earl of Burgosia (now a quiet part of the Empire), spends most of his time in scholarly pursuits. The Bishop of Burgosia, Jean de Fleuris, is old, deaf, and senile. In other parts of the Empire, to call someone a “Burgosian” is to imply they are lazy and indolent.

Aquilos

Aquilos is home to the greatest cities, castles, and cathedrals in the Empire. Its capital, Rheinsburg, lies on the major trade routes with Nordmark, making it a wealthy city. Aquilos is famous as the birthplace of chivalry in the Empire. The Priest, Honore Bovet, wrote a treatise, *The Tree of Battles*, 100 years ago; this formed the basis of chivalric thought. The Knights of Aquilos are famous for their prowess in battle and their strong code of honor, and are referred to as the “Flower of Chivalry.”

Ostrovir

This land was once the home of the Ostrovirs, a tribe of loosely federated warrior bands. They fought from large

chariots, each with a charioteer, a slinger, and a man with a long lance. They would drive up to their enemies, and assault them with a hail of stones. The lance-wielding companions fended off attacks. The First Protector, Belisar the Hammer conquered Ostrovir at the Field of Blood.

Nowadays, Ostrovir recovers from the effects of a plague that ravaged the province 15 years ago. The Patriarch has appointed a new Bishop, Lothar. Lothar was the Secretary to Ichthus, when he was Cardinal of Gallicus. Lothar has the task of rooting out the heretical Baron of Cravant. Lothar has also been promised the Barony of Cravant if he succeeds.

Occitania

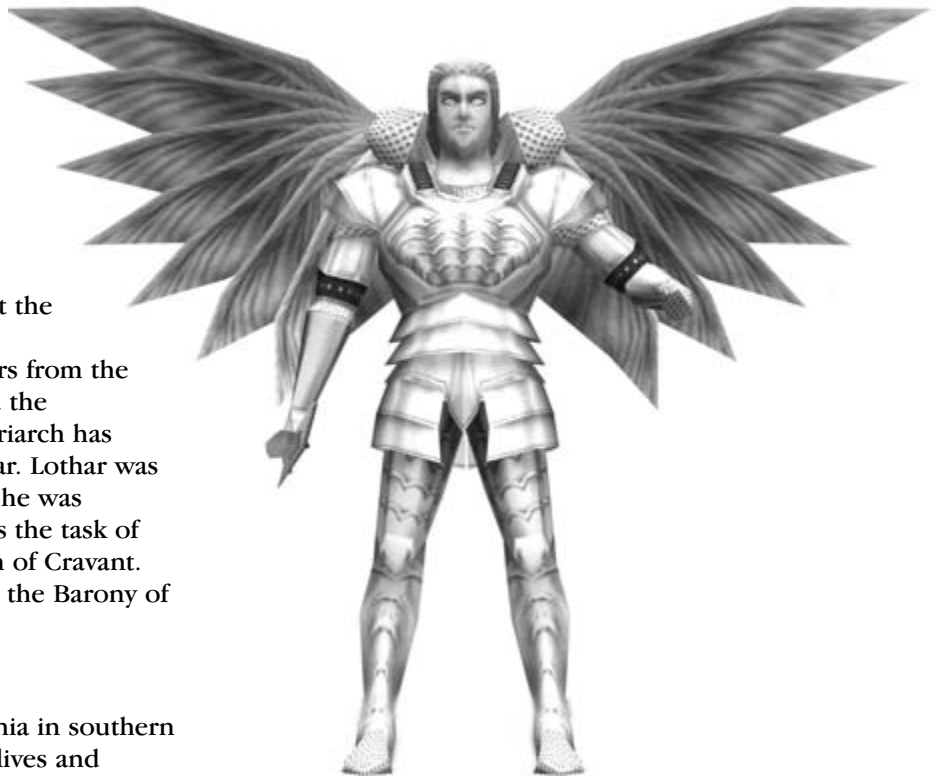
The sun-baked fields of Occitania in southern Gallicus are famous for their olives and wines. Occitania is an ancient land, whose people speak a strange dialect. It is the most peaceful province in the Empire. Its people are quiet and industrious, preferring to harvest their grapes and sell their wine to the rest of the Empire.

Latia

Latia is the homeland of the Empire, encompassing the provinces of Samnos, Etruscia, and Liguriensis. It is rich in minerals, with large tracts of fertile agricultural land.

Samnos

In ancient times, Samnos was the enemy of Liguriensis, and they fought many vicious and bloody wars. The Liguriensins prevailed and annexed Samnos, only to be conquered in turn by the Etruscians. Nowadays, Samnos is a peaceful land, whose extensive mines provide the Empire's iron ore.



Etruscia

Etruscia once ruled all of Latia, but the citizenry of Telamagna overthrew them, enthroning their King. Nowadays, Etruscia is governed by the Earl Marcus Tathamus, a man of honor whose loyalty is to the Empire rather than to the Patriarch. This makes his situation difficult....

Liguriensis

Home to Telamagna, the capital of the Empire, Liguriensis governed Latia. For centuries, it remained a peaceful trading nation, until St. Anathos came to preach the Faith of the One God, militarizing all of Latia with the mission of spreading the word by force.

Akaia

Akaia is an ancient land, once the seat of a great empire that included Agyptus, Anatuwa, and Oriens. It is rumored to have been built by the legendary conqueror Iskander the Magnificent, though some say Iskander never existed and claim that the Akaian Empire is just a fable. (Naturally, expressing that view while traveling in Akaia is ill-advised.)

According to the legend, the Akaian Empire collapsed after the death of Iskander. Over the ensuing centuries, farming of the land left Akaia with a sparse terrain, where it was once green and fertile, and it is unable to support the large populations of ancient times.

During the reign of the Protector Kolvas, hordes of mounted Magiars and Abbasid desert tribesmen attacked Akaia. Unable to defend itself, Akaia turned to Kolvas the Great and asked for the Empire's protection. Kolvas agreed, but only if the Akaians adopted the Faith of the One God. They accepted, and Kolvas led the Scara into Akaia, driving out the Magyar and Abbasids in a lightning campaign. Ever since, Akaia has

been a stalwart and loyal province of the Empire (it lies on one of the most troubled borders of the Empire).

Akaia is famous for its well-trained Spearmen. These Spearmen have formed an integral part of the Scara for centuries.

Today Akaia is governed by the Grand Duke Zimiskes, who has his hands full. Left to its own devices by a preoccupied Patriarch and an uncaring Protector, Akaia is under attack by King Kolchas of Magiaria.

Illyricus

In the past, several tribes who warred amongst themselves inhabited Illyricus. Famed for their javelin-armed light cavalry, the Illyricans fight on horseback. A few centuries back, the Empire sent an army to conquer Illyricus. The tribes united under a war leader, Sobieski, and defeated the Imperial forces in battle. Sobieski then led his victorious cavalry army to the gates of Telamagna.

Sobieski's wife, upon hearing that her husband had been having an affair with one of his warrior-women, struck Sobieski over the head with a cooking pot, accidentally





killing him. Without his leadership, the coalition of tribes fell apart. The Empire bribed various factions, until Illyricus bled itself dry with internecine warfare. The Empire invaded once more, and this time was unopposed. Today Illyricus is a recruiting ground for the Empire's light cavalry.

Tharingia

The Grand Duchy of Tharingia is heavily forested, with its major cities spread along the river Rher. In past times, Tharingia was the home to a courageous (some would say

foolhardy) race of sky-worshipping Barbarians, who fought naked and believed that their rune-carved talismans would keep them safe in battle. It didn't turn out that way, and Kolvas' Tharingian campaign was the easiest and swiftest he had ever fought.

The Tharingians abandoned their old gods, who had failed

them, and embraced the new Faith of the One God in the cities and towns.

Tharingia is home to the Order of the Tharingian Knights, a group of crusading knights charged with protecting the Imperial Church from the dangers of the Pagan east. Their headquarters are in a heavily fortified town, the Castle of the Black Bear, named for the aggressive bears of the Tharingian Forest. The Faith holds sway in the urban areas, but in the heartlands of the Forest the old ways are still practiced, and the Elder Gods still worshipped.

