



# *The Unofficial*

Guide to

# TA: *Kingdoms*

by





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Thank you and have a nice day.



## Key

| Abbreviation:         | Meaning:   |
|-----------------------|--|
| A                     | Damage amount vs. airship  |
| Aim Tol.              | Aiming tolerance   |
| Arm. Adj.             | Armor adjustment   |
| Att.                  | Attack   |
| Attack Air?           | Will this weapon attack air units?                                   |
| Buri                  | Damage amount vs. Lord Buriash                                       |
| D                     | Default damage amount  |
| Dr                    | Damage amount vs. dragon   |
| Edge Effects          | Damage % at edge of weapon range                                     |
| Experience            | The # of experience points a unit passes to the unit which killed it |
| G                     | Damage amount vs. god  |
| Hlth.                 | Health   |
| Inc.                  | Income   |
| LOS                   | Line of sight  |
| M                     | Damage amount vs. monarch  |
| Mo                    | Damage amount vs. monster  |
| Rad                   | Radius   |
| Weapon Range          | Max, Min Range OR Max Range  |
| Rd                    | Road speed % (ie 1.21=121% of normal)                                |
| Rem. Eff.             | Remote effect  |
| Trans. Cap.           | Transportation capacity  |
| Trans. Dist.          | Transportation distance  |
| Trans. Size/Size Cap. | Largest size transportable/size capacity                             |
| Vel.                  | Velocity -- normal / % normal on road / % normal on water            |
| Weapon Statistics     | Primary attack / 2nd / 3rd attack                                    |
| Wtr                   | Water speed% (ie .81=81% of normal)                                  |

**Offensive Power:** This statistic is meant to measure the raw offensive firepower of a unit. It is obtained by taking the unit's Hit Points \* Damage for the primary attack, then dividing by the reload time and a constant which makes the Aramon Swordsman come to equal 100. Thus a Zhon Death Totem could take out 5.67 Aramon Swordsmen, one at a time. It's a very crude way of measuring, (especially since higher spells aren't even considered!) but it gives you a rough idea.

**Damage Rate:** Weapon Damage divided by Reload Time. Only completely accurate for units not on the front line

**Bang for the Buck:** Simply Offensive Power divided by Mana cost. Again, not an absolute measure, but a good one nonetheless.



**Race Average** statistics include all units available in MULTIPLAYER. (ie Lord Buriash is NOT included)

**Highest Offensive Power / Highest Bang for the Buck** include all units available in MULTIPLAYER, with the exception of Dragons, Monarchs, and gods. For all stats, an asterisk (\*) indicates highest in game. For Unit Names, an asterisk (\*) indicates a downloadable unit



## Performance Tips

Many, MANY people seem to have serious performance issues with Kingdoms. In this section we'll try to improve performance as much as possible. Let's try to keep in mind here that there are REASONS why Kingdoms runs more slowly than other games of a seemingly similar nature. Most RTS games run in 256-color mode, and use pre-created images, or sprites, for the units. Kingdoms runs in 16-bit color, and renders its units on the fly in 3D. Secondly, today's 3D cards are intended to handle primarily polygonal rendering, with a small amount of texture rendering. Kingdoms asks just the opposite: a few polygons, and an ark full of textures. Kingdoms renders its graphics using a process similar to voxel technology. (But we won't get into that...) Also, the units are much more complicated. To quote Blackthorn:

Lines of code in a maxed out TA unit cob: 100 to 400 lines max

---

Lines in of code in a TAK Aramon Dragon cob: 6,800

Lines in of code in a TAK Aramon Swordsman cob: 2,750

Lines in of code in a TAK Aramon Cannon Tower cob: 2,500

This is why TAK runs more slowly when more units get on the screen.

The animations are what is making the game slower... Figure this... (20) swordsmen running around, (10) Cannon towers firing, (2) sacred dragons, and (2) monarchs... just this alone equals over 93,600 of active code ... Now since most games easily triple these amounts of units, especially with new NPCs and animals... Imagine 280,800 lines of animation code running while u are playing the game... Take those same amount of units and use TA's avg. line cob code of 300 (per se) x 34 units = a mere 10,200 lines of active animation code..."



Following this example, Kingdoms uses 2,753% of the processor power of TA to handle its units. 2,753%. That's HUGE. Maybe the benefits don't justify this extreme cost, but that's the reason.

So as you can see, the slowdowns are not due to overly sloppy programming by Cavedog. They're simply pushing the limits of today's technology. The minimum requirement computer hasn't even been sold anywhere for more than a year, so they're not asking for an unreasonable base system.

**First off, make SURE you meet the minimum requirements. They are:**

- Pentium II 300
- 64+ MB 100 MHz SDRAM
- Full install (350 MB)
- At least 300 Megs or 1/10th of your HD free for virtual memory (Whichever is greater)
- 8x CD-ROM Drive
- 3D Accelerator for improved spell/fog effects

Significantly higher specs yield better results of course... I (Zaxxon) have a PII-400 w/ 128MB RAM, the full install, 1GB free space, and a Voodoo 3 3000 AGP accelerator, and I play the game through Glide rendering with all options on at 800x600 and very seldom notice any slowdowns.

**Now we'll list tips to improve gameplay.**

1. DEFRAG before and after you install Kingdoms. This is one of the most beneficial acts you can do for your computer. For those of you not-so-tech



savvy, defragmenting your hard drive ensures that all of the Kingdoms data is contained in one large block of your hard drive, so the game can access its data much more quickly. Picture your hard drive as a big puzzle; over the time you've had the computer, you've installed, uninstalled, copied, and deleted numerous items. Over time, the disk begins to look like Swiss cheese. Defragmenting organizes all of the data neatly, and puts all of the empty space at the end of the drive. This is a must-do item.

2. Remove any programs from your startup group and system tray. They consume valuable resources, taking away from Kingdoms' available processor power and memory. Virus scanners and the Real Player Start Center are known resource hogs.
3. Update your video and sound drivers, along with DirectX. You should have DirectX 6.1 or higher for optimum performance, and video/sound drivers are even more important. Oftentimes, the drivers that ship with new graphics and sound hardware are very, very buggy. TNT cards are especially known for their buggy default drivers. Did I mention they're BUGGY? Be sure to check the manufacturer's site for updated files. I can't stress this enough. While we're on the topic of updating, consider going to the Windows Update site and updating EVERYTHING that it lists for you to update... updating to the Service Pack 1, or even getting the 2nd edition of Win98 has helped a lot, and many drivers are automagically cleaned up.
4. Purchase more memory. It's dirt-cheap now, so NO ONE has the excuse not to unless you are filing bankruptcy... and if you are, you shouldn't have bought this game anyway. =) The jump from 64 MB to 128 MB seems to provide HUGE performance gains with Kingdoms. I highly recommend at least 128 MB. You can never have enough memory; it will improve your system's performance across the board. To prove I believe this: I'm buying a new system this summer (August 99), and it will have 384 MB RAM. Memory is second only to the processor in terms of performance, and in some cases it can be more important.





5. Use software rendering instead of the 3D renderers. The only benefits of the 3D renderers are the improved 'real' fog, and the cooler spell effects. For these [arguably] small improvements, there is a large resource requirement jump. Kingdoms was designed primarily for software rendering, with 3D support added in for kicks.
6. Setting your monitor to the same resolution you play Kingdoms at will eliminate the need to switch resolutions, lowering time between levels. Also, lowering the refresh rate for the resolution you're running the game at can give a small (sometimes-large) performance boost. Then again, you might not even notice. ;-)
7. In the win.ini in the windows directory, set the run= and load= lines to just run= and load=. Anything after the = sign is a program that is taking up memory that, chances are, you don't need. (You can access this file by opening the Run dialog on the Start Menu, then typing 'sysedit.') \*This could result in Windows/program errors... Use at your own risk!\*
8. If you know how to edit your registry, go to the /HKEY\_LOCAL\_MACHINE/Software/Microsoft/Windows/CurrentVersion/Run/ and Runonce keys, and look through those and see if there is anything you don't need. Remove any keys you don't need. Again, be very careful; if you do something wrong in the registry it can seriously screw up windows.
9. If your hard drive is too large then the game, as well as the rest of your system, will run more slowly than it should. This is because FAT is not the most efficient file system, and the larger your hard drive is then the larger the FAT is, and the more it has to read through to find out where files are on your drive. (Another note for laymen: FAT stands for File Allocation Table; it's like a minimap of your hard drive.) For example, if you have Windows NT, and are using NT File System, it should run faster. This is because NTFS is a better file structure. The choice to convert or not depends on what operating system you have. If you have Win98, you should already have FAT32; if you have NT, you'll have NTFS. If you have 95, you're stuck with FAT32. If you



do have 98, and have FAT16, go to Start, Programs, Accessories, System Tools, Drive Converter. You can switch to FAT32 here. The benefits are a little more speed, and less HD slack. (Slack is how much space is wasted on small files. In laymen's terms, a small file on a big drive in FAT16 can take much more space than it requires; FAT32 wastes much less space). If the Drive Converter isn't there, you either already have FAT32, or need to install the Drive Converter software off the Win98 CD.

10. Set the read ahead on your CD-ROM and your Hard Drive to full. This can yield significant performance benefits to playing the game as well as using your computer. I've seen a PIII 500 brought to it's knees when playing this game, without the read ahead on, while a K6-2 300 works just fine. This can be done by, in Control Panel double clicking on System, then going to the Performance Tab, and clicking on File System. Adjust the various tabs to yield better performance.
11. Change the typical role of your computer to Network Server. The all around performance increase of this can be huge. This is done from the System icon in the Control Panel. Go to the performance Tab and then File System. Change the role there.

#### **Miscellaneous notes:**

- I see many people thinking that a PIII and a PII running at the same MHz speed will have a big speed difference in performance... that the PIII will be much faster. [sighs] There is *\*some\** speed difference, but mostly the PIII has more instructions native to the chip, and I believe more "pipelines". Right now, there is not a *\*huge\** performance gap. The PIII chip uses a set of Streaming SIMD Extensions (SSE), which games certainly can benefit from, but most current games (Kingdoms included) don't yet take much advantage of.



- Chip speed is based mostly upon the relationship to how many bits are utilized, and their speed. (MHz) for instance, Pentium class chips (MMX, PII, and PIII included) are 32 bit. They work mostly off of a multiplication of the MHz and the bits wide that the datapath is. Now, in to make chips faster, you add pipelines to the chip, allowing more than one instruction to be processed at once. Sometimes this creates lag, as it is only able to perform one instruction at a time because one instruction is waiting on information it needs from the other instructions. In each edition of the chip class, they try to minimize the lag time created by this by designing them more and more efficiently, yet this can only account for so much. Sure there is a drastic difference in speed between the original Pentium and today's PII/PIII 400s/500s, but look at the MHz difference. This accounts for most of the gains. With all other things being equal, the MHz and such, except the class, the difference in the chips' wait times is not that much, and it's getting less and less so, because there is only so much optimization that can be done.
- The next speed increases to be noticeable are increasing the MHz above what we have today, and increasing the datapath of the bus. 32bits doesn't quite cut it anymore. And also remember that PIIs, PIIIs, whatever, at current technology you are still restricted by a 100 MHz bus. Sheesh!!! (200 MHz buses are coming soon...)

So please, configure your systems better, upgrade if you need to, and get over it. Kingdoms is a VERY advanced, powerful game, and requires some serious power to run. Most of these optimizations/upgrades are easy and inexpensive, and almost all of them will yield system-wide benefits.

For troubleshooting and support, see the Cavedog site at <http://www.cavedog.com>.



## Test Systems, and their Performance

Here are a few systems, all of which run the game fine (only minor slowdowns) in the given resolutions:

- P3 450  
256 MB RAM  
Creative Banshee 16MB - Glide Mode  
800x600
- Celeron 450/128M RAM  
Riva TNT card  
Software rendering at 800x600  
All other defaults
- P2 400  
256 MB RAM  
Voodoo2 (Creative) 12MB- Glide Mode  
800x600
- P2 400  
256 MB RAM  
ATI ALL IN WONDER PRO (AGP) 8MB- Software Mode  
800x600
- P2 400  
128 MB RAM  
3dfx Voodoo 3 3000 AGP - Glide Mode (Q3 test drivers)  
800x600
- Celeron 333  
128 MB RAM



Voodoo2 (Acer) 8MB- Glide Mode

800x600

- Celeron 333

64 MB RAM

SIS (built on board cheap card, 8MB Video Memory) - Software Mode

640x480

- P2 400

128 MB RAM

ATI ALL IN WONDER PRO (AGP) 8MB

DIAMOND MONSTER VOODOO 2 16 MB

1024 X 768

As you can see, from looking at the systems above, not all of them are state-of-the-art computers, some are far from it. With this game the trick is not how powerful your system is, but whether or not you know what you are doing. If you can't know how to configure your system, then no, it will not run fast. But if you optimize the performance increases can be HIGHLY beneficial all around.



