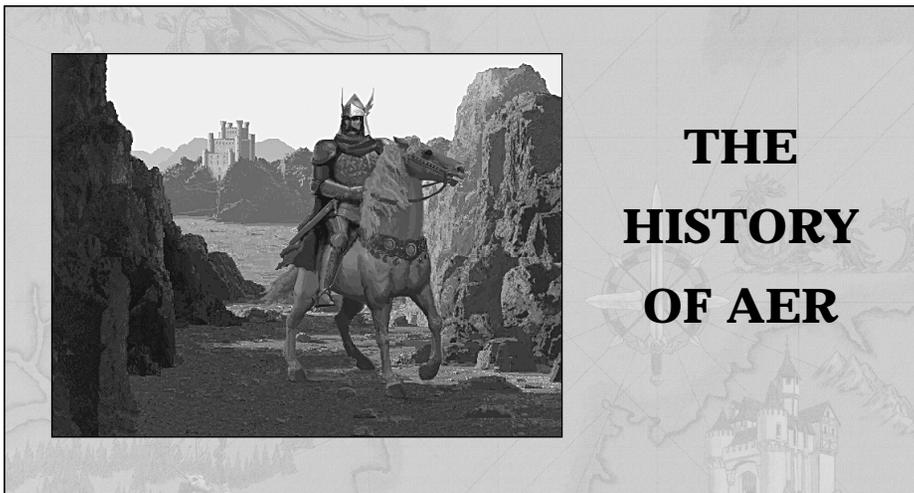


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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



THE HISTORY OF AER

The Age of Awakening

The world of Aer enjoyed an Age of Awakening which brought the world out of its feudalistic dark ages. During the Age of Awakening, great advances were made in the physical and arcane sciences: where before the greatest technological advance was the plow, complicated machines now existed; where the hedge wizard with his simple herbs and charms was deemed a powerful man, there were now wizards with the power to raise the dead at a single word of command.

For over a century, Aer prospered under the Awakening's many blessings. The land flowed with abundance and all shared in its bounty. Magnificent city states rose out of humble townships, and soon united to form great nations. Disease was driven back by priests of true power, and floods were held in check by a mage's hand. During the Age of Awakening, the heroes were those men and women of the sciences and arts whose achievements contributed to Aer's greatness and the betterment of its peoples. By the end of the Awakening, no peasant went hungry or unsheltered, and no monarch lacked prosperous lands and loyal subjects.

The Age of Awakening also brought with it a darker side. Engines of war with devastating destructive force were built by those who marveled at their achievement, little thinking what would happen should the machines be employed in battle. Magic, too, opened many doors that were better left closed. In pursuit of knowledge, the mages of Aer discovered the dark secrets of necromancy, learned to bend and shape the forces of nature to their desires, and brought forth nightmarish creatures which were bound as servants.

The Coming of the Shadowlord

It was not, however, the engines of war or the shadowy, arcane secrets which brought about the Rising, but the covetousness it engendered in weaker hearts. One heart in particular hungered for power beyond his grasp, for mastery over what he could not control, and for strength he did not possess. The name has been lost along with the very soul of the man who kindled the Rising. In its place, the evil seed he nurtured in his malevolent heart grew to choke out its host and became the entity known only as the Shadowlord.

The Rising began with the eruption of a new continent in the eastern oceans of Aer. Land rose from the depths of the sea with fiery wrath that continues to boil the surrounding waters. Great plumes of smoke and ash spewed into the air and the world was

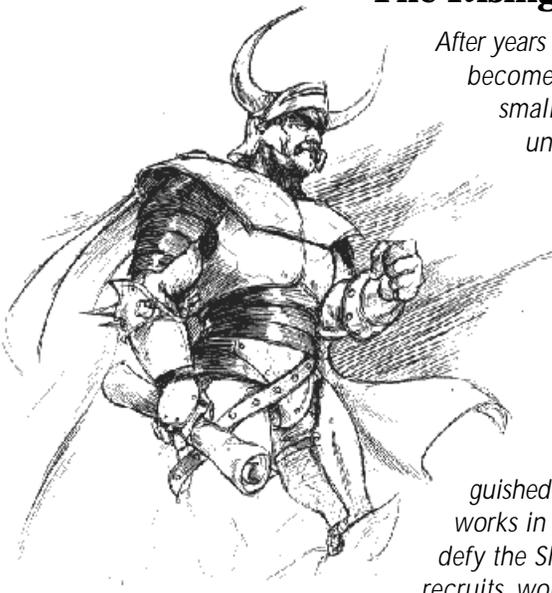
thrown into shadow by the deathly cloud. For two years, the landmass spread like a cancer, volcanoes erupted and grew until their islands became a single continent. To this day, the land remains an expanse of tortured rock, seething with lava flows and belching forth noxious fumes.

Initial responses of marvel quickly turned to fear and horror as it became clear that Fire Isle was the manifestation of evil loosed upon the world. The Shadowlord rose in power as the continent grew, preying on the weak of heart and gathering to his side those who coveted dominion over Aer. It



was not long before the Shadowlord marched his armies of darkness across the world. The people of Aer, wholly unprepared for war at its malevolent worst, quickly fell to the Shadowlord's ruthless might. So began the long years of suffering beneath the Shadowlord's cruel oppression.

The Rising of Heroes



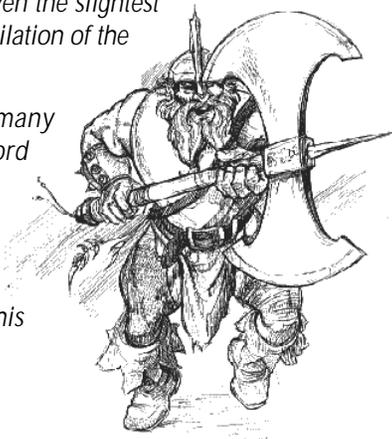
After years of subjugation, the people of Aer have become hardened and have resisted in small ways, but they are disorganized and unable to rebel openly without a leader strong enough to overcome the Shadowlord's tyranny. Until that leader arises, Aer's resistance is limited to scattered bands of warriors attempting to curb the constant pillaging of defenseless villages.

The Council of Five is dedicated to bringing that leader to light. Made up of Aer's wisest and most distinguished rulers and mages, the Council of Five works in secret to train those brave enough to defy the Shadowlord, knowing that among the recruits would rise a true champion of good. Indeed, heroes have risen from the ashes of destruction

and their names are sung throughout the continents: Boric Longbeard, Shandel the Enchantress, Malric the Dragonsworn, and many others who carry on the fight. It was not until recently, however, that four champions of exceptional abilities came forward, and the Council of Five decided that it was time to strike out against the Shadowlord.

They have chosen a warlord from among the four champions and put into motion their one chance at defeating the Shadowlord. It is a desperate gamble, for once their champion engages in open rebellion, the Shadowlord will show no mercy to the people of Aer and his power is such that even the slightest setback or misstep could mean the complete annihilation of the rebel army.

The opportunities for the champion to fail are many and the odds of success are slim. The Shadowlord did not conquer Aer by luck, and his four lieutenants are themselves deadly foes with hearts as merciless and relentless as a river in flood. The Shadowlord has given each of these lieutenants dominion over a continent, while he rules from his stronghold on Fire Isle.



GETTING STARTED

If you want to get a quick start, refer to the "Tutorial/Quick Start" section of the manual which begins on page 5. It provides a step-by-step plan of attack to familiarize you with the menus and aspects of a FANTASY GENERAL scenario, and should help you win the first battle on the continent of Keldonia. If, however, you prefer to familiarize yourself with the game as a whole, turn to the "Menus" and "Game Play" sections on pages 17, and 46, respectively.

What Comes With This Game

Your game box should include this User Manual, a data card, and a FANTASY GENERAL CD-ROM. This User Manual explains how to play and contains important information on menus, scenarios, unit classes, and types of recruits. To play, install your disks according to the instructions on the data card.

Copy Protection

There is no physical copy protection for FANTASY GENERAL, however, the CD must be in the CD-ROM drive to play the game.

Using the Mouse

In this book, the term "click" means move the pointer to the desired area on the screen and press either the left or right mouse buttons. "Left-click" means move the pointer to the desired area and press the left mouse button. "Right-Click" means move the pointer to the desired area and press the right mouse button.

In FANTASY GENERAL, left-clicking activates buttons and units. Right-clicking generally exits the current menu and returns to the previous menu or screen. Right-clicking also releases an active unit and allows the selection of another unit. **Note:** Right-clicking ends the turn of a unit that has moved.

The mouse can also be used to identify most game operations and units. Moving the pointer over a button, icon, or unit displays information about that item in the legend panel.

The mouse pointer's shape indicates what its function is. The small arrowhead is used on all menus to select units and activate buttons. The pointer becomes a sword when moved over an enemy unit that is eligible for combat. When a spell is ready to be cast, the pointer becomes a small wand whose tip glows more brightly when over a target.

Saving Your Game

It is possible to save a game of FANTASY GENERAL both during a battle, as an option on the Main menu during all games, and in between battles during a Campaign game. The Main menu has both Fast Save Game and Save Game buttons which save the game in slightly different fashions.

Left-clicking on the Fast Save Game button saves the current game in a single file. Every time the Fast Save Game option is used, the old file is overwritten with the current game situation.

The Save Game button displays the Save Game menu, which has nine positions for saving games, and provides an opportunity to label the save with a descriptive name. The actual save file, however, is based on the numeric position of the save rather than the name describing the game. There is also a Fast Save Game button on this menu which works exactly as it would during the game.

FANTASY GENERAL also has a Play-By-Mail (PBM) option that requires a slightly different technique for saving games. For more information, see the “Playing a Play-By-Mail Game” section on page 28.

TUTORIAL/QUICK START



This tutorial provides step-by-step suggestions to familiarize you quickly and easily with the basic menus, options, and units in the first FANTASY GENERAL battle in the Campaign game.

Choosing a Character and Setting Preferences

The Startup Screen offers choices of how to play FANTASY GENERAL across the top of the screen. They are: Campaign Game, Play Scenario, and Play in the Arena. Two other options, Load Saved Game, and Load PBM Turn allow a previously saved game to be continued. Difficulty and Character Choice, are also determined on this screen. For now left-click on the scroll arrows beneath the character portrait until you get to Archmage Krell. Background information about this powerful wizard appears to the left and Archmage Krell's starting army appears to the right of the portrait. Left-click on the Easy button under Difficulty, then left-click on Start Game to begin a Campaign game.

A screen appears displaying background information about the continent your character is attempting to liberate and which of the Shadowlord's generals is confronting your character. Left-clicking on the portrait or text area displays the next screen.



The Continent Map

The Continent Map screen is where you purchase new units, research new units, and choose which enemy held area to attack. The following buttons are located on the top left of the screen in descending order: Manage Your Army, Allocate Rewards, Save Game, and Quit Game. Left-click on Manage Your Army.



Army Management

This screen shows your current army in the Army Roster panel across the top. The number of roster positions to be filled appear below and to the right in the May Buy panel. Magic items available to give your units are shown in the Item Pool below that.

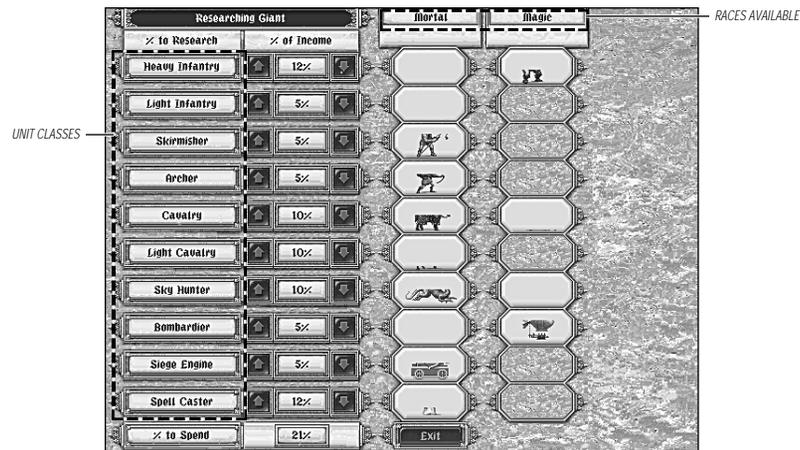
First your army needs four new units to fill out its roster. This is done by selecting a unit class located on the left of the screen. Left-click on Sky Hunter, and the different units available for purchase appear in the center of the screen. If you left-click on one of these units their statistics appear below them. Select Wing Riders, the least expensive unit of the Sky Hunter class, and then left-click the Purchase button, located at the lower-right of the screen. The unit just purchased appears at the end of the Army Roster panel located at the top of the screen. Now, purchase the following units: Air Warriors and Warbands from the Heavy Infantry class and Unicorns from the Cavalry class.

The final step is to give one of your units the Wand of Fireballs in the Item Pool. Left-click on one of your army units at the top of the screen. A good choice is the Skirmisher class unit, "Slingers." Once you have a unit chosen, the magic item becomes highlighted. Left-click on the Wand of Fireballs to give it to the selected unit. Wand of Fireballs now appears in the unit description under "Item," and a golden sphere appears under the unit icon in the Army Roster panel. Left-click the Exit button to go back to the Continent Map screen.

Allocating Rewards to Research Units

The next step is to decide how to allocate any gold rewards. This is done by left-clicking the Allocate Rewards button.

As your character's forces capture towns, search points of interest, and liberate regions, their army receives rewards of gold. This gold is distributed to research more powerful units of the different classes based on what percentage has been set. Changes are made



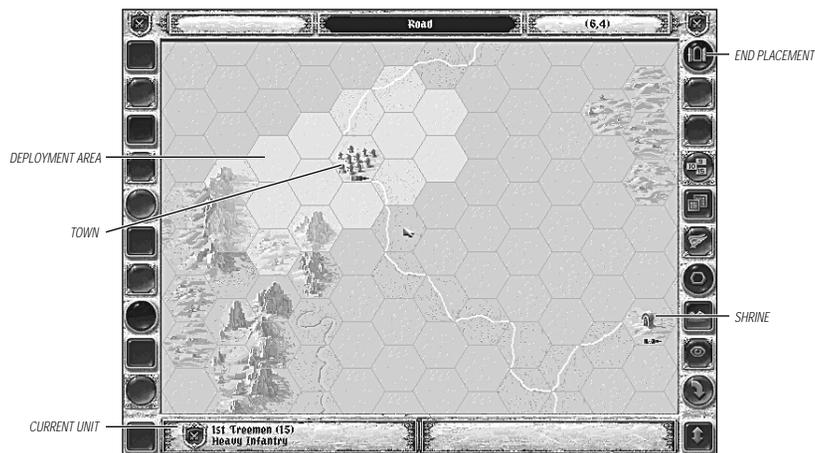
by clicking the mouse pointer over the arrows next to each percentage of that class. For now, allocate the following percentages: Heavy Infantry to 15%, Cavalry to 10%, Sky Hunters to 15% and Spellcaster to 10%. Reduce other classes down until % to Spend equals 30%. Once this is done left-click on Exit. For more detailed information see the "Reward Allocation Screen" section starting on page 38.



Beginning the Battle

Now, choose the first region to be liberated from the Shadowlord. Move the pointer over the black-and-gold skull emblems; the lower right panel will indicate that your character is attacking a particular region. Left-click on the emblem for the Scarlet Plain, and read the Council's briefing on the area you are attacking.

Each scenario in FANTASY GENERAL is made up of a number of turns. During each turn both sides are given a chance to move units, attack enemy units, cast spells, rest units, recruit, and other actions. The majority of this activity takes place on the Tactical Map screen. Left-click on the screen to begin deployment.

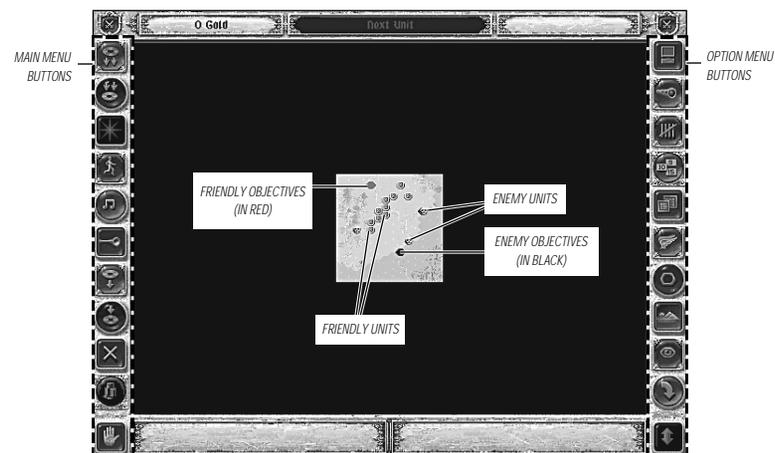


Along the top of the screen is your current gold reserve, hex description, and hex coordinates (X,Y). A row of jeweled buttons appear along both sides of the screen which provide different options for use throughout the game. The buttons on the right side of the screen are those of the Options menu; these buttons are always the same. The buttons on the left side are the Main menu buttons unless a unit has been selected. Then they are exchanged with the buttons of the Unit menu. Many of these buttons are discussed subsequently in this tutorial and more thoroughly in the "Menus" section starting on page 17.

Deployment

The army must be deployed before the battle can be joined. The Tactical Map screen displays a portion of the map with sixteen lighter hexes, and the name of the current unit to be deployed on the lower-left panel of the screen. The unit should be the "1st Treemen."

Before beginning deployment, move the pointer over the buttons on the right side of the screen until the panel at the top of the screen reads View Strategic Map. Left-clicking changes to a strategic view of the battlefield with enemy held positions as black hexes and Council strongholds shown as red hexes. The lighter hexes surrounding the red hex are where your character's troops can be deployed. Now is an excellent time to plan a strategy for the battle ahead.



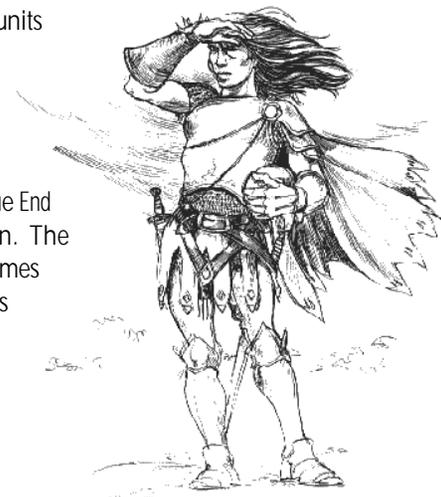
There are two enemy positions to be liberated, the Shrine of Hespae and the town of Fellstan. Since the shrine is closer, you might want to attack it with foot troops, and use your Cavalry units to race toward Fellstan. When deploying, try placing all of the Heavy Infantry units to the right, and leave the left side for the Cavalry and Skirmishers.

