

Siege  
Of  
Turtle Enclave  
Instruction Manual

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## Getting Started:

From the main menu, you will be able to either start a new campaign, fight a skirmish battle, or load one of 9 saved games. If you are 'loading' a saved game then you have already 'gotten started', and skirmishes are just single battles set up with intuitive interface (check the Battle section on page #) so we'll cover 'starting a new campaign' first. When you click **Campaign** (after hitting Start New Game) you'll have the chance to customize the game a bit, for now this consists primarily of changing difficulty settings, and some minor graphical effects;

The **Owl Aggression** and **Owl Toughness** options determine how fast the enemy becomes 'angry' with you and tries harder to exterminate your settlement. As you conquer territory the enemy will increase in **aggressiveness**; making them attack you **more frequently**, and in **toughness**; making them hit you with **stronger and more numerous** troops. Adjusting either of these options will 'decrease' or 'increase' the rate at which the enemy will heighten it's efforts to destroy you, forcing you to get your act together faster, or face the consequences...

The **Owl Ferocity** limits **how many killer/ravager armies** the AI will deploy based on the current Aggro.

And lastly there is the **Battle Pace** option which, obviously, slows down or speeds up the pace at which the real time battles are fought.

The **Battles** option controls how aggressively enemy units adjust formation and stances, as well as how frequently they use their abilities.

The **Cheats** option (which is off by default) allows you to...shall we say, utilize all of your advantages? Cheats and how to use them are explained in the Encyclopedia (which is now a separate document located in the install directory).

All except the Battle Pace and Graphics options are saved when you start a game, and cannot be altered 'mid-campaign', so before you hit 'Start' (in the lower right) everything should be set the way you want it otherwise you'll have to start a new game in order to change the settings. Loading a game restores the settings you chose when you started that game. The **Festivals** options toggle on or off the seasonal decorations that appear

throughout the Enclave, all are off by default. The Festival setting can be changed mid-game, so if you '♪*need a little Christmas*♪', you can have it whenever you want!

The **Options** window controls sound settings, shadows and anti-aliasing, and how many 'Point Lights' appear throughout the game, and grass density, these options can have quite an impact on framerates on lower end hardware.

## New Campaign:

When you hit Start, the intro will play and then you are brought to your settlement. The camera is controlled with the WASD keys or the Arrow keys, and the E & Q keys to zoom in and out (respectively) the mouse-wheel (if applicable) can also be used to zoom. What you



should find after flying around a bit is a large forest with something resembling a settlement nearby, this is where you shall be building all your structures which will allow you to recruit troops, enhance your economy, and research technologies. Mousing over certain areas of the woods (or pressing Space) will reveal large

opaque-white boxes littered throughout the settlement (or Enclave), these are 'Build Points' and clicking on these will bring up the Build Structure interface, listing all possible buildings that you are able to build on the selected spot. At this time, there are three different kinds of Build Points:

**Defensive:** These points build only Guard Towers, and offer added firepower to your defending troops in the Enclave.

**Economic:** The most important build points, this is where you can build all of your housing, barracks, workshops, and other powerful buildings.

**Agricultural:** During the course of the game, you will be able to grow special crops in these build points, some will help feed your hungry turtles and some offer special bonuses, rare seeds will be hidden throughout the map (someday) and others will have to be Foraged for at the Alchemist's Lab.

# Taking Stock:



The HUD displayed at the top of the screen, while you are in the Enclave or the world map, displays all available resources (including Time and Housing) as well as incoming resources. Numbers displayed on the left of the '/' are what you have in store, and numbers on the right represent what your turtles are collecting this turn, to be awarded when you hit 'End Turn' (the blue button on the HUD).

**Time** is also a valuable resource that you must consider while conquering enemies and commissioning structures, you deal with time in increments of Hours, usually in batches (ten, twenty, thirty, etc...). Every task that you perform deducts hours of work from the total amount available to you for the day, this amount varies from day to day as Peasants are deployed to faraway lands or die horribly in an enemy attack. Each Peasant unit that you have *stationed in the Enclave* gives you **twenty hours of work each day**, this total is tallied at dawn, after all enemy aggression is complete. As your settlement grows you will be able to recruit more powerful workers, such as **Militia**; a reasonable melee unit that provides **10 hours** of work, and **Armoured Peasants**; a high tiered melee unit that provides **15 hours** of work.