## Keyboard Shortcuts

### Generic:

|        |                                   |
|--------|-----------------------------------|
| A      | Attack                            |
| C      | Clear                             |
| D      | Diplomacy Menu                    |
| E      | Resurrect (Only Builders)         |
| G      | Guard                             |
| H      | Heal                              |
| K      | Cloak                             |
| L      | Load                              |
| M      | Move                              |
| N      | Next                              |
| O      | Open/Close or Activate/Deactivate |
| P      | Patrol                            |
| S      | Stop                              |
| T      | Track                             |
| U      | Unload                            |
| F1     | Options                           |
| F2     | Briefing                          |
| F3     | Track Last Unit                   |
| F4     | Leaderboard                       |
| F9     | Screen Shot                       |
| F12    | Clear Messages                    |
| TAB    | Full-screen Radar                 |
| PAUSE  | Pause/Unpause                     |
| +      | Increment Speed                   |
| -      | Decrement Speed                   |
| ~      | Toggle Damage Bars                |
| Ctrl L | Loads a saved game                |
| Ctrl S | Saves the current game            |

### Squad Selectors:

|          |   |
|----------|---|
| Ctrl 1-9 | Creates a squad of currently selected units     |
| Alt 1-9  | Creates a formation of currently selected units |
| 1-9      | Selects the squad/formation assigned to the key |
| Ctrl A   | Selects all units                               |
| Ctrl B   | Selects all builders                            |
| Ctrl D   | Dismisses selected unit                         |
| Ctrl E   | Selects all Melee units                         |
| Ctrl F   | Selects all Factories/Builders                  |
| Ctrl N   | Selects all Naval units                         |
| Ctrl R   | Selects all Ballistic units                     |
| Ctrl U   | Selects all units on screen                     |
| Ctrl W   | Selects all units with weapons (sans Monarchs)  |
| Ctrl Y   | Selects all units that fly                      |
| Ctrl Z   | Selects all units of the selected type(s)       |



**Cheaters never win, but it's fun anyway...**

|                  |  |
|------------------|--|
| +ATM             | Lots of mana   |
| +CLOCK           | Adds an in-game CLOCK in the corner of the screen    |
| +DOUBLESLOT      | All weapons do twice the damage                      |
| +HALFSHOT        | All weapons do half the damage                       |
| +NOSHAKE         | Stops explosion screen shakes                        |
| +NOWISEE         | Full map and disables line of sight                  |
| +RADAR           | 100% radar coverage                                  |
| +SHOOTALL        | Units will automatically target enemy buildings      |
| +WACKYFOG        | Makes the fog look ugly, but it improves performance |
| +ROLLINGFOG      | Makes the fog look ugly, but it improves performance |
| +SHOWRANGES      | Shows weapnranges when holding shift                 |
| +NAMEUNIT X      | Names the selected unit to "X"                       |
| +LOTSABLOOD      | Self explanatory                                     |
| +BPS             | Checks connection (somebody please test this)        |
| +VIDMODE xxx xxx | Changes your video mode to XXXxXXX                   |
| +LOS             | Same as +NOWISEE                                     |
| +BIGBROTHER      | Very effective tracking                              |
| +SHADOW          | Toggles shadows on/off                               |
| +SCROLLSPEED #   | Set scrollspeed to #                                 |
| +LIGHT #         | Sets # lightning on structures.. Play around..       |
| +SING            | Makes the Units SING                                 |
| +SING JERSEY     | Try it yourself...                                   |

**Text-box Commands:**

|                   |   |
|-------------------|---|
| +contour#         | Displays a 3D contour # = 1-15                  |
| +switchalt        | Switch between squads with only the number keys |
| +shootall         | Causes units to shoot anything they see         |
| +shadow           | Removes shadows from buildings                  |
| +bps              | Shows sata transfer rate in multiplayer         |
| +makeposter       | Makes a huge .bmp file of the current map       |
| +showranges       | Shows the ranges of each unit                   |
| +bigbrother       | Scrolls through your units                      |
| +clock            | Displays the in-game clock                      |
| +light            | Darkens shaded objects                          |
| +sharemapping     | Shares map information with your allies         |
| +compressionturns | Toggles multiplayer compression                 |
| +shading          | Toggles shading on 3D models                    |



## The Inhabitants of Darien

### DRAGONS

There are two main types of Dragon in Darien, the Sacred (Draco Sanctis) and the Common (Draco Vulgaris).

Sacred dragons are unique. Since the time of the Kandrans, each deity of Darien has only been permitted to unleash one of these beasts upon the world at any given moment.

Gold Dragon (Draco Sanctis Aureus) A massive, gold-hued dragon, sentient and knowledgeable of earth magic. Loyal to the Earth god, Anu.

Sea Dragon (Draco Sanctis Maris) A large, blue-hued dragon, with a pointed aspect to its wings in as such that they resemble massive frogs' feet in form. Has intelligence, and innate knowledge of water magic, due to allegiance with Lihir.

Ancient Dragon (Draco Sanctis Anciens) A gigantic ochre dragon, recognizable by the plentiful spikes and horns, and the characteristic small perforations in the wing each side. Aligned with Tammuz, gifted with wind magic.

Black Dragon (Draco Sanctis Nigrare) A sinister dragon, black as pitch, with rather smooth features. The favorite of Belial, and equipped with his terrible fire magics.





Common dragons are less rare, surviving best in places of high magic use such as Taros and Zhon. While they are above animal intelligence, they have no magical aptitude, relying on their fiery breath.

Common Dragon (*Draco Vulgaris*) A creature of medium size for a dragon and of dark hue, found on Taros. They are used as mounts by Tarosian Sky Knights.

Drake (*Draco Vulgaris Parvus*) Native to Zhon, the smallest members of the draconian species are a light umber in color, and are the most common.

## **BIRD**

There are many species of bird in Darien, so we will look only upon the most useful specimens from each continent.

Spyhawk (*Accipitris Speculari*) A medium-sized hawk common to Aramon, famed for its intelligence, ability to comprehend commands and relay information.

Parrot (*Psittacus Psittacus*) A tropical bird native to a Verunan island to the north of Zhon. Capable of some speech, has a fair degree of intelligence.

Ironbeak (*Rostratus Ferrum*) A relatively large inhabitant of Taros, known for its viciousness. Unique amongst all species for its ability to lay dozens of eggs at any time in a few seconds. Considering the eggs are volatile in nature, the species can use this ability as a weapon.



Roc (*Avis Gigantissimus*) A truly huge bird, rivaling dragons in sheer scale. Not known for their aggressive nature, they have been sighted in Zhon carrying crude transport contraptions.

## **MAMMALS**

The mammals have been divided into flying and land divisions as a means of distinction.

### **Flying Mammals**

Bat (*Myotis Zhonii*) A small, dark flying mammal, very agile in the air. Resembles a rat with wings. A native of Zhon.

Harpy (*Meretricinus Vulturinus*) A cross between a vulture and a human, the only thing good about these crossbreeds are their alluring voices. It is said they can sap a man's free will.

Gryphon (*Aquila Leonis*) A cross between a lion and an eagle, these large creatures are used as mounts from which Near-men of Zhon throw spears.

Pegasus (*Equus Pharidonii*) These beautiful winged horses were recently rediscovered in their mountain habitat, and are of extremely high intelligence, to the point of magic usage. Native to Aramon.

### **Land Mammals**

Human (*Homo Sapiens*) A medium-sized, bipedal mammal, renowned for its ability to breed rapidly and build stone structures.



**Titan (Homo Sapiens Giganticus)** A rather large humanoid, stronger than a normal human but rarer. Native to Aramon.

**Beast Handler (Cervus Sapiens)** A cross between a Human and a stag, these horned bipedal near-men are native to Zhon.

**Beast Tamer (Felis Sapiens)** Another of the Zhon near-men races, these creatures are part feline.

**Beast Lord (Bovis Sapiens)** A Zhon near-man race, notable for its ox-like features.

**Hunter (Ursus Sapiens)** A bear-like Zhon race of near-men. With all these different species, you can see why that nation remains primitive.

**Goblin (Rattus Sapiens)** These small near-men barely count as sentient.

**Troll (Rattus Sapiens Gigantus)** Larger, tougher and stronger than their goblin cousins, these near-men are still brutal and barely intelligent.

**Jungle Orc (Orcus Arborealis Tropicanus)** Ape-like near-men, extremely brutish.

**War Horse (Equus Bellator)** A fairly large quadruped used as a mount throughout Western Darien.

**Yak (Bovis Grunniens)** A very large quadruped from the mountains of Taros, commonly used as a mount by Black Knight archers.



## **REPTILE**

There are many species of lizard in the realm, though they are concentrated on the eastern side of Darien.

Shaman (Lacertae sapiens) These lizard-men are of high intelligence, and of all the near-men they are the most adept at magic and craftsmanship.

Basilisk (Lacertae Petrificatus) These massive quadruped lizards are capable of turning flesh to stone merely by looking at it and discharging mana. Native to Zhon.

Salamander (Lacertae Infernus) These fireproof lizards, recognizable by their bony crests, are the main ride for the Fire mages of Taros.

## **CEPHALOPOD**

Of all the creatures of the deep, only one has recently made its presence felt on the surface.

Kraken (Architeuthis Zhonii) A massive aquatic creature, with a beak surrounded by tentacles, of which there are two large 'arms' with which these creatures hurl balls of water.

## **LIBER DAEMONICUS ET MORTIS**

This being a treatise on the foul abominations of the nether realm, both daemonic and undead.



## DAEMONS

Daemons are foul creatures of a firey realm, anathema to Darien. Some are saurian, some are more insect-like in appearance. The one thing they have in common is their hatred of living things.

Fire daemons come in two types, only one of which can survive unaided in our realm. Both types spit fireballs, steered by their evil will.

The weaker type, known to the layman as 'caged' daemons, can only exist in this realm when within a summoning circle or a cage inscribed with the proper runes. Once the cage is breached, they perish, their foul spirits returning whence they came.

The greater fire daemon is far tougher, the summoning magics that call it forth are strong enough to keep it cohesive in our realm. They can belch fire over tremendous distances, and are best banished at close quarters with blessed steel.

Another infernal creature is the Fire Spout. This unholy creature resembles a cross between a tarantula and a beetle, and spews forth liquid fire from close quarters. It is able to conceal itself from mortal eyes, wielding foul magic to fade from sight. These abominations, whilst fearsome in aspect and lethal in act, cannot withstand the cold metal of a true sword or arrowhead for long.

Whilst unarmed, the hideous form of the gargoyle is a portent of doom, for this winged daemon acts as the far-ranging eyes for the hell-spawned host. Its grip on the mortal realm is fragile, and an arrow or two is enough to banish the spirit back from whence it came.



Last of the diabolical menagerie is the fearsome Blade daemon. this creature is truly foul, bearing as it does a cruel parody of a mortal sword. It is the best course of action to bombard these evil summonings with arrow and artillery from afar. May Anu and Lihl have mercy on your soul if they get close.

The undead are a far worse sight than the daemon horde, for the faces of daemons are not of this world. With the undead, you run the risk of seeing a fallen sibling, foully reanimated...

The most basic form of undead is the zombie, a freshly-fallen corpse empowered by unholy will. Lurching along on limbs stiffened by rigour mortis, their souls may be laid to rest if you stand your ground and smite them before their rotting arms flail at your living flesh.

Be wary of the bones that walk, the Skeleton Archers. The flesh flensed from their calcified remains, the weakness of these marksmen from beyond is their brittle nature. Shatter their bones and you shatter the spell.

Most fearsome are the shades that suck the very life-force from you, the dreaded wraith form of the lich. Be you on land or at sea, do not even approach their ragged forms, lest your very soul be agonizingly drawn out of you...

The last Tarosian War Junk sank hundreds of years ago, beneath the waters of the Sea of Mokanna. Yet the spirits of these ancient ships and their crews remain, sailing over and through the water and land, rendered ethereal. Whilst they do not touch mortal objects, enough mortal weaponry moving through their ghostly forms will disrupt them, and consign them back to a watery grave.



## **Cannonballs and Catapults**

Siege weaponry and fortifications of Darien

### **Mobile Weaponry**

These contrivances are designed to be moved into position to deliver a devastating blow against an enemy fortification or formation of troops.

Catapults - There are two current design schools for the mobile catapult, the classical or Aramon perspective and the ballista-style Veruna viewpoint. Both designs require only a single operator to move and fire the device. With the Aramon design, the catapult arm is wound back from its resting vertical position to a horizontal one directly, thus producing the impetus for the shot. In the Veruna design, the arm is propelled in the same way that a bolt is propelled from a Verunan crossbow or ballista, though pivoting on a point so the momentum is carried through by the stone.

Cannon - These strange devices are quite novel in their function. Silk bags of black powder are pushed down a barrel, a solid cannonball pushed down after. The silk bag is pierced, a fuse lit and with a mighty report, the ball is propelled at great speed towards the enemy. Highly effective.

Stone Giants - Mention must be made of these Zhon creatures. Humanoid but truly massive in scale, they pose a threat to infantry and fortifications by the simple expedient of ripping a chunk of rock from the ground and throwing it at any viable target. Considering these rocks are as big as a small hut, it has to be seen to be believed. Crude, but effective.

### **Stationary Fortifications**



As a counter to these engines of destruction, non-mobile emplacements are a mainstay for every force.

