



WARLORDS BATTLECRY

The Unofficial WBC: **Tome of Knowledge**

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Written by: Members of the
WBC Community



Prepare to enter the next generation of real-time strategy. Here you'll develop a hero to lead your forces into battle. Share your abilities and spells with surrounding members of your army. And develop your hero as you expand your empire. Because what's the fun of winning a battle if you don't know who to carry off on your shoulders?

The ideas, strategies, suggestions, observations, tips, hints, and opinions presented within this FAQ belong to and were written by the loyal WBC fan base. Any inconsistencies, incorrect facts, or misleading information is strictly unintentional.



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Click a section name below:	This section contains information about:
General	patches, web sites, multiplayer, customization, difficulty levels, misc. stuff
Why Buy This Game?	reasons to buy this game from people who play it—why don't you have it yet?
Heroes	copying, moving, and backing up heroes, using heroes in multiplayer, gaining XP, Archmages, Undead, Paladins, Bards, best/worst classes
Skills	what are good skills?, recommendations, assassination, resistance
Spells	Master/GrandMastery, hot keys, the best spells
Units and Races	special abilities, good/bad races, Treants, Mages, Generals, Archers, Humans, teams
Retinues	how they work, good armies for retinues
Items	what are items, how do they work, which are good, how to get the best items
Strategies	best warrior races, beating Grand Warlords and Minotaurs, Undead, Orcs
Tips and Cheats	cheat codes, map-making tips for high XP maps
Maps and Map Making	downloading maps, good maps, map making tips, events, flag conditions
Mods	new army set
Appendix - Reference Tables and Information	starting stats, professions, and specialities for heroes, race modifiers, hero stat caps, stat costs, hero race/side bonuses, assassination chance, XP calculations, skills, unit comparisons, patch information, etc...
Index	every question in this guide is listed and hyperlinked

General



■ What does this document contain?

- "Ancient Lore" retrieved from WBC user forums.
- Information from the README files associated with each WBC patch (v1.01-v1.04)
- Tabular information from the v1.03 Help files and game manual.

■ What does this document NOT contain?

- Tips and strategies for the campaign game. There are many online resources for walkthroughs of the Tears of Dawn campaign, so I didn't bother to include anything here.
- Information from the game manual that hasn't been updated by subsequent patches. Again, I didn't want to reproduce information that was already available to everyone AND was still up-to-date.

■ How many patches exist for Warlords Battlecry (WBC)?

There is one official patch (1.01), and three "unsupported" beta patches (1.02, 1.03, and 1.04b).

■ Why are the latest patches considered "unsupported" or "beta"?

[mastermage1] This is due to ownership reasons. SSI, the publisher of the game, authorized the creation and testing of the first patch. After that patch was released, those chose not to allocate any more resources toward future patches. SSG (<http://www.ssg.com.au/>), the development team behind the game, decided to go ahead and make these patches (1.02-1.04) during their own free time (even though they were assigned to other projects).

■ Where can I download the patches (1.01-1.04) and other stuff like wallpaper and sounds?

[SoulMasterII] <http://www.ssg.com.au/download.htm>

■ I installed the 1.04 patch, but now I get a weird sound repeating bugs and some small visual graphic problems (like my set group #'s along the borders of the screen wherever my mouse moves). What patch should I be using?

[Vireyda] Download the sound fix for v1.04 at http://www.ssg.com.au/downloads/patch/Battlecry_104SoundFix.zip.

Note • Update (courtesy of MickRob): There is a new version of the Battlecry.exe at (www.ssg.com.au). It should enable everyone with the 1.04b patch (sound fixed or not) to hear the voices in Llewrend's RPG scenarios. It is totally compatible with 1.04b (it basically is with a couple of lines of code changed, nothing to do with Multiplayer so it is 100% compatible). It works with 1.04b with or without the sound fix program installed.

It is a replacement for the original sound fix program (it fixes the loop) and it allows the voices to be heard with custom intro sequences. It may even increase stability.

■ Will WBC run under Win 2K?

Yes and No. It depends on the machine. If you have Win 2K and it is running successfully, consider yourself lucky. If it isn't running, try the patches and cross your fingers.

■ What is the "official" site for WBC?

<http://www.warlordsbattlecry.com>

■ Are there any online forums?

- Yes. They are:
 - <http://www.sonic.net/cgi-bin/shawn/warlords/Ultimate.cgi>
 - <http://pub2.ezboard.com/bbattlecry>

■ Are there any WBC developers that are active in the community?

Yes, even though the SSSG developers have moved on to other projects, they still respond to messages and post to the <http://www.sonic.net/cgi-bin/shawn/warlords/Ultimate.cgi> forum. The most active developers are

- Steve Fawcner — One of the main creator behind many games at SSG, including WBC. A legend in his own time.
- Mick Robertson — WBC Programmer and map-making guru. Patron saint of the WBC message board and map makers everywhere.
- Garret Graham — Producer for WBC, Warlords IV, and Pool of Radiance.
- Chris Proctor — New member of SSG and a 3D artist/level-designer. He didn't work on WBC, but he's hard at work on the next Warlords game .

■ Is there any online Help for WBC?

Yes. Check out the HelpFile.zip located at <http://www.ssg.com.au/downloads/>.

■ Is there any information about an expansion pack for WBC?

There has been no announcement of an expansion pack. Considering WBC's so-so sales, the chances for such an expansion pack are slim.

■ Is there any official ranking or ladder for WBC heroes?

No.

■ What game modes are available in WBC?

- single-player campaign (6 chapters, two separate paths—one good and one evil)
- single- and multi-player scenarios and randomly-generated skirmishes

■ Does WBC come with an editor?

Yes, WBC ships with a robust editor that allows you to create scenarios and edit hero and creature statistics.

■ **What multiplayer modes does WBC support? Does it support modem-to-modem connections?**

[mastermage1] WBC supports Mplayer, Gamespy, LAN, and IP games. WBC does not support modem-to-modem play.

■ **Do I need the WBC CD in my CD-ROM drive to play online?**

You must have the CD in your drive to play either single player or to host a multiplayer game. You must also have the CD in the drive if you are hosting OR joining a game from a lobby (such as MPlayer)

Without the CD in the drive all you will be able to do is to join multiplayer games.

■ **How do I play online with others?**

You can use MPlayer, Gamespy Arcade, or set up your own IP game.

- **MPlayer.** [SoulmasterII] Install MPlayer from the WBC CD. Log onto MPlayer, create an account, and enter the WBC lobby. Locate other WBC players and play via MPlayer or arrange an IP game (see below).

- **IP game:**

Someone else sets up a game:

- 1 Connect to the internet and locate other WBC players (perhaps in the WBC lobby on MPlayer) and arrange a game.
- 2 If another player sets up the game, he/she will give you an IP address (make a note of it).
- 3 Start WBC and click on the Multiplayer option.
- 4 Select TCPIP/Internet.
- 5 Select Join Game and then type in the IP address given to you. From here on the game loads and you set up and play as normal.

You set up a game:

- 1 Connect to the internet and locate other WBC players (perhaps in the WBC lobby on MPlayer) and arrange a game.
 - 2 Start WBC and click on the Multiplayer option.
 - 3 Select TCPIP/Internet.
 - 4 Select Create Game.
 - 5 Make note of the IP address given to you.
 - 6 Press ALT+Tab to go back to MPlayer and tell the other players the IP address.
 - 7 Wait for them to join and start playing!
- **Gamespy Arcade.** Download the **free** trial version of Gamespy Arcade from <http://www.gamespyarcade.com/download/>. Install and configure it for use with WBC. Connect to the internet and start Gamespy. Find a game, join it, and off you go!

■ How can I play non-human races in Tears of Dawn single-player campaign?

You **must** create, play, and develop a **Human** hero when you choose to play the Tears of Dawn single-player campaign that ships with WBC. However, there are mods you can use to enable other hero races for the campaign:

- Go to <http://baankhka.50megs.com/pics/warlords.htm> to download a custom mod created by deathray. After you “install” his mod (instructions for doing this are included with the mod), you will be able to choose any hero race for use in the campaign. Regardless of the race of your hero, you can build human buildings only.

■ Who is this deathray-guy....he seems to "beam" in, spread his knowledge and, of course, mods....and then disappear out of thin air....who is this mysterious wanderer?

Deathray is just a normal human, like you or I, who likes to hack WBC and spread joy.

■ Can I use a human skirmish hero in the single-player campaign?

[Fuzzy] Yes, if you have an unpatched version of the game.

Note • Before performing the following steps, please make sure that you have an existing hero in both the campaign and skirmish modes.

The skirmish hero must not have a retinue and must be Human.

To bring a human skirmish hero into the campaign:

- 1 Start Windows Explorer.
- 2 Navigate to your WBC directory.
- 3 Backup the following files: CampaignHeroes.txt, PreselectedHero.txt, and all .XCR files.
- 4 Switch the names so that the campaign uses the Skirmish hero data and vice versa.

■ Can I play the scenarios within the campaign as standalone skirmishes?

[Elven Warrior] Yes. Do the following:

- 1 Start Windows Explorer.
- 2 Navigate to your WBC directory.
- 3 Navigate to the directory that contains the campaign scenarios.
- 4 Copy all the .SCN files into the directory that contains the skirmish scenario files.

Keep in mind that this makes the campaign harder as certain rules do not apply. Expect no mercy when playing the campaign maps in skirmish mode.

■ What is the "I am the Greatest" mode and how do I turn it on?

Sets defaults for a VERY hard game (single player only)

[mastermage1] When playing "I am the Greatest" (only available in skirmish) you fight 3 Grand Warlords (or 5 in the case of the Land Divided map) that are allied and have very high resources (you start with very low resources). Additionally:

- all teams are set to random
- there is no questing
- fog of war and hidden map are enabled
- there is no AI resignation
- random weather is enabled
- starting army points=5
- A keep can go up to level 5
- there are no tough starting towers

Expect to be clobbered before getting to a level 3 keep unless you have a strong hero with mass damage spells to dispel the herds of enemies. You will get steady streams of enemies less than every 3 minutes, sometimes less than every minute. If you are lucky enough to last at least 5 minutes you will get an extra 30 XP (usually get about 140 points if you win).

Unless you want your ass kicked, I suggest the following for your hero:

- a healing spell of some sort for either the hero or a retinue unit
- Combat about 20
- Speed above 20
- at least one mass damage (AoF) spell

Unless you are good at attacking within minutes of the start, you will need to have a hero with better stats than these to have a chance.

Note • There is a bug with "I am the Greatest" mode though: if the experience from the "I am the Greatest" battle exceeds the amount needed for your hero to go up a level, the hero will *not* go up a level and the game will tell you that you "need -xx points for the next level" (where xx is the amount that you exceeded the minimum for what should be your new level). To fix this, play a normal skirmish game and your hero will be credited for the level previously earned in the "I am the Greatest" game".

■ What are the "Ironman Modes" you can choose from on the hero creation screen?

- Tinman Mode — gives zero XP if the hero is killed
- Bronzeman Mode — reduces XP to beginning of current level if killed
- Ironman Mode — deletes hero if killed

You typically gain more XP per skirmish with a hero you create with one of these modes. Keep in mind that you cannot switch these modes once you choose one for a hero.

- **How do you set Ironman mode and do you have to create your own scenario to do it?**

To set Ironman mode you must do so when you create your hero (v1.04).

- **If I reload a saved game while playing in Tinman- or Bronzeman-Mode, do I get XP for winning the game?**

[richG] Yes, as long as your hero didn't get killed. Caveat: If you save a game and your hero gets killed, WBC will remember when you try to reload that saved game and you won't get any XP.

- **Can I adjust the level of the enemy heroes in a skirmish?**

[Migromul] Yes. To do this, right-click on the race name when you are setting up a game.

- **Can I keep the skills and spells I upgraded or learned in a scenario/skirmish for use in a future game?**

No. The spells you learn from a library or the skills that get boosted from building upgrades are not transferable from scenario to scenario. Only the skill points and spells inherent to the hero (ones to which you have allocated APs) are transferable.

- **Where can I find a complete list of the buildings and armies build times?**

[MickRob] There is no such list. However, there is a way to find out: Go to the editor and edit the stats of the buildings/armies you want to know about (not placed buildings/armies, ones from the list box so you are editing the global stats). This will tell you the build time (in ms I believe).

- **Is there a way to access unit sounds for use with the theme editor?**

- [Storm32] Yes. Go to <http://www.ssg.com.au/download.htm> and download the Battlecry Sound Program.

- [Elven Warrior] Format for sound files: 16 bit mono 22050 mhz



- **Where can I download custom sounds?**

[IsleOfMan] For a huge selection of Baldur's Gate sounds, check out: <http://www.fileplanet.com/index.asp?section=495>. Note: Make sure they are in the 16 bit mono 22050 mhz format.

[Llewrend] <http://baankhka.50megs.com/pics/warlords.htm>

■ Can I import custom pictures for hero portraits?

[DaxAllred] Yes, here is how to assign your own custom portrait to a hero:

- 1 Create a 260x260 .BMP image.
- 2 Make sure you have at least the 1.01 WBC patch installed.
- 3 Create a hero in WBC that you want to use the image.
- 4 Start the Hero Theme Editor (Start ► Program Files ► Warlords Battlecry Battlecry ► Hero Theme Editor).
- 5 Click  and select your .BMP image. The editor will confirm that you have successfully imported the picture.
- 6 Click  and type in the name of the hero you wish to use the image. It might take a few moments to load the theme.
- 7 Start WBC and check make sure it worked!

■ Where can I download custom portraits?

- [Llewrend] <http://baankhka.50megs.com/pics/warlords.htm>
- [IsleOfMan] For a huge selection of Baldur's Gate portraits, check out: <http://www.fileplanet.com/index.asp?section=494>. Note: You will have to resize the to 260X260 for use in WBC.

■ Are there any themes available for download?

Yes. You can download them from <http://www.ssg.com.au/download.htm>.

■ Is there any WBC wallpaper available for download?

Yes. You can download them from <http://www.ssg.com.au/download.htm>.

■ What is the Merchants Victory Condition?

To win a "Merchants" game, you need 2500 of EACH resource, not just Gold. This was changed because civilized sides were at too much of a disadvantage, since Gold is their primary resource.

■ Is 3000 the limit you can have of any one resource?

[Vyme] Yes.

Why Buy This Game?



- [WhiteElephants] I'm interested in this game, but I'm curious as to what makes it different, or better, compared to similar RTS games (i.e. Age of Empires, Warcraft, Starcraft, Command and Conquer, etc.)? How would this game compare to Close Combat? Is the action so fast that you don't have time to use spells effectively (like I have experienced in Warcraft)? Does combat actually involve tactics or is it more of a build as fast as you can free for all?



- [Garrett Graham] **The number one thing that sets WBC apart is the Hero.** You develop a hero in Diablo-like style, but with much more depth. For example, when determining how to create and develop your hero, you can choose from:
 - 9 different races (Humans, Dwarves, Undead, Barbarians, Minotaurs, Orcs, High Elves, Wood Elves, and Dark Elves)
 - 4 different professions (Wizard, Rogue, Warrior, and Priest) with 16 specialties and over 70 special abilities,
 - 4 adjustable statistics
 - 10 adjustable skills
 - over 80 spells

You use a hero from scenario to scenario, gaining XP after each battle and applying APs (Attribute Points) to that's heroes statistics, skills, and/or spells.

You can set the game to run as fast or as slow as you want it to. You can also pause the game and issue commands to your hero and troops.

- [Elven Warrior] About comparisons to other games: Close Combat and Starcraft are both very good games, but WBC offers more races/sides to choose from, more options within a battle, a hero that you can custom develop and build up to power, and it requires you to adapt your strategy over time as the abilities of your hero change/increase. **Because no two heroes are alike, you must develop different strategies and tactics for each one, whether you are controlling or fighting against one. Throw in a random map generator and editor, and the option of near infinite replayability is compelling.**
- [madscentist] I'm actually more of a Blizzard fan when it comes to strategy games, but this game has really won me over. This game is enough like a Blizzard game to be "familiar", yet its Hero building truly sets it apart. I spend a large part of my day wanting to get back to my computer so I can gain that one extra ability for my hero.

As far as the game getting old goes, both the hero construction and random map generator prevents this from happening. It's a GOOD game.

The point you brought up about the games speed is remedied by not only the speed controls, but by assigning groups to the number keys and spells to the F1-F8 keys. Your hero can activate your 8 favorite spells, on demand, by the press of a button.

If you like fantasy-based strategy games, then you need this one.

- [Llewrend] **The thing I've always liked about Warlords games is that they last longer on my hard drive than most other games.** They always pack tons of replay and new content. Every game I buy represents a battle I've won with my wife in which I will be forced into some menial task or worse yet, shopping at craft stores, so I too choose carefully. **WBC has been on my hard drive where games like Ice Wind Dale, Diablo II, Boulder's Gate II, Shogun - Total War, and Mech Warrior IV have come and gone.** Not that they weren't great games and worth the 40-50 bucks, but most of them have been uninstalled, or I only play them once every few weeks, whereas I still play WBC pretty consistently.

■ What are the best things about this game?

- (DaxAllred) I have spent so much time on this forum talking about the aspects of this game that I either didn't like, or thought could be done better, that I decided to post a thread on all those things this game did right. A kudos if you will.
 - The Heroes- This might be the obvious one, but it's been overlooked by alot of companies for a long time.
 - The Amount of Hero Personalization- I think it's wonderful that at level 4 and up you can choose SPECIFICALLY what gets upgraded.
 - Unit Experience Points and Retinue- Another thing that's been overlooked in alot of games. Units should get rewards for surviveing. Players should get to bring their veterans into battle with them.
 - Retinue Unit Names- It's a small thing, but it helps to create a personal bond with these units.
 - Game's Comfort Zone- Some people might complain that the Human Army is too much like the one in Warcraft, but this is the army that got me hooked. I originally played the demo and purchased the game to tide me over until Warcraft3. The human army got me started playing long enough to experiment with the other armies, and now I'm more interested in a sequel to THIS game.
 - Idle animations- The skeletons tossing their swords. The Magic Users reading their books. This is one of those details that gives this game personality.
 - Background sound FX and Footsteps- Adds atmosphere and actually makes your hearing an important part of the battle.
 - Music- Has a very distinctive Conan-ish sound. It works well.
 - Graphic design of the user interface- Looks nice. Adds to the feel. Doesn't force unnecessary attention on itself.
 - Hot-keys and Shortcuts- Lets you fight the enemy instead of the User Interface. Can even be personalized.
 - Troop formations- I've seen way too many games attempt this and fail. You attempted this and succeeded.
 - Variety of play styles supported- You have Rushers and you have Defenders. This game was designed so that both can play.
 - Devotion of the Design team- The fact that you guys have continued the developpe add-ons and bug fixes without getting paid anything for your effort says alot about your character.
 - Weather and its effect on combat- Need I say more?
 - Voice Acting- Establishes personality and is fairly convinceing. (Love those Ogres. "Ooops. Sorry.")
 - Terrain DooDads- Adds alot of variety and personalization to the landscape.
 - Sheer number and variety of spells- Yep.
 - Packageing- The box art allways pulls at me on the store shelves. I probably would've bought this game even if I wasn't already hooked on the demo.

- Included Paperwork- Lots of stuff for detail-oriented people to study. Combine that with the familiarity of the Humans and you have game for both Casual and Hardcore gamers.
 - Random map generator- Removes the home field advantage. (When you want it removed.)
 - The number of setup options- Some times your in the mood for a different type of game. These options allow for that.
 - The random enemy option- Adds a level of uncertainty to the early game.
 - Hero Theme editor- I love it!
 - Various painted images used throughout the game- From the images used for the setup screen, to the portraits in the scenario, they look great.
 - Balanced gameplay- Sure it's taken a while, but RTS's are the most difficult kind of game to balance.
 - Quests- Another small thing that adds to the overall whole.
 - Items- Same as above.
 - Race Specific and Specialty Specific upgrades- Gives you a reason to pick one over the other.
- [r_marvin] Map editor. Most companies overlook that, but it really gives a second life to an aging game. And with all the customizations possible, you can really give a personal touch to a scenario.
 - [Bonapart]
 - How effective and easy to use the spells and special abilities of units are, in most games they just aren't worth the hassle with.
 - How many different armies there are...I mean come on, there are 9 races! 9!
 - [DaxAllred]
 - Designating Bodyguards
 - Setting AI types.
 - Fear, Chaos, Awe
 - [Kesthley] 36. multiple damage classes for spells and different mana accumulation...
 - [Reg Pither] For me, one of the best things about the game is that they have done the best job so far in bringing the world of Sword & Sorcery gaming to the PC. Warcraft II was the only RTS/wargame that has been convincing and entertaining in the Fantasy genre until now. SSG have expanded that to a huge extent with loads of interesting creatures and races that are totally different in playing style. I admit I'm an old-school LotR/D&D/Warhammer gamer (the first Games Workshop was opposite my school !) so getting a game with Orcs, Elves and Dwarves exactly right is a big plus for me, however unfashionable it might be !

Heroes

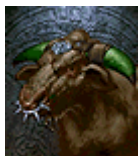


- What do I need to copy to use my hero on a different computer? Can I fit everything on a floppy disk?

[Stevefawkner] You'll need to take 2 files:

- HERODATA.XCR—for your Skirmish Heroes
- CAMPAIGNHEROES.XCR—for any Campaign Heroes

They should fit on a floppy, especially if you zip them first (but it depends how many heroes you've created!).



- Can you use a hero that you've been playing skirmishes with to do a campaign?

Possibly. Check out [Can I use a human skirmish hero in the single-player campaign?](#) on page 5 for more information.



- After playing the game for a while, I decided to uninstall and reinstall due to some problems. However, I saved one of my hero's folders hoping that I could reuse his saved games. I dragged the hero's folder back into the "saved games" folder in Windows Explorer, after reinstalling. But this did not work. Anybody know why?

- [richg] The saved games are just that - they save info about games that the hero is playing. However, they do not hold information about the hero. That information is held in the *.xcr files.

In fact, you should create a backup of most of the *.xcr files (CampaignData, CampaignHeroes, HeroData, GameData) in case of crashes.



- [mastermage1] The files that control heroes are CampaignHeroes.xcr and HeroData.xcr (I have no idea why you would back up the CampaignData.xcr or the GameData.xcr). There are a few minor problems I encountered when reinstalling my heroes to the game. First, you must make sure that you start a new hero in the new game before putting in your old ones. If you don't, then after you play a game and try to start a new one, it will force you into the create hero section. And any custom pictures or voices will be lost (I can't figure out what files hold this stuff). So anyway, your screwed.



- Can I use my campaign character in a multiplayer game or do I have to create a new one for multiplayer?

When you finish the campaign, your hero is automatically exported for use in multiplayer games and single-player skirmishes.



- I am trying to play my single player character online in Mplayer. MPlayer does not allow me to choose from the different characters I have available. I have tried changing the starting hero in the preselected character.txt file, but it doesn't do any good. Am I doing something wrong, or am I missing a step?



[Lord BeeDub] Make sure the hero you are trying to play online is not a campaign hero who has *not* finished the campaign. You cannot use a campaign hero on MPplayer until that hero has finished the campaign.



■ **What is the best way to level up my Campaign hero?**

[Karrk] Allocate lot of points to the Training skill. All of the missions in the campaign have a set number of XPs you can receive, so the amount of XPs you actually get is determined by your hero's Training skill.

■ **When I start a game and choose one of my heroes, the game says that the number of XPs to the next level is -28. Why does this happen?**

[balzi] It happens when you accumulate more than enough XP in one level to actually go up to 2 levels, but because you can only advance 1 level for every skirmish completed, you are not able to be classed as the next level until you complete another skirmish. To go up to the next level, just start a really simple skirmish when you might only get 5 XP or whatever and win, then you will advance the level that you've already earned.

[Freak24] Just start another battle with that hero and end it like normal (or resign) and you will get your level up.

[Vireyda] Probably passed the amount needed for the next level as well so it registers as negative. Play a round quickly and type `iamaloser` to get 0 XP and end it. After you end it, you should level up as normal.

■ **No matter how I win a map I never get more than about 12xp. What gives?**

[~!-EnFoRcEr-!~] When your heroes level up to level 2 and 3, the maximum you can get is 12 XP. After level 4, the amount of XP a hero can get is determined by the scenario.

■ **How good can a hero get? Is there any level or skill limit?**

[mastermage1] Hero levels are limited at 50. The new Skill caps in 1.03 and 1.04 are 99 for everything, but that caps works differently for Speed (see [Skills](#) on page 21 for an explanation). All heroes (depending on specialty) have a cap for Strength, Intelligence, Dexterity, and Charisma. See [Hero Statistic Caps/Costs & Hero Specialties/Abilities/Costs](#) on page 94 to view the complete stat caps for heroes.

■ **Is it possible to create a Hero where I can set the AP and train him (Multiplayer-Modus)? So when I play with friends everyone has the same amount of APs to create his unique Hero.**

[MigroMul] You need at least ver. 1.01 of the game. (I suggest 1.04b, however.) In Multiplayer mode, there is a new sub-menu, called "Advanced Options". There you have several buttons: You can set random weather, more powerful begin-towers, and a "tournament-mode", at which you can set up to 500 AP. They can be spent to your hero at the beginning of the game. These heroes last only this one session, however, and can't be taken from game to game.

■ **I'm playing the campaign and I convert enemy buildings with my hero, but when I click on them and I can't produce anything from them. What gives? Do they just add to my support or can I really do something with them?**

[Elven Warrior] You can only use buildings that are suited to your race. For example, if you have a Human hero and convert Undead buildings, you can't use them unless you have the option to build them (for example, a Smithy, a Stable, etc.). So, if Humans fight Humans, they can convert and use each others buildings.

- **What is the quickest way to level your heroes? I have a few heroes on the go, but when they reach the mid-20's it seems to take forever to get enough XP for the next level.**

[Exhor Astalder] You can gain 150 XP per battle using special "Training maps". These maps made in the WBC editor and position you with a great advantage at the start and put you up against five Grand Warlords. Bottom line: 5 minutes = 200 XP, but it's not a lot of fun and not much of a challenge. See [Tips and Cheats](#) on page 75 for more information.

[Elven Warrior] The fastest way to level a hero is to set the hero's difficulty to Ironman mode (when you create him./her) and set up the map so you have:

1) an unstoppable army, 2) 5 CPU players at Grandwarlord AI, and 3) play assassination mode. This will give you from 150-190 XP and takes about 15 minutes a game. See [Tips and Cheats](#) on page 75 for more information.

- **How do I set up a skirmish to provide a lot of XP to my hero?**

You get more XP for having allied enemies. Beating allied Grand Warlords becomes easier around level 20 to 25, where you hero can start walking over towers. See [Tips and Cheats](#) on page 75 for more information.

- **How come whenever I lose a battle I get 0 XP? The manual says that you are awarded XP even if you lose.**

[Exhor Astalder] I think there are 3 possible reasons:

- You lost early in the battle: short battles give you 0-1 XPs.
- Your hero is Tinman or Bronzeman: Tinman doesn't get any XP when you loose, Bronzeman restarts at the beginning of its current level, which the game will show you as if you got 0 XPs.
- Campaign: for obvious reasons you don't get any XPs if you loose in campaign mode.

[GreenBeard] It could also be that you used cheat codes, you don't get any XP if you do.

[nickademus] If you lose a game (I know for sure as Ironman, possibly on lesser levels as well), every game you play until you restart will result in a loss, and if you are playing in Ironman mode, your hero will be deleted.

- **How can I change the difficulty-Level of my Hero to "Bronzeman Mode" (for example)?**

[Cho Arrim] Sorry to say you can't. You have to make a new hero and then choose Bronzeman mode.

- **What are the statistic caps for heroes?**

See [Hero Statistic Caps/Costs & Hero Specialties/Abilities/Costs](#) on page 94 for complete details.

- **How much EXP do you get for beating a human player?**

[mastermage1] According to the Help file (assuming it is correct), the XP you gain from defeating a Human player is the same way as you would gain from defeating an AI Warlord.

■ **What are the differences between Primary, Secondary, and Tertiary Stats?**

[Vyme] The cost to raise stats increases based on how they are related to your hero. Primary stats are the cheapest to raise and Tertiary stats are the most expensive. See [Hero Statistic Caps/Costs & Hero Specialties/Abilities/Costs](#) on page 94 for an explanation of the cost of Primary, Secondary, and Tertiary stats for each profession.

■ **Do "Dark Brotherhood" and/or "Blood potion" upgrades affect the Assassin hero?**

[Kodiak] I doubt this one because that means you can get 26% chance to assassinate with your hero. Assassin units get them both for a 10% chance to kill.

■ **Should you put APs into magic when playing a Minotaur hero?**

[Dalkiel] YES! I have a Minotaur hero with the Pyromancy magic he ROCKS! You can heal yourself *and* destroy enemies. One note: I boosted up all the hero's other stats before I put APs into magic.

■ **How does the game determine how much armor you have (other than the skills that increase armor, like Flamewalk)? Do all heroes have the same armor without skills? Or does, say, a Dwarf have more armor than, oh, a Wood Elf? Is there a way to increase armor other than skills?**

- [1.03 README] Armor is not based on a hero's Resistance Skill. It is based on a combination of the hero's Profession, Speciality AND his/her Resistance Skill. See [Resistance \(IQ + DX\) — Armor Calculation](#) on page 107 for a detailed explanation.
- [Exhor Astalder] Other ways to increase armor:
 - Dwarven ability "Dwarven armor": +1 to all armor
 - Spells, like shield, Stoneskin, Shadowform, Fire Resistance, Magic Resistance
 - You can buy armor upgrades at the Smiths, which also affect the hero (except Minotaur's Shield of Sartek, which will only affect you if you're a Minotaur), and the Magical Tattoos at the altar if using the Barbarians.
 - Berserker: if a Shaman or allied hero casts Berserker on you, your armor against fire increases (by 2, I think).

■ **What buildings give quests to a Hero?**

[andeS] Shrines (good), Mausoleums (evil), and Pyramids(neutral)

■ **What is the best profession for a hero?**

[richG] For playing through the campaign, you will find the earlier missions easier if you play a Warrior class and the later missions easier if you have made it through as a Wizard of some sort. Really, though, it is just down to preference!

■ **Does the upgrade that adds +6 to the assassin unit's assassination chance also add +6 to the hero's?**

[Kodiak] The skills in the Dungeon increase the Assassin unit's chance to assassinate by 6% giving him 10% overall. The abilities for the hero increases the heroes ability to assassinate by 16%. The Dark Elf racial ability Dark Blade increases the heroes ability to assassinate by 4%.

- **My Undead Necromancer could research Dark Summons or Gates of Hell, but my question is, would it do anything? Would my Undead Necromancer be able to cast summon spells if I researched one of them? or would it just be a waste of 5 APs?**

- [caton] Any ability that boosts a spellcasting skill for a particular realm will *grant* you the ability to do so if you don't already have it. Which makes High Elf a good choice for warriors, and you can kick off your Healing spell tree with it

If you're already able to cast spells from that realm, save the boost 'til as late as you can stand. The extra +5(4?) free Skill points are worth more APs the higher the original skill.

- **What are the best things to invest APs in if you are building an Archmage?**

[flyed] Magery, of course. Since you start with very few casting skill for each sphere, increasing your Magery skill will improve your Casting bonus (See [Magery \(IQ + IQ\)](#) on page 105 for more information). The other good thing to invest on is Training, besides getting more AP after reaching a new level, your troops get more HP when created/summoned (see [Training \(ST + IQ\)](#) on page 108 for more information). And last but not least, get Mastery and Spell Grandmastery abilities—they rock when you cast a spell.

- [Exhor Astalder] I'd say Magery not Casting, neh? (mana regeneration!!) Magery at 30 gives you enough Casting skill bonus to cast the spell you want with no chance to fail.
- [Karrk] I'd say invest much in spells, Magery, Training, and INTELLIGENCE. Intelligence increases Magery by 2 for every point you increase it AND increases Training, Resistance, and Merchant by 1 (and it adds on to the points you already spent on those skills).
- [Rabasha] Well, Magery is not everything... and it doesn't give you a no-fail chance. At Magery 30, mana regeneration is 1 mana point per 2 seconds, and it increases your Casting by 7.

Check out [Magery \(IQ + IQ\)](#) on page 105 for more information about how your hero's Magery level affects maximum mana and mana regeneration.

- **What about Archmages?**

- [Darkwind] I think Archmages are the best heroes you can choose. While they are not very strong and don't have much Health, with the mighty Ring of Fire you can be very effective. Firebreath and Create Artifact spells are good, and Soul Flame is very useful (it can make your army invincible by increasing their levels).
- [UN_222] Archmages can have ALL the spells and on Mplayer they rule. At high levels they can have high Combat and Speed skills, and with about 4-5 spells you can beat any Warrior in a fight. With my high level Archmage, I never let my hero get lower than 30 mana in reserve. When I develop my Archmages, I don't spend points in spells just to "see what they do "—I make sure every point counts.
- [Vyme] Play the Dwarves as an Archmage, make sure you have Grandmastery, and crank out a ton of Dwarven Runners. Get the Armor, Speed and Damage upgrades (use Charm to reduce costs, Transmute to get resources you need fast, Dig to make building literally spring up, and Summon Zombie to quickly fill your mines). Finally, get Dwarven Brew.

Then, do the following:

- Get a good size group of Runners near you (who by now should have like 10 Speed—6 from upgrades)
- Cast Soul Flame to give them experience (if your Training isn't higher than what it would give them)
- Cast Invigorate for a boost of 4 more Speed for 3 minutes
- Cast Blessing for 6 more Morale
- Cast Vampirism on them
- Have them all drink Brew
- Cast Resist Fire and then Berserker (Resist Fire should stop Berserker from burning them up I think)
- Turn em loose!

They will have something like: 10 base Speed plus 6 from upgrades, 4 from Brew, 4 from Invigorate, 6 from Berserker, 4 from the experience they get from Soul Flame or your Training, and whatever they get from your Morale (which is 6 higher from Blessing). This gives them at least 34 speed, not counting what they get from your Morale. 34 speed, armored, more life from the experience, sucking back life with Vampirism. HAHAHAHA. It is so funny to see them running around with 34+ speed. Its like they have rockets up their arse!

If you have any mana to spare, Firebreath em, White Ward, Invisible, or whatever. Just something to have fun with. Give it a try Just hotkey all the important spells and cast them in quick succession, then release your Runners from hell!!

■ What about the Paladin?

- My Paladin is going for the well-rounded approach with early emphasis on Training and late emphasis on Magery/spells, Speed, and Combat. Trust me, you DON'T want to go head to head with a nicely done Paladin. They take more work and planning than anything except maybe an Archmage, but when done well, they rock!
- [Executor] Paladins are good but they aren't the best. Illusionists, Rangers, and Archmages are all better than them. Paladins only get 2 spheres of magic and have to pay more for Mastery and Grandmastery, have no attack spell, have no Summon spell (except golems which suck).
- [Kevin] Paladins are one of the few classes that is good right from the start. For example, at 3rd level playing Humans, Dwarves, or Minotaurs, they can, in a pinch, get 8/8/8/8/5 armor to go along with their Heal spell. Yes, days or weeks later, an Archmage 23rd+level is better. But, keep in mind how nice it is to have cheap Charisma, and thus have high Merchant, Command, Morale, and Conversion. This means that the Human Paladin with the Jack of all Trades ability and the Alchemy spells of Charm, Transmute, and Acquire will use his resources most efficiently and will have the largest command radius and fastest conversion time. So, he will be bring in the most resources the fastest.

Note • A side note about paladin development. If your goal is to get spell Mastery and Grandmastery relatively early (say 16th level or so) and are putting some APs into Magery and Casting, then you probably won't have HPs greater than 300 or so.

Thus, the fact that you can heal 500 HPs might not really benefit you, and that might not have been the most efficient way spend 20 APs. My suggestion: go with Life Ward instead and settle for the 100 HP heals that come with Mastery (until you get closer to 500 HPs to heal).

■ What about the Bard?

- [Vyme] Bards have 3 secondary stats and 1 primary stat. This means that they can increase their stats a lot cheaper than other professions. (it is really costly to increase Tertiary stats and the bard has none). They also have a cap of 25 in all 4 stats. That is a total of 100 if you maxed out all 4 stats.

Other classes that can have high total stats are Paladin 95, Fighter/Barbarian 85. I noticed Archmage can only have 70 total in all 4 stats and assassins can only have 60. I realize Bards have it bad because of a lack of spell options and power, and they also only get 1 armor per 4 resistance.

- [Microwaverbil] Bard's my favorite specialty. Their special upgrades provide some nice stats at a low level. High-level Bards convert the whole map before enemies know what hit them.

■ What is the best/worst Hero classes?

- [Microwaverbil] The best? I'd say a Wood Elf Illusionist. My favorite? The Bard by far. The worst? I'd say the Alchemist. Least favorite? Again, Alchemist.
- [mastermage1] I believe the a High Elf Archmage is still the best, although it is no longer indisputably the best after the patches (1.01-1.04). In my opinion, the worst would be a fighter because they don't do much other than fight.
- [Executor] Best hero killers: Dark Elf fighters. Best army killers: Archmages. My favorite: Undead illusionist.