**Peasants, Militia, and Armoured Peasants only contribute work hours when they are stationed in the Enclave!**

## Saving and Loading:

I've heard rumors about strange people who actually have something they call a 'life' which requires them to stop playing video games and actually



do 'other stuff'...Each to their own I suppose, the truth is however that I have implemented saving and loading not to cater to some fringe group, but to ensure that the rest of us will lose little or no progress in case of power outages or other forms of temporary mechanical failure. On the HUD there is both a Save button and a Load button, indicated as a Scroll Icon without writing and one with writing, which will bring up the three slots available to save or load your game to (or from).

## Building Structures:

Once you have selected something to build on a build point scaffolding will appear on the spot and the resources required for the structure will be deducted from your coffers, unless you chose something agricultural, in which case young sprouts will appear. Putting up the scaffolding will allow you to begin assigning turtles to work on it until it is complete, each time you hit 'Continue' (with the scaffolding selected) you assign one of your peasants to spend **ten** hours working on it that day, holding *shift* while clicking will assign **five** peasants completing **fifty** hours of work and holding CTRL while clicking will assign **100** peasants completing **one thousand** hours of work (extra hours **will not be wasted** if the structure requires less than fifty or one thousand hours of work, it's just to save mouse-clicks & reduce tedium). Once the structure is finally done it will confer whatever benefits it offers upon your settlement. Each structure has a different resource and time cost to start and complete, the list of structures and their benefits/costs are explained in detail in the Encyclopedia (a separate document in the install directory.)

## Upgrading Structures:



Structures may be upgraded to increase their power, enhancing units, unlocking new technologies to be researched, etc... No structure may exceed the level of the Keep, for example; a Stoneborne structure may not be upgraded to Ironwrought while the Keep remains Stoneborne, first upgrade the Keep, then you may upgrade the structure. With a completed structure selected and the Keep of appropriate level, you may click on the upgrade button to attempt to begin the process, if you have sufficient resources to upgrade they will be deducted from your coffers and scaffolds will appear around the structure and you will have to assign peasants to work on it just like it was when you were building it. Structures being upgraded continue to perform their duties so there's no worry about 'downtime' during upgrades. When all the work is complete the structure will change in appearance and begin to confer it's new benefits upon the settlement.

## Researching Technologies:

Research can be done by clicking the Research Tab on the top right of the HUD, though without a Library this will be a long process. With the Research menu open Technologies (Techs) available for research will be displayed, some Techs will be 'grayed out' signifying that you have not met the prerequisites for learning that Tech yet, for example; you cannot learn how to forge stronger weapons and armor for your armies before you have completed a Metalsmith's Forge. The type of Tech is signified by color, Red Tomes are for Military Technologies, Blue Tomes are for Economic Technologies, and White Tomes are for Magical Technologies. Clicking on any of these Tomes will have your scholars start studying them, as well as give you more info on what the Technology actually does. Once selected, a Tech will take several days until it's full complexities are made known to your Settlement, multiple Libraries ***will reduce*** this time frame but you may only research ***one*** Tech at a time...

# Agriculture:

## **Farming:**

Powerful bonuses and a slow trickle of free resources can be provided by developing a healthy and diverse agri-'culture' (see what I did there?) By default all your farm plots are occupied by Cucumbers, a staple food in the Enclave, each crop (there are ten) provides 20 Food each turn with at no cost in hours. To plant other crops you'll have to uproot some of them to make room, likewise in the future as you cultivate more powerful crops you'll want to uproot ones that are no longer practical/useful as the campaign advances. This process couldn't be simpler, new crops are cultivated at an Alchemist's Lab similar to the way Technologies are researched at the Library, once a crop has been cultivated it can be planted in any of the ten farm plots in the Enclave. Once it has been planted it will take a few days to mature. Mature crops will then either provide a passive bonus to your settlement, or become available to be assigned to an army as a 'Special Ration'.