Towers - At the most basic level of defense, the simplest solution is to build a sturdy tower and stick a couple of keen-eyed men with bows at the top. The most basic design is the Verunan Guard Tower, a simple and open wooden construction of square base. The Aramon Watch Tower is somewhat more secure, being built of robust stone in a more siege-resistant octagonal layout.

An interesting development of the archery tower is to replace the two men with a ballista, in the manner of the sea-based Veruna Floating Towers. A further variation has been demonstrated in Taros, using foul magic. In their Mage Towers, practitioners of magic use pitchforks to direct lightning onto the poor folk below.

The ultimate progression is to put a cannon at the summit, in the manner of the Aramon Stronghold and Veruna Bastion. These solid, reinforced structures trade off mobility for durability. It is difficult to think of a more sure defense.

## **EMPLACEMENTS**

There are two types of ground-level emplacements: offensive and defensive. The Defensive structures are blessed places of healing, such as the Zhon sacred fire and the Verunan pillar of light. The invocation of a patron deity in both instances providing succor to the worshippers.

Offensive structures are more diverse. The most potent of all is the long-ranged and deadly Trebuchet, a gigantic catapult that uses a counterweight to provide the additional force to send projectiles literally miles. Similar is the Verunan Mortar, which operates on the principle of the Cannon but has a far





higher ballistic arc. Third and strangest of the emplacements is the Zhon Death Totem, cursed by inimical magic to blast foes with lightning.

## **Walls**

Last but not least, we refer to the humble wall. A solid block of secure stone designed to fortify an area. Alchemists are still working on the problems of gates, however. Whilst they may be aligned with the path of the sun, it is somehow impossible to make a gate perpendicular to it.



## Aramon Unit Descriptions

### Ground Units

#### Acolyte of Anu

The fabled Acolytes of Anu are the only units in the Aramon force able to summon the mighty Gold Dragon. They are also the only units capable of creating Divine Lodestones



#### Archer

These brave men set out for battle with naught but a scant bow and <endless> quiver full of arrows to protect themselves. They can't take or deal out a great amount of damage, but their quick build time and low cost can make them useful anti-air units early in the game. Summoning a few Archers from your first Barracks should stop your opponent's early attempts at scouting.



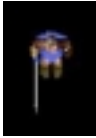
#### Assassin

The Assassin is one of the most underutilized units in Kingdoms. If detected, it will be dead before you have a chance to act, but when properly cloaked and used to surprise your target, these men can destroy most units with ease. If you don't mind babysitting your forces, you'd be remiss not to include a few Assassins. One thing to note though is that Assassins have a reduced damage against Monarchs and Dieties.







## Barbarian

A step up from the Swordsman, the Barbarian is a fairly weak melee unit. They have more hitpoints, cause more damage, and can see slightly farther than their steel-wielding counterparts. They also cost much more. You'd be wise to stick with Swordsmen and save your hard-earned mana for more powerful units, such as Knights and Horsemen. While weak on their own, however, this Aramon unit is probably the one that benefits most from being grouped with Titans (Besides the Titanic  combination). Being nearly the same speed neither unit takes a performance hit from the formation grouping. They become significantly more powerful when the Titan armor bonus is involved.

## Cannoneer

If a head-on siege is your plan, the Cannoneer is your unit. At two thousand damage points per shot, the Cannoneer can blow through a wall or  gate with ease. They can, however, be very cumbersome to use, as they're by far the slowest moving unit Aramon owns, travelling at roughly two-thirds the speed of a Catapult, and half the speed of a Swordsman. They are also expensive, and can't take much damage. A better plan is to use Catapults for your siege weapon, leaving the Cannoneer closer to home.

## Catapult

Known as the perfect siege weapon for centuries, the Catapult is as elegant a unit as it is powerful. If guarded against raiding parties, they can slowly tear down the enemy's defenses. Placing them behind hills or other line-of-sight blocking edifices can make them devastating against defensive emplacements such as Tarosian Mage Towers or 



Veruna Guard Towers. They can rain boulders down on the defenses with no risk of direct retaliation.

### Horseman



A very effective unit early on, the Horseman is an excellent choice for quick raiding parties. A few riders can gallop in, destroy a weakly defended Lodestone, and be gone in no time flat. Be wary of sending them into direct conflict, however, as they actually do LESS damage than the lowly Swordsman, and take LONGER in between strikes.

### Knight

The Knight, on the other hand, is good for speedy hit and run missions as well as direct combat situations. They cost less than twice as much as the Horseman, yet do more than twice the damage, travel faster, see farther, and have 50% more hitpoints. Babysitting a few Knights until they reach high Veteran status will give you a fast attack/raiding force.



### Mage Archer

Mage Archers are hands-down Aramon's best anti-air unit. At first glance, it may appear that Archers are just as good, as their Bang/Buck ratios are almost equal. On closer inspection, however, that idea is quickly dispelled. The Mage Archer can shoot tracking arrows that never miss (and do more than two and a half times the damage of regular arrows), and they can also fire a paralyzing arrow that can stop almost anything in its tracks. They can see the farthest of all the Aramon mobile ground forces, and they have a larger weapon range than regular Archers as well. Large numbers of Mage Archers combined with melee units can hold their own against any foe.





## Mage Builder

The Mage Builder is the 'peon' of the Aramon army. It can build Tier 1 and Tier 2 units, and if attacked can respond with a weak magical throwing hammer attack.



## Swordsman

The veritable 'standard warrior,' Swordsmen are the inexpensive attack option. An average melee attack combined with average hitpoints and speed make them, well, average. They do have their uses, though, as there's nothing better when you need an attack force *fast*. At 265 mana and under 100 build time, they are one of the cheapest attacking ground units in Darien.



## Titan

Oh, the ever-controversial Titan. Slow, expensive, dumb, but oh-so-cool when used correctly. Their ability to improve the armor of all units within a relatively large radius (farther than the Titan can see, even) has caused nothing less than a war of words on the Kingdoms forums. They were meant to improve the overall effectiveness of an attacking army by being interspersed throughout the force. However, when they are used in large numbers in close quarters of each other, their effects overlap. Filling a ship with Titans makes it almost impossible to destroy; hence, the *Titanic* bug.



## Air Units

### Flying Builder

The first downloadable unit released by Cavedog, the Pegasus Flying Builder expands Aramon's reach significantly. It is a fast, flying unit capable of building everything that a Mage Builder can build, and can reach any area on a map. It can also build from twice the distance of a Mage Builder, allowing it to heal or build units fully enclosed by walls. The only downsides to the Flying Builder are that it cannot defend itself, and that it can only be built by an Acolyte, effectively eliminating any quick expansion strategies.



### Gold Dragon

The feared Gold Dragon, like all Great Dragons, is an enigma. As newly-summoned units, they are not at all worth their hefty price, but as the saying goes, knowledge is power. Babysitting Dragons – guarding them closely as they rack up their early kills – will yield enormous benefits. A 10<sup>th</sup> level (gold shield) Dragon can use its third-level spell almost at will, wiping out any tier one (and most tier two) units with ease. If it appears that a battle will last a great while, summoning a Dragon to aid your forces can be most effective. Besides, they just look cool...



### Spyhawk

Early scouting of the enemy is vital to any seasoned strategy player, and in scouting the Spyhawk delivers. Able to travel across a battlefield in seconds, these birds are the best options for gathering info about the terrain and your enemies' power. One hit from any weapon, however, will send them falling lifelessly to the ground.





## **Ships**

### War Galley

When compared to any offensive ship in Veruna's mighty fleet, the War Galley seems quite outmatched. Unfortunately, as the only ship in Aramon's fledgling navy, it will have to do. Whenever possible, avoid building a naval force; if you need to cross a body of water, consider sending a Flying Builder across and establishing a second base before wasting mana on War Gallies.



## **Special Units**

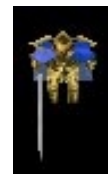
### Avatar of Anu



The weakest god in Darien, the sacred Avatar of Anu is still a menacing force to be feared by all Aramon's enemies. Wielding a devastating melee attack and a long-range remote effect attack, the Avatar can cut down an entire army quickly. If an Aramon player is lucky enough to receive the aid of the Avatar, he should be grateful. (And at a distinct advantage over the unholy player)

### King Elsin

Though the Mage King of Aramon, Elsin, believes strongly in the steel of his armies, he does wield impressive magical powers. He can call forth elemental forces through his sword with which he slays enemies almost at will. Tied with Lokken for the most hit points for a Monarch, he can take a beating and keep on ticking. His most useful trait is the ability to resurrect the dead. Luring an enemy builder unit close enough to Elsin will allow him to be brought back to life to join the Aramon forces. This can



turn the tables of a battle rather quickly, as it can open up an entirely new set of options to Elsin's command. If an opponent is absent-minded enough to allow a builder unit to amble on over to your base, spare no expense to capture it.

## Structures

### Barracks



As the tier one factory unit, the Barracks can turn out weaker units with ease. A barracks is essential in the early game, in order to summon Spyhawks for scouting tasks.

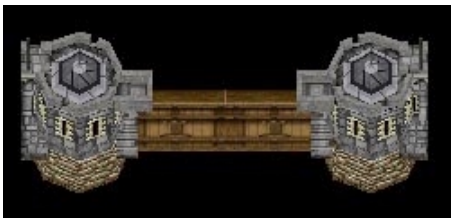
### Divine Lodestone

Summoned by Acolytes, Divine Lodestones are able to extract twice as much of the mineral Mogrite from Sacred Sites as regular Lodestones, allowing twice the mana to be produced. They also have close to three times the hitpoints of regular Lodestones. They cost around thirty-five times as much as the normal variety, however, so place them carefully. It is not wise to place such a large investment in anything less than a fortified position.



### Gate

The Gate is, well, a Gate. Simple, yet effective. Keeps the enemy out, yet lets your forces free to roam the countryside when necessary. If you decide to fully fortify your base, at least one Gate is a must. On the other hand, if you decide to concentrate on offense, as most players do, you're better off forgetting the Gate and simply leaving a small opening in a wall.





# TA: Kingdoms Guide

by the stratos group

## Keep

The Keep is the tier two factory unit. A necessity for its ability to summon Mage Archers and Acolytes, as well as other powerful units, this, like the Barracks, is also a must-build unit.



## Lodestone



In order to produce units with any speed, several Lodestones are required. Place them over Sacred Sites (the holes in the ground surrounded by stones) to begin extracting Mogrite (The mineral which produces mana).

## Stronghold

Ideally placed near Watch Towers or other anti-air units, the Stronghold is the farthest-seeing unit in the Aramon forces. It can knock down enemies with ease, and is excellent at defending bases. (Oddly, the Veruna Bastion is significantly more powerful, even though Aramon is supposedly the dominant ground force...) Placing them behind walls, and assigning a builder unit to guard them increases their effectiveness several times over. If you don't surround them with walls, keep friendly offensive units nearby, as the Stronghold is incapable of attacking enemies very nearby and can be taken down quickly if not guarded.



## Trebuchet



The Trebuchet is the 'Big Bertha' unit of Darien. With a range of 2,700, the Trebuchet is by far the weapon with the largest reach. When properly defended and with spotters placed near the



enemy lines, Trebuchets can destroy enemy fortifications from the comfort of the Aramon base. They can also be used to pick off slow-moving units, such as Stone Giants, or to destroy ships that have come ashore to attack.

## Wall

Stops attackers. 'Nuff said. No; seriously, the walls in Kingdoms are a vast improvement over those used in previous RTS games in several ways: first off, they're more powerful. They'll actually hold enemies at bay for a short while as your defenses work to pick away at the opponents. Also, they don't count towards the unit limit, so you can build a base defense without worrying about its effect on your force's size.



## Watch Tower



A horribly balanced unit, the Watch Tower costs as much as eight Archers, and does just over twice the damage. Yes, it has more hit points and a faster reload time, but it's immobile. Definitely not worth the cost; build Archers instead.

## Taros Unit Descriptions

### Ground Units

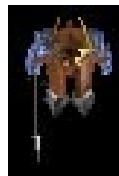
#### Black Knight

The Black Knight is a relatively weak unit. Riding into battle on a yak, these units do not have an abundant amount of hitpoints, and their arrows cause a pathetically small amount of damage: less than an Archer, even. They are fast, however, and can be an effective anti-air unit in large numbers. For full-fledged attacks, you're probably better off using Sky Knights.



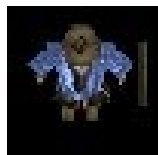
#### Blade Demon

An amazingly effective unit, the Blade Demon can wreak absolute havoc on an enemy. With almost three times the hitpoints of an Aramon Swordsman and an attack that is devastating for a regular melee ground attacks. Their only downside is their cost. If you've got the money, go for it.



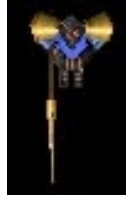
#### Dark Mason

Taros' tier one builder unit, the Dark Mason is a weak man who must be protected at all times. Unlike the Aramon Mage Builder or Zhon Beast Handler and Lord, the Dark Mason lacks any form of offensive attack. Combined with his low hitpoints, this forces the issue of guarding him with a few offensive units when sending him out to expand.



