# Contents

# Warrior Kings™ : Battles

## A Guide to the Units, Buildings, Upgrades and Commands

This document will explain the details of the units, upgrades, buildings and other details of the Warrior Kings game not covered in the printed manual.

## Acts of God

Acts of God are powerful forces you can call down from heaven to wreak mayhem and destruction upon your foes. You must have a Cathedral and a Bishop. You must also have completed the relevant upgrades to use Acts of God. Acts of God require 'Piety' to be used. Piety slowly builds up as a Charge Bar at the Cathedral. This can be accelerated by assigning certain units to pray at the Cathedral. When this charge bar is full, the Act of God will become available to your Bishops as an Act of God Action Icon that will be displayed when you select a Bishop. Left click on this icon and then right click on the target. The Bishop will automatically move to the correct range to call down the Act of God – as this is likely to put him in danger from enemy defences it is wise to escort your Bishop to your target.

### BLINDNESS

*Requires: Crusade upgrade at Cathedral*

Blindness effects the target and all units within its radius of effect. These units are 'blinded' – their sight range is reduced for zero for a short period of time.

### EARTHQUAKE

*Requires: Witchhunt research at Scriptorium*

This severely damages buildings within its area of effect.

### FIMBULWINTER

*Requires: Witchhunt research at Scriptorium*

The target is an enemy Village. Fimbulwinter freezes over the village and surrounding workers, slowing them down massively, effectively shutting the village down as a resource gathering centre for a short period of time.

### LIGHTNING

*Requires: Statue Of The Archangel*

This calls down bolts of lightning in a small area of effect damaging any units found there. It is not very effective against buildings.

### PLAGUE

*Requires: Crusade upgrade at Cathedral*

The Plague infects a single unit – however, that unit becomes a Plague carrier and will infect other nearby units. Affected units will take damage slowly over time, until they die or the plague wears off. If you are hit by the Plague, try and quarantine the effected unit as quickly as possible! A unit infected by the plague will have a small noxious, green cloud over its head.

### PRAYER

Bishops, Priests and Inquisitors can be assigned to pray at Churches, Cathedrals and the Archangel Statue. Simply select a Bishop, Priest or Inquisitor and right-click on the building you want them to pray at. Praying at a Church makes nearby Peasants more efficient. Praying at a Cathedral speeds up the regeneration of the Piety required to launch Acts of God. Praying at the Archangel Statue hastens the summoning of the Archangel (assuming you have started the Summoning). Inquisitors are better at praying than Bishops, who, in turn, are better than Priests. You can set these units to 'auto-pray'. For instance, with a Cathedral selected, pass the cursor over the Cathedral. You will notice that the cursor changes to the Prayer icon. Right click to set the order. Now every time you spawn a Bishop or Inquisitor at the Cathedral, they will automatically start praying at the Cathedral as soon as they are spawned.

### VISIONS

When you have activated the Vision Act of God, right click on an enemy unit or building. This will briefly reveal all enemy units of that player on the map!

## WORMWOOD
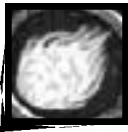
*Requires: Statue Of The Archangel*

This calls down a terrible, destructive meteor from the heavens. Its target must be a single building, which it may destroy completely. Nearby buildings will also take damage from the explosion.

## WRATH OF GOD

*Requires: Witchhunt research at Scriptorium*

This calls down fire from the heavens. This is more effective against buildings, than units, as fire can spread from building to building if not put out rapidly.

# Unit Commands

All commands in Warrior Kings: Battles appear as action icons ranged around the Unit Selection Indicator (lower left of the game screen) after a Unit or Formation has been selected.

• Select the Unit.

• Left-click on the Action Icon button.

• Right-click on where the action must take place.

And they are also available as 'intelligent' mouse pointer icons.

• Select a Unit (say a Priest).

• Pass the mouse pointer over a structure (say a Church) the intelligent pointer will become the Pray icon.

• Right-click and the Priest will kneel down and pray.

• The intelligent cursor works like this in most cases.

Some commands also work by right clicking on the command icon in the Unit Selection Indicator – for instance, you can right click on a peasants Gather Materials icon, and he or she will automatically find the nearest tree or stone outcropping and begin work.

## ACID SPRAY (SPIDER DEMON attack)

The Spider Demon vomits forth a spray of acid, which can damage buildings and units alike.

## ARSON ATTACK (MERCENARY, SPY, BARBARIAN)

Mercenaries, Spies and Barbarians can be ordered to set light to a building. Fire can destroy a building quite rapidly, and can spread quickly as well.

## ATTACK

This command is interpreted according to the Unit and Formation type. Missile units will fire missiles, hand-to-hand units advance for close combat, etc.

## ATTACK AT WILL (NON-MISSILE MILITARY UNITS)

Units will not wait for orders to attack missile units who fire at them. If attacked, they will respond by charging the missile unit that is firing at them.

## BANISH (INQUISITOR)

Banishing teleports a target Demonic Unit back to its controlling player's starting Manor, Keep, Castle or Palace.

## BARKSKIN (ARCH DRUID)

This spell can be cast by an Arch Druid to raise the armour rating of all units within its radius of effect. Left click on the Barkskin command, and then right click on your chosen target. All nearby units to the target will be affected by the spell.

## BERSERKER RAGE (SUCCUBUS)

Berserker Rage can be cast on up to three Units (friendly, or enemy) increasing the attack value, and lowering the defence of the target, and causing them to attack the nearest unit, of any side. So, used against an enemy formation for instance, the targets would break formation, and attack their friends. If you use it on friendly units, make sure there are no nearby friendly troops that they might turn on! Berserker Rage costs mana to cast.

### BLESS (PRIEST)

Right click on the Bless icon, all nearby units will be blessed. Bless increases the damage potential of the blessed units. This affects the damage they do against other units and if applicable, against buildings and their missile damage. Bless can also be used to cancel the effects of a curse. If a priest is assigned to Guard a unit or formation, he will automatically cast Bless repeatedly, until ordered not to.

### BLOW OPEN GATES (SPY)

Your Spies can try to blow the gates on an enemy gatehouse, (if they are closed). With your Spy selected, pass the cursor over the enemy Gates. The cursor will change to the Blow Open Gates icon. Right click to give the order. Your Spy will head for the gates as quick as he can and try to blow them up!

### BUILD (HIGH PRIESTESS)

Orders a High Priestess to raise a Henge, using sorcery. Units that can build have the build menu displayed by default.

### BURN HERETIC (PRIEST, BISHOP, INQUISITOR)

Destroys a heretic peasant. Heretic Peasants are created by Succubi – see later.

### BURN UNBELIEVER (HIGH PRIESTESS)

This is the Pagan equivalent of Burn Heretic.

### CHARM (SUCCUBI)

Charms a single enemy unit who then does her bidding (i.e. becomes one of your units). This can be done multiple times, although the succubus will have to recharge between Charms. Some units are resistant (like Inquisitors).

### CHARM OF MADNESS (FROM THE TEMPLE OF THE MOON)

Once the upgrade is completed, and the mana bar at the Temple has been charged up, select the Temple of the Moon, and move the cursor over an enemy building you can see, anywhere on the level. The cursor will change to the above cursor icon. Right click on that building to inflict the Charm upon your (humans only) foe! They will experience confusion, irrational panics and false alarms on their minimap.

### CONSUME MATERIAL (GIBBERING HORDE)

The Gibbering Horde can be ordered to eat trees, rock-outcroppings and gold outcroppings. When it has consumed enough Material, it will then automatically spawn another Gibbering Horde, who will also start eating Materials. In this way, a Gibbering Horde can eventually strip vast amounts of Resources from the landscape, denying them to your enemy (and yourself, if you're not careful!).

### CONVERTING MILITARY UNITS TO PEASANTS

You can convert certain Units into Peasants. With the Unit(s) selected, simply pass the pointer over the nearest Village and it will change to the Convert icon (right-click to enable). The Unit will go to the Village, and become a Peasant (this is a permanent change).

### CONVERTING PEASANTS TO MILITIA

At any time you can convert Peasants into Militia. Select a Peasant, click on the Conscript Peasant into Militia icon to send them to a Village or Manor and they will change into Militia. Militia can be converted back into Peasants in exactly the same way. They will even return to the old jobs they were performing before being converted. In desperate times, you can also convert all your Peasants into Militia (and vice versa) by selecting a Manor, and clicking on the 'Conscript all Peasants into Militia' icon. All Peasants will converge on the Manor and change into Militia.

### CREATE DARK PORTAL (HIGH PRIESTESS, ARCH DRUID)

Select a High Priestess and click on a Possessed Peasant. A Dark Portal Exit will appear, destroying the Possessed Peasant in the process. A Dark Portal Opening will then appear beside the Dark Priestess allowing you to send Units through it making them re-appear at the Exit.

### CREATE ELEMENTAL (ARCH DRUID)

The Arch Druid can turn rock outcroppings, gold outcroppings and trees into Stone Elementals, Gold Elementals and Wood Elementals using this spell. However, his magic mana charge bar must be at full. See Arch Druid and the Elementals for more details. You must be of the Pagan Renaissance alignment before your Arch Druid can use this spell. Gold and Stone Elementals require an Arcanum in order to be created.

### CREATE GHOST ARMY (HIGH PRIESTESS)

This power gives the High Priestess the ability to create an illusionary army to confuse the enemy. It must be researched at the Temple of the Moon and then it will be available to your High Priestesses. Selecting this ability and clicking on the ground nearby will create a small number of troops that will appear to be real to the enemy, but who will do no damage and who will disappear when the enemy get close.

The controlling player will still be able to order them around, if they are Archers, they will still fire (ghost) arrows that do no damage.

### CURSE (HIGH PRIESTESS)

The High Priestess can curse enemy units. Cursed enemy units will have their damage capability reduced until the effects wear off over time. This affects the damage they do against other units and if applicable, against buildings. Curse can be lifted by blessing the unit (see Bless).

### DEFUSE (SAPPER)

With the Sapper selected, simply pass the cursor over a barrel of explosives that has been set to go off. The cursor will intuitively change to the Defuse icon. Right click to begin defusing, and pray the Sapper gets the job done in time!

### DELIVER RESOURCES (PEASANT, CART OR COG)

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

### DESECRATE (SUCCUBUS)

This ability allows a Succubus to drain the mana from an enemy Cathedral. If they get close they are able to desecrate the holy ground and reduce the mana of the building to zero. With the Succubus selected, pass the cursor over a Cathedral and it will change to the Desecrate icon. Right click on the Cathedral to befoul its holiness, and drain its power! Desecration will also drain all of the Succubus' mana.

### DETONATE (EXPLOSIVE CART)

Left Click on the Detonate button (on the command knuckle of a selected Explosive Cart) and after a small amount of time, it will explode doing a large amount of damage to buildings and units within its radius (but destroying the cart and driver as well, of course….).

### DISEMBARK (COG)

To disembark from a Cog, manoeuvre your Cog to the shore and, when the 'Disembark' icon appears as a command on the Cog, you have found a proper disembarkation point. Select this icon and the Units on board will disembark. Cogs can have a carrying capacity of 20: Infantry are 1 point, Cavalry are 2, Siege Weapons (Mangonel etc) and Pagan Beasts/Demons (Behemoth,Formorian etc) count as 5 points.

### DISTRIBUTE FOOD RATIONS (SUPPLY WAGON)

Select a 'wounded' Unit or Formation and the Supply Wagon will wander over to the Unit/Formation and supply food, allowing the Unit to recover

some of its damage. If there are other friendly 'wounded' Units within a short range, the Supply Wagon will then supply them with food too, unless told to stop. This command is the default for the Supply Wagon ie with the Supply Wagon selected pass the cursor over a unit. If it is wounded, the cursor will change to the Distribute icon. Right click and the Supply Wagon will move over and heal the unit. This can also work the other way – with a damaged unit selected, pass the cursor over a Supply Wagon. The cursor will change to the Distribue Rations icon. Right click, and the unit will move to the wagon to be healed.  Note that this will use up Food, and it will be deducted directly from your Global Stocks.

### DOCK FOR REPAIRS (SHIPS)

Ships can be ordered to the nearest Dock, where they will be automatically repaired, if damaged. With the damaged Ship selected, pass the cursor over a Dock, and it will change to the Dock for Repairs icon. Right click and your ship will sail to the Dock to make repairs.

### EMBARK (COG)

Select a Unit, and pass the cursor over a Cog, the cursor will change to an embarking icon. Right click on the Cog to order the Unit to embark on the ship. Alternatively, select the Embark icon on the Cog and then right click on a Unit. The Cog and the Unit will both move to the nearest shore, and the Unit will embark.

### ENTANGLE (ARCH DRUID)

This spell slows down the movement rate of units caught in its radius of effect. Left click on the spell icon, and then right click on your target. The target, and nearby units will be slowed down. Casting this will deplete the Druid's mana charge bar.

### EXORCISM (HOLY WARRIOR, PRIEST, BISHOP, INQUISITOR)

Exorcism deals damage to all 'Demonic Units' in range (see 'Pagan Beasts' in the printed manual) So, if there is one Demon Unit, it takes all the damage, if there are ten, the damage is shared out between them. Holy Warriors do the least exorcism damage, Inquisitors do the most.

### EXTINGUISH (PEASANT)

Instruct a Peasant to put out a fire. If you right click on this icon, the Peasant will try and find the nearest fire and attempt to put it out.