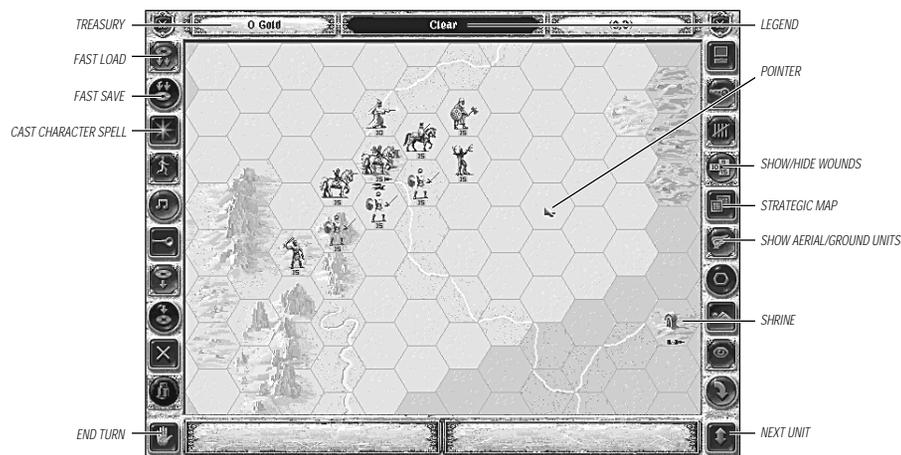
Move the mouse pointer to one of the lit hexes at the right end of the deployment area, and left-click on the hex. The Treemen should appear placed in the hex. Do this for each unit until you have finished deploying all of your units. The unit of Wing Riders can fly over any of your ground units, so it can be placed in any hex.

A unit can be undeployed by right-clicking on it. This empties the hex and makes the unit available for re-deployment. Unless the unit is re-deployed elsewhere immediately by left-clicking, it will be moved to the end of the roster for deployment. Two deployed units may be swapped by right-clicking on the first to undeploy it, then left-click on a second unit. The first unit is placed, and the second unit is moved to the end of the roster for deployment.

Once deployment is complete, left-click the blue End Placement button in the top right of the screen. The Tactical Map will be replaced by a screen that names the phasing character and the number of turns remaining in the game, in this case it will say:

Archmage Krell
Turn 1
10 Turns Left
Left-click or press any key to proceed.





Turn 1

On this first turn, the plan is to move most of the infantry as close as possible to the Shrine of Hespae, while the Cavalry move across the plain towards the town of Fellstan.

Visibility

The Tactical Map view will return, showing the deployed army of the Archmage surrounded by lighter colored hexes, surrounded in turn by darker colored hexes. The lighter hexes represent the area that is visible to the troops of the Archmage. Any enemy units that are currently visible appear on the map. If you must know where the enemy is located, the second button from the top on the right side is the Spot Hidden Units (a green button with a spyglass). Left-clicking on this button will reveal the enemy even though they are outside the normal spotting range of the Archmage's forces. Left-clicking on this button again, while it reads Hide Units, restores their hidden status.

Movement

Left-click on the 1st Treemen. The hex border flashes and the area of lighter hexes shrinks to indicate the Treemen's movement range. Now, left-click on the highlighted hex nearest the Shrine and the Treemen will move to that hex. Each hex costs a portion of a unit's movement to enter. Entering a mountain or river hex ends a foot unit's turn and slows mounted units.

If you were to left-click on the button on the left side of the screen whose legend reads Abort Move (a green button with a slashed circle), the Treemen would return to their original spot, ready to move elsewhere. Any enemy that would be visible to the 1st Treemen from their new location does not appear until that unit's turn is over, signified by right-clicking or selecting another unit. When this happens, the 5th Goblins Light Infantry is revealed at the Shrine, and the Life flag beneath the 1st Treemen turns a darker shade of orange. That unit's turn is over.

Select one of the units of Cavalry, and move it down the map as far as it will go in the hex row parallel to the river. Depending on where it begins, it may encounter an enemy unit or merely reveal it. This enemy unit is the 2nd Orcs, a nasty Heavy Infantry unit of Dragma the Orc King. **Note:** The Abort Move button is dark if it found a previously hidden unit. Either way, right-click for now and end that unit's turn without engaging. Before attacking the 2nd Orcs, your character the Archmage has a surprise for them.

Casting Character Spells

Archmage Krell can cast a character spell once per turn. Other characters also have spells, including the minions of the Shadowlord.

You should see the 2nd Orc unit South of your army. Move the mouse pointer to the Cast Character Spell button (a blue button with a star, on the left side) and left-click. The menu switches to reveal four blue-star buttons representing the Archmage's arsenal of magic: Fireball, Fear, Weakness, or Whirlwind. Left-click on Cast Fireball, the top button, and the pointer changes from a sword to a wand. Move the wand over the 2nd Orcs unit and left-click on it. An orange cloud of flame covers the orcs and a panel appears describing the results.

Effects of Spells



The first number, between the unit name and the skull, represents kills. The second number, next to the bloodstains, represents wounds. Whenever a unit takes damage from an attack it can suffer kills and wounds. Wounds can be recovered by resting the unit. Kills can only be recovered through recruiting. This process will be described in detail shortly. When the panel disappears, the number of life at the base of the 2nd Orcs has diminished. The new number should reflect the kills and wounds the Fireball inflicted.

All units are represented on the Tactical Map by various icons: horsemen, footmen, and wizards. One feature that these icons have in common is a Life indicator, a flag beneath the unit with a number on it. Council forces have an orange flag with a black number, volunteers have an orange flag with a white number, and Shadowlord troops have a blue flag with a black number.

The flag represents the unit's maximum life total, less kills and wounds. This number can be reduced during the course of a battle and if it ever reaches zero the unit is destroyed. Left-click on the Show Wounds button (the green button with 9, 10, and 15 Life flags, on the right side). The number in the flag changes to indicate the number of wounds for all units. The 2nd Orcs may display a number between one and five after the Fireball, representing one to five wounds. Any kills they received will not be counted in this total. Left-click on the button again, note that now the legend says Hide Wounds. All the flags disappear. Left-clicking a third time, while the legend reads Show Health, returns the Life flags.

All of the units in Archmage Krell's army have flags that read "15" except the 7th Conjurers. All Spellcasters have a maximum of 10 life. For more information about this see the "Soldiers and Spellcasters" section, starting on page 55.

Attack with a Flying Unit

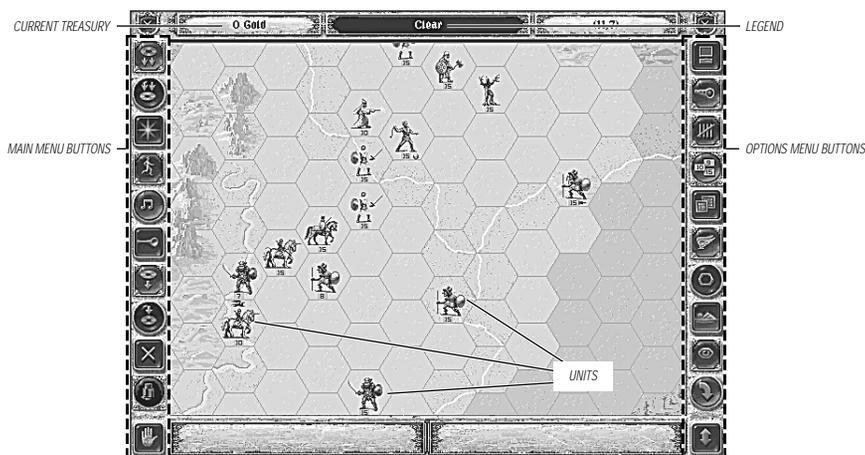
Now that they have been shaken by a fiery blast of magic, the 2nd Orcs are more vulnerable to attack. Left-click on the View Flying Units button (the green button with the wings) until the unit of Wing Riders appears. This button is a toggle to show either the flying units or the ground units in a hex. When the ground unit icon is prominent, there is a small silhouette of a flyer above it. When the flyer icon is prominent, there is an infantry silhouette below it. Left-click on the Wing Riders and move them directly over the 2nd Orcs.

The pointer changes to a sword from its normal arrowhead shape when in the hex with the Wing Riders and the Orcs. This indicates that the Orcs are subject to attack by the Sky Hunter unit. Now look at the bottom of the screen; in the right-hand panel is the skull emblem of the Shadowlord next to the name of the enemy unit and a number in parenthesis indicating the amount of life the unit has remaining. Below that is the class of the unit.

The left-hand panel shows the projected losses from combat between the Wing Riders and the Orcs. These losses are expressed in kills and wounds for each unit, but are an estimate. The Wing Riders have an advantage over the Orcs and are likely to inflict heavy losses on them. Now, left-click in the hex. This time, both units are shown on the results panel since both units can receive casualties in the form of kills and wounds.

0th Wing Riders	0	3	DISORDERED!
2nd Orcs	4	3	DISORDERED!

One other effect of combat that can occur is a negative morale result. When units take casualties, either wounds or kills, that unit may suffer from a morale reduction. Units may become disordered or broken as a result of combat, reducing their effectiveness. Disordered units recover at the end of a combat, broken units must rest to recover. When a unit has broken, a red sphere appears next to the Life flag below the unit.



Completing the Turn

After the panel disappears, the Orcs are likely to retreat away from the attack. This may position them for attacks from other units. Left-click the other unit of Cavalry and see if its movement range will carry it to a hex adjacent to the 2nd Orcs. If so then move it there, and move the pointer over the Orcs. The projected losses will appear at the bottom of the screen as before. Left-click to attack — the Cavalry unit slides towards the Orcs and the results panel appears. The Orcs may retreat again, if they are not destroyed.

Move the rest of the units in the Archmage's army towards the two objectives. Any foot units that can move along the road are able to move farther.

Avoid having any one unit move too far in front of the rest of the army. This leaves it vulnerable to attack by multiple units, which is potentially fatal. Use the Next Unit button (the red button with the double-ended arrow) to select the next unit in order. When this button darkens, all of the active units have moved. Since the character spell has been cast, this turn is basically over.

Saving the Game

Now would be a good time to save the game. Choose either the Fast Save Game or Save Game button from the Main menu (the blue arrow-and-disk buttons on the left side). The Fast Save Game button saves to the same file every time. The Save Game button activates the Save Game menu described on page 5.

When your character's turn is done and you've moved or given orders to all of your units, left-click on the End Turn button. The enemy moves its units and completes its turn.

Turn 2

After left-clicking on the 9 Turns Left screen, the Tactical Map reappears. This turn should see the liberation of the Shrine of Hespae, and the beginning of the assault on the town of Fellstan. Up to five enemy units could be visible at this point, the 1st and 2nd Orcs, and the 3rd through 5th Goblins. They are arrayed between the army and its goal. By left-clicking on your character's units, you can tell which are capable of moving next to enemy units and attacking. If a unit is accidentally moved, use the Abort Move button to return it to its initial position.

Rest and Recovery

If any units have taken many kills or wounds, or been broken in combat, now might be a good time to rest them to recover wounds and restore morale. Any unit that is broken, indicated with a red sphere under it, or only has one to seven life remaining should be rested.

Left-click on a unit that needs to rest and then move the pointer over the Rest button. The legend panel at the top of the screen reads Rest(n) where n is the number of wounds the unit is carrying. When the Rest button is left-clicked, the unit loses the broken morale

marker, if it had one, and recovers all wounds. Any kills the unit suffered are not restored; to do that requires using the Recruit button while next to a friendly town, castle, or tower.

Note: Resting or recruiting both use a unit's entire turn.

Resting is only partially successful if there is an enemy unit adjacent to the unit attempting to rest. In that case, only one life will be restored, and the morale recovered is lower. It is always best to destroy, or drive away, adjacent enemy units before trying to rest. If this is the case in your game, do this first.

Liberating the Shrine of Hespae

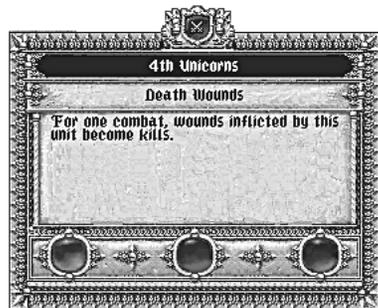
Move the 1st Treemen right up to the 5th Goblins and attack them. The Goblins will almost certainly retreat out of the shrine. Another unit, such as one of the Air Warrior units, the Warband, or even the Slingers, may be able to occupy the Shrine at this point. If any unit can attack the 5th Goblins during this process, then by all means do so. If they are destroyed, so much the better.

Once the Shrine has been occupied, even if the Goblins are lurking nearby, some volunteers will appear. They may be some Light Cavalry, a group of Apprentices, or possibly another Warband. This unit of volunteers can be identified by the white numbers on their life flag and a golden "v" under the unit on the Army Roster. They will be able to move and fight for your character's army next turn.

Casting a Unit Spell

Find and left-click on the 7th Conjurers; if they are not next to a unit of Cavalry, move them until they are, but don't right-click or select another unit yet. There is a red starburst button on the Unit menu panel whose legend reads Cast Death Wounds. Left-click on this button and move the resulting wand pointer over the Cavalry unit and left-click again. A skull animation will appear over the Unicorns, and a panel will indicate that the spell has been cast.

Now double left-click on the unit of Unicorns. An information panel appears showing an abbreviated set of statistics for the unit. Left-clicking in the statistics panel shows the unit's complete information, including a sketch of the unit. At the bottom are three buttons. The red center button shows the letter "E." Left-clicking here displays the spell effects.



Try double left-clicking on other units. The unit carrying the Wand of Fireballs shows a wand in the right-hand blue button. Left-clicking on this button presents a description of the magic item's abilities.

Right-clicking returns to the Tactical Map. Move the unit of Unicorns up to a unit of Orcs if possible, and attack. All combat results to the Orcs are kills, which they won't recover easily.

The unit with the Wand of Fireballs has a similar ability. Move the unit carrying the wand adjacent to an enemy unit. This time the Unit Spell button will read Cast Fireball. Left-click on the button, move the wand over the enemy unit and left-click again. Another Fireball explodes!

Prepare for the Assault

Any units that have yet to move should head towards Fellstan, attacking any units they encounter on the way. Move the Wing Riders last, using them to attack any units that are badly damaged and retreat from combat towards the town. Prevent any enemy units from retreating into the town if possible.

Don't forget to cast the Character spell! Try any of the other spells except Whirlwind, since it only affects enemy flyers.

Turn 3

The enemy units may use this opportunity to rest and try to resist the assault. They may even recruit a new unit. Don't worry, however, they are still outnumbered. This turn, the army should concentrate on mopping up any Goblins and Orcs still in the plains with Cavalry, and move Heavy Infantry units into striking distance of Fellstan, if they are not already there. If King Dragga has recruited a new unit in the town, use the Fireball character spell and the Wand of Fireballs to soften it up before attacking and minimize friendly losses. The Wing Riders can track down the 2nd Orcs if that unit has fled across the river, or help to mop up if needed.

Finishing the Battle

The battle ends when most of the enemy units are destroyed; by then, Fellstan and the Shrine of Hespae should both be in friendly hands. The enemy will offer to surrender when only one unit is left. The decision to accept or refuse is up to you; however, your units gain experience for every combat they undertake. Experience can become very important in a Campaign game and is described in detail in the "Experience" section starting on page 50.

If the offer of surrender is declined, the battle may last several more turns until the last unit is hunted down. If the enemy should somehow recover from the conditions that caused them to offer a surrender, and the time runs out, you will lose!

Continuing the Campaign

After the first battle is over, the Continent Map screen appears. At this point, you may wish to Save or Exit. You can continue this campaign, or you may wish to restart with another character and forge your own destiny. The "Strategy Notes" section, starting on page 59, contains suggestions for more successful campaigning.

MENUS

FANTASY GENERAL is controlled by several different menus that define what type of game is being played, whether or not the computer is the opponent, and even the composition of the army being used. While FANTASY GENERAL is extremely playable without knowing the details of every button, your gaming experience should be enhanced by the following descriptions.



Startup Screen

The Startup Screen shows a character portrait in the center of the screen, with background information to the left and an army roster on the right. The default setting is to play a Campaign game, however, this screen is where you can select to play a Scenario or fight a head-to-head battle called an Arena game.

Choose a Character

At the core of FANTASY GENERAL are four characters who have risen to positions of responsibility in the forces of the Council of Five. Each character has specific abilities that make them unique.

Knight Marshal Calis

When Calis came of age during the renaissance period of the Awakening, he was accepted into the Academy of Caerovia on the Isle of Four Winds. There he studied the art and discipline of the paladin, though it soon became clear to his instructors that Calis was blessed with a natural ability greater than any other candidate. So it was that Calis was knighted, sent into battle when the Shadowlord challenged the world, and captured in that first battle by Maloch of Blacklance. Though he does not speak of his years of imprisonment, many say that Calis' escape was accomplished by his undaunted righteousness, others that it was divine intervention. Certainly, none could dispute his ascension to the high rank of Knight Marshal.

Knight Marshal Calis now moves swiftly about the land, striving to bring comfort and healing to the oppressed peoples of Aer. He is driven by the two guiding principles of his knightly order: compassion and justice. His actions are swift but fair, firm but merciful, believing that his example will help others fight back against the horrors of his world. Indeed that is the case, for even the most fearful of squires under his command would follow him on a march through death's own abyss.

KNIGHT MARSHAL CALIS has the following abilities:

- ☉ **Limited Spell Caster:** *Once per battle, he can heal all wounds on all friendly units.*
- ☉ **Cavalry Recruiter:** *He purchases and researches Light Cavalry and Cavalry units at a discount.*
- ☉ **Charismatic:** *Units under his command gain a +20 morale bonus, making them less likely to become disordered or broken.*
- ☉ **Healer:** *Wounds received may be converted to a morale loss instead.*



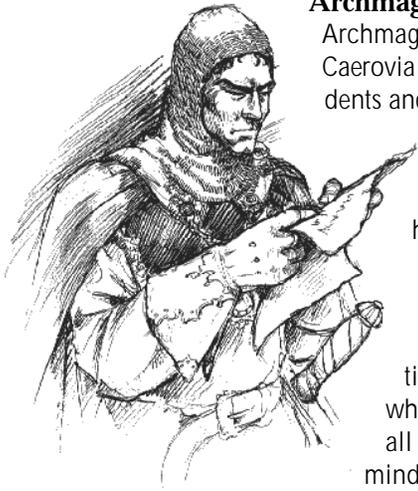
Lord Marcas

Born to a family of minor nobles on the icebound and bandit ridden continent of Pothia, Lord Marcas had a short childhood filled primarily with the harsh chores of survival. When the Shadowlord rose from his time-forgotten grave and loosed his malevolence on the world, Lord Marcas was but thirteen years old and without home or family.

So began his mercenary career, fighting bandits in defense of the already weakened villagers and defying the Shadowlord's rule however he could. Through his years of fighting, the Lord Marcas' fame and fortune as a warrior steadily grew such that, by the time he reached the fullness of his manhood, Lord Marcas found himself a hero of the land and the commander of a small but experienced army of foot soldiers.

LORD MARCAS has the following abilities:

- ☉ **Light and Heavy Infantry Recruiter:** *He purchases and researches Light and Heavy Infantry units at a discount.*
- ☉ **Famous:** *Increases the chance that Heroes will be attracted to his army.*
- ☉ **Warlord:** *Allows a larger core army.*
- ☉ **General:** *Purchased units and recruited replacements start with one level of experience.*



Archmage Krell

Archmage Krell was an instructor at the Academy of Caerovia who commanded the respect and awe of his students and peers alike. As the blight of the Shadowlord's reign darkened the world, Krell chose not to withdraw behind a veil of seclusion as so many counselors deemed wise, but to carry his magery and wisdom onto the battlefield.

Believing himself somewhat responsible for opening the doors to the magical during the Awakening, Krell is a man in search of redemption — one who refuses to spare any energy for what he would term unnecessary emotions. Instead, all his energies are channeled into sharpening his mind for those brief, decisive moments where his actions can make the difference.