Lands Outside the Empire

Sultanate of Saljukis

The Saljukis were a race of steppe warriors who overran the kingdoms of Anatuwa and Oriens 300 years ago, forming the Sultanate of Saljukis, with its capital at Toqhuz Oghuz. The Saljuki religion is different from the Empire's, though both are monotheistic.

Recently, the last of the Saljukis' Qizil dynasty, Sultan Junaid al din Qizil, died childless in battle against the Empire, leaving a power vacuum.

Two factions struggle for the throne of the Sultanate—led by the Amir of Anatuwa

and the Kaliph of Oriens. The Amir, Sanjar al din Ahmad, leads the "Black Sheep" faction, and the Kaliph, Shapir ibn Ayyab, leads the "White Sheep".

The Amir is the descendant of Kalas—the Undoubted One or the Son of Heaven—and is a divine ruler sanctioned by God.

The White Sheep believe that the Undoubted One—although a spiritual leader whose word is "the Word of the Most High"—was a man, a vessel for God's Will. Therefore, they believe that the throne should be left to

the rightful kings of the Saljukis—in this case, the Kaliph Shapir.

This makes the civil war vicious. The god of the Saljukis is not the same as the One God of the Empire, though both religions arose in the “Four Cities of Antiquity.”

Anatoluwa is composed of the old lands of Asiana and Pontos. Oriens is made up the provinces of Fancia, Abbasid, and Sassania. Fancia is also home to the Tetrapolis—the Four Cities of Antiquity (Ekron, Achdod, Askulon, and Gith).

Lost City of Uzermaatre

Legend speaks of the Ruined City of Uzermaatre (meaning “truthful way of the Sun God”) in the Abbasid desert, the remains of a once-great empire of wisdom and knowledge. Many have sought the Great Library of Uzermaatre, believing that in its Halls of Wisdom are stored ancient texts on lost civilizations, philosophy, medicine, and crafts from ancient times to the modern day.

Magiaria

Magiaria is the land of nomadic horse archers ruled by Karchas, King of the Seven Tribes. The horse archers raid the Empire. Magiars have a reputation for savagery and are called “the Ravagers” by the people of the Empire. The perilous state of the Empire has allowed the Magiars to overrun Akaia with impunity.



Agyptus

Agyptus is ruled by Qatuz Shah, leader of the Zarads. A Zarad (meaning a mail shirt) was once a slave warrior. The Zarads are a hereditary warrior caste. Their army rebelled recently against the old Umaid Kaliphs, driving them westward into Berbaria.

The Zarads' capital is Quayro. Qatuz Shah is massing the Zarads to invade Berbaria. He claims Fancia as an Agyptan province, on the grounds that it was a thousand years ago.

The Zarads are highly trained, resolute, and hardy, brought up from birth in the ways of war. They follow the Furuysiya (a tactical system of warfare using the lance and the bow) and the Futuwa (a chivalric military code of ethics). The Zarads have yet to be defeated in war.

Ibericus

Ibericus is an independent kingdom, at war with the Umaid Kaliphate of Andalos. King Vivar of Ibericus has appealed to the Empire for help. Karlem Agnus was partial to the idea, but the Empire is overstretched,

because of the Patriarch's power mongering. This makes Ichthus unpopular in some circles, but he would like to aid Ibericus if he could find a way to do it without sending in the Scara.

Andalos

Mansour al Abu'l is the Kaliph of the Umaids, ruling over Andalos and Berbaria. Because the army of the Zarads have driven the Umaids out of Agyptus, the Kaliph is expanding the Umaid Kaliphate at the expense of Ibericus to the north. Only then would he have the resources to contemplate retaking Agyptus. The war with Ibericus has ground into a stalemate.

Berberia

Ruled by the Umaids, Berbaria is hot and dry, save for the fertile coastal strip. It breeds a race of hardy desert warriors, formidable in battle, but few in number.

Caledon

The inhabitants of the wild heath lands and craggy mountain forts of Caledon are organized into kinship clans with no ruler. Fiercely independent, these savage Barbarian

warriors have resisted all attempts by the outside world to conquer or convert them. They spend their time fighting amongst themselves, raiding Angland to the south, or hiring themselves out as bands of Barbarian warriors to the highest bidder.

Some Caledon warrior bands have reached as far as Toqhuz Oghuz in the east, where they were employed as bodyguards to the Sultan.

Angland

Eight hundred years ago, many small Pagan nations, ruled by chieftains inhabited Angland. They would get together at the Festival of the Greening of the Land each spring. In times of trouble, the chieftains would hold a Gathering of the Lords and elect a High King, usually for a year only, to lead them in battle.

The independent tribes faced raids and incursions by Northlanders, Caledons, Losatians, Outlanders, and anyone else who fancied some plunder. Increasing raids from the mainland forced them to unite under a High King elected for life, Coel the Old, chosen for his experience in the ways of war. But this unification came too late. An alliance of Northlanders and Losatians—led by two Losatian brothers, Svein and Svort Angar—launched an invasion. Old King Coel's army was routed at the Battle of Malidon Hill. Coel died soon after, choking on one of his own teeth.

The Angar brothers suppressed the local population, setting up a new kingdom—Angland. Svein murdered Svort by drowning him in a vat of oatmeal porridge at a winter feast, and proclaimed himself High King of Angland. He ruled over the Barons he created from the more powerful of his Northlander and Losatian followers. In the years that followed, the Angar dynasty of High Kings waned as the Barons gathered more and more power to themselves.





About 350 years ago, the Empire annexed Gallicus, and St. Celestine came to preach the 52 Epistles (the Sacred Scriptures of the One God) to the Anglanders. The High King at the time, Eolfric (who was later proclaimed a saint) adopted the new faith. Angland embraced the faith, though it has resolutely resisted becoming part of the Empire.

Fifty years ago, the High King died without an heir, leaving Angland a divided place with Barons vying for the kingship. Some of these Barons are little more than jumped-up bandit chiefs.

Currently, there's no High King, though Ragnar the Ruthless, Baron of Jarlsfjord, is the most likely candidate.

An ancient law requires the Freemen of Angland (tenant farmers) to practice with the longbow (made from a tree found only in Angland, the yew) from the age of six. The Freemen of Angland are much sought after as Longbowmen, and serve in several companies of mercenaries, the most well-known being the White Company of Sir John Ravenswood.

Griffyd

After the invasion of the Angar brothers, many refugees, particularly the Druyd Priests of the old religion who were persecuted mercilessly by the new conquerors, fled to Griffyd. These Pagan mystics lead the people of Griffyd in the ancient ways of their forefathers, venerating the spirits of nature.

The Druyds have martyred many missionaries of the One God in this strange land. The Empire holds these Pagan Priest-Kings to be demon worshippers, who have turned against the One God. But the people of Griffyd keep to themselves, so it's hard for any Patriarchs to muster support for a Pious War against them.

In any case, the terrain is so difficult that most commanders would balk at the idea of invading it.

Nordmark

Nordmark is an area of northern Orbis encompassing Tharingia (part of the empire), Losatia, and Bohemundia. A long time ago, many Northlanders from the Isle of Skane

migrated south to this part of the world, and settled here, naming it Nordmark.

Kingdom of Losatia

Losatia is ruled by Queen Ruthenia, now in the thirty-sixth year of her reign—making her one of the longest-lived rulers in Orbis. Property in Losatia is inherited through the matrilineal line, and the free women of Losatia own most of the farmsteads. Thus, women in Losatia have a greater say in the running of things compared with most places in Orbis.

The Losatians follow a different version of the Faith of the One God, called the Losatian Heresy by the Imperial Church, and the Madalenian Church by the Losatians, after Madalena the Holy Sybil. Once a nun in the Imperial Church, Madalena attacked the corrupt and worldly ways of the Imperial Patriarchy—particularly the notions that only men could attain positions of power in the church and that the idea of a Matriarch was anathema in the Imperial Church’s eyes. Later, the Losatian Church split from the Imperial Church, and went its own way. Now known as St. Madalena the Pious in Losatia, she is called the “Succubus that sits at the feet of the Evil One” by the Imperial Church and condemned as a heretic.