### FARM (PEASANT)

With a Peasant selected you can right click on a specific farm to order him to farm there. If the farm is already occupied then you won't be able to do this. Alternatively, you can right click on the above icon on the Peasant's command knuckle, and he will find the nearest unoccupied farm and begin working at it.  This command is also used to build farms. Left click on the Farm icon on the Peasant's command 'knuckle'.  Then right click to stamp down a farm. The Peasant will begin sowing seeds at the farm, and when it is finished, he will begin harvesting food at the farm.

### FIRE AT WILL (MISSILE UNITS)

Retaliate if attacked. This is the default setting for missile units. This icon will only appear if you have ordered the unit to Hold Fire.

### FIX BAYONET/REMOVE BAYONET (GUNNER)

This option is only available to the Gunner unit, after you have performed the Bayonet upgrade at the University. It allows the Gunner to swap roles between Heavy Infantry and Light Infantry. With the Bayonet fixed, the Gunner cannot fire, but it can defend itself reasonably well, especially against cavalry. Gives greater tactical flexibility for the Gunner.

### FLAMING ARROW (BOW-ARMED MISSILE TROOPS)

Selected Archers will fire burning arrows against Buildings, Ships and Wood Elementals. Once fired, the arrow lodges in a building and keeps burning for a while creating collateral damage. Fire can spread from building to building, and can devastate entire cities if not dealt with promptly! With your Archers selected, pass the cursor over an eligible target. The cursor will change to the Flaming Arrow icon.  Right click to initiate the order.

### FLEE (ALL UNITS)
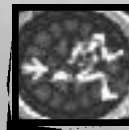
Selecting this causes the units to move as fast as possible towards your nearest Manor/Keep/Castle or Palace.

### FO`LLOW (ALL UNITS)

Orders Units to follow a selected Unit. Only available using the 'F' key.  With the unit you wish to give the follow order selected, pass the cursor over the unit you wish it to follow, press and hold down the F key. The cursor will change to the Follow icon.  Right click to initiate the order.

## FORM UP (MILITARY UNITS ONLY)

The Form Up command icon will appear if you have a group of eight or more military Units of the same type selected which are not currently in a formation (or Battalion). If the selected group contains mixed Units when the Form Up order is given, they will separate into like-Unit groups.

## GARRISON (TOWER, FORT, OR HOLY FORTRESS)

If you have units selected and they are eligible as garrisons, the cursor will change if you pass it over a building (or Dark Portal) that can be garrisoned. Right clicking will order those units into the Watchtower, Fort, Holy Fortress, Tower, Gatehouse or the Dark Portal. Note that there are Garrison size limits for these buildings, including the Dark Portal, so if you are unable to put troops inside, it is because it is already full, or the units you have selected are not garrisonable (i.e. Behemoth).

## GATHER MATERIALS (PEASANT)

Instruct a Peasant to gather indicated resources (right-click on trees, stone, gold), or right click on this icon, and the Peasant will go find the nearest tree and begin working at it.

## GREENGROW (ARCH DRUID)

*Requires: Wickerman*

This spell can be cast by Arch Druids on enemy units (not including Demonic Units or the Archangel), and will turn the target into a tree! Select the Greengrow spell by left clicking on the Druid's command knuckle and then right click on your target. Note that this requires Mana to cast. You must be of the True Pagan alignment before your Arch Druid can use this spell. This requires you to build the Wickerman.

## GUARD (ALL UNITS)

Guard a selected structure/Unit. Only available using the 'G' key. The Guarding unit will attack anything that attacks the unit or building it is guarding. With the unit you wish to give the Guard order to selected, pass the cursor over the unit or building you wish it to Guard, press and hold down the G key. The cursor will change to the Guard icon. Right click to initiate the order. Note that Priests who are Guarding will automatically cast Bless continuously. Inquisitors and Priests will automatically use Exorcism against demonic units if they are attacking the unit or building they are guarding. The High Priestess will automatically cast Polymorph or Curse, and the ArchDruid will continuously cast Barkskin. Succubi will use Berserker Rage, and Bishops will bring down the Plague and Lightning Acts of God, if assigned to Guard. Supply Wagons will automatically Distribute Rations (heal) on units which they are Guarding.

## HALT (ALL UNITS)

Instruct a Unit, Formation or Army to stop immediately. Only available using the 'H' key. With the unit(s) selected, hit H, and they will come to an immediate Halt.

## HEAL (HOLY WARRIORS)

Holy Warriors can 'heal' wounded Units (that have a low Heath Bar value). Monks automatically heal units within the radius of their Monastery.

## HIDE IN CART (SPY)

Your Spies can hide in enemy Resource Carts. With a Spy selected, pass the cursor over an enemy resource cart (which will be delivering resources to a Village or Manor, eventually) and the cursor will change to the Hide in Cart icon (which is the same as the Garrison icon). Right click to initiate the order. Your Spy will head for the cart, and jump into the back of it, hiding from view! When the cart delivers its load, your Spy will jump out again, ready for action! This is a great way of sneaking a Spy into an enemy city!

## HOLD FIRE (MISSILE UNITS)

Units under the Hold Fire command will not automatically fire at enemy units when they see them.

## HOLD GROUND (LIGHT INFANTRY AND LIGHT CAVALRY)

Left click on the Hold Ground command icon on the Unit Selection Indicator with the unit selected. This command stops Light missile units from Skirmishing. Instead of firing and backing away from encroaching enemy units, they will stay where they are.

## HOLY FIRE (INQUISITOR)

Inquisitors can shoot holy fire from their staves. It has a short range and is most effective against Demonic Units.

## Holy Mission (Spy)

Building a Monastery gives your Spies this ability. A Spy under the Holy Mission order will begin to convert all enemy peasants within the radius of effect. Converted peasants will head towards your nearest Monastery, where they will join your side, and take up arms. They will be converted to a basic military type at your Monastery – Archer, Spearman or Squire - of your side.

## Join (All Units)

Instructs a formation to merge with another formation or a unit or units not in formation to join up to an existing formation, of the same military type (such as Light Infantry or Heavy Cavalry).

## Limber (Rocket Launcher)

This will close the Rocket Launcher. In this state, it can be moved but not fired.

## Move (All Units)

Move to a single point. Right-click on a position on the 3D landscape or on the Minimap and the selected units or formations will go there.

## Patrol (All Units)

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

## Plunder (Vandavar Barbarian)

To plunder resources, with the Vandavar Barbarian selected, pass the cursor over a valid target and it will change to the Plunder icon. Right click to enact the order. Vandavar Barbarians can Plunder Villages, Warehouses, Manors and driverless carts (i.e. a Cart which has been attacked and had its driver killed).

## Polymorph to Gibbering Horde (High Priestess)

This is a spell the High Priestess can cast on enemy units, turning them into several Gibbering Horde members, under your control. Note that this costs mana, and the High Priestess will have to recharge after casting it.

## Possess (Succubi)

Possess costs mana – select the Possess command and then right click on your target. This possesses the target. Any unit can be selected, but it will not work against certain units, like Priests and Bishops. A Possessed unit will be under your control, and you can move it around. You can order your possessed unit to 'Spread Heresy'. Once you have ordered the unit to Spread Heresy, you will be unable to give it anymore orders, but enemy Peasants will gather around listening to the heretical rantings of the Possessed unit and will be unable to perform their designated tasks until the Possessed unit is destroyed. In addition, the High Priestess or Arch Druid can use a Possessed Peasant to create a Dark Portal (see Create Dark Portal and the High Priestess). A Possessed unit will look like an ordinary Peasant to the original owner, but passing the cursor over the Possessed Peasant will reveal its true nature!

## Pray (Priest, Bishop, Inquisitor)

Select command icon and right click on the target, or right click with intuitive cursor. The unit will go to Pray at the nearest Church, Cathedral or Statue. This will make a Church more effective in its bonus to Peasants. This will make a Cathedral generate piety for launching Acts of God. This will make a Statue hasten the summoning of the Archangel. Priests, Bishops and Inquisitors can 'Pray'.

## Reconnoitre (Scout)

Your Scout will head off to explore the world on his own. He will continue exploring until you order him to stop. Note that whilst he is under Recon orders, your Scout will not give a sound warning on his horn to tell you he has spotted someone. If he does spot enemy units or buildings, he will continue to explore and to track enemy units, but he will run away if the enemy approach him.

### REPAIR (PEASANT AND SAPPER)

Instruct a Peasant to repair a damaged building or instruct a Sapper to repair a damaged Siege Weapon.

### SACRIFICE PEASANT (PEASANT)

Peasants can be sacrificed at certain Pagan buildings to hasten the upgrades those buildings may be performing. These buildings are the Sacred Grove, the Temple of the Moon and the Wickerman. Peasants can also be sacrificed by the Imperial Renaissance player, but only when he is researching the Witch Hunt upgrade (burning Peasant witches…), to hasten that upgrade. With a Peasant selected, pass the cursor over the building at which you wish to hasten the upgrade (or summoning, as in the case of Abaddon). The cursor will change to the Sacrifice icon. Right click to initiate the order.

### SET EXPLOSIVE (SAPPER)

This option becomes available to the Sapper once the Set Explosive upgrade has been researched at the Armoury. Note that you don't need to have researched the Set Explosive upgrade to defuse explosives.

### SPIT GALLSTONE (DEATHWYRM)
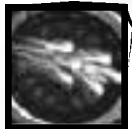
The DeathWyrm can spit a projectile of hardened 'organic matter'. Effective against buildings.

### SPREAD HERESY (POSSESSED UNIT)

This orders your Possessed unit to begin Spreading Heresy. This causes all nearby enemy Peasants to congregate around your Possessed unit, spellbound by his heretical rantings. They will be unable to perform any of their usual tasks whilst the Possessed unit lives.

### SPY ON INFANTRY (SPY)

Your Spies can uncover secrets about your enemies dispositions. With the Spy selected, pass the cursor over an enemy Barracks or Hall of Warriors. Right click to initiate the order. For 10 seconds, all the enemy infantry units will be revealed on the map, without the Fog of War to conceal them!

### SQUIRT POISON BILE (DEATHWYRM)

The DeathWyrm can squirt a foul, toxic bile that can poison units. Units will take continuous damage over time until the poison wears off (if it doesn't kill them first).

### SQUIRT SLIME (DEATHWYRM)

The DeathWyrm can squirt a disgusting slime. Units that have been 'slimed' are slowed down until the effects wear off.

### STAND YOUR GROUND (HEAVY INFANTRY AND HEAVY CAVALRY)
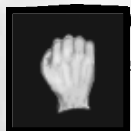
Hand to hand units with this command activated will not move to attack units who are firing at them.

### TRADE AT SHOP (PEASANT AND MERCHANT)

Instruct a Peasant or Merchant to convert material from your Global Stocks to Gold at a Shop and then add the Gold to your stock. The Peasant automatically takes material from your Global Stocks. A Peasant converts gold at the rate of 1 gold for 2 Materials. He will travel back and forth from your Manor/Keep/Castle/Palace to the Shop. Merchants will do the same, but generate more gold than a Peasant. With a Peasant or Merchant selected, pass the cursor over an eligible shops (ie one that hasn't already got a Peasant or Merchant assigned to it) and the cursor will change to the Trade at Shop icon. Right click to initiate. Note that a Peasant who has been instructed to build a Shop will automatically begin trading at that Shop when it is completed. Also, you can instruct newly spawned Merchants to trade by selecting a Warehouse, and then right clicking on an eligible shop. Any Merchants created at that Warehouse will automatically begin Trading.

## Train (All Military Units)

If you have built any Training Dummies, your military units can be assigned to Train at them. Training increases their experience, and thus the efficiency of your troops. You can right click on the Training icon and the selected unit(s) will automatically find the nearest Training Dummy and begin training at it. Note that you can get no more than 4 units around a single Training Dummy, so you may want to build several of them.

## Ungarrison (Tower, Fort, or Holy Fortress)

If a Tower, Watchtower, Fort, or Holy Fortress, has been garrisoned with troops, this icon will be offered at the building. Selecting it forces all troops out in the open. Left click on the command icon on the Unit Selection Indicator with the building selected.

## Unlimber (Rocket Launcher)

A limbered Rocket Launcher is closed up and ready to move. Unlimbering opens up its rockets, ready to fire. Rocket Launchers cannot move whilst unlimbered.

# Unit List

Refer to the Building Tree Chart and the in game tool tips for costs of recruiting units.

## Abaddon

*Summoned at: Wicker Man*

Demonic Unit: Abaddon is summoned at the Wicker Man, but this will take a long time. Peasants can be sacrificed in the burning Wickerman to hasten the summoning. Abaddon is a gigantic Pagan demon lord who fires bolts of infernal energy from his eyes and can stamp, creating 'quake damage' which damages all nearby Units. He cannot be controlled in the normal way but you can select him and choose an enemy Unit or building. Abaddon will attack those Units and buildings relentlessly until he is killed or re-assigned. Abaddon can destroy low-level Units instantly but you can only ever have one Abaddon in play at a time. Abaddon is too large to board a Cog – he simply walks underwater if he wants to cross the sea. Abaddon is resistant to arrows because his skin is so tough and leathery, but he is not resitant to bullets. This is the ultimate Pagan Unit.