Averse to risking mortal souls in his harrowing fight against darkness, Krell uses his arcane skills to fill the ranks of his army with magical creatures whose innate resistance make them a small but effective force against the Shadowlord's evil.

ARCHMAGE KRELL has the following abilities:

☉ **Spell Caster:** Once per turn, one of four spells can be cast anywhere on the Tactical Map screen: *Fireball, Fear, Weakness, and Whirlwind*. The effects of these spells can be found in "Appendix 2 — Spells" starting on page 71.

☉ **Archmage:** Krell purchases and researches Magical units and Spellcasters at a discount. Magical replacements start with one level of experience less than the unit they are being recruited into.

Sorceress Mordra

The Sorceress Mordra was born to a small tribe of fisher folk who plied the berg strewn waters of the northern sea. Not content with that arduous but quiet life, Mordra made her way to the mainland, looking for excitement and someone to teach her the intricate arts of magic beyond the simple cantrips of the village hedge wizard. Those dreams were destroyed when one of the Shadowlord's raiding parties set fire to her boat and left her for dead in the hostile jungles of Avernion.

Mordra's affinity with magic grew stronger as she struggled to survive, as did her mastery over the beasts she struggled alongside of, until her sorcery was the equal of any. From there, she began her fight against the many evils afflicting the land. Though Mordra herself claims that the driving principle in her life is the quest for knowledge, most recognize that it is her rage against capricious and unjust power wielded by the Shadowlord that fires her courage and heroism.

SORCERESS MORDRA has the following abilities:

☉ **Limited Spell Caster:** Once per battle she can cast one of two spells:

Heal Beast which heals wounds to all friendly Beast units.

Plague which attacks all living enemy units. Undead and Mech units are immune.

☉ **Beast Master:** She can recruit Beast units.

☉ **Summon Monsters:** At the beginning of each battle, she summons two random Magical units.

Change Name

If you wish to rename the character you play, left-click on this button and press the Esc key to erase the character's name in the legend panel. Type the character's new name and press Enter. This name will go down in the annals of the Council of Five!

Play a Scenario

Scenarios are premade games which represent various battles in the Shadowlord's war of conquest over Aer. Left-click on the Play a Scenario button to choose one of these legendary battles.

Choose One of Five Scenarios

The names of the five battles appear directly beneath the Play A Scenario button. Set which side will be played by the computer, if either, and set the difficulty. Then left-click on a scenario and left-click again on the Start Game button.

Difficulty

The difficulty level adjusts the amount of gold the computer player receives and the "Artificial Intelligence" (AI) with which it plays. The difficulty can be set to Easy, Medium, Hard, or Custom. The Custom setting allows the AI and gold to be set by you.



Gold

Gold is used to purchase new units, replace destroyed units, and upgrade existing units. In the Campaign game, gold is also used for researching new grades of unit that are more powerful. The more gold the computer starts out with, the more units it can buy.

Level

As units go through combat they become more experienced, and consequently, more dangerous. At higher AI settings, units purchased by the computer start with more experience.

Play in the Arena

The Arena is where you can wage war with your character against any of the computer characters in FANTASY GENERAL, or against a human opponent through Play-by-Mail (PBM). The Arena allows you to tailor the game as you wish:

- ☉ Create the battlefield from pre-generated maps or random maps
- ☉ Set character income and experience levels
- ☉ Choose the number of turns a game takes
- ☉ Create your own character and select the advantages he or she has
- ☉ Build your character's army or have the computer automatically do it for you
- ☉ Purchase Magic Items
- ☉ Save your specially-built army and test it against other players
- ☉ Load favorite armies from the Arena or a Campaign and pit them against one another

Players Setup

Choose to play against either a human opponent or the computer by left-clicking on either Human or Computer. If you are initiating a Play-by-Mail game, it is assumed that you will be Player 1.

After you have selected Player 1 and Player 2, left-click on Start Game.

Arena Options Screen



At the Arena Options screen you can initiate a Play-by-Mail (PBM) game, set the experience level of Artificial Intelligence (AI) the computer buys (if you are playing against the computer), set the limits of the game in turns and percentage of units lost, as well as select the map upon which the game is to be played.

Turn Play-by-Mail (PBM) On/Off

If you want to play a PBM game with another player, this toggle button must be set to "On." If you are playing against the computer, then this option is not available.

Turn Hidden On/Off

For a PBM game you can choose to have your units hidden from your opponent's view or not. If you are playing against the computer, this option is available during game play.

AI Income

Set the level of gold the computer opponent gets each turn, from 5 to 10,500.

AI Level

Choose the beginning level of units the computer has, from 0 (no experience) to 5, the most experienced (and deadly).

Player Set Maximum Unit Grades 0 - 5

Choose to limit the experience level of your character's units from 0 to 5.

Turn Limit

Choose the number of turns the game will last, from 5 (a fast game) to 100 (the longest game possible).

Fixed Maps

To select a favorite, pre-generated map, left-click on the map name from the available maps listed. To view more maps or the previous set of maps, left click on the More or Previous buttons.

Random Maps

The benefit of creating your own map is that different units have different movement advantages over certain kinds of terrain.

To create a new random map, left-click on Random Maps. Then select one Continent type: Plains, Ice, Jungle, Desert, or Volcano; and one Terrain type: Clear, Rough, Mountain, Swamp, or Woods. **Note:** There are no Swamp type maps for the Volcano or Ice continents.

Once you have chosen your opponent player, the battlefield, and how long the arena game will last, you may choose the character who will lead your army to battle. Left-click on Done.



Player Characters



Choose Character

In the center of the screen is the portrait of the currently selected character. To view more characters, left-click on the up or down arrows or the character portrait itself. To change the name of the character, left-click on the Change Name button, then type in the name you wish and press the Enter key on the keyboard.

The characters with dark backgrounds represent evil versions of the four main characters who have similar abilities. They are able to recruit units that are normally reserved for the evil side of the Campaign game, such as Orcs, Goblins, and Undead. All of the characters have abilities that are unique to their identity and can only be explored by choosing those characters rather than selecting particular advantages.

KNIGHT MARSHAL CALIS has the following innate abilities:

- ☉ **Limited Spell Caster:** Once per battle, he can heal all wounds on all friendly units.
- ☉ **Cavalry Recruiter:** He purchases and researches Light Cavalry and Cavalry units at a discount.

LORD MARCAS has the following innate abilities:

- ☉ **Light and Heavy Infantry Recruiter:** He purchases and researches Light and Heavy Infantry units at a discount.

ARCHMAGE KRELL has the following innate abilities:

- ☉ **Spell Caster:** One per turn, one of four spells can be cast anywhere on the Tactical Map screen: Fireball, Fear, Weakness, and Whirlwind. The effects of these spells can be found in "Appendix 2 — Spells" starting on page 71.

SORCESS MORDRA has the following innate abilities:

- ☉ **Limited Spell Caster:** Once per battle she can cast one each of two spells:
 - Heal Beast, which heals wounds to all friendly Beast units.
 - Plague, which attacks all living enemy units. Undead and Mech units are immune.
- ☉ **Summon Monsters:** At the beginning of each battle, she summons two random Magical units.

Advantages

The pre-generated characters represent selections of abilities that are used in the Campaign game. Each character has different abilities which are unique to the character and cannot be selected in the Advantages column. Selecting other advantages like Archmage, Beast Master, or Mech Master allow the character to use different abilities.

Custom characters are possible by choosing from among the advantages possible rather than using just the pre-generated sets. Left-click on an advantage to select or deselect it for the character. A description of the advantages and their results follows below.

Fame

Increases the chance of finding heroes to join your character's army during campaign games only.

Warlord

Gives a higher army level limit during campaign games only.

General

New units start with one level of experience as do recruits replacing kills.

Charisma

All units get a +20 bonus to their morale rolls.

Healer

Wounds may be converted to a morale loss instead.

Engineer

Allows Mech units to repair damage by resting, like other units. Without the Engineer advantage, all damage to Mech units is permanent.

Archmage

Allows the character to recruit Magical race units at a discounted price. When Magical units recruit replacements, they join the unit with one level experience lower than the unit's, limiting the reduction in experience from kills.

Mech Master

Unlike the Engineer, Mech units are added to the character's list of unit types that may be recruited.

Beast Master

Beast units are added to the character's list of unit types that may be recruited.



Ranger

All units have a +1 search range, and they pay only 1 movement point when moving in forest terrain.

Dwarven

Units gain a +3 attack bonus when attacking castles, and all units pay only 1 movement point when moving in mountain hexes. The character's other units also gain a +2 bonus to their armor rating.

Other Options

Max Unit Grade

Set the maximum grade the character's units can be, from 0 (the lowest grade, least expensive) to 5 (the most expensive).

Unit Limit

Choose the maximum number of units a character can have in his or her army, from one unit against the world, to a massive 64 unit army.

Purchase Army Gold

Choose the amount of gold the character can purchase units with, from 50 to 35,000.

Starting Gold

Determine the amount of gold the character begins the arena game with, from 50 to 35,000. Note that this gold can only be spent to purchase units during game play.

Heroes Allowed

If this button is highlighted heroes can be purchased. **Note:** Some heroes can cast spells and all heroes boost morale for units adjacent to them.

No Heroes Allowed

If this button is highlighted heroes cannot be purchased during the army construction process.

Build Army

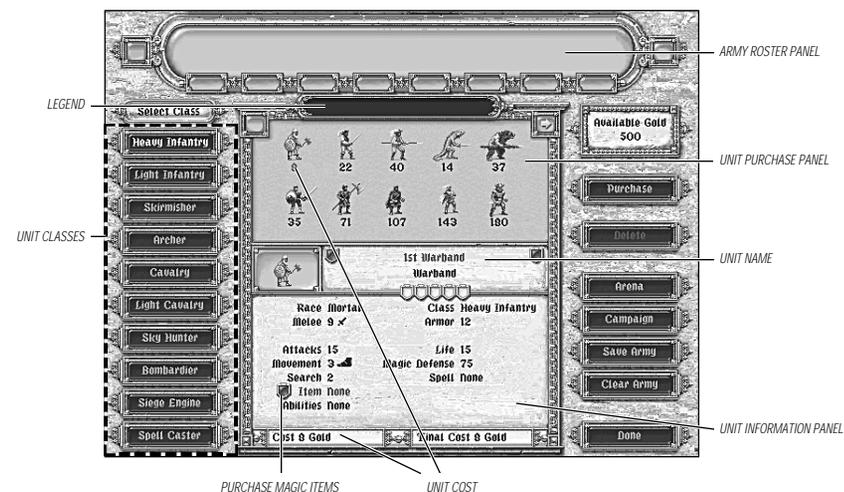
Left-click on this button to purchase the units for your character's army.

Auto Build Army

Left-click on this button to have the computer automatically choose your character's units for you.

Purchase Unit Screen

With the gold available for purchasing an army, here you can choose units from ten class types, buy units magical items, or load your favorite armies from Arena or Campaign games.



Select Class

To view the units available in each class, left-click on the class name you wish to see. Units, cost, and a unit's statistics appear in the center of the screen. For definitions of unit statistics, see the "Examine Unit" section on page 44.

Set Experience

Units can begin a battle with up to five levels of experience, which infer all the bonuses to attack and armor values that would accrue. Experience can be increased by left-clicking in one of the five shield shaped spaces in the Unit Name panel. As the unit's experience increases, the unit's cost increases to reflect its greater expertise. The difference in cost will be lower for cheaper units and higher for more expensive units. To reduce a unit's experience, left-click on the first shield to reset to level one, then left-click on the first shield again to reset to zero. For more information about the benefits of experience, see the "Experience" section starting on page 50.



Purchase a Unit

To purchase a unit, left-click on it, then left-click on the Purchase button. Once purchased, a unit is added to the Army Roster along the top of the screen. If you wish to remove a unit from the Army Roster, left-click on it and then left-click on the Delete button. Arrows appear at the ends of the Army Roster panel which scroll forward or back to see more units.

Rename Unit

To give a unit a new name, left-click on the red shield next to the unit's name. A cursor appears allowing you to delete the current name and type in a new one. When finished, hit the Enter key.



Purchase Magic Item

To purchase a magic item for a unit, first left-click on the unit, then left-click on the red shield next to the word "Item" in the Unit Information panel. Magic items and their costs appear in a list. Left-click on an item's name to select it and the unit's new "Final Cost" appears at the bottom of the screen. Siege units cannot carry magic items. Each unit can only carry one magic item at a time. For a description of the powers of the magic items see "Appendix 4 — magic Items" starting on page 73.

Load an Arena or Campaign Army

To select an already made army from a Campaign or from a previous Arena game, left-click on the Arena or Campaign buttons.

If the army chosen exceeds any of the settings chosen on the Options screen, a list appears describing which settings must be adjusted to use that army. **Note:** Using a campaign army with a character different than the one which it was originally played with may require adjusting the advantages as well as the unit limits and gold allocated.

To go back to the previous screen, click on Clear Army.

When an army has been loaded, additional units may be purchased, magic items may be purchased, and experience may be allocated.

Clear Army

To erase the current army, left-click on the Clear Army button.

Save Army

To save the current army, left-click on the Save Army button. Choose a save slot, fill in a name, and press Enter.

Done

When you are satisfied with your character's army, or have purchased as many units as possible, then click on Done to begin deploying your character's units on the battlefield.

After Player 1 has purchased units and deployed them, it is Player 2's turn to do the same.

For more information about deploying units, see the "Deploying Troops" section starting on page 49.

Load Save Game

This button displays the list of saved games by their legends, on the left side of the screen. Left-click on one of these positions, followed by the Start Game button to resume a saved game.

Playing a Play-By-Mail Game

The following instructions explain the procedures by which the Play-by-Mail (PBM) process works. The PBM feature can be played in the arena or one of the pre-generated scenarios, and of course you need a friend on the other end.

Setting Up a PBM Arena Game

At the Startup Screen, left-click the Play In The Arena button, then set Player 1 and Player 2 to Human. Once this is done left-click on the Start Game button. The next screen offers game options to be set prior to beginning play. It is important that you first left-click the Turn PBM On button. Next, choose what map to play the PBM game on or have the computer randomly create a map. Once you have set PBM to on and have chosen a map, left-click on Done. The Army Creation screen of the Arena opens where you must build your army, or use the Auto Build option, and set all the variables for the upcoming battle. Both map creation and army construction are covered in more detail in the "Play in the Arena" section starting on page 21.

Once an army has been built and deployed, the game prompts you to enter a password, which must be at least one character. When you press the Enter key, you are prompted to Set PBM Path to change the save game directory for PBM games. This directory must already exist in order for the game to recognize it.

For example, the game initially shows the save game path as "..\saves\". In order to set PBM games apart from regular saved games, a sub-directory of "saves" called "pbm" should exist. Type **pbm**, and press Enter. In order to change the path to a floppy disk, it would have to have a directory already created on it. FANTASY GENERAL cannot save to a root directory.

Once this has been entered, the game prompts you to save the game and choose which save game slot to use. When finished saving the game, exit the game and send your save to your friend/opponent. Before the game actually starts, the other player must create and deploy their army, as well as enter a password.

Playing a Scenario as a Play-by-Mail Game

In order to play a scenario using the Play-by-Mail (PBM) option, set both players to Human and select Custom difficulty. The settings become Gold settings for each player. A check box and the letters PBM will appear at the bottom of the panel. Left-click in this box and start the game. Player 1 will be playing the good side, and Player 2 will be playing the evil side.

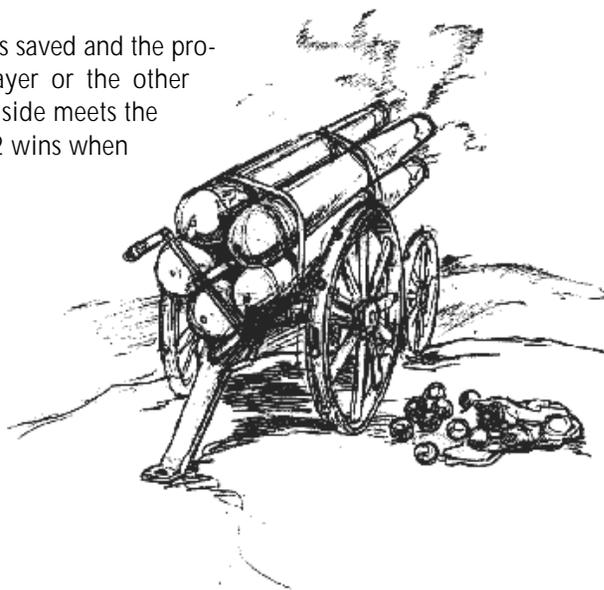
After completing the first turn Player 1 is prompted to enter a password and save the PBM game. After the game is saved, Player 1 is prompted to mail a save called "gameN.pbm" where N is equal to the save position number. For example, if the save position chosen is "1," then the .pbm game file is "game1.pbm." The game then returns to the Startup Screen.

Loading a PBM Game

You may choose the PBM save path by left-clicking on the Set PBM Path button, and changing the path to the appropriate directory or subdirectory as described above. The set of saved games will change to reflect PBM games. **Note:** If there is an older file of the same name, it may be overwritten.

Player 2 left-clicks Load PBM Turn from the Startup Screen and chooses the appropriate save position based on the file name, then left-clicks on Start Game. The file legend can help distinguish which game is which. Player 2 is prompted for a password after completing the first turn, and can choose a save game slot different from the one chosen by Player 1. The filename, "gameN.pbm" reflects the new save game slot.

After every turn, the game is saved and the process repeats until one player or the other achieves victory. If neither side meets the victory conditions, Player 2 wins when the turn limit is exceeded.



Starting a Campaign Game

The Campaign game consists of a series of battles across five continents, as the forces of the Council of Five drive out the minions of the Shadowlord. The following steps are an important part of playing a Campaign game:

- ☉ Choose a character from among the four provided.
- ☉ Set the level of difficulty.
- ☉ Fill the Army Roster using the Army Management screen.
- ☉ Set Reward Allocation to research new grades of unit.
- ☉ Choose initial enemy held region to attack.
- ☉ Achieve victory as the Fantasy General!

Starting Army

Each character has their own loyal forces at the beginning of the Campaign game. They are displayed to the right of the character portrait. Left-clicking on any of the units displays their basic statistics below the units.

Background

Each character's basic background, including special abilities, appears in a panel to the left of the portrait.

Difficulty

The difficulty level adjusts the amount of gold the computer player receives and the experience level of the troops that the computer buys. The difficulty can be set to Easy, Medium, Hard, or Custom. The Custom setting allows the enemy unit's experience level and gold to be set by you.

Gold

Gold is used to purchase new units, replace destroyed units, and upgrade existing units. In the Campaign game, gold is also used for researching new grades of units that are more powerful. The more gold the computer starts out with, the more units it can buy.

Level

As units go through combat they become more experienced, and consequently, more dangerous. At higher AI settings, units purchased by the computer start with more experience.

Playing a Campaign Game

Before every battle, including the first, the content of the army is controlled using the Army Management screen and Reward Allocation screen.

The Army Management screen is where new units are purchased, older units may be upgraded when appropriate, magic items can be transferred from unit to unit, and units can be renamed.

The Reward Allocation screen permits gold rewards to be invested to invent more powerful units to face those of the Shadowlord.

Continent Map

The Continent Map screen shows a map of the continent currently being fought over. Areas under control of the Shadowlord are shaded and enemy positions are represented by the golden skull emblem of the Shadowlord. The world of Aer has five continents, all of which are currently held in the Shadowlord's iron grip of oppression.