Although the Imperial Church would like to see a Pious War to conquer Losatia and stamp out the Losatian Heresy, the political will for such a move is not there. Losatia has strong links with Bohemundia—so a war against Losatia would mean a war against Bohemundia, too. Also, the Empire trades with both kingdoms, making the Merchants Guild strong opponents of such a war.

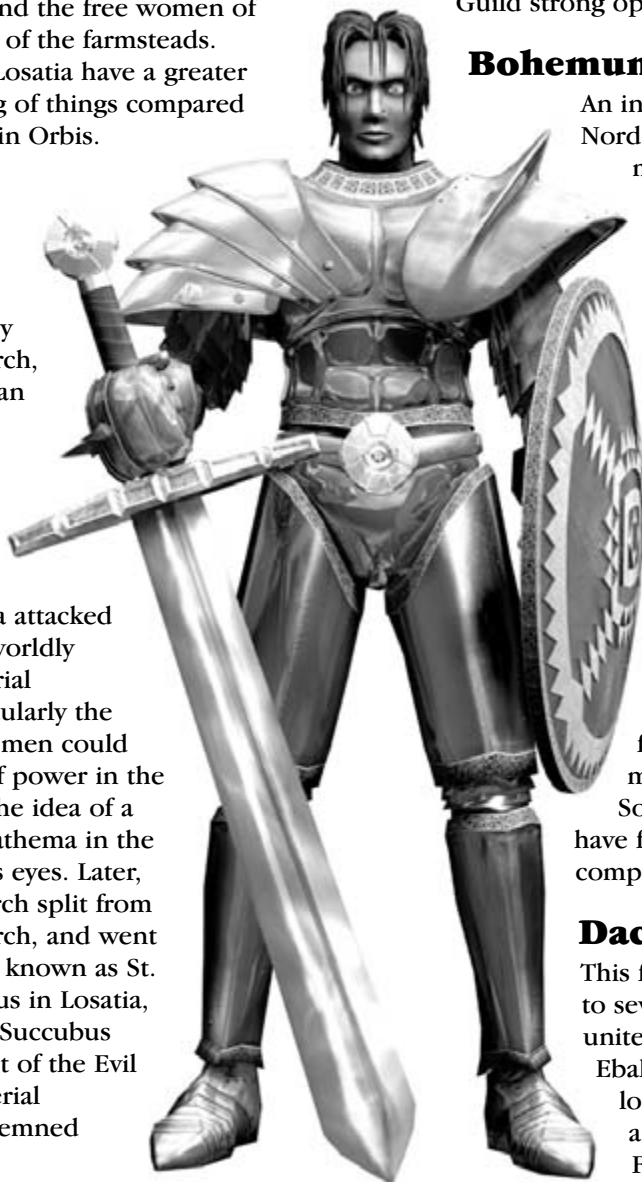
Bohemundia

An independent nation in Nordmark, Bohemundia is made up of confederation of cities, called the Bohemic League, ruled by the Margrave of Bohemundia, Martin the Fat. The Margrave is elected by a Parliament of Electors from all the cities and serves for life.

The Bohemic League is made up of several free cities, whose main interest is in trade. The Electors are the guild masters of each city’s Merchants Guild. Bohemundia is famous for its citizen’s militia of stout Pikemen. Some of these Pikemen have formed mercenary companies for hire.

Dacianus

This forested land is the home to several warrior tribes, united under the rule of King Ebalus. They fight with a long pole arms tipped with a huge scythe, called the Falx, a weapon that



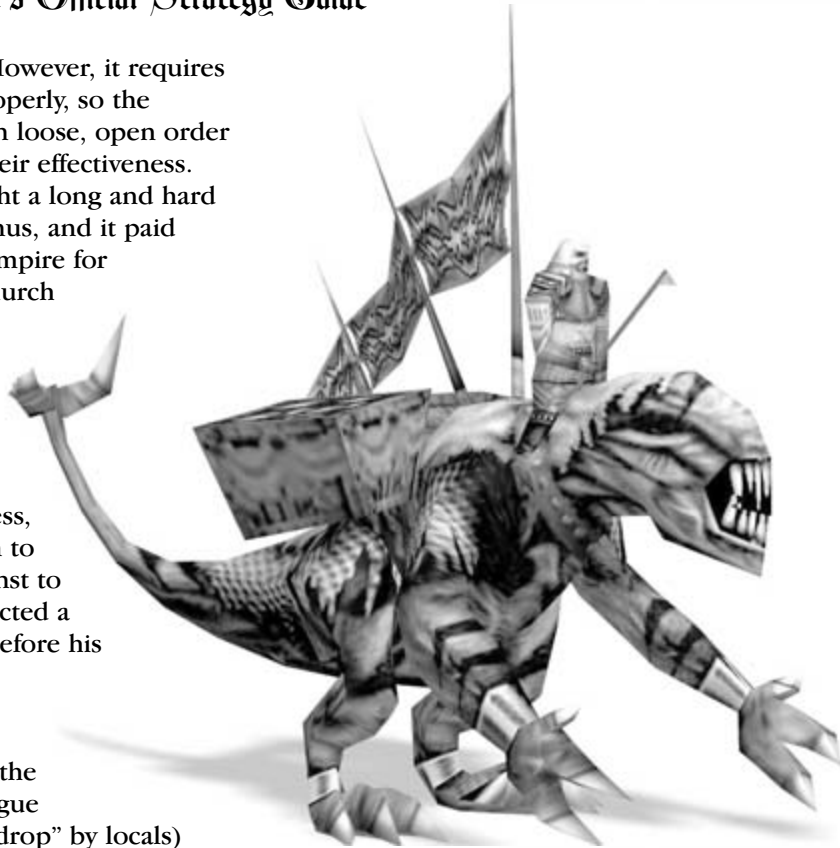
inflicts terrible wounds. However, it requires a lot of space to wield properly, so the Dacianians tend to fight in loose, open order warrior bands, limiting their effectiveness.

Kolvas the Great fought a long and hard campaign to pacify Dacianus, and it paid taxes and tribute to the Empire for 30 years. The Imperial Church sent missionaries into Dacianus, led by a Priest called Bristo, known for his piety and unwavering faith, later known as St. Bristo. St. Bristo had initial success, converting an entire town to the One God. Unbeknownst to him, St. Bristo had contracted a form of virulent leprosy before his mission started. Suddenly he was struck down, infecting many of the townsfolk in the process. This hideous plague (called the “stinking limbdrop” by locals) swept across Dacianus, decimating the population. The local rulers took this as an omen, and led the people in a revolt against the Empire and its religion.

After Kolvas' death, the Empire suffered a period of internal instability and was unable to do anything about the revolt, giving up Dacianus. All followers of the One God were persecuted, and Dacianus reverted to Paganism. Now they worship a creator goddess, Julia the Huntress, a goddess of nature, red in tooth and claw.

As for St. Bristo, he recovered from the leprous plague (though his entire left arm had to be amputated) and, after many adventures, made it into the Empire. The Patriarch Moletus summoned him to give an account of his experiences.

As he traveled to Telamagna he stopped at a wayside pool to bathe. Unbeknownst to



him, the pool was close to a local cesspit, and he contracted a form of botulism from the polluted waters, something the people knew of as the “pop-eyed death.” On his arrival at the Sacred Palace, he infected the Patriarch and most of his Cardinals, all of whom died raving like madmen, blinded, their bodies bloated and putrescent. Bristo survived, though the disease left him blotched and disfigured.

Bristo was sent to a remote monastery to end his days in peaceful contemplation, but suffered a relapse of both the leprosy and the botulism, which spread to those around him, wiping out all the Monks. Alone and driven mad by disease, he lived a hermit-like existence in the empty monastery, to which none dared travel. Eventually, he pricked his

thumb on a rose thorn and died within a matter of days of clostridial gangrene.