## Archangel, Sword of God

*Summoned at: Archangel Statu*

Special Unit: The Sword of God is a gigantic Archangel, the ultimate Imperial Unit. You must first build the Statue of the Archangel (which requires the Crusade upgrade) and then you can begin the summoning by selecting the relevant icon at the Statue. The summoning will take some time, but this can be hastened by assigning Bishops, Inquisitors and/or Priests to pray at the Statue. The Archangel is heavily armoured, can absorb huge amounts of damage, and wields a great flaming sword that can inflict massive damage on Units and buildings. The Archangel can plunge his sword into the ground, releasing a blast of energy that can destroy nearby troops. Be warned, however, this energy will destory friendly units as well as enemy units! He cannot be controlled in the normal way: you select him and choose an enemy Unit or building and the Sword of God will attack that player's Units and buildings relentlessly until he is killed or re-assigned. The Archangel is too large to board a cog – instead he walks underwater across the seabed if he wants to cross the sea.

## Arch Druid

*Built at: Temple of the Moon*
*Commands: Move, Attack, Flee, Entangle, Create Elemental, Greengrow (with Wickerman) and Barkskin*

The Arch Druid is the head-priest of the Pagan path of the Elder Gods. Clad in animal furs and well versed in natural lore, the Arch Druid is a formidable user of nature magic. Feared by both opponents and friends, the Arch Druid is both capricious and fey, often operating to a hidden agenda that serves a mysterious power. The Church of the Elder Gods is an ancient religion that predates the One God and the Empire. It is a nature worshipping religion, without any formal hierarchy. Its Druids and Priestesses worship the same gods, with a goddess, the Huntress, as Queen of the gods, but they have many names and aspects, without a formal written canon of dogma. They do not recognize 'good' and 'evil' per se – rather nature is as nature is, and mankind can harness the spirits of nature and use them for good or evil, ('good' being that which aids or benefits people, and 'evil' being that which harms them). The Druids and Priestesses of the Elder Gods are more like Warlocks and Wizards than priests and are expert in magic, talismans and potions as much as they are expert in the rituals of nature. These rituals revolve around the changing seasons and the placating of nature. The Higher Rituals involve the calling forth of mighty beasts and creatures of the underworld (called Demons by the Empire). In the Empire, this church is banned outright, and is seen as the ultimate evil by the zealots of the One God. They call it the Church of the Evil One and practitioners of the Old Way are burnt at the stake without mercy. The Old Ways still flourish outside of the Empire and in the heavily forested and mountainous regions within the Empire where Imperial power is lax. The forested heartlands of Tharingia, for instance, still practice the old religion, despite the best efforts of the Empire to stamp it out.

Most areas where the Old Ways are still followed will have an Arch Druid. Ancient lore says there can be only one, but due to the fragmentation of Elder God worshippers, these days there are several, but never more than one in a given area. Arch Druids are chosen in a Ritual called 'The Weeding of the Weak'. The candidate Druids meet in the 'Sacred Grounds', usually a forest or wild valley. The last Druid left alive after a month and a day becomes the Arch Druid. Therefore you can never have more than one Arch Druid in your army.

Arch Druids have some special spells they can cast, if their mana charge bar is full. The Arch Druid can also create Elementals. The type of elemental created depends on what the druid uses in the process. A Wood Elemental is created by converting a tree, a Gold Elemental by converting a gold outcropping and a Stone Elemental by converting a rock outcropping. Select the spell icon, and then right click on the target to cast the spell. Note that the Arch Druid can only control a limited number of Elementals at a time. The more Elementals you create, the slower his charge bar will regenerate, until he is unable to create any more Elementals. If the Arch Druid is killed, all of his Elementals will also die.

Note: All Arch Druids can create Wood Elementals, but the creation of Stone and Glod Elementals is only available after building the Arcanum.

If you build the Wickerman, thus following the True Pagan path, then your Archdruid can cast the spell of Greengrow (cast on enemy or friendly units, it turns the target into a tree!).

The Arch Druid, whether or not he is True Pagan, or Pagan Renaissance, can also cast Barkskin (temporarily increases the armour of friendly units in a radius around the target) and Entangle (slows enemy units in a radius around the target). He can also create a Dark Portal. Please refer to the High Priestess section later in this manual.

### ARCHER

*Built at: Barracks*
*Commands: Move, Attack, Fire Arrows, Fire Flaming Arrow (with upgrade), Flee, Hold Ground/Skirmish, Fire at Will, Hold Fire, Guard and Form Up (see Commands).*

Light Infantry. The standard Archer is lightly armoured and has a missile attack. All Light Infantry Skirmish by default (see Military Units). If ordered to Hold Ground they will no longer Skirmish, until re-ordered to do so. Archers can be put into Formation (see Formations), they can fire shots over obstacles like hills and walls. Missile Units may run out of ammunition, and need re-supplying. (See Units in General, Re-supply in the printed manual).

### BARBARIAN

*Requires: Maypole*
*Built at: Trading Post*
*Commands: Move, Attack, Flee, Guard and Arson Attack.*

Heavy Infantry. Barbarians are cheap (cost only Food), plentiful and fast, but with poor attack and defence ratings. However, they have a special 'Arson Attack' which can be used to set fire to buildings and walls. See 'Fire'. Barbarians cannot be put into Formations and will fight in a loose swarm.

### BATTERING RAM

*Built by: Sapper Unit*
*Commands: Move, Attack and Flee*

A slow moving wooden Unit used to damage walls and gates of Stockades and Castles. Battering Rams cannot defend themselves against close attack, so make sure you always have Infantry or Cavalry Units available for support. Rams can take a lot of damage and are resistant to arrows, but vulnerable to fire arrows.

### BATTLE RIDER

*Requires: Sacred Grove*
*Built at: Stables*
*Commands: Move, Attack, Attack at Will, Flee and Guard.*

Heavy Cavalry. A Pagan mounted warrior, the Battle Rider is an armoured horseman armed with a broadsword. They are generally slightly less effective than a Knight in combat, but are faster across the ground. The Battle Rider only costs Wood and Food to produce and can be put into Formation.

### BEHEMOTH

*Requires: Wicker Man*
*Built at: Henge*
*Commands: Move, Attack, Attack at Will, Flee and Guard.*

Demonic Unit. A large Pagan monster that is effective against structures and Units. A Behemoth is a huge lumbering beast that can absorb and deal out massive amounts of damage, flattening Units or buildings with its mighty clubs. Behemoths are resistant to arrows.

## BISHOP

*Built at: Cathedral*
*Commands: Move, Attack, Flee, Burn Heretic, Banish Demons, Exorcise Demons, Pray and Acts of God.*

Special Unit. Bishops of the Church of the One God have several uses: they can 'Pray' (see Prayer), and are effective against Pagan beasts. To the Church, these beasts are Demons, but for the Pagans, they are 'spirits of nature.' Bishops can perform an Exorcism, which deals damage to all 'Demonic Units' in range (see 'Demonic Units'). So, if there is one Demon Unit, it takes all the damage, if there are ten, the damage is shared out between them. Bishops do more Exorcism damage than Priests, but less than Inquisitors. Bishops can also 'Banish' Demonic Units. Banishing teleports the target Unit back to its starting Manor, Keep, Castle or Palace. Bishops can also Burn Heretics. Sometimes, one of your Peasants could be transformed into a Heretic by a special Pagan attack and will corrupt your other Peasants, so that they stop working. Bishops, Inquisitors and Priests can 'burn' this heretic. This fills the rest of the peasantry with fear, and teaching them 'the error of their ways', and they'll return to work quickly. The Bishops' powers require Piety to use, which is depleted in the process. Piety will recharge slowly over time, but the recharge rate can be increased by assigning Priests, Bishops and/or Inquisitors to pray at a Cathedral. Also, the more Cathedrals you have, the faster and higher the amount of Piety that can be generated.

Bishops can detect and unmask enemy Spies, Possessed Peasants and Succubi.

Bishops can also call down Acts of God. Once researched and then charged up at the Cathedral, the Act of God will become available as a command icon for the Bishop. Acts of God have a limited range, so you will need to move your Bishop close to your target.

## BOMBARD

*Requires: Bombard upgrade at University*
*Built at: Armoury*
*Commands: Move, Attack, Fire, Hold Fire, Fire at Will and Flee.*

Siege Unit. Bombards are medieval cannons, like a big mortar on wheels. Bombards are Siege Weapons, designed to destroy walls and buildings. They are slow but do a lot of damage. Bombards are more accurate than other Siege Weapons but are relatively ineffective against Units, as they require a direct hit to do damage. Bombards cannot defend themselves against close attack, so make sure you always have Infantry or Cavalry Units available to support your Bombards. Missile Units may run out of ammunition and need re-supplying (See Units in General, Resupply).

## CART

*Built at: Manor or Village*
*Commands: Move, Deliver and Flee.*

Special Unit. A wooden Cart used for transferring materials from Villages to Manors and Palaces. When you build a Village, a Cart is automatically spawned at the Manor, goes to the village and waits to pick up materials/supplies. It will automatically deliver resources from that Village to the nearest Manor, or another Village, if it lies on the way to the Manor. You can also spawn new Carts, and manually assign them to Villages. You can override the automatic supply destination by setting up a supply line of your own that can even deliver resources overseas. See 'Supply Lines' in the printed manual.

Carts can be attacked. When the driver of a Cart has been killed, you can assign any og your units (incuding Peasants) to the Cart. Simply select a Unit, and right click on the driverless Cart. The Unit will climb up, and take it over. It is now your Cart, and you get its supplies! If you destroy the Cart, some of the resources it carried will be left behind, which can be collected by Peasants.

## CARRACK

*Requires: Armoury*
*Built at: Dock*
*Commands: Move, Attack, Docking (see Ships) and Guard.*

Ship. The Carrack is a Warship with a Mangonel mounted on its deck. Good against other ships, and for bombarding land-bound targets from offshore. Carracks are resistant to arrows but are vulnerable to fire arrows. Carracks never run out of ammunition. They are vulnerable to Fire Boats, but are effective against the Corsair and the Galleass.

## COG

*Built at: Dock*
*Commands: Move, Disembark, Embark and Docking (see Ships).*

Transport ship. Cogs carry no weapons and cannot attack. Cogs can embark and disembark Units and war machines. Select a Unit, and pass the cursor over a Cog, the cursor will change to an Embarking icon. Right click on the Cog to order the Unit to Embark the ship. Alternatively, select the Embark icon on the Cog and then right click on a Unit. The Cog and the Unit will both move to the nearest shore, and the Unit will embark. To Disembark from a Cog, manoeuvre your Cog to the shore, when

the Disembark icon appears as a command for the Cog, you have found a correct Disembarkation point. Select this icon and the Units on board will Disembark on the shore. Cogs can have a carrying capacity of 20 points. Infantry count as 1 point of capacity, Cavalry as 2, Siege Weapons (Mangonel etc) and Pagan Beasts (Behemoth etc) count as 5 points. Cogs can also pick up and deliver resources from docks. See Supply Lines. Cogs are resistant to arrows, but they are vulnerable to fire arrows.

## CORSAIR

*Built at: Dock*
*Commands: Move, Attack, Docking (see Ships) and Guard.*

Ship. The Corsair is a Warship armed with Ballistae that shoots a massive gigantic Javelin. It has no cargo capacity, but never runs out of ammunition. Corsairs are resistant to arrows, but they are vulnerable to fire arrows. Corsairs are effective against Fire Boats, but are vulnerable to Carracks and Galleass.

## DEATHWYRM

*Requires: Arcanum*
*Built at: Henge*
*Commands: Move, Attack, Guard, Flee, Spit Gallstone, Squirt Poison Bile and Squirt Slime.*

Demonic Unit. This is a gigantic demon 'maggot' that can fire explosive chemicals at walls and buildings, as well as people. A rider sits on its back, directing the beast. Very like an organic, Demonic Siege Weapon with anti–personnel ability. It can spit a 'gallstone' at high velocity that is capable of shattering stonewalls. Its poisonous bile can infect Units, causing them to lose hit points over time and its slime slows Units down as they try to push their way through it.

## DRAGOON

*Requires: Gunpowder Upgrade at Scriptorium*
*Built at: Stables*
*Commands: Move, Attack, Fire, Flee, Hold Ground/Skirmish, Fire at Will and Form Up (see Commands).*

Light Cavalry. Dragoons are fast moving lightly armoured cavalry. They attack from a distance with a primitive musket. They lack the range or damage potential of the bow or arquebus-equipped infantry but are more effective than the Javelineers. They can be put into formation. Missile Units may run out of ammunition and need re-supplying (See Units in General, Resupply).

## EXPLOSIVE CART

*Built at: Armoury*
*Commands: Move, Detonate and Flee.*

The Explosive cart is a large wagon filled with explosives. It can be wheeled up to enemy structures and detonated. Click on the Detonate button (on the knuckle) and after a small amount of time, it will explode doing a large amount of damage to buildings and units within its range. If shot by fire arrows, the cart will explode. If attacked hand-to-hand, the cart will be destroyed without exploding.

## FIRE BOAT

*Built at: Dock*
*Commands: Move, Attack, Docking (see Ships) and Guard.*

Ship. The Fire Boat is fast moving and cheap, but has to get very close to enemy ships to attack them. The crew throw Naphtha fire pots onto the deck of opposing ships, consuming them in flames rapidly. The Fire Boat has no cargo capacity and is only any use for destroying other ships and buildings or units that are very close to the shore. The Fire Boat is effective against the Carrack and the Galleass, as it can move fast enough to evade their attacks. However, the Fire Boat is vulnerable to the Corsair.