Illusionists have access to both Illusion and Necro spells (which are some of the best spells available). Rangers are good at fighting and at casting spells all at the same time. Archmages... well you know what Archmages are good at. Thiefs suck because they're not good for much (except to rush, and typically a high-level hero can stop any rush).

- [Vyme] I find the classes that can't heal themselves to be the worst. The Human Bard, even though it can have very high skills, still can't heal. I think the Orc fighter sucks too. These are the two worst (or most challenging depending on how you look at it).

I guess my vote would go for the Orc fighter. My reason is, why go with an Orc fighter who can't heal and has access to Summoning magic only, when you can just use an Orc Thief hero and have access to the awesome Illusion spells and still get the Orc racial benefits?

- [Rimlorde] For me the best class depends on the level you play, how you spend your APs when your hero goes up levels. In lower levels, Fighters are the best and after level 23(more or less), the Archmages and Illusionists get the power.

■ What about Fighters vs. Thieves?

[Vyme] With dexterity being a thief's primary stat and having a cap twice as high as a fighter, it would be easy to build a thief that a fighter could never catch. Dexterity also factors into the Health equation ($ST + DX$). Fighters have strength as a primary stat and dexterity as a secondary stat (thieves have the opposite). Fighters have 30 ST and 15 DX cap, while thieves have a 30 DX and 15 ST cap. They would both be able to have the same amount of Health for the same cost.

■ What is the best way to play a hero? What "role" should a hero play? Should my hero be an "assault" hero that leads a battle, or is he/she best suited for supporting my troops?

- [llewrend] Keep in mind we're talking again about heroes under level 28, because past that level all heroes become assault heroes. But before that, you have to have a definite role that your hero plays. A Dwarven or Minotaur fighter would be the quintessential assault type hero, where a Bard would be on the opposite end of the spectrum as a support hero. The rest fall somewhere in between. In the early days (before patch 1.02) Archmagi were assault heroes, but now with their Resistance lowered they can be the best support hero using just the first 4 spells of each circle. Some heroes blur the line. A Paladin or Ranger could be either, with good Combat

When developing a hero, you must keep in mind what role you want them to play, and whether they are suited for that role. You don't want your Summoner on the front lines trading blows with Minotaur Kings, and you don't want your Orc Assassin sitting safely in a tower. And don't think that Fighters are the only "assault-type" heroes. Pyromancers and Becromancers are probably the best assault wizards.

In addition, some hero match-ups are going to favor one hero or the other depending on what race they lead. This is because assault heroes are going to be stronger in the early game, whereas support heroes will have the advantage as the game progresses. For instance, an assault hero will have the advantage if both sides are playing primitive races (Barbarians, Orcs, Minotaurs) because primitive races develop quickly, and have low armor ratings. This both minimizes the Merchant advantage of the support hero, and the low armor will let the assault hero shred through opposing troops. However, if both sides play magical races (Elves) then the support hero will be fielding more armies and more powerful armies, an advantage that will only grow as the game progresses.

So by their nature, assault heroes must attack early, before the more powerful units can hurt them, while support heroes will generally do better to play defensive until level 3 or even 4, when they can maximize their production advantage with more powerful units.

A notable exception is the Undead, as any melee based support hero (Rogue class) won't work near as well as a support wizard. This is, of course because, Undead use magery instead of Merchant skill to lower morphing costs.

Also, I think higher Retinue points are going to favor the support hero, because he'll need the troops to survive the early waves of the assault hero.

- [balzi] One point I think is important is the varying effect of different hero damage types on different army sets. For instance, it is all very well to say a Pyromancer can do a 100 point spell of whatever (sorry, lack of experience with real numbers) while a Fighter can do 40 points of damage, but it's not that simple!

The Fighter can keep doing his damage while there's something to hit. Whereas a Pyromancer will need to wait for mana to build up, or even with unlimited mana, his spell casting takes a second or so.

Now let's say that this is perfectly balanced. the Pyromancer is doing 100 points of damage every 2 seconds, the Fighter is doing 40 points of damage 5 times a second (400 points every 2 seconds)...why is this balanced?...assume that there's at least 4 enemy units around.. now the Pyromancer is doing 100 points x 4 units every 2 seconds.

So the trick in deciding your hero type based on enemy race, is what units and how many are likely to appear in an average battle. If you are fighting big armies that tend to spread out, then the 'focused' damage of a fighter is more beneficial. But if it Orcs or Barbarians coming in great hordes at once, then 100 points surrounding could dish out 1500 points at once... and might kill 80% of the enemy units in your vicinity.

Also, if you consistently get Knights trooping down, or perhaps Slayer Knights - something of medium build then a fighter can take one out in a second or so whereas a Pyromancer would be casting a few spells just to take him out.. Of course, if it's 5 Knights or Giants or whatever, then your Pyromancer might be better...

■ **What happens when a Hero's speed reaches 64?**

[Vyme] I made some Speed items and put them on other heroes I have, and it seems 64 is where it falls apart. **Don't pass 63 Speed or you attack in slow motion!** (this is with patch 1.04 installed).

■ **What are the best/worst matchups for different heroes?**

Hero/RaceProfession/ Specialty	Favorable Matchups	Unfavorable Matchups
Human Pyromancer	Orcs, High Elves	Minotaurs
Undead Pyromancer	Orcs, High Elves	Minotaurs, Dwarves, Undead
Runemaster	All Elves	Barbarians, Orcs

Skills



■ What skills are good?

- [ShadowKnight] The Merchant and Morale skills are great for all classes. Magery is REALLY nice for spell casters. The Speed skill is useful for spellcasting heroes when leaving a battle and for melee fighters when hunting those spellcasters.
- Merchant—You can never go wrong with a high Merchant skill. The less things cost, the more you have and the faster you can get them.
- Training—The amount of XP a unit starts with makes a huge difference when you have a low-level or weak hero.
- Some people find Health and Resistance (for Wizards) the least important. For Wizards to get a point in armor, they must add a lot to Resistance (so the cost outweighs the benefit). The Health skill does not raise your maximum Health, only how fast you regenerate hit points.
- The higher your Command, Morale, Merchant, and Training skills (and items) are, the better troops you can make.
- Combat skill becomes more important and effective once your hero has a good +10 advantage to a unit. A higher Combat skill makes you more likely to do double damage.

Combat effects the following: ability to hit, ability to not be hit, ability to damage.

For more detailed information about the role of Combat in melee, check out [Combat \(ST + ST\)](#) on page 100.

- [Vyme] **Never underestimate the power of Speed.** With a cap of 30 Dexterity (for a Thief) and the ability to wear 7 items, you could get 60 speed from Dex and 35 more from items. I am positive I could take a hero with 95 speed and eliminate anything in a fighters retinue. Invisibility would allow me to strike first and more than likely mop up any non-hero unit before it could react. Then I can just run away and let my ranged units do the dirty job of killing the fighter. Nothing is going to catch me.

Note • [Rimlorde] 30 speed is the top speed when a hero is moving. After 30 it applies towards hand to hand Combat only—that means that any class can run as fast as any class if they both have 30+ speed.

■ How many points (or what level should I stop at) should I put into Training? What level of Training do you suggest before it's not worth the APs?

- [Karrk] Spend APs on Training until you get to level 25, which gives you a +3 AP bonus per level and increases the XP bonus to your armies by 22 pts. The next time you get an AP bonus for your hero is when Training is at level 40, so it really isn't worth the APs unless you want to focus only on increasing the XP of your units. Generally, by the time you get to level 25 in Training, your hero can solo an entire map anyway and you eventually reach a point of diminishing returns (where the several hundred AP's you invest into Training will not help you as much as other upgraded statistics could). See [Training \(ST + IQ\)](#) on page 108 for information about bonuses and Training levels.

- [nickademus] If you don't plan on developing your hero to a high level, you should at least get the hero's Training skill to level 13 (+1 AP, +5 XP to units) or 19 (+2 AP, +11 XP to units).
- [Exhor Astalder] Don't spend more than 3 APs on Training EVER.

■ What skills should I develop for my hero?

Once your hero gets a 25 in Training (I got that at level 14) start severely buffing up Combat. By about level 25, your hero will be able to solo darn near anything, and will not even have to bother with building troops anymore. Once your speed picks up to around 40 (remember to only wear artifacts if they improve your Resistance, Speed, Combat, or Morale), even the toughest heroes (such as Minotaur heroes) will flee from you like a little girl.

■ An Assassin (either unit or hero) with Vampirism kills another unit by assassination. Does the Assassin regain HPs as if it had taken away all the other unit's HPs by inflicting standard damage? For example, an Assassin (with Vampirism level 3) kills a Knight which had 100 HP left, does the Assassin regain 100 HP?

- [SteveFawkner] Yes.
- [Executor] Assassins get fully regenerated if they assassinate a unit while vampirism is on. With vampirism, how much damage a unit does determines how many hit points it gains, and since assassins do infinite damage when they assassinate, they receive all the hit points of the assassination victim.

■ Does Assassination give an Assassin (either unit or hero) a ranged assassination chance?

[SteveFawkner] Assassination only applies to melee combat.

■ Why is the highest chance a hero can have to assassinate a unit?

[Karrk] The highest assassination chance a hero can get is 20%: the 4 Assassin skills from the assassin specialty, and an additional 4 if the hero is a Dark Elf.

■ Why put APs into Resistance?

- [Kevin] It seems to me to be far more efficient to put AP's into Health instead of resistance.

At first, you can put APs into Dexterity to help boost both Resistance and Health, but eventually it will be more efficient to put APs straight into those skills, especially if Dexterity is a Secondary or Tertiary stat (see [\(p\)=Primary, \(s\)=Secondary, \(t\)=Tertiary](#) on page 96 for details about primary, secondary, and tertiary stats for different specialties).

Consider this:

- Warriors. For every 10 points of Resistance, you get +1 five times to different kinds of armor (see [Army Balancing Changes](#) on page 99 for more information). For most purposes (except Poison and Disease) a -20% from all damage (the result of +1 to all 5 armors) is equivalent to a +20% to your hits.

The Warrior profession gets this +1 to 5 armors for every 10 points of resistance. Priests need 15 points, and Rogues and Wizards need 20 to get the same benefit.

But notice that even for the profession (Warrior) with the most advantageous rate of armor increase, it still makes sense to put APs into Health over Resistance.

Here's why:

- An increase of 10 points to your Resistance skill = a +20% (in effect) to your HPs.
- An increase of 10 points to your Health skill = + 200 HPs (which is considerably more than the 20% (50 points) increase you get from the 10 points in your Resistance skill).

Note • When is 200 not > than 20%? When your hits = 1000 (i.e., when Health = 50).

Illustration: If you have an early to mid-level hero that is a Rogue or Wizard, and you want to invest all of your APs into moving his/her Resistance skill from 10 to 30 (versus moving the Health skill from 10 to 30), the result for investing in Resistance would be +20% to your HPs; if you were to increase your Health skill from 10 to 30, your hero would gain +200% to his/her HPs.

Maybe I'm missing something, but are the extra psychological benefits that come with a higher Resistance skill worth that much? For some classes, the White Ward spell can be used for those limited times when psychological resistance matters.

- [Kesthely] Your assumption appears correct: Health is more important than Resistance. I also choose Combat over spending points in more defensive skills—if your hero's combat skill is 20 or more points better than another unit or hero, its chance to hit you is severely penalized.

Spells



■ Can you assign A hero's spells to hotkeys?

[SoulMasterII] Yes! Actually, you can assign spells to the F1-F8 keys. Just for info mine are: F1 - Silver Arrow, F2 - Shield, F3 - Home Portal, F4 - Vampire, F5 - Mutate, F6 - Ring of Ice, F7 - Darkstorm, F8 - Daemongate.

■ What are the *BEST* spells?

Spell	Sphere	# of Votes	Voters	What does this spell do?
Mutate	Illusion	7	Karrk, Kirri, Kyurg, Elven Warrior, Kesthley, Microwavegerbbil, Goldberg	Changes enemy armies into harmless animals.
Vampirism	Necromancy	4	Kesthley, Executor, Althalus, IsleOfMan	Affected armies drain/gain HPs in combat.
Dig	Runs	2	Elven Warrior, Kesthley	Decreases the building time for all buildings.
Heal Group	Healing	2	Kevin, Kesthley	Heals nearby armies.
Invisibility	Illusion	2	Vyme, Goldberg	Nearby armies are invisible until they attack.
Call Lightning	Nature	1	Elven Warrior	Calls lightning down on nearby enemies (including buildings).
Acquire	Alcehmy	1	Elven Warrior	Instantly converts all buildings near caster.
Create Artifact	Alchemy	1	Kevin	Creates a powerful item for the caster to use.
Resistance Spells (Resist Fire/Missile/Magic)	Rune, Pyromancy	1	Kevin	Makes your hero immune to the corresponding attack.
Hand of Flame	Pyromancy	1	Kesthley	Strikes enemies in command radius with fireballs.

- [Karrk] Mutate is the best offensive spell.
- [Kirri] I'm going for Mutate—it's just so sweet watching armies come and then become food for my Minotaurs.
- [Kyurg] I agree, Mutate has to be the best.
- [Executor] I'll go for Vampirism—it's so fun to see your units refuse to die.
- [Elven Warrior] Armageddon is useful, but cost too much mana to be really effective consistently.
- Lightning is cheap and does lots of damage (can be cast 3x and still cost less mana than Armageddon)
- Mutate is really cool because it turns enemy armies (no matter how strong) into cows and sheep! It is also cheaper than Armageddon.

- Acquire is very useful for the mage on the run (who has time to stand around converting mines when you can get killed so easy? Just walk by, cast Acquire, and it's yours.
- Dig is also very useful because it helps speed up building (and you need a base built as fast as possible to protect you most of the time).
- [Kevin] The best spell with spell Grandmastery is Create Artifact—you get +5/+5/+5 items tailored to your needs at the time. It gives you the flexibility to min/max your character in different ways to see what works most effectively and which can adjust over time. Try out a +35/+35 to Combat and Speed and then sprinkle an additional +10/+10/+10/+5 to Casting, Resistance, Merchant, and Command—see if you are still hankering after mutate. Its the flexibility I like most.

Best pre-mastery spells besides Mutate are Group Heal and Resistance spells.

- [Kesthley] Hand of Flame—only 10 mana cost and all enemies in the Command radius take 20, 30 or 40 fire damage. It's great for getting rid of annoying units; cast 1 or 2 of them and if you have above 30 Combat every unit is hit

Resist Fire, Resist Missile, Vampirism, and Stoneskin are great too. Summon Imp is good too: they fly, do magical damage, have a Speed of 20, and only cost 12 mana.

Mutate and Transform are great spells too, as are Group Heal, Dig, and Earth Power.

The best spell??? The spell that you use most.

- Are Spell Mastery and Spell Grand Mastery cumulative? If they were not (i.e. Grand Mastery includes Mastery), I would have my Archmage save the 15 APs and go directly for Grand Mastery. But if they are (cumulative), it would probably be a great disadvantage not learning the Mastery as soon as possible.

[Gardrak] Nope, they not cumulative—you can't take Grand Mastery without having Mastery first.

- Any good suggestions for spellcasters?

[Karrk] Get Mastery and Grandmastery—they are in the top 10 list of most useful skills for spellcasters.

- [Kodiak] Pyromancy is the best sphere. Firebreath, Soul Flame, Cauterize, Fire Elemental, Resist Fire, Berzerker, Pillar of Fire, Fire Ring....any spell in this sphere (other then Armageddon) pretty much rocks. Armageddon uses up to much mana and drops casting too much to be useful.

- What does Shadowform do to your hero? I know that it turns him/her into an "ethereal being" but the description doesn't really help.

[Vireyda] It boosts physical Armor and Resistance, and increases your hero's Speed. How much it increases depends on whether or not you have Mastery or Grandmastery.

■ How important is healing?

- [Vireyda] Well, ultimately this game comes down to management of resources. Armies are valuable and cost a good chunk of resources. Just letting a good army unit die because it didn't regenerate HPs fast enough (except Undead who have no regeneration) is wasteful. Hence the value of Heal.

Heal not only extends the life of your army, that unit also probably has a higher level in XP terms meaning it's a stronger unit (since it obviously was in battle to get hurt somehow); additionally, mana regenerates quickly (if you go with a healing hero) and is FAR cheaper/less time than rebuilding that unit over.

This can also depend on race. For some races, it's almost not worth it to heal because you build so fast and cheaply (Orcs, Barbarians). But overall, I'd say healing was a good thing even for these races; it's just not as vital for a race like Wood Elves.

■ What do you think of Stonecall (a Rune spell)?

- [Microwavegerbil] I think it's a bit unfair that Rune's Stonecall costs 60 with -6 mod, Summoning's Windcall costs 40 with -4 mod, and Pyro's costs 30 with -5 mod. Rune seems to get the short end of the stick (especially since that's Rune's top spell).
- [Karrk] The Dwarf Stonecall isn't as good because the other Rune spells are good: Stoneskin—best armor increaser spell there is; Dig—speeds up building time; Earthpower—repairs all friendly buildings; Resist Magic—resist half the better units in the game; Doomstones—good offensive spell; Resist Missile—resist the other half of the strong armies; Rune Item; and *then* Stonecall.

■ What are the best/most effective spell combinations?

- [UN_222] Vampirism + Invigorate
- [Vyme] Spectral horde + Firebreath + Invigorate (Grandmastery levels of course)
- [Executor] Shield + Vampirsim + Shadowform, and add Shillelagh if playing Archmage.
- [Elven Warrior] Resist Missiles + shield + Resist Fire + Vampirism. As an Archmage, this will make you nearly invincible (as you already have invulnerability to magic damage) against regular troops and even many heros. Just watch out for hard hitting high-level fighters.
- [Goldberg] Invisibility + Mutate
- [Elric] Charm + Dig while playing Dwarves and high resources level. Also:
 - Vampirism + Invigorate
 - Fire Breath + Invigorate
 - My favorite: Call Lightning + Raise the Dead
- [Migromul] Vampirism + Ice Ring
- [Kesthley] Call Lightning + Resurrection

Units and Races



- **The piercing-upgrade that archers get, does it totally bypass armor? If so, why doesn't this apply to buildings as well?**

[The Loose Wire] Piercing is just the type of damage they do. If you give archers flaming arrows then they cause both fire damage AND piercing damage. For example, if an attacking hero has 20% piercing resistance and no resistance to fire, then the piercing will be reduced but the fire won't and he will suffer the full fire damage (or at least that's how I think it works).



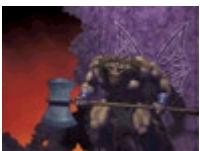
- **What about Liches?**

[Freak24] As far as I know, the Liches are not considered to be spellcasters but simply ranged units much like the Basilisks and Pixies. In fact the Undead don't have any spell-casting unit.



- **How do you activate the special ability of a unit?**

- [Vyme] **Shift + T** will do it. Example: Assign all your Moonguards to the same group (drag a box around them and press **Ctrl** and a number from 1 through 9). Get into a big melee battle, press 1 to select your group of Moonguards, then press **Shift + T** and they should all let loose with multishot. Try looking at a wizard's spells to see if they have a **Shift** and key combo to use the spell.
- [Vireyda] If a group has only one spellcasting/special unit, using the shortcut will still use the spell from that unit. You can also just get to a screen view with your units and hit **SHIFT-(Letter)** to cast their spell and it will randomly select a unit to cast it without having to actually select the unit.



- **How do I use the Sacrifice ability?**

[Greenbeard] Just select a unit and the Sacrifice icon should appear in the bottom right where you give commands to you units. Selecting more units and performing Sacrifice will increase your chance of success.



- **What races do you think are effective, and which do you think are cannon fodder?**

- [Grendal] As a rule, most Elf races blossom late in the game (late in the game as defined by the tech tree, not the actual game time), so against powerful early rushers your going to have some problems.
- [NeonSidhe] Personally, I've found that I really, really like playing the Undead. They have awesome sounding upgrades, all the units sound cool, and they can get +2 Combat from weather with no chance of a penalty.

I use my Undead Illusionist with the Undead race. He's currently Level 11, has a 25 Magery without items, and all the Level 1 and 2 Necromancy spells.

To start off, he summons a Zombie to go build the Level 1 Palace. Meanwhile, he starts converting some buildings. By the time the conversion is over, he can summon one or two more zombies. Convert more, and as the Palace finishes, send the zombies to start building more towers while the Palace does some upgrades. I summon another zombie after my hero finishes the second conversion, and send that one to build the Tomb and the Smithy. Travel and convert, and summon Zombies while pumping a couple Skeletons out of the Tomb. Research the Gravestones, build4, and now you have 5 Skeleton producing buildings. Nice!

And then you just roll from there. At some point I start casting DarkStorm every time it gets sunny or clear, because the Undead get +1 for night (+5 more for the Shadows *drool*) and +1 for rain, while most races get penalized in that weather.

Keep upgrading the palace, and summon lots of Zombies for gold mines; as a civilized race, the Undead need lots of gold in the early game. Late game you need more crystal and metal, so build up defenses around those as well. Only transform the Skeletons when they get injured, or when you have reached your resource cap.

- [Migromul] It depends on your style of play. I think there are no "cannon-fodder-races" out there. I tend to prefer the Undeads and the Dark Elves. Some observations:
 - The Demon. I think it has too little armor for its cost—you must summon it with the level 4 Summoning spell or Sacrifice at least 30 units with the Dark Elf ability.
 - The Assassin (unit) of the Dark Elves. Perhaps I build too few of them, but when I play the Dark Elves I build as many Sorcerers as possible (I feel that is their top unit).
 - The Undeads are weak against bashing-attack-units. But the Skeletons are the best civ-tower-killers you can get. And, if you play the Undead, then you can get Dark Mithril, which gives your units (and your hero) +2 armor and +10 damage.
 - The Resistances of the Undead are quite good—They have immunity to psyche and illness.
 - The Undeads are the only race, that profit from two weather conditions: rain AND darkness.
 - I suggest you play the Undead with patch 1.04 installed because the morphing can get REALLY expensive without the cost-reduction function based on magic.
 - If you are a rusher, that loves MASSES of units, then I suggest you play the Orcs. This is the only race that gets a special building (Hut) that raises your unit-limit.
 - If you want equal abilities in everything and a bunch of magic-using units, then I suggest you play the Humans.
 - If you are a defensive player, and LOVE artillery, the Dwarves are your choice.
- [mastermage1] The absolute worst race to me are the Dark Elves, because the only units worth their prices are the Assassins and Blackguards. Dark Archers suck compared to other archers; Dark Riders are pitiful compared to Dragon Knights and not any better (maybe worse) than a Wood Rider; Skeletons can be useful for rushes against civilized races, but they lack any serious HP or upgrades; most of their units roll over and die after a Call Lightning from a Goblin Shaman (not to mention a hero's Call Lightning).

I think that Orcs are cannon fodder, but that is actually their strong point. Actual orcs can take on any missile troop (and towers) after upgrades. Wolfriders produce so fast and can get Disease and massive Speed upgrades. The only weak point of Orcs is that until you get a level 3 Ziggurat you must use Towers and Scout Rowers for air support. Then, at level 3, you only have Bats and Ogres. The Orcs biggest strength is the Goblin Shaman, who have Lightning, Berzerker, and day/night spells.

- [Exhor Astalder] In my opinion the High Elves are almost perfect. Their only flaw is when attempting a siege against a fortified outpost. There's no 'elegant' way of sieging a town with this race—only a MASS attack seems to work.
- [Elven Warrior] The best things about each race (in my opinion):
 - Humans are powerful against Undead (plus 3 spellcasting units and knights are tough)
 - At night and/or in rain, the Undead gain bonuses
 - Minotaurs are tough fighters and have good generals (Minotaur Kings)
 - Dwarf Lords and Berserkers and are tough foes, especially when in groups
 - If played well, the Dark Elf assassins are deadly
 - Wood Elves have Dryads and the ability to heal your entire army
 - High Elves have Dragon Knights and the ability to heal your entire army
- [Karrk] I hate dwarves—they're slow, they're easy to beat, they're expensive, and when compared to other races and units, they are just weak. In my opinion, their only redeeming feature is the fact that Dwarf Smiths count for 2 workers when put into mines.

The Dark Elves have always been my favorite Elven race (because they have Slavehoard, Sorcerers, and can summon Zombies). Recently, I made an Assassin hero and surrounded him at all times by five to thirty-two Assassins, and a few sorcerers. I promptly made record time beating the @\$es off the enemy. I sat back, stunned.

The only bad thing(s) about the Dark Elves (in my opinion) is their TERRIBLE early game (every unit that starts with "Dark" is worthless—Dark Infantry, Dark Archer, and Dark Rider).

Dark Elf Anecdote: I had a group of 8 Assassins that took on a group of 16 assorted Knights, Squires, Pikemen, and one enemy hero. None of the them escaped. They were all dead. My 8 assassins (none of whom had died, by the way) then came back to the Mystic Tower and had a big parade and celebration. Then some Barbarians came in and spoiled the party. My assassins were so angry they killed every last purple one.

■ Are Treants useful?

- [Executor] Treants not only Entangle but cause Fear. If Fear works, an enemy loses 4 speed, which typically makes them equally as slow as the Treant. And they are the only Wood Elf unit with decent melee fighting capability. They make good "walls" for dryads.
- [Llewrend] Don't discount a Treant's building speed, ESPECIALLY when you're playing the Orcs. **Treants are the fastest builders in the game**, so having one in your retinue will let you put the heat on early. They also make good defensive units when they aren't building.

■ What mages (White, Red, or Black) are the best?

[Migromul] Black Mages are one of the least useful human units when compared to its cost. Red Mages do more damage, and the White Mages can heal—both are cheaper than the Black Mage.

■ What is so good about General units? Do they do something special because they are Generals (like increasing Morale), or they are just superior units?

[Vireyda] Typically, they are "stronger", but the key point is their special abilities:

General	Race	Special Ability
White Mage Red Mage Black Mage All Mages	Human	Cast Group Heal/Cure Cast Ring of Fire, Resist Fire Cast Poison Cloud, Drain Mana Conversion
Dwarf Lord	Dwarf	Resistant to missiles, Double damage to buildings, Conversion
Vampire	Undead	Drain enemy HPs, Conversion
Reaver	Barbarian	Double damage to large creatures, Conversion
Minotaurs	Minotaur	Ignores enemy armor, causes Fear, can attack flyers, Conversion
Giant	Orc	Causes Fear, Conversion
Moonguard	High Elf	Can fire multiple arrows, Conversion
Dryad	Wood Elf	Conversion (25% faster)
Blackguard	Dark Elf	Cast Invisible

■ What do you think of the different "General" units in the game?

Unit	Exhor Astalder	Karrk	mastermage1	Miscellaneous
Blackguards	Barely worth mentioning.	The Blackguard looks almost as cool as the Moonguard, but still too weak. Invisibility? Worthless. Doesn't last long enough.	Blackguards can break into enemy territory unnoticed, cause poison on thing they can't kill, and have about 16 combat. I rank them as the 3rd best General.	<p>[Grendal] I have found Blackguards very useful for the Dark Elves, although they are not an extraordinary unit in and of themselves.</p> <p>[Vyme] Blackguards are a little low on life, but have pretty high Combat, decent Speed, very decent starting Armor and Damage (and the ability to go invisible). When invisible, you can go straight for whatever unit you think needs to die and.. sneak attack!</p>
Dryads	When you use Wood Elves, Dryads are very powerful. Their quickness (of movement and fire rate) gives your opponent no chance of thinking how to defend, so you have the advantage of "surprise". Buildings are very vulnerable to Dryads' magic attack, so they are unique when it's time for raids.	The dryad is pretty, but weak—no noticeable special ability (25% faster conversion).	<p>Dryads are good, but Goblin Shaman are a very good alternative.</p> <p>I rank them as the 5th best General.</p> <p>[Gary Thomas] I hesitate to suggest that the Dryad is the best general, but she does have some advantages for hit and run attacks.</p> <p>A Dryad is fast and has a good ranged attack. The idea of Gladewardens beating Dryads is laughable. Against anything without a ranged attack, race in, fire, run if the other unit tries to close.</p> <p>About four Dryads will eliminate a tower quite quickly.</p> <p>Putting a Dryad in a tower tends to negate one of her best characteristics - speed.</p>	<p>[Elven Warrior] I am a bit biased because I usually only play High Elves or Wood elves, but in my opinion the Dryad is the best. Maybe not early on, but raise her up a few levels and watch out. Her rate of fire increases with her Speed and once she has enough HPs to get hit a couple times she can take out towers by herself!</p> <p>[Fr Mino's] Don't let Wood Elves get a 5th level Mystic Tower. Dryads are deadly and produce faster than any other General.</p> <p>[downset818] Dryads by far. They start out pretty weak, but I have a 600 XP. Dryad in my army and I beat the battle of Skullgate map even though both enemies rushed me at the same time.</p>

Unit	Exhor Astalder	Karrk	mastermage1	Miscellaneous
Dwarf Lords	aahhhhh, the Dwarves!! They are immune—immune to missile attacks and 'immune' to magic. Honorable hand-to-hand combat is the only way of taking them down. A blue-Mithril-full-plated-angry-bloodthirsty-drunk Dwarf Lord is a scary sight indeed (and remember, they destroy buildings with 2-3 axe swings).		Dwarf Lords also start out cowardly, but they are the ultimate tower (and other buildings) destroyer.	[Microwavegerbil] I don't think that Dwarf Lords or Vampires can keep up because that can only be produced by level 5 palaces.
Giants		Giants are big, strong, and weak—I mean, they're big, strong, and die easily, despite their strength.	Giants just look pretty, other than that they are weak compared to other Orc units.	
Mages	The utility of the White Mage is its group healing power.	<ul style="list-style-type: none"> ■ Red Mage? worthless, especially if your hero is a Pyromancer (a Red Mage can only cast Pyromancy spells). ■ Black Mage? worthless. except for maybe the Poison Cloud spell. ■ White Mage? not worthless in the least. Group Healing and Cure! 	I look at White Mages more as a necessity than a choice, because it is essential that you can heal your troops if your hero is gone or is out in the field. Red Mages are good, especially for taking out bunched up weaklings. They are also are very useful if you see a Dragon, a pack of Liches, or a flock of Phoenix. Black mages suck, I will leave it at that.	<p>[Fr Mino's] If you don't have Pyromancy spells, then Red Mages are a necessity. With the Resist Fire spell, powerful Undead units (such as Liches) will become very weak vs armies upon which Resist Fire is cast.</p> <p>White Mages are useful at the start, but I usually play a spellcaster with Heal so I don't really need them.</p>

Unit	Exhor Astalder	Karrk	mastermage1	Miscellaneous
Minotaur Kings	These are good. particularly if you are not trained in the ways of steel, they balance it (give them Vampirism and they will just live forever).	I had a Minotaur King who killed two dragons in a row unassisted (except for some friendly sheep). Minotaur Kings are too strong.	Minotaur Kings are also very good (although Reavers kill them easy). They are able to attack flyers and eat animals to heal, and seemingly never die if on a Dwarf team, (because they get extra Damage and Armor bonuses to go with their already awesome Damage and Combat). They are like moving walls if they also get level 3 vampirism cast on them. I rank them as the 2nd best General.	[Fr Mino's] Unless I'm sure I can kill one, I generally flee against when I see a Minotaur King. As Wood Elves, Minotaurs must be destroyed before they can send their Generals to explore. [kyurg] I have to say Minotaur Kings—although they are expensive, they are cheaper and faster to build than Dragons (and are almost as strong). With two Minotaur Kings, a Dragon has no chance. [Kevin] Cost isn't everything. By the time you have a 5th level Palace, resources often take a back seat to speed of production. Also, it's been my experience that Minotaur Kings stick around a long time and a smallish group can consume quite a few enemy buildings before needing to heal. In terms of both cost and speed of production experienced Minotaur Kings kill Dragons.
Moonguard		The moonguards look cool, that's the only reason i like them, the multitarget is too weak, only hits with one arrow each, blah.	Moonguard are good for taking out groups of Goblins, Barbarians, Pikeman, Archers, and the like. I rank them as the 4th best General.	
Reavers	Reavers just do not match with my idea of a General. They are infantry, not a "Glorius Glowing Mighty Heroic Captain".	Reavers are the only thing that are good against Minotaur Kings, and they just look so cool.	Reavers are my favorite because they make quick work of Giants, Treants, Ogres, and Minotaur Kings.	[Kesthley]

Unit	Exhor Astalder	Karrk	mastermage1	Miscellaneous
Vampires	Vampires have the same disadvantage as the Dwarf Lords, i.e. they must be created at your main palace, they are not effective, their 'special ability' is a level 2 spell, and a couple of well-aimed piercing arrows will return them to dust.	Vampires would be a lot more useful if they got more HP from the damage they do. They're basically just infantry with Vampirism—a Slayer Knight with Vampirism is about as good.	Vampires are no good because most of my heroes already have vampirism and unless you change your palace's Attitude, they will start out cowardly. I rank them at the bottom of the Generals (9th).	[Grendal] Vampires can be extremely effective if managed well. Except against hordes of range units their handy Vampirism ability can keep them alive for a long, long time. [Microwavegerbil] I don't think that Dwarf Lords or Vampires can keep up because that can only be produced by level 5 palaces.
Miscellaneous			Here are my rankings of the Generals: 0. White Mages (a necessity, especially if your hero doesn't have heal) 1. Reavers 2. Mino Kings 3. Blackguard 4. Moonguard 5. Dryad 6. Red Mage 7. Dwarf Lord 8. Giant 9. Vampire 10. Black Mage	[Elven Warrior] One of my favorite things about the High Elves is the Dragon Knights which just destroy Dragons! (of course the healing is great too).
Conclusion (courtesy of Karrk)	A Dragon can't beat 1) a Pyromancer hero, 2) another dragon, and 3) a Minotaur King. BUT: a Minotaur King can get beat by a Dryad. A Dryad can get beat by a Gladewarden. A Gladewarden can get beat by a Dwarf Crossbow. A Dwarf Crossbow can get beat by a Rider. A Rider can get beat by a Knight. A Knight can get beat by a Sorcerer. A Sorcerer can get... and so on. Each unit has strengths and weaknesses. The Dragon is the most overrated unit in the game—it takes too long to build, requires too much cost, and then it can get beat by a Minotaur King, which takes less than half as long to build and is more than half as strong. SO: the best general is the Minotaur King. The coolest looking one is the Moonguard. The one with the coolest sounds are the Blackguards. The most useful, as in Skills, not attack value, is the White Mage. In theory, the Vampire should be more useful than it is. In theory, the Giant should be strong, but in practice, 16 phoenixes can kill it. The Reaver is pretty strong, pretty cool, and in theory the best unit to use against Giants or Minotaur Kings.			

■ What is the white circle that appears above the head of my units?

[Vireyda] The white circle is when the unit has rolled a saving throw against an effect, aka, they resisted being poisoned/feared/chaosed etc. See [Psychological Effects, Poison, & Disease](#) on page 96 for information about psychological, disease, and poison effects.

■ What are the best archer units?

Unit	# of Votes	Voters	Key Points
GladeWarden (Wood Elf)	4	Llewrend, Elana415, Gary Thomas, Karrk	<ul style="list-style-type: none"> ■ Without upgrades they aren't that good ■ Upgrades are expensive ■ They have the best viewing range
Barbarian (Barbarian) (Missile)	1	Exhor Astalder	
Pixies (Wood Elf)	1	Elven Warrior	
Crossbow (Dwarf)	3	Vyme, Pollo, Elric	<ul style="list-style-type: none"> ■ A fast, flying, high damage, fairly cheap unit with adequate range
Sprites	2	ChrisProctor, Kirri	
MoonGuards (General)	2	UN_222, Kyurg	
Longbow	2	Microwavegerbil, RedYak	<ul style="list-style-type: none"> ■ Best Combat (4) ■ TheLongbow and the Gladewarden have the longest range (8) ■ Best Speed (11) ■ The longbow and the Gladewarden have the best view range (13) ■ The squire and the Longbow have the best armor (good) ■ They live a lot longer than Gladewardens and fire a lot faster than the Dwarf Crossbows

Note • (courtesy of Vyme): "I had to participate in a debate of best unit before I could finally see that such a debate is totally pointless. It wouldn't matter if I had solid proof one unit was the best. People would still disagree and argue over what 'best' truly means. I think with the right hero and the right spells/skills you can turn even weak units into killers. **Every archer unit in this game has situations where it shines or holds an advantage.** Almost every advantage can be taken away from these units by a good hero. There is no best archer, as each archer has a number of situations where it would outperform the others."

- [Llewrend] I'm going with the book and saying the Gladewarden (big surprise, I know). They have great damage at great range. Pixies are nice, but they die too quickly (too few HPs); Dwarf Crossbow are far too slow; Imps would be Ok, but they come late in the game and cost valuable resources to the races that can make them.

- [Exhor Astalder] My vote for the Barbarians: they are cheap, fast to build, 10 damage, and have piercing and carry-through damage. Plus, they get good upgrades (damage, combat, experience, speed, range, ability).
- [Elven Warrior] First: Pixies. They get all the bonuses of a Wood Elf archer plus they are cheap fast and can go anywhere on the map. If you have a hero Archmage you can cast Resist Fire and Berserk and really do some damage.