## Executioner

The cheapest melee unit fighting for Taros, the Executioner is also the Best Buy in the land. Dozens of these 'men' can be summoned in no time flat, making them an excellent choice for a small early force. They have a decent attack and an average amount of hitpoints. If you need a melee force but can't afford the Blade Demon, Executioners are your best bet.



## Fire Demon

Don't be fooled by the Fire Demon's relatively high cost, low Bang/Buck ratio and low Offensive Power ratings. They have by far the longest range of any offensive unit in the Taros force. When hidden out of sight of the enemy, they can spit fire endlessly at the enemy. Their fire attack can harm air units, and in large numbers they can cause significant damage to even the legendary Dragons.



## Fire Mage

Fire Mages, along with Weather Witches, can be of amazing use when used correctly. Their first attack is nothing special, but if you let their mana fill up, their third attack can down several enemies in one shot. Their third attack is not as powerful as that of the Weather Witch, but can be used from close to fifty percent farther away. They can be instrumental in weathering the blow of an incoming attack force.



## Fire Spout


These creatures lose their appeal when compared to the Fire Demon. They cost a little less, and can take about the same






amount of damage. Their attacks do nearly the same damage, but the Spout's range is not even *close* to that of the Fire Demon. Not even one-third the Demon's range. They have one redeeming quality in their ability to cloak. Even so, Fire Spouts are rarely seen in the ranks of my armies.

## Lich

The Lich is the unit that could have been so much more than it is. Liches have a powerful area attack, and  that damage cut by 80% against other Undead creatures. (Skeleton Archers, Zombies, and Ghost Ships, for example) Thus in certain cases they can be devastating to opponents while doing only a small amount of damage to their allies. At least in theory... Getting Liches to be of actual use on the battlefield is no easy task.

## Mind Mage

Another unit that can be devastating to opponents with the help of a little luck and constant watching over, the Mind Mage has no attack in the literal sense of the word. Instead, he charges up his mana,  unleashing it on unsuspecting enemies, who soon begin fighting for Taros. The spell is not always effective, however, so expect to lose Mind Mages to unyielding opponents fairly often. One strength of the Mind Mage that many people may not know is their ability to attack through walls. This can be rather devastating to an opponent, providing that you are able to camp a Mind Mage near an enemy's walls and start converting their troops while they are relatively unable to hit you. This is providing, of course, they do not have any towers to kill the Mind Mage.

## Skeleton Archer



Skeleton Archers are weak ranged units. Their attack does slightly more damage than that of their Aramon and Verunan counterparts, but they cost significantly more mana, and die just as easily. If a quick anti-air force is your goal, Skeleton Archers are a valuable unit, but otherwise you're much better off investing in other units.



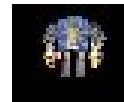
## Weather Witch

Used in much the same way as Fire Mages, Weather Witches can be devastating to an unsuspecting enemy. Their third-level attack costs more and has a smaller range than that of the Fire Mage, but it is significantly more powerful. Use them sparingly, as they can easily destroy each other by accident.



## Zombie

If you're looking for a cheap melee unit, you'll find nothing better than the Zombie. If searching for a melee unit that will be truly effective in large battles, steer clear of Zombies, and invest in Executioners or Blade Demons instead. They cost more, but deal out and take several times the damage. Zombies also take longer in-between attacks.



## Air Units

### Black Dragon

The most powerful Dragon in the game, a Black Dragon is a worthy addition to any force expecting a long, drawn-out battle. As with all Great Dragons, the Black Dragon begins its life as a relatively weak unit. Only after dozens of kills does its true power become apparent.



## Dark Priest

This might be terminology but I consider the Dark Priest the tier 4 builder. The Dark Priest is both a necessary base-builder and a capable offensive unit. Don't hesitate to use them to assist in base defense. Not to mention they look cool on their neat little flying carpet...



## Gargoyle

Taros' counterpart to the Aramon Spycrow, the Gargoyle is a cheap, fast unit to be used for scouting missions. The Gargoyle has no attack, and will fall after taking a very small amount of damage. (Although seven times the damage of a Spycrow, the Gargoyle will still likely fall after just one hit)



## Ghost Ship

Taros' only 'ship,' the Ghost Ship is capable of traversing both sea and land. While relatively weak for a ship, it's the best Taros has, and can be quite useful for transporting weaker units across a battlefield. Ghost Ships can also be used to supplement a Lich attack, as the effectiveness of the area attack of the Lich will be greatly reduced against this Undead unit.



## Iron Beak

The Iron Beak is Taros' weaker counterpart to the Verunan Dirigible. Iron Beaks fly quickly to their targets, and commence dropping explosive eggs on them. Best used in numbers against





buildings and melee units, as once attacked, Iron Beaks will not last long.

## Sky Knight

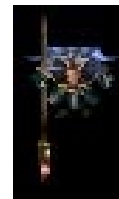


Best used for raiding small enemy expansion attempts, the Sky Knight is an expensive unit with a fairly powerful attack and long reload time. When used in large numbers the Knights become powerful, but they're better suited to quick hit-and-run missions due to their long radar range and quick speed.

## Special Units

### Lokken

The High Necromancer of Taros, Lokken has at least as many hitpoints as any other Monarch, and as powerful attack as well. He has one important ability: the ability to cloak. His cloaking ability does not drain personal mana unless he starts moving, so if you're not using Lokken, put him in an inconspicuous place and cloak him. He has yet another advantage over the other Monarchs: He can build all unit producing buildings and many emplacements at Taros' disposal.



### Spawn of Belial



The god with the most hitpoints in Darien, Belial's Spawn can turn the tide of a battle quite quickly. Be sure to keep a Dark Priest on hand to entice this Avatar to join your forces in battle.

## Structures



## Abyss



Necessary for the summoning of all tier two units, an Abyss is a must-have structure. Weather Witches, Fire Demons, Iron Beaks, and Skeleton Archers are produced here.

## Cabal

One of the first units any Monarch should summon, the Cabal produces all tier one units.



## Caged Demon



Another practically useless unit, the Caged Demon is best left unsummoned. Save your mana for the much more powerful Mage Tower instead. Caged Demons cost approximately one-third the mana of a Mage Tower, yet do one-fifth the damage and have one-fourth the hitpoints. They also have a slightly smaller range.

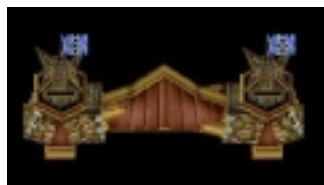
## Divine Lodestone

Like every other Divine Lodestone, this one has three times the hitpoints of its normal Lodestone counterpart, and extracts twice the mana-producing minerals.



## Gate

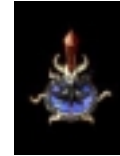
Functioning like and Veruna, the Taros cannot stand up to as counterparts across the



the Gates of Aramon Gate is shoddily built, and powerful a beating as its sea.

## Lodestone

Identical to the Lodestones of Aramon and Veruna, this unit extracts minerals from Sacred Sites to produce ten, twenty, or thirty units of mana per second. Guard these carefully, as even an excellent player without mana is at a severe disadvantage.



## Mage Tower

A very powerful base-defender, the Mage Tower has almost as many hitpoints as a Bastion or Stronghold, and deals out *more* damage than either. Mage Towers also have the largest sight range in all of Darien. Positioning these units throughout your base will make it much tougher to penetrate and destroy. Keep other offensive units nearby, however, as these Towers cannot attack units directly below.



## Temple

The Temple is Taros' tier three building. Blade Demons, Fire Spouts, Mages, and more are all summoned here. Hence another necessary structure for all Taros Bases.



## Wall



Like the other walls in Kingdoms, these are a vast improvement over those used in previous RTS games in several ways: first off, they're more powerful. They'll actually hold enemies at bay for a short while as your defenses work to pick away at the opponents. Also, they don't



count towards the unit limit, so you can build a base defense without worrying about its effect on your force's size.



## Veruna Unit Descriptions

### Ground Units

#### Amazon Knight

Amazon Knights are mounted ballistic units. Their speed, coupled with their range and hit points, makes them a useful harassment and diversion force. They are more cost effective than Crossbowmen, as well as faster, so build these if you are in need of mobile anti-air support. Teams of Berzerkers and Amazon Knights make for fast and versatile strike forces. Send a few out to foil any enemy attempts to claim mana spots without defending them.



#### Berzerker

Offensive melee maniacs, Berzerkers are suicidal and deadly. They are the fastest non-mounted unit and do large amounts of melee splash damage. They are relatively cheap and make excellent buys for the cost. Berzerkers do have a nasty tendency to hurt other members of their stack in melee fights, so keep them somewhat more spread out than you would other melee stacks. Their speed and damage also makes them excellent hit and run units.



#### Catapult

The Veruna Catapult is effectively a better version of the Aramon unit of the same name. They are a relatively cheap artillery piece and are more logistically versatile than Trebuchet Ships. Their attacks are indirect and they outrange most defensive structures, so use small teams to crack a turtling player's shell. They are effectively useless





against moving units and extremely fragile, so keep them out of the front lines.

### Crossbowman

Crossbowmen serve as Veruna's en masse anti-air ballistic force. They are more cost effective than Archers, but overall an average buy for a ranged unit. Crossbowmen are not particularly fast, so keep them in formation with your quicker units. Make sure to spot to maximize their range and try to keep them away from melee units. In long games their cheap cost makes them a dangerous "horde rush" unit.



### Crusader

Crusaders function as a heavy duty melee unit. They have more hitpoints than Berzerkers, but also cost considerably more and do not inflict as much damage. Their sturdiness makes them more effective as a screening unit, but Berzerkers are a better overall expense. Build these to soak up damage on defense or when charging defensive structures, but stick to Berzerkers for most of your Tier 3 melee combat needs.



### Musketeer

The only real "gun" unit in the game so far, Musketeers are not as exceptional as one might hope. They inflict significant damage per shot, but they suffer from horrible reload times and they are not as cost effective as Amazon Knights or Crossbowmen. If you do use them, put them on offensive and make sure to have several spotters to maximize their range. They are somewhat useful as a defensive support unit, but for the most part they are not a needed investment.





## Priest of Lihr

Priests of Lihr are not combat capable Tier 3 builders. They are able to walk on water, but for the most part their main function is limited to Divine Lodestone production. If you hope to receive the aid of the Angel of Lihr, you will need to have one out, as well as if you wish to summon the Sea Dragon. They are not a necessity to win, but the longer the game lasts the greater their value will be. Keep them out of danger areas and away from front line combat.



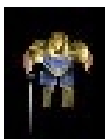
## Priestess

Priestesses function as the Tier 1 builder unit for Veruna. Their are a necessity if you wish to build Citadels and other higher tier structures. It is advisable to build several early on to speed up building and Lodestone construction. They are fairly cheap and can also function as mobile repair units for your armies. It can pay to be bold and send out a few unprotected Priestesses early on to claim mana locations if your enemy is not actively patrolling.



## Warrior

Warriors are Veruna's "standard" melee combat unit. Cheaper and more cost effective than Swordsmen, Warriors compliment Crossbowmen well. Multiple Enclave's can produce large amounts of Warriors very quickly and cheaply. Sheer volume can defeat most defenses, but be careful about being to wasteful with your units, especially if your opponent employs area affect attacks and splash damage ranged units.



## Air Units



## Dirigible

Dirigibles are the deadliest air unit available to any race. Low cost coupled with a large visual range, high damage attacks, and reasonable hit points makes them exceptionally deadly. Capable of engaging and defeating most defenses, Dirigibles can win entire wars. If your defenses are holding the enemy and you have access to sufficient mana, producing just ten Dirigibles can greatly add to your army's power and flexibility. They are not as fast as other air units, but their bomb attack will blast almost every Tier 1 ballistic ground unit to pieces in one direct hit.



## Parrot

Used as a scout for the armies of Veruna, Parrots are suicide scouters.



They are reasonably fast, but one direct hit from any ballistic unit will bring them down. Use them to spot targets for your long range artillery and to keep tabs on your enemy's plans. They make excellent early game scouts and have a small but handy radar effect. They do not have any weapons but can outrun almost all enemies and dodge most solitary sniper fire.

## Sea Dragon

The Sea Dragon is an expensive but mighty unit. It is the weakest of the four Tier 4 dragons, but it is still significantly powerful. Building the Sea Dragon is a serious task, it requires a vast amount of mana and time to construct.



In most cases, it is simply wiser to use Dirigibles to provide for your air support needs, but long and difficult games may call for its construction.

## **Ships**

### Flagship



The Flagship acts as Veruna's water based construction unit. If you need to erect a Floating Tower defense line or place a few extra Sea Fortresses around you will need at least one. For most simple naval fleets, Kirena can handle most of your building needs and Flagships are not a necessity. They are slightly armed, but stick to the heavier combat ships for your sea power.

### Harpoon Ship

Harpoon ships should comprise the main anti-ship and anti-air portion of your fleets. They are relatively good buys for the cost, possessing both strong offensive power and respectable hit points. Keep several out at all times on patrol to protect your weak Trebuchet Ships. They are reasonably fast seas units and several can function as quick transport teams.