## FOMORIAN

*Requires: Summon the Fomorian upgrade at the Temple of the Moon*
*Built at: Henge*
*Commands: Move, Attack, Attack at Will, Stand your Ground, Flee and Guard.*

Demonic Unit. A large, slow Pagan beast that hurls rocks with its tail. The Fomorian is a Pagan siege Unit that can destroy buildings and walls. The Fomorian does a lot of damage, but quickly runs out of ammunition (See Re-supply). Due to its slow rate of inaccurate fire, it isn't as effective against Units as it is against structures.

## GALLEASS

*Requires: Bombard upgrade at the University*
*Built at: Dock*
*Commands: Move, Fire, Disembark, Docking (see Ships) and Guard.*

Ship. The Galleass is a type of early medieval Galleon. It is a Warship armed with Bombards (medieval cannons), has no cargo capacity and never runs out of ammunition). The ultimate Warship, a Galleass is resistant to arrows, but is vulnerable to flaming arrows and the Fire Boat.

## GIBBERING HORDE

*Created by: High Priestess.*
*Built at: Henge*
*Commands: Move, Attack, Guard, Flee and Consume Materials.*

Demonic Unit. The Gibbering Horde is made up of a host of small and revolting creatures. Pagans know them as 'spirits of the dark side of nature', but the Imperial Church calls them 'lesser demons'. Individually, each member of the horde is weak, but as a combined chaotic gaggle they posses tremendous strength.

There are two ways of creating the Gibbering Horde: They can be spawned in the normal way at a Henge or a High Priestess can cast a spell on an enemy Unit, morphing that Unit into one or more of the Gibbering Horde (depending on the hit points of the target). They are cheap, costing only Food, but they have a special power allowing you to order them to Consume Materials. With a Gibbering Horde selected, pass the cursor over a tree our rock outcropping. The cursor will change to a Consume Materials icon. Right click on the target and your Horde will begin to eat trees and rocks until ordered to stop. These Materials get used up, but after a certain amount has been consumed, the Gibbering Horde will reproduce, creating a new Horde member, who will then begin consuming materials as well. Soon you will have a huge Gibbering Horde, eating their way through forests and stone outcroppings! Gibbering Horde cannot be put into formation.

## GOLD ELEMENTAL

*Requires: Arcanum*
*Created by: Arch Druid*
*Commands: Attack and Move.*

Gold Elementals are enormous creatures of great power. Their metallic nature makes them almost impervious to Archer fire, and they have great strength to use against both units and buildings. Arch Druids create them by targeting existing gold outcroppings with the soul of a sacrificial victim. For a short time, the Gold Elemental walks, seeking to destroy anything that is opposed to the Arch Druid's faction.

The size of the Elemental is determined by the size of the outcropping that the Arch Druid casts the spell upon. The smaller the outcropping, the smaller the Elemental. This also has an effect upon the hit points and damage done. Gold Elementals are slow moving and vulnerable to Exorcism (cast by Holy Warriors, Priests, Bishops and Inquisitors). If Elementals are damaged and begin to lose hit points, they will start shrinking in size and effectiveness. If the Arch Druid who created them is ever killed, the Elementals under his control will revert to their original forms (i.e. a Gold Elemental will become a Gold Outcropping). However, if the Elemental has sustained damage, then the Gold Outcropping will be proportionately smaller.

## GUNNER

*Requires: Gunpowder research at Scriptorium or University*
*Built at: Barracks*
*Commands: Move, Attack, Fire, Flee, Hold Ground/Skirmish, Fire at Will, Hold Fire and Form Up (see Commands).*

Light Infantry. All Light Infantry will Skirmish by default (see Military Units). If ordered to Hold Ground, they will no longer Skirmish until re-ordered to do so. Gunners can be put into Formation (see Formations). A Gunner is a medium range Unit equipped with the earliest of handguns: the Arquebus. Gunners do more damage than the standard Archer and can carry much more ammunition but they are unable to lob shots over obstacles. Missile Units may run out of ammunition and need re-supplying (See Resupplying Units With Ammunition).

## GUNNER (BAYONET).

*Requires: Bayonet upgrade at the University or Scriptorium*
*Built at: Barracks*
*Commands: Move, Attack, Fire, Flee, Hold Ground/Skirmish, Fire at Will, Form Up, Hold Fire, Fix Bayonet, Remove Bayonet (Attack at Will, Stand Ground in bayonet mode - see Commands).*

Light Infantry/Heavy Infantry. This is an upgraded Gunner, equipped with a plug bayonet that allows them to double up as heavy infantry. The Bayonet Gunner has a knuckle icon that allows them to swap between their two modes. Gunners will be unable to fire when they have their plug bayonets in but their hand-to-hand ability will be greatly increased when in bayonet mode, though their armour will remain very low (making them highly vulnerable to enemy archers when in Heavy Infantry mode).

## HIGH PRIESTESS

*Built at: Sacred Grove*
*Commands: Move, Flee, Attack, Curse, Build (Henge), Repair (Henge), Burn Unbeliever, Polymorph to Gibbering Horde, Create Dark Portal and Create Ghost Army (requires upgrade at the Temple of the Moon).*

Special Unit. The High Priestess is the keeper of the Pagan religion, and a powerful spell caster. She can use her powers to create the Henge, a structure of standing stones at which mighty Pagan Beasts can be summoned. She can also cast a spell on enemy Units, taking them over and turning them into a Gibbering Horde, as well as Curse enemy Units, reducing their efficiency and strength.

She also has the ability to create a Dark Portal. This creates an inter-dimensional nexus point through which a player's Units can be teleported to another part of the world. Each portal has a limited number of Units it can teleport before it fades away. To create the Dark Portal the High Priestess needs the help of a Succubus (see Succubus). First you need a possessed Peasant (created by the Succubus), then click on the High Priestess. If you pass the cursor over a Possessed Peasant the cursor will change to indicate that you can create a Dark Portal. Right click on the Possessed Peasant to create the Dark Portal. A Portal will be created next to the Priestess, and another will appear where the Possessed Peasant is (the Possessed Peasant is destroyed). Units who are ordered to the Portal near the Priestess will be teleported to the Portal where the Possessed Peasant used to be. If your Succubus managed to create a Possessed Peasant inside an opponent's base, you can teleport an army into his base.

The High Priestess also has the power to burn unbelievers, those who have strayed from the Pagan path.

The High Priestess can also unmask a disguised Succubus and unmask Possessed Peasants and Spies.

The High Priestess can also create a Ghost Army, once this has been researched at the Temple of the Moon. This power gives the High Priestess the ability to create an illusionary army to confuse the enemy. Selecting this ability and clicking on the ground nearby will create a small number of troops that will appear to be real to the enemy, but who will do no damage and who will disappear when the enemy get close. The controlling player will still be able to order them around and the archers will still fire (ghost) arrows that do no damage. They are also undamaged by enemy arrow fire.

### HOLY WARRIOR

*Requires: Crusade and Holy Chapter upgrade at Monastery*
*Built at: Holy Chapter*
*Commands: Move, Attack, Attack at Will, Stand your Ground, Flee, Guard, Heal and Exorcism.*

Heavy Cavalry. Imperial Unit. Holy Warriors are monastic knights, members of fanatical military religious orders, like the Knights of the Sacred Sepulchre or the Holy Order of Tharingian Knights. They are excellent fighters, slow but with lots of armour. The Holy Warrior can also perform Exorcisms and Heal other Units or each other. The Exorcism deals out high levels of damage to all 'Demonic Units' in range (see 'Demonic Units'). Holy Warriors have a charge bar; healing and exorcism use up power, but the charge bar regenerates over time. They can be put into Formation.

### HUNTRESS OF THE DAWN

*Built at: Hall of Warriors*
*Commands: Move, Attack, Fire Arrows, Fire Flaming Arrow (with upgrade), Flee, Hold Ground/ Skirmish, Hold Fire, Fire at Will, Guard and Form Up (see Commands).*

Light Infantry. This standard Pagan Archer is a lightly armoured female warrior Unit. She has a missile attack and will Skirmish by default (see Military Units). If ordered to Hold Ground she will no longer Skirmish, until re-ordered to do so. Archers can be put into Formation. Archers can fire shots over obstacles like hills and walls. Missile Units may run out of ammunition and need re-supplying (See Resupplying Units With Ammunition).

### HUNTRESS OF THE SUN

*Requires: Wickerman.*
*Built at: Hall of Warriors*
*Commands: Move, Attack, Fire Arrows, Fire Flaming Arrow (with upgrade), Flee, Hold Ground/Skirmish, Hold Fire, Fire at Will, Guard and Form Up (See Commands).*

Light Infantry. When you build a Wicker Man, all your Huntresses will be automatically upgraded to Huntresses of the Sun, and you will be able to spawn the upgraded Unit at the Hall of Warriors. This upgraded Pagan Archer female warrior is lightly armoured, has missile attack and will Skirmish by default (see Military Units). If ordered to Hold Ground, they will no longer Skirmish until re-ordered to do so. Archers can be put into Formation (see Formations) and can fire shots over obstacles like hills and walls. Missile Units may run out of ammunition and need re-supplying (See Resupplying Units With Ammunition).

### IMPERIAL ARCHER

*Requires: Statue of the Archangel*
*Built at: Barracks*
*Commands: Move, Attack, Fire Arrows, Fire Flaming Arrow (with upgrade), Flee, Hold Ground/Skirmish, Hold Fire, Fire at Will, Guard and Form up (See Commands)*

Light Infantry. Imperials only. The Imperial Archer is an elite unit armed with the longbow. All light infantry skirmish by default (see Military Units). If ordered to Hold Ground, they will no longer skirmish, until ordered to do so. Imperial Archers can be put into Formation and can fire shots over obstacles like hills and walls. Imperial Archers have a much longer range than other archers, do more damage, and have more hit points. Missile Units may run out of ammunition and need re-supplying (See Resupplying Units With Ammunition).

## IMPERIAL KNIGHT

*Requires: Statue of the Archangel*
*Built at: Stables*
*Commands: Move, Attack, Attack at Will, Stand your Ground, Flee and Guard.*

Heavy Cavalry (see Military Units). Imperials only. Imperial Knights are elite heavily armoured cavalry. They are quite fast, and take and deal out a lot of damage. They are particularly effective against light infantry. Imperial Knights represent the best of the young nobles of the Empire of the One God. Imperial Knights can be ordered into Formations.

## IMPERIAL PIKEMAN

*Requires: Statue of the Archangel*
*Built at: Barracks.*
*Commands: Move, Attack, Attack at Will, Stand your Ground, Flee and Guard.*

Heavy Infantry (see Unit Types). Imperials only. Imperial Pikemen are the best Heavy Infantry the Empire can muster. They can take a lot of damage, as well as deal it out, though they are very slow. They can be put into Formation.

## IMPERIAL WAR ELEPHANT

*Requires: Statue of the Archangel*
*Built at: Armoury*
*Commands: Move, Attack, Fire at Will, Hold Fire, Flee, Guard.*

The Imperial War Elephant is a large beast from the far eastern reaches of the empire. Although outfitted with an archer tower atop its broad back, the IWE is primarily a slow moving, battering ram-like Siege Weapon. The Empire has led many a crusade against Saljukis and Agyptus. A crusading order of Knights, the Knights of the Sword of Anathos, established a base in the east, and a man called BeastMaster Brist brought back some of the elephants and bred them up to be the dreaded Imperial War Elephant.

The IWE does large amounts of Structural damage to buildings. It has a five archers in the tower on its back as well!

The IWE is resistant to arrow fire due to its thick skin.

The Attack order for the IWE always defaults to its battering attack against walls and buildings. The archers will always automatically fire at targets without your control. You can only order the archers to Hold Fire.

## INQUISITOR

*Requires: Statue Of The Archangel*
*Built at: Cathedral*
*Commands: Move, Attack, Flee, Guard, Banish Demons, Exorcise Demons, Pray (see Prayer) and Holy Fire.*

The Brotherhood of Inquisitors is an organisation of fanatical zealots dedicated to rooting out all opponents of the Imperial Church. The Inquisitors are ruthless burners of heretics and devoted to destroying all enemies of the Church. Inquisitors can perform an Exorcism, which deals out more damage than the Priest's Exorcism to all 'Demonic Units' in range (see 'Demonic Units'). So, if there is one Demon Unit, it takes all the damage, if there are ten, the damage is shared out between them.

Inquisitors can also 'Banish' Demonic Units. Banishing teleports the target Unit back to its starting Manor / Keep/ Castle or Palace.

Inquisitors can also launch Holy Fire from their Staves, which can damage both Units and buildings, though this Fire is more effective against Units than buildings. Inquisitors have a charge bar and performing one of these actions depletes the charge bar, but it will slowly recharge over time.

Inquisitors can detect and unmask enemy Spies, Possessed Peasants and Succubi.

## JAVELINEER

*Built at: Stables*
*Commands: Move, Attack, Flee, Hold Ground/Skirmish, Fire at Will, Guard and Form Up (see Commands).*

Light Cavalry. Javelineers are lightly armoured cavalry, one of the fastest units in the game. They attack from a distance with javelins, but lack the range or damage potential of bow or Arquebus-equipped infantry. Javelineers can be ordered into Formations. Missile Units may run out of ammunition and need re-supplying (See Units in General and Resupply).

### KNIGHT

*Requires: Chivalry upgrade at Monastery*
*Built at: Stables*
*Commands: Move, Attack, Attack at Will, Stand your Ground, Flee and Guard.*

Heavy Cavalry. Knights are heavily armoured cavalry that can take a lot of damage. They are particularly effective against light troops. Knights can be put into Formation.