The four buttons on the left side of the screen allow you to Manage Your Army, Allocate Rewards, Save the game or Quit to the Startup screen.

As the conquest of each continent proceeds, the Continent Map screen reveals the successes of the army under your character's command, as well as other forces of the Council of Five. Regions that have been personally won from the Shadowlord bear the crossed swords of a victorious battlefield.

Between each battle decisions can be made about strategic options such as unit upgrade or replacement, and investing in newer, more powerful units. Once those factors have been determined, the decision about where to attack the enemy must be made. When the area of conflict has been chosen, a briefing by the Council of Five is shown prior to deployment.

Each continent presents a different set of strategic and tactical problems, since they have different terrain and a different minion of the Shadowlord holds sway on each.

Keldonia

Once a temperate land with fertile fields and a prosperous people, the continent of Keldonia is now a devastated wasteland. Keldonia was the last bastion of resistance against the Shadowlord and its people fought valiantly until the Shadowlord concentrated all his forces and magic on the continent. Unprepared for such an onslaught, the resistance crumpled.

The Shadowlord, however, was not content with mere victory. Total domination was his goal, and to his twisted mind, an example must be made of those who would resist. In a systematic campaign against life itself, the Shadowlord soon blasted the continent until all that remained was desert and arid plateaus. The survivors now huddle in their con-

quered towns or hide in the barren wilderness with little hope for the future. With the land laid to waste and its people crushed, the Shadowlord lost interest in Keldonia and gave it to the Orc King Dragga as reward for his service.

King Dragga was the first commander that the Shadowlord recruited to his evil cause, and he provided the Shadowlord with raw recruits, primarily orcs and goblins, needed to fill the ranks of the army. Because of this, King Dragga considers himself the Shadowlord's closest ally and confidante. Nothing, however, could be further from the truth. King Dragga is one of the Shadowlord's weakest commanders, and the fact that he plunders his own forces to supply the Shadowlord makes him more so. Inevitably, the Shadowlord will soon rid himself of King Dragga, who is now nothing but a reminder of the time when the Shadowlord himself was weak and in need of allies.

Isle of Four Winds

A land of grassy meadows and cloud-draped mountains, the Isle of Four Winds gains its name from the gentle breezes which blow in from the coasts. Indeed, deer are still abundant in the forested valleys, though how long that will remain so is in doubt.

Aelcar the Shadow Wizard is an infamous necromancer who rules the Isle of Four Winds with fear and death. He has unleashed upon the land magical creatures which carry out his cruel demands, and should the ranks of his army grow thin, Aelcar recruits undead minions from villagers he has killed.

Aelcar himself is a twisted soul jealous for power. He has made no secret of his desire to vie for dominion over Aer with the Shadowlord, and he claims to possess arcane knowledge beyond even the Shadowlord's ken. So far, the Shadowlord has tolerated Aelcar's arrogance, though it is likely the Shadowlord will be reluctant to provide the wizard with any substantial aid. If Aelcar's claims are true, however, he will not need the Shadowlord's support.

The Kingdom of Avernion

The Kingdom of Avernion is a treacherous land of primordial jungles and steaming swamps where fell beasts haunt the bush and skies alike. Even before the Shadowlord rose to power, Avernion was shrouded in mystery. Adventurers would return with fantastical tales of mystical creatures hiding in the mountain ranges and fabulous ruins where gold and ancient relics are found beneath every vine.

No less treacherous than the harsh terrain, however, is Avernion's ruler, Ssazikar the Snake. Ssazikar is a sorcerer of devious machinations who views subterfuge as an end in itself, often spinning his webs of intrigue for years before springing his trap. Because of this, little can be discerned of Ssazikar's true motives. Wealth appears to hold the greatest attraction, but that is more than likely just his excuse for destroying what is not his.

If Ssazikar can force his opponent to destroy himself, so much the better, but the sorcerer is more than capable of fielding an army of bestial humanoids. To their unending sorrow, the villagers of Avernion can well attest to Ssazikar's might.

Pothia

The continent of Pothia is the largest on Aer and covered with a thick sheet of snow for three-quarters of the year. The people of Pothia, long regarded as the hardest of folk, eke out their livelihoods in the broad valleys between glacier-capped mountains with fierce independence and stubborn pride.

Not surprisingly, it was the people of Pothia who made up the largest proportion of the Council of Five's army during the Shadowlord's conquest. Even today, Pothia is the one kingdom where open resistance has not been completely annihilated, despite the continual raids and executions conducted by the knights of Maloch of Blacklance.

During the Shadowlord's conquest, Maloch of Blacklance was the Shadowlord's chief strategist, commanding his armies in the field and serving as the spearhead which invariably pierced the very heart of Aer's people. It is said that Maloch's true allegiance, and the source of his power, is not to the Shadowlord, but to the dark powers of the netherworld which he worships.

Fire Isle and the Dragonscale Archipelago

Fire Isle and its surrounding islands in the Dragonscale Archipelago were created during the Shadowlord's rising, and are as desolate and inhospitable as his heart. Rivers of lava flow from the angry and ever present volcanoes to form vast fields of molten pools, and the few twisted clumps of forest which do grow are doomed to an early and fiery end.

This wasteland is inhabited only by slaves culled from conquered lands and the minions of darkness devoted to the Shadowlord. Little else is known about Fire Isle, for the only ones who have returned from that land have either been maimed in both mind and body, or who have lost their souls to the Shadowlord's evil.

From the troops he sends forth to ravage Aer it is clear that the Shadowlord is a mage of unbridled power. Shadowy nightmare creatures fill the ranks of his army, along with mechanical monstrosities of devastating might.

Army Management Screen

The Army Management Screen shows the contents of your character's current army and what units are available for purchase within each class.

Army Roster Panel

The panel across the top of the screen shows the contents of the current army sorted by class. As a unit is purchased, it is assigned the next unit number in order.

Army Scroll Arrows

Viewing the units that make up the army is accomplished by left-clicking on the scroll arrows on either end of the panel.

Select Class

The buttons down the left side of the screen list the classes of unit that all armies are made up from. Left-clicking on each class displays the various grades of unit of that class which can potentially be bought, along with their cost. Left clicking on a particular type of unit changes the information shown in the Unit Information panel.

Unit Information Panel

The center of this screen is where information about the unit is shown.

Unit Name

Each unit has its own name, based on the order in which it was purchased and the grade of unit it is. Each class has several grades of unit, differentiated by the unit icon and a descriptive name. For a complete listing of units and their grade see the "Appendix 1 — Class Unit Tables" section, starting on page 63.

If a unit gains an experience level, the shield spaces across the bottom of this panel fill in as each level is gained.

Race

There are four races that units can be drawn from in *FANTASY GENERAL*: Mortal, Magic, Mechanical (Mech), and Beast. Each race has its own benefits and drawbacks, which are covered in more detail in the "Races" section on page 52.

Class

There are ten classes of units to build an army from, which range from Heavy Infantry to Spellcasters.

Melee

Most units have a melee attack value. An icon following the value indicates whether the attack is physical (a sword), magical (a star), or mechanical (a maul). These values are in black until the unit receives enough experience for the value to increase. Values that have increased due to experience are shown in red.

Skirmish

Some units have a skirmish attack value. An icon following the value indicates whether the attack is physical, magical, or mechanical.



Missile

For units with missile weapons, the missile attack value is displayed here. An icon following the value indicates whether the attack is physical, magical, or mechanical.

Siege

This line shows the value of the siege attack for Siege Engine units. An icon following the value indicates whether the attack is physical, magical, or mechanical.

Armor

Every unit has an armor value used to resist attacks.

Attacks

The number of attacks a unit can make is listed here. For most units, this number is equal to the unit's remaining life. Heroes and Heroic units always make their full number of attacks, other units may have their number of attacks reduced due to losses from combat or magic.

Life

The number of potential wound or killed results that can be sustained by this type of unit before it is destroyed.

Movement

The number represents the number of hexes the unit can move across open terrain. Terrain affects movement adversely by reducing the distance a unit can travel, although certain units have special abilities that allow them to move farther than normal.

Next to the movement rating is a symbol which indicates whether the unit flies (wings) or travels (a foot).

Magic Defense

Each type of unit resists magic at some level; the higher the rating, the more resistant the unit. Magical units have a greater resistance to magic, Mech units have the least.

Search

Depending on the options selected, enemy units will usually not be visible until they have entered the search range of a friendly unit. The higher this rating, the greater distance at which enemy units are visible. Light Cavalry have the best search ratings of any unit.

Spell

Many units have intrinsic magical abilities that can be used during their turns. Any such ability is listed here and can be triggered during the game using the Cast Spell button on the Unit menu.

Item

If the unit has been granted the use of a magical item, then it is listed here.

Abilities

This line lists any special abilities or vulnerabilities that this type of unit possesses.

Experience

Actions on the battlefield, such as attacking and defending, generate experience. As a unit gains experience, the shields at the bottom of the Unit Name panel fill in. In other words, an inexperienced unit will show five empty shield spaces, until it has enough experience to advance to level one, when this line will show one shield filled in.

Replacements taken during a battle, and automatically supplied after a battle, reduce overall experience because the unit's current total is averaged with that of the raw recruits.

Unit Upgrade/Purchase Panel

One of the most important aspects of the Campaign game is that your character's army improves throughout the course of the game. Mortal units can be upgraded as more powerful units become available through research. Other unit types must be purchased when older units are killed or disbanded. This panel shows two different types of information depending on whether you are planning to purchase a new unit or upgrade an existing unit.

Purchasing Units

The primary activity that this panel will be used for is to purchase new and replacement units. Left-clicking on one of the Select Class buttons displays the selection of units of that type which may be purchased. The purchase cost of each unit is listed below the unit icon. The cost also appears at the bottom of the Unit Information panel once a particular unit type has been selected.

Upgrading Units

As unit research progresses, newer and more skillful units become available. New unit types available as upgrades appear in the Purchase/Upgrade panel with the upgrade cost when the older unit is selected from the Army Roster panel. Left-click on the new grade of unit and the Upgrade button in the lower right corner lights up. Left-clicking on the button upgrades the selected unit.

Unit Cost

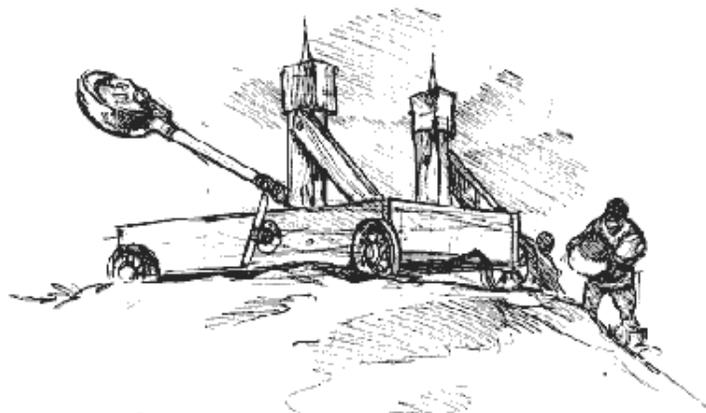
The cost to purchase or upgrade a given unit appears here as well as beneath the selected unit.

Total Gold Available

This shows what remains in the army's treasury.

May Buy

This shows the number of open slots available in the army. As units are purchased, this number decreases until it reaches zero.



Item Pool

As the army proceeds through the realms of the Shadowlord, shrines and ruins are encountered which frequently contain magical items.

Move Item to Pool

Using the Move Item to Pool button allows an item to be transferred from a unit into the pool. The item can be transferred by selecting a unit and then left-clicking on the item. Up to 99 items can be in the pool at one time. Scroll arrows appear when more than four magic items are sitting in the pool.

While an item is in the Item Pool, moving the cursor over it displays the item icon and a description of its abilities in the Unit Purchase panel.

Disband Button

If you left-click on the Disband button while a unit is selected, that unit will cease to exist, opening up a position in the army's roster. **Note:** No gold is returned to the treasury when units are disbanded and there is no way to recover a unit that has been disbanded. It must be purchased again for full price.

Upgrade Button

Left-clicking on this button approves an Upgrade selection and deducts the appropriate amount from the treasury.

Purchase Button

Left-clicking on this button approves a Purchase selection and deducts the appropriate amount from the treasury.

Exit

The Exit button, or right-clicking, can be used at any time to exit back to the Continent Map screen.

Reward Allocation Screen

Your general's efforts to dislodge the minions of the Shadowlord from their positions of power will occasionally result in rewards of gold. They can be found hidden in caves, secreted in shrines, or most often taken as booty after a successful battle. A portion of these rewards goes towards buying new units or upgrading older ones. The majority of this money, however, is used to finance the steady increase in power of the armies of the Council of Five through research in the methods of warfare, long forgotten in the golden days before the rise of the Shadowlord.

Investment

There are ten classes of unit, each of which may be researched separately in order to specialize in one or more unit classes. Across from each class, in the column under the legend % of Income, are the percentages invested. The up and down arrows on either side of the investment percentage are used to adjust the amount of investment in each class. As each reward occurs, a percentage equal to what appears next to each class is applied to the research cost of the next grade of unit from any race that is available. **Note:** The range of investment for any class is from 1 to 15%.

Unit Races

All characters have access to Mortal units, however, some of the characters specialize in one or more of the three non-Mortal races that exist on the world of Aer. For example, it is well known that the Archmage Krell has Magical as well as Mortal followers. The Sorceress Mordra is known to be able to summon enchanted Beasts. Aelcar the Shadow Wizard has imprisoned Ferras the Mechmaster and is forcing him to build Mechanical troops for the Shadowlord's armies. The different races are represented by columns on the right side of the Reward Allocation screen bearing the legend of the specific race: Mortal, Magic, Beast, or Mech.

As research proceeds, the space across from a given class fills in gradually with the icon of the next grade for that race. As each reward is acquired during battle, a message appears stating the amount of the reward and noting that some has been spent on research. If the space across from a certain class is shaded out, there is no unit of that grade for that race. New grades of unit become available after their research cost has been accumulated by receiving several rewards. The amount necessary to research increases from grade to grade; researching the first new grade of unit happens quickly, but each successive grade will come more slowly. A table which contains values for each grade of unit in each class can be found in "Appendix 1 — Unit Class Tables" starting on page 63.

% to Spend

This determines how much of the rewards are left over in your army's treasury to be spent on new units, recruiting, and upgrades.

Exit

Returns to the Continent Map screen, as does right-clicking.

TACTICAL MAP SCREEN



The Tactical Map screen displays an area twelve hexes wide by eight hexes high where all combat and movement take place. The map can be scrolled across by moving the pointer to the map edge in the direction to be viewed. There are three information panels across the top, two across the bottom, and rows of jeweled buttons down both sides.

The top, left-hand panel contains the amount of gold available for buying new units.

The top, center panel displays a legend which describes what the pointer is over. If the pointer is aimed at a hex, the type of terrain in that hex is displayed, for example, Clear, Rough, River, Jungle, Woods, or Cave. When the pointer is over a point of interest such as a town, stronghold, or shrine, the name of that feature appears. When the pointer is over a button, that button's function appears in white if that function can be used; otherwise, the function appears in red.

The top, right panel shows the X,Y coordinates of the hex the pointer is over.

When no units have been selected, the lower, right panel shows the name, strength, class, and morale of any unit the pointer is over.

When a unit has been selected, the lower-left panel shows this information for the currently selected unit. While a unit is selected, moving the pointer over an enemy unit causes the enemy unit's data to appear in the lower right panel. If a friendly unit is capable of attacking an enemy unit, the panel left-hand panel changes to show the projected losses from the combat.

The following features may be on the Tactical Map:

- ☉ A maximum of 12 different types of terrain.
- ☉ Pennons indicating friendly or enemy control of points of interest.
- ☉ Friendly and enemy units.
- ☉ Flashing orange or blue flags that indicate victory hexes.

TACTICAL SCREEN MENUS

During the game, there are different sets of buttons that appear on the both sides of the screen. The buttons on the right side make up the Options menu and remain constant. The buttons on the left side of the screen form the Main menu when no unit is selected, but change to form the Unit menu when a unit is selected.

Options Menu

Show / Hide AI Move

The computer's move can be set to be visible to all whose search radius is crossed. This button is an on/off toggle and hides the computer's move even if enemy units are normally visible.

Spot Hidden Units/ Hide

All units can be made to be visible at all times. This button is an on/off toggle, but having this setting turned on will not show the enemy's movement if hide AI Move is on.

Show Score

This displays a tally of unit classes lost on both sides for both the current battle and the entire Campaign.

Show Health/Show Wounds

This setting has three positions possible. The default setting has the status flag beneath each unit show the current life of the unit minus killed and wounded factors. Left-clicking once on the button changes this to show the number of wounds that the unit has accumulated. Left-clicking it a second time erases all flags. A third left-click restores the current life flag.

View Strategic Map

This button changes the view from the Tactical Map to the Strategic Map. The Strategic Map indicates friendly units with gold-rimmed shields and friendly villages and shrines are shown as red hexes. Enemy units are small skulls, while enemy strongholds and cairns are shown as black hexes. Enemy strongholds that count towards victory conditions have flashing flags next to them. The size of the Strategic Map varies from region to region. Clicking on the Strategic Map centers the Tactical Map screen on the hex selected in the larger view.

View Flying Unit

This button toggles between whether the ground unit or the air unit is visible when units of each type are in the same hex, or which units are visible on the Strategic map.

Hide Hex sides

This button toggles hex sides on and off across the Tactical Map.

Show Terrain

This button removes all units from the Tactical Map to view the underlying terrain.

Turn View Mode On/Off

This button changes the pointer into a crystal ball for viewing unit information when a unit is selected. This disables all other effects controlled by the pointer, such as spellcasting, combat, or movement.

Go To Unit

This button brings up the Unit Roster screen, listing the units in the army in order of unit class. Units that have completed their turn have a blue background, units that may still move have a green background. Left-clicking on a unit icon selects that unit and switches back to the Tactical Map where the unit can be given orders.



Next to the unit icon is the Status panel. Each unit on the roster is named, with its class listed below that, and its experience and wounds listed as well. This menu is the one place where this information can be compared for all units in the roster.

Next Unit

This option selects the next unit, in numerical order, that is capable of movement or combat. The More and Previous buttons display additional units, if any.

Main Menu

Fast Load Game

Left-clicking on this button loads the game saved in the Fast Save file.

Fast Save Game

Left-clicking on this button saves the game at the current point in time. This save cannot be used for a Play-by-Mail game.

Cast Character Spell

Three characters, the Archmage, the Paladin and the Sorceress can cast spells at least once during a battle — the Archmage can cast a spell every turn!

Moving the pointer over this button displays the name of the spell if only one is available. Left-clicking on this button casts that spell. If there are other spells to choose from, then left-clicking on this button displays more buttons, each of which will cast a particular spell. The mouse pointer turns into a wand to target spells that do not have a general effect.

Turn Animations On/Off

This button toggles spell and combat animations on or off.

Turn Music On/Off

This button toggles the music and voice on or off.

Turn Sound Effects On/Off

This button toggles combat sound effects on or off, or allows the volume to be increased or decreased.

Load Game

Left-clicking on this button switches to the Load Game menu. The buttons on the left side of the screen change to reflect the available games that can be loaded. As the mouse pointer passes over the buttons, the legend for that saved game appears in the legend panel at the top of the screen. Right-clicking exits this menu, to return to the Tactical Map screen.