Second: High Elf Archers. They have good armor and HP for an archer.

Wood Elf archers are fairly sucky until they get their upgrades then they kick

I don't consider a lich an archer... but i guess he is the only missile unit for undead so he is in the top (but I would class him as a magic user)

don't forget the basilisk with near immunity to arrows these thing can take down civ towers and reek havoc on your archers

- [Vyme, Llewrend, Pollo, Gary Thomas] **Gladewardens vs Dwarf Crossbow.**

Gladewarden (Wood Elf)	Dwarf Crossbow
<ul style="list-style-type: none"> ■ Combat = 3 ■ HPs = 15 ■ Speed = 10 ■ Damage = 8 ■ Range = 8 ■ View Range = 13 ■ Armor = 1/1/1/1/3 	<ul style="list-style-type: none"> ■ Combat = 3 ■ HPs = 60 ■ Speed = 5 ■ Damage = 15 ■ Range = 10 ■ View Range = 10 ■ Armor = 1/1/1/2/4
Disadvantages <ul style="list-style-type: none"> ■ Poor HPs (15 versus 60) ■ No armor (the Dwarf Crossbows can upgrade armor) 	Disadvantages <ul style="list-style-type: none"> ■ Slow (offset by Brew) ■ Low viewing range (offset by supporting forces such as runners or eagles)
<p>Gladewardens have a faster firing rate, about 1 shot a second at 10 speed, vs 1 shot every 2 seconds for a Dwarf Crossbow. They also have a bigger view range (13).</p>	<p>Dwarf Crossbow are by far the tougher units and cost just a hair more than a Gladewarden to create. They do almost twice the damage and with the 60 life, they last a long, long time.</p>

Gladewarden (Wood Elf)

The Gladewardens can get a lot of upgrades, and eventually you are looking at an increase of 10 damage (also this turns into fire damage with the right upgrade), and a range of 12. They also get some viewing range upgrades. They still suffer from no armor (as there are no armor upgrades), very low life, and a low combat.

Dwarf Crossbow

The Dwarf Crossbow, when upgraded, have 20 damage. This damage is sadly piercing (there are many more pierce resistant units than fire). They eventually get a 12 range, same as the Gladewarden. With Dwarven Brew, they get a bonus of 4 Combat and 4 Speed. That puts them at 9 Speed, a hair under the Gladewardens and almost no noticeable speed difference. This gives them 7 Combat. 7 combat is 45% to hit. They also benefit from the massive Dwarven armor upgrades, and with all of them have a final armor of 40% reduction from the first 3 types of damage, 50% reduction from fire, and 70% from magic.

The combination of Dwarven Brew, multiple armor upgrades, high HPs, high damage, and good range are what I really like. People

say they are slow, and with 5 starting speed they do shoot at 1/2 the rate of a 10 speed Gladewarden, but add the Brew and they surpass the Gladewardens easy.

Unlike the upgrades for Gladewardens that only affect their ranged units, dwarven Brew and armor upgrades affect all units. You are getting the most bang for your buck.

Wood Elves rely heavily on crystal and have no real way of speeding up the rate of acquiring it early on. Ancient Wisps you say? Going to have to make 4 wisps, pay for the transformation before you reap the benefits of crystal from an Ancient Wisp. They only act as a level 1 crystal mine anyway. Takes a long time to get back the crystal you invested in making them.

The only two advantages a gladewarden have over a crossbow fresh out of the tree are twice the speed, and a little more view range. The viewing range makes for good scouting, but won't help in getting off the first shot as their range is only 8. That 10 speed adds up to about 9 shots per 10 seconds of real time on the medium game speed setting.

The Dwarf Crossbow come straight out of the barracks with 15 damage, 60 hitpoints. Gladewardens come out with 15 hits and 8 damage. The flaming arrow upgrade will cost you (no Merchant bonus) 800 gold and 1000 crystal. Bowmaster is another 1000 crystal and 1000 gold. This adds up to a ton of crystal you need to get your Gladewardens fully upgraded. They still have no armor and low life.

For Gladewardens, 3 combat is a 25% to hit for missiles, you are looking at 2-3 hits in a 10 second span. 2 or 3 hits with 8 damage. Dwarf Crossbow shoot about half the speed, but have 15 damage. So every one shot they land, is equal to 2 warden shots. Like I said, go make a map and have both types square off with each other

Gladewarden (Wood Elf)	Dwarf Crossbow
<p>Towers have a base range of 12. Gladewardens have a base range of 8. They get +2 range from Bowyer, and another +2 from Bowmaster. The +4 range and +10 damage from Bowmaster does not give them +6 range total. The Bowmaster is just another +2 range and +5 damage over the benefits from Bowyer (+2 range) and Fletcher (+5 damage)</p> <p>Just like Mithril for dwarves, +3 armor and +15 damage really just gives you another +1 armor and +5 damage over the benefits of Weaponsmith 1&2 and Armorer 1&2.</p> <p>Final Gladewarden range is going to be 12. Final damage 8 +10 = 18.</p>	<p>If you look at these two units and just think about the upgrades available to each, the final Dwarf Crossbow will slaughter Gladewardens.</p>
<p>Gladewardens will fall over dead the first thing that hits them. So weak! God forbid a fast hero with high melee or area spells get near them. Whoosh, bye bye flimsy Gladewardens. The dwarves can at least take a few spells or hits!</p>	<p>The final armor vs pierce/fire damages for Dwarf Crossbow is great—something like 40% reductions vs pierce, slashing, crushing, 50% reduction for fire damage, and 70% reduction from magic.</p>
<p>View Range. Although Dwarf Crossbow and Gladewardens have almost the same weapon range, Dwarves can't see very far, so they don't fire until the enemy is right on top of them. And with that speed they can pull back, fire at the dwarves, and move back. And Wood Elves get the sight upgrades, which is why the Gladewarden is the only unit that can fire at a tower without being fired back at.</p>	
<p>The speed at which Gladewardens produce mean you'll never have less than a 2 to 1 advantage on Dwarf Crossbow.</p>	<p>Gladewardens and Dwarf Crossbow both 'produce' in the same amount of time. Check the Battlecry Army Help. Check in game to confirm—I set the game on medium speed and timed it. They both popped out in 45 seconds.</p>
<p>Gladewardens go better with combination of heroes because they can get more thing of high level heroes than Dwarf Crossbow.</p>	<p>Cost over Power.</p> <ul style="list-style-type: none"> ■ I prefer to pay gold for Dwarves Crossbow than crystal For Wood Elves ■ Crossbow upgrades are cheaper. Why they are cheaper? Because for less amount of money you aren't only upgrading archers, you're upgrading <u>everything</u>.

Gladewarden (Wood Elf)

Dwarf Crossbow

The Test. [by Gary Thomas]

Inspired by the activity in this thread, last night (Tuesday) I did the following:

- 1 Bought a computer
- 2 Bought another copy of BC
- 3 Made the computer shop download patches 1.01 and 1.04
- 4 Fired up the computer in my hotel room, loaded BC and the patches.
- 5 Created a test scenario for various things.

TOWER RANGE

- 6 I created one of each kind of tower. It turns out that for range they are all the same. They differ only in amount and type of damage (as the literature says).
- 7 From each tower I made a line of stones, replacing every fifth stone with a barrel.
- 8 I made a row of enemy peasants beside the rocks.
- 9 I made the towers friendly.
- 10 I played the scenario. The towers killed all the peasants within 12 range (as they should). The range was counted like this (r: rock, b: barrel, t: tower, p: peasant, the peasant shown was NOT killed):

trrrbrrrrbrp
01234567890123

GLADEWARDEN RANGE

- 11 I changed the towers to enemy and got rid of the peasants.
- 12 I set up a group of gladewardens and the wherewithal to upgrade them to the maximum. 13. I played the scenario again. The result, after the glade wardens were upgraded to the maximum, was that they had a range of 13.
- 13 Thus (g: gladewarden):

trrrbrrrrbrg
01234567890123

In this situation the tower cannot hit the glade warden, but the gladewarden can hit the tower.

- 14 I also tried lesser developed gladewardens. The basic gladewarden (range 8) actually has a range of 9 (and died a lot when attacking a tower). With Bowyer (range 8+2) the actual range is 11.

Gladewarden (Wood Elf)

Dwarf Crossbow

CROSSBOWMEN RANGE

- 15 I changed all the gladewardens to dwarven crossbowmen and tried again. Undeveloped crossbowmen are supposed to have a range of 10, it is actually 11. With Bowyer there supposed range is 10+2, it is actually 13, the same as gladewardens.

GLADEWARDENS AGAIN

- 16 I reverted to gladewardens, and replaced one of the towers with an enemy peasant. The range was still one more than it should have been.

MISCELLANEOUS MATTERS

- 17 View range is as quoted in the rules with one oddity. If the next square (out of range) is unexplored, view range is one extra. For example, in explored territory an eagle's view range is 19. However if the next square is a black one (not a fog of war) the view range is 20. If the eagle then moves back one square, TWO fog of war squares are created and the eagle's view range is 19. This appears to apply to all units, including towers.
- 18 The gladewardens and the crossbowmen hit the towers every time, so combat skill had no influence. Brew, however, speeded up the crossbowmen's rate of fire to a degree that seemed faster than the gladewardens. On the other hand the fire arrows did more damage (although the nominal damage for the gladewardens was 18, compared to 20 for the crossbowmen) the crossbows. I am fairly sure that a gladewarden will take out a tower faster than a crossbowman, even with the benefit of Brew.

CONCLUSION: Dwarven crossbows are the most effective archer unit in the game provided they have spotters.

In my opinion, all but one of these disadvantages are unimportant. The important one is a fourfold advantage in HPs that the Dwarf Crossbow have, an advantage with is increased by their armor. This advantage may be further increased by the combat advantage given by Brew.

If you play with fog of war, the Dwarf Crossbow are NEVER going to fire at a tower without getting hit. It doesn't matter if you put more units in a tower, because that tower still won't hit the Gladewardens that it can't even see. And furthermore, the entire argument that "Dwarf Crossbow" can use spotters to negate the view advantage of Gladewardens is bogus. Gladewardens could have the Imps shoot the spotters, or Treants entangle them, or whatever. The argument has to center on the ability of the unit itself, not the entire dwarven army set. On top of that, the Wood Elves will get at least 2 to 3 shots each before a Dwarf Crossbow will even fire back. That will pretty much even out the HP advantage.

[Bonapart] Armour and hit points are unimportant for an archer, they shouldn't be taking damage and if they are then you are doing something wrong. The other thing I'd like to note is why everyone is saying all the Dwarf Crossbows upgrades work for everyone—the only upgrades that do are Armor and Brew. **Added together, all those upgrades cost a pretty penny in gold, plus cost of making units (pretty high in gold) and the cost to get them drunk and you've got a load of gold leaving before they become effective.** Yes you can put Smiths in your mines, but this isn't a resource-gathering question, it's about the archer and cost is a factor.

Conclusion (for me at least): the better archer will be decided between whether you want fire damage or better survivability. Fair?

■ What are the best Calvary units?

- [Llewrend] The manual says the High Elves have the best cavalry. Some say that Humans do. I say the Orcs do—Wolf riders come in play at low levels, they cost less and produce faster than any other cavalry unit, and they can carry disease (no prostitute jokes please).
- [Elven Warrior] Dragon Knights—they can attack ground and air—an indispensable gift for cavalry (and with bonuses can mash dragons!).
- [Vyme] The better units? The Human Knights and High Elven Dragon Knights are by far the best cavalry. They have good armor, high Combat, high damages, and have many upgrades.

Don't dismiss the barbarian riders though. They are the cheapest and have the quickest building time out of all the cavalries. They have a lot of speed bonuses too. The Riders have weak armor and mediocre HPs, but you can build many more of them than other races cavalry.

I do agree WolfRiders are good too. While stronger than Riders, they produce a little slower (45 seconds vs 60 seconds), but have better armor and carry disease.

Can you really compare all the cavalry and say, which is better? Dragon knights can attack air units, no other cavalry can. Knights with upgrades have massive armor and damage. Riders can be produced like mad and have awesome speed. Wolfriders are solid with disease (disease can really screw units over if you can't get it off of them). It's too hard to pick a 'best' one.

■ What do you think about Humans?

- [Pollo] Humans are difficult with low-level heroes. With a high-level hero (i.e., over level 10) they are one of the best.

The main problem Humans face is economic—gold is very important. You definitely want to get the Trade upgrades at the Marketplace.

After that, the units become relatively cheap. Other races tend to pay more for more weaker units.

About some Human units:

- Pikemen are only useful to full towers, but they are cheap, cheap, cheap!
- More advanced human units such as the White Mages and Red Mages are very powerful (Group Healing and Resist Fire!).
- Squires are great. They are produced very fast and can be upgraded.
- [DaxAllred] Humans in general tend to be about money management. Even the Heroes.
- [Faenris] I think so, too. There's nothing like a rush with 20 Knights (which were cheap to produce if a Hero has the Knight Commander skill). Other races have almost nothing as strong that can be produced in a comparable amount of time.
- [Storm] I didn't like humans much until I got my lvl 16 Druid with all his Cavalry upgrades!! Now I think they are great. By level 2 I can be churning out Mercenaries at a low cost while waiting working on my level 3 palace. because Knights are dirt cheap, with about 5 or 6 stables and you'll have a powerful army within minutes!

In addition to the Knight Commander skill (which lowers the cost of Knights), the Druid gets another 50% off all cavalry costs! Unless you are up against a great player, you don't even need Squires or Pikemen. You can run your opponent down with a Mercenary and Knight rush. Mercenaries produce fast and with a Druid getting 50% off the cost they're pretty cheap. If you keep a couple of stables to produce knights and a couple to producing Mercenaries and you should have a steady stream of devastating armies. I handle fliers with my Druid.

Note: I haven't tried this strategy on Mplayer, but against the AI it's devastating.

- [Elana415] Human heroes get the best skill in the game, Jack of all Trades, and they also get Knight Commander, which means you can get twice as much Knights for the same resources. If you play a human Paladin and get the corresponding upgrades, the Knights are brutal vs Undead.

■ What about missile units vs. melee units?

[Vyme] Missile units are much better at killing fighters than melee units. Since the chance to hit a fighter in melee is the Combat rating of the unit attacking the hero vs the Combat rating of the hero. A fighter will have a very high Combat rating, and melee units just wouldn't last long enough. At least with ranged units, the chance to hit is based on their Combat ratings alone. With enough ranged units and a high morale (DX + CH) I am positive you can eventually kill a fighter. His only way to heal is to run away and let his health regen. If he tries to do that, ignore him and go sack his base. Or just cast silver arrow and run after him. Your superior speed won't let him get away.

■ What races make the best team?

- [Kesthely] My vote goes to the Barbarian-Dark Elf combination. Barbarians are good for early rushing; Dark Elfs are good for mid-game rushing; both are good for end-game rushing. Who said rushing can't be fun?
- [Kirri] My vote goes to Orcs and Minotaurs. Orcs get weak late in the game, while Minotaurs get stronger. Orcs can hold off attacks while the minotaurs grow in strength (i.e., get a level 5 Ziggurat).
- [Vireyda] I like the Orc/Wood Elf or Orc/Dark Elf combination.

Orcan WolfRiders are fast, strong melee units to go with very fast races especially with long-distance units such as Dryads, Gladewardens, or Sorcerers (Elven races tend to have some speedy units).

Dryads/WolfRiders/Shamans make pretty powerful, fast squads as are Wolfriders/Sorcerer combos. Both squad types have strong ground with good anti-air support. I tend to like these combos because they are fast. Although, Dwarves' high armor would complement Orcan low armor (as well as the needed bldg. fix from Earthpower from a Rune Magicked Hero), I've always been fond of fast squads and even with brew, Berserkers just aren't quick enough for my Wolfrider tastes.
shrug Just a personal preference.

I also prefer Orcs as the primitive partner (since prim. tend to be strong early) because they use little crystal early on, thus using diplomacy to rectify the WE problem who need crystal badly but tend to have so much excess metal (which Orcs thrive on for unit production). I also like Orcs/DE because both get bonuses from night and ill weather (I think Orcs do, I keep forgetting). WE are unaffected by night time.

■ What races have the ability to heal and what can you do if your race doesn't have any Heal abilities?

- [Bubblegeek] The Dark Elves although they can't heal on their own, although you can develop the Sacrifice ability. If a troop gets too badly injured just sacrifice 'em. If you get a Daemon then "yeeha", otherwise you just freed up a slot on your army limit to make something else.

As far as the Dwarves go, there isn't anything that specifically heals them, other than the hero they're with (more on that later). Only suggestion is use Ale and upgrades to make them less prone to damage.

Now as far as the hero goes, Healers aren't the only ones that get the Healing. School & Nature also has "Gembery", which with at least Spell Mastery will affect the armies around your hero. The following races/specialties can heal the troops they lead:

- High Elves (can get Healing as a racial bonus)
- Wood Elves (can get Nature as a racial bonus)
- Rangers
- Paladins
- Druids
- Healers (yeah, I know I'm stating the obvious)
- Archmagi

Although not specifically healing, Vampirism from Necromancy do make your troops last a little longer.

■ What are some strategies for playing humans economically?

[Kevin] I went and tested it for humans (I don't know if it differs by race except obviously for dwarves). Each human worker (their work rate appears to be unaffected by experience or morale or speed) produces 2.5 units per second. An empty level 1 mine produces 5 units (of whatever resource it is a mine for) in 10 seconds, an empty level 2 mine produces 10 units in 10 seconds, an empty level 3 mine produces 20 units in 10 seconds.

So a level 3 mine with 8 workers produces as much as 2 empty level 3 mines (both scenarios result in 40 units mined in 10 seconds). It would, however, take 5 empty level 1 mines to produce as much as 1 level 1 mine filled with 8 workers (both mining 25 units in 10 seconds).

Unit Strategy Guide by Executor

Race	Unit	Description
Human 	Pikeman	I know people use pikemen for early game rush defending but they are far more useful. Fully upgraded pikemen are one of the best foghting force vs elves(especially high elves). 20 damage(10 base+10 from Weaponsmith upgrade) and 4 armor to slashing makes them great vs dragon knights. They also do 40 damage vs cavalry and they get a +6 combat upgrade. Good bye dragon knights.
	Squire	Aided by red mages they are invaluable vs Dragons. Also, they get a lot of archer upgrades and are very useful since they're the only ranged unit humans can use for actual fighting (their mages are too weak in fighting without spells to be used in large groups.
	Mercenary	Although apparently weak they're stronger than i thought. They can last a long time, do nice damage, are very cheap, and are fast to produce, compared to other cavalry units. However, in late games they become useless thanks to the Knight.
	Knight	<p>Although a decent unit at first, they become like tanks if fully upgraded. The horsemaster(+3 cmobat i think), Paladin and Grand Paladin (x2 damage and x3vs undead) and The Knightly order (+2 combat, +2 speed) make them pretty much invincble(i'm not even going to mention the smithy upgrades. Ouch!). a force of 12 knights is deadly. A force of 12 knights aided by vampirism and phantom steed...</p> <p>Their only weakness is air (especially since the humans don't have decent air support unitll lvl 5). This is the only part where the Dragon Knights beat them (dragons are not a threat since humans have red mages :)</p>
	White Mage	One word-Heal. Especially useful to drag around after knights to heal them(not that they need much of that:~). Even more useful when a low level hero with no access to healing gets poison or disese. They also have a better melee armor than that of the other 2 mages but also a lower damage (10 compared to 15)
	Red Mage	<p>By far my favorite human unit. I like to mix them between knights and when air units show up i wait for them to reach the knights and then unleash ring of fires. Not much can survive.</p> <p>In case of dragons i cast resist fire and just ignore them. With enough knights you can hack the enemy up before the spell runs off.</p>
	Black Mage	The so called useless unit is not as bad as it seems. One strategy i like to use is use a black mage early on to poison enemy heroes. if they can't cure they're gone. Also, the drain mana is useful against hordes of spellcasters. Not to mention that there isn't much an ArchMage can do with 0 mana :)

Race	Unit	Description
Undead 	Zombies	One of the few workers that has any use except build and mine, zombies are also good to drag around in a battle. They can scavenge enemy bodies and also spread disease to unlucky foes. They're also a nice fighting force (especially fully upgraded) I know not many people use zombies to kill their enemies but you really should give it a try(WARNING! do not attack without Dark Mithril upgrade).
	Skeletons	Best rushers in the game. Not so good vs uncivilized (except barbarians) but great against all else because most of their early units have a piercing attack. Also, they are good at killing towers(except magical ones). Not recommended vs minotaurs or orcs(crushing attack basic unit).
	Wraiths	Not too useful because they do really low damage but good air support.
	Wight	Nice basic unit, they have a great armor for their level, decent damage and hit points.
	Shadow	Useless at the beginning they become really strong in late games(Dark mithril and Dark Citadel)
	Slayer Knight	Not used by most people(and my favorite undead unit). They're slow and...that's about all. Double damage upgrade and dark mithril make them really strong. Fallen knight makes them invincible vs barbarians(Not so much vs humans because knights mop the battlefield with them).
	Liche	Great missile unit. If you have enough of them they can kill everything before it has a chance to hurt them. Beware of red mages.
	Vampire	Best orc killer in the game. Killer armor vs crushing (unlike the rest of the undead units) Orcs use crushing. Not so good against other races and since you make them at a level 5 palace they aren't produced too fast and it's hard to get a decent army of them.
Dwarves	Smith	Another worker good at fighting thanks to Mithril. Not much to say. Good to have a high-level one in your retinue because they build faster and are much cheaper than treants.
	Infantry/Runner-Mithril	Again. Also, runners can achieve a total of 20 speed which makes them one of the fastest units in the game(10 base speed+6 from royal messenger and+4 from dwarven brew.
	Crossbows	The only archer that counts for advanced unit. Fill up sentry towers with them. Cheap good defence. Walls also help a lot. Also, they are great against gladiators and sprites with full wood elf upgrades.
	Berserkers	Need vampirism and berserk to work nice. Good to keep melee units busy while crossbows tear them apart.
	Dwarf Lord	Great in sieges. Take out towers really fast. You can sneak about 5 of them in an enemy base(with invisibility) and destroy their keep(if you can't acquire it, then the enemy can't have it either. :)
	Note: The Rune spell "Resist missiles" works even against flaming arrows.	

Race	Unit	Description
Barbarians	Thrall	not good by themselves, they are usually sacrificed to get better stuff(Sacrifice skill for dark elves, food for necromancers and vampires, transform units)
	Barbarians	Excellent unit. carry through damage makes them great against large swarms of enemies (beware of that cursed bowmaster elven upgrade)
	Riders	Best rusher in the game in my opinion (especially if led by a barbarian hero). good speed and combat upgrades, cheap and produced ver fast.
	Reaver	Good if facing wood elves and other primitives.(orcs and minotaurs so you can hack down generals) the wood elves' treant is a big unit so reaver's x2 damage bonus applies. they also have a good armor against armor and with bezerk they can catch driads and slay them.

Retinues



■ How do retinues work?

[Vireyda] At the start of a game, you have a certain amount of unit “points” to spend (sometimes it's 0, but usually 1 or 2 is allotted and it can be changed). You can spend these points on the units you want to take with you into battle. The profession and XP of a unit determines how many points that unit will cost. For example, a White Mage with 10 XP will cost more points (6 pts) than a Kobold with no XP (1 pt).

Retinue members are units that accompany your hero from skirmish to skirmish and can be from a variety of races (for example, you can include a Dryad in your retinue even if you are a Human hero). After battles, new potential recruits for your retinue will appear and you can exchange old ones or add new these new ones (if you have slots available). Units in a retinue will gain XP from battles they have fought, so the longer you keep and use them the more powerful (and more expensive) they become. Once a member of your retinue member dies, he/she is sent to the Graveyard.

Usually the retinue units are useful units unavailable to your race or are Generals of other races which aren't available in the army selection, such as the White Mage (who can group heal) or a Dryad, etc.

■ What do you think is the best starting armies for a retinue?

- [lord of death] I typically choose a white mage for early healing and the rest builders to put in mines. This greatly speeds up early development.
- [Migromul] Well, I like a White Mage. But I rarely have one in my retinue, because I usually play the Undead or Dark Elfs. It does make sense to have at least one general in your troops (for mine-converting). Also, if you play a hero with Necromancer spells, you don't need as much workers because you can summon Zombies.
- [Dyson] I have a White Mage and Dryad.
- [Exhor Astalder] It is good to have a Treant in a hero's retinue so you can build a lot faster (they are the best builders) at the beginning of a game.
- [Chris Proctor] For the record, I play with an Ancient Wisp in my retinue, which effectively doubles crystal production from the start of the game. I tend not to bother morphing them in multiplayer, relying on my retinue instead.

Items



- How important are the items (armor, helmets, shields, etc.) you pick up, and what is considered good? For example, do you look for items with one enchantment that is high (for example, I just picked up some armor with +4 to Combat--I don't know if that's good or not), or do you look for items with multiple positive enchantments? (such as +2 Training, +1 to Morale, and +1 to Merchant).

- Early on in a hero's development items can make a huge difference.
- Sought after items typically have 3 +5's or 2 +5's.
- You hero can cast the Create Artifact spell (a level 4 spell) to create items with up to 3 skills at +5.
- [Vyme] The best items you can get are +5/+5/+5. it is totally random what you will get. It seems certain item types favor certain skills though. I find Speed much more often in boots than I do in a staff. This doesn't mean you won't find Speed in a staff, just that it is more common to find it in boots.

I just keep casting Create Artifact at Grandmastery level until I have nothing but 5/5/5 artifacts boosting the skills I want boosted.

- How do I know if I have an artifact and what is the highest power level?

[Karrk] An artifact is just a very good item, usually with three +5s or better.

- How do items bonuses affect a hero's Training and Magery skills?

- Getting a "+" to a hero's Training skill from an item(s) won't give any extra APs to that hero when leveling (see the Training table in the appendix of this document). It increases the amount of XP units get when they are created/summoned.
- Getting a "+" to a hero's Magery skill from an item(s) does not increase that hero's maximum mana. It improves mana regeneration rate and casting bonus during a skirmish only.
- [doctormm] **Item bonuses are applied to heroes DURING a skirmish only.** Because maximum values for certain attributes like hit points and mana don't change during a scenario, an item does not change them. Only attributes things like hit point and mana *regeneration rates*, unit XP when created or summoned, morale ratings, etc., change during a skirmish (you can even switch among items in a hero's backpack to change bonuses).

- What do items that add health do for you? I assumed + Health items would increase your HPs, but equipping them does nothing to any of my heroes.

[Kodiak] **Health items affect hit point regeneration only.** They do not affect a hero's maximum HP value.

- Do the items that appear in chests get weaker as you acquire better gear?

[GoblynLord] Items in chests are generally weak. Use the Create Artifact spell to go "artifact-fishing" for a good one. You can randomly acquire this spell from a Human/Undead library during a skirmish scenario.

Strategies

General



■ What is the best ways to set up a group of attacking archers?

[Fr Mino's] Don't put your armies in a single group. Try to have 3 or 4 troops of 4 archers firing at the same target. For me the major trouble is when I see 2 red mages and two dragons coming in "recon".

■ What is the best race for a warrior?

- [Kodiak] Dwarf is the best race for fighter—the Dwarven Hammer and Armor ability raises armor and damage, and Mithril increases armor by +3 and damage by +15. If you get this far, your hero will be unstoppable.
- [*Chad*] My Orc fighter is pretty good and the +6 Training bonus is nice, but I don't think the Orc race is very good overall.
- [Exhor Astalder] An Undead fighter is doubtless the best, along with the Minotaur Barbarian. A Dwarf fighter is best against wizards.
- [Dalkiel] Try the Minotaur fighter! I have a level 19 Minotaur fighter and he can take out a "Warlord town" almost by himself! The Dwarven fighter is good as well, BUT is a bit slow (I find a high Speed skill to be very important). If the Dwarven fighter could gain some Speed, he would be unstoppable!
- [Karrk] **An Undead fighter?—he has the 2nd worst strength and the 2nd worst dexterity! The two stats are the most important to a fighter! Only Necromancers get permanent Vampirism. Undead are only good for Illusionists (access to 3 spheres of magic) or necromancy (2 spheres of magic and permanent Vampirism).**

■ What are tactics that some races can take to heal their armies if they can't make a White Mage or have a Healer for a hero?

- [Bubblegeek] The High Elves & The Wood Elves have the Healer building which has Healing upgrades to speed recovery and "Elcor's Balm" which, for a big chunk of crystal, will heal all your armies on the map.

Although not specifically Healing, the Undead have the Transform ability—morph a skeleton into a wraith or wight to restore its HPs; morph a wight into a Liche or Slayer Knight to restore its HPs; morph a wraith into Shadow to restore its HP—send a bunch of them into battle, take out the most damaged ones, and morph them again..

Everybody has the Retinue method—Play the humans, make some white Mages, and take them into your retinue when you leave the scenario. Now you can bring them into the game no matter which race you play.

■ What units should I put in my towers?

[clipp] In my experience, if you mix archers with infantry troops or Generals in towers they is much less time between shots and this is better than the 1+ fire range. For instance, try 1&3 Sorcerer/Blackguards inside a Elven tower. This is equivalent to having a 400 HP unit, shooting 40+10 magic blasts at 1+6 rate speed and a range of 12+1. These guys can knock down a Minotaur King or a Giant without a problem.

Beating a Grand Warlord

■ What are some strategies for beating a Grand Warlord?

- [Elven Warrior] This is how I beat up Grandwarlords using Wood Elves or High Elves (they have the best archers):

- 1 Fortify your base (casting Dig helps speed the process).
- 2 Fortify some more: Once you have your main base, construct towers and walls (stone walls, ramparts, or walls of thorns). Build archer units for further protection.
- 3 Move slowly out from your base with small groups while continuing to stockpile missile units at your base.

You will usually kill the CPU armies at a much higher rate than they can kill you. Eventually, the CPU will run out of resources (which takes almost 2 hours of rigorous defense of your own units and base).

- 4 As their numbers decrease, take a group out and use your hero to start converting their stuff buildings and whatever mines are left.

This tactic would probably not work with the undead (they don't really have missile units except for the Lich), and Orcs and Minotaurs also don't have good missile units. It should work with Dark Elves, Humans, and Dwarves. Also, Humans and Dwarves can use their siege weapons effectively both as defensively or offensively.

- [Migromul] To defeat a Grand Warlord is VERY difficult. If you play the Undead, I suggest you install patch 1.04b (depending on your Casting skill, morphing cost gets MUCH cheaper with that patch).

You CAN defeat a Grand Warlord if you play an isle map—mainly because the AI does not know how to attack with ships effectively. Note that there is a bug with random isle maps: on occasion, shipyards are placed in the middle of land, so you can produce ships but can't use them.

I also suggest you adjust the settings of your enemy hero: If you play against a Grand Warlord, try to play against a level 3 hero first, and slowly raise its level from game to game. o adjust the hero's level, right-click on the race-name in the game settings window.

- [EvilDM] The Number One rule for beating a Grand Warlord: Have a good hero! One of the reasons the AI is so good is that its heroes are tweaked out compared to yours. But, if you go on an artifact "fishing run" (research the "Create Artifact" at a Human or Undead library and have your hero cast that spell repeatedly until you get some good stuff).

Here's a trick: start with "revealed map" and watch the AI build up. You'll see, for instance, that the AI doesn't stop plopping down production buildings at any point. It will eventually have MASSIVE parallel-production capability.

Suggestion? Do the same!

Also, try some "cookbook" strategies—that is, precisely time rushes with certain units. It's too much detail to go into here, but just for an example, the a Barbarian can do a Rider rush, or a High Elf can do a Dragon Knight rush than can be hard to stop, even by the AI.

Ultimately, though, it's the hero that matters. With the right hero, "I am the Greatest" can be a walk in the park.

Undead Strategies



Lord BeeDub

I believe that the Undead are the key race in WBC, and if played properly, are unmatched. My Undead strategies are based on WBC patch v1.04.

After pouring over the Prima WBC Strategy Guide, reading dozens of posts on the Undead, and refining and developing a working strategy over countless hours, I finally decided to put together a guide for how to play them. This guide intended for anyone who likes to play the Undead and are having trouble with them, or for anyone wanting to start playing with them and are unsure how to best use them. This post can also be used by Undead opponents to try and paint a picture of what an Undead player might try and use on them.

Disclaimer • After playing the Undead as much as I have, I've come to think of myself as part of them, so if my use with words like: our, we, and us bother you, oh well. I would also like to remind you that if the living races don't bow down and serve us, they will be slain and in their death, serve.

The Undead have several unique problems and shortcomings, which makes playing them a real challenge:

- Our primary problem can be made into our greatest strength. Virtually everything the Undead do is predicated on the use of Skeletons. Except for Zombies, Vampires, and flying units, every unit we build is created originally as a Skeleton, a cheap unit. This means we can build up a potentially powerful army quickly. However, the actual transformations into more powerful units are very expensive, and because our units do not heal, they degrade quickly. We also lack inexpensive missile troops.
- Budgeting our resources is another big problem. We need to maximize our advantages to succeed.

One major advantage is that we don't have to wait long for a truly powerful unit. Once a Skeleton is created, it can be transformed into a Wight or Wraith, then transformed again into a Slayer Knight, Liche, or Shadow almost instantly. This allows us to create powerful forces very quickly. Our troops are immune to negative psychology, disease, and poison. We also have excellent defenses against air attacks (thanks to our Shadows and Wraiths).

Transformations also heal our units, effectively giving us an extra unit for the price of the transformation. If, for instance, we attack an enemy base with Skeletons, we can upgrade them all to Wraiths and Wights during the battle, boosting their strength and healing all damage. These units can then be upgraded again as they start to take hits. This is extremely demoralizing to the enemy. A good player can exploit the advantages of morphing, but it does take practice and can sometimes be difficult against a living opponent.

In the early game, we need money, and a lots of it. All of our structures require gold to build, and generally we need more gold than the other races. This is particularly true since our hero will be Undead as well, and Undead heroes typically have low Charisma scores and thus low Merchant abilities. This isn't as big of a problem now as it has been in the past, due to patch changes, but is still a major concern.

Defensive towers are too expensive for us, and shouldn't be used in normal circumstances. This means that we need to attack early and often. Keeping the battle going at the enemy base, is crucial. The speed at which we can build Skeletons lets us do this.

As soon as you can, research Burial, allowing for the production of Gravestones. Build Gravestones everywhere, and try to put them into groups of four. Putting them in your base allows for rapid troop production. But put them elsewhere, too. Having Gravestones around the map makes us very difficult to destroy entirely. Gravestone created skeleton armies can quickly become a host of Slayer Knights and Shadows.

Giant bats are dirt cheap, and should be one of our main weapons. Giant Bats can also be used successfully against air attacks because they are so inexpensive. Create clouds of these creatures and send them everywhere. A living opponent can't keep everything protected at once, and hitting them in several locations at once will confuse them. Use bats to destroy towers and resource mines, and then go for more productive structures. Researching Vampirism will help to keep them going verses fliers, but is generally not needed if you keep them attacking structures as their primary goal.

The upgrades available at our Smithy is of prime importance. Because our basic units are cheap to build and because we will have hordes of Skeletons, thanks to our Gravestones, having the research projects done allows us to put a lot of damage in one place. Certainly, the Skeletons are frail and easily destroyed by anything other than piercing weapons, but you can churn them out constantly, and those that get through can destroy a lot.

The ability of our units to shrug off damage from civilized towers makes us well adapted to destroy Human and Dwarven bases, as well as other Undead bases. When playing against these opponents, destroy the towers with Skeletons, then convert whatever structures you can use. Our advantage is that we can use buildings from almost every opponent.

Remember that gold is critical for us in the early stages of the game, but metal and crystal is what truly fuels our army. Hunt down additional sources of these materials as soon as you can, keep putting Zombies and Thralls into your mines. If you start to run short of material, if you have extra gold, and if you have researched the Slavehorde ability, call up a group of Thralls, have them killed off, and scavenge the bodies. In fact, all attacking groups should always contain a Zombie or two to make use of the Feats of Garok ability to scavenge more material.

Here is how the WBC patches have affected the Undead:

- The 1.01 patch has given us some nice needed changes. The random weather option only makes us stronger. The army balancing of the Wight, Wraith, Slayer Knight, Shadow, and Liche making them all less expensive, will help increase the speed in which we can put pressure on our opponents.
- The 1.02 patch has changed the Assassination chance against a hero and is now offset by that hero's Resistance skill. Very nice for us since our Wizard will have a high Resistance skill.

- The 1.03 patch has altered Wizards so that they regenerate mana as if their Magery were ten higher than it actually is. This is another nice change for the Wizard classes.
- The 1.04b patch has changed the morph cost to benefit from Magery in the same way that other costs benefit from Merchant skill. This is fantastic!

An Undead Wizard Necromancer is good, but the best hero for the Undead is an Undead Wizard Illusionist. With the three spheres of magic that the Illusionist has access to, he can compensate for some of the Undead weaknesses, and at the same time complement some of their strengths. Casting Vampirism on our units before combat will help the units to keep their hit points. Casting Call of the dead after a big battle and getting tons of Skeletons will help to keep you on the offensive. The Darkstorm spell will keep the weather conditions just the way we like them, dark and wet.