The Abbot of the monastery had been embezzling funds, with the Monks' knowledge. In later years, the Patriarch Moletus, whose tenure was marked by corruption and debauchery, was condemned for heresy and evil works and his name expunged from the list of Holy Patriarchs. Bristo was seen as an instrument of the One God's wrath, bringing disease and death to unbelievers and heretics, and was made a saint. He left behind him a Holy Relic, the Blood of Bristo. Kept in a vial, his congealed blood liquefies, as if freshly shed, every year at the Feast of St. Bristo and causes disease among the unholy and the corrupt.

Rusland

Rusland is a large sprawling territory, home to many nations, and is the last "civilized" land before the Great Steppes. The most famous of these tribal nations are the Skythos, a nation of sun-worshipping warrior

women. They're ruled with an iron hand by Marjoria, War Queen of the Dawn, nicknamed "Red Knees" after her favorite method of dispatching her enemies. She has a preference for wearing spiked knee guards and uses them in battle. These knee guards get covered in blood, hence the name "Red Knees." War Queen Marjoria is famed for her beauty and her vicious brutality!

Vallakia

Vallakia is ruled by Boyars, powerful warrior nobles, who govern the land through the Council of Warlords. Each Boyar has a Sorcerer-Priest by his side as an advisor. It is a land rich in Pagan ritual and magic. These Sorcerer-Priests raise the dead to serve as Undead Warriors, which is why Vallakia has never been conquered.

The Great Steppes

Known to the west as the "Land Abandoned by God," the endless steppes are uncharted by the scholars and geographers of the Empire,



and inhabited by hordes of child-eating cannibals, demons, and other foul beasts.

In the past, the Supreme Patriarch Demosis II called for a Pious War to bring the Faith of the One God to the steppes. A Sacred Order of Knights—the Tharingian Knights—was established to lead this crusade. A vast army of knights and warrior pilgrims set off into the hinterlands of the steppes. They were never seen or heard from again.

The Sacred Order of Tharingian Knights survives, but is concerned with defending Ostmark and Nordmark from the incursions of raiders from the steppes.



Rumors have reached the Empire of a dreadful new war leader of the steppes called Krum the World Burner. His merciless armies of armored bowmen have devastated parts of Kathay, razing entire cities to the ground—and either killing everything in the city or enslaving the population. Should he ever arrive, many things would change.

The Isles of the Northlanders

Various groupings of seagoing Barbarian raiders live in a loose confederation of tribes. With the current weakening of Imperial power, their raids are becoming more frequent and daring. A new Barbarian Queen, Arnulfia the Helm-Cleaver, has risen to power, uniting many of the tribes under a loose, democratic system of kingship. This threatens the outlying provinces of the Empire, as the Northlanders live to raid and pillage.

The Isle of Skane is the main island in the group, where the High Queen has her throne and where the Northlanders meet every three months at the Warrior's Moot to discuss matters of policy, conduct trials, and govern the loose confederation of independent families, tribes, and groups.

The Proving Grounds, where men and women are initiated into the warrior clans of the Northlanders is a large arena where disputes are settled between individuals and small armies!

The culture of the Northlanders is characterized by special societies dedicated to warfare, with their own strange warrior code. Their greatest goal is to bring plunder and booty home from abroad. Outsiders are simply cattle to steal and kill, but amongst themselves strict codes of honor, vendetta, blood vengeance, and duels to the death in the Proving Grounds govern their lives. The Proving Grounds are where the young are initiated into adulthood, where trials by

combat (the most common way of resolving a legal dispute) and duels of honor are fought.

The Isles of the Northlanders include Torgar, Hrafniston, Skane, Tryggvason, and Kelnis. Chief Olaf of Tryggvason has recently converted to the Faith of the One God and is trying to convert the rest of the Northlanders by the sword.

The Outlands

Beyond the Isles of the Northlanders are the Outlands, an almost mythical place who some say does not exist. Only in the writings of one ancient scholar, Strybo of Telamagna (known as the Honored Wiseman), do the Outlands appear and only then as a passing reference said to come from the lips of a captive Northlander, who all good men and true followers of the One God know are liars and cheats.

Kathay

Kathay is the generic name the scholars of the Empire give to the vast, unknown lands east of the Saljukis Sultanate. Only two kingdoms are recorded, Shung and Koryo, information gleaned from Saljukis merchants, though many others are thought to exist.

Shung

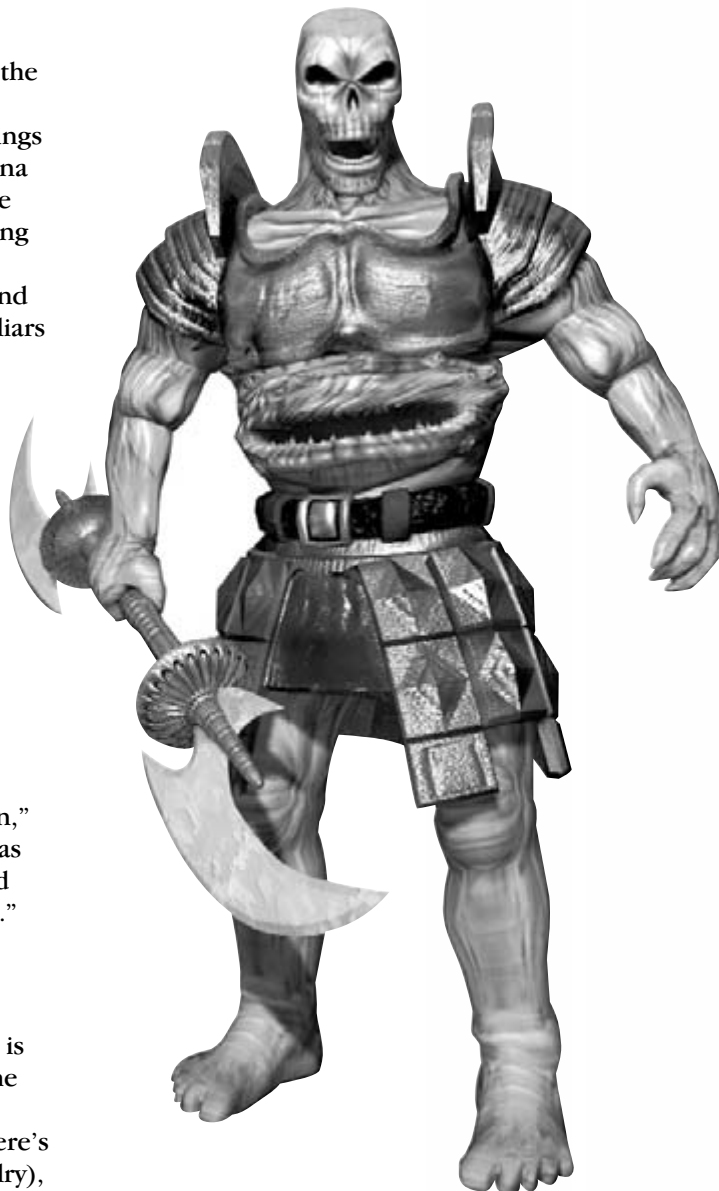
The Shung Emperor is known as the “Emperor of the Eleven Kingdoms, and Revered Holder of the Mandate of Heaven,” amongst other, more obscure titles. He has his capital at Kaotzu. His troops are called “The Ever Victorious Six Armies of Shung.”

Koryo

Koryo is the second known kingdom of Kathay. “Two Guards and Five Battalions” is the name of its army. It is composed of the Dragon Lion Guards, and Soaring Hawk Guards who are the royal bodyguard. There’s the Battalion of Left and Right (light cavalry),

the Holy Lion Battalion (unknown), the Thousand Bull Battalion (heavy cavalry), the Far Striking Battalion (archers), and the Capital Guard Battalion (elite troops).

Nothing is known of their rulers, but Saljukis merchants say the Koryo Province of the Nine Forts is not far east of Oriens.