Save Game

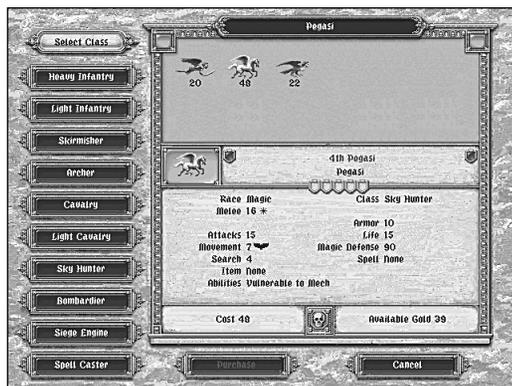
Left-clicking on this button switches to the Save Game menu. The buttons on the left side of the screen change to reflect the available games that can be saved. Moving the mouse pointer over a numbered button causes the legend for that saved game (if any) to appear in the legend panel at the top of the screen. Left-clicking on a numbered button activates a text cursor in the legend panel which can be used to change the descriptive text for that save. Right-clicking exits this menu, to return to the Tactical Map screen.

Quit Game

Left-clicking on this button prompts for a “yes” (thumbs up) or “no” (thumbs down) decision to quit the current game and return to the Startup screen.

Purchase Unit

This button becomes active when there is room in the army's roster for an additional unit and there is a friendly town, tower, or castle. The unit classes are listed down the left side of the purchase screen. Once a unit class is selected, the rest of the screen reveals information about the various grades and races of creature available, and indicates the cost in gold beneath each unit. The unit cost also appears at the lower-left of the unit summary area.



Left-clicking on a particular type of unit brings up a unit summary displaying information about the unit such as combat factors, movement, spells, magic items, and vulnerabilities.

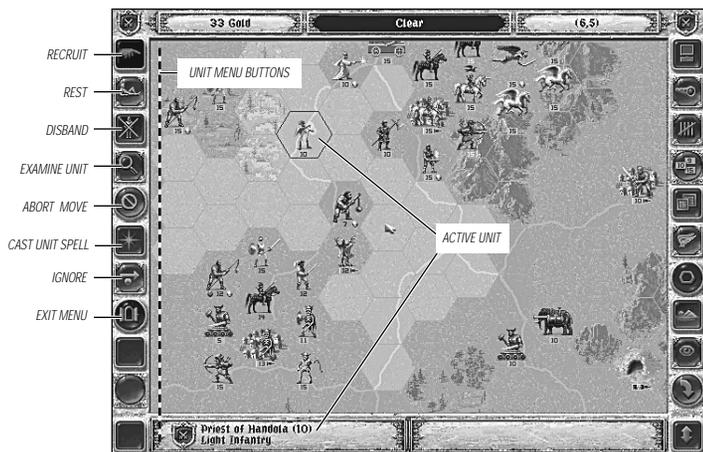
Place Unit

If any units have been left undeployed for any reason, Purchase Unit button is replaced with the Place Unit button. Left-clicking on this button changes to deployment mode; any units not yet deployed can be placed on the Tactical map as though they had just been purchased. **Note:** No new units may be purchased until all existing units have been deployed.

End Turn

This button ends the turn for the active side.

Unit Menu



Recruit

A unit may Recruit only when it begins the turn next to a friendly town. Left-clicking this button restores lives and attacks reduced by "killed" and "wounded" results. If an enemy unit is adjacent, then fewer recruits are available. This option uses up the unit's entire turn.

Rest

Units that have suffered "wound" or morale results in combat may restore morale, wounds, and attacks by left-clicking on the Rest button. This can be done anywhere; however, if an enemy unit is adjacent then only one wound will be restored. Morale is always recovered by resting.

Selecting a unit and moving the pointer over the Rest button displays the number of wounds the unit has accrued, and whether or not the unit is the subject of a debilitating spell by displaying an asterisk (*).

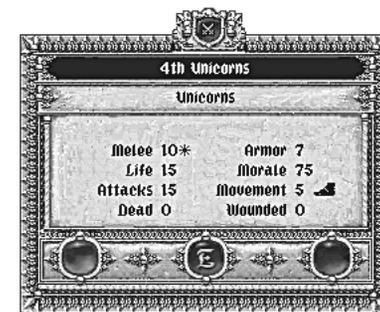
Disband

If you left-click on the Disband button while a unit is selected, that unit will cease to exist, creating an open position in the army's roster. **Note:** No gold is returned to the treasury when units are disbanded and there is no way to recover a unit that has been disbanded. It must be purchased again for full price. Confirmation is required to disband units.

Examine Unit

This button brings up the Unit Statistics panel with eight important pieces of information about the unit:

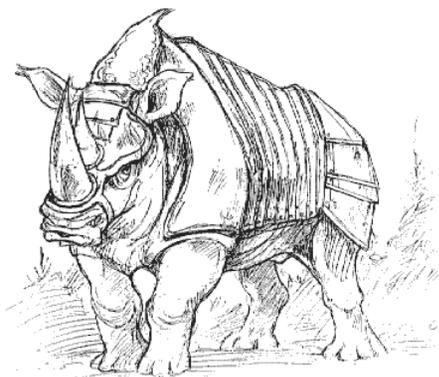
- The unit's attack values and types.
- The unit's current life and attacks.
- The number of killed results the unit has suffered.
- The unit's armor value.
- The unit's morale value.
- The unit's movement value and type (ground or air).
- The number of wounded results the unit has suffered.



The three buttons at the bottom of the panel are active when the unit has a spell ability, an active spell effect, or a magic item. Left-clicking on the left button when the letter "S" appears within the button replaces the unit statistics field with a description of the unit's spell. When a spell has been cast on a unit, the center button contains the letter "E." Left-clicking on this button displays any spell effect on the unit; if more than one effect exists, left-clicking again displays each effect in order. The magic item button on the right displays an icon for the magic item if the unit possesses one. Left-click on this button to display the details of the magic item's capabilities. For more information about the specific effects of

spells and the properties of magic items, see “Appendix 2 — Spells” starting on page 71 and “Appendix 4 — Magic Items” starting on page 73.

Left-clicking on the statistics panel switches to the full unit information display. This display features a sketch of the unit, and a more complete list of unit data. Left-clicking on this screen scrolls through the units on the roster in numerical order. Right-clicking exits to the Tactical Map.



Abort Move

A unit’s move can be aborted by left clicking on the Abort Move button which returns it to the hex where it began. If the unit attacks, another unit is selected, or if it encounters a previously unseen unit the move cannot be aborted.

Cast Unit Spell

The Spellcaster class, more powerful units, and some of the Heroes that join your character’s army have spell ability. Left-clicking on this button casts the unit’s spell; the mouse pointer turns into a wand if the spell can be cast on another unit. Some of the spells can only be used on friendly units, some can only be used on enemy units.

Ignore Unit

This causes the Next Unit button to ignore a unit that has not moved yet. **Note:** This option does not finish a unit’s turn; even if the unit has taken no actions it may still move.

Exit Unit Menu

Left-clicking on this button deselects the active unit and returns to the Main menu.

Fire/Move

This option only appears when the active unit is a Siege Engine. If no enemy ground units are in range, but an enemy flyer is, left-click on this button to fire before moving. A ground target can be fired at before movement when the pointer becomes a sword which indicates that the target is valid. Otherwise, the Siege Engine will move first, and fire after movement.

Once the Fire button is active, it can be toggled back to the Move setting by left-clicking on the button again.

GAME PLAY

Combat Mechanics

Combat results are represented by kills and wounds on living units and damage to Mech units. Kills can only be recovered during a battle by using the Recruit button while adjacent to a friendly town, castle, or tower hex. Wounds can be recovered at any time by left-clicking on the Rest button. Repairing damage to Mech units requires rescuing a particular specialist named Niels the Engineer from the clutches of the Shadowlord. Once Niels has joined your staff (he does not fight), Mech units are repaired using the Rest button. Recruiting or resting causes magical effects to expire, raises morale to full, and removes broken status by restoring morale. Adjacent enemy units, however, limit the amount of morale that a resting unit may recover.

Some units are in fact single individuals who are immune to kills. This includes all of the Heroes that may wish to join your army. Units that are individuals are indicated by the phrase “A Single Entity” appearing on the unit description screen. These units need only use the Rest option to recover all wounds. Heroes and units with the “Heroic” special ability always use their full number of attacks, regardless of the number of wounds they have accrued.

Attack Range

During combat there are three distinct ranges at which attacks occur. These ranges are Missile range (long), Skirmish range (short), and Melee range (close). Defensive fire is a special form of Missile attack.

If an engaging unit has an attack with a greater range than the defender, then the defender will be unable to respond. In this situation, the Projected Losses panel reads “Out of Range!” for the defending unit. If both units have the same range, then both units will make attacks against each other. Attacks occur in the following order:

- Missile.....Unit with missile rating attacks. If both units have it then both attack.
- Defensive.....Archers supporting a defending unit launch a missile attack.
- SkirmishUnit with skirmish rating attacks. If both units have it then both attack.
- Melee.....Units with melee rating attack.

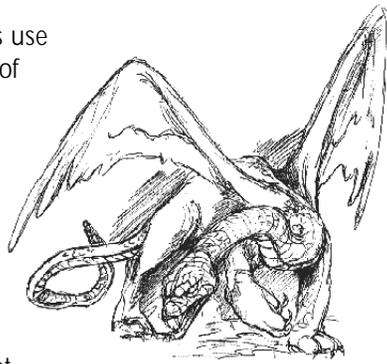
Melee Units

Heavy Infantry, Light Infantry, Cavalry, and Sky Hunters use their Melee rating when attacking. These classes of troops try to engage in hand-to-hand combat. When one of the above types of units attack its Melee rating is compared to the armor rating of the defending unit. The attacker and defender will cause damage to each other when engaging in hand-to-hand combat. The computer will create a chance to hit for each unit attack for both the attacker and defender.

Melee Example: Two units with the same statistics and with 15 life will each make 15 attacks with a 25% chance of causing a wound. If any attack scores below 6%, a kill is caused instead of a wound.

Skirmish Units

Skirmisher, Light Cavalry, and Spellcaster units use their Skirmish rating when attacking. These types of troops try to move close to a unit and throw short range weapons, without engaging the defending unit. These units avoid hand-to-hand combat with units having a high Melee rating since they have a very low Melee rating and a high Skirmish rating. Their Melee rating is only used when they are attacked, and thus forced to engage in hand-to-hand combat. When two of the same types of units meet then they will both move to Skirmish range and attack, damaging one another.



Skirmish vs. Melee Example: A Skirmisher unit attacks a Heavy Infantry unit. The Skirmish attack rating is compared to the armor rating and it results in one kill and two wounds to the Heavy Infantry unit. Since the Heavy Infantry unit doesn't have a Skirmish rating or Missile rating, it is out of range and can't attack back.

Melee vs. Skirmisher Example: A Heavy Infantry attacks a Skirmisher unit. The Skirmisher attacks with its short range weapons as the Heavy Infantry charges. The results of the Skirmish attack in both morale and actual damage affects the Heavy Infantry unit before it melees the Skirmisher. When the Heavy Infantry charges home, its Melee rating is used against the poor Skirmisher. The Skirmisher in turn will use its Melee rating against the Heavy Infantry.

Skirmisher vs. Skirmisher Example: A Skirmisher attacks another Skirmisher unit. Both units attack at skirmish range and thus both will cause damage to each other, without engaging in hand-to-hand.

Missile Units

Archers and Bombardiers use their missile rating when attacking. These units stand at long range and fire bows, rifles, or in the case of Bombardiers, drop rocks, or burning oil. Like Skirmishers, Light Cavalry, and Spellcasters, these units avoid hand-to-hand combat. Their Melee and Missile ratings are reflective of this. When a Archer or Bombardier unit attacks it can only be attacked in return if the defending unit has a Missile rating. If an Archer unit is attacked then it is forced to the attacker's range of engagement. Bombardiers can only be forced to Melee range by Sky Hunters. Otherwise they may only be attacked by Archers, Siege Engines, or units who have a Missile rating.

Archer units have the ability to aid adjacent, friendly units with defense fire, unless the Archer suffers from the "Broken" morale result. Just after the Missile phase, any Archer unit supporting a defending unit launches a Missile attack at the attacker.

Archers vs. Melee Example: The Archer unit moves to engage at Missile range and uses its Missile rating to inflict damage against the defending Cavalry. The Cavalry is out of range, thus it can't respond.

Archer vs. Skirmisher Example: The Archer unit uses its Missile rating to damage the Skirmisher and since the Skirmisher has no Missile attack it can't respond back.

Archer vs. Archer Example: The Archer unit attacks another Archer unit. Since both units have a Missile rating, damage can occur to both units.

If an Archer unit is attacked by a Melee type unit, then it will be forced to engage in hand-to-hand combat, as are the Skirmisher type units. The Archers fire their bows, and then draw swords when melee occurs.

All Siege Engine units can attack units up to three hexes away; some Siege Engine units can attack up to four hexes away. The pointer changes to a sword when an enemy unit is a valid target.

Siege Engines firing at flyers present a special case, because most Siege Engines can move under any flyer that they can fire at. Movement is the default for Siege Engines at the beginning of their turn; in order to fire before moving, left-click on the Fire button. If the Siege Engine unit has already moved, then left-click on an enemy unit in range and it will attack

Physical, Magical, and Mechanical Attacks

Next to each attack rating of a unit appear symbols representing types of attacks. The sword indicates a physical attack, the maul indicates mechanical attacks, and the star is for magical attacks. Mortal units tend to have physical attacks, Magical units tend to have magical attacks, and Mech units tend to have mechanical attacks. Mech units take more damage from Magical attacks, and some Magical units are more vulnerable to mechanical attacks.

Retreat and Surrender

Units under attack retreat from close combat based on their current life and any losses they have sustained. Even units that have sustained few casualties in wounds or kills can be made to retreat. A unit which cannot retreat because it is surrounded, surrenders instead. The surrounding troops may be friendly or enemy units, but if there is no empty space in which to move, the unit surrenders. Surrendering is the same as being destroyed. Units never retreat from towers, castles, or keeps.



Deploying Troops

An army must be deployed before a battle can be joined. The Tactical Map screen appears displaying a portion of a map with some lighter hexes, and the name of your current unit to be deployed on the lower left panel of the screen.

Before beginning deployment, move the pointer over the buttons on the right side of the screen until the panel at the top of the screen reads View Strategic Map. Left-clicking changes to a strategic view of the battlefield with enemy held positions as black hexes, Council strongholds shown as red hexes, and deployment areas (which may or may not surround red hexes). Friendly towns are frequently objectives which must be secured.

Move your mouse pointer to one of the lighter hexes in a deployment area, and left-click on the hex. The unit listed in the left-hand panel at the bottom of the screen appears in the hex. Do this for each unit until you have finished deploying all of your units. Flying units can deploy over any of your ground units and can be placed in any hex.

A unit can be undeployed by right-clicking on it. This empties the hex and makes the unit available for re-deployment. Unless the unit is re-deployed elsewhere immediately by left-clicking, it will be moved to the end of the roster for deployment. Two deployed units may be swapped by right-clicking on the first to undeploy it, then left-click on a second unit. The first unit is placed, and the second unit is moved to the end of the roster for deployment.

Once deployment is complete, left-click the blue End Placement button in the top right of the screen. The Tactical Map will be replaced by a screen that names the phasing character and the number of turns remaining in the game. Left-click or press any key to proceed. Some units can be left undeployed at the beginning of any battle. These can be deployed using the Place Unit button which is described on page 43.

Experience



Units gain experience during the course of battle. The more a unit does, the more experience it gains. Experience is measured in points, and as points

accumulate, the unit becomes more powerful. For every 100 points of experience the unit gains an experience level which translates into the following benefits:

- ☉ +2 to the unit's armor rating (except for Siege Engine units).
- ☉ +2 to the unit's primary means of attack.
- ☉ +1 to the unit's Melee attack value unless raised by +2 already.
- ☉ An increase in the unit's base morale which increases over time.
- ☉ An increased ability to resist retreat results.

Accumulated experience is indicated by small shield icons which appear next to the unit identification in the panel at the bottom of the Tactical Map screen. The shield icons have space for five "stars," each of which represents a portion of the experience necessary to advance to the next level. The actual amount of accumulated experience is shown on the Unit Information screen which can be seen by left-clicking twice on the unit to get the Unit Information panel, then left-clicking on the panel to go to the detailed screen.

Gold

Gold is primarily used to build armies, replace units, and recruit to replace kills in all three kinds of FANTASY GENERAL games. In a Scenario, you start with a certain amount of gold for replacing destroyed units. In the Campaign game, gold can be spent to research more powerful unit types, and upgrade existing units. In an Arena game, gold is allotted to each player to purchase units and magic items in the army construction process.

During the course of any battle, bounties of gold are paid by the Council for liberating enemy held towns, villages, towers, and castles.

Morale

All units have morale rating of 100 to begin a given battle. Unit morale can be modified by the type of character you are playing, by magical items carried by the units, or when units are adjacent to a Hero.

Morale is reduced when a unit attacks, or has suffered a combat result. After every attack that scores a combat result, a unit's morale is checked. This can conceivably happen after all three types of attacks: Ranged, Skirmish, and Melee.

A unit becomes disordered or broken in combat if it fails a morale check. Morale may be raised temporarily by some spells, or if the unit rests, morale is raised back to full if the unit is not adjacent to an enemy unit.

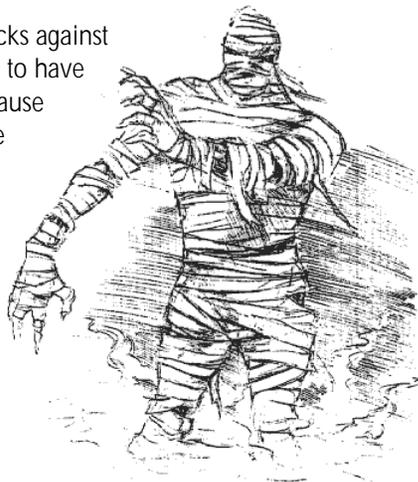
Broken and Disorder Status

A broken unit is much less effective in combat and should be removed from fighting until it can rest to recover from broken status. When a unit is broken it has a -5 to all attack values and its armor value.

Disorder is only a temporary effect that is gone after the attack is finished. A disorder result lowers all attack values and the armor value by 2.

Magic

Magic spells function by making magical attacks against units. Most damage-producing magic is likely to have a greater effect when used on large units because the spell makes an attack on each factor in the unit. A unit with fifteen factors takes fifteen attacks, while a unit with five factors only takes five attacks. Magical attacks from spells have different levels of effect and some are reduced if the unit resists the spell. For more information about how spells work, see "Appendix 2 — Spells" starting on page 71.



Movement

At the beginning of every turn, all units can move their movement rating across clear hexes.

For purposes of movement, there are five different types of movement:

Open and Closed Mode

Foot units including Light and Heavy Infantry, Skirmishers, Archers and Spellcasters move in either Open or Closed mode. Open mode units are loose formation troops that have a movement advantage in bad terrain such as rough, woods, and jungle hexes. All Light Infantry, Skirmish, and Spellcaster units are Open mode units. Some Heavy Infantry and Archer units also use Open mode. Closed mode units require close ordered ranks and are disadvantaged in rough terrain.