Master Grimlock

Ahaaa! You're talking Undead, aren't you? I like your style, my friend. Listen, the prices I see (v1.00) are 100 metal per Skeleton to morph into a Wight, and 190 metal to morph a Wight into a Slayer Knight. Or 250 crystal to morph a Wight into a Liche.

Morphing a Skeleton into a Wraith costs 80 crystal, and a Wraith into a Shadow costs 175 crystal.

Now what happens is that if you select 20 Skeletons at a time, you got to have to pay 2000 metal to morph them into Wights. That may be one of your problems: select less Skeletons at a time and morph some of them into Wights and the rest into Wraiths, depending on your resources.

There are also some other things you need to know when playing the Undead: a Skeleton does only 10 base damage. However, with the Dark Mithril upgrade, this climbs to 25 damage! When playing Undead you get them for half price, and if your hero has a high Training skill, your skeletons roll out of the gravestones with 40 XP (which means they are already as strong as level 0 Wights).

Plus, you should morph only those Wights into Slayer Knights that are damaged in battle—because that way they get restored to full HPs. Your Slayer knights are stuck and when they die, they die. But your Wights can go into the yellow or red area and instantly morph into a Slayer Knight with full health.

The last advice I can give you is to have a good supply of gold. In the beginning of a game, I rush immediately to a Level 3 Palace. A Level 4 Palace is quite expensive, but adds the Liche. And you'll never see me make a Level 5 Palace because I summon my vampires when others have reached only level 3. So why bother?

Now, it's easy to say "a good supply of gold", how do you do it? Well, summon a couple of zombies (when you make them at the tomb you lose cash cause zombies are expensive, so summon them if possible), and put them in your gold mines. That way you'll have quick access to Slayer Knights and Shadows, and thus your Wights will live longer for their price. (Megamorph!)

Any other troubles with undead....? Oh yeah, I made the mistake when starting with undead to produce so many skeletons that my expenses matched my income. In other words, I was unable to free up resources to build my Level 2 Palace, my barrow, and I didn't have the spare metal to morph the basically useless skeletons into Wights.

Everybody here will tell you wights aren't good, and tell you to rush with lots of skeletons. I don't. I love wights because they have more HPs and better combat capabilities, and you need your metal for nothing else. The same story goes for crystals: you need them for nothings else than to morph your troops. So if you have the option, use it!

General Strategies for the Undead

- [Migromul] A MUST unit for an Undead (or early undead Necro) is the white mage of the Humans. This is the only way to heal your units besides morphing and Vampirism
- [max zero] With the Undead, the main thing you have to worry about is a super early rush while Skeleton and Wight numbers are low. Once a number of Wights and Wraiths are made with the Dark Mithril upgrade (with is surprisingly easy to get), you can crack just about anything.

Remember that your troops use crystal and metal, leaving stone and gold for upgrades. When you are ready to build your Alter and Dungeon, morph and then trash anyone who looks at you. The only two units in the game that can hold back Slayers and Shadows are Human paladins and fully upgraded, drunk berserkers (this is even debatable). Otherwise kill anything that gets in the way.

- [Lord BeeDub] I don't recommend making lots of Slayer Knights to fight in the same group. You only need one to get the Chaos bonus and if you just have one Slayer Knight and lots of Wights with him, you can always morph a Wight to take the Slayer Knight's place if he gets killed. Also, if you have all of your Wights morphed into Slayer Knights before the battle starts, you can't heal them by morphing anymore. The only real exception to this rule is if you have an over abundance of metal to spend, then go ahead and get Slayer Knight silly. You should also have lots of Wraiths or Shadows with the group as well to protect them from air attacks.
- [max zero] Chaos is not a Slayer Knights only strong point.

When Berserkers, Knights, Sorcerers, etc begin to arrive, Wights begin to look far less dangerous than they did earlier. Slayer Knights never really get outclassed. Think about it: with Vampirism (at the Grand Mastery level) and Chaos, a Slayer Knight will deal and heal 120 points of damage. With 150 HP base, that's most of the HP bar healed PER HIT. Even in just moderate numbers, unless you have STRONG airpower, most forces just can't kill them.

Shadows are good but just can't touch Slayer Knights for ground-to-ground power and a much more of a 'all-round' unit.

Finally, most of my Wights tend to be pretty beat up by the time I get a level 3 palace anyway. They have been fighting tooth and nail to keep my from getting rushed early and the Slayer Knights change is pretty much their last hope.

- [LordBeeDub] When I send out an attack group, I send out a group of Skeletons to point A. Skeletons are very quick and can get you to point A quickly, even faster than Shadows. While at point A, I then convert some of them into Wights, a couple into Slayer Knights, the rest into Wraiths. I then move them into point B, which is where the attack will take place. I also try and have a Vampire and a Zombie or two to meet up with the attack group. During the battle, I will morph the damaged Wights into Slayer Knights and the damaged Wraiths into Shadows. If I can defeat the defending forces, I will usually convert the rest of the Wights into Liches to help destroy the remaining buildings that I can't convert, and use the Zombies to scavenge up the

fallen foe. I then move some fresh Skeletons into the area to morph into replacement Wights and Wraiths. I usually keep this group at my new base for a short time to protect it from counter attack. I then use this same formula against the next enemy base. This can be called the "Circle of Death" tactic.

- [max zero] I tend to attack early. Maybe with nothing more than a hero and a dozen Wights and Wraiths. I send my Wights after enemy units, Wraiths after towers, and my hero casts Scare and Awe, and converts buildings. Depending on the enemy, there are usually multiple targets to stop, all of which are dangerous. The Shadows hit those expensive towers, which means there is nowhere to hide, and the Wights directly kill troops while the hero steals buildings.

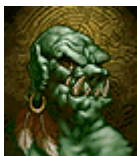
Liches tend to be my 'end game units' as there is nothing they can do that either Shadows or Slayer Knights can't do. Vampires I almost never use. If I do make them, I use them to act as damage shields for Liches.

As for morphing I prefer attacking with better units in the beginning than upgrading them during a fight. They tend to take less damage (better armor and combat skill for defence, plus they kill opponents quicker) and it also frees up on the micro management, which allows me to attack with multiple groups in multiple locations. That strategy causes most players to panic at that point, which helps me even more.

- [Vyme] I would focus on getting some items that boost your Magery (for morph discounts), Merchant (for upgrades and building costs), Command (undead have a low Charisma, try to get some items to make up for that low Command and get your radius to be huge!) and Training. Undead starting with a bonus of a few levels from your Training experience can help out a lot!

Orc Strategies

Playing the Orcs



■ What are the best strategies for playing Orcs?

- [Llewrend] I notice that Kobolds build excruciatingly slow. Having a Treant in your retinue can give you a HUGE boost in the early game (because of their fast build time). Orcs requires more production centers than most other races, but they also produce more armies in less time than most other races. With Orcs, you want to move fast to destroy your enemy (because you can!). Kill the Elves and Dwarves before they grow. The longer you wait, the harder the endgame will be.

As far as what is the best for a hero to be when leading Orcs, a Dwarf hero seems to do well with them because Rune Sphere than not only repairs all building with a spell (Orcs can't repair on their own), but also makes the Kobolds work faster.

- [Vireyda] I typically start out with my Ziggurat and build an Arena and Scout Tower with some Goblins from the tower for early base defense and the Training bonus (from the Arena). When the Ziggurat reaches level 2, I crank out (5-7 to start) of caves to produce Wolfriders and set the first two to researching upgrades (Rabies first with its all crystal price and then all the Speed upgrades) and the rest working generating on Wolfriders.

I tend to favor the Wolfriders, who along with the high Training, get a lot of HPs and incredible Speed (15+4 or so, not sure on number but it's high). Eyries are important to help produce evil, cheap (10 gold) bats—you can send massive waves against mines, harass other fliers, and do general scouting, etc. I ignore

Harpies. I tend to research Ogre Lord and Giants, and build a Henge to pump out Shamans for their air attacking abilities (Shamans and Wolfriders complement each other well). I keep a few Orcs and Ogres at the base for defense. Trolls are another unit I use early on—a horde of five or so by themselves, especially in sheep filled maps can be so effective with their faster regeneration.

I very rarely bother with towers with this race because I'm pumping out just SO much stuff (I do use totems to fight off other Bats/Eagles/flying creatures). **Orc huts make a great barrier around a base while increasing the maximum size for my army at the same time.**

Sending Thralls and Kobolds out to make new bases is also a good idea. A good strategy with Orcs is to have troops popping out everywhere to distract an enemy and harass them with Ziggurat conversions (which can increase your army size so all the queues you have continue to pump out units). **You should have MANY queues filled in your 10 or so Arenas and Caves, especially after you upgrade for Giants.**

It's all a matter of numbers and speed—this is why I mostly use Wolfriders, because you get them fairly early and can keep dishing out rather heavy hits to the enemy from all sides.

- [Schmoe] With the Orcs, my favorite strategy so far has been to use combined hordes of Basilisks and Trolls. With three Caves producing Basilisks, and five or six Dungeons producing Trolls, you can create a truly dominant force.

A great advantage to a Basilisk is that when it kills something, you receive 100 stone. A group of Basilisks and Trolls is a column of death that destroys everything before them while you reap stone to further the Troll production back home.

An early rush of Goblins (produced by two quick Scout towers) can really hurt the late-developing races.

Wolfriders are indeed potent in numbers, but producing them means neglecting Orcs and Ogres, as it is unlikely that you will have the metal to support full production of both.

- [Dawnsight] I use groups of threes. 3 Scout Towers, 3 Dens, 3 Eyres, and 3 Dungeons. I'll have each one produce 3 of each unit type (no basilisks however). When the 9 units of each type are ready, I'll march them off to womp a settlement. In formation, the Goblins and Orcs will take the brunt from Towers because they have a good defense against missile weapons (the Orcs do, and who cares about goblins?). The Wolf Riders and Trolls dish out the damage, while Bats provide a buffer for air defense Trolls, who knock down the enemy air units. This mixed group will take out invading forces as well as being a good invasion force itself. Giants and Ogres, only 1 of each, join in later.

I agree that Basilisks are too slow for most use. I will use some for base defense, though this is not usually required. If I can set up a good choke point, I will use them for fire corridors.

- [bagel07] **Orcs are the most effective race because 1) the sheer number of troops you can produce and 2) so many of their units have disease/poison.** In terms of a hero, an Orc assassin is a solid choice because of the Hordemaster skill (cost of Orc units are reduced by 25%), disease/poison immunity, and his all-around ability.

When it comes to healing, don't bother. **Healing is inconsistent with the basic Orc philosophy**—which is to produce large numbers of troops and send them off to die en masse, kamikaze style.

I like to start off with a pair of forward Scout Towers with a constant stream of Goblins. The Training skill for your hero is important here because it significantly boosts a Goblin's effectiveness (they carry disease, which is a great plus). I then start building Arenas and make the necessary upgrade choices. there. Orcs are my "bread and butter" because of their effectiveness against Towers and ranged units. Thereafter, I construct 5-7 Caves and phase out Goblins in favor of Wolfriders with rabies (it's important to have at least one disease carrier in every group). This strategy pretty much carries me through the rest of the game.

- [Llewrend] **Wolfriders are the best quick response units in the game, with all the speed bonuses researched.** Goblins are great mine-killers that distract an enemy. As far as heroes go, I like using my Dwarf warrior with them, because he can use rune magic to repair their buildings (which orcs can't do on their own). Paladins can be fun too, because a high moral Paladin casting Invigorate on Wolfriders is cool.

And don't discount a Treants building speed, ESPECIALLY when you're playing the orcs. They are the fastest builders in the game, where the Kobolds are the slowest, so having one in your retinue will let you put the heat on early, which is important as orcs are an early game unit. Not to mention when they make good defensive units when they aren't building.

- [Exhor Astalder] Try creating an Orc Thief hero: great Merchant skill + Orcish lord—everything becomes SO cheap.
- [Kesthely] Best rushing combo: Orc Thief with Orcs
 - Strengths: Orcs, Wolfriders
 - Weaknesses: Air, Magical, and Fire damage units; very weak against swarms of imps
 - Best "counter" armies: Minotaur Barbarian leading Barbarians using Reavers (upgrade ignore Resistance for their spears) and Pegasus
 - Another good "counter" race: Archmage leading Wood Elves and using lots of Sprites, Imps, Dryads, and Pixies (Pixies are great for mid-game rushing)
 - Flying units that can damage ground units are great against Orcs. The Orc missile units (except for the Basilisk) are no match for a focuses attacked from flying units
- [Pollo] The best race without a doubt are the Orcs. I don't understand why people don't see that. Maybe they can have some problems in multiplayer, but in melee combat they are near invincible. They can easily overrun low-level heroes. Why can they do this? One word: Basilisks.

The most-used resource by Orcs is stone. Trolls cost only stone; Giants and Trolls cost Metal and Stone; Construction of buildings cost stone. **To offset this need for stone, each time your units raze an enemy building you get 100 stone.**

You must get a second-level Ziggurat as quickly as possible, because you need at least one Basilisk to kill cows and sheep to get more stone. Build an Arena and a few Caves ASAP. Include Basilisks in your early battles to keep a steady supply of stone coming in for production.

Playing Against Orcs



■ What are some strategies for playing against Orcs?

- [DaxAllred] When fighting the orcs I tend to go REAL defensive. Walls, towers, lots of archers. Tend to engage them with Knights, Dwarf Lords, Reavers, or Assassins. My primary Hero is a Paladin, so that helps alot with both the fighting and diseases.
- [Vyme] I honestly find the best way to learn how to conquer a race is to play with it. Most orc units are weak against fire and magic damage. If you have the means to produce units capable of these types of attacks, use them!

The only general advice I can offer is don't let them build up. Wolf Riders, Shamans, Trolls, Ogres, Giants all have a good amount of HPs. Don't give them a chance to get going. Get your hero out there and convert (or acquire) their mines. Convert buildings too (easy if you have a high conversion/command radius).

Actually, orcs get 100 stone for each building they raze. You may want to select the building and press control + D to destroy it right before they do. They will have wasted time and resources making it, attacking it and you will rob them of their reward for razing it. Wahaha.. anyway

- [Vyme] **Playing an Undead hero against Orcs:**

Vampirism and the undead immunity against disease and poison should be more than enough to put the hurt on the Orcs.

I would focus on getting some items that boost your Magery (for morph discounts), Merchant (for upgrades and building costs), Command (undead have a low Charisma, try to get some items to make up for that low Command and get your radius to be huge!) and Training. Undead starting with a bonus of a few levels from your Training experience can help out a lot!

You should be able to get your buildings up quick with little to no cost and pump out a horde of Skeletons for next to nothing. In the meantime, summon Zombies with your hero and sticking them into mines.

Once you can create Shadows, do it. Make tons of them, and make it night/rain. The Orcs will get +1 in night, but you get +1 in night AND +1 in rain for all your units, plus, your Shadows will get another +5 Combat at night. **Shadows do magic damage, which happens to be the weakness of Orcs.**

Shadows also steal the experience of units they kill, quickly becoming powerful. You need these bad boys to stay in tip-top shape, so be sure and cast Vampirism right as you attack. A nice size group of Shadows should slaughter the Orcs with the night/rain and Vampirism combination. Any upgrades you can afford will

make them even tougher. Btw, Shadows can attack fliers too. With Dark Mithril, night/rain, a little experience.. woo, Shadows are nasty!! Something to think about when fighting Orcs anyway.

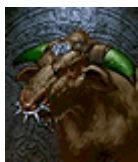
- [Kevin] For me, it's the Orc early rushes that are the threat. If I make it to a level 4 palace and my towers have secured my Stables (that are inexorably working away) so my hero can be out stealing resources, then victory is already assured.

At which point adding a Red Mage to each of my towers is smart but really more a matter of aesthetics.

- [Elric] Use flyers vs Orcs (but don't attack their base with the flyers). Use Wraiths with Vampirism if you're Undead. Don't build towers, they cost a lot and they're not efficient vs Orcs.
- [Executor] **Elven towers work well against Orcs because their attack is not considered a missile.**

Minotaur Strategies

Playing the Minotaurs



[Minotaurs are one of the most adaptable, and hence, strongest races in the game. Unfortunately, very few players use them properly. Most players assume that because the minotaurs are a strong early game race and also because they are primitive (like barbarians and orcs) that an early rush with minotaurs is the most effective way to use them. These players could not be more wrong.

There are three major differences between minotaurs and the other two primitive races- troop quality, troop cost, troop build time. While orcs and barbarians can shell out huge numbers of troops both rapidly and cheaply, minotaurs are comparatively expensive and VERY slow to build. However, the troops are extremely powerful, highly upgradeable, and are a valid investment all the way through 5th level technology. Additionally, mino-kings have one of THE strongest generals around and really shine in the end-game. The combination of these factors means that minotaurs can have an end-game rush with several mino kings and a horde of basilisks and minotaurs by the time the opponent is just reaching level 4 or 5. For this reason, minotaurs should not be treated as "throw-away" troops unless the individual playing them is an absolute master of production with a hero with strong merchant skill. Rather, minotaurs should provide STEADY pressure all the way through the game to keep opponents from getting ahead technologically or amassing a huge army that can destroy the mino buildings.

Beginning-

the build time involved in troops. Early resource conversion and merchant skill are both critical. Minotaurs should focus on getting up two ziggurats as soon as possible. BOTH of them should immediately begin cranking out thralls and placing them in stone and steel mines. Snag one of the thralls that built a ziggurats and queue in a build order for 2-3 arenas; this will help compensate for the build time. Begin cranking out minos ASAP to prevent an opponent rush. Send two thralls out to scout (Don't throw away your minos on scouting missions this early in the game). This whole time, your hero should be converting resources like mad.

After you have at least one full steel mine and one full stone mine, use one of your ziggurats to upgrade mino combat skill; then keep upgrading the quality of the ziggurat. There are 3 VERY important upgrades at the keep throughout the game- Hand of Sartek (combat), Wind of Sartek (speed), Spirit of Sartek (I think that's the name for Mino Kings). Star of Sartek would be nice, but it doesn't seem to work against air troops, so I usually save it for later.

Keep Level 2

When you have around 8 minos as a guard, toss up a couple of corrals- these give you basilisks, which are vital to your air defense until you can get mino-kings up. They also help add stone, which can be used to build towers by the dozen. Don't neglect your inn upgrades to get your minos HICcing along nicely and make SURE that you get your smithy upgrades- these go quickly because you aren't relying too heavily on gold. As you begin to leave keep level 2 for keep level 3, you should send out a small party of 4 or so minos backed by 8 basilisks to your opponents primary camp- stay on the outskirts if you can and provoke him into attacking. This should net you a few hundred stone and kill some of his troops. More importantly, it will make him play more defensively.

Keep Level 3

You reach your time of weakness- that's why it was important to slow the enemy down. Here is where you're vulnerable to air attacks. Basilisks help, but not enough; make one arena and crank air troops throughout the rest of the game; these are for DEFENSE ONLY. Toss up towers as you have the stone. DO NOT MAN THE TOWERS- minotaurs are troops of quality and are wasted as tower guards. You should be able to send out a horde of 16 basilisks as throw-away troops and keep 12 or so at home. Remember, they only cost gold and you have too much gold anyway- keep the pressure on your opponent. Also, basks are big troops, so you'll be hitting the population limit if you don't use them. Use the basks to wipe out enemy archers and use a small screen of 6-10 minotaurs to keep heavy infantry away from the basks. IMPORTANT NOTE FOR CASTER HEROES: YOU SHOULD HAVE AN ALTAR AND HAVE UPGRADED MANA REGENERATION AT ALL COSTS BY THIS POINT!!

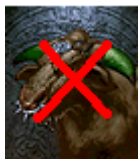
Keep Level 4

The most important thing to pick up here is the most overlooked- shamans. These are another important aspect of your air-defense. Put these guys in towers and bring them out when a horde of flyers comes too close so that you can use multiple lightning spells to clear the skies. Conserve some resources as necessary to get Keep 5 up quickly.

Keep Level 5

Mino Kings. At this point, you should have 30-40 minotaurs floating around and 30 or so basilisks and should be at your max population limit. Toss most of the basilisks and 10 or so minos at your enemy (with luck you'll soften his tower defense and maybe even hit some troop producing buildings) and begin cranking mino kings like crazy. Keep the shamans around for air defense, but remember that mino kings are a match for any flyer in the game. A group of 8 mino kings backed by 20 or so minotaurs (to take out archers and act as a screen) should be able to clean up the enemy quite nicely at this point. Failing that, keep your 5-6 arenas and your 4 or so henges grinding on a regular basis and attack in waves. The enemy WILL fall before you

Playing Against Minotaurs



- [Minotaur King #33] DO NOT let Minotaur players get the upgrades necessary for producing Minotaur Kings. The last thing you want to do is let someone Minotaur Kings (unless you have Dryads, Moongaurds, or fully upgraded Archers with decoys).
 - Range units work best against Minotaurs. Most experienced minotaur players fear them
 - Protect your buildings. Towers are a good idea.
 - DESTROY enemy Henges at all cost. The last thing you want are powerful melee units guarded by fast units and Shamans.
- [Grendal] Never, ever let a Minotaur player get Minotaur Kings if you can help it. Those bloody things are damn annoying. I have had some success with Wood Elves and Treants, but not too much. The best way to deal with Minotaur Kings is with lots of ranged units (if you can get enough of them, fully upgraded Liches are a beautiful thing against any melees unit).

- [Karrk] The only thing that stands a chance against 8 Minotaur Kings is either 8 dragons or several Reavers. Reavers are very strong against Minotaur Kings. Barbarians are the one race I don't like play against when using Minotaur Kings. Reavers do double damage (or something like that) to large units are very strong.

Wood Elf Strategy Guide by Vireyda



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Table of Contents

- 1 Disclaimer
- 2 Introduction to Wood Elves
- 3 Wood Elven Units
- 4 Wood Elven Buildings
 - a Buildings by Keep level
 - b Upgrades
 - i. Unit
 - ii. Army, overall
 - iii. Hero
- 5 Wood Elven Hero
 - a Warrior
 - i. Ranger
 - ii. Fighter
 - b Priest
 - i. Druid
 - c Wizard
 - i. Illusionist
 - ii. Alchemist
 - d Rogue
 - i. Thief
 - ii. Bard
- 6 Wood Elven Strategies
 - a Basic Warfare
 - i. Defense
 - ii. Expansion
 - iii. Offense
 - b Simple Strategies
 - i. Aerial dominance
 - ii. Dryad cleanout
 - iii. Lock-in walls
 - iv. Team work
 - v. Rushes
 - c Caveats
 - i. Spells
 - ii. Races
- 7 Acknowledgements

1. Disclaimer

This FAQ/guide was written after playing WBC for months and realizing that GameFaqs.com had no guides other than the IGN and GameSpot ones. I felt the need for a specialized guide and decided to post one. This is my -FIRST-ever game guide (and probably my only one) and thus is subject to MANY errors. :)

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2. Introduction to Wood Elves

The Wood Elves of WBC are part of the trio of magically advanced races, the elves. They are the neutral, nature loving part of this trio and are complemented by the good, militaristic High Elves and evil, stealthy Dark Elves. Playing the Wood Elves to their strengths involves realizing their benefits and their drawbacks:

Advantages		Disadvantages
Units	■ Fast units (except Treant)	■ Very weak melee units until L4 Keep
	■ High view range units and lots of ranged units	■ Very little armour (except to magic)
	■ Dryad has speediest general conversion for resource rushing	■ Very low hitpoints
	■ Probably the best mix of air power for a single race	
Upgrades	■ Farseeing = ability to see entire map	■ No overall melee unit upgrades (like armour)
	■ Best missile/archer upgrades	■ Missile intensive WEs harmed by Orc's resistance
	■ Trade and Morale upgrades	
	■ Hero Casting upgrades	
	■ Healing/regeneration	
Resources		■ VERY heavy on crystal and gold
		■ No miners to increase resources

As this BASIC guide continues, solutions shall be presented in the hopes of ultimately improving the use of WEs. This guide assumes some knowledge of the game in general (what's a resource, a race, how to select a hero, etc.)

3. Wood Elven Units

Legend:

- Damage Type[*]
 - * r = ranged but not in missile class
 - (+Fire) implies archery upgrade to fire damage
- notes
 - + builder, infantry, cavalry, missile, spellcaster, flier, ship, general

Unit Name	Unit Type	Damage	Damage Type	Notes
Wisp	Builder(11)	5	Magic [r]	Besides being absolutely cute, the Wisp is a decent builder. It has a meager ranged attack but dies easily. The Wisp cannot be placed into any mines.
Ancient Wisp	Builder(10)	15	Magic[r]	Four Wisps "merge" to form an Ancient. The Ancient Wisp has some pretty significant benefits. They have higher combat and damage as well as working as a Level 1 Crystal Mine and thus generating crystal. Great for base defense or even out on some early attacks. They are costly
Forestguard	Infantry	10	Piercing	Very weak and so low in hp. Use to fill towers to increase speed or if expecting early game rush.
Gladewarden	Missile	10	Piercing (+Fire)	One of the best archers in game with decent view AND speed; it gets many missile upgrades. However, once sprites are available, GWs aren't that necessary. See What are the best archer units? on page 35 for more information.
Woodriders	Cavalry	15	Slashing	Probably weakest cavalry, next to Dark Riders. They have weak armour, weak damage, low hps. The best thing is their speed. They can quickly respond to attacks on archers or do a decent job of resource razing early in the game.
Druid	Spellcaster	15	Magic[r]	Although looks good with spells like Call Lightning and Light/Darkness, this unit is a disappointment. He has a good magic attack but is VERY slow. The area spell of Call Lightning is excellent but with no mana regen for WEs, the wait is a while and they frankly build too slow IMHO to be of use except for base defense or 1 or 2 to go with a slow party of Treants.
Treant	infantry	30	Crushing	Treants are the heavy-duty fist in the WE's glove. They cost only stone so you can crank them out of the Trees of Life. They get armour, damage, and combat upgrades at the White Tree (L4 Keep). They are slow but can even odds somewhat with innate ability to cast Entangle. But, they are very weak to fire and take a lot of army 'points' (4). If no fire arrows are used against them, Treants have a 5 armour against pierce and can destroy archers quickly. Treants also cause Fear. Treants are the best builders with a building ability of 15!

Unit Name	Unit Type	Damage	Damage Type	Notes
Dryad	General	40	Magic[r]	Ahh.. This is it. This unit will mop the floor with the enemy. She has a good ranged, high damage magic attack coupled with a high speed and combat. Only the lack of armour brings her down. Buildings/mines melt under a dryad assault, and if micromanaged, the high speed can allow her to take down most every general and many unwitting heros. Crank Dryads when you get a L5 Keep. In addition, the Dryad can convert 25% faster.
Pixie	Missile/Scout	10	Magic	In essence, a low level Dryad with the power to demolish buildings due to a high speed (& thus high fire rate) but unable to really cope with melee and true battles. High speed and good view means a great scout and mine razer. Couple with other units if taken into serious offensive battle. She is built at the White Tree.
Sprite	Missile/Flier	15	Piercing (+Fire)	Some circles consider the Sprites superior to the Gladewarden. Greater speed, faster building time, flying ability, higher damage make better missile unit. However, they aren't available to WEs as a race til a L4 Keep when the White Tree is reached. They get all the archery upgrades! Not that great at razing. Will replace GWs by L4 Keep.
Imp	Missile/Flier	10	Magic	The imp comes from the Magic Pool and is a great building destroyer. High speed and magic attack makes him the serious flying razer. Otherwise, weak for combat unless grouped. Good to mingle with phoenix in case of resist fire.
Phoenix	Flier	6	Fire[r]	The Elven benefit: A Converting unit by L3 Palace. The phoenix allows elven races to begin massive resource conversion & domination earlier without the use of just the hero. A ranged fire and good speed/view allows the phoenix to scout and take care of some ground units it meets.
Griffon	Flier	25	Crushing	If low on crystal but high in gold/stone, this unit is a good buy. It's not the strongest but can do some damage while waiting for superior units. It's also a nice thing to mix with your flocks of sprites, imps, phoenixes, to give them some cover from such creatures as ogres.
Dragon	Flier	50	Fire [r, splash]	An extremely powerful Terror-causing flier, the dragon is not really used by WEs that much. They are handy but lack armour/combat upgrades of other races such as the humans/dwarves and they cost a lot for a slow building time. Additionally, while wonderful against the AI, dragons are very well put-down by human players.
Ferry	Ship	0	non-attack	Carries units across water to other shores. Basically your only method of transporting land units to another continent. Carries 8 army points such as two Treants, or 8 Forestguards, etc. All ships are missile units except the Ferry.

Unit Name	Unit Type	Damage	Damage Type	Notes
Scoutship	Ship (+Fire)	40	Piercing	While very fast, and possessing a great view range, this ship is as the name declares...only for scouting. It can only attack fliers and is mostly designed to scout and reveal the map for you early in the game as later on you will have the Reveal Map upgrade. Arrows receive archery range upgrades.
Cruiser	Ship (+Fire)	25	Piercing	This is probably the best "damage-dealer" in your ship fleet assuming you create one (the AI is notoriously poor at dealing on island maps & human players can cope with ships very quickly). However, since this ship like receives the arrow upgrades from the archery range, it becomes deadly with it's good range, decent armour, and good speed even better than the much vaunted Warship.
Elven Galleon	Ship	30	Magic	This is another ship of which you shall create a few. This ship has the ability to go invisible and is great for attacks on unprotected buildings close to the shoreline. The AI is very fond of Galleons and often when you've destroyed everything but haven't won, it is because they have some of these ships in the seas invisible. You're best shot is to send hordes of fliers out, rampant. Since it shoots out magic balls instead of arrows, tis ship does not receive the archery range upgrades.
Warship	Ship (+Fire)	40	Piercing	Although strong, I've never found this ship good for much. It's slow and although it gets the archery upgrades as well, it just isn't worth it to my mind. Although good for towers near the shore, three Cruisers with their upgrades can destroy the tower just as quickly.

4. Wood Elven Buildings

The Keep

Building availability is solely dependent on the level of one's main building or headquarters. For WEs (and all Elves), this is the Mystic Keep. Upgrading the keep costs some serious Crystal and Stone and costs increase with each level. I've also included Rune availabilities that are at the Keep.

Keep Level	Upgrade	Upgrade	Upgrade	Upgrade
1	Tree of Life Builder of majority of units of the WEs. Build multiple trees for strong parallel production. Set rally points so gladewardens, dryads, etc start heading where they are needed.	Rune of Cielos Allows building of archers (Gladewardens).	Ancient Wisp Allows merging of 4 Wisps to an Ancient Wisp.	
2	Archery Range Allows building of archers and archer upgrades. A must have. Can later use as a base buffer and to increase army limit by 2.	Scout Tower Provides scouting/view upgrades for greater range up to +3. Farseeing also researched here. Fires at flying units. Upgrades are gold only.	Healer Provides regeneration upgrades and healing ability.	Rune of Animos Allows building of cavalry (Woodriders).

Keep Level	Upgrade	Upgrade	Upgrade	Upgrade
3	Eyrie Allows building of basic fliers in it: phoenix.	Inn Provides morale upgrades and trade ability.	Rune of Manos Allows building of Druid.	
4	White Tree Allows building of sprites and pixies here. Provides Treant upgrades.	Magic Pool Allows building of imps here. Provides casting upgrades for hero.	Lvl 2 Eyrie Allows building of advanced flier: griffons.	Rune of Arbos Coupled with Cielos, allows building of Treants.
5	Lvl 3 Eyrie Allows building of most advanced flier: Dragon.			

Upgrades

Table 1 • Unit Upgrades

Building	Upgrade	Upgrade	Upgrade	Upgrade	Notes
Archery Range	Bowyer +5 Damage	Fletcher +2 Range	Bow Master +10 Damage +4 range (not cumulative)	Flaming Arrow Adds fire damage	These upgrades apply to archer units such as the Gladewardens or Sprites.
White Tree	Thorns +10 Damage	Ironbark +2 Armor	Mighty Oaks +3 Combat		These upgrades apply ONLY to Treants.

Table 2 • Army Upgrades

Building	Upgrade	Upgrade
Healer	Regeneration I, II, III All units regenerate hitpoints 100, 200, or 300% faster.	Elcor's Balm The ability to heal all your units on the map by SHIFT-Q. Each healing costs 400 crystal, flat rate.
Inn	Morale I, II, III The hero's morale skill increases and thus all units are benefitted with bonuses in combat and speed. Max is +6.	
Scout Tower	Scouting I, II, III View range of all units and hero increases with each upgrade to a max of +4.	Farseeing Able to see entire map!

Table 3 • Hero Upgrades

Building	Upgrade	Building	Upgrade
Magic Pool	Casting +1, +2, +3 Gives Hero increased casting skills (esp. useful for wizards).	Inn	Trade Allows an exchange of one resource for another with a loss, such as 500 stone for 250 crystal.

5. Wood Elven Hero

Wood Elven Heros get leadership bonus (+1 combat) effect on troops if they command Wood Elves, High Elves, or Humans. A penalty (-1) occurs if the Dwarves are led.

All Wood Elven heros get the following abilities:

- **Druidic Magic** (+5 in nature magic & thus access to nature magic sphere even if not a druid, etc.)
- **Scouting** (Hero's view range increases)
- **Skylord** (Rune of Ceilos's price is halved)

All Wood Elven Heros start with these base stats:

- **Strength**—4
- **Dexterity**—6
- **Intelligence**—5
- **Charisma**—5

All broad classes are available to WEs, with some restrictions within each class as shown below. Pertinent hero abilities are listed with some notes on how this ability complements WEs.

Note • NOTE: Heros of other Races may sometimes be MORE beneficial than a WE one, but this guide merely covers multiple WE aspects, not other things. Perhaps in the next round.

WARRIOR

- **Fighter.** The powerhouse. Abilities include additional points to training, command, damage, combat skills. This hero is a good way to protect the base and have melee battles early in the game when the WEs still have very weak infantry. The command bonus also helps in offensive conversion and in providing morale boosts to more armies in the field.
- **Ranger.** Fairly well balanced. Has healing magic available to use in lieu of costly Healer building or to cast Invigorate to speed up slow Treants ;) The ability to develop flying creatures in 1/2 time also can be a benefit with phoenixes.

PRIEST

- **Druid.** The Druid has some very nice benefits for WE. First, the boost in Nature magic is helpful as nature magic has many useful spells like call lightning and gemberry. Treants are also half-price as are cavalry so the cheap woodriders serve more as early game razers/defenders than usual.

WIZARD

- **Illusionist.** My personal choice for a hero as it defeats a problem with Wood Elves as well as provide three strong magic arenas: Illusion, Nature, and Necromancy. The necromancy's Raise Zombie provides miners; nature gives a healing spell, shillelagh, call lightning, and weather control (to alter bonuses). Illusion gives very strong end spells like transform and mutate. A bonus to command is also an available ability.
- **Alchemist.** Alchemists can also help solve the resource problem by the use of charm and transmute early in the game to fix the slow gathering of crystal and gold for upgrades and units. Alchemists also get healing magic (see Healer) and nature like all WEs.

ROGUE

- **Thief.** The thief gets a +2 to gold and thus faster gold intake. The boost to merchant skill helps lower the costs that slow the elves down. Illusion spells are also available although the Library related ability is not used by WEs.
- **Bard.** This hero can boost troops tremendously with morale, command, resistance boosts. The command and conversion boosts combine to make this bard an efficient resource hunter. Again, the usefulness of nature magic stands out.

6. Wood Elven Strategies

Here we go. This is the meat of this guide. Ultimately the rest of this document is manual stuff/play-it and see stuff. Things you can find out by just starting the game and looking at the WEs. Now, this is the stuff you want to know. What to DO with all this stuff, buildings, units?

Basic Warfare

Warfare can be boiled to down the basics. Defend yourself. Expand yourself. Fight the enemy.

- **Defense.** WEs are a defensive race. Let's get that out of the way as it will block everything else. WEs should aim for a long game (L4 or more). Ultimately, with such a great amt. of -good- ranged attackers, WEs can smash most air attacks and defend their base with a good set of walls, ramparts, or walls of thorns. Remember to protect your archers. Archers are powerful because they can strike from a distance, but if that dwarf runner is right on top of him, he'll fall fast. Thus realize, you do need to build walls (and some towers) to protect your burgeoning archer army. And an occasional woodrider early on will help stave attacks while the archers chew them up.

Additionally, choose carefully what you choose to protect and what you don't. Often you can build buffers around your main base buildings with unneeded buildings such as a buffer of archery ranges after all upgrades are reached. They serve to up your limit, build quicker than some towers it seems as well as serve as distractions and barriers to invading armies. Protect the high level Keep. You've invested many resources into it and if destroyed, you could be sent reeling down the tech tree. Build structures defensively in defensible places. If you could choose between an enclosed valley or a wide open plain, choose the valley with its choke points.