### MAN-AT-ARMS

*Requires: Chivalry upgrade at Monastery*
*Built at: Barracks*
*Commands: Move and Attack*

Heavy Infantry. The Man-at-Arms is an Imperial upgrade to the Spearman (with the same resource cost) but has a longer weapon and better armour. They can take a lot of damage, as well as deal it out, though they are very slow across the ground. They can be put into Formation.

### MANGONEL

*Built at: Armoury*
*Commands: Move and Attack.*

Siege Unit. Mangonels are small catapults. Mangonels (also known as "nags" because they kick up their rear end when they fire) do not have the range or damage of a Trebuchet. They are good against structures, but are very inaccurate, which makes them not so good against units, especially moving ones! Mangonels can run out of ammunition and may require re-supplying (see 'Resupply').

### MERCENARY

*Hired at: Tavern*
*Commands: Move, Attack, Flee, Guard, Attack at Will, Stand your Ground and Arson Attack.*

Heavy Infantry. Swordsmen hired for Gold at your Tavern, Mercenaries have good hit points and armour, and have the Arson Attack ability (see Fire in the printed manual). Mercenaries are useful because they cost only Gold and do not require Food Support (see Food Consumption and Unit Support). They are reasonable fighters and can set fire to buildings. They can be put into Formations. Most mercenaries are members of the Company of the Great Helm, a kind of Guild of mercenaries.

### MERCHANT

*Built at: Warehouse*
*Commands: Move, Flee, and Trade at Shop*

Special Unit. Enemy Units will not automatically attack Merchants and they do not appear on the mini-map. Merchants can trade at a shop in the same way as a Peasant, but the Merchant generates more Gold for materials than the Peasant.

### MILITIA

*Built by: Converting Peasants to Militia at Manor/Village*
*Commands: Move, Attack, Flee, Hold Ground/Skirmish, Fire at Will, and Convert to Peasant (see Converting Military Units to Peasants).*

Heavy Infantry. Militia are poor fighters, but you can create a lot of them quickly by converting your Peasants to Militia when you need a lot of troops quickly to defend yourself! Militia can be converted back to Peasants (see Converting Military Units to Peasants).

### MOUNTED HUNTRESS

*Requires: Sacred Grove*
*Built at: Stables*
*Commands: Move, Attack, Fire, Flee, Hold Ground/Skirmish and Fire at Will Form Up (See Commands).*

Pagan Light Cavalry. The Mounted Huntress is a fast moving, lightly armoured female horse archer. They attack from a distance with a bow but lack the range or damage potential of non-mounted Bowmen or Arquebus-equipped Infantry but they are more effective than the Javelineers. They can be put into formation. Missile Units may run out of ammunition and need re-supplying (See Units in General and Resupply).

### MONK

*Built at: Monastery*
*Commands: None*

Special Unit. The Monk is an autonomous Unit that you can spawn at a Monastery but cannot select or give orders to. The Monk will not travel far from the Monastery but will Heal all damaged nearby Units. You must send them to the Monastery for Healing. Monks have excellent healing skills, and can heal much faster than Supply Wagons. This healing can be improved even further with the Surgery upgrade.

If enemy troops get too close, Monks will run and hide in their Monastery. You will have to wait until the enemy troops have gone before they will re-emerge to carry on healing.

## PEASANT

*Built at: Village, Manor*
*Commands: Repair, Gather Materials, Farm, Build, Shop, Extinguish, Deliver, Convert to Militia, Attack and Move.*

Special Unit. Peasants are the basic Unit in the game. They can build structures and walls, gather materials (Wood and Stone), gather Gold, generate Gold at a Shop, put out fires, repair damaged buildings and, in times of need, be conscripted into Militia to fight. Peasants who haven't been given a command will start lazing around, lying on the ground, and generally being idle. Watch out for lazy Peasants! Note that you can select all your idle peasants from the Peasant interface above the Minimap (see printed manual for details). Idle Peasants will have small 'Z' symbols over their heads to show they are taking a nap.

## PRIEST

*Built at: Church*
*Commands: Move, Attack, Flee, Burn Heretic, Banish Demons, Exorcise Demons, Pray and Bless.*

Priests of the Imperial Church of the One God have several uses: they can 'Pray' (see Prayer), and are effective against Pagan beasts. To the Church, these Pagan beasts are Demons, but for the Pagans, they are 'spirits of nature'. Priests can perform an Exorcism, which deals out damage to all 'Demonic Units' in range (see 'Demonic Units'). So, if there is one Demon Unit, it takes all the damage, if there are ten, the damage is shared out between them.

Priests can also 'Burn Heretics'. Sometimes, one of your Peasants could be transformed into a Heretic by a special Pagan attack. This heretic will corrupt your other Peasants, so that they stop working. Bishops, Inquisitors, and Priests can 'burn' this heretic, filling the rest of the peasantry with fear, and teaching them 'the error of their ways', so that they'll get back to slaving away for you. Priests can also Bless Units around them, increasing their combat ability for a short time. Priests have a charge bar and performing one of these actions depletes the charge bar, but it will slowly recharge over time.

Priests can detect and unmask enemy Spies, Possessed Peasants and Succubi..

## ROCKET LAUNCHER

*Requires: Rocketry Upgrade at University*
*Built by: Sapper*
*Commands: Move, Fire Rocket, Attack, Limber (before moving), Unlimber (before attack)*

Siege Unit. Renaissance only. The Rocket Launcher is the ultimate Renaissance siege Unit; a huge tower on wheels that can fire gigantic 'firework' rockets, that do massive damage and spread fire throughout a city. It has to be limbered up before moving and unlimbered before firing. It is slow moving, slow firing, and innacurate, but very devastating!

## SAPPER

*Built at: Armoury*
*Commands: Move, Attack, Flee, Construct, Repair (costs Wood and Gold), Set Explosives (requires upgrade at the Armoury) and Defuse Explosives.*

Special unit. A Sapper is a military engineer whose function is to construct earthworks and siege machines. Sappers are equipped with one-handed war hammers but have a mediocre fighting ability. When the Sapper is ordered to construct something the resources are deducted from your Global Stocks. As most Siege Weapons are very slow moving, you can use your Sapper to construct these war machines near your target. The Sapper can build: Battering Ram, Training Dummy, Palings, Siege Tower, Trebuchet and Rocket Launcher. The Trebuchet and Rocket Launcher require the relevant upgrades to be completed before the Sapper can build them. Sappers can also repair damaged Siege Weapons. Once you have done the Set Explosives upgrade, your Sapper will also be able to lay an explosive barrel, which will explode after a short period of time (so make sure your Sapper is well out of the way!). Sappers can also Defuse their own and enemy explosive mines.

## SCOUT

*Built at: Trading Post*
*Commands: Move, Attack , Patrol and Reconnoitre.*

Reconnaissance Unit. Scouts are very fast-moving units in light armour that move on foot and are unimpeded by almost any terrain. Scouts have a long sight range and are extremely useful in detecting enemy Units. They give a special trumpet alarm when they spot a foe. They can be garrisoned in Watchtowers, Forts, Holy Fortresses and Towers. When garrisoned, they still have a very long sight range. Scouts can be ordered to Reconnoitre – they will set off on their own to explore the world randomly.

## SIEGE TOWER

*Built by: Sapper Unit*
*Commands: Move.*

Siege Unit. A Siege Tower is a tall wooden tower with wheels that can be pushed along. To deploy it click on the Tower and then on a stretch of wall. The Tower will trundle over, dock with the wall and lower its front gate. In its deployed state you can order infantry into it and they will walk in, disappear and then reappear on the other side of the wall. Siege Towers are very slow across the ground, but can take a lot of damage.

## SPEARMAN

*Built at: Barracks*
*Commands: Move, Attack, Attack at Will, Stand your Ground, Flee and Guard.*

Heavy Infantry. A Spearman is the standard Infantry Unit, always available to all at the Barracks. Spearmen can take moderate amounts of damage, as well as deal it out, though they are very slow. They can be put into Formation.

## SPIDER DEMON

*Requires: Wicker Man*
*Built at: Henge*
*Commands: Move, Attack, Acid Spray and Guard.*

Demonic Unit. The Spider Demon is a huge Pagan arachnid creature. It is very fast, and can vomit a devastating acid spray that burns both units and buildings alike. This acid bile needs to be recharged over time. It can be summoned from the 'otherworld' at the Henge. A Spider Demon is the equivalent to several units of Light Cavalry.

## SPY

*Built at: Tavern*
*Commands: Move, Flee, Attack, Arson, Blow Open Gates, Spy on Infantry, Holy Mission (with Monastery) and Hide in Cart.*

Special Unit. The Spy will always look like a spy to the player who hired him, however, he will take on the appearance of a Peasant belonging to whichever opponents' side is looking at him. So, if you hire a Spy and send him into your opponent's city, it will look to your opponent as though one of his own peasants is in his city. However, the Spy remains under the control of the player who hired him. Gatehouses,

Priests, Bishops, Inquisitors, High Priestesses, Scouts and other Spies can detect a Spy. Once discovered the detected Spy then looks like a Spy, in the owning players colour. Note that his disguise is imperfect and if you think you might have an enemy Spy in your camp, look for a peasant with black boots. The Spy can perform Arson attacks, setting fire to your opponent's buildings (see Fire). You can also send the Spy to an enemy Barracks, where you can learn about his infantry units (number and type). Spies can also blow open the gates of a closed gatehouse, and if they are Imperial Spies perform Holy Missions – converting enemy Peasants to your cause (see Holy Mission command). Spies can also infiltrate enemy Resource Carts, hiding in them. When the Cart delivers its load to the enemy Village or Manor, your Spy will automatically come out of the cart. This is a great way of getting your Spies undetected into an enemy city!

Spies can detect and unmask other Spies, and Possessed Peasants.

## SQUIRE

*Built at: Stables*
*Commands: Move, Attack, Attack at Will, Stand your Ground, Flee and Guard.*

Heavy Cavalry. The Squire is the standard Heavy Cavalryman available to all, as soon as a Stables is built. They can be put into Formation.

## STONE ELEMENTAL

*Requires: Arcanum*
*Created by: Arch Druid*
*Commands: Attack, Move*

Stone Elementals are enormous creatures of great power. Their rock nature makes them almost impervious to Archer fire and they have great strength to use against both units and buildings. Arch Druids create them by targeting existing rock outcroppings with the soul of a sacrificial victim. The Stone Elemental walks, filled with rage and hate, seeking to destroy anything the Arch Druid directs it toward.

The size of the Elemental is determined by the size of the outcropping that the Arch Druid casts the spell upon. The smaller the outcropping, the smaller the Elemental. This also has an effect upon the hit points and damage done. Stone Elementals are slow moving and vulnerable to Exorcism (cast by Holy Warriors, Priests, Bishops and Inquisitors). If Elementals are damaged and begin to lose hit points, they will start shrinking in size and effectiveness. If the Arch Druid who created them is ever killed, the Elementals under his control will revert to their original forms (i.e. a Stone Elemental will become a Rock Outcropping). However, if the Elemental has sustained damage, then the Rock Outcropping will be proportionately smaller.

## SUCCUBUS

*Built at: Henge*
*Commands: Attack, Guard, Flee, Move, Cast Berserker Rage, Charm, Possess and Desecrate.*

A Pagan Demon Unit. The Succubus is a female demon skilled in enchantments and sneak attacks. The Succubus is similar to the Spy in that she will look like an ordinary Peasant to your enemies (as will an enemy succubus to you). Another Succubus, the High Priestess, a Priest, a Bishop or an Inquisitor can detect the disguise. The Succubus is not much of a fighter but has some very useful powers; she can Charm an enemy Unit, causing it to switch allegiance to your side, cast a Berserker Rage on up to three Units (friendly, or enemy) increasing the attack value, and lowering the defence of the target, and causing them to attack the nearest unit, of any side.

The Succubus can Possess any unit, friendly or enemy. This turns the target (whatever it is) into a Possessed Peasant. A Possessed Peasant can be used to spread Heresy amongst other Peasants. A Possessed Peasant looks like an ordinary Peasant to its owner, but passing the cursor over the Possessed Peasant will reveal its true nature! Heretical Peasants will stand around listening to the rantings of the Possessed Peasant and are unable to perform their designated tasks. Bishops, Priests, Inquisitors and High Priestess can burn heretics, or you can order a military unit to attack and kill the Possessed Peasant.

The Possessed Peasant can also be used by the High Priestess to create a Dark Portal (see High Priestess for details).

Succubi can also 'Desecrate'. This ability allows a Succubus to drain the mana from an enemy Cathedral. If they get close they are able to Desecrate the holy ground and reduce the mana of the building to zero.

## SUPPLY WAGON

*Built at: Warehouse*
*Commands: Guard, Move, Distribute Rations and Flee.*

Special Unit. Supply Wagons are used to resupply units with ammunition and to heal damaged units. If missile units are close enough to a Supply Wagon, they will automatically replenish their ammo. A Supply Wagon has a radius of ammunition re-supply which will be displayed when you select the Wagon. To heal wounded units, click on the Supply Wagon, and right click on the unit or formation you want healed. This process uses up food, which is taken directly from your global stocks. If you order a Supply Wagon to Guard a unit, it will automatically heal that unit if it takes damage.