Cavalry Mode

Mounted units move in Cavalry mode, because they rely on mobility or shock of impact in combat. Cavalry mode units are also disadvantaged in rough terrain.

Siege Mode

Siege Engines are all heavy, cumbersome devices that require even surfaces for easy transport.

Aerial Mode

Flying units ignore everything except other flyers.

Different units have different capabilities depending on the terrain they are in; however, all units have the following restrictions (unless offset by an advantage):

Mountain and Volcano hexes end movement for all units (except flyers) during the turn they enter that type of hex.

Lava Pools and Swamp hexes end movement for all units except flyers and open mode troops.

River hexes end movement for all units except flyers, Light Cavalry and Heavy Cavalry.

Woods and Rough slow all closed formation units.

Jungle slows all units except flyers.

Roads increase the movement of all units except flyers.

Races

All characters have access to Mortal units, however, some of the characters specialize in one or more of the three non-Mortal races that exist on the world of Aer. For example, it is well known that the Archmage Krell has Magical as well as Mortal followers. The Sorceress Mordra is known to be able to summon enchanted Beasts. Aelcar the Shadow Wizard has imprisoned Ferras the Mechmaster and is forcing him to build mechanical (Mech) troops for the Shadowlord's armies.

The different races all offer unique benefits and vulnerabilities which means that no two FANTASY GENERAL games need ever be the same!

Mortal Units

Mortal units are the backbone of the armies of the Council of Five. There are Mortal units of every class, which is not true of the Beast, Mech, or Magical race. In addition, Mortal units are capable of improvement through the upgrade process, while Beast, Magical and Mech units are not. Mortal units generally have better armor values but lower attack values than other races.

Magical and Beast Units

While all four characters have access to Mortal units, the Archmage and the Sorceress focus more energy on their non-human allies. For these two characters the amount of each reward invested in Mortal units is halved, rounding down, in the classes that have Magical or Beast troops available. The full amount is spent on researching units in classes that have no Magical or Beast equivalents.

Magical and Beast units do not offer the wide variety that the Mortal units have. They have greater armor and attack values for their grade, which is balanced by their inability to upgrade. Magic units are vulnerable to mechanical attacks, but have a greater magic defense.

Mechanical Units

During a campaign game, your character must rescue Ferras the Mechmaster from the Shadowlord in order to gain access to units of the Mech race. If this occurs, an additional column appears to the right of existing columns which displays Mech unit icons. Mech units are much less expensive than the other three races, but until Niels the Engineer is rescued, damage they sustain is not repairable. Mech unit attack values are better than Mortal, and their armor ratings are much better than those of the other three.

Spotting

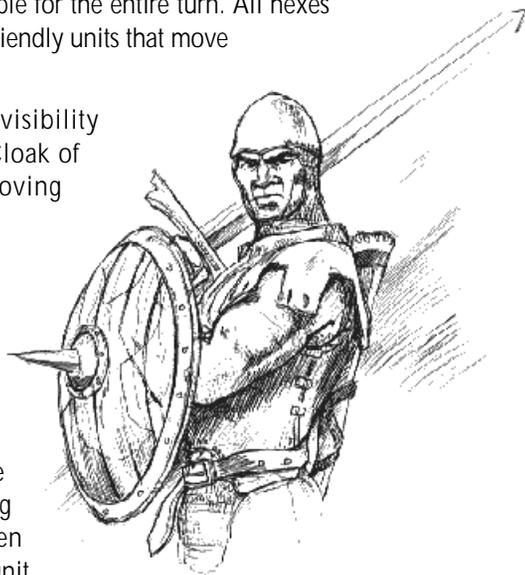
If the Spot Hidden Units/Hide Units option is set to keep units hidden, all units not within spotting range become hidden at the beginning of a new turn. Once a hex is spotted during a player's turn, it remains visible for the entire turn. All hexes within spotting range are spotted by friendly units that move and do not abort their move.

Units under the effects of an Invisibility spell or a magic item such as the Cloak of Hiding can only be spotted by moving adjacent to them.

Turn Sequence

All units can attack and move, or move and attack. Many units can cast a spell or use a magic item instead of attacking. After a unit has moved to a hex, but before attacking from that hex or selecting another unit, that move may be taken back using the Abort Move button. A unit that moves adjacent to a previously hidden enemy unit may only attack or end its turn.

Units may also use the Recruit button to replace kills if they are adjacent to a friendly town, or the Rest button anywhere to recover wounds. These use the unit's entire turn.



Winning and Losing

Winning or losing a battle of FANTASY GENERAL depends on three factors: victory hexes, units destroyed, and the turn limit. Campaign game victory conditions are pre-determined. For Arena games, victory conditions are set when the game is started. There are occasionally benefits to ending a battle as quickly as possible. There are also benefits to be gained from liberating every shrine or town, and eradicating every foe. In the end, the decision is yours.

Victory Hexes

Certain hexes on the Tactical and Strategic Map screens have flashing flags next to them. These flags represent victory conditions for both sides; flashing flags next to red hexes are victory conditions for the enemy, flashing flags next to black hexes are victory conditions for your character. These are areas that must be captured in order to win. These can be seen by using the View Strategic Map button during deployment, in order to assign your troops effectively. If an enemy unit breaks through your lines and captures a victory hex of yours, you may lose!

Units Destroyed

Some battles have no victory hexes — these battles hinge on the number of units that are destroyed on either side.

Turn Limit

If a battle runs the entire length of time allotted to it with neither side achieving the victory conditions above, then Player 2 is declared the winner. If the victory conditions for one side or the other have been met, then that side is declared the winner at the end of game.

Surrender

During Campaign games, there will be times when the computer will offer to surrender because the victory conditions have been met. This may mean that victory hexes have all been taken or that a sufficient number of enemy units have been destroyed, or both. When this happens, you are prompted to accept or reject this offer with thumbs-up or thumbs-down buttons. If you reject this surrender, then the game will end only if all enemy forces have been destroyed or the turn length for that battle is reached. Refusing an offer of surrender can cost the victory if the computer can prevent the victory conditions from being met at the end of the battle.

Zone of Control

All units exert a zone of control into the six hexes around them. Ground units' zones of control only affect other ground units; flying units' zones of control only affect other flyers. When a unit enters an enemy units' zone of control, its movement ends and it must either attack, end its turn or abort that move and move elsewhere.

A unit ordered to move through a hex occupied by an unseen enemy unit is subject to an ambush attack. A unit being ambushed receives a normal attack without responding.

A unit that moves adjacent to a previously hidden enemy unit may only attack or end its turn.

Soldiers and Spellcasters

Each class consists of a number of unit types, each of which has its own icon. The class represents intrinsic unit specials, advantages, and disadvantages. Below is a list of the unit classes in the game.



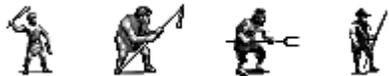
Heavy Infantry

These are units that maneuver in close formation on the ground. They are slower than other types of foot, but can deliver a devastating attack and their close formation can withstand enemy assault.



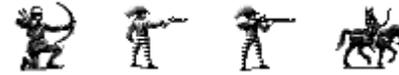
Light Infantry

These units maneuver in loose, open formation, relying on speed and flexibility to defeat enemy formations. Light Infantry do well in bad terrain such as Rough, Mountain, Volcano, Swamp, Woods, Jungle, and River, gaining a +3 to their melee attack in these hexes.



Skirmisher

Skirmishers are the light armored and loose formation troops. These units know the land around them and have a high search range. These units do well in all terrain and have a high movement rate. When attacking, the unit doesn't engage in melee, but instead, uses short range missile weapons for a skirmish attack. If the Skirmisher is defending and the attacking unit is slower, then 1/2 of the casualties it takes will be converted into a larger morale loss. These units are very effective in bad terrain gaining a +3 to their skirmish attack in Rough, Mountain, Volcano, Swamp, Woods, Jungle, and River hexes.



Archer

Archers are light armored infantry with missile weapons. Archers give support to friendly units adjacent to them when the friendly unit is attacked. Archers are very effective against Light Cavalry, Cavalry, and flyers gaining a +3 to their missile attack.



Cavalry

Mounted or fast moving shock troops are classified as Cavalry. These units have a high offensive capability in the open, gaining a +8 against most units in Clear, Road, and Shrine hexes. They are weaker in rough terrain types. Cavalry units are very effective when attacking, but are vulnerable to Archers and flyers.



Light Cavalry

Loose formation mounted troops and mounted skirmishers are represented as Light Cavalry. These troops, like foot Skirmishers, have the ability to engage troops from a distance, inflicting damage without engaging in melee. They are vulnerable to attacks by Archers and flyers. If Light Cavalry are defending and the attacking unit is slower, then 1/2 of the casualties it takes will be converted into a morale loss instead of wounds.



Sky Hunters

These units represent flying creatures that attack with claws, wings, lances, and other weapons. These units are very mobile and can melee adjacent enemy flying units or ground units in the same hex. Sky Hunters can escort, but each unit may intercept only once per turn. If the unit is attacked, then it may no longer intercept on that turn.



Bombardiers

Bombardiers represent flying units that engage by moving into a hex containing an enemy ground unit and using a missile attack against them. They are very effective against Cavalry or Light Cavalry gaining a +3 to their missile attack, but are vulnerable to Sky Hunters because their missile attack is ineffective against that class.



Siege Engines

These units act as missile artillery to attack at long range. Their offensive capability is very high, however, this is balanced by a very low defense. Siege Engines do not give fire support in defense of adjacent units as do Archers, but they are able to attack flyers at range using the Fire and Move buttons. Siege Engines support units attacking town, keep, tower, or castle hexes by adding +2 to the attack values of adjacent friendly units.



Spellcaster

The Spellcaster units are small groups wielding magic spells. With only ten life, Spellcasters are weaker than regular units in strength of arms. Spellcasters can sting opponents with skirmish attacks, but are vulnerable to attack. Spellcaster units have the ability to cast a spell once per turn. Some spells are used to aid friendly units, which can only be cast if adjacent. Other spells wound enemy troops or affect morale.



Heroes

Heroes are single, powerful units that can be found but not purchased. Heroes are all individuals which means that they never suffer kills from spells or combat and always use their total number of attacks in combat. Some heroes will have the ability to cast spells on themselves or on other units. Heroes also have the effect of bolstering morale for units next to them; units adjacent to a hero gain a +10 morale bonus for each hero nearby. Following is a list of the good heroes the player may find during the game:

Borric Longbeard the Dwarf

Borric is a dwarf who longs for a good fight. He has the ability to cast an Armor spell on any adjacent friendly unit.

Sir Kalador the Paladin

Sir Kalador has been roving the lands for years fighting the forces of evil. He has the ability to Dispel Undead on a unit within 3 hexes.

Loric the Barbarian

Loric has the ability to go into a crazed killing spree. He may cast Berserk on any adjacent friendly unit.

Shandel the Enchantress

Shandel has the uncanny ability to make her opponent fight for her. She can cast Charm on an enemy unit within three hexes, who will then fight adjacent enemy units for her that turn.

Valira the Valkyre

Valira is a good fighter and flies above her friends, boosting their morale. Valira may cast a Restore spell once per turn on an adjacent unit.

Krindel the Elf Lord

Krindel is the lord of the woodlands, and has mastered earth magic. He may cast Pathmastery once per turn on an adjacent unit.

Dreggo the Devastator

Dreggo has used his ability to manipulate metal to create a suit of armor that carries its own arsenal of weapons.

Malric the Dragonsworn

Malric was found and raised by a gold dragon when he was an infant. Through the years, Malric has created a special link with the gold dragon. Malric has the ability to once per turn cast a Panic spell on enemy troops.

Xyphon the Stormmage

Xyphon rarely leaves his tower high in the mountains, but when he does, he wields great Whirlwinds of destruction on his enemies. Once per turn, Xyphon may cast a Whirlwind spell.

Priest of Handola

The priest moves among the people helping those who want guidance. When forced to defend his followers, he has the ability to cast Bless on his friends.

STRATEGY NOTES

General Notes

Try to build a balanced army. A specialized army may work well on one continent, but it will be at a severe disadvantage on the others.

Experienced troops are much better than newly bought ones, so avoid reckless attacks that endanger core units when a little patience or thought could preserve them. If an enemy unit is badly damaged, and several of your character's units are in position, let the one with the least experience finish it.

Maneuver enemy units into being surrounded, by their own units or friendly ones, and force them to surrender. Be wary of the enemy using this tactic against your character's units. If you have a line of troops with support units like Archers and Siege Engines behind them, leave breaks every two or three units, so retreating units have somewhere to go.

When more than two units are adjacent to an enemy, any additional units beyond the second unit gain a +4 to their attack. Units on River hexes only use half of their attacks on offense or defense. Defend rivers on solid ground, and avoid crossing defended rivers.

When attacking fortifications supported by Archers, use whatever units have the best expected losses ratio. If anything else is in the fortification, use Skirmishers, Light Cavalry, and Bombardiers to whittle the enemy unit down. These types of units can probably kill most things eventually, but if you have a stronger melee unit handy, wait until the enemy defender is low on life and overrun it, for little or no damage.

Don't let badly damaged enemy troops get away. Hunt them down with Sky Hunters, Bombardiers, or Light Cavalry. If you let them get away they'll just rest or recruit and come back to cause you more trouble. Better to chase them, preventing them from healing, until you can kill them.

If an enemy unit has been badly damaged, but can't be killed that turn, try to get a unit adjacent to it, so it can't heal up. That way it will still be weak the next turn, without further damage to your units. Placing a ground unit adjacent to a tower, town, or castle prevents the enemy from recruiting there.

Screen units of Archers, Siege Engines, and Spellcasters from enemy attack since their armor values are low. This is a good reason to target these classes of support units in the enemy's forces.

Avoid exposing units to multiple attacks, and be ready to exchange damaged units with stronger units to allow the weakened unit a chance to rest or recruit.

When playing the spell casting characters, use their spells wisely. Use the Archmage's spells to soften up strong enemy units in strategic places. The Sorceress' Plague spell can weaken the opponent's entire army at a crucial moment. The Heal or Heal Beast spell can preserve units at crucial times as well.

Suggested Unit Tactics

Heavy Infantry

Several Heavy Infantry Hero units, such as Sergeants and Lieutenants, are bound to join your army. Keep them, and any other single entity units healed up. They are easy to rest and will gain experience quickly. Mortal Heavy Infantry are easily killed at lower grades and experience. Protect them with Archers and don't throw them up against other Heavy Infantry until they have gained some experience. Giving Heavy Infantry a magical sword or ax is an effective use of the item. Try moving the item around to less experienced units in between battles so they can catch up.

Magical and Beast infantry units can't upgrade, so being careful is less important with these units. Once you can buy higher grade Heavy Infantry, however, it's time to start protecting them better and have them gain experience. Don't be afraid to disband an experienced lower grade unit to make room for a new, higher grade unit, but use the new unit cautiously for a while.

Light Infantry

Effective at higher grades and with lots of experience, Light Infantry can be difficult to keep alive. They are particularly useful as support troops or garrisons, or in bad terrain where their attack bonus is good. Use them to finish off weak enemy units, or to pursue units to prevent their resting. Avoid running them out beyond support unless necessary to protect a more expensive unit.

Skirmishers

These troops are great with just a little experience. Keep them out of the way of Cavalry and they will live longer. If they are at full or nearly full health don't worry about attacking almost any infantry unit. If they get attacked they usually don't take much damage. Don't use Skirmishers if the unit they are attacking gets to counter attack (other Skirmishers, Archers, etc.). They are best used against the tough Heavy Infantry, since they can whittle them down without getting hurt, so your bigger units can take the enemy out more easily. Do spend the money to upgrade them as soon as you can.

Archers

Archers are vulnerable. Use them almost exclusively as support units where they will be protected and their ability to provide defensive fire is useful. At higher grades and experience they can start taking on flying units, but be very careful to watch the expected losses. Many Bombardier units can maul or kill attacking Archers. Positioning is the key to the most effective use of Archers. Position flying units over Archers to protect both the Archers and the flyers.

Cavalry

Cavalry are good all-around units, but they have serious weaknesses. Any attack by a Heavy Infantry or another Cavalry unit is likely to badly hurt your Cavalry. Move your infantry up in front of Cavalry until you are close enough to take out the enemy. Don't let your Cavalry get out in front of your line, with no protection. At least keep an Archer or two near them. The key with Cavalry is to keep an eye on your expected losses window. If your unit can't take the enemy, it will be obvious, and you should find another target. Most Cavalry can take some damage and still be effective, but don't be afraid to rest them often since Cavalry can easily catch back up to the rest of your army.

Light Cavalry

Light Cavalry are very similar to Skirmishers in their use, but they are much more fragile. Use them as finishers at first, and to scout ahead. With experience and upgrading they get tougher, naturally, but they are always vulnerable to Cavalry. Again, try not to attack anything with Light Cavalry that can counterattack.

Bombardiers

Buy Bombardiers from the beginning, but be aware that they are only marginally effective until they get a shield or two of experience. Be careful with your Bombardiers, they are only good against some kinds of units. Don't bomb an Archer unit unless it is severely damaged. Stay over friendly Archers as much as possible, and stay over other ground units if there are enemy Archer units in the area. Bombardiers are good at knocking down Heavy Infantry and other tough units, just enough to give your Cavalry and Heavy Infantry the edge. As more and more enemy Sky Hunters start showing up you're going to have to be very careful with your Bombardiers. You might want to not deploy them for a battle where there are a lot of Sky Hunters, just let them rest and bring them out when the danger's over.

Sky Hunters

You are going to need Sky Hunters. Start buying them on the first continent. It doesn't matter what kind you buy, although mortal units are recommended because they upgrade, and the most important thing with Sky Hunters is experience. You don't need a lot of flyers unless you can't keep them alive. Two level 3 experience flyers are better than four 0-level flyers. Use Sky Hunters to finish off any badly damaged enemy troops that might otherwise escape.

They are good against Siege Engines and should be used to take them out, since Siege Engines can take out Sky Hunters given the chance to attack. Avoid Archers, and if possible end a turn over friendly ground units to prevent being attacked from below.

Sky Hunters can usually handle Bombardiers without trouble, but keep an eye on the expected losses — sometimes Bombardiers surprise you by fighting back. If you are going to use a Sky Hunter to attack another Sky Hunter prepare for it by attacking the enemy

unit with spells, Siege Engines, or Archers when possible. Attack with more than one Sky Hunter unless victory is assured. If you don't have these advantages, run as far away as possible, or go hover over a friendly Archer unit. Caution is the better part of valor with Sky Hunters, and if the odds aren't in your favor, wait. Keep them healed up. Attacks from enemy Sky Hunter can come from nowhere and kill an unprepared Sky Hunter!

Finally, Sky Hunters make excellent scouts. They can fly great distances and have excellent spotting ratings.

Siege Weapons:

Siege weapons are excellent weapons against every type of unit. Since they can upgrade to increase in grades and levels of experience, Siege Engines are able to soften up tough opponents, or even kill weak units. When a siege unit has a number of possible targets, it is advisable to shoot Sky Hunters first, because your own air force is probably vulnerable, and needs the help. Then go for Archers; there are no other units that can easily damage Archers without taking any damage themselves. Bombardiers are a good target if you don't have many other flyer defenses. If none of these targets are available, hit whatever is likely to do the most damage to your attacking units. Don't use Siege Engines deliberately to finish off very weak enemy units unless you have no other targets. You will find that Siege Engines generally gain experience very quickly, so save the easy kills for units that need more coddling.