## **Special Rations:**

With an army selected on the world map, the button "Rations" will appear in the drop down menu. Clicking on it will bring another drop down panel with a list of all available crops that can be assigned to the army. The time between a Ration being assigned and taking effect varies based on where the army is standing; if the army is in the Enclave the Ration will be active immediately, if the army is on a road it will take 1 day to take effect, and if the army is not on a road nor the Enclave the Ration will take 2 days to arrive and take effect. Some rations increase defense or attack, some increase speed, others provide a heal-over-time, and still others have offer special powers that can be cast during battle. Once a Ration has been assigned it will remain assigned to the army until the army is destroyed or the source crop is uprooted.



# The World Map:

Of course by now you must be itching to travel out from within your meager settlement and start roasting owl feathers, so hit the World Map Button (the gold one on the HUD) and take a good look at what lies outside the relative safety of your walls.

## Hostile Invasions:

When you hit 'End Turn' the sun sets and the nasties come out. The enemy will begin to recruit and move it's armies, and attack the players holdings where applicable, enemy armies may move up to 2 tiles vertically and horizontally or 1 tile diagonally. So anywhere within this range of an enemy army is in danger, unless the enemy army is a 'guard' army or 'camp' army, these are A.I. behaviors that command armies that never move, only guard the tile they're sitting on. There is no way for the player to tell which is a camp/guard army and which isn't, so just watch the army for a couple of turns, and if it doesn't move, chances are it isn't going to!

## Moving Units:

Left clicking tiles selects them, and displays all armies present in them (if the tile isn't obscured by FoW), selecting an army will highlight tile on the world map that that army can move two (usually 2 tile horizontally and vertically, and 1 tile diagonally), right click any of these tiles and the army will move to the tile, friendly armies cannot move to 'unrevealed' tiles, or tiles that are neither adjacent to Pure tiles or a friendly army. The presence of Roads allow your armies to move rapidly across large distances, any army ***begins the day on a road*** tile can move to any tile that road is connected to in a single day.

**NOTE:** You may move all troops present in one tile to another by clicking move or attack without any units specifically selected, this will transfer all units in the selected tile to the targeted tile and make it easier to move large forces.

## **Managing Armies:**

Units can be Split or Swapped from and between armies, with an army selected all units within that army are displayed. Clicking on units selects them, (*hold shift to select multiple armies or units*), and hitting Split with units selected removes them from the current army and places them together in a new army on the same tile. Swapping can only be done with ***two armies selected*** selecting any more and the button to 'swap' will disappear. When you click Swap, all units of both selected armies will be displayed, and you can select the ones you want to swap and then click 'exchange'. NOTE: No army can hold more than 12 units, so if 'exchanging' would go over this limit then the 'exchange' button will disappear, de-select offending units to make it re-appear.

**Roads:** These may be built on a tile once you have researched the appropriate Technology, Roads cost 200 Stone and require 50 Hours of work. Having a road present in a tile increases it's resource yield by 50%, making tiles more valuable in the case of limited resources or heavy enemy aggression.

***! All Roads must be connected to the Enclave !***

**Citadels:** Players may build these mighty structures to cement their hold on the surrounding lands. Any tile adjacent (this time diagonal ***does count***) to a completed Citadel gains the benefit of archer support from the Citadel's bastions, causing extra damage to enemies each round, even more damage is caused by these arrows during fights within the Citadel. ***Citadels cost 500 Lumber and 200 Stone, they take 300 hours to complete.*** Similar to structures in the Enclave, these can be upgraded to increase their power.

**Goodie Huts:** These tiles vary from other mundane tiles, and offer special benefits to you and your settlement, some will offer seeds for new crops, bonuses to some of your units, extra resources, new spells, etc. They remain hidden from view until the player moves troops into a tile adjacent to them, then they are revealed and display a unique model. Resources may be harvested from Goodie Huts based on the tile they resemble the most.