## TREBUCHET

*Requires: Trebuchet Upgrade at Observatory*
*Built by: Sapper*
*Commands: Attack, Hold Fire*

Siege unit. A Renaissance Siege Weapon. Trebuchets are very large catapults that have a very slow rate of fire, poor accuracy, with the projectile taking a long time to reach the target, making them fairly ineffective against Infantry or Cavalry. A Trebuchet's real function is to destroy enemy walls and structures. Trebuchet's are very good at this as the rocks that they throw are very heavy and exceed all but the strongest buildings armour rating; it may only take a couple of hits to destroy a building. Trebuchets have a minimum range. Trebuchets can also hurl fireballs after the Greek Fire upgrade, (which can spread fire in a city, see 'Fire') and Explosive Missiles after the Explosives upgrade. Missile Units may run out of ammunition and need re-supplying (See Units in General and Resupply). Explosive Trebuchets can be effective against troops as well. Trebuchets are constructed by Sappers, and once built cannot be moved.

## VANDAVAR BARBARIAN

*Requires: Sacred Grove*
*Built at: Trading Post*
*Commands: Move, Attack, Flee, Guard, Arson Attack and Plunder*

These are barbarians from the Ostrovir, Burgundian and Vandavar nations who were vanquished in the early days of the empire. Although now subjugated peoples, in their day they were much feared as warriors. Virtually naked, and tattooed from head to foot in magical symbols, these berserkers wield a vicious axe, and fight to the death. During battle, they can go into a berserker rage, uncontrollable, deadly, but heedless of protecting themselves. This advanced barbarian does more damage and has more hit points than normal barbarians.

Vandavar Barbarians have the ability to Plunder. This means that they will take resources directly from peasants that they kill and place them in their owning player's global stocks. They can also Plunder and take resources directly from enemy villages.

## WAR RIDER

*Requires: Wicker Man*
*Built at: Stables*
*Commands: Move, Attack, Attack at Will, Stand your Ground, Flee and Guard.*

Heavy Cavalry. The War Rider is an upgraded Battle Rider, with more hits, armour and damage ability. He is the ultimate Pagan Heavy Cavalry Unit. Building a Wicker Man automatically upgrades all your Battle Riders to War Riders. They can be put into Formation.

## WARRIORESS OF THE DAWN

*Built at: Hall of Warriors*
*Commands: Move, Attack, Attack at Will, Stand your Ground, Flee and Guard.*

Heavy Infantry. Standard Pagan Infantry. These female warriors are dedicated to the Pagan Gods, and make very tough fighters. They can take a lot of damage, as well as deal it out. Though they aren't tough as their Imperial equivalent, they are faster across the ground.

## WARRIOR OF THE SUN

*Requires: Wicker Man*
*Built at: Hall of Warriors*
*Commands: Move, Attack, Attack at Will, Stand your Ground, Flee and Guard.*

Heavy Infantry. When you build a Wicker Man, you will be able to spawn these Pagan Pikemen at the Hall of Warriors. They can take a lot of damage, as well as deal it out and they are quite fast for Heavy Infantry. They can be put into Formation.

## WOOD ELEMENTAL

*Created by: Arch Druid*
*Commands: Attack and Move.*

Created by the power of an Arch Druid, Wood Elementals are huge, animated Trees of limited intelligence. Once a druid targets a tree, it morphs into a slow moving, Wood Elemental. Though not fully under the control of its creator, the Elemental will move to attack any players opposed to the druid. It uses its great bough-like arms to inflict horrendous damage on both buildings and units. The Arch Druid must sacrifice another to perform this enchantment. The soul of the victim is bound into a tree, bringing it to life. Prevented from travelling to the afterlife, the bound soul is filled with fear and rage and rampages across the land, sowing death and destruction, until peace comes at last when Death exacts his inescapable price. When the animating soul leaves the Elemental, it reverts to its previous state as a tree – but the wise can always tell a tree that was once an Elemental, as each evening, when the sun sets, the tree appears to weep tears of sap, as if faded memories of suffering trouble the slow, slumbering tree. Others say that you can communicate with the dead soul through such a 'Golem Tree'. The Imperial Church, of course, sees this as a foul abomination and all such trees are burnt on sight.

They can do great damage to units and buildings. The Wood Elemental is almost immune to missile damage, but Fire based attacks will do considerable damage. Mercenaries and Barbarians can be effective, if they live long enough to set fire to the tree! Wood Elementals are also vulnerable to Exorcism (cast by Holy Warriors, Priests, Bishops and Inquisitors). If Elementals are damaged and begin to lose hit points, they will start shrinking in size and effectiveness. If the Arch Druid who created them is ever killed, the Elementals under his control will revert to their original forms (i.e. a Wood Elemental will become a Tree). Trees only come in one size, unlike Rock and Gold Outcroppings

## UNDEAD LEGION

*Requires: Invoke Hecate upgrade.*
*Built at: Hall of Warriors*
*Commands: Move, Attack, Attack at Will, Stand your Ground, Flee, Guard and Form Up.*

Heavy Infantry. The Undead Legion is a special elite Unit, summoned from beyond the grave to serve you. They are the toughest infantry unit in the game and can take massive amounts of damage, as their undead flesh has to be hacked into pieces to stop them. As they are legionnaires from the Lands of the Dead, they can be ordered into formations.

# Buildings

Peasants construct all buildings (except the Henge, which is constructed by the High Priestess). Refer to the in game tool tips and the Building Tree Chart for the costs. Buildings also have alignments, which is important for the multi-player game. Buildings can be Unaligned (can be built by all players), Imperial, Pagan, Renaissance, Imperial Renaissance or Pagan Renaissance. Refer to the Building Tree Chart for more details. Note that you can always combine Renaissance buildings with Imperial and Pagan buildings, but you can never have Imperial and Pagan buildings.

Note that you cannot construct any new buildings when playing in Valhalla mode.

## ARCANUM - PAGAN RENAISSANCE

*Requires: Temple of the Moon and Observatory*
*Allows: Create Gold and Stone Elemental (Arch Druid ability)*
*Upgrades: DeathWyrm, Explosives, Invoke Hecate (allows Undead Legion at Hall of Warriors)*

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

## ARMOURY – UNALIGNED

*Requires: Barracks.*
*Builds: Mangonel, Sapper and Exploding Cart (with upgrade). Bombards (with upgrade)*
*Imperial War Elephant (with Archangel Statue).*
*Allows: Carrack to be built at the Dock.*
*Upgrades: Set Explosives.*

Once you have constructed an Armoury you will have access to a range of siege weapons either directly: in the form of the Mangonel or via the Sapper. The Sapper can also build Bombards, Battering Rams and Trebuchets after the appropriate upgrades. An Armoury must be built within your city walls.

## BANK – RENAISSANCE

*Requires: Observatory*

Once you have established a thriving economy with Merchants and Shops, the addition of a Bank makes your population feel safer about the money they produce. The effect of the Bank is to allow Materials to be converted to Gold at a much faster rate. Peasants and Merchants assigned to shop will visit a bank on their way to deliver to the Manor. Visiting the Bank gives them a Gold bonus, so always try and build your Bank either near to, or in between, your Shops and your Manor (or Warehouse). A Bank must be built within your city walls.

## BARRACKS – UNALIGNED

*Builds:  Archer, Imperial Archer, Spearman, Pikeman, Man at Arms and Gunner.*
*Allows: Training Dummy, Armoury and Watchtower.*

The first step in developing a military force is to construct a Barracks. With this you can start Training and produce a force of fighting Units. Barracks must be built within your city walls. Barracks also have a radius of ammunition re-supply within which missile units can replenish their ammo.

## BLACKSMITH – UNALIGNED

*Upgrades: Light Infantry, Heavy Infantry, Light Cavalry and Heavy Cavalry Weapon and Armour upgrades.*

The Blacksmith can upgrade the armour and weapons of your Units. Each unit type has 3 levels of upgrade for Weapons and 3 levels for Armours. When you upgrade from a Keep to a Castle, Level 2 upgrades are offered at the Blacksmith. If you upgrade to a Renaissance Palace, Level 3 upgrades are offered (only the pure Renaissance alignment gets access to level 3 Blacksmith Upgrades).

## CASTLE – UNALIGNED

*Builds: Peasant and Cart.*
*Commands: Conscript Peasants (turns Peasants into Militia) and Convert Militia to Peasants.*

A Castle is an upgraded, more robust Keep. It can be Pagan, Renaissance or Imperial, depending on the path you choose. The Keep is automatically upgraded to a Castle when you build a Cathedral (Imperial Castle), Temple of the Moon (Pagan) or Observatory (Renaissance). A Castle also allows your peasants to construct new Manors elsewhere, effectively allowing you to found new cities. A Castle also allows more Infantry and Cavalry weapons and armour upgrades at the Blacksmith. If your last Castle is destroyed, you will lose the game.

## CATHEDRAL – IMPERIAL

*Builds: Bishop and Inquisitor.*
*Allows: Scriptorium (with Observatory) and Ramparts upgrade.*
*Upgrades: Surgery, Crusade, Shield of God and Crossbow*

A Cathedral allows you to recruit Bishops and Inquisitors. Priests, Bishops and Inquisitors can pray here to speed up the generation of Piety. Bishops can call down Acts of God on your foes. Building a Cathedral automatically upgrades your Keep to an Imperial Castle and disallows the University. The more Cathedrals you have, the faster the recharge rate of your Piety. Piety is used by Bishops to call down Acts of God.

## CHURCH – IMPERIAL, IMPERIAL RENAISSANCE, OR RENAISSANCE

*Builds: Priest*
*Allows: Monastery*

A Church increases the efficiency of your Peasants. When Peasants are delivering Materials to a Village or Manor and there is a Church is nearby, they will stop at the Church on every seventh trip (Sunday) and pray. This increases the speed at which they harvest resources for the next six trips. Building a Church precludes the Pagan Route. A Priest can be assigned to pray at a Church. This improves the efficiency of your Peasants still further.

## DOCK – UNALIGNED

*Requires: Village*
*Builds: Cog, Carrack (with Armoury), Corsair, Fire Boat, Galleass (with Bombard upgrade)*

A Dock will repair ships and can be set up to receive resources from another Dock, and to deliver resources to the nearest Village or Manor (see Supply Lines). Docks are only available in human(s) versus human(s) multi-player games.

## FARM – UNALIGNED

Farms generate food if a Peasant is assigned to work them. (See also Food Consumption, Unit Support and Population Limit in the printed Manual). You will be able to tell if a Farm has no Peasant working on it, as Farms without Peasants assigned to them will attract crows, which will begin to feed on the Farm. There are 3 types of Farm, depending on the terrain over which they are built – Fertile, Standard and Arid. The tool tip will tell you which type they are, as will the Farm graphic. Fertile Farms look rich and plentiful; Arid Farms are dry and patchy. Try and build your Farms on fertile terrain. Fertile Farms produce more food than Standard Farms, which produce more food than Arid Farms. Fertile terrain looks greener than other terrain.

## FORT – UNALIGNED

*Requires: Keep (i.e. your Manor has been upgraded to a Keep) and Fort research at Guildhall*
*Garrison Capacity: 10*

The Fort is an upgraded Watchtower. It can take more damage than a Watchtower and more troops can be garrisoned there. Troops can fire missiles from a Fort.

## GATEHOUSE – ALL ALIGNMENTS

*Garrison Capacity: 10*
*Commands: Open Portcullis and Close Portcullis.*

Your initial Stockade comes with a Gatehouse. There are four types of Gatehouse: Stockade Gatehouse, Fortified Gatehouse, Gatehouse Battlements (Renaissance) and Gatehouse Ramparts (Imperial). A Gatehouse can be garrisoned, like Forts and Towers. The Gatehouse automatically detects any nearby enemy Spies and Possessed Peasants. You can open and close the Gatehouse gates to let Units through, or to prevent entry if enemy troops are threatening.

## GUILDHALL – UNALIGNED

*Requires: Village*
*Allows: Windmill, Blacksmith, Warehouse*
*Upgrades: Heavy Plough, Horse Harness, Crop Rotation (Renaissance route only), Flaming Arrow, Wall Upgrades, and Fort Upgrade*

An economic building that is essential for the efficient harvesting of resources and is the starting point for many other useful buildings and upgrades.

## HALL OF WARRIORS – PAGAN

*Requires: Temple of the Moon*
*Builds: Warrioress of the Dawn, Warrior of the Sun (requires Wickerman), Huntress of the Dawn, Huntress of the Sun (requires Wickerman), and Undead Legion (requires Invoke Hecate upgrade at the Arcanum – Pagan Renaissance)*

A Pagan Barracks. This is where Pagan warriors are recruited.

## HENGE – PAGAN

*Builds: Succubus, Gibbering Horde, Behemoth (requires Wickerman), Spider Demon (with Wicker Man), DeathWyrm (with Arcanum) and the Fomorian (with Temple of the Moon).*

The Henge must be built by a High Priestess. It is a summoning circle of ancient stones, used to bring forth mighty Pagan Beasts from the 'other side'.

## HOLY CHAPTER – IMPERIAL

*Requires: Cathedral and Holy Chapter upgrade at Monastery*
*Builds: Monk and Holy Warrior*
*Upgrades: Chivalry*

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

## HOLY FORTRESS – IMPERIAL

*Requires: Fort Upgrade (researched at the Guildhall) and Shield of God (researched at the University)*
*Garrison Capacity: 20*

You can upgrade a Fort to a Holy Fortress once you have completed the Shield of God upgrade. A Holy Fortress has the best defence and can house the largest garrison of any fort.