### Man of War



The mighty Man of War is the king of sea combat. In straight out combat it will defeat any other ship that sails. The cannons have a reasonable range, so even when there are no sea units for it to sink it can shell inland locations. Make sure to spot for its guns and try to avoid taking on dedicated air forces with solely Man of Wars. They have a respectable transport capacity but are not as fast as Harpoon ships.



## Skiff

Skiffs are the cannon fodder of the seas. They are fast and cheap, neither heavily armored nor armed. As combat units, they are not as efficient to build as Harpoon Ships or Man of Wars. Their low cost and high speed makes them great to skirmish enemy units and harass air units. Stick to Harpoons Ships for most of your needs, but supplement your fleet with Skiffs when mana is in low supply.



## Transport Ship

Transport ships were designed to, surprise!, transport large amounts of ground units over the waves. Their carrying capacity is unmatched, one or two of these ships can bring an army sizable enough to win most battles. They are not a very fast ship, but they are respectably armored for their cost. They possess only minimal anti-air and anti-ship defenses, so keep them backed up with Harpoon Ships and Man of Wars when you need to work through heavy combat zones.



## Trebuchet Ship

Trebuchet Ships are one of the scariest units in TA:K. They mount a single powerful Trebuchet, a powerful, long range indirect fire artillery piece. The range of the Trebuchet Ships is nearly thrice that of a Stone Giant, giving them excellent sea-to-shore shelling ability. On maps with even minor water supplies, Trebuchet Ships can be a serious threat. They are comparably fragile however, and terribly expensive, so keep them well protected from enemy sea





and air actions. Use spotters, such as Parrots to locate enemy buildings and Lodestones to destroy.

## Special Units

### Angel of Lihr

The mighty Angel of Lihr attacks with a melee whirlwind that will slay many units with one blow. The whirlwinds will spin around for a short duration after their attack and continue to damage any ground units, friendly or enemy, within their path. Keep the Avatar of Lihr out of your base less he accidentally destroy your own buildings and defense forces. The avatar only appears randomly when you have a Priest of Lihr out, so do not expect or rely solely upon his power to win you wars.



### Kirena

The sea sprite Kirena is capable of swimming unlike Elsin or Lokken. Her attacks are fairly damaging, but she is not as tough as her land-locked Monarch kin, so be careful about letting her fall to enemy assassination teams. She can typically handle Thirsha in direct combat and run away from Lokken, but be careful about letting Elsin get too close. Remember to check for island mana locations and send her out occasionally to claim their spoils.



## Structures

### Bastion

The Bastion is the mightiest ground defensive structure in the game. It is horribly expensive however, so keep it well defended from fast melee rushers.



Bastions work best when protected by walls and backed by repair Priestesses. Their attack and sight ranges are both long, so build a Bastion in areas where you need their added power, but do not get too happy with them. Bastions alone cannot replace a standing army for defense.

### Citadel

Citadels produce the Tier 3 units for Veruna. In most games, you will want these reasonably early to access Berzerkers and Amazon Knights. They cost nearly four times and take four times as long to build as an Enclave, so be wary about undertaking their construction before you have a sufficient production ability to defend yourself.



### Divine Lodestone



Produced by the Priests of Lihir, Divine Lodestones extract double the mana of a regular Lodestone. They also have significantly more hitpoints, but they cost over twenty times as much as a regular Lodestone. The time and mana it takes to build these means you may wish to stick with regular Lodestones on most maps where mana is not especially scarce.

### Enclave

The Enclave is the basic building structure for Veruna. Enclaves take slightly more mana to build than most Tier 1 buildings, but they construct faster. Many of Veruna's cheapest units are



produced here, several of these are often vital for early game defense. On small maps you can often win with nothing but several Enclaves pumping out massive amounts of cheap Tier 1 units.

### Floating Tower

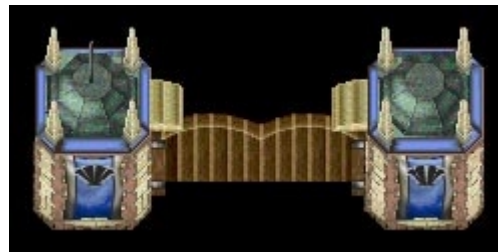


The Floating Tower is an immobile Harpoon Ship. They are excellent buys for their cost when compared to other defensive structures. One or two near your naval yards will help bolster your defenses, but you will want the mobility of Harpoon Ships as well. They can also be used to start a siege point near an enemy shore line, their radar effect will act as a permanent spotter for your Trebuchet

Ships.

### Gate

The Gate is exactly what its name states. It is designed to function in conjunction with walls and faces west-to-east. Unfortunately, it cannot be rotated for a north-south facing. Gates can open and close as will, but when they are destroyed, their wreckage will not impede enemy movement much. It is advisable to build several in a successive line whenever possible, but be wary about keeping your Monarch away from the rest of your defenses.



### Guard Tower



Guard Towers are only of minimal defensive use. They have a ridiculously high cost and a similar expense in ground forces will



almost always defeat them. They have a good sight and visual range, but their combat ability is poor at best. Protect them with walls but do not expect Guard Towers alone to be enough to be enough to repel any serious invasion.

### Lodestone

Lodestones tap the mana stored within the circles of Sacred Stones. They are extremely cheap and pay for their construction very quickly. Typically, the larger the disk in the center of the Sacred Stones, the more mana the Lodestone will yield. They are rather flimsy, so keep your mana supplies guarded from raiding teams.



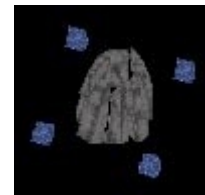
### Mortar

Mortars are mainly an offensive shelling weapon. Their best use is to blast enemy fortifications and structures. Most ground units can avoid their attacks reasonably well, so the Mortar's defensive value is limited to sniping enemy mobile artillery. They are slow to build and expensive, so guard them well. They have a reasonable range and damage potential, but if even a few enemies closes the distance to them, they will be destroyed in seconds.



### Pillar of Light

The Pillar of Light is a larger, slower to build, more expensive version of the Zhon Sacred Fire. It has a larger area of affect than a Sacred Fire but is not nearly as practical. They are not quick to get and their overall value is somewhat low unless





you keep large clusters of units on constant defensive patrolling in a contained area. Not a necessity, it is usually a better idea to spend your mana on Walls and Bastions for fortified defenses.

### Sea Fort



The Sea Fort is the structure that constructs all of the Veruna fleet. It is quick, cheap, and can be built immediately. Sea Forts are a prime target for enemy anti-ship actions, so keep them guarded and consider building a backup in case your defenses fail to catch a raiding team. Once the Sea Fort is up, you have access to all of Veruna's ships, including the fearsome Trebuchet Ship.

### Wall

Walls are the most basic of defensive structures. Their sole purpose is to hinder movement and fire. Most ballistic units can lob shots over walls, but they cannot typically destroy them. Melee units can hack walls down, but Walls can absorb almost as much damage as a Crusader. Veruna walls build very fast and are reasonably priced, so make prolific use when you need them.



## Zhon Unit Descriptions

### Ground Units

#### Basilisk



Basilisks use a spell attack that simulates them turning their enemies to stone with their gaze attack. This spell is not an automatic kill however, there is a chance, especially against fast and high tier units, that the spell will miss or fail. Most slow, low tier units are quite vulnerable to this attack, and the stone remains will hinder the movement of incoming enemy units. Basilisks are very easy to kill and not considerably fast, so reserve them for defense support roles. They are best used in small packs with ranged units to pick off any slow melee units and when the enemy must come at you from narrow passes.

#### Beast Handler

Beast Handlers are the Tier 1 unit summoners for Zhon. They are not especially tough or strong in combat, try to keep them out of the combat zone as much as possible. They are quite useful for pumping out large stacks of Trolls and Hunters, make sure you build several in case a few fall to enemy incursions. Only the Huntress and Beast Tamers can summon Beast Handlers, so be careful about losing too many early on as it will require your Monarch to resummon them and cripple your early unit production ability.



#### Beast Lord



Beast Lords are the toughest of the Zhon summoner bunch. They have significantly more hit points than the other summoner types and are equipped with a ranged weapon. They are still expensive and too



valuable to lose, so do not send them to the front lines unshielded. Be careful about building too many of these, most units they summon are expensive and slow to build. Having several Beast Lord's around can significantly tax your mana, it is not advisable to rely solely upon Tier 3 units to win.

## Beast Tamer

Beast Tamers are important, but not necessarily from the units they summon. They are responsible for summoning both Beast Tamers and Beast Lords, making them a valuable step in the tech tree for Zhon. Also the only Zhon unit besides Thirsha capable of creating Death Totems, they fill several small vital roles. Unfortunately most of the units they summon are not front line combat units, so having a group of Beast Tamers is not nearly as wise as a mix of Beast Handlers and Beast Lords. Keep at least one handy to rebuild your Beast Handlers supply in case your summoners take significant losses.



## Goblin

A fragile little critter, mostly used in the single player campaign to harass your army. They are not as economically practical as Trolls or Jungle Orcs, nor as fast as Hunters, leaving them with no main role to fulfill. Stick to Trolls to act as your mainstay melee troop, but since Goblins are faster than Trolls, don't feel wasteful by using Goblins to tie up defenses or quicker units until the heavier units can get into the fray.



## Hunter

An excellent ranged unit, Hunters are a godsend for the Zhon ground forces. They are the best bang-for-the-buck Tier 1 ranged unit in









the game as well as moving faster than Archers and Crossbowmen. Their range is only slightly less than an Archer and their faster ground speed will get them into spear range and out of melee range much easier. They can outrun most melee units so remember to pull them out of harms way to extend their lifespan. Remember to keep a few units spread out to act as spotters, Hunters can fire significantly farther than they can see. Zhon has no other effective anti-air ground unit, so make prolific use of Hunters.

### Jungle Orc

Zhon's heavy hitting Tier 3 melee unit can dish out gigantic amounts of damage.  Jungle Orcs are a significant increase in price from Trolls and are not as cost effective, so do not build them as your sole melee unit. Mixes of Trolls and Jungle Orcs will prove more effective than an army composed entirely of one or the other. They are faster than Trolls, so be careful about getting your forces too spread out while moving.

### Shaman

Expensive and slow to build, Zhon's Shamans are not a required unit to win. They are capable of creating Divine Lodestones if you can afford the time to construct them, their value is best in Free For All's or on  large maps with few mana spots. They are combat capable, but like every other Zhon builder unit, they are too expensive to place in the front line. Shamans radiate an armor and attack bonus aura, so keep them near your clusters of summoners to keep your production lines protected. If you want to build the Ancient Dragon, you will need at least one, preferably two Shamans.

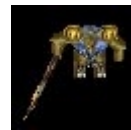
## Stone Giant



With more hit points than the Zhon Monarch, Stone Giants are the ultimate Zhon ground unit. Packs of Stone Giants are extremely hard to stop, especially if you protect them from quick enemy melee units. They are slow units, so monitor their progress carefully when you try to move them into attack positions. Their attacks can smash most units in just one or two attacks, but they do have a minimum firing distance. Keep them somewhat spread out so that all your Stone Giants do not share the same minimum attack area. They have over twice the range of Hunters, so use spotters to maximize their attack value. Their boulder attack is indirectly fired, so lob them over walls and low terrain and use difficult terrain to slow enemy counterattacks. They are not especially good anti-air units, so do not expect them to defeat a determined air assault. Stone Giants are expensive units, so support them with teams of Hunters and Trolls.

## Troll

Trolls are tough and cheap melee units. The best Tier 1 unit for the cost, Trolls are the backbone melee support for Zhon. They are not as fast as other Tier 1 melee units, but they will defeat equal numbers of almost any other Tier 1 unit once they are in range. Keep them in formation with your Hunters and Jungle Orcs when moving long distances to prevent them from falling behind on the attack. Pump out large number of Trolls and Hunters for a cost effective, deadly, and versatile task force. Their slower speed means they will have a harder time closing the distance to defensive emplacements, so consider screening them with a few cheap fast units like Goblins.



## Air Units

### Ancient Dragon

The Ancient Dragon is not the most powerful of the Tier 4 dragons, nor is the cheapest. Somewhat comparable to the Gold Dragon, the Ancient Dragon is not a wise investment unless you have a task that 15 Drakes cannot fulfill. Free For All's and large maps will allow you to exploit the long term value of the Ancient Dragon. With experience and micromanagement, the Ancient Dragon will surpass the powers of Thirsha. Be careful with the Ancient Dragon, losing one is a significant waste of time and mana.



### Bat

Bats are simple scout units. They have useful radar effect, so keeping a small team of them on patrol near your borders will alert you to potential threats before you can see them or they can see you. They are very useful for revealing the map when the map is blacked out. Keep a few mixed in with your other air units to draw fire and locate enemy anti-air forces. If you use Stone giants, send a few on suicide spot missions into enemy territory.



### Drake

Drakes are flexible and should compose the mainstay of any attack Zhon air force. They do not come cheap, their high cost is prohibitive and keeps them from functioning as a universal combat unit. They will not defeat a similar expense in ground ranged units, so build a Drake force when you can use their mobility to avoid a determined anti-air force. A sudden air rush with Drakes can





catch many enemies off guard, so try to amass your air units in secret. Most fleets will rip through a Drake air force, so be careful about sending your Drakes to sink a large fleet.