Siege Engines are excellent against fortifications of any kind. Set them up one hex away from the target city, they will launch support fire whenever one of your units that is adjacent to the Siege Engine attacks the fortification. Siege Engines do have disadvantages that must be taken into account. They are rather slow, although the ability to attack at range does partially compensate for their limited mobility. It is good to put them in the first or second line of deployment, and keep them on roads or in the open at all times. It is better to pass by a possible target, and stay on a road, than move into the rough, kill the enemy unit, and have to spend two or three turns inching the siege weapon back out of the bad terrain. The main disadvantage, however, is that even high grade, high experience Siege Engines can be taken out in a couple attacks by enemy troops. Protect them well, they don't need to get close to the enemy anyway.

Spellcasters

Each grade of Spellcasters has different advantages, but all of them should be well protected. Almost any enemy unit can damage or kill an unprotected Spellcaster. Apprentices are good for scaring the Archer away from the units it is protecting, and pushing back enemies when you're crossing over a river. Conjurers can give some added punch, particularly to Cavalry or Heavy Infantry units. Healers are obviously useful, particularly with single entity units, but they seem to be more of a focus of attack so protect them even better! Druids are best at knocking down units like Light Infantry and Skirmishers that have a huge advantage in rough terrain. Fire Wizards are able to damage a pack of enemy units.

APPENDICES

Appendix 1 – Unit Class Tables

The following information appears for each unit:

NAMEUnit name

COST.....The gold cost of unit, which is discounted if the character is a recruiter

GRDUnit grade for research, ranges from 0 - 5

RACEUnit race

- ☉ Mor — Mortal
- ☉ Mag — Magical
- ☉ Mec — Mech
- ☉ Bea — Beast

LIFELife of unit

ARMArmor value

MR.....Magic resistance

MOVMovement

MOD.....Method of movement:

- ☉ Ope — Open
- ☉ Clo — Closed
- ☉ Cav — Mounted
- ☉ Air — Aerial

SPTSpotting range

ATKNumber of attacks

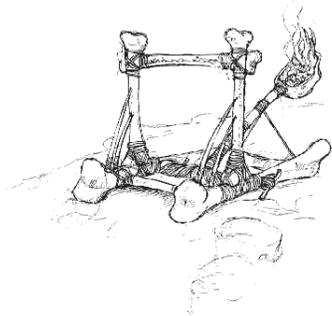
MELMelee attack/type of attack

SKR.....Skirmish attack/type of attack

RANRange attack/type of attack

SGESiege attack/type of attack

Each attack value will have a letter next to it representing the type of attack:
(P) physical, (I) mechanical, or (M) magical.



SPELL.....Unit spell. See "Appendix 2 — Spells" starting on page 71 for descriptions of specific spells.

- ☉ AR — Armor
- ☉ AT — Animate Tree
- ☉ B — Bless
- ☉ BK — Berserk
- ☉ BN — Banshee
- ☉ DU — Dispel Undead
- ☉ DW — Death Wounds
- ☉ C — Charm
- ☉ EE — Eagle Eye
- ☉ EQ — Earthquake
- ☉ FM — Force March
- ☉ FS — Fire Storm
- ☉ H — Heal
- ☉ I — Invisibility
- ☉ P — Pathmastery
- ☉ PN — Panic
- ☉ RD — Raise Dead
- ☉ RM — Restore Morale
- ☉ WD— Whirlwind

OWNWhich side can play the unit, Good, Any, or Evil.

SPCL1, SPCL2, SPCL3.....Unit special abilities.

See "Appendix 3 — Special Abilities" starting on page 72 for descriptions of specific abilities.

- ☉ BL - Battle Lust
- ☉ BR - Berserker
- ☉ H - Hero
- ☉ HC - Heroic
- ☉ IM - Immune to Magic
- ☉ M - Mystic
- ☉ NC - Negates Cavalry
- ☉ R - Regenerates
- ☉ SE - Single Entity
- ☉ U - Undead
- ☉ VK - Vulnerable to Mechanical
- ☉ VM - Vulnerable to Magic

Appendix 1 – Class Unit Tables

Heavy Infantry

NAME	COST	GRD	RACE	LIFE	ARM	MR	MOV	MOD	SPT	ATK	MEL	SKR	RAN	SGE	SPELL	OWN	SPCL1	SPCL2	SPCL3
Warband	8	0	Mor	15	12	75	3	Ope	2	15	9P	0P	0P	0P	—	Good	—	—	—
Swordsmen	22	1	Mor	15	15	75	3	Ope	2	15	12P	0P	0P	0P	—	Good	—	—	—
Pikemen	40	2	Mor	15	18	75	3	Clo	2	15	16P	0P	0P	0P	FM	Good	NC	—	—
Legionarii	60	3	Mor	15	23	75	3	Clo	2	15	19P	0P	0P	0P	FM	Good	NC	—	—
Samurai	72	4	Mor	15	28	75	3	Ope	2	15	23P	0P	0P	0P	FM	Good	—	—	—
Heavy Spearmen	86	5	Mor	15	31	75	3	Clo	2	15	27P	0P	0P	0P	FM	Good	NC	—	—
Lizardmen	14	0	Bea	15	13	75	4	Ope	4	15	11P	0P	0P	0P	—	Any	—	—	—
Barbarians	25	1	Bea	15	18	75	4	Ope	4	15	14P	0P	0P	0P	—	Good	BL	—	—
Werebears	37	2	Bea	15	20	75	4	Ope	4	15	18P	0P	0P	0P	—	Any	BL	—	—
Lionmen	53	3	Bea	15	25	75	4	Ope	4	15	23P	0P	0P	0P	—	Any	—	—	—
Elephantmen	77	5	Bea	15	28	75	4	Ope	4	15	30P	0P	0P	0P	—	Any	—	—	—
Air Warriors	14	0	Mag	15	10	90	3	Ope	3	15	13M	0P	0P	0P	—	Any	VK	—	—
Treemen	31	1	Mag	15	12	90	3	Ope	3	15	17M	0P	0P	0P	—	Any	VK	—	—
Giant	47	2	Mag	10	18	90	4	Clo	3	15	20P	0P	0P	0P	—	Any	VK	SE	—
Earth Elemental	65	3	Mag	10	22	90	4	Clo	3	15	24M	0P	0P	0P	—	Any	VK	SE	—
Sandmen	88	4	Mag	15	26	90	3	Ope	3	15	27M	0P	0P	0P	—	Any	VK	M	—
Monks of Meo	105	5	Mag	15	30	90	3	Ope	3	15	30M	0P	0P	0P	—	Any	VM	M	—
Bronzeman	7	0	Mec	10	16	50	3	Clo	2	15	10I	0P	0P	0P	—	Any	VM	SE	—
Iron Giant	46	3	Mec	10	28	50	3	Clo	2	15	20I	0P	0P	0P	—	Any	VM	SE	—
Warlord Mechanus	70	5	Mec	10	35	50	3	Clo	2	15	28I	0P	0P	0P	—	Any	VM	SE	—
Corporal	35	0	Mor	10	15	75	3	Ope	3	10	15P	0P	0P	0P	—	Any	H	—	—
Sergeant	71	0	Mor	10	18	75	3	Ope	3	10	18P	0P	0P	0P	—	Any	H	—	—
Lieutenant	107	0	Mor	10	21	75	3	Ope	3	10	21P	0P	0P	0P	—	Any	H	—	—
Captain	143	0	Mor	10	24	75	3	Ope	3	10	24P	0P	0P	0P	—	Any	H	—	—
General	180	0	Mor	10	28	75	3	Ope	3	10	27P	0P	0P	0P	—	Any	H	—	—
Borric	118	0	Mor	10	22	90	3	Ope	3	10	23P	0P	0P	0P	—	Good	H	IM	BR
Loric	204	0	Mor	10	20	100	3	Ope	3	10	26P	0P	0P	0P	—	Good	H	IM	—
Kraekvar	118	0	Mag	10	20	90	4	Ope	3	10	32P	0P	0P	0P	—	Bad	H	SE	VK
Morg the Lasher	166	0	Mor	10	30	80	4	Ope	3	10	32P	0P	0P	0P	—	Bad	H	SE	BL
Dreggo	205	0	Mor	10	20	50	3	Ope	3	10	20I	12I	10I	0P	—	Good	H	—	—

Heavy Infantry, cont.

NAME	COST	GRD	RACE	LIFE	ARM	MR	MOV	MOD	SPT	ATK	MEL	SKR	RAN	SGE	SPELL	OWN	SPCL1	SPCL2	SPCL3
Orcs	8	0	Mor	15	13	75	2	Clo	2	15	9P	OP	OP	OP	—	Bad	—	—	—
Ogres	26	1	Mor	15	16	75	2	Clo	2	15	13P	OP	OP	OP	—	Bad	—	—	—
Cobramen	36	2	Mor	15	19	75	2	Clo	2	15	16P	OP	OP	OP	FM	Bad	—	—	—
Trolls	56	3	Mor	15	15	50	2	Clo	2	15	24P	OP	OP	OP	FM	Bad	R	—	—
Ogre Knights	73	4	Mor	15	25	75	2	Clo	2	15	24P	OP	OP	OP	FM	Bad	BL	—	—
Shadow Warriors	92	5	Mor	15	28	90	2	Ope	2	15	30M	OP	OP	OP	FM	Bad	HC	SE	—

Light Infantry

NAME	COST	GRD	RACE	LIFE	ARM	MR	MOV	MOD	SPT	ATK	MEL	SKR	RAN	SGE	SPELL	OWN	SPCL1	SPCL2	SPCL3
Peasants	5	0	Mor	15	8	75	4	Ope	3	15	8P	OP	OP	OP	—	Good	—	—	—
Millitia	16	1	Mor	15	11	75	4	Ope	3	15	11P	OP	OP	OP	—	Good	—	—	—
Auxilia	27	2	Mor	15	14	75	4	Ope	3	15	14P	OP	OP	OP	—	Good	—	—	—
Javelinmen	39	3	Mor	15	17	75	4	Ope	3	15	15P	6P	OP	OP	—	Good	—	—	—
Ashigurs	52	4	Mor	15	20	75	4	Ope	3	15	20P	OP	OP	OP	—	Good	—	—	—
Berserkers	69	5	Mor	15	22	75	4	Ope	2	15	24P	OP	OP	OP	—	Good	BR	—	—
Shandel	149	0	Mor	10	15	75	4	Ope	4	10	16M	OP	OP	OP	C	Good	H	—	—
Xyphon	126	0	Mor	10	18	80	4	Ope	4	10	25M	OP	OP	OP	WD	Good	H	—	—
Priest of Handola	132	0	Mor	10	16	80	4	Ope	4	10	15M	OP	OP	OP	B	Good	H	M	—
Witch of Icehorn	149	0	Mor	10	17	80	4	Ope	4	10	18M	OP	8M	OP	C	Bad	H	SE	M
Grimal the Rat Lord	126	0	Mor	10	17	80	4	Ope	4	10	20P	OP	OP	OP	DW	Bad	H	SE	BL
Leach King	126	0	Mor	10	22	90	4	Ope	4	10	19P	OP	OP	OP	BK	Bad	H	SE	R
Goblins	5	0	Mor	15	8	50	4	Ope	3	15	7P	OP	OP	OP	—	Bad	—	—	—
Skeletons	21	1	Mor	15	10	75	4	Ope	3	15	12P	OP	OP	OP	—	Bad	U	—	—
Ratmen	31	2	Mor	15	15	75	4	Ope	3	15	15P	OP	OP	OP	—	Bad	BL	—	—
Gripper	44	3	Mor	10	18	75	4	Ope	3	15	20P	OP	OP	OP	—	Bad	SE	—	—
Lava Warriors	56	4	Mor	15	22	75	4	Ope	3	15	23M	OP	OP	OP	—	Bad	—	—	—
Mummy	70	5	Mor	10	20	75	4	Ope	3	15	26P	OP	OP	OP	—	Bad	U	—	—

Skirmishers

NAME	COST	GRD	RACE	LIFE	ARM	MR	MOV	MOD	SPT	ATK	MEL	SKR	RAN	SGE	SPELL	OWN	SPCL1	SPCL2	SPCL3
Slingers	4	0	Mor	15	3	75	4	Ope	4	15	1P	9P	OP	OP	—	Good	—	—	—
Staff Slingers	15	1	Mor	15	6	75	4	Ope	4	15	1P	12P	OP	OP	—	Good	—	—	—
Scouts	28	2	Mor	15	9	75	4	Ope	4	15	1P	15P	OP	OP	—	Good	—	—	—
Foresters	38	3	Mor	15	12	75	4	Ope	4	15	1P	18P	OP	OP	—	Good	—	—	—
Huntsmen	48	4	Mor	15	15	75	4	Ope	4	15	2P	21P	OP	OP	—	Good	—	—	—
Trail Runners	59	5	Mor	15	18	75	4	Ope	4	15	2P	23M	OP	OP	—	Any	—	—	—
Skeleton Slingers	9	0	Mor	15	4	75	4	Ope	4	15	1P	9P	OP	OP	—	Bad	U	—	—
Goblin Scouts	14	1	Mor	15	7	50	4	Ope	4	15	1P	12P	OP	OP	—	Bad	—	—	—
Orc Scouts	24	2	Mor	15	10	75	4	Ope	4	15	1P	15P	OP	OP	—	Bad	—	—	—
Shadows	42	3	Mor	15	13	75	4	Ope	4	15	1M	16M	OP	OP	—	Bad	BL	—	—
Ogre Hunters	48	4	Mor	15	16	75	4	Ope	4	15	2P	21P	OP	OP	—	Bad	—	—	—
Claw the Assassin	92	0	Bea	10	14	80	5	Ope	5	10	4P	18P	OP	OP	—	Bad	H	SE	M

Archers

NAME	COST	GRD	RACE	LIFE	ARM	MR	MOV	MOD	SPT	ATK	MEL	SKR	RAN	SGE	SPELL	OWN	SPCL1	SPCL2	SPCL3
Elf Bowman	10	0	Mor	15	2	75	3	Ope	2	15	1P	OP	7P	OP	—	Good	—	—	—
Longbowmen	26	1	Mor	15	5	75	3	Ope	2	15	1P	OP	10P	OP	—	Good	—	—	—
Pistoliers	42	2	Mor	15	8	75	3	Clo	2	15	1P	OP	13I	OP	—	Good	—	—	—
Gummers	58	3	Mor	15	11	75	3	Clo	2	15	1P	OP	16I	OP	—	Good	—	—	—
Fire Archers	77	4	Mor	15	14	75	3	Ope	3	15	2P	OP	17M	OP	—	Good	—	—	—
Royal Archers	93	5	Mor	15	17	75	3	Clo	3	15	2P	OP	20M	OP	—	Good	—	—	—
Kirindel	163	0	Mag	10	15	75	4	Ope	4	10	5P	OP	20M	OP	PM	Good	H	—	—
Slave Archers	10	0	Mor	15	2	50	3	Ope	2	15	1P	OP	8P	OP	—	Bad	—	—	—
Goblin Archers	25	1	Mor	15	4	50	3	Ope	2	15	1P	OP	11P	OP	—	Bad	—	—	—
Orc Archers	43	2	Mor	15	9	75	3	Ope	2	15	1P	OP	14P	OP	—	Bad	—	—	—
Orc Longbowmen	57	3	Mor	15	10	75	3	Clo	2	15	1P	OP	17P	OP	—	Bad	—	—	—
Skeleton Archers	76	4	Mor	15	8	75	3	Clo	3	15	2P	OP	20P	OP	—	Bad	U	—	—
Steam Gummers	94	5	Mor	15	18	75	3	Clo	3	15	2I	OP	21I	OP	—	Bad	—	—	—

Cavalry

NAME	COST	GRD	RACE	LIFE	ARM	MR	MOV	MOD	SPT	ATK	MEL	SKR	RAN	SGE	SPELL	OWN	SPCL1	SPCL2	SPCL3
Squires	15	0	Mor	15	9	75	5	Cav	3	15	8P	OP	OP	OP	—	Good	—	—	—
Heavy Cavalry	36	1	Mor	15	13	75	5	Cav	3	15	11P	OP	OP	OP	—	Good	—	—	—
Charlots	58	2	Mor	15	17	75	5	Cav	3	15	14P	OP	OP	OP	—	Good	—	—	—
Cataphracts	79	3	Mor	15	20	75	5	Cav	3	15	17P	4P	OP	OP	—	Good	—	—	—
Power Lancers	101	4	Mor	15	24	75	5	Cav	3	15	20I	OP	OP	OP	—	Good	—	—	—
Phoenix Knights	129	5	Mor	15	28	75	5	Cav	3	15	23M	OP	OP	OP	RD	Good	IM	—	—
Fire Beetles	14	0	Bea	15	10	75	5	Cav	3	15	10P	OP	OP	OP	—	Any	—	—	—
Centaur	31	1	Bea	15	15	75	5	Cav	3	15	13P	OP	OP	OP	—	Any	—	—	—
Ogre Centaurs	65	3	Bea	15	22	75	5	Cav	3	15	20P	OP	OP	OP	—	Any	—	—	—
Centaur Knights	98	5	Bea	15	30	75	5	Cav	3	15	25P	OP	OP	OP	RD	Any	—	—	—
Unicorns	14	0	Mag	15	9	90	5	Cav	3	15	10M	OP	OP	OP	—	Any	VK	—	—
Elf Charlots	32	1	Mag	15	13	90	5	Cav	3	15	13M	OP	OP	OP	—	Any	VK	—	—
Hydra	55	2	Mag	10	17	90	4	Cav	2	15	17M	OP	OP	OP	—	Any	VK	SE	—
Turtle Dragon	78	3	Mag	10	20	90	4	Cav	2	15	20M	OP	OP	OP	—	Any	VK	SE	—
Ghost Riders	101	4	Mag	15	22	90	5	Cav	3	15	20M	OP	OP	OP	—	Any	IM	VK	—
Nightmare	116	5	Mag	10	26	90	5	Cav	3	15	26M	OP	OP	OP	—	Any	IM	VK	SE
Rolling Man	14	0	Mec	10	15	50	4	Cav	2	15	7I	OP	OP	OP	—	Any	VM	SE	—
Steamphont	30	1	Mec	10	18	50	4	Cav	2	15	10I	OP	OP	OP	—	Any	VM	SE	—
Rolling Fort	60	3	Mec	10	24	50	4	Cav	2	15	16I	OP	OP	OP	—	Any	VM	SE	—
Thunder Tread	100	5	Mec	10	32	50	4	Cav	2	15	22I	OP	OP	OP	—	Any	VM	SE	HC
Sir Kalador	186	0	Mor	10	25	80	5	Cav	5	10	22P	OP	OP	OP	DU	Good	H	IM	IM
Pale Marshal	186	0	Mor	10	30	90	5	Cav	5	10	28M	OP	OP	OP	DW	Bad	H	SE	VM
Deathlord Rapax	195	0	Mor	10	30	90	5	Cav	5	10	28M	OP	OP	OP	PN	Bad	H	SE	U
Serpent Riders	15	0	Mor	15	10	75	5	Cav	3	15	9P	OP	OP	OP	—	Bad	—	—	—
Undead Cavalry	46	1	Mor	15	13	75	5	Cav	3	15	12P	OP	OP	OP	—	Bad	U	—	—
Mastodon	75	2	Mor	10	16	75	5	Cav	3	15	18P	OP	OP	OP	—	Bad	SE	—	—
Rhino Knights	95	3	Mor	15	19	75	5	Cav	3	15	20P	OP	OP	OP	—	Bad	—	—	—
Knights of Fire	121	4	Mor	15	22	75	5	Cav	3	15	23P	OP	OP	OP	—	Bad	BL	—	—
Shadow Knights	147	5	Mor	15	25	75	5	Cav	3	15	26M	OP	OP	OP	RD	Bad	M	BL	—