The Organization of the Empire of the One God

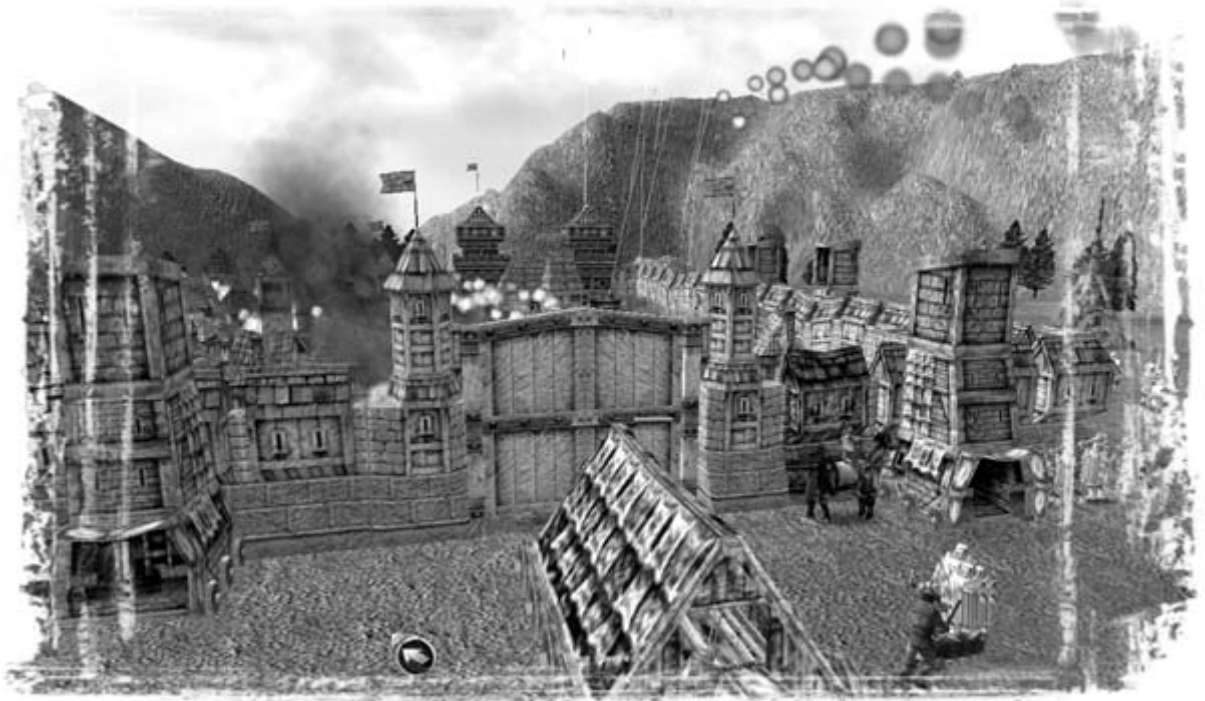
The Senate

The Empire consists of several Grand Duchies or Dioceses. Each Grand Duchy is divided into Earldoms. Each Earldom, if large enough, is made up of a number of Baronies.

The Senate, which convenes in Telamagna twice a year, is composed of the Grand Dukes, Earls, and Barons of the Empire, and is democratic. Each Baron has one vote. Each Earl has as many votes as there are Barons in his Earldom, and each Grand Duke has as many votes as all the Earls in his Diocese. Senatorial votes are conducted in strict rotation, until a majority

decision is reached—all the Grand Dukes, then all the Earls, then the Barons. Often this means the Barons don't get a chance to cast a vote! Legal initiatives introduced by the Protector or the Patriarch must be "rubber-stamped" by the Senate, as does the appointment of a new Protector. The Senate is responsible for choosing the Holy Protector, but the Great Cardinals of the Quaestoria appoint the Patriarch.

Senatorial rank is a hereditary post. Vacant Senate posts (due to a line dying out) are filled by decree of the Patriarch and the





Protector. There have been a few new families lifted to Senatorial rank because of the “dismantling” of several ancient lineages by the new Patriarch. Some Barons and Earls, have been accused of treason or heresy and their families expunged, and replaced with henchmen of the Patriarch’s choosing. There are certain Grand Dukes the Patriarch would like to move against, but his power is not great enough to pull this off.

The Assembly of the Tribunes

Originally, Tribunes were elected by the guild masters of all the major cities and represented the interests of the common people. The Assembly has the power to block certain Senatorial laws and ratifications. Because the Reforms of the Patriarch Odo the Sacrosanct (who died when a ceiling fell on him) some 250 years ago, Tribunes are appointed by the

Grand Dukes, with a stipend paid by the Quaestoria, thus neutralizing their influence.

Since the Supreme Patriarch, Ichthus Granitas, came to power, there has been a purge of the Tribunes—accusations of treason, heresy, and “crimes against God,” have led to arrests, exiles, excommunications, and executions. Those Tribunes who still refuse to cooperate with the new regime are not paid by the Quaestoria (see “The Scara Praetorium”).

Continued non-cooperation can lead to political blackmail, then accusations of treason, heresy, or a summons to appear before a Tribunal of the Brotherhood of Inquisitors.

The Scara Praetorium

The Scara is the standing army of the Empire, a small core of professional armored cavalymen or Imperial Knights. These “stipendiary knights” are full-time soldiers, paid by the Praetorium Treasury.

The officers and elite bodyguard units are drawn from the sons of the aristocracy, who are expected to support themselves (and would take offense at being called a stipendiary knight). The rank-and-file soldiers are chosen by traveling Praetors, who are always on the lookout for suitable candidates from the common folk.

There is also a range of support services, including an Imperial Siege Train, the Imperial Infantry, and the Priests Milites (or military priests, who minister to the spiritual needs of the army). Directly under the Holy Protector are the Master of Horse, the Master of Foot, the Master of Machines, and so on, all of whom must be of noble rank.

The Scara Praetorium is the administrative body of the armed forces. There are permanent Protectores and Praetors who

function as a general staff in charge of training and logistics. In times of war, they're responsible for raising more troops from the Dioceses and Earldoms of the Empire, using a levy process called the Commission of Array. This entails telling a Grand Duke the size of army he should bring to the "party." The Grand Duke appoints his own Ducal Legate, who does the same with his Earls and Barons. Some Grand Dukes maintain permanent Ducal Legates and permanent standing armies of Diocesan troops.

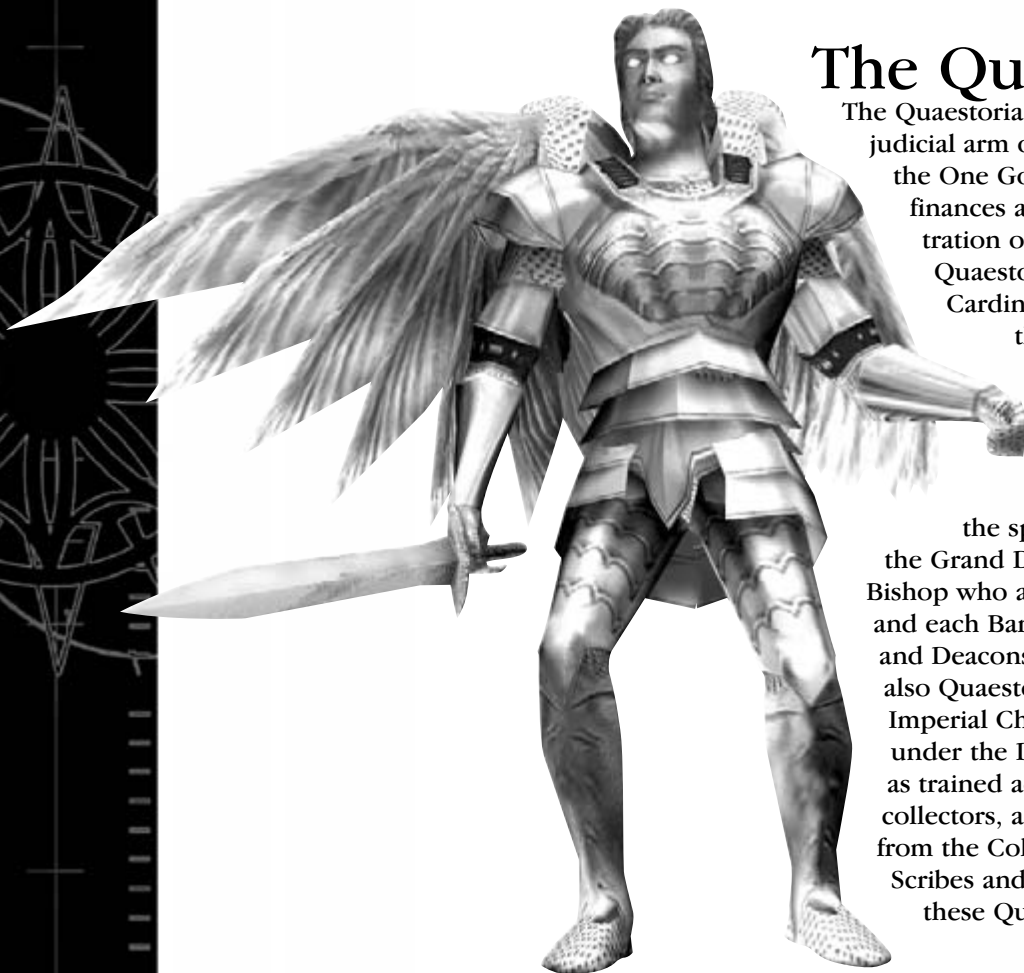
The Scara Praetorium and the Scara are under the control of the Holy Protector. The