- **Expansion.** Like all RTSes, you need to expand. You need more resources to make more buildings, more units. You want space to ensure you can build. Seize mines fast but realize...defend any expansions you make. Fortify your mines with walls if you can, if not, raze it. Razing provides money so you can get resources without allowing your enemy that resource. Convert your mines and quickly defend key mines such as crystal and gold. They are vital to upgrading up the tech tree.

Expanding also means scouting. Make sure you scout early on to know WHERE to expand. After all what's the point of making a nice tight defense to the west and moving there to find all the mines etc are in the north? Scout early on with any unit you can. Pixies are designed for this but early game, the Forestguards will do. They are weak but they are fairly quick and expose ground (esp. with greater view range). Once you get Farseeing, this is much easier. Watch what the enemy does: Is he going up the tech tree fast? Is he going air? Ground?

- **Offense.** Because WEs are primarily a defensive/long-term race, you may think why should I be on the offensive a lot? Why? Because your opponent will be. A delicate balance of making hits on his/her mines, outlying buildings, unprotected troops will seed doubt as well as giving you time to upgrade more, produce more. Make sure that if you do send out forces to pound his base such as a final dryad/treant attack, defend yourself too. He may have the same idea of bringing the battle to YOUR base.

Think on this though, fighting the enemy doesn't always mean bashing him down mindlessly. It means destroying resources, for what is an army ultimately but resources at work. Destroy mines, demolish outlying buildings such as new bases, rush in and do offensive conversions of key areas. Whittle down towers and immediately smash walls. You don't want your enemy erecting his own protective walls.

Simple Strategies

Here are some brief techniques used and a very brief explanation.

- **Aerial dominance.** WEs have a significantly good air strike force. Although the best air units are not available til L4, don't let that stop you. Even the phoenix is good for a basic flyer with a fire/ranged attack and conversion abilities. Many races have weak anti-air such as the orcs and minotaurs. WEs have sprites, imps, phoenixes, griffons, and dragons (don't count on dragons though). A flock mixing a few of each can make a very strong strike force against such power units as Knights, Minotaurs, Wolfriders, etc. If you go for a total walling in of your base to prepare for siege, you'll need lots of aerial units to keep pressure on the siegers etc.

To utilize this, you need to focus on getting a L4 Keep ASAP. The great fliers that WEs have don't really come until L4 (sprites & imps). If you're hero can summon sprites or imps, this is a big help. Be aggressive in getting resources, converting as much as possible. Defend resources at or close to the base, especially crystal and gold to move that keep up and get archer upgrades. If an enemy attacks a far out resource, CTRL-D it. You'll get some resources back and the enemy wasted their time. If you don't want to convert a particular resource because you know it's too close to the enemy, raze it. Imps are designed for this but the Woodriders are fairly good at it too early on. Once at L4 Keep, make multiple White Trees. Until now, you should have had about 3 Trees of Life, a Scout Tower, 1 or 2 Archery Ranges, and 2 Eyries. Build at least 5 White Trees (sprites build quickly) and research treant upgrades. You'll need Treants for strong melee for base defense. Put up 2 Magic Pools. Sprites and imps are costly in terms of crystal. Use trade/transmute if you have it to convert metal to crystal (metal is primarily for Woodriders/Forestguards).

- **Dryad cleanout.** This, basically, is climb the tech tree FAST. A tactic like this is dangerous because of vulnerability to rushes. This is a good try if you have a strong hero to defend rushes &/or HIGH merchant to make upgrades/building cheap and fast. If you get dryads out early (you're at L5 while they are still around L3ish) you can swamp them with relatively few dryads and good micromanaging. But if you go for a dryad cleanout after a long term game, make sure you mix the dryads with at least one other unit such as the powerful treant. Nothing like a magic immune hero to take out your killing force of dryads. Caution is key. This is not the most likely tactic though for they will try to make sure you don't make it to dryads.

To utilize this, you'll need an exceptionally high merchant and a hero that can assist in defending your base well enough to get you to a L5 Keep. You can make do on the way to L5 by not researching any runes but the Rune of Cielos (archers) and keeping costs to a minimum. Build forestguards for base defense, but your goal is to secure lots of crystal to build the massive amount of trees you'll need and to afford the dryads you intend to build. Ideally, you should get Arbos to build Treants while waiting for L5 upgrade to finish. However, this will slow you down because it's only able to be gotten by an L4 palace. If you aren't going quickly towards dryads, but are planning on a long term game, then you'll be using dryads. They have hefty crystal cost but you don't have to worry about getting a rune for them :)

- **Lock-in walls.** As stated before, make sure you build some defense around your base so archers and flyers are more effective. Slowly advance your walls/towers/archers so that in essence, you build your base around his/her, locking them in by surrounding them slowly. While a good idea for WEs, take care when trying this. It's costly, and if the enemy develops a large enough force, they may punch through a wall. Additionally you'll have to be building continuously on many fronts which can be difficult.

To utilize this, you'll need to secure lots of gold and stone mines. If you have a hero that can summon zombies, dump them quickly into gold and stone first. You'll have a surplus of stone till you start building your walls. Next dump miners in crystal for upgrades for the archers etc. Gold will be scarce early on so guard your gold mines and keep search for other gold mines to raze and/or convert. You need to get the scouting/farseeing upgrades as soon as you in order to properly place your walls/towers. If the enemy tries to use siege weapons to destroy your towers/walls, use your sprites/imps teams to destroy them. Siege weapons are very weak to fire arrows and the imps' fast magic attacks.

- **Team work.** This is often a good idea for WEs. WEs have powerful late game units such as treants and dryads. Allying with say the orcs who are a powerful/hard-hitting rush race to cover early game rushes can produce a devastating combo. Additionally, pairing with a team member that doesn't use crystal allows for Diplomacy trades that can boost upgrades quickly.

To utilize this, you simply have to coordinate well with your teammate (esp if human, not much you can do with the computer). Humans are a fairly even choice, but they hurt for gold early on just as WE do. The orcs are perhaps one of the best choices along with barbarians. Orcs produce quickly, have some very fast units, and (with orcs) can quickly handle any missile units that try to take down your units from beyond your walls/etc. Orcs also use little crystal until they get shaman and high metal. Thus a trade of metal (which WEs use only for Guards/Wood Riders) for crystal is extremely beneficial. Barbarians are also metal dependent and possessing crystal abundance, until they can build pegasi. The pegasi of Barbarians complement the strong air force of the WEs.

- **Rushes.** Rushes—Wood Elves. Seems a contradiction? Well, it's possible, just not as successful as other races like orcs ;) You can rush early with Forestguards and ancient wisps and a few archers. This will be a weak rush unless you have a high level hero accompanying, one with high resistance/morale bonuses. Surprisingly, Anc. Wisps can do some damage with Forestguards to protect their frail forms. Ultimately though, choose your race to rush. Rushing high armour, high hitpoint groups is probably not good with such weak WEs. But, you can sometimes catch a base unguarded VERY early in the game and at least if not destroy their base, trash it and generate severe costs and annoyance for them. Overall, this is a very chancy thing to do. If you have a strong combat hero, go for it if you think you have a good chance of success.

To utilize this you need to build two keeps, have one research to Level 2 and the other one working on cranking out wisps. After L2 research the archer Rune and Ancient Wisp ability. Plop down an archery range and scout tower. Upgrade scouting. Do first two archer upgrades if you can. Pump out forestguards and a few archers from 2-3 trees. Your hero should have been converting a lot of mines so you should have enough crystal to merge 4 or so Ancient Wisps. Now you have a small strike force to try to rush with. Good luck ;) You'll need it. Hehe.

Caveats

There are some things WEs should watch out for; here are some caveats for the would-be WE player.

- **Spells.** The two spells a WE player should fear most are: Awe and Ring of Fire. Why you say? Because Awe will render all your best units useless and RoF will kill your best melee unit. Awe will drop all your ranged Gladewardens, Pixies, and Dryads to melee attackers and with armour in the 1 to 2 range (with magic the only exception), your units will die very, very quickly. RoF is deadly to a troop of Treants who are very vulnerable to fire. Therefore, you should beware the heros that can cast these spells such as Illusionists, Pyromancers, Thieves, Summoners, Archmages, Minotaurs, etc. There are many other spells that are cause for concern but not to the degree that these two spells are (mutate, lightning, armageddon) because they are deadly to other races equally as well.
- **Other Races.** High armour races are your foe. High armour races can take the missile hits and perhaps get to you, such as the dwarves.
 - **Dwarves** have powerful melee units with such high armour and damage ratings they will often be able to reach your archers. Hence, go to the air. Sprites are aerial archers that, while weak, are safe from most ground unit attacks.
 - **Minotaurs** are dangerous in numbers but very vulnerable to air attacks. The minos themselves are unable to touch air units; Kings can rip through air units though.
 - **Humans** are deadly once they've reached L3 Palace and have Knights. Knights are absolute terrors having high armour, speed, and damage. A group of Knights with a few white mages is even worse. But again, your aerial advantage is supreme. Civilized/Magical races have archers that are of concern for they get Fire Arrows as well and thus can vastly harm your treants. To handle this, you can again head to the air (not best against swarms of archers) or go dryads who rip quickly through them, or use Wood Riders/Ancient Wisps.
 - **Undead** are not the worst race you can meet. Liches are death to your Treants but die quickly to dryads. Groups of pixies & GWs or sprites can take out most other Undead units; pixies demolish skeletons with ease and GWs/Sprites toast slow

moving wights & slayer knights. Vampires are fairly slow and vulnerable to air. Treants, if avoiding liches, can be deadly against skeletons and other undead. Entangle on already slow slayer knights is fun to see. Can we say walking porcupine?

- **Dark Elves** are a slight concern. Like other elven units, they are faster than other races and groups of assassins/sorcerors can be very effective. Therefore use Treants to slow them down. Luckily WEs do have high armour to magic and can get to the sorcerors. Again, archers here are your best bet to stop them cold.
- **Barbarians** are dangerous simply because they actually have an upgraded, effective air unit: Pegasi. Their pegasi have increased combat/speed and thus can become a slight problem to your relatively weak imps/sprites. But they are melee air units and thus can go down with lots of arrows flying.

Acknowledgements

I must thank all the people that contributed in some way to this guide directly or indirectly. I'd like to thank Ragnarok (aka Ragnarok3) for introducing me to this game. I'd like to thank the SSG crew who crafted a wonderful game and still continue to work on it with patches, info input, etc. The WBC official site is located at <http://www.warlordsbattlecry.com>.

Note • Keep in mind that this is my FIRST and most likely only guide and it will undergo some revisions and updates if all goes as planned.

Tips and Cheats



■ Does WBC have cheat codes, and if so, how do you use them?

Yes. Start a game, press **Enter**, type any of the following and press Enter:

- **iamanarchmage**—This code gives your hero to every spell in the spellbook and unlimited mana.
- **iamatank**—God Mode
- **iamaseer**—Reveal Map
- **iamaloser**—Lose Scenario
- **iamawinner**—Win Scenario

■ Are there hint books or game guides for WBC available online?

Yes, check out:

- Game Guide: http://www.zdnet.com/gamespot/guides/pc/warlords_battlecry/
- Tips: http://www.cdmag.com/Home/home.html?article=/articles/030/094/battlecry_1_tips.html

■ What maps can you make/use to get massive XP for your hero?

- [Karrk] To improve the units in a hero's retinue, try this: choose a small map with one enemy and the following options—no fog of war, revealed map, and no AI resignation. While playing,, kill everything except for 1 enemy building. Then set all your units to cowardly and tell them to kill mines for XP (you can kill mines that don't belong to anyone). Get and perform quests.
- [nickademus] To get to a high level, your best bet is to play on the smallest map size. Play with max opponents (6), all on Grand Warlord difficulty. Play with the 'Kill All Armies' victory condition (this gives you a timer, so you know when to finish), turn quests off (so enemy heroes don't get a quest to slay you), make starting Towers Tough (do not bother killing all the enemy towers, or you will get the 1XP rush-penalty as a punishment). If you really want to ensure victory, play as High Elves (they have nasty damage on their towers) and play against all Wood-Elves since they tend to die in a couple hits.

Use this method, all you need to do is hide in a tower for 5 minutes while all the enemy heroes die to the bloodbath-umbertower shower outside. If you are an Archmage, feel free to put up Stoneskin/Shadowform/Shield to give you 80-90% Resistance and try to get a few blows in.

- [Migromul] Use the WBC map editor to make the biggest map available. For player one, set at least 20 Minotaur Kings. All other players get nothing. Place no mines in the map and no other buildings. Place player one in one corner and all other players in the opposite.

How to play the map: In the Advanced Options window, set the mode to "I Am The Greatest Mode". Although you will now have 5 Grand-Warlord enemies, you can win the game if you play defensively. The AI will use all its start-resources (Set

to Very High in that mode) to build buildings. Wait until the enemy Heroes attack and then slay them with you Minotaur Kings. Then you can counter-attack their bases and win. Winning this battle should give you at least 100 XP.

- [Elven Warrior] Use the WBC map editor to create a new map or edit an existing one that has 6 players. For player 1 (which will be you), provide some units and adjust the unit's stats (for example, make a Dragon(s) that does 1000 damage and has 1000 HP and is immune to everything). Give yourself a bunch of buildings armies and resources, while making your opponents resource poor (to really stack the deck you could set all their troops to 1 combat and 0 dmg).

Then, set all the AI players to Grand Warlord difficulty and align them with each other. You can also make a tower for your hero to hide in that makes him/her immune to attacks. Play Assassination mode and send your Dragon after the enemy heroes one by one.

In Ironman mode you will get 160-200 XP depending on how long you take (longer is better)

Special tips for using Wood Elves:

- set the time for building dryads at 1 sec
- set price to 10 or so set their dmg to 999 their armor to 10-10-10-10-10-10
- set combat to 999
- give yourself a level 5 Tower and 3-4 Trees of Life
- [SDS Chaos] Recipe for creating a really easy XP giving map in the WBC map editor:
 - 1 Select X-large map and build a wall (or water) from left to right, leaving only 1/4 of the map habitable, (so you don't have to walk around for ages locating a stray enemy peasant).
 - 2 At the left side of the map, create your starting point and 2 groups of units each consisting of Minotaur Kings (editing their stats to maximum carnage).
 - 3 Create the other 5 starting points at the right side of the map and save the map.
 - 4 Start WBC, enter Skirmish mode, select "I Am The Greatest" mode and very fast game speed. It will take you about 2-3 min. to gain maximum XP possible for your hero for 1 map.

For a little bonus XP, you could create a map-trigger. For example, create 50 Pikemen for an enemy in the middle of your Minotaur King groups.

- [Freak24] I typically play a battle in "I am the Greatest" mode, but this REQUIRES some unbeatable troops and possibly one indestructible tower to hide your hero (just in case an enemy hero breaks through). For me, each battle lasts about 15 min, and I get 100 - 110 XP (in Bronzeman mode)—of course, the amount of XP you gain depends on your Training skill and how long you last in the skirmish.
- [mastermage1] You must play a map for 5 minutes or more. Otherwise, you will get 0,1, or 2 XP. The most I have ever got in one map is 144 XP with a Normal mode hero in an 'I am the Greatest' game.

- [Fr Mino's] It also depends on the number of units you kill. I gained more than 180 XP and killed around 1000 units (Ironman mode, Archmage). See [XP \(experience points\) Calculation](#) on page 98 for an explanation of XP calculation.

■ What are the answers to the quest riddles?

- Sword
- Arrow
- Night
- Flower
- Youth

Maps and Map Making

General



■ Where can I download custom WBC maps?

Download maps from:

- <http://www.ssg.com.au/downloads/scenarios/wbcscen.htm>
- <http://www.pjoek.net/>
- <http://baankhka.50megs.com/warlords.htm>
- <http://www.members.home.net/contua/maps.htm>
- <http://www11.ewebsite.com/wbc/Maps.asp>
- <http://www.dijkema.tmfweb.nl/ownstuff.html>
- <http://members.nbc.com/baankhka/warlords.html>

■ There are a lot of maps that I can download. What do people consider are some of the better ones?

Map Name	# of Votes	Voters	Where can I download?
For Real Heroes Only	1	Kirri,	http://www.ssg.com.au/downloads/scenarios/Realhero.zip
Mother Lode	1	Microwavegerbil	http://www.ssg.com.au/downloads/scenarios/mother_lode.zip
Isle Of Jodea	1	Microwavegerbil	http://www.ssg.com.au/downloads/scenarios/TheIsleofJodea.zip
Mystery Isle	1	Microwavegerbil	http://www.ssg.com.au/downloads/scenarios/Mystery_Isle.zip
Hadrian's Wall	2	Vireyda, Kirri	http://www.ssg.com.au/downloads/scenarios/wbcscen.htm
Yellthor's Land	1	Vireyda	http://www.ssg.com.au/downloads/scenarios/YellthorsLand.zip
Ungheurelich	1	Vireyda	http://www.ssg.com.au/downloads/scenarios/Ungheurelich.zip
Leaving the Woods	1	Vireyda	http://www.ssg.com.au/downloads/scenarios/LeavingtheWoods.zip

■ What would you like to see in future maps?

- [Kirri] I would like to see more maps like the ones Llwerend (<http://baankhka.50megs.com/warlords.htm>) has done—maps with different statistics and new names for units.
- [Mircowavegerbil] I would like to see maps with custom units, and maybe some maps with events, like ones that kill the units on the low ground every few minutes or so.
- [Vireyda] I'd like to see maps with more events like the campaign and sounds, and more maps with more unique surprises like different army sets. I thought it was interesting to stumble upon Water Elementals in rivers and get a surprise as I find them able to do distance magic attacks.
- [Elven Warrior] I would like to see a map where the flags are used I have yet to see this, and I have also yet to figure out how to get them to work right...

■ Where do I put maps that I download or create?

- Place any custom maps you download into the \Scenario folder in the WBC installation directory.
- When you save a new map you created in the WBC map editor, it is automatically placed in the correct directory. Simply start WBC and begin a new skirmish to select the map.

■ What are some tips on using terrain and making maps?

- One of the first things I figured out was that you need the terrain to break up the movement of troops. For example, if you have 2 sides with nothing but trees and features in-between them, then the map just becomes a production contest. If you use hills, cliffs, rivers and small bodies of water, you can create “choke points” that the sides can vie for control over. Placing resources near choke points makes them even more contestable.
- [MickRob] When I am creating maps, I like to create chock points near most of the starting locations. This allows for good defense. It is especially great for multiplayer maps. Single player I try to keep more open with plenty of area to build.
- If you want to make fortress maps, use the wall terrain. It takes less system resources (and causes less lag) than building walls all the way around each side, (although sometimes that may be what you want).
- There is no terrain tile for river branches, but Mick Robertson (SSG developer) posted information about a trick he used in the Illuria map: if you use certain river tiles that come close to each other, you can cover the actual junction with trees, to make it appear that the river forks.
- One other thing on the river branches: use the forest group features, not individual trees to cover the main part of the gap. Using individual trees makes it impassible. (otherwise armies will be able to cross at the fork instead of the bridge, and it looks weird).
- Here's something that helped speed up the map-making process for me: you can click and drag trees and rocks for random placement. For example, when you pick a medium pine and click and hold while you move the mouse around, random

PINE trees will be placed. If you select fruit trees and willows, then you get fruit trees and willows. Use them with 'rough' terrain and when you place a swamp. Whichever type of tree you pick, it will use similar trees during the random placement.

- Keep in mind that units can't hide behind tree groups, but they can hide in groups of individual trees. Important if you like having places for hiding forces.
- [Llewrend] Try to create a sense of "boundaries". Find a way to designate who lives where. If you play some of my maps you can tell when you've wandered into Undead marshes, Elven forests, or Dwarf mountains. With boundaries you need to consider the best way for a kingdom to defend themselves, and make sure everyone has a somewhat "even" defensive position (this applies to multiplayer maps only—single player maps should be biased to make the CPU stronger and appear smarter).

In a forest map, you can use thin strips of high grass to create choke points. You can also drag out rivers so units have to search for a good crossing point, which will of course could be defended by the other side.

Something I noticed Mick doing a lot is having places that are inaccessible to create road blocks. Like mountains with no ramps up on them. Those kind of road blocks can change the whole strategy of a map without making the terrain look too "artificial" or contrived.

- [MickRob] There are 2 types of mountains, High Grass and High Rock. High Rock is more mountain then High Grass (as it is rock). There are also mountains you can place in the specials. These look more like mountains, but most are totally blocked to movement. Of course, fliers can fly over anything.
- [MickRob] If you want high rock on a rock map, go from rock to grass to high rock. It doesn't look too bad, especially if you litter the grass with rocks.

■ **The following are tips directly from the 1.03 Help file.**

- Do not place buildings or armies too near the edges of the map (within half a terrain grid square), as they may not fully appear in the game screen.
- Place lots of resource points, usually one of each sort at level 2 or 3, near starting locations. In hidden maps it can be very difficult to find resources if they are spread out.
- Leave lots of open spaces for building a base, especially near starting locations.
- Try not to litter rocks around in a checker board pattern.
- If using cliff or terrace terrain, make sure there are ample ways up and down.
- Use forests to give a clump of trees, instead of lots of single trees, as this will speed up graphics processing.
- If you want animals on the map, they must be placed in the editor.
- Most maps do not need any armies or buildings put on them, just start locations and resources. The player can build their own buildings.
- If your map has islands, or you want ships, at least one shipyard must be placed on each land mass.

- Quest buildings, resource carts, and items must be placed in the editor.
- Default all map Options to "Hidden" with "Fog of War". This will give the human players a more challenging time versus the AI.
- If you are creating a map for "Pitched Battle", you do not need to place buildings, armies, or resources - just start locations. In the Options, set it to "No Building", and slide the Army Points up to 50.
- Place Features sensibly - that is, no trees on bridges, in the ocean, etc.. This can occur with the click and drag ability of tree and rock placing.
- All resource points and shipyards are usually placed down as neutral. It is up to the player to then convert whichever they want.
- Don't place start locations too close together, as the heroes and armies that appear, will kill each other before the game has gotten underway!
- Leave all sides defaulted to "Average" resources, unless you specifically want to change it.
- Recommended number of sides for different map sizes: 2 sides for 64x64; 3 or 4 sides for 128x128; 4 or 5 sides for 192x192; 5 or 6 sides for 256x256. Minimum of 2 sides, maximum of 6.
- The description you write under the scenario name in the editor, appears down the bottom of the game selection screen when that map is chosen. You cannot edit this text after the map has been created without doing a "Save As" on the map.

■ What are some tips for editing units?

When you are in the army screen of the WBC editor and change the name and stats of a unit (without having an individual unit selected), that unit type is changed globally—all units of that type will have those stats (even those produced in a scenario). For example, in the campaign I'm working on, there are zombies with ranged fire attacks. Keep in mind that you can upset racial balances, so it's not recommended for multiplayer scenarios.

■ Is there anyway to make non-aggressive units the main attack force for the AI?

There is an army editor that was used by SSG to set attitudes (such as Guardian for Zombies), so you can't change it in the scenario editor. However, with zombies, you can give them a ranged attack (under global stats for zombies change damage type and range) and they will attack. If you change their damage to magic they throw little white balls; if you change it to piercing, they throw arrows; if you change it to crushing, they throw rocks.

■ How do you set the AI to passive?

[llewrend] Set the AI to passive in the scenario editor by clicking on "AI" level under the "Sides" category. You can set them to Passive or Rampant. After you have done that, choose to play the scenario and set the AI to passive BEFORE you choose a race for your hero. Also, to keep it passive, you CAN NOT have "building level" set to "no building". This will just cause the AI to rush. I generally set resources to "very low" for all sides and "building level" to "Keep Level 1".

What about events?

■ What are events?

[MickRob] WBC has an event system in place that allows events to be triggered in an area (for example, a rectangle starting at x,y and having dimensions w,h). The trigger can be any army, a specific army, a hero, a hero/army from a specific side etc.

There are two types of events you can add to a map: positional and non-positional.

- Positional events require a point on the map to be specified as the condition for the event (for example, move army to X, Y). You can set a point on the map for a positional event by clicking on the event and then clicking on the map. A Blue square appears where you clicked. You can set the time (in sec) for timer conditions in the dialog box that appears. (for example, 5 = 5 sec, 180 = 3 min)
- Non-positional events do not require a point on the map to be specified for the events condition (for example, timer events, build x number buildings, etc.).

You can use events in a map to trigger sound (.wav) files. To do this, put your .wav files into a 'Data' directory in your WBC directory. In the editor, simply add the "Play Sound" effect to your scenario giving it what ever condition you want, and enter the .wav file's name WITHOUT THE .WAV extension in the effect panel.

■ What does Mick Robertson have to say about events?

When you click on the Events radio button in the WBC editor, you are presented with a blank panel (if there are no events in the map) and a couple of buttons. One button is the Events button. When you click this button a new window appears. On one side of the window is every event you can put into your map. On the other side are the current events in your map.

To add an event to your map:

- 1 Select one of the events on the left (all available events).
- 2 Click the right arrow to add it to the panel on the right (events in your map)

Each event can only exist once in a map. If you want two events that both play a .wav file, you need to add the Play Sound event twice.

To edit an event, select the event you wish to modify and click the Modify button. A window appears consisting of six buttons: Modify Condition, Effect 1, Effect 2, Effect 3, Effect 4, and Done.

What is a Flag Condition?

The Event system contains a set of flags--16 in all. During any stage of the game, a flag can have the states "On" or "Off". You can specify in the event which condition that you do not want this event to trigger until certain flag conditions are met (for example, flag 5 MUST BE ON). These flags are global and there is only 1 set of flags which every event looks at and can set.

Imagine this: an event on a map has a timer condition set to 30 seconds. At the 30 seconds mark, the system will see that this timer event needs to trigger. However, you have also specified that flag 5 must be on for this event to trigger. So the system checks to see if flag 5 is on. If it isn't, the event is not triggered and nothing happens. When flag 5 is turned on, the event will happen.

What is a Flag Effect?

If you add a "set flag" event to the scenario, you can set one of the 16 system flags I was telling you about earlier to either On or Off. You simply enter the flag number where specified, and specify On or Off.

- **Modifying a Condition.** A Condition is the manner in which an event is triggered. You can modify the condition of an event to be anything by cycling through all the possible conditions and then modifying the data for the one you select. (for example, move army to X,Y, specify X, Y, and specify what kind of army).

To specify a condition's X,Y coordinates, click on the map (same as the previous method of specifying conditions X'Y). The Timer condition is set in the window containing the events currently in the map. The radius of an event condition affects the map point. Of you have a "radius" (i.e., the side length of a square) of 5 for a Move army to X,Y condition, then the area which the armies can move to and trigger the event is 5 by 5 grids. The owner of an event condition is obvious, If the owner is side One, only side one can trigger the event. Now the confusing bit (if you aren't already confused). Each condition can have Flag Conditions (see sidebar).

- **Modifying an Effect.** You can modify an effect clicking on the Effect button in the Modify Event window. If an event has 2 effects, 2 buttons will be highlighted (Effect 1 and Effect 2). From the Modify Effect window, you can specify the data required for the effect (for example, give X armies, specify how many armies, what kind of army, to which side the army belongs, and where on the map the army will appear).

You can't cycle through effects. The effect for an event is static, it does not change. *If you are required to specify a text file or .wav file, DO NOT INCLUDE THE EXTENSION (for example, mick.txt = mick). The owner of an effect is a little more confusing than the owner of a condition. Side One - Six is obvious, if side one owns the effect, only side one will be affected (for example, with give armies, only side one will receive the armies). Everyone is obvious. Not Side One - Six basically means everyone is affected by the effect, except the side specified. Condition Owner is the owner of the condition and is affected; Not Condition Owner implies that everyone but the owner of the condition is affected. The next step is the Set Flag effect.

The benefit of flags is that you can delay an event from being triggered until another event sets the flag. For example, say you wanted to give side one 10 Knights when his hero moves to X, Y. However, you do not want this to happen until 20 min into the scenario. To do this:

- 1 Add a Give Army events.
- 2 Make the condition for this event "Move Army To X, Y".
- 3 Set the appropriate data (i.e., 10 Knights, Owner to Side One, Condition location X, Y, etc).
- 4 In the modify condition panel, set flag 0 to be On.
- 5 Add a Set Flag event.
- 6 Make the condition a timer condition with the timer value 1200 (20 min).
- 7 Set the effect (set flag effect) to set flag 0 to On.

Now, when side one plays the map, he can move his hero to the square all he wants, but only after 20 min of play will he get his knights

■ What more can you say about Flag Conditions?

[MickRob] Flag Conditions are best described as follows.

The system keeps 16 flags (defaulted to off). Every event has a trigger (i.e., the event will occur at a certain time, at a certain army at position X,Y, etc.). Any event can also have a flag condition. When a trigger condition for an event is met (for example, at 5 min) the system checks to see if any the condition has any flags. If so, it checks to see if those flags are turned on. If not, the event is not triggered. It remains active and will be checked next time the trigger condition is met (in the case of a timer condition, every second after the required time).

There is also a way to turn flags on using events. An example of such a system is as follows.

Say you have an event which gives a player the victory when he moves an army to X,Y. However, you do not want him to achieve victory until he has produced 5 knights. To make this happen in the proper sequence, you make the Move Army to X,Y condition have a flag condition (for example, flag 1 must be on). Then you make an event which is triggered when the player produces 5 knights which sets flag 1 to be on. This way, the player can only trigger the victory event when he has built 5 knights.

■ How do you use the "ADD CHARACTER" event so the character which added will start with some XP or higher level than level 1?

[Llewend] You must first create the character and set his/her stats like you want them. Then, go to events and add the event "Add Character". Use this event to set the circumstances under which you'd like the character to appear. Just remember the name of the character.

■ Can you specify a custom music file for a scenario?

No. This feature will never be supported.

■ Can you create new terrain tiles?

No. This feature will never be supported.

■ Can you make campaigns with the WBC map editor?

[deathray] You can not make campaigns with the editor, only scenarios. It is possible to swap scenarios in the campaign with ones that you make but it is a lot of work. You have to hack the tearsofdawn.cmp file to swap the scenarios.

■ Can you include your own sounds in a scenario you create?

[MickRob] I wrote a program that allows you to extract sounds from GameSpeech.xcr (all the army sounds) and CampaignSpeech.xcr (all the campaign speech). Go to <http://www.ssg.com.au/download.htm> and download the Battlecry Sound Program.

It is a very simple to use program with a nice Graphical Interface. Simple extract the BattlecrySoundProgram.exe to your Warlords Battlecry directory and execute the program from there. Sounds can be played in the program as well as saved from the .XCR files to your hard drive. So now you can use army sounds to make your themes.

Mods



■ How can I play non-human races in Tears of Dawn single-player campaign?

You **must** create, play, and develop a **Human** hero when you choose to play the Tears of Dawn single-player campaign that ships with WBC. However, there are mods you can use to enable other hero races for the campaign:

- Go to <http://baankhka.50megs.com/pics/warlords.htm> to download a custom mod created by deathray. After you "install" his mod (instructions for doing this are included with the mod), you will be able to choose any hero race for use in the campaign. Regardless of the race of your hero, you can build human buildings only.

■ [Llewrend] **The first Army Set created for WBC is included with the Hadrian's Wall scenario.** If you download it from <http://www.ssg.com.au/downloads/scenarios/wbcscen.htm> there is included in the zip a blank map with the armies stats set according to the **King Arthur/Celtic Britain** theme.

Something I wanted to do with it is make the armies strong enough not to get walked over by higher level heroes. So all armies got a x2 combat, x2 hit points and +1 or better to armor. In addition calvary for the wood and dark elves was slightly upgraded to make them worth having, and their cost was raised as well. One thing I couldn't do was change the stats on buildings (which I did want to do) so the new armies can rip through a town like an air elemental. Speaking of elementals, all elementals in this army set have ranged attacks, to make water elementals somewhat viable. Each army has a special bonus to one of its units that isn't usually used (siege engines for the dwarves, for example).

The new armies translate as follows:

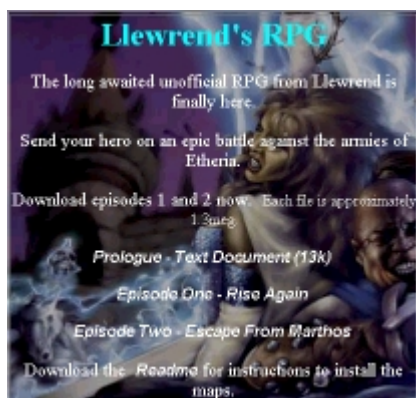
Original Race Name	New Race Name
Humans	Britons (King Arthur & Co)
Dwarves	Irish
Barbarians	Scots and Pics
Orcs	Giants and hill folk (hill giants, stone giants, storm giants)
Undead/Dark Elves	Creatures and ghosts from celtic mythos (with a banshee, no less)
Wood/High Elves	Fairy Folk (half-men, half gods, from pre-roman briton)

■ [MickRob] **The long awaited RPG from Llewrend is available for download from** <http://www.ssg.com.au/downloads/scenarios/wbcscen.htm>. The first two scenarios are available now. Each are 1.3meg in size but they are well worth the download. For instructions on how to install and play them be sure to download the readme. This RPG is for advanced players with good heroes. But everyone should give it a go, it is fantastic.

The Siege of Marthos by Llewrend

I still hear the hollow laughter of the undead in my ears, waking me in my sleep. We don't know when they will return. But no one sleeps well. Except for my daughter, perhaps. As I leave her bedside where she has fallen asleep listening to my stories, I marvel at her smile. A smile that knows nothing of the fear that grips those of us who survived the Siege. A dark day, that was...

I was of the imperial guard. An elite group of soldiers whose job it was to guard the royal family. There came to us in the castle rumors that a powerful necromancer was stirring trouble, and that he seemed to be motivated by revenge. Unlike most wizards seeking more knowledge and power, this one was bent on destroying the royal lineage, which held their seat in Marthos, the ancient stronghold built by dwarven hands. Those learned among us soon discovered that it was none other than Bane, an ancient evil thought to have been defeated generations earlier. With every passing day the news worsened. Stronghold after stronghold fell, and Bane burned a bloody path to our doorstep. Stories from the field reported that even the newly dead would rise from the field to fight for him. Ancient tombs of kings burst open, and rotting corpses emerged to lead armies of doomed souls, whose passage to the afterlife was halted by the dark vortex that surrounded Bane, and swallowed all that came near it.



(It didn't take long for the first of the refugees to arrive at the castle. Long lines of people stretched over the horizon, as noble and peasant alike sought shelter within our shadow. The people that came looked almost soulless, with no glimmer of life, only thoughts of flight and survival remaining. What help we could be I greatly doubted, as most of our numbers had formed units that were sent to fight Bane, and had not been heard from in weeks.

After many days a call rang out from the watchtower. "The Syrian banner approaches!" I rushed to the ramparts to see, that beside the steady stream of peasants, a group of knights galloping at full speed were heading toward the castle. The watchmen beside me noted, "Horses moving at that speed will be carrying no good news, I'll wager." "I fear you are correct."

And as if responding to our prophecy, an explosion rocked the earth and sent horses, carts and peasants flying into the air. It was now visible that which was setting the knights pace, dragons.

As if reading my thoughts, Talon yelled to me from behind, "They're going to need help, and they aren't within range of the balista yet." "Go grab Torch and Galas," I said, "And I'll meet you there or see you in hell my friend". I bolted for my steed and waded through the peasants entering the courtyard before bolting full speed to aid the knights. As I drew closer I saw the dragons loosing interest in rabble and heading for the knights, as I'm sure they'd been told to do. I saw one knight break off from the pack, spin around his steed and charge back towards the beasts. He was going to buy his friends freedom with his life. I looked behind to see my three wizard friends clearing the gate, but I didn't wait for them, I knew the brave knight would buy precious little time. Even as this thought passed through my mind, I saw an explosion of fire erupt from under the hooves of the knight's horse, sending rider and animal through the air and sent them crashing to the ground like limp sacks of flour. The dragons did not miss a beat, but returned to their pursuit. By my guess I would meet the knights the same time as the two fiery beasts. Determined to honor the sacrifice, I pushed my horse to ride faster, till the ground beneath me became as the mist, and we moved like a mighty bird of prey toward the battle.

I grabbed my lance from its place and held it at the ready, passing to the left of the oncoming knights. The lead dragon made to swoop on me. This was a good thing, for though I had no protection from his breath, at least I might survive a melee. But before I reached him he stopped in mid air, as if standing on ether, and let forth a blast. My horse disappeared from beneath me, but his speed carried me forward. Without my steed I was flying through the air towards my dragon. I managed to put my lance in front of me, and I crashed against his mighty chest. I had aimed for the middle of his chest but had instead hit in the joint under the shoulder. The force of the blow knocked me to the ground, the lance breaking at the hilt, the truncheon still inside. The beast bled great drops of blood and screamed in horror as it fell to the earth.

But my victory was short lived, for the other beast was already charging me, hungry for revenge. Before I could even lift myself from the ground he inhaled and prepared to release a great bath of fire on me. At the same time, from nearby an incantation was shouted, and the flames spewed forth from the dragons mouth, I closed my eyes and prayed to Sirian.