## Gryphon

Gryphons are a quirky air unit. They are rather difficult to knock down due to their speed and ranged attack, but they do not inflict significant amounts of damage. They make good harassment units, but are not a mainstay air combat unit. Use a few Gryphons to harass any unescorted builders and pick off any wandering scouts. When you are going for air power, you can use several as a screen for your Drakes.



## Harpy

Harpies fulfill a somewhat narrow role within the ranks of the Zhon forces. Harpies attack with a mind control spell that, when successful, gives you permanent control of an enemy unit. The attack is not very rapid and requires an aiming time before each shot and a recharge time in between shots. Harpies are very expensive and very fragile, not a front line unit. Keep them away from ballistic units and use small numbers to steal unprotected melee units and builders.



## Roc

Rocs function as the transport unit for Zhon. Being an air transport, they enjoy great mobility and have a respectable carrying capacity. If you need Thrisha on the front lines, use Rocs to ferry your builders around to islands or secluded

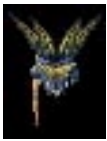




building locations. Rocs can also be used for surprise air drops, Jungle Orcs in particular can make for a nasty drop team. They have no combat ability of their own, but are rather sturdy for an air unit.

## Wisp

Wisps just can't seem to do anything right. While their paper stats actually appear better than a Drakes, but they don't function nearly as effectively in combat. Wisps just don't seem to fit into the Zhon air force, Drakes fulfill a combat role better, and Gryphons fulfill a harassment role better. Wisps seem to have problem targeting enemy units, and their hovering seems to make it easier for enemy units to shoot them down. You may have some success with Wisps, but stick to Gryphons and Drakes mostly.



## Sea Creatures

### Kraken

While not technically a ship, the Kraken is the only Zhon sea based unit. It is not a transport vessel like most other sea units, it is a dedicated ship killer. It is a better buy than most ships, so your Beast Tamers can create a cost effective ship defense if they can stay near the shore long enough. Their range is enough so that after defeating any ship problems, they can attack any enemy units somewhat close to shore. Maps with small slivers of land around central lakes make great Kraken breeding grounds.



## Special Units



## Wrath of Tammuz

Like all gods, the Wrath of Tammuz is not to be trifled with. While statistically one of the weaker gods, it is still quite capable of smashing entire armies by itself. If you are lucky enough to receive the aid of the Wrath of Tammuz, do not waste it on suicidal attack missions. Save its power to trash your enemy defenses then mop up with your main army, or use it to destroy the enemy Monarch.



## Thirsha

Thirsha holds a distinct advantage and distinct disadvantage over the other Monarchs. She is both the fastest and the only flying Monarch, giving her great offensive potential and immunity to melee troop attacks. However, she is also the most fragile Monarch, with only 57% of the hit points of Elsin or Lokken. Best used in hit and run missions, she is Zhon's greatest tool and one of it's weakest links.



## Structures

### Death Totem

Death Totems are somewhat unique structures. They have a respectable range and damage potential, but they are not as cost effective as Mage Towers. However, they are much better buys than Guard Tower and kin, placing them between the high priced and low priced defenses. Thirsha can place these nearly anywhere, but only Beast Tamers can construct them as well. Best used to shore up your lines near important ground passes.





## Divine Lodestone

Summoned by Shamans, Divine Lodestones yield twice as much mana as regular Lodestones. They are reasonably tough, but also horribly expensive and time consuming to build. If you can spare the time, mana, and a Shaman, they are worth the investment.



The scarcer the mana supply, the more these are required. Each map calls for its own determination as to whether or not you should use regular or Divine Lodestones. Be careful about wasting too much mana in Lodestone upgrade at the expense of your standing army.

## Lodestone

Construction of all units and structures requires mana. Lodestones are the basic structure that harness the mana in the Sacred Stones. Zhon Lodestones currently possess three times the hit points of the other races' Lodestones, making them far less vulnerable to hit and run teams. Build these at any chance you get, but do not forget to start unit production as well. They will pay for themselves very quickly, so do not feel too bad about placing them where you cannot defend them for long.



## Sacred Fires

Sacred Fires function as healing encampments for your units. Their effects seem to be cumulative, so building several around your base will greatly boost your units' effective hit points. They are dirt cheap and build quickly, so they also function as pseudo walls for Zhon.



## Aramon Core Unit Buildtree







## Verunan Core Unit Buildtree







## **Strategies, Tips, and other Misc. Info**

### **We Don't Need No Stinking Area-Attack!**

Try this:

1. Select a stack of units.
2. Hotkey them to your favorite number for easy access (Hotkey commands can be found in TA:K's README file).
3. Put the stack on OFFENSIVE mode.
4. Find a point on the map you want them to move to. Select the PATROL feature and click on that spot.

This will cause your units to move from where they are to where you told them to patrol, and they will generally attack anything that gets in their way. Unfortunately, if you add new units to this stack, they have a tendency to switch to DEFENSIVE mode, (which is horrible) so make sure to double check often that they are on OFFENSIVE . Also, if they get to the point where you told them to PATROL to, they will move back to their start point, so keep feeding them PATROL commands. Offensive patrolling is the way to go.

### **Lokken's Cloak**

Yes, the Taros Monarch Lokken CAN cloak! He does not have a button for it however. You must use the hotkey K (unless you have changed it) to cloak him.

Cloaking Lokken can save his butt. Lokken is the SLOWEST monarch in the game. When Lokken is cloaked, he can generally only be revealed if a unit moves extremely close to him or tries to walk through him. Lokken's cloak ability DOES NOT USE PERSONAL MANA AS LONG AS HE DOES NOT MOVE. This is an excellent way to avoid mid game "assassinate the monarch cause we can't kill his forces" missions. If he moves while cloaked, his personal mana will drain



VERY quickly. Don't expect to use this tactic offensively very much, as he won't make it far. It is useful when you want to throw artillery units off who are attacking him; cloaking him for a few seconds generally will shake those pesky Trebuchets.

## **Automatically Add New Units to a Hotkeyed Stack**

1. Select a hotkeyed stack of units you want add new incoming units to.
2. Hold down SHIFT
3. While holding down SHIFT, click on whatever buildings you want to constantly add new units to that stack
4. Reassign the Hotkey to the group (Hotkey commands in README file).

Very very very very very useful for building up large stacks without constantly reassigning hotkeys. If I have 5 archers hotkeyed to 1, I just select my archer stack, hold shift, select the barracks that is constantly producing them, then reassign the hotkey. I can constantly add to my archer stack without nonstop clicking.

## **Deities?! YES! They do appear... but somewhat randomly...**

Gods will appear in combat sometimes, as long as a few conditions are met. They only appear while a top-tier builder is present, (ie Shaman, Acolyte, etc.) and between 30 and 60 minutes into the game. Further, even when all conditions are met, they only appear a small percentage of the time. Be careful with your Deities! They can hurt you too! I would recommend keeping them far from your base...

I've seen the Veruna Angel 3 times; she has a few more hit points of a Monarch, is a ground unit, and when she attacks (usually at melee range) a Tornado (like the Weather Witch's spell) looses and does immense damage to everything it touches, INCLUDING FRIENDLY BUILDINGS. My Veruna nemesis had his angel destroy his entire base on accident when my archer horde



suddenly ran into his angel. The Vernua Deity CANNOT hit flying units with the whirlwind, and does not build structures. The other Deities share similar abilities.

## **Unit Experience - Powering Up Units through Kills**

Units get experience for killing enemy units. All that matters is that they get the fatal shot. As a unit gains experience, it gets MUCH more powerful. Most of the time, this occurs with artillery units and spell units, units that get a lot of kills and don't face much direct combat. The higher tier a unit is, the more it has to kill to get "leveled up". Units can advance from their newbie stage all the way up to the 10th level. On the fourth, seventh, and tenth levels, their picture on the status bar gets a bronze, silver, and gold shield, respectively. On the fifth and tenth levels, they gain visible changes. The power change can be significant; it appears more profound in more expensive units. For instance, a Fire Mage of mine with 67 kills (don't ask, that was a lot of Berserkers) was a high level and he could get off 2 full blasts of his third level spell Fire Storm with the 3rd shot only a few seconds or so behind. A standard level 1 Fire Mage can only do 1 Fire Storm before it is totally drained of personal mana.

One of the biggest complaints that I've noticed is that the Dragons aren't powerful enough. To begin with, they're certainly not. They're too easy to build; that would make the game too easy. You need to get several dozen kills while taking care of them. Once they start leveling up, watch out; they're definitely powerful enough...

## **Ranged Units and Artillery: It's all about Spotting**

For ranged units (i.e. Archers) and artillery units (i.e. Catapults and Trebuchets), there is almost nothing more important than spotting. (Spotting involves using a unit, any unit, to visually see the enemy unit or structure) Pretty much every ranged and artillery unit shoots farther than it can see. This means



that if a unit is sitting right outside the visual range of a horde of archers, your units won't attack it, even if it shows up on "radar". Flying units usually have good sight range, plus they are fast. Use a few flying units to "spot" for your ranged and artillery units. Spyhawks and kin are cheap and effective for this purpose. If ya need to, move a few units outside of the "horde" of archers to serve as spotters for the rest. Usually, once a unit has been spotted and an attack order issued, artillery and ranged units WILL CONTINUE TO ATTACK THEIR TARGET UNTIL IT IS DEAD OR MOVES OUTSIDE OF THEIR ATTACK RANGE, EVEN IF NONE OF YOUR UNITS CAN SPOT THE UNIT.

Most ranged units will also attempt to follow the fleeing unit if it tries to run away. Take Amazon Knights for example; once an enemy unit has been "spotted" and an attack order issued, they will chase down and attack the enemy unit, even if you lose visual sight of that unit, until the enemy is dead, so long as that unit doesn't run outside its attack range.

### **Monarchs; for Immortal Rulers, They're Idiots.**

Never trust your Monarch to do anything right itself. If you put a Monarch on passive to conserve its mana for a big attack, it'll sit there and die if it gets attacked. If you put them on aggressive, they will chase down the first unit they see and waste their mana on it. If you put them on defensive, they will wait until they are attacked to chase down the first unit they see and waste their mana. In any event, keep tabs on your monarch, it's WAY too easy to do stupid things with them. You can lose your monarch to units you can't even see; artillery and flying ranged units are great for sniping an unsuspecting Monarch. In other words, Monarchs suck on automated self-defense. I prefer to put mine on an aggressive patrol with its lowest spell selected to conserve mana when I'm not using him. WHEN A MONARCH STARTS BUILDING SOMETHING, WATCH OUT. They become totally oblivious to the 15 crossbowmen shooting at them once they start building something, until they finish the job or construction is terminated.



All the aforementioned tactics are also great ways to catch your opponents monarch off guard, like wasting mana with 1 or 2 units if you know he's got the ring spell or 2nd attack spell selected, or smashing him while he builds something, or picking him off with trebuchets if he's standing still.

## **Veruna Gets Ships - Watch Out!**

In most games, if there is water on the map, and there is a Veruna player, that water becomes VERY important. Ships are a little cheesy, and very very painful. Veruna's fleet is centered around one unit: Trebuchet ships. They are evil, horrific monsters; they are mobile artillery pieces of death. Put them on Offensive, use parrots to spot nodes, buildings, and hordes of units, and commence the destruction. If Veruna gets a few skiffs/harpoon ships/mans of war to back up 3-4 trebuchet ships, it becomes all but impossible to kill their ships. (Harpoon ships especially tear up units and are fairly cheap) Either match them for range with trebuchets, or do surgical strikes to kill their trebuchet ships/sea fort; it's unlikely unless you started building an airforce from the start you can beat them in a straight out air-to-sea fight, unless they skipped the air defense for more trebuchet ships.

As far as matching their sea power, unless they are idiots and don't catch you building Krakens/war galleys and smash your efforts or simply outproduce you, you will lose the sea war. If you're Veruna, even a small lake becomes a useful siege point. A few harpoon ships, skiffs, and just 3 trebuchet ships can tip the tide of a game immensely. If you're not Veruna but are facing one, PATROL AS MUCH SEA AREA AS YOU CAN AND BUILD UP AN ANTI-SHIP FORCE, whether it be Iron Beaks, Stone Giants, Drakes, or Man O Wars, hit them before they get their fleet out, or it will hurt. On maps with water, Kingdoms can require radically different tactics than a ground map; either adapt or lose. This is somewhat annoying considering no other race really has it's own set of tactics





that requires such radically specific defenses. Be prepared to defend against it, or be prepared to use it to crush your enemies.

### **... From the TA: Kingdoms Joke Book ...**

How do Stone Giants have a good time?

By rocking the knight away.

How many Aramonians does it take to refill a lamp?

One. Using the strength of his own muscles alone, y'hear!

How many Verunans does it take to refill a lamp?

Why bother? Try this new lamp, purchased from a far shore, yours for a very fair price...

How many Zhon does it take to refill a lamp?

Bah! Enough of this technology! Raagh!

How many Tarosians does it take to refill a lamp?