**Enemy Structures:** The enemy has 3 different structures that the player will discover on the map, first; the enemy capital city, which serves as the heart of the shadow that has befallen the land, attacking this structure leads to an epic boss fight against the enemy ruler and his mightiest forces, victory here means the game is won and peace returns to the land (more or less). Second; enemy Barracks, which spawn enemy armies on them, attacking and Purifying one of these structures reduces enemy aggression and toughness and denies the enemy the ability to spawn as many armies. And third; enemy Towers, the most dangerous structure. These spawn enemy Villains, powerful champions of dark and terrible power. These villains may lay siege upon the Enclave or any Citadels that the player has built. The tiles surrounding an enemy Tower are supported by a rain of arrows that fall upon any turtle attempting to approach the vile structure. And if all that wasn't enough, the enemy can also cast powerful Grand Spells on the Players' tiles as long as they have at least one Tower on the map.

### **Sieges:**

Bad news if you are being sieged, good news if you are the one with the balistae. First we'll cover enemy sieges, since those are the most threatening. Once an enemy Villain has appeared along with his Tower, the enemy will begin to deploy special armies that will target Citadels or the Enclave and lay siege upon them with the Villain in question leading the sieging force. No units in the besieged tile may leave it while the siege lasts. Every turn, all units in the besieged army(s) lose 25% of their HP, so hurry and kill the besieging forces! If the siege goes on for 3 days the garrison will be starved out and the tile will be lost (or the game, if it is the Enclave that is besieged). During a battle against a besieging army the player will suffer attacks from enemy siege engines that deal damage periodically based on the size of the enemy army. If the battle is lost the siege ends and the enemy takes the tile, the only way for a player to win is to kill all units in the besieging army, then the siege will be lifted and the enemy Villain must spend a few days recovering before he can take action again.

Now onto player sieges. If the player has a Siegeworks built in the Enclave, then whenever their armies move onto a Barracks or enemy Tower their troops will deploy Balistae around the enemy tile and it will be considered 'under siege'. Battles that take place in the tile will offer the

player a periodic Balista attack against enemy lines, the damage being based on the level of the completed Siegeworks, (i.e. Ironwrought Siegeworks deals more damage than Timberhewn Siegeworks.)

## Harvesting Resources:

If you currently have a Purified tile selected (or tile that you are currently Purifying) you may have your peasants collect whatever resources that tile provides. Each resource takes hours to collect each day, with some taking longer than others;



Each tile may only be harvested once each turn and provides 100 resources (with the exception of Fish, which provides 150 Food), so expansion is vital to a powerful economy.

### Corrupt Tiles & Pure Tiles:

The forces of darkness corrupt the land they occupy by their malevolent presence and foul practices. Conversely, the forces of goodness bring with them life and hope to their territory, thanks to their care for living things and wholesome enterprises. What this means to the Player (the important part, as it were) is that the player cannot collect resources from Corrupt tiles, unless they are in the process of purifying it, purification begins when a friendly army occupies a corrupt tile that has **no enemies present**, this can be achieved by simple moving into an empty tile or by moving into an occupied tile and defeating/routing the enemy army.

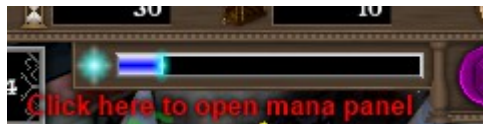
Conversely, if an enemy army moves into a Pure tile that has no friendly armies present they will begin to corrupt it. Purification or Corruption takes two turns, after which the tile will belong to either the player (purified) or the enemy (corrupted). Players can still harvest resources from tile that are *being* corrupted or purified, but only provide half as many resources as a fully Pure tile, so purifying and protecting tiles from corruption will be a vital part of building & maintaining your economy.