## KEEP – UNALIGNED

*Builds: Peasant and Cart.*
*Commands: Conscript Peasants (turns Peasants into Militia) and Convert Militia to Peasants*

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

(Imperial Keep), Sacred Grove (Pagan Keep) or Windmill/Sawmill (Renaissance Keep). If your last Keep is destroyed, you will lose the game.

Keeps can also resupply missile units with ammunition. A Keep also allows more Infantry and Cavalry weapons and armour upgrades at the Blacksmith.

## MANOR – UNALIGNED

*Builds: Peasant and Cart*
*Commands: Conscript Peasants (turns Peasants into Militia) and Convert Militia to Peasants.*

Your first Manor in the game is the centre of your city and your Empire. If it is destroyed you lose the game, so guard it well (In multi-player you can change this, if you wish). Your Manor begins with a Stockade wall and as your city expands, so does the wall, automatically. As you develop your city, your Manor will be upgraded to a Keep, a Castle and then a Palace. Each of these Castles will be different according to your choice of alignment – Pagan, Imperial or Renaissance. You can only ever have one Manor, until it is upgraded to a Castle. At this point, your peasants can construct new Manors.

Manors can also resupply missile units with ammunition

## MAYPOLE – PAGAN, PAGAN RENAISSANCE

*Allows: Sacred Grove and Barbarian (at the Trading Post)*

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

## MONASTERY – IMPERIAL, IMPERIAL RENAISSANCE OR RENAISSANCE

*Requires: Church*
*Builds: Monk*
*Upgrades: Chivalry and Holy Chapter (upgrades Monastery to Holy Chapter)*

Building a Monastery automatically upgrades your Manor to a Keep. Any Monks recruited at a Monastery will not travel more than a short distance from their Monastery to heal your units. If enemy troops approach, the Monks will flee inside the Monastery and hide. They will not come out to heal until the enemy troops have gone.

Building a Monastery automatically gives your spies the Holy Mission ability (see Holy Mission Command).

## OBSERVATORY - RENAISSANCE, IMPERIAL RENAISSANCE OR PAGAN RENAISSANCE

*Requires: Windmill or Sawmill*
*Commands: Telescopic Vision*
*Allows: Explosive cart, Bank and Scriptorium (with Cathedral), or Arcanum (with Temple of the Moon), or University*
*Upgrades: Research Trebuchet and Telescope*

The Observatory allows your people to research new techniques and discoveries. It automatically upgrades your Keep to a Castle and precludes Wickerman and Archangel Statue. The Observatory also gives you the power of Telescopic Vision. The Observatory has a charge bar. When it is fully charged, the Telescopic Vision icon will become active. Select it, and then right click anywhere on the map, and you will be able to clear the Fog of War around that area for a short while. It also offers the Telescope upgrade, which improves the sight range of your Scouts, and the Trebuchet upgrade which allows your Sappers to build Trebuchets. If you are being targeted by the Telescopic Vision from an enemy Observatory, you will notice small purplish lights in the area which is being inspected. You can't do anything about this, (short of destroying the enemy Observatory) but it lets you know you're being examined.

## PALACE - UNALIGNED

*Builds: Peasant and Cart.*
*Commands: Conscript Peasants (turns Peasants into Militia) and Convert Militia to Peasants.*

A Palace is an upgraded Castle and is the ultimate headquarters. It can be Pagan, Renaissance or Imperial, depending on the path you choose. The Castle is automatically upgraded to a Palace when you build the Statue of the Archangel (Imperial Palace), a Scriptorium (Imperial Renaissance Palace), Wicker Man (Pagan Palace), Arcanum (Pagan Renaissance Palace) or University (Renaissance Palace).

Palaces can also resupply missile units with ammunition.

The Renaissance Palace allows more Cavalry and Infantry combat upgrades at the Blacksmith.

## PALINGS

Palings are stakes set in the ground, and they will slow enemy Units up who encounter them. The Sapper can build Palings.

### SACRED GROVE – PAGAN

*Requires: Maypole*
*Upgrades: Festival of Samhain, Festival of Beltane and Blessings of the Goddess.*
*Builds: High Priestess*
*Allows: Temple of the Moon, Battle Rider, Mounted Huntress and Vandavar Barbarians*

The Sacred Grove is a Pagan centre of nature worship. Building a Sacred Grove automatically upgrades your Manor to a Pagan Keep. The Sacred Grove allows Mounted Huntresses (female horse archers).

### SAWMILL - RENAISSANCE, PAGAN RENAISSANCE, IMPERIAL RENAISSANCE

*Requires: Guildhall*
*Allows: Observatory.*

A Sawmill is used to boost your Materials output. Build the Sawmill near a forest your Peasants are working at. The Sawmill has a radius of effect. Peasants chopping wood within this radius will visit the Sawmill on their journey from a tree to the Village. The Sawmill turns the wood into lumber, in effect increasing the amount of Materials they are carrying, which then gets delivered to the Village (or Manor).

### SCRIPTORIUM - IMPERIAL RENAISSANCE

*Requires: Cathedral and Observatory*
*Upgrades: Witch Hunt, Greek Fire and Gunpowder.*

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

### SHOPS – UNALIGNED

*Requires: Village*
*Allows: Tavern*
*Offers: Pause Shopping and Unpause Shopping*

Shops allow Peasants and Merchants to trade their Material for Gold. Gold is generated from Shops by assigning Peasants or Merchants to a Shop where they will start selling materials from your Global Stocks. The material is then converted to Gold, the Peasant or Merchant then takes the Gold to the Manor/Keep/Castle/Palace. A Peasant/Merchant will continue to do this until there is no more Material at the Palace or the Peasant is instructed to stop. If you build a Bank nearby, the Peasant or Merchant will stop at the Bank, increasing his Gold yield, before delivering it to the Manor, Keep, Castle or Palace. A Merchant will generate more gold than a Peasant if he is assigned to a shop. To pause this process (i.e. if your Materials are running low), select this option at the shop. If you have a Peasant or Merchant assigned to a shop, it will stop taking Materials from Global Stocks.

### STABLES – UNALIGNED

*Builds: Javelineer, Squire, Dragoon (with Gunpowder upgrade), Mounted Huntress (with Temple of the Moon), Battle Rider (with Sacred Grove), War Rider (with Wicker Man), Knight (with Chivalry upgrade) and Imperial Knight (with Archangel Statue).*

Stables are where you can recruit your Cavalry Units.

### STATUE OF THE ARCHANGEL – IMPERIAL

*Requires: Crusade upgrade (from Cathedral)*
*Commands: Summon the Archangel*
*Allows: Imperial Archer, Imperial Knight, Imperial Pikeman, Imperial War Elephants, Inquisitor and the Wormwood and Lightning Acts of God for your Bishops. Existing Knights and Spearmen, and Men-at-arms will be automatically upgraded*

The Statue of the Archangel, the Sword of God is the ultimate Imperial building. If this Statue is built it marks you as the most pious and zealous follower of the Imperial Church. The followers of the true faith will flock to your banner and the most powerful Imperial units will become available to you. You can use also summon the real Archangel at his Statue. Assign Priests, Bishops and Inquisitors to pray at the Statue to hasten the summoning. Building the Archangel precludes the University and automatically upgrades your Castle to an Imperial Palace.

### TAVERN-UNALIGNED

*Requires: Shop*
*Builds: Mercenaries and Spies*

Spies and Mercenaries most commonly frequent the Taverns, all looking for work. When not working they spend their money eating and drinking to excess, as they never know when they may get their next job, or even if they will live long enough to see another day. Building a Tavern will also enable the Global Diplomacy screen which allows you to monitor the status of all diplomatic relationships between all players (in multi-player games only).

### TEMPLE OF THE MOON – PAGAN

*Requires: Sacred Grove*
*Upgrades: Summon Fomorian, Create Ghost Army and Charm of Madness*
*Allows: Arcanum (with Observatory), Hall Of Warriors and Wickerman*
*Builds: Arch Druid*

The Temple of the Moon takes you further down the Pagan path and precludes the University. This will attract more Pagan followers, allowing you to build the Hall of Warriors (a pagan barracks) where you can recruit pagan units. The Charm of Madness upgrade enables you to cast the Charm of Madness from the Temple. Once the upgrade is completed, select the Temple of the Moon and move the cursor over an enemy building you can see, anywhere on the level. Right click on that building to inflict the Charm upon your foe! Note that the Charm of Madness has a charge bar that slowly builds up over time. You cannot use the Charm until it is fully charged. Using the Charm depletes the charge and you will have to wait for it to recharge before you can use it again. Note that the Charm can only be used against other human players (AI Generals are immune).

### TRAINING DUMMY

*Requires: Barracks*

A Training Dummy is a place where a combat Unit can train and earn experience points. A Sapper or a Peasant can construct a Training Dummy. When built, select a combat Unit and right-click on the Dummy, the Unit will train at the dummy. Note that a unit can only gain a certain amount of experience from a training dummy and will need to engage in actual combat to progress further. You can fit no more than 4 units per dummy.

### TRADING POST – UNALIGNED

*Builds: Scout, Barbarian (requires Maypole) and Vandavar Barbarian (requires Sacred Grove)*
*Upgrades: Shared Vision*

The Trading Post can be used as a kind of static Scout, because of its high sight range. Scouts and Barbarians can also be found here, looking for work.

### UNIVERSITY – RENAISSANCE

*Requires: Obsercatory*
*Allows: Ultimate armour and weapon upgrades at the Blacksmith and Gunner Unit*
*Upgrades: Rocketry, Bombard, Advanced Sawmill and Advanced Windmill*

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

### VILLAGE – UNALIGNED

*Builds: Peasant, Peasant Farmer and Cart*
*Allows: Guildhall, Church or Maypole, Farm, Dock, and Shop*

A Village is a resource gathering centres. Carts travel to your Villages picking up resources and taking them to your Manor or Keep or Castle or Palace where they are entered into Global Stocks and become available for use. Build your farms around a Village. Build your village near resource sources like stone outcroppings, forests and gold outcroppings. A new Village always comes with one Cart. To speed up delivery rates, you can build more if you like.

### WALLS AND TOWERS – VARIOUS ALIGNMENTS

There are four types of wall: Stockades (wooden), Fortified Wall, Battlements (Renaissance wall) and Ramparts (Imperial wall). Your initial Manor always comes with a stockade and as you expand your city the wall foundations will automatically expand with it but you will need to assign Peasants to complete these foundations. This is free for auto-walls but will cost Materials if you build them elsewhere. You can also use your Peasants to build walls outside of your city and you can research Fortified walls, Battlements and Ramparts. Any existing walls will be upgraded automatically at no cost to the new wall type.

Any wall section (excluding stockades) can be upgraded to the appropriate Tower. Simply select a wall and click on the Tower upgrade icon (this costs Materials). Towers can be garrisoned in the same way as Forts. Towers also act as resupply centres for ammunition for missile troops. The garrison capacity for all towers is 5.

### WAREHOUSE – UNALIGNED

*Requires: Guildhall*
*Builds: Merchant and Supply Wagon*
*Upgrades: Logistics*

A Warehouse can function as a Manor for the purposes of receiving resources from Villages, as well as spawning Merchants and Supply Wagons. Resources delivered to a Warehouse will go straight into global stocks. Warehouses also offer the Logistics upgrade, which improves the supply radius for ammo of Supply Wagons, Manors and Forts. A Warehouse must be built within your city walls, even so you should try and build it as near to your Village(s) as you can and with a clear route to the village to cut down Cart delivery times. Merchants and Peasants who are working at Shops will also deliver their gold to a Warehouse.

### WATCHTOWER - UNALIGNED

*Garrison Capacity: 5*

These buildings can be built as outposts or defences. They are not much use on their own, and require garrisons to be effective. Garrisons can fire out if they are missile troops. With the Crossbow upgrade, all garrisons can fire out, even peasants! Watchtowers can resupply nearby missile units with ammo, and have a good sight range.

### WICKER MAN – PAGAN

*Requires: Temple Of The Moon*
*Command: Summon Abaddon.*

The Wicker Man is the ultimate Pagan building. The Wicker Man sends out a call to your Pagan people to 'muster the tribes' and various Pagan warriors become available: the Behemoth and Spider Demon (at Henge), the Warrior of the Sun, War Rider, and Huntress of the Sun (at the Hall of Warriors). Existing Huntresses of the Dawn and Battle Riders will automatically be upgraded. Your Arch Druid will also gain the Greengrow spell. You can also use the Wicker Man to summon Abaddon, the most powerful Pagan Unit in the game. Peasants can be sacrificed at the Wicker Man to hasten the summoning. Building the Wicker Man precludes the University, Observatory and Arcanum and automatically upgrades your Castle to a Pagan Palace.

### WINDMILL – RENAISSANCE, PAGAN RENAISSANCE, IMPERIAL RENAISSANCE

*Requires: Guildhall*
*Allows: Observatory and Horse Harness (at Guildhall)*

A Windmill is used to boost your food output. Build the Windmill near a Village to which your Peasants are delivering food. They will visit the Windmill on their way from a farm to the Village. The Windmill grinds the grain into flour, in effect increasing the amount of food they are carrying and which gets delivered to the Village (or Manor). The Windmill also allows various upgrades and buildings. Selecting the Windmill will display its radius of effect. Try and build your farms within that radius.