Light Cavalry

NAME	COST	GRD	RACE	LIFE	ARM	MR	MOV	MOD	SPT	ATK	MEL	SKR	RAN	SGE	SPELL	OWN	SPCL1	SPCL2	SPCL3
Light Cavalry	13	0	Mor	15	6	75	6	Cav	5	15	3P	8P	OP	OP	—	Good	—	—	—
Elf Knights	24	1	Mor	15	9	75	6	Cav	5	15	3P	10P	OP	OP	—	Good	—	—	—
Juns	66	2	Mor	15	12	75	6	Cav	5	15	3P	13P	OP	OP	EE	Good	—	—	—
Riders of the Bow	85	3	Mor	15	15	75	6	Cav	5	15	3P	16P	OP	OP	EE	Good	—	—	—
Spirit Riders	98	4	Mor	15	18	75	6	Cav	5	15	3M	14M	OP	OP	EE	Good	—	—	—
Knight Gunners	124	5	Mor	15	21	75	6	Cav	5	15	3P	20P	OP	OP	EE	Good	—	—	—
Wolf Riders	13	1	Mor	15	10	75	6	Cav	5	15	2P	9P	OP	OP	—	Bad	—	—	—
Barbarian Riders	32	2	Mor	15	13	75	6	Cav	5	15	2P	11P	OP	OP	EE	Bad	—	—	—
Bear Riders	51	3	Mor	15	16	75	6	Cav	5	15	2P	14P	OP	OP	EE	Bad	—	—	—
Bear Riders	70	4	Mor	15	19	75	6	Cav	5	15	2P	16P	OP	OP	EE	Bad	—	—	—
Flamer	91	5	Mor	10	22	75	6	Cav	5	15	2I	19I	OP	OP	EE	Bad	SE	—	—
Goat King	143	0	Bea	10	20	80	6	Cav	6	10	8P	22M	OP	OP	P	Bad	H	SE	NC

Sky Hunters

NAME	COST	GRD	RACE	LIFE	ARM	MR	MOV	MOD	SPT	ATK	MEL	SKR	RAN	SGE	SPELL	OWN	SPCL1	SPCL2	SPCL3
Eagle Riders	61	1	Bea	15	10	75	7	Air	4	15	12P	OP	OP	OP	—	Any	—	—	—
Griffon Riders	120	3	Bea	15	16	75	7	Air	4	15	18P	OP	OP	OP	—	Any	—	—	—
Ogre Griffons	179	5	Bea	15	22	75	7	Air	4	15	25P	OP	OP	OP	—	Any	—	—	—
Wing Riders	26	0	Mag	15	7	90	7	Air	4	15	11M	OP	OP	OP	—	Any	VK	—	—
Pegasi	60	1	Mag	15	9	90	7	Air	4	15	13M	OP	OP	OP	—	Any	VK	—	—
Dragon Knights	134	4	Mor	15	18	75	7	Air	4	15	19P	OP	OP	OP	—	Any	—	—	—
Flying Snakes	27	0	Bea	15	11	75	7	Air	4	15	9P	OP	OP	OP	—	Any	—	—	—
Wyrens	22	0	Mor	15	6	75	7	Air	4	15	7P	OP	OP	OP	—	Any	—	—	—
Green Dragons	50	1	Mor	15	9	75	7	Air	4	15	10P	OP	OP	OP	—	Any	SE	—	—
Lion Dragon	162	5	Mor	15	21	75	7	Air	4	15	22P	OP	OP	OP	—	Any	—	—	—
Silver Hawks	116	3	Mag	15	15	90	7	Air	4	15	17M	OP	OP	OP	—	Any	VK	—	—
Phoenix Hawks	170	5	Mag	15	21	90	7	Air	4	15	22M	OP	OP	OP	RD	Any	VK	IM	—
Silver Dragons	78	2	Mor	15	12	75	7	Air	4	15	13P	OP	OP	OP	—	Any	VK	—	—
Black Dragons	106	3	Mor	15	15	75	7	Air	4	15	16P	OP	OP	OP	—	Any	—	—	—
Screamers	20	0	Mec	15	11	50	6	Air	4	15	7I	OP	OP	OP	—	Any	VM	—	—
Bronze Dragons	68	1	Mec	15	14	50	6	Air	4	15	9I	OP	OP	OP	—	Any	VM	—	—

Sky Hunters, cont.

NAME	COST	GRD	RACE	LIFE	ARM	MR	MOV	MOD	SPT	ATK	MEL	SKR	RAN	SGE	SPELL	OWN	SPCL1	SPCL2	SPCL3
Steam Hawks	98	3	Mec	15	19	50	6	Air	4	15	15I	OP	OP	OP	—	Any	VM	—	—
Seekers	154	5	Mec	15	25	50	6	Air	4	15	22I	OP	OP	OP	—	Any	IM	—	—
Valtra	106	0	Mag	10	170	75	7	Air	4	10	18M	OP	OP	OP	RM	Good	H	M	—
Malric	180	0	Mor	10	22	75	7	Air	4	10	22P	OP	OP	OP	PN	Good	H	—	—
Eagles	80	2	Bea	15	13	75	7	Air	4	15	15P	OP	OP	OP	—	Any	—	—	—
Harpies	85	2	Mag	15	12	90	7	Air	4	15	19M	OP	OP	OP	—	Any	—	—	—
Malkin Nightwing	180	0	Mag	10	22	90	7	Air	5	10	21M	OP	OP	OP	VOD	Bad	H	SE	VK
Flying Monkeys	22	1	Mor	15	11	75	7	Air	4	15	11M	OP	OP	OP	—	Bad	—	—	—
Gargoyles	50	2	Mor	15	11	75	7	Air	4	15	11M	OP	OP	OP	—	Bad	—	—	—
Shadow Wings	68	3	Mor	15	16	75	7	Air	4	15	16M	OP	OP	OP	—	Bad	—	—	—
Lava Dragon	96	4	Mor	15	19	75	7	Air	4	15	19M	OP	OP	OP	—	Bad	—	—	—
Shadow Dragon	124	5	Mor	15	22	75	7	Air	4	15	22M	OP	OP	OP	—	Bad	HC	—	—

Bombardiers

NAME	COST	GRD	RACE	LIFE	ARM	MR	MOV	MOD	SPT	ATK	MEL	SKR	RAN	SGE	SPELL	OWN	SPCL1	SPCL2	SPCL3
Hawk Riders	18	0	Mor	15	4	75	5	Air	4	15	3P	OP	7P	OP	—	Good	—	—	—
Roc Knight	49	1	Mor	10	9	75	5	Air	4	15	2P	OP	15P	OP	—	Good	—	—	—
Dragon Rider	97	3	Mor	10	14	75	5	Air	4	15	3P	OP	20P	OP	—	Good	—	—	—
Pegasus Riders	146	5	Mor	15	18	75	5	Air	4	15	2P	OP	25P	OP	—	Good	—	—	—
Balloon Hangers	23	0	Mag	15	6	90	5	Air	4	15	1P	OP	9M	OP	—	Any	VK	—	—
Balloon Riders	55	1	Mag	15	11	90	5	Air	4	15	1P	OP	17M	OP	—	Any	VK	—	—
Bicycle Riders	104	3	Mag	15	17	90	5	Air	4	15	1P	OP	22M	OP	—	Any	VK	—	—
Cloud Ship	153	5	Mag	10	19	90	5	Air	4	15	2M	OP	28M	OP	—	Any	VK	SE	—
Bronze Gliders	15	0	Mec	15	7	50	3	Air	3	15	1I	OP	7I	OP	—	Any	VM	—	—
Napha Droppers	36	1	Mec	15	10	50	5	Air	3	15	1I	OP	14I	OP	—	Any	VM	—	—
Sky Splitter	69	3	Mec	10	19	50	5	Air	3	15	2I	OP	19I	OP	—	Any	VM	—	—
Steam Castle	110	5	Mec	10	22	50	5	Air	3	15	3I	OP	23I	OP	—	Any	VM	SE	HC
Serpent Griffons	18	0	Mor	15	5	75	5	Air	4	15	3P	OP	8P	OP	—	Bad	—	—	—
Lightning Thrower	68	2	Mor	10	13	75	5	Air	4	15	3M	OP	16M	OP	—	Bad	SE	—	—
Fire Barge	115	4	Mor	10	17	75	5	Air	4	15	3M	OP	21M	OP	—	Bad	SE	—	—
Zeppelin	141	5	Mor	10	20	75	5	Air	4	15	3I	OP	26I	OP	—	Bad	SE	HC	—

Siege Engines

NAME	COST	GRD	RACE	LIFE	ARM	MR	MOV	MOD	SPT	ATK	MEL	SKR	RAN	SGE	SPELL	OWN	SPCL1	SPCL2	SPCL3
Catapults	20	0	Mor	15	3	75	3	Sie	1	15	2P	OP	OP	9P	—	Good	—	—	—
Ballistae	46	1	Mor	15	4	75	3	Sie	1	15	2P	OP	OP	12P	—	Good	—	—	—
Chain Guns	72	2	Mor	15	6	75	3	Sie	1	15	2P	OP	OP	15P	—	Good	—	—	—
Cannon	98	3	Mor	15	8	75	3	Sie	1	15	3P	OP	OP	18P	—	Good	—	—	—
Mortars	125	4	Mor	15	10	75	3	Sie	1	15	4P	OP	OP	22P	—	Good	—	—	—
Pit Cannon	151	5	Mor	15	12	75	3	Sie	1	15	5P	OP	OP	25P	—	Good	—	—	—
Spatter Guns	15	0	Mec	15	6	50	3	Sie	1	15	2I	OP	OP	7I	—	Any	VM	—	—
Mercury Guns	30	1	Mec	15	8	50	3	Sie	1	15	3I	OP	OP	12I	—	Any	VM	—	—
Air Slammers	64	2	Mec	15	10	50	3	Sie	1	15	2I	OP	OP	15I	—	Any	VM	—	—
Steam Belchers	81	3	Mec	15	12	50	3	Sie	1	15	3I	OP	OP	17I	—	Any	VM	—	—
Wall Blasters	127	5	Mec	15	14	50	3	Sie	1	15	4I	OP	OP	28I	—	Any	VM	—	—
Disease Throwers	20	0	Mor	15	7	75	3	Sie	1	15	2P	OP	OP	10M	—	Bad	—	—	—
Black Ice Throwers	125	4	Mor	20	16	75	3	Sie	1	15	3P	OP	OP	23M	—	Bad	—	—	—

Spellcasters

NAME	COST	GRD	RACE	LIFE	ARM	MR	MOV	MOD	SPT	ATK	MEL	SKR	RAN	SGE	SPELL	OWN	SPCL1	SPCL2	SPCL3
Apprentices	13	0	Mor	10	5	80	3	Ope	2	10	3M	10M	OP	OP	BN	Any	—	—	—
Conjurers	34	1	Mor	10	8	80	3	Ope	2	10	5M	11M	OP	OP	DW	Any	—	—	—
Healers	48	2	Mor	10	11	80	3	Ope	2	10	2M	10M	OP	OP	H	Any	—	—	—
Druids	66	3	Mor	10	14	80	3	Ope	3	10	6M	15M	OP	OP	AT	Any	—	—	—
Fire Wizards	83	4	Mor	10	18	80	3	Ope	2	10	7M	18M	OP	OP	FS	Any	—	—	—
Earthmasters	100	5	Mor	10	21	80	3	Ope	3	10	8M	21M	OP	OP	EQ	Any	—	—	—

Appendix 2 — Spells

Some units may cast spells, these spells are listed below with a description of what the spell effects are. All spell effects last for one attack or one turn.

Armor

Armor increases the target's armor value by 5. Armor can be cast on any adjacent friendly unit.

Berserk

Berserk increases the target's melee value by 5 and decreases its armor value by 5 for both Melee and Missile attacks. Berserk may be cast on any adjacent friendly unit.

Animate Tree

Animate Trees causes the surrounding trees and brush to come alive in swamp, woods, or jungle hexes and attack the enemy unit. This spell can be cast at a visible enemy unit in any of those hexes on the entire map.

Bless

When Bless is cast, all adjacent units get +10% increase to their morale, and are less likely to take heavy losses.

Banshee

The Banshee spell forces an enemy unit up to three hexes away to retreat if they fail to resist the spell.

Dispel Undead

Dispel Undead destroys a target enemy undead unit if the unit fails to resist the spell. This spell can effect a unit up to three hexes away.

Death Wounds

Death Wounds must be cast on a friendly unit adjacent to the caster. When that unit fights in the same turn, all wounds that it would have caused are converted to kills.

Eagle Eye

When cast, Eagle Eye gives the casting unit a spotting range of 10 hexes. Any units spotted when this is cast remain visible to the army during that turn.

Earthquake

Earthquake forces the target enemy unit, and all enemy units adjacent to the target unit, to make a morale check at -30. They suffer an additional -30 if they are located in a structure. This spell can be cast at an enemy unit up to three hexes away.

Fear

Fear causes the target enemy unit to become broken if the spell is not resisted.

Force March

When cast, Force March increases the casting unit's movement points by 2. This spell is common to high grade Heavy Infantry.

Fireball

Fireball is cast on a single hex, attacking enemy units within that hex at strength 8. As the game proceeds, this spell becomes more deadly.

Fire Storm

Fire Storm can be cast up to three hexes away from the casting unit, attacking the target unit and all enemy units in adjacent hexes at strength 9.

Heal

The Heal spell cures all wounds on an adjacent friendly unit.

Appendix 3 — Special Abilities

Battle Lust

The unit never fails a morale check and has increased melee attack.

Berserker

This ability increases the melee attack by 2 and decreases the unit armor by 2 for missile and melee. The unit never fails a morale check and never retreats.

Hero

These units increase the morale of any adjacent friendly units. Damage done to Heroes does not reduce their number of attacks.

Heroic

This special ability allows a unit to ignore retreat results and thus fight until eliminated. Damage done to heroic units does not reduce their number of attacks.

Immune to Magic

These units are resistant to spells.

Mystic

The unit has a +4 to its primary attack.

Negate Cavalry Bonus

These units are very good at breaking up the impetuous charge of Cavalry.

Regeneration

The unit with this special ability gets back one wound a turn.

Single Entity

The unit is a single powerful being who only takes wounds in combat, and whose number of attacks never decreases.

Invisibility

Invisibility makes the casting unit hard to spot unless an enemy unit is adjacent.

Panic

Panic causes the target enemy unit to lose 30 morale and make a morale check or become broken if it fails to resist. This spell may be cast up to three hexes away and any enemy unit in the hexes adjacent to the target hex are affected.

Pathmastery

Pathmastery allows the target unit to treat woods, jungle, and swamp hex as clear hexes. The target unit must be adjacent to caster.

Raise Dead

The Raise Dead spell brings back wounded and dead troops of the casting unit. This spell only works if no enemy units are adjacent to the unit when cast.

Restore Morale

Restore Morale temporarily restores the morale of the target unit. The target unit must be adjacent when Restore Morale is being cast.

Weakness

Enemy units in target hex take 10% wounds if this spell is resisted, 50% wounds if it is not resisted.

Whirlwind

Whirlwind is used to attack a large group of Sky Hunters or Bombardiers. Whirlwind can be cast up to three hexes away and attacks flying units adjacent to the target hex at strength 12. The character version of this spell affects only one hex, but as the game proceeds, this spell becomes more deadly.

Undead

These units can be dispelled with Dispel Undead, but are immune to plague.

Vulnerable to Mechanical

The unit is more likely to take damage from mechanical attacks.

Vulnerable to Magic

The unit is very vulnerable to magic attacks and spells.

**Appendix 4 —
Magic Items**

Magical items may only be found at points of interest or through liberation of a region. If the first unit to enter a point of interest finds a magic item, a gold sphere appears under the unit icon to signify the item. If a unit already has a magic item, then the new item is stored in the Item Pool until after the battle. Siege Engine units may not carry magic items.

Magical Weapons

Magical weapons not only increase the unit's attack value, but also make it a magical attack.

Magical Sword

Increases Melee rating by +2.

Magical Axe

Increases Melee rating by +3.

Magical Shield

Increases Armor rating by +2.

Magical Armor

Increases Armor rating by +3.

Magical Bow

Gives a unit a Missile attack rating of 5 or increases a unit's Missile attack rating by +2.

Magical Crossbow

Gives a unit a Missile attack rating of 8 or increases a unit's Missile attack rating by +4.

Magical Sling

Gives unit a Skirmish attack rating of 4 or increases a unit's Skirmish attack rating by +2.

Magical Staff Sling

Gives a unit a Skirmish attack rating of 7 or increases a unit's Skirmish attack rating by +3.

Magical Javelin

Gives a unit a Skirmish attack rating of 10 or increases a unit's Skirmish attack rating by +4.

Sword of Death

All wounds inflicted by this unit become kills.

Artifacts

Many artifacts give the unit possessing it a spell-like ability. If the unit is already capable of casting a spell, then an additional option will appear when the red Cast Unit Spell button is triggered. Some artifacts have a passive effect.

Amulet of Blessings

Unit gains +10% on all morale checks, and has a 25% chance of converting wounds to a morale loss.

Amulet of Protection

Absorbs many wounds, though the unit may still retreat.

Amulet of Resistance

Improves magic resistance and armor rating against magical attacks.

Boots of Rapid Movement

The unit wearing these boots will increase its movement by one.

Cloak of Hiding

Makes the unit invisible.

Ring of Free Movement

All hexes count as one movement point or less.

Ring of Regeneration

This ring regenerates one wound per turn.

Skull of Crang

The target enemy unit within three hexes will lose half of its life points.

Staff of Confusion

The target enemy unit within three hexes loses its turn if it fails to resist this effect.

Staff of Fatigue

Enemy unit is fatigued (becomes slower and weaker), if it fails to resist the effect.

Staff of Fireballs

Gives a unit the magical attack spell Fireball that can be cast to a range of three hexes and attacks at strength 8.

Staff of Healing

Heals all wounds on an adjacent unit.

Staff of Winds

Casts a strength 12 magical attack on enemy flyers in the target hex and all surrounding hexes, at a range of three hexes.

Stone of Eagle Eye

Increases a unit's spotting radius by two hexes.

Storm Staff

Gives a unit a magical ranged attack of 8 on enemy units in the target hex, 24 vs. flyers, at up to three hexes distance.

Wand of Fireballs

Gives a unit the magical attack spell Fireball which can only be cast on an adjacent unit and attacks at strength 8.

Wand of Sickness

A unit which fails to resist this effect loses half of its life points.

**Appendix 5 —
Keyboard Commands**

- M View Strategic Map
- A View Aerial / Ground Units
- T Show Terrain
- E Examine Unit
- G Go To Unit
- N Next Unit
- \$ Recruit (Unit menu)
- \$ Purchase Unit (Option menu)
- R Rest Unit
- H Show Wounds/Life/Hide Flags
- F1 Fast Load Game
- F2 Fast Save Game
- F3 Music On/Off
- F4 Sound Effects Controls
- Alt-S Save Game
- Alt-X Quit Game

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