Scara Praetorium also has the power to levy a Scutage Tax (a payment in lieu of military service) and a Tallage Tax (a tax for the repair and maintenance of fortifications) once a year from all the Grand Dukes, who in turn pass the tax on downward. To increase or levy these taxes more than once a year requires the ratification of the Senate and the Assembly.

The Holy Protector also owns a few fiefs scattered around the Empire at strategic locations that provide him with a substantial personal income from tenant farmers. Some of these border fiefs contain powerful castles from which a Protector can plan military operations, and garrison his armies.

The Quaestoria

The Quaestoria is the administrative and judicial arm of the Imperial Church of the One God, in charge of the finances and non-military administration of the Empire. The Quaestoria is made up the Great Cardinals, who are appointed by the Patriarch. The Patriarch is the head of the Quaestoria. Each Diocese or Grand Duchy has a Great Cardinal, who serves as the spiritual counterpoint to the Grand Duke. Each Earldom has a Bishop who answers to his Cardinal, and each Barony has various Priests and Deacons and so on. There are also Quaestors, appointed by the Imperial Church, but sent to serve under the Dukes, Earls, and Barons as trained administrators, tax collectors, and judges. People drawn from the College of Secretaries as Scribes and Advocates also serve these Quaestors.



There are different types of Quaestors: Procurators of Sacred Largesse are seconded to Grand Dukes to administer the Dioceses in his name and to collect taxes, and Quaestor Provinciae are seconded to Earls. The Quaestor Magistrates travel around the Empire as judges, dispensing justice. Their entourage include Lictors, trained by the Guild of Torturers, who are the only people licensed to perform executions. These legal caravans are accompanied by members of the Brotherhood of Inquisitors, always vigilant for heresy, demonology, or witchcraft, armed with legal tomes like *The Denial of All the Heresies* by the Patriarch Alexandros II (called “the Zealot”) and the *Index of Proscribed Texts*. Accompanied by their Sacred Lictors, who are skilled at burning people alive and the “Exorcism by Torment,” the Inquisitors are greatly feared!

The Supreme Patriarch Ichthus has subordinated the Quaestoria to his will to such an extent that people compare him to the Patriarch Lukius. Lukius was nicknamed the

Iron Priest because of his habit of wearing full armor everywhere he went, even when performing the Holy Litanies! The Iron Priest had ruled like a tyrant, without the aid of a Protector, 600 years ago—during a troubled time in the history of the Empire. He died of six wounds, incurred while leading an assault against the Citadel of the Holy Protector, trying to put down a revolt in Telamagna.

Today, the Holy Protector, Karlem Agnus, is quiet. Before Ichthus came to power, he had been victorious in several battles against Magiar raiders and had driven a Saljukis army to the gates of Toqhuz Oghuz after winning a decisive victory in which the Sultan Junaid was killed. After concluding a favorable peace treaty for the Empire, he returned to Telamagna in triumph. Though still in his prime since the new Patriarch has come to power, Agnus rarely ventures from his Palace, is rumored to have given himself up to the pleasures of the flesh, and slavishly endorses the new regime of Ichthus.



Guilds, Institutions, and Societies of Orbis

Religious Orders of the Empire

There are many orders of Monks throughout the Empire and other lands that embrace the True Way of the One God. Here are some examples of the most important and well-known.

The Order of the Innocent Friars

A “back to basics” order of Monks, concerned with caring for the poor, the sick, the lepers, and the like. Several Patriarchs have come from their ranks in the past. There is a fanatical group called the Zephyranti (Soul of Air, or Air Souls) within the Innocents. They believe all people should live a spiritual and ascetic life on earth, abjuring wealth and



earthly matters. Though approved by the Patriarchy and the Quaestoria, the Innocents are an outspoken order, criticizing the Patriarchs, particularly the more opulent, worldly ones. Several Zephyranti Innocents have been burned at the stake in the past for heresy by Patriarchs who had to choose between giving up all worldly possessions and endorsing the Monks or denouncing the Monks as having been lured from the True Way by Demons of the Dark.

The Celestinian Order

Named for St. Celestin, who founded the order. Celestin successfully started the process of conversion to the One God in England, but was martyred while attempting to convert the clans of Caledon. He was head-butted to death by a drunken clan Chieftain who took exception to the way Celestin looked at him. The Caledons remain Pagan.

The Celestinians are missionary Monks, dedicated to preaching the Law of the One God throughout the Empire and abroad. Known for their proselytizing zeal, this order was commanded by the Supreme Patriarch Gregor IV to set up another, more infamous, order using particularly fanatical Celestinians at its core. This order was called the

Brotherhood of Inquisitors, charged with rooting out heresy, demon-worship, witchcraft, and any other practices not consistent with the One Faith.

The Brothers of St. Cuthbert

This order of Monks is devoted to healing the sick. They wander throughout the Empire and abroad. Though sanctioned by the Imperial Church, they get into

doctrinal difficulties with the Church. This is because the Brothers are sworn to heal anybody and everybody, even foreigners, Pagans, heretics, and criminals. This is often inconvenient for the Imperial Church. It means the Brothers set up hospices at their Monasteries all over the world, particularly near battlefields, for all peoples welcome the Brothers of St. Cuthbert.

The Brotherhood of Inquisitors

The Guild of Torturers, whose function had been secular and judicial, were ordered to train special Lictors (executioners and torturers) according to the needs of the Inquisitors. These Sacred Lictors serve the Brotherhood exclusively and are experts in exorcism, spiritual and physical torture, execution by burning, and various other gruesome skills. This has brought the guild and the Inquisitors closer together, making a feared faction with considerable power in the Empire. The Grand Inquisitor is Ignatus Torqus, renowned for his zeal, who sees the Hand of the Evil One everywhere. He has been in power for 12 years and favors Icthyus's way of doing things.

The Zaccharites

The Zaccharites run many hospices for the poor, but are more noted for their commitment to public penance and self-flagellation. Two hundred years ago, one of their order, a Monk called Skotavus whipped himself daily during a three-week pilgrimage to the Blessed Church of St. Anathos the Founder in Telamagna. He employed a Journeyman from the Guild of Torturers to whip him while he slept. Weak with loss of blood and covered in welts, he staggered across the Plaza of the Saints in Telamagna and made it to the Church as the Supreme Patriarch, Leonid III, stepped out after performing the Sacred Litany. Gasping for breath, Skotavus fell to his knees and embraced the Patriarch, smearing Leonid's white robes of office with blood and filth, then died, his hands locked in a death grip around the Patriarch's legs. The Patriarch, shocked and stunned, unsure as to whose blood was staining his clothing, thought he had been the victim of an assassination attempt and fainted. Subsequently, Skotavus was sainted, though not by Leonid III!