## Upgrades

Usually, as you construct new buildings, these buildings will offer upgrade icons that you can select. These always cost wood, food or gold. Some upgrades are dependent on buildings, or other upgrades. Upgrades will improve existing units or buildings, allowing new units or buildings, or allowing other special abilities. All upgrades must be researched through the expenditure of resources. (See the building tree chart for a list of costs). (Refer to the in game tool tips and the building tree chart for the costs of upgrades). There are no upgrades if you are playing a Valhalla game (See manual).

### UPGRADES IN THE SINGLE PLAYER CAMPAIGN

In the single player campaign you may discover new techniques and upgrades by the conquest of new provinces. When you move on to invade another province, those upgrades will be available for research on the new level.

### ADVANCED SAWMILL

*Available at: University*

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

### ADVANCED WINDMILL

*Available at: University*

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

### BATTLEMENTS

*Available at: Castle*
*Pre-requisite: Imperial and/or Renaissance only*

This upgrades the strength of all your Towers and Walls.

### BAYONET

*Available at: University*

This upgrade allows the Gunner to swap roles between Heavy Infantry and Light Infantry. When completed, a new command will be available to the Gunner – Fix/Remove Bayonet. With the Bayonet fixed, the Gunner cannot fire, but it can defend itself reasonably well, especially against cavalry. Gives greater tactical flexibility for the Gunner.

## BLACKSMITH UPGRADES

Basically, these upgrades improve the attack and defence values of your units. Each upgrade becomes available when the first one is completed – for instance, the Heavy Infantry Pattern Welded Blade upgrade is not available until the Heavy Infantry Damascene Steel upgrade has been completed. Note that they are not cumulative, so a level 2 percentage increase is based on the original unit value, and not the value given after the level 1 upgrade.

### HEAVY INFANTRY

Level 1: Damascene Steel – Increases the Melee Attack damage of all your Heavy Infantry units by 15%.

Level 2: Pattern Welded Blade – Increases the Melee Attack damage of all your Heavy Infantry units by 30%.

Level 3: Tempered Steel (requires University) – Increases the Melee Attack damage of all your Heavy Infantry units by 45%.

Level 1: Scale mail – Increases Armour rating of all your Heavy Infantry by 15%.

Level 2: Chain mail – Increases Armour rating of all your Heavy Infantry by 30%.

Level 3: Plate Armour (requires University) – Increases Armour rating of all your Heavy Infantry by 45%.

### LIGHT INFANTRY

Level 1: Iron-tipped Weapon – Increases Light Infantry Missile attack damage by 15%.

Level 2: Steel-tipped Weapon – Increases Light Infantry Missile attack damage by 30%.

Level 3: Armour Piercing (requires University) – Increases Light Infantry Missile attack damage by 45%.

Level 1: Leather Armour – Increases Light Infantry Armour value by 15%.

Level 2: Hardened Leather Armour – Increases Light Infantry Armour value by 30%.

Level 3: Ring mail Armour (requires University) – Increases Light Infantry Armour value by 45%.

### LIGHT CAVALRY

Level 1: Iron-tipped Weapon – Increases Light Cavalry Missile damage by 15%.

Level 2: Steel-tipped Weapon – Increases Light Cavalry Missile damage by 30%.

Level 3: Armour Piercing (requires University) – Increases Light Cavalry Missile damage by 45%.

Level 1: Quilted Hauberk – Increases Light Cavalry Armour values by 15%.

Level 2: Mail Barding – Increases Light Cavalry Armour values by 30%.

Level 3: Plate Barding (requires University) – Increases Light Cavalry Armour values by 45%.

### HEAVY CAVALRY

Level 1: Leather Barding – Increases Heavy Infantry Armour values by 15%.

Level 2: Mail Barding – Increases Heavy Infantry Armour values by 30%.

Level 3: Plate Barding (requires University) – Increases Heavy Infantry Armour values by 45%.

Level 1: Warhorse – Increases Heavy Cavalry Melee attack damage by 15%.

Level 2: Stirrups – Increases Heavy Cavalry Melee attack damage by 30%.

Level 3: Horse Shoe – Increases Heavy Cavalry Melee attack damage by 45%.

### BLESSINGS OF THE GODDESS



*Available at: Sacred Grove*
*Pre-requisite: Festival of Samhain*

This Pagan ritual calls down the blessings of the Pagan Goddess of Fertility by making your Maypole much more powerful. Peasants visiting the Maypole will harvest far more food. This upgrade is the final Maypole improvement, over Beltane and Samhain.

### BOMBARDS



*Available at: University*

This allows you to construct Bombards, which are like early medieval cannons. See unit descriptions for more details.

### CHARM OF MADNESS

*Available at: Temple of the Moon*

The Charm of Madness upgrade enables you to cast the Charm of Madness from the Temple of the Moon. Once the upgrade is completed, select the Temple of the Moon, and move the cursor over an enemy building you can see, anywhere on the level. Right click on that building to inflict the Charm upon your (human) foe! They will experience confusion, irrational panics and false alarms. Note that the Charm of Madness has a charge bar that slowly builds up over time. You cannot use the Charm until it is fully charged. Using the Charm depletes the charge, and you will have to wait for it to recharge before you can use it again. Enemy AI Generals are immune to this Charm.

### CHIVALRY

*Available at: Monastery*

Chivalry is a kind of medieval warrior code. Chivalry allows you to recruit Knights (at the Stables) and the Man-at-Arms (at the Barracks).

### CROP ROTATION

*Available at: Guildhall*
*Pre-requisite: University and Horse Harness*

Crop Rotation gives your Farms the highest possible Food Support rating, increasing it from 10 to 15, allowing you to support even larger armies. (See Farms and Food Support for details).

### CROSSBOW

*Available at: Cathedral*

This weapons advance allows for the construction of crossbows. The advantage of the crossbow is that it requires little training to learn how to use, as opposed to the bow, which takes years of practice. The Imperials make use of it by mounting it on all their Towers and Forts. This means that any unit (even Peasants) can fire out of a Tower, Watchtower, Fort or Holy Fortress. So all you have to do is garrison your Forts and Towers with any unit type, and that Fort or Tower will fire at approaching enemies.

### CRUSADE

*Available at: Cathedral*

The Imperial Church calls for a Crusade against all Pagans and Heretics! This allows you to upgrade your Monastery to a Holy Chapter, which provides the Holy Warrior (a fanatical Knight, dedicated to the Church), and to build the Statue of the Archangel. The Statue allows you to recruit powerful Imperial units and to summon the Archangel himself.

### DEATHWYRM

*Available at: Arcanum*

The Pagan Priest Scholars of the Arcanum have discovered new, arcane rituals, allowing you to summon the terrible DeathWyrm from the spirit world at the Henge. (See unit descriptions for details).

### ESPIONAGE

*Available at: University*

Spies take on the appearance of an enemy Peasant. This means it is very difficult to tell if an enemy Spy is nearby. However, other Spies, and the Gatehouse, automatically unmask enemy Spies. With the Espionage upgrade, Towers, Watchtowers and Forts will gain the ability to unmask enemy Spies as well.
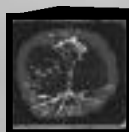
### EXPLOSIVES

*Available at: Arcanum*

This enables your Trebuchets to fire exploding missiles that do devastating damage when they hit. Effective against units as well as buildings.

### FESTIVAL OF BELTANE

*Available at: Sacred Grove*

This Pagan Festival increases the rate at which yourPeasants gather food, by improving the Maypole bonus to Peasants. A happy Peasant is a hard-working Peasant!

## FESTIVAL OF SAMHAIN

*Available at: Sacred Grove*
*Pre-requisite: Festival of Beltane*

Improved version of the Beltane festival. This Pagan Festival further increases the rate at which your Peasants gather food, by improving the Maypole bonus to Peasants even more. A happy Peasant is a hard-working Peasant!

## FLAMING ARROW

*Available at: Guildhall*

This allows your bow-armed missile units to fire flaming arrows. Flaming arrows use ten times the ammunition of ordinary arrows. Flaming arrows can cause buildings to catch alight, and fire can spread from building to building, devastating a city! Flaming arrows are effective against Wood Elements and siege weapons as well.

## FORT

*Available at: Guildhall*
*Pre-requisite: Keep (i.e. your Manor has been upgraded to a Keep)*
*Garrison Capacity: 10*

This upgrade allows you to build Forts. You can also upgrade any existing Watchtowers to Forts, by selecting the Watchtower, and clicking the 'Upgrade to Fort' icon. This will cost resources. Forts can take more damage than Watchtowers and can house more units.
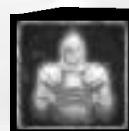
## FORTIFIED WALLS

*Available at: Guildhall*

You must have your Manor upgraded to a Keep before this becomes available. This upgrade turns all your wooden Stockade walls and Gatehouses into fortified walls. It also allows you to build fortified walls and to upgrade sections of wall into Towers. (See Walls and Towers for more details).

## GHOST ARMY

*Available at: Temple of the Moon*

This can be researched at the Temple of the Moon. Peasants can be sacrificed at the Temple to speed up research times. This upgrade gives the High Priestess the ability to create illusory armies to confuse the enemy. Selecting this ability and clicking on the ground nearby will create a small number of troops that will appear to be real to the enemy, but who will do no damage and who will disappear when the enemy get close. The controlling player will still be able to order them around, and the Archers will still fire (ghost) arrows that do no damage. They are also undamaged by enemy arrow fire.

## GREEK FIRE

*Available at: Scriptorium*

This is the application of Greek Fire (or Naphtha – a medieval Napalm!) on the battlefield. It enables your Trebuchet to shoot Fireballs that can set alight buildings.
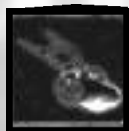
## GUNPOWDER

*Available at: Scriptorium*

This discovery allows you to recruit Gunners and Dragoons, light troops armed with primitive muskets. (See the Unit descriptions for more details).

## HEAVY PLOUGH

*Available at: Guildhall*

The Heavy Plough upgrade makes your farms more productive. It increases Farm Food Support from 4 to 6, so each farm can now support more units. (See Farms and Food Support for details).

## HORSE HARNESS

*Available at: Guildhall*
*Pre-requisite: Heavy Plough*

The Horse Harness upgrade makes your farms even more productive than the Heavy Plough. It further increases Farm Food Support from 6 to 10, so each Farm can now support even more units. (See Farms and Food Support for details).

## LOGISTICS

*Available at: Warehouse*

This upgrade improves the range of ammunition supply for the Supply Wagon, Manor, Keep, Castle, Palace, Barracks, Watchtower, Fort and Fortress. It increases the radius of the circle in which ranged-units re-supply with ammunition.

## RAMPARTS

*Available at: Guildhall*
*Pre-requisite: Imperial only and Battlements*

This upgrades the strength of your Towers and Walls. These are the strongest walls you can get.

## ROCKETRY

*Available at: University*

New technology that allows you to build the ultimate Renaissance Siege Weapon – the dreaded Rocket Launcher. (See Unit descriptions for details).

## SET EXPLOSIVES

*Available at: Armoury*

This upgrade enables your Sappers to Set Explosives that will then explode after a short time doing damage to buildings and units nearby (so ensure that none of your units are nearby). Note that any Sapper can also try and Defuse explosives that have already been set (no upgrades are required)

## SHARED VISION

*Available at: Trading Post*

This upgrade allows the player to share his field of view with his allies. Once the upgrade is complete, all allied players are able to see what that player sees. If the alliance is broken, the player will no longer get this information.

## SHIELD OF GOD

*Available at: Cathedral*

The Shield of God is a term the Imperial Church uses for a program of fortification building and enhancement. It allows the construction of the Holy Fortress and the upgrading of your Watchtowers and Forts to Holy Fortresses. Once you have completed the Shield of God, if you select any existing Watchtowers or Forts, a new command icon will appear enabling you to upgrade these to a Holy Fortress. Note that it will cost resources to upgrade your existing fortifications to the Holy Fortress. Your Peasants will also be able to construct the Holy Fortress directly.

## SUMMON THE FOMORIANS

*Available at: Temple of the Moon*

The Pagan priesthood of the Temple of the Moon can research a new ritual, enabling you to summon Fomorians at the Henge. (See unit descriptions for details on the Fomorian).

## SURGERY

*Available at: Cathedral*

Advanced medical techniques for treating battle wounds. This improves the healing power of Monks.

## TELESCOPE

*Available at: Observatory*

This upgrade equips all your Scouts with a telescope, increasing their sight range.

## TELESCOPIC VISION

*Available at: Observatory*

This is more like a repeatable upgrade than a true upgrade. The Observatory has a charge bar. When it is fully charged, the Telescopic Vision icon will become active. Select it and then right click anywhere on the map and you will be able to see that area for a second or two.

## TREBUCHET



*Available at: Observatory*

This discovery enables your Sapper to construct Trebuchets. (See unit descriptions for details).

## UNDEAD LEGION



*Available at: Arcanum*

Combining medical science and pagan ritual, the pagan priestly scholars of the Arcanum can devise methods of re-animating the dead. This allows you to recruit the Undead Legion unit, the deadliest Heavy Infantry unit. (See unit descriptions for more details).

## WITCH HUNT



*Available at: Scriptorium*
*Pre-requisite: Crusade from Cathedral*

The Witch Hunt enables new techniques of hunting down and destroying the enemies of the Imperial Church. It enables new Acts of God at the Cathedral – Fimbulwinter and Wrath of Heaven (see Acts of God). Peasants can be sacrificed at the Scriptorium to speed up the research.