But I was not consumed. I opened one eye to see Torch, the red mage, standing over me and laughing. "Get up you lazy bastard, yer not dead yet." I stood still shaking and watched as Galas and Talon waded through the waves of fire as if they were made by a candle, and unleashed bolt after bolt of magic death to the second dragon, until he too, fell.

We went to where the other knight fell, to see if he still breathed. I could tell from some distance that the life was gone out of him. I unlaced and removed his helmet and discovered, to my horror, the dead face of my brother, staring blankly.

More than the battle that ensued this memory lives on in my head. We survived Lord Bane's siege, for in his arrogance he himself marched into battle against us. But my unit of knights managed to break his lines and mine was the sword that pierced his side. The undead fled from us that day, but carried him with them. We know he is somewhere, mending. We try to rebuild, to go on with our lives, but his presence haunts us.

I stand here, at the grave of my brother, one year later, to honor him.

"I miss you my brother. I've brought you ale, to honor your memory. I have no one now, we were the last of our village to survive Bane. I will carry on my friend. I just, I just wish I could have saved you, could have come sooner, could have at least said good-bye..."

The ground shakes, and a hand rises from the earth, pulling a grizzly corpse up from the ground.

"Good to see you, Brother"



Appendix - Reference Tables and Information



All the tables and information in this section was taken from the v1.01, v1.03, and v1.04 README files, as well as from the v.103 Help File (downloadable from <http://www.ssg.com.au/download.htm>). Some tables and information from the original game manual that were NOT updated by a subsequent patch have NOT been included in this section.

Click a link below to view table:	
Starting Stats, Professions, and Specialities for Heroes	Unit Summary and Comparisons
Hero Race Modifiers	Army Balancing Changes
Hero Race/Abilities	Builder Units
Psychological Effects, Poison, & Disease	Low-Level Infantry Units
Hero Statistic Caps/Costs & Hero Specialties/Abilities/Costs	Mid- to High-Level Infantry Units
Hero-Side Race Bonuses (when leading another race)	Archer Units
Experience Required Per Level and Ability Points Earned	Missile Units
Assassination Chance	Cavalry Units
XP (experience points) Calculation	Spellcasting Units
Army Balancing Changes	Builder Units
Combat (ST + ST)	Generals
Health (ST + DX)	Siege Units
Speed (DX + DX)	Fliers
Command (IQ + CH)	Allies
Morale (DX + CH)	Psychological Effects, Poison, & Disease
Magery (IQ + IQ)	Ships
Resistance (IQ + DX) – Armor Calculation	Spells
Training (ST + IQ)	Common Spells
Conversion (ST + CH)	Healing Spells
Merchant (CH + CH)	Necromancy Spells
Hero-Side Race Bonuses (when leading another race)	Pyromancy Spells
	Nature Spells
	Alchemy Spells
	Summoning Spells

	Illusion Spells
	Rune Spells

Starting Stats, Professions, and Specialities for Heroes

Race	ST	IQ	DX	CH	Profession	Specialty (lvl 3)
Human	5	5	5	5	Warrior (+1 ST) Rogue (+1 DX) Priest (+1 CH) Wizard (+1 IQ)	W: Fighter (+1DX), Barbarian (+1ST), Ranger (+1IQ) R: Thief (+1DX), Assassin (+1ST), Bard (+1CH) P: Paladin (+1CH), Druid (+1IQ), Healer (+1DX) WI: Archmage (+1DX,-1ST), Necro (+2DX,-1CH), Illusionist (+1CH), Pyromancer (+1ST), Alchemist (+1IQ), Summoner (+1DX)
Dwarf	6	4	5	5	Warrior (+1 ST) Priest (+1 CH)	W: Fighter (+1DX) P: Runemaster (+1 ST)
Undead	4	5	7	4	Warrior (+1 ST) Wizard (+1 IQ)	W: Fighter (+1DX) WI: Necromancer (+2DX,-1CH), Illusionist (+1CH)
Minotaur	7	4	4	4	Warrior (+1 ST) Rogue (+1 DX)	W: Barbarian (+1ST) R: Assassin (+1ST)
Barbarian						
Orc	6	5	4	5	Warrior (+1 ST) Rogue (+1 DX)	W: Fighter (+1DX) R: Thief (+1DX), Assassin (+1ST)
High Elf	3	6	6	5	Warrior (+1 ST) Priest (+1 CH) Wizard (+1 IQ)	W: Fighter (+1DX) P: Paladin (+1CH), Healer (+1DX) WI: Archmage (+1DX,-1ST), Alchemist (+1IQ)
Wood Elf	4	6	5	5	Warrior (+1 ST) Rogue (+1 DX), Priest (+1 CH) Wizard (+1 IQ)	W: Fighter (+1DX) R: Thief (+1DX), Bard (+1CH) P: Druid (+1IQ), Healer (+1DX) WI: Illusionist (+1CH), Alchemist (+1IQ)
Dark Elf	4	5	6	5	Warrior (+1 ST) Rogue (+1 DX) Wizard (+1 IQ)	W: Fighter (+1DX) R: Assassin (+1ST) WI: Necro (+2DX,-1CH), Alchemist (+1IQ), Summoner (+1DX)

Hero Race Modifiers

Race	Combat	HPs	Upgrades	Speed	Siege	Prod. Time	Miscellaneous
Human	***	***	****	***	***	***	<ul style="list-style-type: none"> -1 Combat at night No Psych Effect bonuses
Dwarf	****	*****	***	*	*****	***	<ul style="list-style-type: none"> -1 Combat in rain +5 (25%) resis to poison and disease a smith in mine counts for 2 men
Undead	***	***	****	***	*	*****	<ul style="list-style-type: none"> +1 Combat at night +1 Combat in rain Immune to Psych effects Immune to poison & disease Only half effect from Morale Units don't regenerate HPs
Minotaur	****	*****	*****	***	****	**	<ul style="list-style-type: none"> +5 (25%) resis to Chaos Chaos is doubled in duration Very poor variety in units Each razed building provides 100 Metal Can eat sheep to heal and cure themselves
Barbarian	***	*****	**	****	*	***	<ul style="list-style-type: none"> -1 Combat at night No Psych effect bonuses Each razed building provides 100 Gold Poor variety in units
Orc	****	*****	*	***	*	****	<ul style="list-style-type: none"> +1 Combat at night All Psych effects last 50% longer Immune to poison & disease Buildings can't be repaired Each razed building provides 100 Stone
High Elf	****	*	****	****	*	**	<ul style="list-style-type: none"> +1 Combat in daytime Immune to fear & terror 0 resis against poison & disease Can't put builders into mines Access to all ships
Wood Elf	***	*	***	*****	*	***	<ul style="list-style-type: none"> +1 Combat in fine weather +5 (25%) resis to vs fear & terror -5 (25%) resis to vs poison & disease Can't put builders into mines
Dark Elf	****	**	***	****	*	**	<ul style="list-style-type: none"> +1 Combat at night Immune to fear Awe is doubled in duration Can't put builders into mines

Hero Race/Abilities

Race	Ability	Cost	Description
Human	Jack of All Trades	5	-25% to cost of skills
	Research	5	+5 Alchemy Casting skill
	Knight Commander	6	Half-price Knights
Dwarf	Rune Lore	5	+5 Runemagic Casting skill
	Dwarven Armor	3	Adds +1 to armor for all 5 damage types.
	Dwarven Hammer	4	+5 to all hero's damage rolls
Undead	Wraithmaster	5	+5 Necromancy Casting skill
	Dark Summons	6	+5 Summoning Casting skill
	Skull Lord	5	Half price skeletons
Minotaur	Fire Priest	5	+5 Pyromancy Casting skill
	Gore	4	+5 to all hero's damage rolls
	Charge	3	+3 Speed skill
Orc	Hordemaster	5	-25% cost of all Orcish armies
	Orc Lord	5	+4 Command skill
	Chanting	5	+5 Summoning Casting skill
High Elf	Elcor's Path	5	+5 healing Casting skill
	Golden General	8	+5 Command skill
	Golden Host	3	Half price 'Rune of Animos'
Wood Elf	Druidic Magic	5	+5 Nature casting skill
	Scouting	3	Increased viewing range for hero
	Skylord	3	Half price 'Rune of Cielos'
Dark Elf	Dark Blade	5	+4% Assassin skill
	Dark Rituals	5	+5 Summoning Casting skill
	Sorcery	3	Half price 'Rune of Manos'

Note • Heroes with Knight Commander AND Animal Training now gain a 60% bonus for Knights (not 50%).

Hero Statistic Caps/Costs & Hero Specialties/Abilities/Costs

Specialty	STR	INT	DEX	CHA	Abilities	Cost	Ability Description
Alchemist	10(t)	30(p)	20(s)	15(t)	base ability	-	+5 Alchemy Casting skill
					base ability	-	Regenerate mana as if Magery were 10 points higher.
					Herbalism	5	+5 Healing Casting skill
					Healing Potion	5	+4 Health skill
					Spell Mastery	8	All spells have a stronger effect
					Spell Grandmastery	15	All spells have a much stronger effect
Archmage	10(t)	35(p)	10(t)	15(t)	base ability	-	+3 Casting skill in all magic spheres
					base ability	-	Regenerate mana as if Magery were 10 points higher.
					Spell Immunity	6	Permanent immunity to magic damage
					Arcane Lore	5	+4 Magery skill
					Spell Mastery	15	All spells have a stronger effect
					Spell Grandmastery	25	All spells have a much stronger effect
Assassin	10(t)	15(s)	25(p)	10(t)	Assassinate	5	+4% Assassin skill
					Poison	5	+4% Assassin skill
					Killing Blow	5	+4% Assassin skill
					Garroting	5	+4% Assassin skill
Barbarian	35(p)	10(t)	25(p)	15(s)	Scouting	3	Increased viewing range for hero
					Riding	4	Cavalry produce in half the time
					Running	5	+6 Speed skill
					Shaman	5	+5 Nature casting skill
Bard	25(s)	25(s)	25(s)	25(p)	Song of Heroes	4	+6 Morale skill
					Song of Battle	5	+5 Command skill
					Song of Charming	4	+5 Conversion skill
					Song of Stone	5	+10 Resistance
Druid	15(t)	25(p)	15(s)	20(s)	base ability	-	+10 Nature Casting skill
					Animal Training	6	All cavalry armies are half price
					Treemaster	4	Treants are half price
					Spell Mastery	8	All spells have a stronger effect
					Spell Grandmastery	15	All spells have a much stronger effect
Fighter	30(p)	20(s)	15(s)	20(p)	Weaponsmaster	5	+6 Training skill
					Arms Lore	5	+6 Combat skill
					Weapons Lore	5	+15 to damage rolls
					General	5	+5 Command skill
Healer	10(t)	20(s)	15(t)	25(p)	base ability	-	+10 Healing Casting skill
					base ability	-	Regenerate HPs at twice normal rate.
					Elcor's Aura	4	Army regeneration rates are at 150%
					Touch of Purity	5	+20 to effects of all <i>Healing Spells</i> .
					Spell Mastery	8	All spells have a stronger effect
					Spell Grandmastery	15	All spells have a much stronger effect

Specialty	STR	INT	DEX	CHA	Abilities	Cost	Ability Description
Illusionist	10(t)	30(p)	10(t)	20(s)	base ability base ability Shadowcall Magic Voice Spell Mastery Spell Grandmastery	- - 5 5 8 15	+5 Illusion Casting skill Regenerate mana as if Magery were 10 points higher. +4 Necromancy Casting skill +4 Command skill All spells have a stronger effect All spells have a much stronger effect
Necromancer	15(t)	30(p)	20(s)	10(t)	base ability base ability Vampirism Gates of Hell Spell Mastery Spell Grandmastery	- - 8 5 8 15	+5 Necromancy Casting skill Regenerate mana as if Magery were 10 points higher. Permanent Vampirism +1 effect +5 Summoning Casting skill All spells have a stronger effect All spells have a much stronger effect
Paladin	25(s)	20(s)	15(s)	35(p)	base ability base ability Conversion Meditation Spell Mastery Spell Grandmastery	- - 5 5 12 20	+6 Healing Casting skill +5 Alchemy Casting skill +5 Conversion Skill Doubles the rate of mana regeneration All spells have a stronger effect All spells have a much stronger effect
Pyromancer	20(s)	30(p)	10(t)	15(t)	base ability base ability Flamewalk Firestarter Spell Mastery Spell Grandmastery	- - 6 6 8 15	+5 Pyromancy Casting skill Regenerate mana as if Magery were 10 points higher. Permanent immunity to fire damage Have a chance of setting the target ablaze All spells have a stronger effect All spells have a much stronger effect
Ranger	20(p)	20(s)	20(s)	15(s)	base ability Herbalism Forest Lord Taming Spell Mastery	- 5 4 5 8	+5 Nature Casting skill +5 Healing Casting skill Unicorns are half price Flying monsters produced in half the time All spells have a much stronger effect
Runemaster	25(s)	25(p)	15(t)	15(s)	base ability Artifice Book of Wisdom Spell Mastery Spell Grandmastery	- 5 5 8 15	+10 Rune Casting skill +5 Alchemy Casting skill +5 Magery skill All spells have a stronger effect All spells have a much stronger effect
Summoner	10(t)	30(p)	15(t)	20(s)	base ability base ability Fires of Hades Demonlord Spell Mastery Spell Grandmastery	- - 5 6 8 15	+5 Pyromancy Casting skill Regenerate mana as if Magery were 10 points higher. +5 Pyromancy Casting skill +4 Combat for Daemons All spells have a stronger effect All spells have a much stronger effect
Thief	15(s)	20(s)	30(p)	15(s)	Banditry Haggling Disguise Conjuration	3 4 5 3	Permanent extra income of +2 gold +5 Merchant skill +5 Illusion Casting skill Gives half-price spell upgrades at the Library

Note • (p)=Primary, (s)=Secondary, (t)=Tertiary

The costs of stats vary in the following manner

- Prime Stat Base of 5, +1 per level (ie 5,6,7,8,...)
- Secondary Stat Base of 5, +2 per level (ie 5,7,9,11,...)
- Tertiary Stat Base of 6, +3 per level (ie 6,9,12,15,...)

Note • Heroes with Knight Commander AND Animal Training now gain a 60% bonus for Knights (not 50%).

Psychological Effects, Poison, & Disease

Effect	Effect on Enemy Armies	Duration	Units That Cause Effect
Awe	Half speed and loss of any ranged attack.	30 seconds	Unicorn, Archon
Fear	Half damage and -4 to Speed	45 seconds	Minotaur King, Giants, Treant, all Elementals
Terror	Run away from enemies and -2 to Speed	15 seconds	Dragon
Chaos	No positive bonuses apply and armor is reduced to 0	30 seconds	Slayer Knight, Daemon
Poison	HPs degenerate to 1/8 of maximum	Until cured	Kobold, Assassin, Harpy
Disease	No HP regeneration, Combat and Speed degenerate to 1	Until cured	Zombie, Goblin, Wolfrider

Hero-Side Race Bonuses (when leading another race)

Hero ->	Human	High Elf	Wood Elf	Dark Elf	Undead	Dwarf	Orc	Minotaur
Army								
Human	+1	0	0	0	0	+1	-1	0
High Elf	+1	+1	+1	-1	0	0	0	0
Wood Elf	0	+1	+1	0	0	-1	0	0
Dark Elf	0	-1	0	+1	+1	0	0	0
Undead	0	0	0	+1	+1	0	0	-1
Dwarf	+1	0	-1	0	0	+1	0	0
Orcs	-1	0	0	+1	0	0	+1	0
Barbarian	+1	0	0	0	-1	0	0	+1
Minotaur	0	0	0	0	-1	0	+1	+1

Experience Required Per Level and Ability Points Earned

Level is currently capped at 50. Cumulative AP is useful when playing Tournament Mode for predicting hero level.

Hero Level	XP	AP	Cumulative AP	Hero Level	XP	AP	Cumulative AP
1	0	0	0	26	3400	15	238
2	10	0	0	27	3800	15	253
3	20	0	0	28	4200	15	268
4	40	3	3	29	4600	15	283
5	80	4	7	30	5000	15	298
6	120	5	12	31	5500	15	313
7	180	5	17	32	6000	15	328
8	250	6	23	33	6500	15	343
9	320	7	30	34	7000	15	358
10	400	7	37	35	7500	15	373
11	500	8	45	36	8000	15	388
12	600	9	54	37	8500	15	403
13	720	9	63	38	9000	15	418
14	840	10	73	39	9500	15	433
15	970	10	83	40	10000	15	448
16	1100	11	94	41	10500	15	463
17	1250	12	106	42	11000	15	478
18	1400	13	119	43	11500	15	493
19	1600	14	133	44	12000	15	508
20	1800	15	148	45	12500	15	523
21	2000	15	163	46	13000	15	538
22	2250	15	178	47	13500	15	553
23	2500	15	193	48	14000	15	568
24	2750	15	208	49	14500	15	583
25	3000	15	223	26	3400	15	238

Assassination Chance

(1.03) The Assassination chance against a hero is now offset by that hero's Resistance Skill. For every point of Resistance over 5, the Assassination chance is reduced by 1%. The Assassination will **never** drop lower than 1% though.

XP (experience points) Calculation

(1.03) For very short games, the hero will only receive 0 or 1 XP. To figure out how XP your hero will get for a game, follow these steps:

- 1 Calculate: NumberAlliances = 1
 - + (1 per Knight)
 - + (1 per Lord)
 - + (2 per Human)
 - + (2 per Warlord)
 - + (3 per Grand Warlord)
- 2 Calculate: NumberEnemies = 0
 - + (1 per Knight)
 - + (2 per Lord)
 - + (3 per Human)
 - + (3 per Warlord)
 - + (4 per Grand Warlord)
- 3 Calculate: XPFromArmiesKilled = 0 if less than 50 were killed
 - 1 if 50-99 were killed
 - 2 if 100-149 were killed
 - 3 if 150-199 were killed
 - 4 if 200-249 were killed
 - 5 if 250-349 were killed
 - 6 if 350-499 were killed
 - 7 if 500-699 were killed
 - 8 if 700-949 were killed
 - 9 if 950 or more were killed
- 4 Calculate: XPFromMap = 0 for a Small Map
 - 1 for a Medium Map
 - 2 for a Large Map
 - 3 for an XLarge Map
- 5 Calculate XPFromResult = 4 for a Loss
 - 6 for an Allied Victory
 - 8 for a Non-Allied Victory
- 6 Now calculate Base XP as follows:

$$\text{BaseXP} = \text{XPFromMap} + \text{XPFromResult} + \text{XPFromArmiesKilled} + \frac{\text{NumberEnemies}}{\text{NumberAlliances}} + \text{NumberofEnemyHeroesKilled} + \text{NumberOfEnemiesDefeatedBeforeILeft}$$

This BaseXP is modified in the following way:

Condition	Multiplier
If the map I played on had NO building	x 12.5%
If the Hero died	x 75%
Totally exposed map (no hidden or fog)	x 80%
Hidden but no fog	x 90%
Hidden map with fog of war on	x 110%
Map limited to keep level 1	x 60%
Map limited to keep level 2	x 70%
Map limited to keep level 3	x 80%
Map limited to keep level 4	x 90%
Training Modification	x Variable%
'I Am the Greatest' on	+30 XP
Tinman Hero	x 125%
Bronzeman Hero	x 150%
Ironman Hero	x 200%
If hero is level 3	No more than 24 XP available
If hero is level 1 or 2	No more than 12 XP available
If the victory was VERY quick	No more than 1 XP available

Army Balancing Changes

Unit	Old Value	New Value
Clay Golem: HPs/Speed/Dmg	100/3/10	150/4/20
Stone Golem: HPs/Speed/Dmg	150/4/15	250/5/30
Iron Golem: HPs/Speed/Dmg	200/5/20	450/6/40

Skills

Combat (ST + ST)

- 1 Hero's Damage is now calculated as: 5 + Strength + Combat Skill + Damage Bonuses.
- 2 Melee Combat. The percentage chance of success depends on the difference between the attacker's and defender's Combat Skills.

- **Diff**—Difference between the attacker's and defender's Combat Skill stat.
- **Death**—Death Blow. Quadruple Damage.
- **Crit**—Critical Hit. Double Damage.
- **Good**—Good Hit. Normal Damage.
- **Marg**—Marginal Hit. Half Damage.
- **Miss**—1 Point of Damage.

Items that modify Combat Skill affect the hero's skill for both melee and missile combat calculations as well as to melee damage done.

DIFF	DEATH	CRIT	GOOD	MARG
-20	1%	2%	15%	30%
-19	1%	2%	16%	31%
-18	1%	2%	16%	32%
-17	1%	2%	17%	33%
-16	1%	2%	17%	34%
-15	1%	2%	18%	35%
-14	1%	2%	18%	36%
-13	1%	2%	19%	37%
-12	1%	2%	19%	38%
-11	1%	2%	20%	39%
-10	1%	3%	20%	40%
-9	1%	3%	21%	41%
-8	1%	3%	21%	42%
-7	1%	3%	22%	43%
-6	1%	3%	22%	44%
-5	1%	4%	23%	45%
-4	1%	4%	23%	46%
-3	2%	4%	24%	47%
-2	2%	4%	24%	48%
-1	2%	4%	25%	49%
0	2%	5%	25%	50%
1	2%	5%	27%	55%
2	3%	6%	30%	60%
3	3%	6%	32%	65%
4	3%	7%	35%	70%
5	3%	7%	37%	75%
6	3%	7%	39%	78%
7	4%	8%	40%	81%
8	4%	8%	42%	84%
9	4%	8%	43%	87%
10	4%	9%	45%	90%
11	4%	9%	46%	92%
12	4%	9%	47%	94%
13	4%	9%	47%	95%
14	4%	9%	48%	96%
15	4%	9%	48%	97%
16	4%	9%	49%	98%
17	4%	9%	49%	99%
18	5%	10%	50%	99%
19	6%	11%	51%	99%
20 or more	7%	12%	52%	99%

- 3 Missile Combat.** The percentage chance of success depends on the attacker's Combat Skill.

Combat	Hit	Combat	Hit	Combat	Hit
1	10%	10	60%	18	90%
2	20%	11	65%	19	92%
3	25%	12	70%	20	94%
4	30%	13	75%	21	95%
5	35%	14	78%	22	96%
6	40%	15	81%	23	97%
7	45%	16	84%	24	98%
8	55%	17	87%	25+	99%
9	55%	10	60%	18	90%

All combat damage is modified by armor. For hero armor ratings see Resistance Skill.

- 4 Armor.** This shows the percentage damage taken from a successful hit depending upon the defender's armor rating.

Armor	0	1	2	3	4	5	6	7	8	9
Damage	150%	120%	100%	80%	60%	50%	40%	30%	20%	0

- 5** Items that modify Combat Skill affect the hero's skill for both melee and missile combat calculations as well as to melee damage done.

Health (ST + DX)

Health affects a hero's hit points as well as their hit point regeneration rate.

- Items that modify health do NOT affect maximum hit points, but they do affect health regeneration rates.

Health	Hit Points	Health Regen.	Health	Hit Points	Health Regen.
1	20	1 per 40 s	51	1020	1 per 1.975 s
2	40	1 per 38 s	52	1040	1 per 1.95 s
3	60	1 per 36 s	53	1060	1 per 1.925 s
4	80	1 per 34 s	54	1080	1 per 1.9 s
5	100	1 per 32 s	55	1100	1 per 1.875 s
6	120	1 per 30 s	56	1120	1 per 1.85 s
7	140	1 per 28 s	56	1140	1 per 1.825 s
8	160	1 per 26 s	58	1160	1 per 1.8 s
9	180	1 per 24 s	59	1180	1 per 1.775 s
10	200	1 per 22 s	60	1200	1 per 1.75 s
11	220	1 per 20 s	61	1220	1 per 1.725 s
12	240	1 per 18 s	62	1240	1 per 1.7 s
13	260	1 per 16 s	63	1260	1 per 1.675 s
14	280	1 per 14 s	64	1280	1 per 1.65 s
15	300	1 per 12 s	65	1300	1 per 1.625 s
16	320	1 per 10 s	66	1320	1 per 1.6 s
17	340	1 per 9.5 s	67	1340	1 per 1.575 s
18	360	1 per 9 s	68	1360	1 per 1.55 s
19	380	1 per 8.5 s	69	1380	1 per 1.525 s
20	400	1 per 8 s	70	1400	1 per 1.5 s
21	420	1 per 7.5 s	71	1420	1 per 1.475 s
22	440	1 per 7 s	72	1440	1 per 1.45 s
23	460	1 per 6.5 s	73	1460	1 per 1.425 s
24	480	1 per 6 s	74	1480	1 per 1.4 s
25	500	1 per 5.5 s	75	1500	1 per 1.375 s
26	520	1 per 5 s	76	1520	1 per 1.35 s
27	540	1 per 4.5 s	77	1540	1 per 1.325 s
28	560	1 per 4 s	78	1560	1 per 1.3 s
29	580	1 per 3.5 s	79	1580	1 per 1.275 s
30	600	1 per 3 s	80	1600	1 per 1.25 s
31	620	1 per 2.95 s	81	1620	1 per 1.225 s
32	640	1 per 2.9 s	82	1640	1 per 1.2 s
33	660	1 per 2.85 s	83	1660	1 per 1.175 s
34	680	1 per 2.8 s	84	1680	1 per 1.15 s
35	700	1 per 2.75 s	85	1700	1 per 1.125 s
36	720	1 per 2.7 s	86	1720	1 per 1.1 s
37	740	1 per 2.65 s	87	1740	1 per 1.09 s
38	760	1 per 2.6 s	88	1760	1 per 1.08 s
39	780	1 per 2.55 s	89	1780	1 per 1.07 s
40	800	1 per 2.5 s	90	1800	1 per 1.06 s
41	820	1 per 2.45 s	91	1820	1 per 1.05 s
42	840	1 per 2.4 s	92	1840	1 per 1.04 s
43	860	1 per 2.35 s	93	1860	1 per 1.03 s
44	880	1 per 2.3 s	94	1880	1 per 1.025 s
45	900	1 per 2.25 s	95	1900	1 per 1.02 s
46	920	1 per 2.2 s	96	1920	1 per 1.015 s
47	940	1 per 2.15 s	97	1940	1 per 1.01 s
48	960	1 per 2.1 s	98	1960	1 per 1.005 s
49	980	1 per 2.05 s	99	1980	1 per 1 s
50	1000	1 per 2 s			

Speed (DX + DX)

- 1 Speed affects both the hero's movement rate and their number of attacks per second.
- 2 Troop and hero movement speed comparisons and 'swings-per-second/shots-per-second' will be included when verified.
- 3 Items that modify speed should apply directly to both tables.

Command (IQ + CH)

- 1 The hero's Command Skill affects the size of their command radius.
- 2 The total number of armies you can have in your army limit and retinue depends on the hero's Command Skill. It also affects the time the hero's morale effect lasts after an army has left the command radius

Command	Bonus Armies	Armies in Retinue	Morale effect time
1	0	1	1 second
2	1	2	2 seconds
3	1	2	2 seconds
4	2	2	3 seconds
5	2	3	3 seconds
6	3	3	3 seconds
7	3	3	4 seconds
8	4	4	4 seconds
9	4	4	4 seconds
10	5	4	5 seconds
11	5	5	6 seconds
12	6	5	7 seconds
13	6	5	8 seconds
14	7	6	9 seconds
15	7	6	10 seconds
16	8	6	11 seconds
17	8	7	12 seconds
18	9	7	13 seconds
19	9	7	14 seconds
20	10	8	15 seconds
21	10	8	16 seconds
22	11	8	17 seconds
23	11	8	18 seconds
24	12	8	19 seconds
25	12	8	20 seconds
26	13	8	21 seconds
27	13	8	22 seconds
28	14	8	23 seconds
29	14	8	24 seconds
30-31*	15	8	25 second*s*

Note • * Bonus Armies = 1/2 the hero's Command Skill.

** The morale effect time does not increase past 25 seconds.

- 3 Items that modify the hero's Command Skill apply directly to this table.

Morale (DX + CH)

The following table specifies how the hero's Morale Skill affects the combat and speed of armies inside and outside their command radius.

Morale	Inside Radius	Outside Radius	Morale	Inside Radius	Outside Radius
1	0	0	51	+11 Cbt,+9 Spd	+6 Cbt, +4 Spd
2	+1 Cbt	0	52	+11 Cbt,+9 Spd	+6 Cbt, +4 Spd
3	+1 Cbt	0	53	+11 Cbt,+9 Spd	+6 Cbt, +4 Spd
4	+1 Cbt	0	54	+11 Cbt,+9 Spd	+6 Cbt, +4 Spd
5	+2 Cbt	0	55	+11 Cbt,+9 Spd	+6 Cbt, +4 Spd
6	+2 Cbt	0	56	+11 Cbt,+9 Spd	+6 Cbt, +4 Spd
7	+2 Cbt	0	57	+11 Cbt,+9 Spd	+6 Cbt, +4 Spd
8	+2 Cbt	0	58	+11 Cbt,+9 Spd	+6 Cbt, +4 Spd
9	+2 Cbt, +1 Spd	0	59	+11 Cbt,+9 Spd	+6 Cbt, +4 Spd
10	+2 Cbt, +1 Spd	0	60	+11 Cbt,+9 Spd	+6 Cbt, +4 Spd
11	+3 Cbt, +1 Spd	0	61	+12 Cbt,+10 Spd	+7 Cbt, +5 Spd
12	+3 Cbt, +1 Spd	0	62	+12 Cbt,+10 Spd	+7 Cbt, +5 Spd
13	+3 Cbt, +1 Spd	+1 Cbt	63	+12 Cbt,+10 Spd	+7 Cbt, +5 Spd
14	+3 Cbt, +2 Spd	+1 Cbt	64	+12 Cbt,+10 Spd	+7 Cbt, +5 Spd
15	+3 Cbt, +2 Spd	+2 Cbt	65	+12 Cbt,+10 Spd	+7 Cbt, +5 Spd
16	+4 Cbt, +2 Spd	+2 Cbt	66	+12 Cbt,+10 Spd	+7 Cbt, +5 Spd
17	+4 Cbt, +3 Spd	+2 Cbt, +1 Spd	67	+12 Cbt,+10 Spd	+7 Cbt, +5 Spd
18	+5 Cbt, +3 Spd	+2 Cbt, +1 Spd	68	+12 Cbt,+10 Spd	+7 Cbt, +5 Spd
19	+5 Cbt, +4 Spd	+3 Cbt, +1 Spd	69	+12 Cbt,+10 Spd	+7 Cbt, +5 Spd
20	+5 Cbt, +4 Spd	+3 Cbt, +2 Spd	70	+12 Cbt,+10 Spd	+7 Cbt, +5 Spd
21	+6 Cbt, +4 Spd	+3 Cbt, +2 Spd	71	+13 Cbt,11 Spd	+7 Cbt, +5 Spd
22	+6 Cbt, +5 Spd	+3 Cbt, +2 Spd	72	+13 Cbt,11 Spd	+7 Cbt, +5 Spd
23	+6 Cbt, +5 Spd	+4 Cbt, +2 Spd	73	+13 Cbt,11 Spd	+7 Cbt, +5 Spd
24	+7 Cbt, +5 Spd	+4 Cbt, +2 Spd	74	+13 Cbt,11 Spd	+7 Cbt, +5 Spd
25	+7 Cbt, +6 Spd	+4 Cbt, +2 Spd	75	+13 Cbt,11 Spd	+7 Cbt, +5 Spd
26	+7 Cbt, +6 Spd	+4 Cbt, +3 Spd	76	+13 Cbt,11 Spd	+7 Cbt, +5 Spd
27	+8 Cbt, +6 Spd	+4 Cbt, +3 Spd	77	+13 Cbt,11 Spd	+7 Cbt, +5 Spd
28	+8 Cbt, +7 Spd	+4 Cbt, +3 Spd	78	+13 Cbt,11 Spd	+7 Cbt, +5 Spd
29	+8 Cbt, +7 Spd	+5 Cbt, +3 Spd	79	+13 Cbt,11 Spd	+7 Cbt, +5 Spd
30	+9 Cbt, +7 Spd	+5 Cbt, +3 Spd	80	+13 Cbt,11 Spd	+7 Cbt, +5 Spd
31	+9 Cbt, +7 Spd	+5 Cbt, +3 Spd	81	+14 Cbt,+12 Spd	+8 Cbt, +6 Spd
32	+9 Cbt, +7 Spd	+5 Cbt, +3 Spd	82	+14 Cbt,+12 Spd	+8 Cbt, +6 Spd
33	+9 Cbt, +7 Spd	+5 Cbt, +3 Spd	83	+14 Cbt,+12 Spd	+8 Cbt, +6 Spd
34	+9 Cbt, +7 Spd	+5 Cbt, +3 Spd	84	+14 Cbt,+12 Spd	+8 Cbt, +6 Spd
35	+9 Cbt, +7 Spd	+5 Cbt, +3 Spd	85	+14 Cbt,+12 Spd	+8 Cbt, +6 Spd
36	+9 Cbt, +7 Spd	+5 Cbt, +3 Spd	86	+14 Cbt,+12 Spd	+8 Cbt, +6 Spd
37	+9 Cbt, +7 Spd	+5 Cbt, +3 Spd	87	+14 Cbt,+12 Spd	+8 Cbt, +6 Spd
38	+9 Cbt, +7 Spd	+5 Cbt, +3 Spd	88	+14 Cbt,+12 Spd	+8 Cbt, +6 Spd
39	+9 Cbt, +7 Spd	+5 Cbt, +3 Spd	89	+14 Cbt,+12 Spd	+8 Cbt, +6 Spd
40	+9 Cbt, +7 Spd	+5 Cbt, +3 Spd	90	+14 Cbt,+12 Spd	+8 Cbt, +6 Spd
41	+10 Cbt,+8 Spd	+6 Cbt, +4 Spd	91	+15 Cbt,13 Spd	+8 Cbt, +6 Spd
42	+10 Cbt,+8 Spd	+6 Cbt, +4 Spd	92	+15 Cbt,13 Spd	+8 Cbt, +6 Spd
43	+10 Cbt,+8 Spd	+6 Cbt, +4 Spd	93	+15 Cbt,13 Spd	+8 Cbt, +6 Spd
44	+10 Cbt,+8 Spd	+6 Cbt, +4 Spd	94	+15 Cbt,13 Spd	+8 Cbt, +6 Spd
45	+10 Cbt,+8 Spd	+6 Cbt, +4 Spd	95	+15 Cbt,13 Spd	+8 Cbt, +6 Spd
46	+10 Cbt,+8 Spd	+6 Cbt, +4 Spd	96	+15 Cbt,13 Spd	+8 Cbt, +6 Spd
47	+10 Cbt,+8 Spd	+6 Cbt, +4 Spd	97	+15 Cbt,13 Spd	+8 Cbt, +6 Spd
48	+10 Cbt,+8 Spd	+6 Cbt, +4 Spd	98	+15 Cbt,13 Spd	+8 Cbt, +6 Spd
49	+10 Cbt,+8 Spd	+6 Cbt, +4 Spd	99	+15 Cbt,13 Spd	+8 Cbt, +6 Spd
50	+10 Cbt,+8 Spd	+6 Cbt, +4 Spd			

Magery (IQ + IQ)

- 1 This describes the effects of a hero's Magery Skill on maximum mana points, regeneration rate, and casting bonus. Note: All Wizards regenerate mana as if their magery skill were 10 points higher.

Magery	Max. Mana	Mana Regen.	Casting Bonus	Magery	Max. Mana	Mana Regen.	Casting Bonus
1	2	1/45 s	-4	51	255	1/3.25 s	19
2	4	1/37 s	-3	52	260	1/3.2 s	19
3	6	1/30 s	-2	53	265	1/3.15 s	19
4	8	1/25 s	-2	54	270	1/3.1 s	19
5	10	1/20 s	-2	55	275	1/3.05 s	19
6	12	1/16 s	-1	56	280	1/3 s	20
7	14	1/14 s	-1	56	285	1/2.95 s	20
8	16	1/12 s	-1	58	290	1/2.9 s	20
9	18	1/11 s	0	59	295	1/2.85 s	20
10	20	1/10 s	0	60	300	1/2.8 s	20
11	25	1/9.5 s	0	61	305	1/2.75 s	21
12	30	1/9 s	0	62	310	1/2.7 s	21
13	35	1/8.5 s	1	63	315	1/2.65 s	21
14	40	1/8 s	1	64	320	1/2.6 s	21
15	50	1/7.5 s	1	65	325	1/2.55 s	21
16	60	1/7.25 s	2	66	330	1/2.5 s	22
17	70	1/7 s	2	67	335	1/2.45 s	22
18	80	1/6.75 s	2	68	340	1/2.4 s	22
19	90	1/6.5 s	3	69	345	1/2.35 s	22
20	100	1/6.25 s	3	70	350	1/2.3 s	22
21	110	1/6 s	4	71	355	1/2.25 s	23
22	120	1/5.75 s	5	72	360	1/2.2 s	23
23	130	1/5.5 s	6	73	365	1/2.15 s	23
24	140	1/5.25 s	7	74	370	1/2.1 s	23
25	150	1/5 s	8	75	375	1/2.05 s	23
26	160	1/4.8 s	9	76	380	1/2 s	24
27	170	1/4.6 s	10	77	385	1/1.975 s	24
28	180	1/4.5 s	11	78	390	1/1.95 s	24
29	190	1/4.4 s	12	79	395	1/1.925 s	24
30	200	1/4.3 s	15	80	400	1/1.9 s	24
31	110	1/4.25 s	15	81	405	1/1.875 s	25
32	120	1/4.2 s	15	82	410	1/1.87 s	25
33	130	1/4.15 s	15	83	415	1/1.865 s	25
34	140	1/4.1 s	15	84	420	1/1.86 s	25
35	150	1/4.05 s	15	85	425	1/1.855 s	25
36	160	1/4 s	16	86	430	1/1.85 s	26
37	170	1/3.95 s	16	87	435	1/1.845 s	26
38	180	1/3.9 s	16	88	440	1/1.84 s	26
39	190	1/3.85 s	16	89	445	1/1.835 s	26
40	200	1/3.8 s	16	90	450	1/1.83 s	26
41	205	1/3.75 s	17	91	455	1/1.825 s	27
42	210	1/3.7 s	17	92	460	1/1.82 s	27
43	215	1/3.65 s	17	93	465	1/1.815 s	27
44	220	1/3.6 s	17	94	470	1/1.81 s	27
45	225	1/3.55 s	17	95	475	1/1.805 s	27
46	230	1/3.5 s	18	96	480	1/1.8 s	28
47	235	1/3.45 s	18	97	485	1/1.795 s	28
48	240	1/3.4 s	18	98	490	1/1.79 s	28
49	245	1/3.35 s	18	99	500	1/1.785 s	28
50	250	1/3.3 s	18				

- 2 **Casting Table.** The percentage chance of success depends partly on the hero's Casting Skill in any given Magic Sphere and partly on the specific modifiers for any given spell.