Military Orders of Orbis

The League of Knights

Nordlanders who hire themselves out as mercenaries make up the League of Knights. Not "knightly" or trustworthy!

The Company of Halberdiers

Comprised of well-trained and formidable Pikemen from Bohemundia, the Company of Halberdiers has a reputation for honoring contracts and remaining loyal to employers.

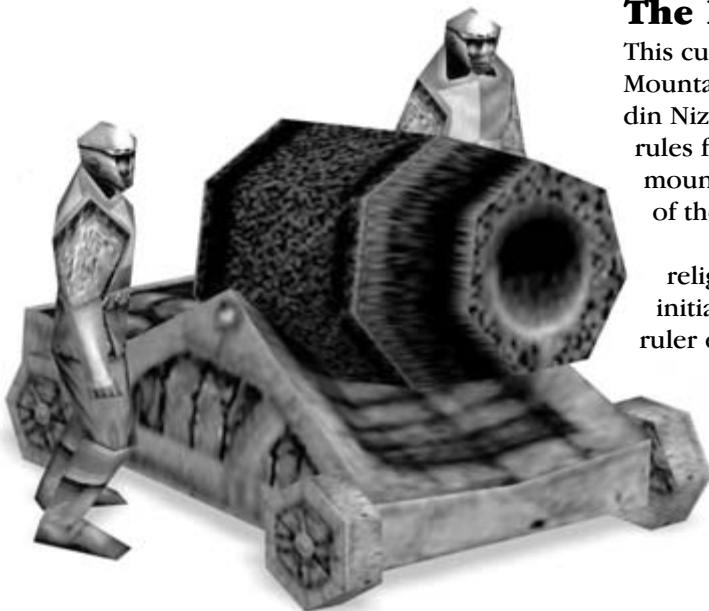
Company of the Great Helm

The Great Helm is the largest of the mercenary companies with Houses in all the major Dioceses in the Empire. They fight with sword, shield, helm, and chain mail, and are more like a guild than a company because of their size.

The Hashashim

This cult of assassins is based in the Jubal Mountains of Sassania. It is led by Rashid al din Nizari, the Master of the Mountain, who rules from Alamut, the "Eagle's Nest," a mountain stronghold overlooking the Valley of the Assassins.

The Hashashim are a fanatical religious sect with seven levels of initiation, from the Devoted Ones to the ruler of the sect, the Chief Missionary. The Hashashim are spies and assassins for hire, obedient to their leader, prepared to give up their lives at his whim, and highly trained in the arts of murder and espionage.



The Brotherhood of the Scimitar

This is an order of warriors based in the eastern lands of Agyptus and Saljukis. They were formed as a response to the Knights of the Sword of Anathos (crusading fanatics of the Imperial Church) and are dedicated to ridding their lands of all Crusaders of the Empire of the One God.

Knightly Orders

The Knights of the Sacred Sepulchre

Named after the tomb of Saint Anathos, the Founder of the Faith of the One God, this order of warrior Monks lead an ascetic and martial life, dedicated to spreading the faith through military means.

They are answerable only to the Supreme Patriarch, effectively giving the Imperial Church of the One God a small military arm. The Tomb of Saint Anathos is now lost, but is said to lie somewhere in the Tetrapolis, the Four Cities of Antiquity in Oriens. The order is funded mostly by the Quaestoria and the offices of the Supreme Patriarch, though it has some land and income of its own. Its headquarters is in the Fortress of the Faith, a

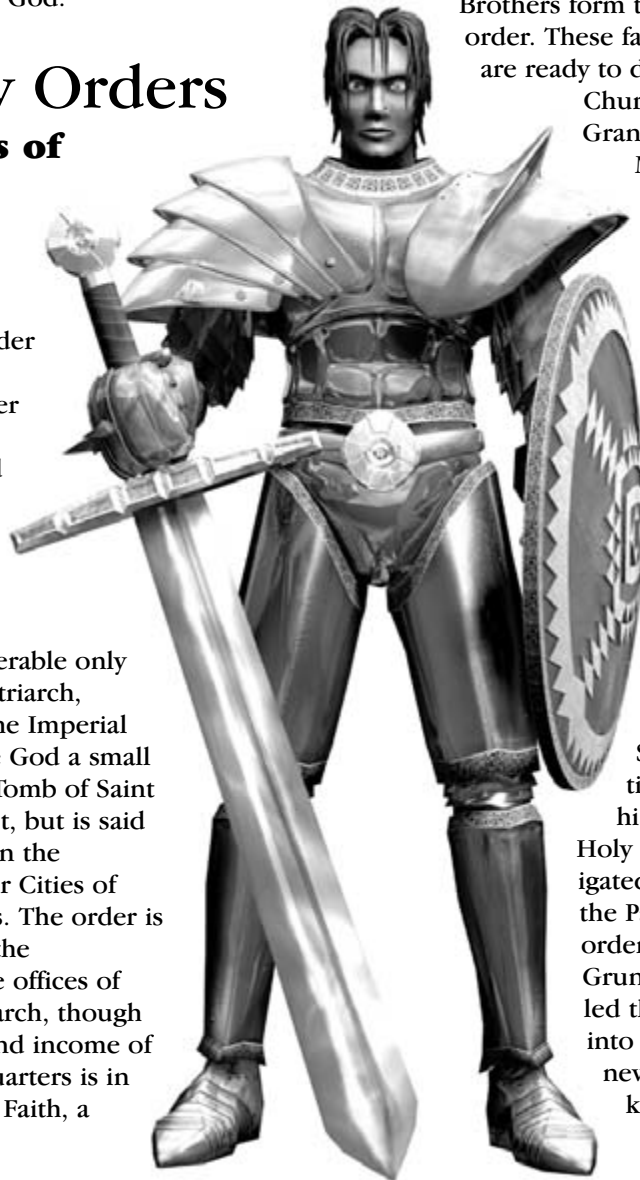
huge, sprawling castle in Etruscia, south of Telamagna. They are masters of esoteric methods of warfare and swordsmanship.

The order is administered by a Grandmaster, a Seneschal, a Marshal of the Sepulchre, and a Treasurer. There is also a Commander of the Knights and a Commander of the Houses. At the lower levels, Sergeant Brothers and Knightly Brothers form the rank and file of the order. These fanatical warrior Monks are ready to die in the service of their Church. A new

Grandmaster—Jakopo Malai—has taken up the reigns of power with the blessing of Ichthus. The Seneschal and the Marshal are unhappy with this new state of affairs; no one knows why.

The Holy Order of Tharingian Knights

Established to lead a Pious War against the Pagans of the steppes, called for by the Supreme Patriarch at the time, Demosis, the early history of this order of Holy Knights is one of unmitigated disaster. Charged by the Patriarch to organize the order and lead the War, Sir Grunwald of Bohemundia led the ill-fated expedition into the steppes but was never seen again. No one knows what befell this





army of Knights and Warrior Pilgrims, though it led to the humiliation and deposing of Demosis at a Conclave of the Cardinals where he was condemned as a False Patriarch.