## Grand Spells:

Once the enemy has erected an evil Tower on the world map, the player will begin suffering from magical bombardments, the form these malignancies take varies based on the spell the enemy casts. Also, the player may begin retaliating with their own arcane powers once they have built a Sorcerer's Tower in the Enclave. Casting Grand Spells is a bit of an involved process, before anything the player must build a Sorcerer's Tower, then generate Mana, and then the player may cast a spell anywhere in the map as long as their Magical Influence reaches that far, Magical Influence can be expanded by constructing Beacons on the map.

### Mana:

Mana is generated at a Sorcerer's Tower by refining Crystals in batches of 100, other resources may be added (also in batches of 100) into the reaction to increase efficiency, wood and food offer the weakest bonus, stone slightly more, and iron providing the highest boost, this is useful in cases where crystal is very scarce and other resources are abundant. Once the refining process is set up it will run each turn without further input until a resource used in the reaction runs out, or when the Tower's Mana capacity is full.



### Magical Influence:

The Sorcerer's Tower automatically grants a small sphere of influence around the Enclave, but to expand it players must build and upgrade Beacons to channel the spell across the map. Beacons must be upgraded to cast higher tiered spells within their influence, also Ironwrought and Arcane tower have a wider influence than Timberhewn and Stoneborne.

## Casting A Grand Spell:



So now you have enough Mana, a network of Beacons strewn about the landscape, and you're ready to cast your very first spell! Click on the Grand Spell button in the upper right hand of the screen, left click on the spell you want to cast in the drop down menu, then right click on the tile you want to cast it on. Some spells must be cast on a Beacon or the Enclave itself, that's just how some spells work.

## Recruiting Troops:

At his point, you will have noticed you only have a handful of weak peasants at your disposal, useful only for moving heavy objects and raking mud around in their little pens...Blech!

To recruit more powerful turtles you must select your Keep (the Keep is the big impressive looking fort-thing). The keep will display all units currently available based on the level of the Keep (there are four levels; Timberhewn, Stoneborne, Ironrought, and Arcane) and based on Goodie Hut's you have claimed. This interface also displays how many units you have stationed in the Enclave by the left number atop each units respective icon, and also the total number of each unit that you have deployed throughout the world map (the right number), click on an unit's icon to attempt to recruit one (or hold shift to recruit **5**, ctrl-click for **100**). All units have structures that offers benefits and cost reductions if they are built, if the structure is built the unit(s) that are dependent on that structure are recruited at level 3 (instead of level one) and cost half as much as they normally do, so build structures to strengthen your armies and your economy! Each unit varies in resource cost and structure necessary for training them and are all described in the Encyclopedia located in the install directory.

\*NOTE: You can also recruit new units in the World Map, to do this select the Enclave tile and click the Recruitment button on the UI panel in the lower right hand of the screen, the interface for recruiting is the same as in the Keep.

## **Housing:**

As you recruit units you fill up your current 'Housing' space, once full, you will need to construct additional dwellings to recruit any more units, the Keep provides room for up to 20 units, and as the keep is upgraded this number increases. Wooden Longhouses provide 5 Housing each, Stoneborne Longhouses provide 12, Ironwrought Longhouses provide 20, and Arcane Longhouses provide 30.

## **Disbanding Units:**

Units may become obsolete or sometimes you might recruit the wrong one by accident, both these situations are easily remedied on the World Map by selecting the undesirable unit, wherever they may be stationed, and clicking the 'Disband' button in the upper left interface. This cannot be undone and ***all the selected units*** will be ***removed*** from play when the Disband button is clicked. (So don't disband large groups of high level units, especially when the enemy is near...)

## **Fighting Battles:**

Ok, you know how to build ugly little hovels for your turtles to live in, you know how to grow pretty little vegetables, collect piles of rubbish from the wilderness, and you know how to train turtles to (probably) defend themselves in combat. Now it's time to learn something important.

NOTE: You can zoom the camera in and out to get a better look at the battle. Use the mouse-wheel to zoom.