Who needs lamps? (clicks fingers) \*FOOM\*

### **Babysit your Baby Dragons**

Dragons, Dragons, Dragons... Known throughout fantasy literature for their ability to destroy everything in their path without as much as blinking. So why, in Kingdoms, do they die so easily, you ask? Because a freshly summoned Dragon is much like a baby. It needs love and care, and is much weaker than most famous Dragons. 50 or so kills will catapult it towards puberty, whence a Dragon can use its most powerful spell twice in a row, with a third one close behind, leveling everything in its path. 50 more kills, and it can use its spells



almost at will, and is all but indestructible. Moral of the story: a little love goes a long way...

## **Guarding your Guard Towers**

'The base-defending units in Kingdoms, for the most part, are pretty weak. Guard and Watch Towers won't stand up to much of a beating as it is. One way to extend their lives and make them more effective is to build a wall around each one, and put a tier one builder inside. (i.e. Priestess, Dark Mason, Mage Builder...) Set the builder to guard the tower, and it will take one heck of a lot more to take it out. I've found that a Guard Tower can take around twice as many attackers out if it's being healed. A field of guarded Mage Towers behind walls is enough to strike terror into attackers' hearts...

## **Groups and Formations**

Use groups AND formations, not just one or the other. Formations (ALT+#) are excellent to move a huge group in a cohesive way in open territory, generally to face another huge force. BUT, if you want to invade a castle or base, better use the old group.

## **Infinite Build... Of Infinite Importance...**

A nice new feature is the ability to queue infinite build orders by CTRL-clicking on the build picture. Use this feature! It cuts down on micro-managing significantly.

## **Rushing? You must be Mad, Man!**



One of the most frequent complaints I've run into on the TA:K board is how useless level 1 units are. Well, actually, the most frequent complaint is how their PIII slows to a crawl playing TA:K, even though they've also got 64 MB of RAM! Ok, so this is the second most frequent complaint.

Never underestimate the value of level one melee units. In an early game, they can overwhelm an undefended monarch. (the first 3 or 4 use up the monarch's 3rd level spell, the rest finish him off) By the time they've got that Citadel up, you should be churning out the CTRL-clicked goblins, harassing mana sites, and acting as spotters or distracters for the level 2 big guns.

## **We Don't Need No Stinking Area-Attack, Part Deus**

If you want your troops to attack whatever they come across en route, set them to guard a couple of cheap level 1 melees, and set THOSE troops to attack your distant target. This works as well as setting a patrol route, or area attack. I personally like the fact that soldiers can't be distracted from their goal by a couple of archers drawing them off course with long distance arrow shots. I like my troops listening to me.

## **It's all about the Mana, Man!**

Of course, you did send a builder off roaming the map first thing, right? A mana site is a few hundred mana. It pays for itself in around 30 game clicks. Explore early and reap the harvest!

## **Walls: An Effective Defensive Fortification**

Walls have been much maligned in past RTS games. From inability of the AI to recognize their existence and from prohibitive high costs, Walls do not have a good track record. Kingdoms may very well change the entire view of walls;



they are indeed a useful and practical tool. Walls are extremely hard to destroy in TA:K. I have yet to have my Stone Giants actually smash down a wall, but I have seen Executioners do it. Taking down a wall is a significant challenge; the melee units must sit and whack at the wall for some time before it will go down. For example, a Knight must take six swings at a wall to bring just one section down. Walls can cut off access to areas that you can't afford to defend naturally, and they can restrict your opponents' ability to get units into your base. There's no penalty against building multiple lines of walls, so even if your opponent takes down one area he'll still have more to go through.

Areas that are natural bottlenecks like bridges and valleys can be turned into utterly impassable sections by just a few well placed walls and a handful of defenders. The two banes of walls are indirect fire artillery and air units. Be prepared to defend against these countermeasures with your own artillery, air units, and anti-air units. Unfortunately, walls cannot quite reach the deep parts of water, so most ground units will be able to walk around the edge of a wall ending in water. In cases like these, simply put more walls down the coastline and line them with defenses. The more area you want to control with walls, the harder and longer it's going to be to build them, so be wary about becoming too expansive with walls too soon. Walls are dirt cheap, so if your builders are just sitting around, find some areas for them to throw down a few walls. Remember to "paint" the walls by holding down shift. Try using walls; you may be pleasantly surprised. Defensive structures become much more practical when you block melee access to them with walls and back them up with builder units on patrol.

### **Odd Things I've Noticed...**

- Although Aramon is supposedly the dominant land race, Veruna has the best defensive structure (Bastion, with a 1220.18 Offensive Power mark).
- Everyone keeps saying how great Stone Giants are. You can build 8 Trolls for the price of just 1 Stone Giant... Yes, Stone Giants have their



- uses, but don't forget the Troll! It's one of the most under-rated units in the game.
- Taros is more powerful than people seem to think. They have the Mage Tower, a very powerful defensive unit, Fire Mages and Weather Witches, who can wreak havoc in large numbers, the most powerful Deity, and the most powerful Dragon (Also very close to to the cheapest Dragon, that of Aramon).
  - Aramonian Mage Archers can be devastating if used right. Set them to Use their paralyzing arrows, and back them up with Cannoneers. if You do it right, You can destroy almost any ground unit (Fire Mages wholly excluded) with ease.

## **NEXT campaign level cheat**

Start the campaign map. Get defeated. (Preferably by ctrl+A followed by ctrl-D) When the results screen show up, click on the LEFT (main menu) button. Click "play the adventure" again and VOILA! – You can click the proceed arrow! Do so, and you are at the next level.

## **Combine your Fighting Units!!!!**

I can't stress this enough. Sending in tons of one unit, no matter what unit, will never work against an experienced player. Every unit has its own strengths and weaknesses; the goal of an RTS game is to find the best combination to maximize your strengths while at the same time minimizing your weaknesses. A decent strategy is sending a lot of low-powered ground units, with ranged ground units behind, all covered by air-to-ground units. Verunan Warriors, Amazon Knights, and Dirigibles work nicely, for instance.



## **Sacred Fire Artillery Defense??!**

This tactic is hard to pull off, but it can do wonders, especially against the stupid AI. If you're playing Zhon, build a few Stone Giants, and put them near the edge of your base, on the side facing your enemy. Now build a wall in front of them, and Sacred Fires behind them. If an enemy artillery unit, such as a Trebuchet or Mortar starts attacking them, the Sacred Fires will heal them, (hopefully) allowing them to withstand the assault.



## **Aramon Strategies: The Joy of Massive Ground Power**

Aramon is not the most flexible of the races. When it comes down to versatility, Aramon is not the best overall race to play. Fielding a successful Aramon force requires that you realize that there are some weaknesses in your army that you will have to compensate for, as well as some strengths that you will have to exploit to their fullest. Hopefully after reading this guide I will have changed some people's opinions on Aramon's ability to compete.

Racial Overview:

### **Strengths:**

- Large and diverse ground forces.
- One word: Knights.
- Trebuchets have the longest range in the game.
- Effective units for swatting down air forces.
- Builder units can fight back.

### **Weaknesses:**

- Weakest air force in the game.
- Comparatively poor per-cost Tier 1 units.
- Limited strategic flexibility.

### **Play Aramon if you like:**

- Ground melee and ballistic units.
- Fast cavalry attack styles.
- Easily defended and entrenchable bases.

### **Don't play Aramon if you like:**



- Air superiority.
- Diverse strategy types.

### I. Take the Field Early and Keep It: Using Speed to your Advantage

Aramon possesses a unique advantage over almost every other race that most people overlook. They are the only race with a semi-decent Tier 1 mounted unit. I have seen many people try to use the Horseman with disastrous results. Simply put, he is not a front line combat unit. The Horseman's only advantage is his speed. On a per cost basis, Horsemen are not as reasonable as Swordsmen or Warriors. If you try to use a Horseman mass to overrun your opponent, unless he has totally skipped on cheap Tier 1 defenses, you will lose.



**My team of Knights is about to slay Lokken. A sole brave Knight has volunteered to draw off the Monarch's mana. Once most of his magic power is drained, the rest of the Knights will charge in and destroy the Monarch. While most of the Knights would survive the Monarch ring spell if they all charged simultaneously, there's no sense in taking unnecessary damage.**

Do not build Horsemen in mass; after a small initial defense army, depending on the map size (on small maps this isn't a good tactic), build a small team of Horsemen, 4 to 6, to function as a raiding team. Run in and smash down Lodestones or Beast Handlers. (Remember Zhon Lodestones may have a 3x hitpoint glitch) Do not try to engage the enemy in straight out combat. Run them around their base and be a major pain, but don't expect them to do much overall



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damage. Cut down any Dark Masons or Priestesses trying to build structures, just give his early economy hell and once they finally put down your raiding team, forget Horsemen for the rest of the game. On smaller maps, you can sometimes just skip the Horsemen and go straight for the next step...



**Just as my first Spyhawk leaves the Barracks, my Mage Builder is already starting on the Keep. My Monarch has moved far down to gain field position and will soon have a contingent of Knights to help him hold his ground.**

While your early raiding team is delaying the enemy, get your Mage Builders to help each other erect a Keep. You may be weak during this period, but the Aramon Monarch Elsin has a lot of hitpoints and should be able to smash any retaliatory early strikes. Once you have a Keep up, you may want to consider having your Monarch help production for a little bit if your mana income is decent. This is where the true power of Aramon comes to life: Knights. Knights were left out of the game manual for some reason, but they are the absolute best Aramon unit in the game besides the Monarch and Deity. Knights can do what Horsemen cannot: go toe-to-toe with enemy ground forces and beat them down. They have offensive firepower and hitpoints, able to lead a charge as well as beat one back. Knights are also fast, actually faster than everything in the game but a handful of air units. Exploit this advantage to its fullest potential, outrun enemy Hunters and go right up and kill his Beast Handlers, ignore that Mage Tower and kill the Abyss instead.

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**This sneaky Mage Builder is completely walling off access across this bridge. By controlling the only land routes across water on the map, you will force your opponent to build an air force, an artillery line, or a navy. Figure out which he is going for and prepare appropriately.**

Knights can cripple an enemy's production lines in the blink of an eye. By the time he kills your Knights and comes to smash you, a fresh batch of Knights can be built and sent to harm him even further. On most maps, it is not feasible to guard every one of your Lodestones and your production facilities at the same time. The Knights' speed allows them to reach wherever it is that is least defended. However, there are certain maps that simply do not allow ground access to an enemy's base or require that you charge down small valleys. Sometimes, your enemy will expect the Knight rush and will bunch everything he has together to prevent any harassment techniques. In cases like these, simply control as much of the area outside of the enemy base as you can. Build all the Lodestones you can and use the mana to pump out units.

When your enemy decides he wants to move his army down that small valley or out of his cluster, bring your forces in to repel him. Your opponent may try a "flying unit assassinate the Monarch mission" so keep Elsin safe. Remember, Knights can't deal with air units, so watch out for Harpies, Sky Knights and kin. Your Knights can double as scout units, keeping tabs on what your enemy is doing.



Control as much territory as possible and either send a massive wave to wipe out your enemy or lay siege to his base. He's either going to have to come out and kill you, or you'll go in and kill him.

## II. Laying Siege to your Enemy: When Unit Rushes Fail

Kingdoms is not a simple game that allows for every strategy to work all the time. Harassing your opponent with Knights will never win every battle and good players will prepare for it. When Knight harassment fails, turn to the other tools of Aramon to win: siege weapons. The mighty Trebuchet is the backbone of the Aramon siege machine. It has the longest range of any weapon in the game, including outranging Trebuchet ships, and does massive damage. You can build them almost immediately into a battle, but defending them at these early stages is not a simple feat. Trebuchets are fragile and expensive; you simply cannot afford to waste considerable amounts of mana on them just to have a pack of Gryphons wipe them out. Make sure that you put your Trebuchets on Offensive mode; they will attack anything in range that is spotted by friendly units, which quite a considerable blanket. Trebuchets work best at sniping Lodestones and stationary units/buildings.



**With the bridges guarded, my Mage Builders begin producing Trebuchets to barrage my enemy across the river. With several Knights, Mage Archers, and Elsin himself guarding its production, nothing short of an all out suicide attack will stop its production.**

Spyhawks are quick and simple spotters for locating your enemy's forces. Knights as well can double as enemy locators. The primary targets of your



Trebuchets are all enemy artillery capable of hitting your Trebuchets. Smash the enemy Mortars, Trebuchet ships, and any other ranged unit capable of striking back. Once your Trebuchet starts firing, your enemy will know generally where the shots are coming from, so be prepared for the counter assault. An interesting tactic is to build several Trebuchets in secret, keeping them inactive until they are all finished, then beginning a massive bombardment wave. Unless severe terrain impediments block your shots, your Trebuchets will eventually kill your opponent, or he will come to kill the Trebuchets. Be prepared ;bringing Elsin up to protect the Trebuchets is useful tactic as long as your opponent doesn't overrun you with a Monarch assassination team.