Casting Skill	Base Chance	Casting Skill	Base Chance
1 or less	10%	16	78%
2	20%	17	81%
3	30%	18	84%
4	35%	19	87%
5	40%	20	90%
6	44%	21	91%
7	48%	22	92%
8	52%	23	93%
9	56%	24	94%
10	60%	25	95%
11	63%	26	96%
12	66%	27	97%
13	69%	28	98%
14	72%	29	99%
15	75%	30+	100%

- 3 Items that affect Magery do not add to maximum mana, but they do affect mana regeneration rates. Items that affect casting apply directly to the casting table above.

Resistance (IQ + DX) – Armor Calculation

Armor is not based on a hero's Resistance Skill. It is based on a combination of the hero's Profession, Specialty AND his/her Resistance Skill.

- 1 The hero's Resistance Skill helps troops inside the command radius to resist psychological effects.
- 2 The hero's Resistance Skill determines their armor according to the following tables.

All heroes receive an INITIAL armor based on their Speciality.

Specialty	Piercing	Slashing	Crushing	Fire	Magic
Alchemist	0	0	0	0	3
Archmage	0	0	0	1	4
Assassin	1	1	1	1	0
Barbarian	2	2	2	2	0
Bard	2	2	2	1	1
Druid	1	1	1	2	2
Fighter	3	3	3	3	2
Healer	1	1	1	1	2
Illusionist	0	0	0	0	3
Necromancer	0	0	0	0	3
Paladin	3	3	3	2	2
Pyromancer	0	0	0	4	3
Ranger	2	2	2	2	2
Runemaster	2	2	2	2	2
Summoner	0	0	0	1	3
Thief	2	2	2	1	1

This armor is modified depending upon the heroes Resistance Skill.

Profession	Modification
Warrior	+1 per 2 points of Resistance
Rogue	+1 per 3 points of Resistance
Priest	+1 per 4 points of Resistance
Wizard	+1 per 4 points of Resistance

Note • These +1 modifications are applied successively to each type of armor, in the order Piercing, Slashing, Crushing, Fire, Magic.

Thus, a Warrior Profession with 15 Resistance would gain a +7 bonus, +2 to Piercing, +2 to Slashing, +1 to Crushing, +1 to Fire & +1 to Magic.

- 3 Items that affect Resistance are added to their hero's Resistance Skill which is then modified by the profession chart above.

Training (ST + IQ)

- Items that modify Training affect neither hero experience nor AP received, but they do affect army experience upon the army's creation.

- The hero's Training Skill affects the amount of Ability Points they receive when gaining levels, the amount of experience they receive from any skirmish, and the starting experience for all troops created.
- AP Bonus.

Training Skill	AP Bonus per Level
0-12	0
13-18	+1 AP
19-24	+2 AP
25-40	+3 AP
41-60	+4 AP
61-90	+5 AP
91-98	+6 AP
99	+7 AP

- Army XP Levels..

Army Level	XP	Title	Bonus
1	0	Novice	
2	5	Expert	*
3	10	Veteran	*
4	20	Champion	*
5	40	Master	*
6	80	Grandmaster	*
7	160	Elite	*
8	320	Super-Elite	*

Note • * Armies receive Speed, Combat, Damage, and HP bonuses as they progress in levels.

- Experience Modifier.

T	XP	Armies	T	XP	Armies	T	XP	Armies	T	XP	Armies
1	-30%	0	26	+75%	+24 XP	51	+111%	+56 XP	76	+136%	+81 XP
2	-25%	0	27	+77%	+26 XP	52	+112%	+57 XP	77	+137%	+82 XP
3	-15%	0	28	+78%	+28 XP	53	+113%	+58 XP	78	+138%	+83 XP
4	-10%	0	29	+79%	+30 XP	54	+114%	+59 XP	79	+139%	+84 XP
5	-5%	0	30	+80%	+35 XP	55	+115%	+60 XP	80	+140%	+85 XP
6	0	0	31	+82%	+36 XP	56	+116%	+61 XP	81	+141%	+86 XP
7	+5%	0	32	+84%	+37 XP	57	+117%	+62 XP	82	+142%	+87 XP
8	+10%	0	33	+86%	+38 XP	58	+118%	+63 XP	83	+143%	+88 XP
9	+15%	+1 XP	34	+88%	+39 XP	59	+119%	+64 XP	84	+144%	+89 XP
10	+20%	+2 XP	35	+90%	+40 XP	60	+120%	+65 XP	85	+145%	+90 XP
11	+25%	+3 XP	36	+92%	+41 XP	61	+121%	+66 XP	86	+146%	+91 XP
12	+30%	+4 XP	37	+94%	+42 XP	62	+122%	+67 XP	87	+147%	+92 XP
13	+35%	+5 XP	38	+96%	+43 XP	63	+123%	+68 XP	88	+148%	+93 XP
14	+40%	+6 XP	39	+98%	+44 XP	64	+124%	+69 XP	89	+149%	+94 XP
15	+45%	+7 XP	40	+100%	+45 XP	65	+125%	+70 XP	90	+150%	+95 XP
16	+50%	+8 XP	41	+101%	+46 XP	66	+126%	+71 XP	91	+140%	+96 XP
17	+53%	+9 XP	42	+102%	+47 XP	67	+127%	+72 XP	92	+135%	+97 XP
18	+56%	+10 XP	43	+103%	+48 XP	68	+128%	+73 XP	93	+130%	+98 XP
19	+59%	+11 XP	44	+104%	+49 XP	69	+129%	+74 XP	94	+125%	+99 XP
20	+62%	+12 XP	45	+105%	+50 XP	70	+130%	+75 XP	95	+120%	+100 XP
21	+65%	+14 XP	46	+106%	+51 XP	71	+131%	+76 XP	96	+115%	+101 XP
22	+67%	+16 XP	47	+107%	+52 XP	72	+132%	+77 XP	97	+110%	+102 XP
23	+69%	+18 XP	48	+108%	+53 XP	73	+133%	+78 XP	98	+105%	+103 XP
24	+71%	+20 XP	49	+109%	+54 XP	74	+134%	+79 XP	99	+100%	+10 XP
25	+73%	+22 XP	50	+110%	+55 XP	75	+135%	+80 XP			

Conversion (ST + CH)

- 1 The hero's speed of building and resource conversion depends on their Conversion Skill.

Conversion Skill	Time	Conversion Skill	Time
1	80 seconds	19	23 seconds
2	70 seconds	20	22 seconds
3	60 seconds	21	21 seconds
4	50 seconds	22	20 seconds
5	48 seconds	23	19 seconds
6	45 seconds	24	18 seconds
7	42 seconds	25	17 seconds
8	39 seconds	26	16 seconds
9	36 seconds	27	15 seconds
10	33 seconds	28	14 seconds
11	32 seconds	29	13 seconds
12	30 seconds	30-35	12 seconds
13	29 seconds	36-40	11 seconds
14	28 seconds	41-50	10 seconds
15	27 seconds	51-60	9 seconds
16	26 seconds	61-70	8 seconds
17	25 seconds	71-80	7 seconds
18	24 seconds	81-90	6 seconds

- 2 Items that modify a hero's Conversion skill apply directly to this table.

Merchant (CH + CH)

- Items that modify a hero's Merchant Skill apply directly to this table.

- 1 The cost of buildings, armies, and upgrades depends upon the hero's Merchant Skill.

Merchant Skill	Cost	Merchant Skill	Cost
1	140%	51	42%
2	135%	52	41%
3	130%	53	41%
4	125%	54	40%
5	120%	55	40%
6	115%	56	39%
7	110%	57	39%
8	105%	58	39%
9	100%	59	38%
10	97%	60	38%
11	94%	61	38%
12	91%	62	37%
13	88%	63	37%
14	85%	64	37%
15	82%	65	36%
16	79%	66	36%
17	76%	67	36%
18	73%	68	35%
19	70%	69	35%
20	68%	70	35%
21	66%	71	34%
22	64%	72	34%
23	62%	73	34%
24	60%	74	33%
25	59%	75	33%
26	58%	76	33%
27	57%	77	32%
28	56%	78	32%
29	55%	79	32%
30	54%	80	31%
31	53%	81	31%
32	52%	82	31%
33	51%	83	30%
34	50%	84	30%
35	50%	85	30%
36	49%	86	29%
37	49%	87	29%
38	48%	88	29%
39	48%	89	29%
40	47%	90	28%
41	47%	91	28%
42	46%	92	28%
43	46%	93	28%
44	45%	94	27%
45	45%	95	27%
46	44%	96	27%
47	44%	97	27%
48	43%	98	26%
49	43%	99	25%
50	42%		

Unit Summary and Comparisons

Unit Summary

Unit Type	Barbarians	Dark Elves	Dwarves	High Elves	Humans	Minotaurs	Orcs	Undead	Wood Elves
Builder	Thrall	Wisp	Smith	Wisp	Peasant	Thrall	Kobold	Zombie	Wisp
Infantry	Minotaur	Dark Infantry	Infantry	Iceguard	Pikeman	Minotaur	Orc	Skelton	Forestguard
		Assassin	Berserker				Goblin	Wight	
							Ogre	Wraith	
								Slayer Knight	
Archer		Dark Archer	Crossbow	Longbow	Squire	Gladewarden			
						Sprite			
Missile	Barbarian	Ancient Wisp		Ancient Wisp			Troll	Liche	Ancient Wisp
		Imp		Imp					Imp
									Pixie
Cavalry	Rider	Dark Rider		Dragon Knight	Mercenary		Wolfrider		Woodrider
				Unicorn	Knight				Treant
Spellcasters		Sorcerer		Mystic	Black Mage	Shaman	Shaman		Druid
					Red Mage				
					White Mage				
Generals	Reaver	Blackguard	Dwarf Lord	Moonguard	Black Mage	Minotaur King	Giant	Vampire	Dryad
					Red Mage				
					White Mage				
Siege			Ballista		Catapult	Battering Ram			
			Battering Ram			Catapult			
			Catapult						
Total Units (non-siege)	5	9	5	9	8	6	8	7	9

Builder Units

Stat	Thral (B, M)	Wisp (DE, HE, WE)	Smith (DW)	Peasant (HU)	Kobold (O)	Zombie (U)
Type	Builder	Builder	Builder	Builder	Builder	Builder
Setup Pts	1	1	1	1	1	1
Cost	10M	50C	40M + 40S	20G	25G	40G
Time (sec)	20	30	25	25	25	25
Army Pts	1	1	1	1/4	1	1
Building	8	11	13	10	9	8
Combat	1	1	3	1	1	3
Hits	10	10	50	10	20	40
Speed	6	12	4	8	8	4
Damage	5 C	5 M	5 C	5 P	5 S	10 C
Missile	-	Short	-	-	-	-
View	Average	Average	Short	Average	Average	Average
Armor						
Piercing	0	1	1	1	1	2
Slashing	0	1	1	1	1	2
Crushing	0	1	1	1	3	2
Fire	1	4	2	1	1	0
Magic	1	4	4	1	1	2
Special Ability						
	Can be put into mines.	Can merge 4 of them to make an Ancient Wisp.	Can be put into mines - counts for 2 men.	Can be put into mines.	Can be put into mines. Causes Poison.	Can be put into mines. Causes Disease.

Legend:

- B = Barbarian
- DE = Dark Elf, WE = Wood Elf, HE = High Elf
- DW = Dwarf
- HU = Humans
- M = Minotaurs
- O = Orcs
- U = Undead

Low-Level Infantry Units

Stat	Dark Infantry (DE)	Infantry (DW)	Iceguard (HE)	Pikeman (HU)	Orc (O)	Skeleton (U)	Wraith (U)	Forestguard (WE)
Setup Pts	1	1	1	1	2	1	2	1
Cost	50G + 40M	50G + 50M	60G + 50M	30G + 40M	70M	25G + 25M	75C	50G + 30M
Time (sec)	30	30	35	18	40	24	1	25
Army Pts	1	1	1	1	1	1	1	1
Building	-	-	-	-	-	-	-	-
Combat	5	5	8	5	4	2	6	4
Hits	30	80	30	40	60	20	60	25
Speed	9	4	9	9	9	10	9	10
Damage	10 P	10 S	15 P	10 P	15 S	10 S	10 M	10 P
Missile	-	-	-	-	-	-	-	-
View	Long	Short	Long	Average	Short	Average	Long	Very Long
Armor								
Piercing	2	2	2	2	2	5	4	2
Slashing	2	2	2	2	3	2	2	2
Crushing	2	2	2	2	3	0	1	2
Fire	2	2	1	2	2	3	3	1
Magic	4	4	3	2	1	3	4	3
Special Ability								
				Does double damage to cavalry.		Resistant to missiles. Can morph to Wight or Wraith.	Can morph to Shadows. Can attack fliers. Drains enemy XP.	

Legend:

- B = Barbarian
- DE = Dark Elf, WE = Wood Elf, HE = High Elf
- DW = Dwarf
- HU = Humans
- M = Minotaurs
- O = Orcs
- U = Undead

Mid- to High-Level Infantry Units

Stat	Minotaur (B, M)	Assassin (DE)	Runner (DW)	Berserker (DW)	Ogres (O)	Wight (U)	Shadow (U)	Slayer Knight (U)
Setup Pts	1	4	1	4	5	2	3	4
Cost	100M	120G	40G	300M	100M+100S	90M	160C	175M
Time (sec)	45	70	25	75	80	1	1	1
Army Pts	1	1	1	1	2	1	1	1
Building	-	-	-	-	-	-	-	-
Combat	7	15	2	10	12	6	10	10
Hits	80	100	40	200	175	70	100	150
Speed	9	16	8	3	8	6	10	5
Damage	12 C	15 S	5 C	30 S	25 C	12 S	15 M	25 S
Missile	-	-	-	-	-	-	-	-
View	Average	Average	Long	Short	Average	Average	Very Long	Short
Armor								
Piercing	1	2	1	4	2	4	3	4
Slashing	1	2	1	4	2	3	3	4
Crushing	1	2	1	4	3	2	3	3
Fire	1	2	2	1	4	3	3	3
Magic	1	2	4	4	3	3	3	3
Special Ability								
		Causes Poison. Can assassinate enemies with 4% chance.	Resistant to missiles.		Can attack fliers.	Can morph to Liche or Slayer Knight.	Can attack fliers. Drains enemy XP. Gets +5 to combat at night.	Causes Chaos.

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Archer Units

Stat	Dark Archer (DE)	Crossbow (DW)	Longbow (HE)	Squire (HU)	Goblin (O)	Wight (U)	Gladewarden (WE)
Type	Archer	Archer	Archer	Archer	Infantry	Infantry	Archer
Setup Pts	1	2	2	2	1	2	2
Cost	75G + 30C	75G + 40M	70G + 50M	60G	30G	100M	50M + 50C
Time (sec)	45	45	40	25	15	1	45
Army Pts	1	1	1	1	1	1	1
Building	-	-	-	-	-	-	-
Combat	3	3	4	2	2	6	3
Hits	25	60	30	30	18	70	15
Speed	13	5	11	12	14	6	10
Damage	8 P	15 P	8 P	8 P	10 C	12 S	8 P
Missile	Long	Long	Long	Average	-	-	Long
View	Long	Average	Long	Average	Very Long	Average	Long
Armor							
Piercing	2	1	2	1	2	4	1
Slashing	2	1	2	1	2	3	1
Crushing	2	1	2	1	2	2	1
Fire	2	2	1	2	3	3	1
Magic	4	4	3	2	1	3	3
Special Ability							
					Causes Disease.	Can morph to Liche or Slayer Knight.	

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Missile Units

Stat	Barbarian (B)	Ancient Wisp (Elves)	Imp (Elves)	Basilisk (O)	Troll (O)	Liche (U)	Pixie (WE)
Setup Pts	1	3	2	3	4	4	3
Cost	45M	100C	100C	60G	150S	220C	100C
Time (sec)	33	1	40	40	80	1	30
Army Pts	1	2	1	2	2	1	1
Building	-	10	-	-	-	-	-
Combat	2	8	2	5	11	10	3
Hits	45	100	25	70	150	100	25
Speed	8	8	20	40	6	8	20
Damage	10 P	15 M	10 M	20 M	20 C	20 F	10 M
Missile	Short	Long	Short	Average	Average	Average	Average
View	Average	Average	Average	Average	Long	Long	Average
Armor							
Piercing	1	2	0	4	2	4	1
Slashing	2	2	0	4	2	2	1
Crushing	1	2	0	4	3	1	1
Fire	1	4	4	4	0	3	1
Magic	2	4	4	4	2	4	4
Special Ability							
	Spears do carry through damage.	Generates crystal equal to a level 1 crystal mine.		Turns enemy armies to stone (100S to you per kill)	Fast regeneration of hits. Can pick up and throw sheep.		

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Cavalry Units

Stat	Rider (B)	Dark Rider (DE)	Dragon Knight (HE)	Unicorn (HE)	Mercenary (HU)	Knight (HU)	Wolfrider (O)	Woodrifer (WE)	Treant (WE)
Setup Pts	3	3	3	4	3	4	3	3	4
Cost	72M	100G+100M	100G+125M	150C	100G	150G+150M	100M	150G+50M	200S
Time (sec)	45	75	70	90	40	110	60	75	100
Army Pts	2	2	2	2	2	2	2	2	4
Building	-	-	-	-	-	-	-	-	15
Combat	7	8	14	14	8	11	10	9	16
Hits	105	100	90	120	120	170	120	90	200
Speed	16	14	15	16	16	15	15	16	3
Damage	15 P	25 S	25 S	25 P	15 S	30 S	20 S	15 S	30 C
View	Average	Average	Average	Long	Long	Short	Average	Average	Average
Armor									
Piercing	1	2	3	1	2	3	2	2	5
Slashing	2	2	3	1	2	4	3	2	3
Crushing	1	2	3	1	2	3	3	2	4
Fire	1	2	4	2	2	3	2	1	1
Magic	2	2	3	4	2	2	1	3	3
Special Ability									
			Can attack fliers.	Causes Awe.					Causes Fear. Casts Entangle spell. Builder.

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Spellcasting Units

Stat	Sorcerer (DE)	Mystic (HE)	Black Mage (HU)	Red Mage (HU)	White Mage (HU)	Shaman (M, O)	Druid (WE)
Setup Pts	4	3	5	4	4	4	3
Cost	150G+150C	100G+100C	200G+200C	100G+100C	200C	200C	50G+150C
Time (sec)	90	70	120	120	120	60	80
Army Pts	1	1	1	1	1	1	1
Combat	9	8	10	10	10	10	7
Hits	90	50	100	100	100	70	60
Speed	12	10	8	9	8	12	11
Damage	20 M	15 M	15 M	15 F	10 M	25 M	15 M
Missile	Long	Average	Average	Long	Average	Average	Average
View	Long	Average	Average	Average	Average	Long	Extreme
Armor							
Piercing	1	2	1	1	2	2	1
Slashing	1	2	1	1	2	2	1
Crushing	1	2	1	1	2	2	1
Fire	3	1	1	5	2	2	2
Magic	5	3	4	4	4	4	4
Special Ability							
	Casts Summon Zombie, Darkstorm, and Pillar of Fire spells.	Casts White Ward and Ring of Ice spells.	Converts buildings. Casts Poison Cloud and Drain Mana spells.	Converts buildings. Casts Ring of Fire and Resist Fire spells.	Converts buildings. Casts Cure and Heal Group spells.	Casts Lightning, Berserker, and Light/Darkness spells.	Casts Lightning and Light/Darkness spells.

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Generals

Stat	Barbarian (B)	Blackguard (DE)	Dwarf Lord (DW)	Moonguard (HE)	W. Mage (HU)	Minotaur King (M)	Giant (O)	Vampire (U)	Dryad (WE)
Type	General	General	General	General	General & Spellcaster	General	General	General	General
Setup Pts	5	5	5	6	4	8	6	6	5
Cost	105G+105M	150G+150C	100G+100M+100S	200M+50C	200C	200G+200M+200S+200C	100M+150S	100G+200C	250C
Time (sec)	80	120	100	75	120	90	80	100	75
Army Pts	1	1	1	1	1	4	4	1	1
Building	-	-	-	-	-	-	-	-	-
Combat	18	18	16	15	10	20	15	16	10
Hits	220	160	280	120	100	300	250	200	100
Speed	13	12	4	12	8	12	10	12	16
Damage	40 S	35 S	60 S	20 P	10 M	50 S	30 C	20 S	40 M
Missile	-	-	-	Long	Average	-	Average	-	Long
View	Long	Average	Average	Average	Average	Average	Very Long	Long	Average
Armor									
Piercing	1	4	3	3	2	2	4	1	1
Slashing	1	4	3	3	2	2	2	4	1
Crushing	1	4	3	3	2	2	3	4	1
Fire	1	5	3	1	2	2	4	2	1
Magic	3	4	4	3	4	4	3	4	4
Special Ability									
	Converts buildings. Does double damage to large creatures.	Converts buildings. Casts Invisibility spell.	Converts buildings. Resistant to missiles. Does double damage to buildings.		Converts buildings. Casts Cure and Heal Group spells.	Converts buildings. Causes Fear. Can attack fliers. Ignores enemy armor.	Converts buildings. Causes Fear.	Converts buildings. Drains enemy hits.	Converts buildings 25% faster.

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Siege Units

Stat	Ballista (DW)	Battering Ram (DW, M)	Catapult (DW, HU, M)
Setup Pts	4	5	4
Cost	100G+100M	100G+100M	120G+60S
Time (sec)	100	50	45
Army Pts	4	4	4
Combat	8	10	10
Hits	50	200	80
Speed	3	3	3
Damage	30 P	70 C	70 C
Missile	Extreme	-	Extreme
View	Average	Average	Long
Armor			
Piercing	3	3	3
Slashing	2	3	3
Crushing	2	3	2
Fire	0	0	0
Magic	2	1	1
Special Ability			
	Bolts do carry through damage.	Does quadruple damage to buildings.	Causes splash damage. Can pick up and throw cows.

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Fliers

These are the statistics and armor ratings of fliers produced at the Eyrie, and which race they can belong to.

	Giant Bat	Eagle	Phoenix	Harpy	Griffon	Pegasus	Dragon
Race	Minotaurs Orcs Undead	Barbarians Dwarves Humans	All Elves	Dark Elves Orcs Undead	Dwarves Minotaurs Wood Elves	Barbarians High Elves Humans	All Races
Setup Pts	1	2	2	4	4	4	8
Cost	10G	45G	20G + 40C	60G + 60C	100G + 120S	100G + 100C	1000G + 1000C
Time(sec)	10	30	30	45	45	60	360
Army Pts	1	1	1	1	2	2	4
Building	-	9	-	-	-	-	-
Combat	2	7	3	8	10	9	20
Hits	20	60	35	55	120	100	400
Speed	14	12	12	9	14	16	14
Damage	7 P	10 S	6 F	20 S	25 S	25 C	50 F
Missile	-	-	Average	-	-	-	Very Short
View	Very Long	Extreme	Very Long	Average	Very Long	Average	Very Long
Armor							
Piercing	0	0	0	1	2	1	3
Slashing	1	1	1	2	2	1	4
Crushing	1	1	1	2	2	1	4
Fire	1	1	5	1	2	1	4
Magic	1	1	1	2	2	1	4
Special Ability							
	Can only attack fliers and buildings.	Can only attack fliers and buildings.	Converts buildings.	Cannot attack fliers. Causes Poison. Casts Drain Mana spell.			Causes Terror. Does splash damage.

Allies

These are the statistics and armor ratings of special allies that can join all races. They cannot be produced in the normal way, and allies are usually given as a reward for completing certain quests.

	Archon	Daemon	Air Elemental	Earth Elemental	Fire Elemental	Water Elemental
Setup Pts	6	7	6	6	6	6
Army Pts	2	4	2	4	2	2
Combat	16	14	13	18	10	10
Hits	150	180	150	160	120	150
Speed	14	12	16	3	10	15
Damage	40 F	50 S	25 C	50 C	20 F	40 C
Missile	-	-	-	-	Long	-
View	Long	Very Long	Average	Average	Short	Average
Armor						
Piercing	2	2	3	4	2	4
Slashing	2	2	3	4	2	4
Crushing	2	2	3	4	2	4
Fire	4	4	3	4	4	1
Magic	4	3	3	3	4	2
Special Abilities						
	Causes Awe. Does double damage to evil creatures.	Causes Chaos. Does double damage to good creatures.	Causes Fear.	Causes Fear.	Causes Fear.	Causes Fear.

Ships

These are the statistics and armor ratings of ships produced at the Shipyard, and which race they can belong to.

	Ferry	Scoutship	Cruiser	Galleon	Warship	Destroyer
Race	All Races	Barbarians, Humans, All Elves	Barbarians, Minotaurs, Orcs, All Elves	Undead, All Elves	Humans, Minotaurs, Orcs, All Elves	Dwarves, High Elves, Humans, Minotaurs
Setup Pts	1	1	1	1	1	1
Cost	50G	120G + 75M	250G + 100M	150G + 300C	150G + 150M	300G + 300M + 150S
Time(sec)	60	60	60	80	90	150
Army Pts	2	2	2	2	2	2
Combat	2	6	8	8	10	16
Hits	200	125	200	200	250	350
Speed	8	14	12	14	4	2
Damage	-	40 P	25 P	30 M	40 P	70 C
Missile	-	Long	Long	Long	Long	Long
View	Long	Extreme	Very Long	Long	Long	Long
Armor						
Piercing	2	2	3	3	3	4
Slashing	2	2	3	3	3	4
Crushing	2	2	3	3	3	4
Fire	0	1	2	1	1	2
Magic	2	2	3	4	2	3

Spells

Common Spells

Spell	Mana	Mod	Ability	Description
Shield	4	-	Normal	Increases the caster's armor rating by 2.
			Mastery	Increases the caster's armor rating by 3.
			Grand Mastery	Increases the caster's armor rating by 4.
Silver Arrow	10	-	Normal	Allows the caster to fire magical, silver arrows with Range=6 and Damage=25.
			Mastery	Allows the caster to fire magical, silver arrows with Range=8 and Damage=30.
			Grand Mastery	Allows the caster to fire magical, silver arrows with Range=10 and Damage=35.
Heroism	10	-	Normal	Increases the caster's command radius by 2.
			Mastery	Increases the caster's command radius by 4.
			Grand Mastery	Increases the caster's command radius by 6.

Healing Spells

Level 1	Level 2	Level 3	Level 4
<i>Heal Self</i>	<i>Heal Group</i>	<i>Major Healing</i>	<i>Resurrection</i>
<i>Cure</i>			
<i>Blessing</i>	<i>Life Ward</i>		
<i>White Ward</i>			

Spell	Mana	Mod	Ability	Description
Heal Self	8	+1	Normal	Heals 50 points of damage on the caster.
			Mastery	Heals 100 points of damage on the caster.
			Grand Mastery	Heals 500 points of damage on the caster.
Cure	8	-	Normal	Cures disease and poison on the caster.
			Mastery	Cures disease and poison on all armies in the command radius of the caster.
			Grand Mastery	Cures disease and poison on all armies in the command radius of the caster, and heals 50 points of damage.
Blessing	8	-	Normal	Increases the caster's Morale skill by 2 (takes 1 minute).
			Mastery	Increases the caster's Morale skill by 4 (takes 2 minutes).
			Grand Mastery	Increases the caster's Morale skill by 6 (takes 3 minutes).
White Ward	6	-	Normal	Protects the caster from psychological effects by increasing Resistance by 8 for 1 minute.
			Mastery	Protects all armies in the command radius from psychological effects by increasing Resistance by 10 for 2 minutes.
			Grand Mastery	Protects all armies in the command radius from psychological effects by increasing Resistance by 12 for 4 minutes.
Heal Group	15	-	Normal	Heals 50 points of damage on all armies in the command radius.
			Mastery	Heals 100 points of damage on all armies in the command radius.
			Grand Mastery	Heals 500 points of damage on all armies in the command radius.
Invigorate	14	-2	Normal	Increases all armies, except Undead, in the command radius Speed by 2 for 1 minute.
			Mastery	Increases all armies, except Undead, in the command radius Speed by 3 for 2 minutes.
			Grand Mastery	Increases all armies, except Undead, in the command radius Speed by 4 for 3 minutes.

Spell	Mana	Mod	Ability	Description
Sunshine	10	1	Normal	Stops the rain and makes it daytime.
			Mastery	Stops the rain and makes it daytime, and heals 50 points of damage on the caster.
			Grand Mastery	Stops the rain and makes it daytime, and heals 50 points of damage on all armies in the command radius.
Major Healing	40	-2	Normal	Heals 50 points of damage on all armies on the map.
			Mastery	Heals 100 points of damage and cures disease and poison on all armies on the map.
			Grand Mastery	Heals 500 points of damage and cures disease and poison on all armies on the map.
Life Ward	40	-1	Normal	Automatically heals the caster, but only once, back to full points if he goes down to 0 points (lasts 2 minutes).
			Mastery	Automatically heals the caster, but only once, back to full points if he goes down to 0 points (lasts 3 minutes).
			Grand Mastery	Automatically heals the caster, but only once, back to full points if he goes down to 0 points (lasts 4 minutes).
Resurrection	60	-4	Normal	Raises dead bodies (friendly only) in the command radius from the dead. They retain no knowledge of previous medals.
			Mastery	Raises dead bodies (friendly only) in the command radius from the dead. They retain no knowledge of previous medals.
			Grand Mastery	Raises all (both friendly and enemy) dead bodies in the command radius from the dead. They retain no knowledge of previous medals.

Necromancy Spells

Level 1	Level 2	Level 3	Level 4
<i>Raise Skeleton</i>	<i>Raise Wight</i>	<i>Call the Dead</i>	<i>Raise Champion</i>
<i>Raise Zombie</i>			
<i>Poison Cloud</i>	<i>Ring of Ice</i>		
<i>Black Portal</i>		<i>Darkstorm</i>	

Spell	Mana	Mod	Ability	Description
Raise Skeleton	8	-	Normal	Raises 1 Skeleton to serve the caster. If there is a Black Portal within the command radius, it raises 1 Skeleton with 10 XP.
			Mastery	Raises 1 Skeleton with 10 XP to serve the caster. If there is a Black Portal within the command radius, it raises 1 Skeleton with 20 XP.
			Grand Mastery	Raises 1 Skeleton with 20 XP to serve the caster. If there is a Black Portal within the command radius, it raises 1 Skeleton with 40 XP.
Raise Zombie	8	-	Normal	Raises 1 Zombie to serve the caster. If there is a Black Portal within the command radius, it raises 1 Zombie with 10 XP.
			Mastery	Raises 1 Zombie with 10 XP to serve the caster. If there is a Black Portal within the command radius, it raises 1 Zombie with 20 XP.
			Grand Mastery	Raises 1 Zombie with 20 XP to serve the caster. If there is a Black Portal within the command radius, it raises 1 Zombie with 40 XP.
Poison Cloud	8	-	Normal	Poisons all armies in the command radius.
			Mastery	Poisons all armies in twice the command radius..
			Grand Mastery	Poisons all armies in three times the command radius.
Black Portal	5	+2	Normal	Summons a Black Portal for 1 minute to aid in raising Undead.
			Mastery	Summons a Black Portal for 2 minutes to aid in raising Undead.
			Grand Mastery	Summons a Black Portal for 3 minutes to aid in raising Undead.

Spell	Mana	Mod	Ability	Description
Raise Wight	15	-	Normal	Raises 1 Wight to serve the caster. If there is a Black Portal within the command radius, it raises 1 Wight with 10 XP.
			Mastery	Raises 1 Wight with 10 XP to serve the caster. If there is a Black Portal within the command radius, it raises 1 Wight with 20 XP.
			Grand Mastery	Raises 1 Wight with 20 XP to serve the caster. If there is a Black Portal within the command radius, it raises 1 Wight with 40 XP.
Vampirism	10	-	Normal	Casts Level 1 Vampirism on all armies in the command radius for 1 minute. This gives each army back 1 hit for every 3 hits of damage they do.
			Mastery	Casts Level 2 Vampirism on all armies in the command radius for 2 minutes. This gives each army back 1 hit for every 2 hits of damage they do.
			Grand Mastery	Casts Level 3 Vampirism on all armies in the command radius for 2 minutes. This gives each army back 1 hit for every 1 hit of damage they do.
Darkstorm	18	-1	Normal	Starts the rain and makes it night.
			Mastery	Starts the rain and makes it night.
			Grand Mastery	Starts the rain and makes it night.
Call the Dead	30	-1	Normal	Raises all (both friendly and enemy) bones in the command radius to be Skeletons. They retain no knowledge of previous medals.
			Mastery	Raises all (both friendly and enemy) bones in the command radius to be Skeletons with 10 XP. They retain no knowledge of previous medals.
			Grand Mastery	Raises all (both friendly and enemy) bones in the command radius to be Skeletons with 20 XP. They retain no knowledge of previous medals.
Ring of Ice	30	-2	Normal	Causes 80 points of damage on all enemy armies.
			Mastery	Causes 80 points of damage on all enemy armies, and has a chance of a critical hit.
			Grand Mastery	Causes 80 points of damage on all enemy armies, and has a chance of a deathblow.
Raise Champion	60	-5	Normal	Raises 1 of either Slayer Knight, Liche, Vampire or Shadow to serve the caster.
			Mastery	Raises 1 of either Slayer Knight, Liche, Vampire or Shadow with 40 XP to serve the caster.
			Grand Mastery	Raises 1 of either Slayer Knight, Liche, Vampire or Shadow with 80 XP to serve the caster.

Pyromancy Spells

Level 1	Level 2	Level 3	Level 4
<i>Hand of Flame</i>	<i>Ring of Fire</i>	<i>Pillar of Fire</i>	<i>Armageddon</i>
<i>Soul Flame</i>			
<i>Cauterize</i>	<i>Fire Elemental</i>		
<i>Resist Fire</i>		<i>Berserker</i>	

Spell	Mana	Mod	Ability	Description
Hand of Flame	10	-	Normal	Causes 20 points of fire damage to all enemy armies in the command radius.
			Mastery	Causes 30 points of fire damage to all enemy armies in the command radius.
			Grand Mastery	Causes 40 points of fire damage to all enemy armies in the command radius.
Soul Flame	6	-	Normal	Gives 10 XP to friendly armies in the command radius (Armies cannot exceed 10 XP with this).
			Mastery	Gives 15 XP to friendly armies in the command radius. (Armies cannot exceed 20 XP with this).
			Grand Mastery	Gives 20 XP to friendly armies in the command radius. (Armies cannot exceed 30 XP with this).
Cauterize	8	-	Normal	Heals 20 points of damage on the caster.
			Mastery	Heals 50 points of damage on the caster.
			Grand Mastery	Heals 200 points of damage on the caster.
Resist Fire	7	-	Normal	Caster gets Fire Resistance for 1 minute.
			Mastery	All armies in the command radius get Fire Resistance for 2 minutes.
			Grand Mastery	All armies in the command radius get Fire Resistance for 4 minutes.
Ring of Fire	15	-2	Normal	Causes 60 points of damage on enemy armies.
			Mastery	Causes a critical hit (double damage) for 120 points of damage on enemy armies.
			Grand Mastery	Causes a deathblow (quadruple damage) for 240 points of damage on enemy armies.
Firebreath	18	-2	Normal	Caster gets a fire missile attack for 2 minutes, with Range=5 and Damage=20.
			Mastery	All armies in the command radius get a fire missile attack for 2 minutes, with Range=5 and Damage=20.
			Grand Mastery	All armies in the command radius get a fire missile attack for 2 minutes, with Range=8 and Damage=30.