## **The Flow of Battle:**

Battles are broken down into 'Combat Rounds', separated by 'Deployment Phases', during combat rounds both armies will attack one another, use abilities, and can perform some re-positioning of their forces on the battlefield. During deployment phases both armies may deploy troops from their reserves, recall deployed troops, and re-arrange the entire army without fear of enemy attacks. Depending on how much damage each army does to the other in any given round, at the end of the round the player will

be presented with a choice; if the player has dealt more damage than the enemy, they may drive them back and gain a slight Attack bonus, if this is done enough times in a single battle the enemy may be driven from the field without having to kill them all. Conversely, if the player is on the receiving end of all the hurt, they may be driven back, perhaps even surrendering the field in defeat, surviving units of a defeated army will move a tile or two away after losing a battle.

## **The Deployment Phases:**

This is when both sides set up their troops before actually engaging in combat. By default, the computer selects 6 units at random from the player's army and deploys them onto the field, if there are at least 3 ranged units in the player's army they will be deployed in support. Units may be deployed or recalled by clicking on their corresponding icon on the lower center of the screen. Clicking on an icon marked "Res." will deploy that unit to the selected field position (if there is a unit on the selected position, that unit will be returned to the reserves). Clicking on an icon marked "Act." will recall that unit from the field and return it to the reserves. During this phase, if you should accidentally deploy a unit incorrectly, you can simply deploy another unit on top of it, or click the unit card again to recall it. The erroneous unit shall be returned to your Reserves, (and if applicable; the newly deployed unit shall take it's place). During combat rounds units are stuck on the battlefield for the duration or until they are slain!

## **The Combat Rounds:**

**Action stations! During this phase all units are locked in a life and death struggle, units deployed may no longer be recalled, and they all start taking damage as the battle drags on. Each unit has it's own 'Speed' rating, during combat rounds units Attack Bar fills up based on this stat, when full the unit will attack an enemy unit.** Each time a unit attacks, uses a special ability, or is attacked by an enemy unit, it loses Stamina and grows weary, should the unit's stamina become exhausted it will fight ***at a significant disadvantage***, with it's Speed, Attack, and Defense stats ***reduced by half***. An important note is that units on 'Charge' stance deplete Stamina quicker when 'attacking' and units on 'Hold' stance



will lose Stamina slower when 'attacking', so if you don't have reserves to replace tired units or you think that the battle will go on for a long time, it's wise to take these options into consideration. When a unit's HP is reduced to zero, it is killed, and its position on the field opens up for new units to be deployed from your reserves. **Units can be 'Swapped' during deployment and during combat, since the battle conditions change this option becomes vital, the 'W' key swaps the Frontline with the Support, and the 'Z' & 'C' keys swap units to the left or to the right (respectively), allowing you to rearrange the entire army should the situation demand such measures. Sometimes, or a lot of times, the battle might become overwhelming, and during these times it is invaluable to be able to Pause the game by hitting the 'Pause/Break' key on your keyboard. Units may be deployed, stances changed and abilities cast while the battle is paused, so don't forget how to do it, unless of course you enjoy the added challenge of not being able to pause...(in which case you should forget how to do it right now).**

## Unit Stances:

The 1, 2, & 3 keys change the behavior of your units, changing their 'Stance' to either 'Charge', 'Standard', or 'Hold' (respectively).



'Charging' units attack power is increased by 50% but their defense is cut by 50% leaving them vulnerable, but useful to exploit damage-type bonuses.

Units 'Holding' have their defense doubled, but their attack is halved, useful for buying time, or for making the most of alignment resistance. The Healthbar of the selected unit is displayed above them on the battleground, it's color is effected by their stance;

**Green** indicates 'Standard'

**Red** indicates 'Charge'

**Blue** indicates 'Hold'

To display the healthbars over all units press 'shift', pressing it again will hide them.

## Unit Abilities:

The 'A' & 'D' keys cast the first or second ability available to the selected unit, not all units have two abilities but most have at least one.



Abilities vary in their effects, ranging from simply damaging enemies to protecting units from harm, etc... all however incur a cooldown that must run out before the ability can be used again (by the same unit, there are no abilities that incur a Global Cooldown yet). Using abilities also costs Stamina, with the lower ability costing more stamina than the upper ability. Units don't begin with abilities at Level 1, the first is unlocked at Level 3, and if there is a second it is unlocked at Level 6. If a unit's corresponding structure is built in the Enclave it will be recruited at Level 3 with it's first ability unlocked, so that's another reason to build structures.