Since then, the Tharingian Knights have prospered, getting land grants and stipends from both the Empire and the various kingdoms and principalities of Nordmark and Ostmark, in return for defending these realms from persistent raids and invasions from the steppes. They owe spiritual allegiance to the Supreme Patriarch, but are autonomous in terms of secular allegiance to a Duke or Earl. They have their headquarters in the Castle of the Black Bear, in the Tharingian Forest. They also own a Castle in Sybilla, a town in the kingdom of Losatia,

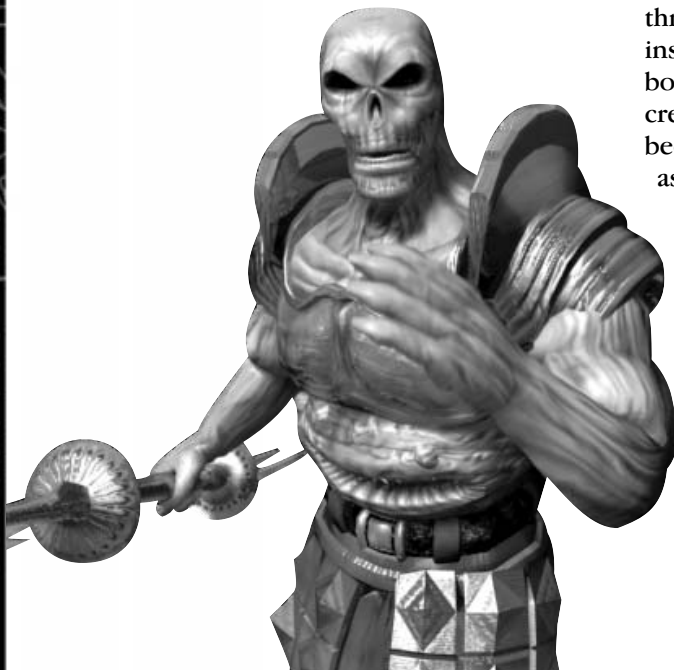
east of the Empire. Master Tern, a knight so large he is nicknamed “the Bull,” runs this fortified outpost.

The Tharingian Knights blame their initial disastrous start on the Patriarch Demosis—Demosis hired thugs to massacre the supporters of his opponents during his patriarchal election campaign. The Tharingian Knights believe this incurred the displeasure of the One God. The order maintains that the expedition was never defeated. They believe that Grunwald, who was also entrusted with a Sacred Relic (the Sword of St. Anathos), and his army found one of the Nine Gates of Hell, and fought their way in. Even now, they say, Grunwald still campaigns in Hell where Time holds no sway, contending with an

army of demons led by the damned soul of Demosis. To this day, the Tharingian Knights hold prayers for Grunwald's victory.

Knights of the Sword of Anathos

This order of knights is dedicated to freeing the Tetrapolis, where St. Anathos first preached the Epistles of the One God, from the control of the Sultanate of Saljukis. St. Anathos was a militant warrior priest, who spread the word at the point of a sword. These Knights seek to do the same, and established a theocratic kingdom in Fancia some years ago, after invading with a powerful army. But the Sultan Junaid al din Qizil counterattacked, taking the order's largest castle, Kirak of the Champions of God, after a two-year siege. He drove the Knights into the fortified city-port of Ekron, on the coast of Fancia, a last frail outpost for the Crusaders of the One God. The Knights of the Sword are regularly reinforced by young, idealistic fanatics (as well as those who cynically seek booty) who "take up the Sword of God" and crusade to Fancia.



The head of the order, Marshal Reynald d'Aquilos is planning to launch another attack and is desperate for another call to arms from the Patriarch. But none is forthcoming—indeed, the current Patriarch cut back on his funding for the order. Reynald is cousin to Duke Guiscard of Gallicus, but where Guiscard is cunning and worldly, Reynald is a fanatic—cruel, ruthless, and dedicated to his Crusading Oath.

The Order of the Knights of the Eagle

This order's members are Knights of Aquilos, sworn to uphold the tenets of chivalry, courtly love, piety, and prowess in battle. This group is known as the Flower of Chivalry.

The Guilds

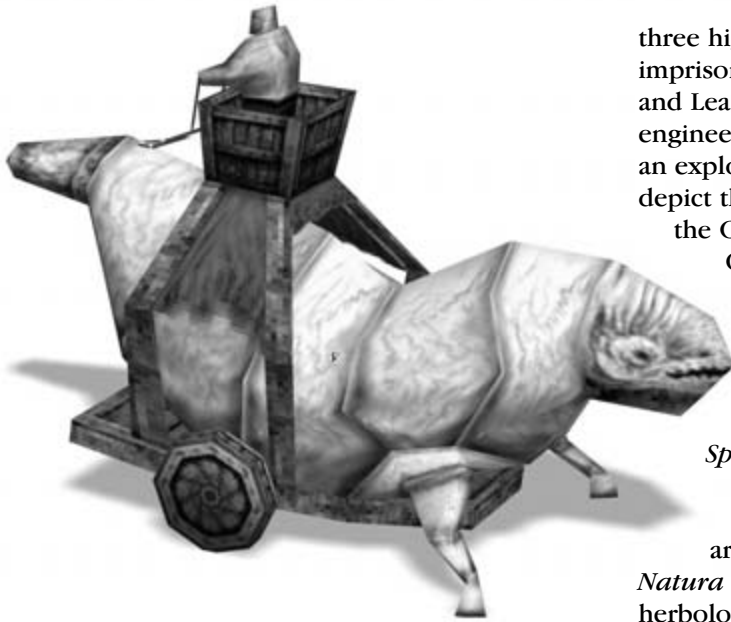
There are many guilds in Orbis, representing tradesmen and craftsmen. Here are a few examples:

The Merchants Guild

The Merchants Guild has Guildhalls throughout Orbis and is one of the few institutions that encompasses national boundaries. The guild masters oversee trade, credit, and banking, and wield great power because of their wealth. They tread carefully, as they have no military power.

The Society of Alchemists

The Society of Alchemists is a guild of philosopher scientists, dedicated to the study of nature and its workings. This guild reaches across all Orbis. The Imperial Church has banned it, for much of its discoveries and inventions are heretical. Several members have been imprisoned, tortured, or worse. The last High Alchemist, Galleus Gallietti



three high-profile members of the society imprisoned for heresy—Mathew de Couran and Leandre de Trouer, specialists in engineering and physics, and Paulo Carollo, an explorer and cartographer whose maps depict the world as round and are listed in the Church's *Index of Proscribed Texts*.

Other books on this Index that are much sought after by both the Society of Alchemists and the Imperial Church (but for different reasons) are the *Liber Mysteriorum* (Book of Mysteries), the *Speculum Astronomicum* (Mirror of the Heavens), and *Arcana Natura* (Natural Arts). Where these tomes are is anyone's guess. The *Arcana Natura* reveals secrets of botany and herbology, including information on how to extract deadly toxins from *Echinopsis mirabilis* (Black Cactus).

The Beggar's Guild

This guild is a front for an organization of spies who hire themselves out to the highest

was burned at the stake for insisting that Orbis was not the center of the universe.

The Society has been driven underground, and holds its meetings in secret. Its writings and discoveries are hidden in coded words and obscurant paintings that only the initiated can understand.

They use titles from the Tarot and the Kabbalah as code names for the members. So, the head of the guild is known as "The Fool," and other titles include the Tower, the High Priestess, the Magician, and so on.

Currently, the Imperial Church has



bidder. To find out what's going on in any city or town, ask at the tavern for the Beggar's Guild. Every town has its share of beggars. Is the unwashed cripple you gave your last gold piece to a victim of ill-fortune or a highly trained spy in disguise?

The Old Priesthood and the Church of the Elder Gods

The Church of the Elder Gods is an ancient religion that predates the One God and the Empire. It is a nature worshipping religion, without any formal hierarchy. Its Druids and Priestesses worship the same gods—with the Huntress as Queen of the gods. They have many names and aspects, without a formal written canon of dogma. They do not recognize good and evil, per se—rather nature is as nature is, and mankind can harness the spirits of nature and use them for good or evil (good being that which aids or benefits people, and evil being that which harms them).

The Druids and Priestesses of the Elder Gods are more like warlocks and wizards than priests, and are expert in magic, talismans, and potions as much as they are expert in the rituals of the Church. These rituals revolve around the changing seasons and the placating of nature. The Higher Rituals involve the calling forth of mighty beasts and creatures of the underworld (called demons by the Empire).

The Empire has banned this church, and sees it as the ultimate evil. In fact, they call it the Church of the Evil One, and practitioners of the Old Ways are burned at the stake without mercy. The Old Ways flourish outside the Empire and in the heavily forested and mountainous regions within the Empire where Imperial power is lax. For example, the old religion is practiced in the forested heartlands of Tharingia, despite the best efforts of the Empire to stamp it out.