Spell	Mana	Mod	Ability	Description
Berserker	12	-1	Normal	Casts Immolation on all armies in the command radius, and increases Combat by 6 and Speed by 4, for 3 minutes.
			Mastery	Casts Immolation on all armies in the command radius, and increases Combat by 8 and Speed by 5, for 3 minutes.
			Grand Mastery	Casts Immolation on all armies in the command radius, and increases Combat by 10 and Speed by 6, for 3 minutes.
Pillar of Fire	35	-4	Normal	Causes 160 points of damage on a single enemy army in combat with the caster.
			Mastery	Causes 160 points of damage on a single enemy army in combat with the caster, and has a chance of a critical hit.
			Grand Mastery	Causes 160 points of damage on a single enemy army in combat with the caster, and has a chance of a deathblow.
Fire Elemental	30	-5	Normal	Summons 1 Fire Elemental to serve the caster.
			Mastery	Summons 1 Fire Elemental with 10 XP to serve the caster.
			Grand Mastery	Summons 1 Fire Elemental with 20 XP to serve the caster.
Armageddon	60	-10	Normal	Causes 100 points of fire damage on all enemy armies and buildings in the command radius.
			Mastery	Causes 150 points of fire damage on all enemy armies and buildings in the command radius.
			Grand Mastery	Causes 150 points of fire damage on all enemy armies and buildings in the command radius, and has a chance of a critical hit.

Nature Spells

Level 1	Level 2	Level 3	Level 4
<i>Summon Sprite</i>	<i>Summon Unicorn</i>	<i>Summon Treant</i>	<i>Elementalism</i>
<i>Gemberry</i>			
	<i>Wall of Thorns</i>	<i>Change Weather</i>	
<i>Entangle</i>			
<i>Shillelagh</i>	<i>Call Lightning</i>		

Spell	Mana	Mod	Ability	Description
Summon Sprite	10	-1	Normal	Summons 1 Sprite to serve the caster.
			Mastery	Summons 1 Sprite with 10 XP to serve the caster.
			Grand Mastery	Summons 1 Sprite with 20 XP to serve the caster.
Gemberry	12	-	Normal	Heals 50 points of damage on the caster. Only works on mortal creatures - that is, not Undead, Daemons, or siege engines.
			Mastery	Heals 50 points of damage on all armies in the command radius. Only works on mortal creatures - that is, not Undead, Daemons, or siege engines.
			Grand Mastery	Heals 200 points of damage on all armies in the command radius, and cures disease and poison. Only works on mortal creatures - that is, not Undead, Daemons, or siege engines.
Entangle	8	-	Normal	Decreases the Speed of any small or medium enemy armies in the command radius by 4 for 1 minute.
			Mastery	Decreases the Speed of any small or medium enemy armies in the command radius by 6 for 1 minute.
			Grand Mastery	Decreases the Speed of any small or medium enemy armies in the command radius by 8 for 2 minutes.
Shillelagh	4	-	Normal	Summons a magical club which increases the Combat skill of the caster by 3 for 2 minutes.
			Mastery	Summons a magical club which increases the Combat skill of the caster by 6 for 3 minutes.
			Grand Mastery	Summons a magical club which increases the Combat skill of the caster by 10 for 4 minutes.
Summon Unicorn	16	-2	Normal	Summons 1 Unicorn to serve the caster.
			Mastery	Summons 1 Unicorn with 10 XP to serve the caster.
			Grand Mastery	Summons 1 Unicorn with 20 XP to serve the caster.
Wall of Thorns	4	-	Normal	Summons 1 Bramble bush for 10 minutes.
			Mastery	Summons 1 Bramble bush for 20 minutes.
			Grand Mastery	Summons 1 Bramble bush for 30 minutes.

Spell	Mana	Mod	Ability	Description
Call Lightning	18	-1	Normal	Calls lightning down and causes 60 points of damage to all enemy armies in half the command radius.
			Mastery	Calls lightning down and causes 60 points of damage to all enemy armies in the command radius.
			Grand Mastery	Calls lightning down and causes 60 points of damage to all enemy armies in twice the command radius, plus chance of a critical hit.
Summon Treant	40	-4	Normal	Summons 1 Treant to serve the caster.
			Mastery	Summons 1 Treant with 10 XP to serve the caster.
			Grand Mastery	Summons 1 Treant with 20 XP to serve the caster.
Change Weather	30	-	Normal	Allows the caster to affect night/day and fine/rain.
			Mastery	Allows the caster to affect night/day and fine/rain.
			Grand Mastery	Allows the caster to affect night/day and fine/rain.
Elementalism	60	-6	Normal	Summons 1 Elemental to serve the caster.
			Mastery	Summons 1 Elemental with 10 XP to serve the caster.
			Grand Mastery	Summons 1 Elemental with 80 XP to serve the caster.

Alchemy Spells

Level 1	Level 2	Level 3	Level 4
Lesser Item	Minor item	Major Item	Create Artifact
Transmute			
Charm	Iron Golem		
Clay Golem		Stone Golem	

Spell	Mana	Mod	Ability	Description
Lesser Item	12	-	Normal	Creates an item worth 2 points for the caster to use.
			Mastery	Creates an item worth 3 points for the caster to use.
			Grand Mastery	Creates an item worth 4 points for the caster to use.
Transmute	15	-	Normal	Exchanges one type of resource for another (like the Trade skill), at a rate of 50% conversion.
			Mastery	Exchanges one type of resource for another (like the Trade skill), at a rate of 70% conversion.
			Grand Mastery	Exchanges one type of resource for another (like the Trade skill), at a rate of 90% conversion.
Charm	6	-	Normal	Increases the Merchant skill of the caster by 2 for 2 minutes.
			Mastery	Increases the Merchant skill of the caster by 4 for 4 minutes.
			Grand Mastery	Increases the Merchant skill of the caster by 6 for 6 minutes.
Clay Golem	14	-1	Normal	Summons a Clay Golem to act as a guardian for 4 minutes.
			Mastery	Summons a Clay Golem to act as a guardian for 7 minutes.
			Grand Mastery	Summons a Clay Golem to act as a guardian for 10 minutes.
Minor Item	20	-1	Normal	Creates an item worth 6 points for the caster to use.
			Mastery	Creates an item worth 8 points for the caster to use.
			Grand Mastery	Creates an item worth 10 points for the caster to use.
Acquire	34	-6	Normal	Instantly converts all mines within a radius of 5 grid squares from the caster.
			Mastery	Instantly converts all mines within a radius of 8 grid squares from the caster.
			Grand Mastery	Instantly converts all mines within a radius of 12 grid squares from the caster.
Stone Golem	24	-1	Normal	Summons a Stone Golem to act as a guardian for 4 minutes.
			Mastery	Summons a Stone Golem to act as a guardian for 7 minutes.
			Grand Mastery	Summons a Stone Golem to act as a guardian for 10 minutes.

Spell	Mana	Mod	Ability	Description
Major Item	36	-4	Normal	Creates an item worth 12 points for the caster to use.
			Mastery	Creates an item worth 15 points for the caster to use.
			Grand Mastery	Creates an item worth 18 points for the caster to use.
Iron Golem	36	-4	Normal	Summons an Iron Golem to act as a guardian for 4 minutes.
			Mastery	Summons an Iron Golem to act as a guardian for 7 minutes.
			Grand Mastery	Summons an Iron Golem to act as a guardian for 10 minutes.
Create Artifact	60	-5	Normal	Creates a powerful item worth 30 points for the caster to use.
			Mastery	Creates a powerful item worth 40 points for the caster to use.
			Grand Mastery	Creates a powerful item worth 50 points for the caster to use.

Summoning Spells

Level 1	Level 2	Level 3	Level 4
<i>Summon Sprite</i>	<i>Summon Imp</i>	<i>Windcall</i>	<i>Daemongate</i>
<i>Circle of Power</i>			
<i>Phantom Steed</i>	<i>Banish</i>		
<i>Blink</i>		<i>Home Portal</i>	

Spell	Mana	Mod	Ability	Description
Summon Sprite	8	-	Normal	Summons 1 Sprite to serve the caster. If there is a Circle of Power within the command radius, it summons 1 Sprite with 10 XP.
			Mastery	Summons 1 Sprite with 10 XP to serve the caster. If there is a Circle of Power within the command radius, it summons 1 Sprite with 20 XP.
			Grand Mastery	Summons 1 Sprite with 20 XP to serve the caster. If there is a Circle of Power within the command radius, it summons 1 Sprite with 40 XP.
Circle of Power	4	+1	Normal	Summons a Circle of Power for 1 minute to aid in summoning.
			Mastery	Summons a Circle of Power for 2 minutes to aid in summoning.
			Grand Mastery	Summons a Circle of Power for 3 minutes to aid in summoning.
Phantom Steed	5	-	Normal	Changes all cavalry armies in the command radius into phantoms for 1 minute, and increases Speed by 2, Resistance by 2, and Physical armor by 1.
			Mastery	Changes all cavalry armies in the command radius into phantoms for 2 minutes, and increases Speed by 3, Resistance by 4, and Physical armor by 2.
			Grand Mastery	Changes all cavalry armies in the command radius into phantoms for 3 minutes, and increases Speed by 4, Resistance by 6, and Physical armor by 3.
Blink	3	-	Normal	Transports the caster to a random place nearby.
			Mastery	Transports the caster to a random place nearby.
			Grand Mastery	Transports the caster to a random place nearby.
Summon Imp	12	-	Normal	Summons 1 Imp to serve the caster. If there is a Circle of Power within the command radius, it summons 1 Imp with 10 XP.
			Mastery	Summons 1 Imp with 10 XP to serve the caster. If there is a Circle of Power within the command radius, it summons 1 Imp with 20 XP.
			Grand Mastery	Summons 1 Imp with 20 XP to serve the caster. If there is a Circle of Power within the command radius, it summons 1 Imp with 40 XP.
Eye of Oros	15	-	Normal	Creates 1 floating eyeball to serve the caster for 30 seconds. If there is a Circle of Power within the command radius, it creates 1 floating eyeball with 10 XP.
			Mastery	Creates 1 floating eyeball with 10 XP to serve the caster for 60 seconds. If there is a Circle of Power within the command radius, it creates 1 floating eyeball with 20 XP.
			Grand Mastery	Creates 1 floating eyeball with 20 XP to serve the caster for 90 seconds. If there is a Circle of Power within the command radius, it creates 1 floating eyeball with 40 XP.

Spell	Mana	Mod	Ability	Description
Home Portal	20	-	Normal	Transports the caster to his start location.
			Mastery	Transports the caster to his start location.
			Grand Mastery	Transports the caster to his start location.
Windcall	40	-4	Normal	Summons 1 Air Elemental to serve the caster. If there is a Circle of Power within the command radius, it summons 1 Air Elemental with 10 XP.
			Mastery	Summons 1 Air Elemental with 10 XP to serve the caster. If there is a Circle of Power within the command radius, it summons 1 Air Elemental with 20 XP.
			Grand Mastery	Summons 1 Air Elemental with 20 XP to serve the caster. If there is a Circle of Power within the command radius, it summons 1 Air Elemental with 40 XP.
Banish	32	-4	Normal	Banishes all extra-planar armies of level 1-2 in the command radius.
			Mastery	Banishes all extra-planar armies of level 1-4 in the command radius.
			Grand Mastery	Banishes all extra-planar armies of any level in the command radius.
Daemongate	60	-8	Normal	Summons 1 Daemon to serve the caster. If there is a Circle of Power within the command radius, it summons 1 Daemon with 10 XP.
			Mastery	Summons 1 Daemon with 10 XP to serve the caster. If there is a Circle of Power within the command radius, it summons 1 Daemon with 20 XP.
			Grand Mastery	Summons 1 Daemon with 20 XP to serve the caster. If there is a Circle of Power within the command radius, it summons 1 Daemon with 40 XP.

Illusion Spells

Level 1	Level 2	Level 3	Level 4
Shadowform	Spectral Horde	Call Shadow	Transform
Scare			
	Light/Darkness	Mutate	
Awe	Invisibility		

Spell	Mana	Mod	Ability	Description
Shadowform	8	-	Normal	Changes the caster into an ethereal being for 1 minute, and increases Speed by 2, Resistance by 2, and Physical armor by 1.
			Mastery	Changes the caster into an ethereal being for 2 minutes, and increases Speed by 3, Resistance by 4, and Physical armor by 2.
			Grand Mastery	Changes the caster into an ethereal being for 3 minutes, and increases Speed by 4, Resistance by 6, and Physical armor by 3.
Scare	6	-	Normal	Causes Fear on all armies in the command radius.
			Mastery	Causes Fear on all armies in one-and-a-half times the command radius.
			Grand Mastery	Causes Fear on all armies in twice the command radius.
Light/Darkness	5	-1	Normal	Changes day to night, and night to day.
			Mastery	Changes day to night, and night to day.
			Grand Mastery	Changes day to night, and night to day.
Awe	10	-1	Normal	Causes Awe on all armies in the command radius.
			Mastery	Causes Awe on all armies in one-and-a-half times the command radius.
			Grand Mastery	Causes Awe on all armies in twice the command radius.
Spectral Horde	20	-2	Normal	Creates 4 illusionary infantry armies to serve the caster for 2 minutes.
			Mastery	Creates 6 illusionary armies to serve the caster for 3 minutes.
			Grand Mastery	Creates 8 illusionary armies to serve the caster for 4 minutes.
Dragonfear	25	-4	Normal	Creates 1 illusionary Dragon to serve the caster for 2 minutes.
			Mastery	Creates 1 illusionary Dragon to serve the caster for 3 minutes.
			Grand Mastery	Creates 1 illusionary Dragon to serve the caster for 4 minutes.
Invisibility	30	-4	Normal	Turns the caster invisible for 1 minute, or until attacked, convert, cast spell, etc.
			Mastery	Turns all armies in the command radius invisible for 1 minute, or until attacked, convert, cast spell, etc.
			Grand Mastery	Turns all armies in the command radius invisible for 2 minutes, or until attacked, convert, cast spell, etc.

Spell	Mana	Mod	Ability	Description
Call Shadow	32	-4	Normal	Summons 1 Shadow to serve the caster.
			Mastery	Summons 1 Shadow with 10 XP to serve the caster.
			Grand Mastery	Summons 1 Shadow with 20 XP to serve the caster.
Mutate	40	-2	Normal	Changes all armies in the command radius into harmless animals.
			Mastery	Changes all armies in the command radius into harmless animals.
			Grand Mastery	Changes all armies in the command radius into harmless animals.
Transform	60	-8	Normal	Changes 1 friendly army in the command radius into a stronger army.
			Mastery	Changes 1 friendly army in the command radius into a stronger army.
			Grand Mastery	Changes 1 friendly army in the command radius into a stronger army.

Rune Spells

Level 1	Level 2	Level 3	Level 4
<i>Stoneskin</i>	<i>Resist Magic</i>	<i>Resist Missile</i>	<i>Stonecall</i>
<i>Gem of Wisdom</i>			
<i>Dig</i>	<i>Rune Item</i>		
<i>Earthpower</i>		<i>Stone Golem</i>	

Spell	Mana	Mod	Ability	Description
Stoneskin	8	-	Normal	Increases the caster's Armor by 2 for 1 minute.
			Mastery	Increases the caster's Armor by 2 for 2 minutes.
			Grand Mastery	Increases the caster's Armor by 3 for 3 minutes.
Gem of Wisdom	4	-	Normal	Increases the casting chance of the caster's next spell by 20%.
			Mastery	Increases the casting chance of the caster's next spell by 30%.
			Grand Mastery	Increases the casting chance of the caster's next spell by 40%.
Dig	8	-	Normal	Decreases the building time for all buildings by one-quarter for 2 minutes.
			Mastery	Decreases the building time for all buildings by one-third for 4 minutes.
			Grand Mastery	Decreases the building time for all buildings by one-half for 6 minutes.
Earthpower	12	-	Normal	Repairs all friendly buildings for 200 hits.
			Mastery	Repairs all friendly buildings for 400 hits.
			Grand Mastery	Repairs all friendly buildings for 800 hits.
Resist Magic	20	-2	Normal	Makes the caster resistant to magic for 1 minute.
			Mastery	Makes the caster resistant to magic for 2 minutes.
			Grand Mastery	Makes the caster resistant to magic for 3 minutes.
Doomstones	20	-	Normal	Creates large rocks which damage all nearby armies and buildings with 20 points of crushing damage.
			Mastery	Creates large rocks which damage all nearby armies and buildings with 40 points of crushing damage.
			Grand Mastery	Creates large rocks which damage all nearby armies and buildings with 60 points of crushing damage.
Stone Golem	24	-4	Normal	Summons a Stone Golem to act as a guardian for 4 minutes.
			Mastery	Summons a Stone Golem to act as a guardian for 7 minutes.
			Grand Mastery	Summons a Stone Golem to act as a guardian for 10 minutes.

Spell	Mana	Mod	Ability	Description
Resist Missile	28	-3	Normal	Protects the caster from missiles for 1 minute.
			Mastery	Protects the caster from missiles for 2 minutes.
			Grand Mastery	Protects the caster from missiles for 3 minutes.
Rune Item	40	-2	Normal	Creates an item worth 12 points for the caster to use.
			Mastery	Creates an item worth 15 points for the caster to use.
			Grand Mastery	Creates an item worth 18 points for the caster to use.
Stonecall	60	-6	Normal	Summons 1 Earth Elemental to serve the caster.
			Mastery	Summons 1 Earth Elemental with 10 XP to serve the caster.
			Grand Mastery	Summons 1 Earth Elemental with 20 XP to serve the caster.

Changes to Hero Abilities

Heroes with Knight Commander AND Animal Training now gain a 60% bonus for Knights (not 50%).

How to Figure Out Your Casting Percentage

The basic formula for working out your casting percentage of a spell is described below.

- 1 Suppose you are going to cast a Pyromancy spell, e.g. Fire Elemental.
- 2 Look at your hero's base Casting Skill for Pyromancy - say it is 10. In the Casting Table, this would normally give a chance of 60%.
- 3 Then look at your hero's Magery Skill - say it is 13. In the Magery Table, that gives a casting Modifier of +1. Therefore the Casting Skill of 10 is now 11, and in the Casting Table this gives a chance of 63%.
- 4 Look at the casting Modifier for the spell you are about to cast - for Fire Elemental the Modifier is -5. Therefore the Casting Skill of 11 is now 6, and in the Casting Table this gives a chance of 44%.
- 5 If your hero can cast Rune magic, add any modifiers from the Gem of Wisdom spell. This can give +20/30/40% to the final value depending on the Mastery level of the caster.

How Do Towers Behave When You Put Troops in Them?

- Instead of firing its native missile type (Arrows for Civilized Tower, Boulders for Primitive Towers, or Energy Balls for Magic Towers), if missile units are placed in a tower, then the tower will fire the same missile type as the best missile unit in that tower. Thus if Gladewardens with Flaming Arrows are placed in a Magical Tower, it will shoot Flaming Arrows instead of Energy Balls.
- Basic Infantry still count for +2 Combat & +1 Speed when in a tower
- Basic Missile troops still count for + 1 Range & +5 Damage when in a tower
- Advanced Infantry count for +3 Combat & +2 Speed when in a tower, Advanced Infantry are: Dwarf Berserkers, Dwarf Lords, Shadows, Slayer Knights, Vampires, Reavers, & Blackguard
- Advanced Missile troops count for +10 Damage & +1 Range when in a tower, Advanced Missile troops are: Red/White/Black Mages, Dwarf Crossbows, Liches, Moonguard, Dryads, Sorcerers, Mystics & Druids
- A Hero still counts for +4 Combat, +2 Speed, +10 Damage & +2 Range

What Changes Have the Patches Made to the Game?

Version 1.01

The following fixes/changes have been made for Battlecry 1.01

- Hero AI improvements - made the heroes more cautious gathering resources
- New XP system - implemented a less-exploitable system which gives a more fair evaluation of XP for a battle
- Added the "Advanced Options" screen to the Side Selection Screen. This has replaced the Gamespeed button. The Advanced Options screens contains the following options:
 - Random Weather—turns on random cycling weather effects
 - Resignation Kills Side—kills a multiplayer side if its player resigns
 - Tournament Heroes—allows players to choose heroes for one battle only
 - Tough Start Towers—gives tougher start towers on Random Maps
 - I Am The Greatest Mode—sets defaults for a VERY hard game (single player only)
 - AI Resignations—allows the AI to resign if it is suffering certain defeat
 - Game Speed—moved to this screen. It does the same as in 1.00
- Added "Ironman Modes" to the hero creation screen:
 - "Tinman Mode"—gives zero xp if the hero is killed
 - "Bronzeman Mode"—reduces herp to beginning of current level if killed
 - "Ironman Mode"—deletes hero if killed
- Made multiplayer more stable
- Added more cheat protection to catch and nullify trainers/hackers in action
- Removed bugs which caused the campaign to stop proceeding
- Fixed some miscellaneous magic-item bugs
- Added items & resource carts to random maps
- Increased the base cost of stat's from 6 to 7
- Fixed a bug with Create Artifact where it made cursed items
- Added "Hero Themes" to the game. Players can create themes with the supplied "Hero Theme Editor" and attach them to their heroes (portraits & sound)
- Improved the stat's of the AI heroes to be more in keeping with human heroes
- Allowed rally points to be set directly into mines
- AI Heroes will now occasionally perform quests
- Supplied an extra KEYMAP.TXT file (in the English subdirectory). It can be copied over the old one, to swap SPACEBAR & F12 (for Baldurs Gate players!)

- Provided a multiplayer stats screen for in-game. Pressing Ctrl+N will show pings and reliability for all players
- Improved selectability for small armies
- Any hero with Knight Commander AND Animal Training now gains a 60% bonus for Knights (not 50%)
- Allowed groups to be given the patrol order
- Reloading a game after buying "Farseeing" now works
- Dwarven Armor special ability is now working correctly
- Rebalanced the Ability Point bonus from Training to give less AP's
- Increased setup points for some high level armies such as Minotaur Kings, Archons & Dryads
- Gave a higher cost for Archmage & Paladin spell mastery skills
- 2 Miscellaneous/random in-game-crash fixes involving missile fire near the edge of the map
- Added GAMESPY support to the LobbyLauncher, via a separate downloadable patch
- Improved AI Handling of walls
- Added a note to the right-click hero-popup whether the hero is Version 1.00 or not
- Added a line of text to the ArmyPoints/Retinue Screen to remind the user of the current Keep Level
- Fixed a display bug involving Slashing/Crushing Armor where their bonuses were sometimes reversed
- Sped up the placing of trees/rocks in the editor
- Changed the Acquire spell to only Acquire mines, not enemy buildings.
- Modified the Moonguard's Multitarget skill to have the same range as his normal attack. It now also gains +2 damage for every medal that the Moonguard has.
- Changed the cost of stat's for heroes to help diversify the professions. See the [Hero Statistic Caps/Costs & Hero Specialties/Abilities/Costs](#) on page 94 table for more information.
- Basilisks & Goblin Shaman no longer receive any bonuses from the Minotaur's armor upgrades.

Version 1.02 Beta

The following fixes/changes have been made for Battlecry 1.02 Beta:

- Decreased the chance of multiple AI players allying against human players
- Fixed the problem where non-Assassin AI heroes could get an assassination skill
- Improved multiplayer stability
- Fixed the echo/crash problems on *some* soundcards. To activate this fix, the game needs to be run with the "-SIMPLESOUND" option passed as a program argument.
- Fixed a problem where higher-level heroes occasionally corrupt
- Allowed all skills to go as high as 99, with small incremental effects over 30
- Changed the chance of assassination affecting heroes (see below)
- Changed the way stat-caps are calculated (see below)
- Slightly more XP will now be given for all battles (see below)
- Changed the "Play Sound" event to play accept WAV files from the disk. Note that you must not specify the .WAV extension on the file name.
- Allowed Random Maps to be created within the editor: From the New Scenario panel, make sure that no Edit Boxes are active, and then press Ctrl+R and wait...
- Fixed a bug where heroes did not export after the campaign if there were no heroes created for Skirmish games.
- Changed the way armor is calculated for all heroes. See the table for more information.

Version 1.03 Beta

The following fixes/changes have been made for Battlecry 1.03 Beta:

- Fixed a problem where armor sometimes did not calculate correctly on level 1/2/3 heroes
- Fixed a problem where bonus XP was not being awarded for Ironman, Tinman & Bronzeman heroes
- Altered Wizards so that they regenerate mana as if their Magery were 10 higher than it actually was.
- Fixed a bug where a Wizard's armor was being reported incorrectly. They were being shown as getting 1 Armor per 5 Resistance when it should have been 1 Armor per 4 Resistance.
- Changed the base Magic Armor for Warriors & Rangers from 2 to 0
- Changed the base Magic Armor for Paladins from 2 to 1
- Changed Healers so that they regenerate HPs at twice normal rate
- Changed Healers so that Intelligence is a Primary Stat & Dexterity is now a Secondary Stat

Version 1.04 Beta

The following fixes/changes have been made for Battlecry 1.04 Beta:

- Undead & Ancient Wisp morph costs now benefit from Magery in the same way that other costs benefit from Merchant skill. They subtract 5 from the Magery skill though, so a hero with a Magery of 27 gets morph cost discounts as if he had a Merchant skill of 22.
- Added a small number to the selection circle to indicate which group a unit is currently selected in
- Fixed mana values for Magery in the range 30-40.
- Grandmastery + Stoneskin now gives +4 armor instead of +3. Note that Stoneskin lasts twice as long as shield
- The Acquire spell was dropped from 30 -> 22 mana
- Transform now works on Peasants. It no longer works on allied heroes!
- Transform has a greater variety of effect, with 20 possible armies available to be transformed into. Also... it affects a maximum of:
 - 5 armies at normal level.
 - 10 armies with Mastery
 - 15 armies with Grandmastery
- Re-capturing your buildings does NOT set their attitude to Cowardly any longer.

Index

The following tables list every question in this FAQ. Click a question to jump to its answer.

General Section	
What does this document contain?	Can I use a human skirmish hero in the single-player campaign?
What does this document NOT contain?	Can I play the scenarios within the campaign as standalone skirmishes?
How many patches exist for Warlords Battlecry (WBC)?	What is the "I am the Greatest" mode and how do I turn it on?
Why are the latest patches considered "unsupported" or "beta"?	What are the "Ironman Modes" you can choose from on the hero creation screen?
Where can I download the patches (1.01-1.04) and other stuff like wallpaper and sounds?	How do you set Ironman mode and do you have to create your own scenario to do it?
I installed the 1.04 patch, but now I get a weird sound repeating bugs and some small visual graphic problems (like my set group #'s along the borders of the screen wherever my mouse moves). What patch should I be using?	If I reload a saved game while playing in Tinman- or Bronzeman-Mode, do I get XP for winning the game?
Will WBC run under Win 2K?	Can I adjust the level of the enemy heroes in a skirmish?
What is the "official" site for WBC?	Can I keep the skills and spells I upgraded or learned in a scenario/skirmish for use in a future game?
Are they any WBC developers that are active in the community?	Where can I find a complete list of the buildings and armies build times?
Is there any online Help for WBC?	Is there a way to access unit sounds for use with the theme editor?
Is there any information about an expansion pack for WBC?	Where can I download custom sounds?
Is there any official ranking or ladder for WBC heroes?	Can I import custom pictures for hero portraits?
What game modes are available in WBC?	Where can I download custom portraits?
Does WBC come with an editor?	Are there any themes available for download?
What multiplayer modes does WBC support? Does it support modem-to-modem connections?	Is there any WBC wallpaper available for download?
Do I need the WBC CD in my CD-ROM drive to play online?	What is the Merchants Victory Condition?
How do I play online with others?	Can I use a human skirmish hero in the single-player campaign?
Who is this deathray-guy....he seems to "beam" in, spread his knowledge and, of course, mods....and then disappear out of thin air....who is this mysterious wanderer?	Is 3000 the limit you can have of any one resource?

Why Buy This Game? Section

[WhiteElephants] I'm interested in this game, but I'm curious as to what makes it different, or better, compared to similar RTS games (i.e. Age of Empires, Warcraft, Starcraft, Command and Conquer, etc.)? How would this game compare to Close Combat? Is the action so fast that you don't have time to use spells effectively (like I have experienced in Warcraft)? Does combat actually involve tactics or is it more of a build as fast as you can free for all?

What are the best things about this game?

Heroes Section	
<i>What do I need to copy to use my hero on a different computer? Can I fit everything on a floppy disk?</i>	<i>How much EXP do you get for beating a human player?</i>
<i>Can you use a hero that you've been playing skirmishes with to do a campaign?</i>	<i>What are the differences between Primary, Secondary, and Tertiary Stats?</i>
<i>After playing the game for a while, I decided to uninstall and reinstall due to some problems. However, I saved one of my hero's folders hoping that I could reuse his saved games. I dragged the hero's folder back into the "saved games" folder in Windows Explorer, after reinstalling. But this did not work. Anybody know why?</i>	<i>Do "Dark Brotherhood" and/or "Blood potion" upgrades affect the Assassin hero?</i>
<i>Can I use my campaign character in a multiplayer game or do I have to create a new one for multiplayer?</i>	<i>Should you put APs into magic when playing a Minotaur hero?</i>
<i>I am trying to play my single player character online in Mplayer. MPlayer does not allow me to choose from the different characters I have available. I have tried changing the starting hero in the preselected character.txt file, but it doesn't do any good. Am I doing something wrong, or am I missing a step?</i>	<i>How does the game determine how much armor you have (other than the skills that increase armor, like Flamewalk)? Do all heroes have the same armor without skills? Or does, say, a Dwarf have more armor than, oh, a Wood Elf? Is there a way to increase armor other than skills?</i>
<i>What is the best way to level up my Campaign hero?</i>	<i>What buildings give quests to a Hero?</i>
<i>When I start a game and choose one of my heroes, the game says that the number of XPs to the next level is -28. Why does this happen?</i>	<i>What is the best profession for a hero?</i>
<i>No matter how I win a map I never get more than about 12xp. What gives?</i>	<i>Does the upgrade that adds +6 to the assassin unit's assassination chance also add +6 to the hero's?</i>
<i>How good can a hero get? Is there any level or skill limit?</i>	<i>My Undead Necromancer could research Dark Summons or Gates of Hell, but my question is, would it do anything? Would my Undead Necromancer be able to cast summon spells if I researched one of them? or would it just be a waste of 5 APs?</i>
<i>Is it possible to create a Hero where I can set the AP and train him (Multiplayer-Modus)? So when I play with friends everyone has the same amount of APs to create his unique Hero.</i>	<i>What are the best things to invest APs in if you are building an Archmage?</i>
<i>I'm playing the campaign and I convert enemy buildings with my hero, but when I click on them and I can't produce anything from them. What gives? Do they just add to my support or can I really do something with them?</i>	<i>What about Archmages?</i>
<i>What is the quickest way to level your heroes? I have a few heroes on the go, but when they reach the mid-20's it seems to take forever to get enough XP for the next level.</i>	<i>What about the Paladin?</i>
<i>How do I set up a skirmish to provide a lot of XP to my hero?</i>	<i>What about the Bard?</i>
<i>How come whenever I lose a battle I get 0 XP? The manual says that you are awarded XP even if you lose.</i>	<i>What is the best/worst Hero classes?</i>
<i>How can I change the difficulty-Level of my Hero to "Bronzeman Mode" (for example)?</i>	<i>What about Fighters vs. Thieves?</i>
<i>What are the statistic caps for heroes?</i>	<i>What happens when a Hero's speed reaches 64?</i>
<i>What is the best way to play a hero? What "role" should a hero play? Should my hero be an "assault" hero that leads a battle, or is he/she best suited for supporting my troops?</i>	<i>What happens when a Hero's speed reaches 64?</i>
<i>What are the best/worst matchups for different heroes?</i>	

Skills Section

<i>What skills are good?</i>	<i>Does Assassination give an Assassin (either unit or hero) a ranged assassination chance?</i>
<i>How many points (or what level should I stop at) should I put into Training? What level of Training do you suggest before it's not worth the APs?</i>	<i>Why is the highest chance a hero can have to assassinate a unit?</i>
<i>What skills should I develop for my hero?</i>	<i>Why put APs into Resistance?</i>
<i>An Assassin (either unit or hero) with Vampirism kills another unit by assassination. Does the Assassin regain HPs as if it had taken away all the other unit's HPs by inflicting standard damage? For example, an Assassin (with Vampirism level 3) kills a Knight which had 100 HP left, does the Assassin regain 100 HP?</i>	

Spells Section

<i>Can you assign A hero's spells to hotkeys?</i>	<i>[Kodiak] Pyromancy is the best sphere. Firebreath, Soul Flame, Cauterize, Fire Elemental, Resist Fire, Berzerker, Pillar of Fire, Fire Ring....any spell in this sphere (other then Armageddon) pretty much rocks. Armageddon uses up to much mana and drops casting too much to be useful.</i>
<i>What are the *BEST* spells?</i>	<i>What does Shadowform do to your hero? I know that it turns him/her into an "ethereal being" but the description doesn't really help.</i>
<i>Are Spell Mastery and Spell Grand Mastery cumulative? If they were not (i.e. Grand Mastery includes Mastery), I would have my Archmage save the 15 APs and go directly for Grand Mastery. But if they are (cumulative), it would probably be a great disadvantage not learning the Mastery as soon as possible.</i>	<i>How important is healing?</i>
<i>Any good suggestions for spellcasters?</i>	<i>What do you think of Stonecall (a Rune spell)?</i>

Units and Races Section

<i>The piercing-upgrade that archers get, does it totally bypass armor? If so, why doesn't this apply to buildings as well?</i>	<i>What is the white circle that appears above the head of my units?</i>
<i>What about Liches?</i>	<i>What are the best archer units?</i>
<i>How do you activate the special ability of a unit?</i>	<i>What are the best Calvary units?</i>
<i>How do I use the Sacrifice ability?</i>	<i>What do you think about Humans?</i>
<i>What races do you think are effective, and which do you think are cannon fodder?</i>	<i>What about missile units vs. melee units?</i>
<i>Are Treants useful?</i>	<i>What races make the best team?</i>
<i>What mages (White, Red, or Black) are the best?</i>	<i>What races have the ability to heal and what can you do if your race doesn't have any Heal abilities?</i>
<i>What is so good about General units? Do they do something special because they are Generals (like increasing Morale), or they are just superior units?</i>	<i>What is the white circle that appears above the head of my units?</i>
<i>What do you think of the different "General" units in the game?</i>	<i>What are the best archer units?</i>
<i>What are some strategies for playing humans economically?</i>	

Retinues Section

<i>How do retinues work?</i>	<i>What do you think is the best starting armies for a retinue?</i>
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Items Section

<i>How important are the items (armor, helms, shields, etc.) you pick up, and what is considered good? For example, do you look for items with one enchantment that is high (for example, I just picked up some armor with +4 to Combat--I don't know if that's good or not), or do you look for items with multiple positive enchantments? (such as +2 Training, +1 to Morale, and +1 to Merchant).</i>	<i>What do items that add health do for you? I assumed + Health items would increase your HPs, but equipping them does nothing to any of my heroes.</i>
<i>How do I know if I have an artifact and what is the highest power level?</i>	<i>Do the items that appear in chests get weaker as you acquire better gear?</i>
<i>How do items bonuses affect a hero's Training and Magery skills?</i>	

Strategies Section

<i>What is the best ways to set up a group of attacking archers?</i>	<i>What are some strategies for beating a Grand Warlord?</i>
<i>What is the best race for a warrior?</i>	<i>What are the best strategies for playing Orcs?</i>
<i>What are tactics that some races can take to heal their armies if they can't make a White Mage or have a Healer for a hero?</i>	<i>What are some strategies for playing against Orcs?</i>
<i>What units should I put in my towers?</i>	

Tips and Cheats Section

<i>Does WBC have cheat codes, and if so, how do you use them?</i>	<i>What are the answers to the quest riddles?</i>
<i>Are there hint books or game guides for WBC available online?</i>	<i>What maps can you make/use to get massive XP for your hero?</i>

Maps and Map Making Section

<i>Where can I download custom WBC maps?</i>	<i>What are events?</i>
<i>There are a lot of maps that I can download. What do people consider are some of the better ones?</i>	<i>What does Mick Robertson have to say about events?</i>
<i>What would you like to see in future maps?</i>	<i>What more can you say about Flag Conditions?</i>
<i>Where do I put maps that I download or create?</i>	<i>How do you use the "ADD CHARACTER" event so the character which added will start with some XP or higher level than level 1?</i>
<i>What are some tips on using terrain and making maps?</i>	<i>Can you specify a custom music file for a scenario?</i>
<i>The following are tips directly from the 1.03 Help file.</i>	<i>Can you create new terrain tiles?</i>
<i>What are some tips for editing units?</i>	<i>Can you make campaigns with the WBC map editor?</i>
<i>Is there anyway to make non-aggressive units the main attack force for the AI?</i>	<i>Can you include your own sounds in a scenario you create?</i>
<i>How do you set the AI to passive?</i>	