## Damage and Alignment Types:

Another important factor that each unit possesses is their Damage Type and Alignment, each damage type opposes another in a rock-paper-scissors style system, units deal +50% more damage to vulnerable damage type units in battle, making it imperative to make allowances for this. Alignment reduces damage from opposed incoming attacks by 50%, offering an alternative to deploying a counter to the damage type (like if you don't have one and have to fight a losing battle, alignment will help soften the blow). The Damage Flow is as follows:  
Slashing wins against Bludgeoning, Bludgeoning against Piercing, & Piercing against Slashing. Magic has no counter nor weakness...  
Divine units resist attacks from Dark units, Dark resist Arcane attacks, and Arcane resist Divine units.



## Weather:

The current weather can dramatically effect the course of battle, so you should know what do do in case conditions are unfavorable:

**Fog:** All ranged units attack is lowered by 50%.

**Rain:** Owls hate the rain, and suffer 25% reduction to defense.

**Wind:** All non-magic ranged units suffer 50% penalty to attack power.

**Snow:** Turtle prefer warmer weather, and suffer 25% penalty to defense.

**Storm:** Owls even more miserable and suffer 50% defense penalty, strong winds reduce non-magic ranged attack power by 50%.

**Blizzard:** Turtles very unhappy, suffering 50% penalty to defense, winds and reduced visibility cause 50% penalty to all ranged units.

## **The Aftermath:**

After the battle is over, a slow rain begins to wash the stain of slaughter from the land, and crows descend from the heavens to feast upon the corpses of the slain. (Or something like that...) At this time the troops stop fighting, you may listen to the dramatic music and wait for the screen to fade and bring you back to the **World Map**, or you could have better things to do and hit '**Space**' to speed things up a bit. Following a **successful Attack** against an enemy army, if it was the only enemy army occupying a corrupt tile a shiny graphical effect will represent your forces 'Purifying' the tile, also, all troops in the attack (minus the ones that died in the attempt of course) will be unable to move or fight any more battles until the next day. If there are units remaining in a defeated army, that army will 'retreat' a tile or two in the direction of the nearest point of refuge, depending on the faction this could be a Barracks or Tower (for Owls), or the Enclave or a Citadel (for the Turtles). In the case of a Draw, both armies will remain on the tile. Armies can only attack once per turn, but they can *be attacked* any number of times.

## **Heroes:**

The very stuff of legends, these units take their place on the battlefield and inspire troops under their command to do great things. Each round, if the Hero is in Active mode, (displayed in the lower right) Heroes attack the enemy position opposite them (either the left, center, or right Frontline). Whichever position they attack in turn attacks them, and they suffer damage. Should their health reach zero, they are removed from the

battlefield and returned to the Enclave and cannot be re-deployed until they heal, usually on the next day. Heroes in Passive don't take or deal damage, but can still be effected by Abilities and gain experience and they still offer whatever benefits that they can while passive, abilities that don't work while passive say so in their description. As a Hero battles enemies they gain Experience points, making them stronger as they level up. When a Hero has gained enough experience the player must decide how their Hero should grow, allowing players to customize their Heroes based on the plans and goals they are pursuing. There are five choices to select from when a Hero levels up; Life, Attack, Defense, Power, and Energy. Life adds HP to the Hero, making him live longer in battle, Attack and Defense values of the Hero make him stronger as an individual fighter, and Power or Energy which increases the effects of the Hero's Special Abilities, whether these abilities offer passive benefits to the troops or are in the form of a powerful spell that can be cast, each ability is tied to one of these two stats, and they govern the strength and effectiveness of them. All heroes are managed (leveled up, stats checked, etc...) from the Keep in the Settlement view, regardless of where they are currently on the map.

***Check the Encyclopedia for more details on Hero abilities.***