Catapults are not the greatest choice for siege weapons, but a good backup nonetheless. While they are somewhat cheap and available almost immediately, their late game potential is limited by low hitpoints and low speed. They are directly inferior to their Veruna counterparts, so don't place too much hope in them. Since they are indirect fire weapons, bringing a few in to lob shots at hard-to-reach enemy defenses is not a bad idea. Use interfering terrain to your advantage with Catapults; they require time to be of much use. Trying to kill enemy units with Catapults is not the greatest idea, as most units are fast enough to evade the shots. If building Trebuchets is a near impossibility, using a team of Catapults to siege your enemy is not a bad idea, just so long as your main attack force is prepared to move in once your enemy moves out. Conceivably you could build over 10 Catapults instead of a Trebuchet, so if you want your army mobile, try Catapults out.

Cannoneers are not exactly siege weapons, but are useful backups for your Trebuchets and Catapults. While they do not boast the incredible range of Trebuchets, they are capable of pumping out massive amounts of damage in a short amount of time. Cannoneers are very fragile though, so keep them well out of the front lines of combat and protected from quick assault teams. Your enemy will try to kill your Trebuchets sooner or later, so a few Cannoneers placed in smart tactical locations will rip into any ground forces with deadly results. Be



careful about over- zealous use of Cannoneers, they are not front line units. Use them sparingly, but if your Knights aren't cracking the enemy down, don't hesitate to bring these up. As always, make sure you spot for them to maximize their range potential. Remember they are direct fire weapons ;severe terrain impediments and elevation changes will interfere with their shots.

### III. The Support Forces of Aramon: From Cloak and Dagger to Arrows and Earthquakes

Some battles will be concluded with just Knights and Trebuchets, but a large majority of them will require more differentiated production. Sooner or later you will need to mow down enemy air units, and this will require that you make use of Archers and Mage Archers. Archers are a nice cheap unit, but not the most cost effective Tier 1 ballistic unit. For simplicity's sake however, I often find that they compose the majority of my anti-air patrol. Make sure that your Archers are on constant offensive patrols: even when you are using them for defense, set them to offensive patrolling. Archers do need spotters to make use of their range, so try to keep them organized in such a way that a few units are always on the perimeter of the pack, serving as lookouts for the main force. Once I have several Keeps up, my Barracks are often split between infinite Swordsman and Archer production, depending on the enemies I plan to encounter. The greater the threat of an air strike, the more of my Barracks I have producing Archers. Keep them away from restricting terrain like boulders and keep them on as high a terrain as possible.

Mage Archers are a slightly better choice for anti-air measures than regular Archers. While on a per-cost, per-shot basis they are only slightly better than Archers, they also possess two special types of arrows: Tracking and Paralyzation. Tracking arrows' main use is to swat down enemy air units. Tracking arrows will tail almost any unit they are fired upon and require one tenth of a full mana bar to fire. Paralyzation arrows are a rather insidious and useful



weapon. Upon striking, almost any target will be rendered immobile and unable to attack. These shots require about half an entire mana bar however, meaning you won't get many off. Be careful about switching a large group of Mage Archers to Paralyzation arrows, they have a tendency to fire them all at the same target, which has no real cumulative effect. Instead switch a few at a time, then move your ground melee units in to mop up the helpless fools. Paralyzation arrows are quite useful for punishing an opponent who likes to spend large amounts of mana on single expensive units, like Stone Giants.

Mage Archers are particularly useful for swatting down the Zhon Monarch Thirsha, as well as the various Zhon air units. If you are having problems getting your Knights through enemy lines, pump out a few Mage Archers with your Cannoneers to guard your siege weapons. They are a versatile and decent buy, so don't be afraid to stop producing Knights to get some of these out.

Swordsmen and Barbarians are both relatively efficient foot-based melee units. While they lack the speed of their Knight and Horsemen counterparts, they are significantly cheaper and do build faster. Both are still good buys in terms of cost effectiveness, but they really do not possess the prowess of Knights or the long term value of the other units you can produce. Depending on your enemy, you may want to turn your Barracks to pumping Swordsmen instead of Archers or Catapults.

Against an enemy that does not make use of many air units, and if the terrain is favorable to melee units, you may want to pump out infinite Swordsmen. Unfortunately for Barbarians, my Keeps are almost always busy pumping out Knights, Mage Archers, and a few other support units, leaving me with little time to build them. If you need the extra mana to build Trebuchets or other expensive structures, but you cannot afford to stop producing strong melee units, try changing from Knights to Barbarians for a bit. Otherwise, Knights are still a better overall buy.

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**This group of Assassins has caught Lokken off guard, but they won't be able to take him out. Oddly enough, Assassins do not make effective Monarch killers, and instead should be used to take out small groups of solitary humanoid units.**

Titans are a rather curious unit. By themselves they are a decent melee unit buy, but their real power comes from their ability to improve the defensive capability of the units around them. Knights are a better per cost attack unit, but on the defensive front, a small force of Titans splashed in with your units will help keep them alive longer. I would not recommend building them in hordes, but if you need to hold a defensive choke point while you amass a force to destroy your enemy, a few Titans working in the second or third line will help all your units live just a bit longer without essentially having wasted the money on a combat-incapable unit. Not truly suited for offensive strikes, they may be of some use to help shore up the forces protecting your Trebuchets.

Assassins are a fun unit. They are, unfortunately, expensive and not very tough. Do not be fooled by their extremely low rating on the charts however, Assassins have a damage multiplier that lets them do six times the default damage against units of damage type Monster or Human. This includes a large majority of the units in the game, meaning that they are quite capable of killing most units with one shot. Their cloaking ability can be quite disturbing to the enemy; it is extremely difficult to constantly have to hunt down a small force of Assassins roaming near the back of your base sniping new units as they pop



out of the production facility. When the time comes for a big push, having a few Assassins decloak at point blank range near the rear of enemy forces can launch them into complete hell, buying enough time for the Knights to get past any standing long range attack forces and begin the massacre.

The builder units of Aramon possess unique combat abilities that make them a bit better than other races. Mage Builders are capable of hurling magical hammers with a good degree of accuracy at both ground and air targets. This makes them less vulnerable to air sniper fire and a bit tougher when caught offguard by a few weak units. Late game, when they aren't building anything, this also means you can use them to supplement your defensive forces in case a raiding party slips by.

The Acolytes of Anu are another good builder unit, they possess several spells that make them rather potent and versatile. Their lowest level spell, Earthquake, is an area affect spell and several Acolytes working together can wash quite a bit of splash damage onto an incoming enemy column. One Aramon foe of mine once constantly sent his Acolytes to throw a few Earthquakes on the other side of a bridge just as my melee forces moved over and into Archer range. It took a considerably longer time to crack his defenses and eventually I was forced to snipe his Acolytes before I could get a considerable force across the bridge. Do not underestimate the Aramon builders, they have considerably more late game value than the other races'.

#### IV. The Aramon Air Force: There Isn't One

The Aramon Air Force consists of no real efficient combat units. The Spycrow is a cheap Tier 1 flyer, used mainly for suicide spotter missions for Trebuchets. Early on, if the map is not revealed, it can be of great help to build a few of these to reveal the map. They are also quite useful in discovering where your enemy is hiding and what he is doing. Use them often to find ship production areas, where the defenses are, and more importantly, where the





defenses are not. These units can reach areas that the ground Aramon forces cannot, so do not be afraid to send out waves of them every few minutes to gather intelligence.

The expensive Gold Dragon is somewhat of an afterthought addition to the Aramon forces. It is indeed a useful addition, but getting him in most games is no simple task. I do not typically build the Gold Dragon in my Aramon battles unless I am approaching the unit limit or I need a tough, fast, harassment unit that is not inhibited by terrain. He costs as much as thirty-eight Knights, so do not undertake his building as less than an all-consuming task.

#### V. Shoring up the Lines: Making use of Your Defenses

Strongholds are much more of a threat than Watch Towers, but they require a significant investment of time and money. Overall, it is more efficient to build the equivalent cost of units for defensive purposes, but a few defensive structures in the right places can make their presence invaluable. Strongholds are not as good of buys as the Veruna Bastions, but they are still powerful enough to smash most units quickly. Do not expect them to defeat massive rushes by themselves; their success is usually limited to killing single units at a time. Don't forget to use Walls and Gates to cut down access to your defensive structures. Walls and Gates are an invaluable tool for cutting down on backdoor entrances to your base, or for limiting the ways that your opponent can get out of his. A Mage Builder or two standing behind a wall repairing your Strongholds can both keep the enemies at bay and keep your structures healthy. Strongholds can shoot almost as far as they can see, so they are decent as stand alone defenses. Their "radar" effect is also twice the range of a Watch Tower's.

War Galleys are more of a defensive unit than anything else. Along with Trebuchets, they serve as Aramon's main form of ship defense. When compared to Veruna's ships, they are decently powered for their cost, and a significant force of them can engage and destroy a similarly sized Veruna fleet. They are



also capable of transporting units; using a few War Galleys to drop off a Knight or Cannoneer contingent in your enemy's rear can confuse and scare the hell out of him. Also don't forget to send out Mage Builders to claim the island mana spots for yourself.

#### VI. Elsin, Son of God: Just like Jesus, he can Resurrect the Dead

Elsin's spell attacks are not the greatest, but his ring attack is just as deadly as the other Monarchs'. He has the same amount of hitpoints as Lokken, but is faster. Keep him near the front lines when possible and make use of his resurrection ability.

Elsin has the unique ability to raise dead units back into their original state. This does not create Ghouls, but brings the unit back to life on the Aramon side with about 1/5 his hitpoints. To do this, simply select Elsin and move the cursor over a recently dead corpse until a weird icon appears, then just click on the corpse like you were going to clean him up. This trick can be exceptionally useful when you want access to the enemy's build hierarchy. Just resurrect a recently dead Dark Mason and you'll soon be pumping out Sky Knights. Resurrecting appears to be free and everyone can use an extra Knight or Blade Demon; just let them heal up a bit first.



## **Taros Strategies: Playing with fire and making sure you're not the one getting burned**

The Taros side is rather enigmatic when compared to the other races. It has no particular unit characterization scheme, whereas Aramon is characterized by ground units, Veruna by sea units, and Zhon by air units. Success with Taros is often based on their versatility; their units are of such a diverse nature as to allow them to effectively counter almost any strategy. The following are strategies that have proven themselves to me on the field.

### Racial Overview:

#### Strengths:

- Lokken's cloak ability makes him extremely hard to assassinate in long games.
- Lokken and Dark Masons can build any of the 3 unit producing structures.
- Sky Knights are the second most cost effective air combat unit.
- Cabals are cheaper than any other Tier 1 production building.
- Blade Demons and Executioners are powerful and cost effective Tier 3 and Tier 1 melee units.
- Large selection of units with area affect damage spells.
- Fire Demons are excellent medium size/cost artillery units.

#### Weaknesses:

- Black Knights and Skeleton Archers are not relatively efficient ballistic units.
- Three different production facilities required to field an diverse ground force, as opposed to two for other races.
- Temples, while cheap, take longer than any other production facility to build.



- No indirect-fire artillery. No late game heavy hitting artillery units like Trebuchets.
- No extremely cost efficient way of dealing with ships.

Play as Taros if you like:

- Strong melee combat units.
- Powerful, short and medium range splash damage attacks.
- Mostly ground units with a few air support units.

Don't play as Taros if you like:

- Sea power.
- Long range or indirect Fire artillery.
- Cost effective ballistic units.

#### I. Demonic Power: Dancing with the Devils

The two most “bread and butter” units that many of my successful Taros battles have used are their demons. Blade and Fire demons are both excellent buys for their cost. Fire Demons boast an insane range and tracking ability. A small line of Fire Demons can quickly rip apart an enemy column at ridiculous ranges with a simple spot from another friendly unit. Fire Demons do splash damage and are capable of hitting air units, making them versatile as well as deadly. However, they do suffer from some drawbacks: they cannot shoot over most terrain elevations and their splash damage does hurt friendly units. Fire Demons often think they can shoot over obstacles however, and like to shoot directly into walls in a vain attempt to get at the enemies behind them. Monitor your Fire Demons closely, move them manually to positions where they can fire over long, flat distances, and then give them spotters.

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**This line of Fire Demons is far removed from the front line of combat. While the Executioners charge forward and engage the enemy, the Fire Demons stay in back and take out any ranged units and defenses harassing my advance.**

Fire Demons, like most artillery weapons in TA:K, can tip the tide of a battle greatly; do not underestimate their importance. Fire Demons move reasonably quickly and are not as easily smashed as other races' weak artillery units, meaning they can tangle with melee units much more effectively. Press the attack with Fire Demons, bring them up in columns and barrage the enemy with constant homing fireballs. Don't put them all in one place however; keep them separated in groups, so as one is getting hammered, it is acting as a spotter for the others. This will drag out the fight; the longer the fight, the more you can blast away at his units unhampered.



**Kirena is in big trouble now. Even tho she is about to get her ring attack spell off, it won't kill most of the Blade Demons. Unable to escape the pack of wounded yet still-deadly Blade Demons, Kirena was soon hacked to pieces.**



The second of the two good demon units, the Blade Demon, is a melee maniac. For his cost, he is an excellent buy in terms of firepower as well as hitpoints. Blade Demons are capable of wading through Tier 1 unit lines and can mix it up with enemy heavy hitters like Berserkers and Knights. Blade Demons also make surprisingly effective Monarch assassins. Most Monarchs cannot outrun Blade Demons once they have been forced into melee range, and the Monarch ring attack will not kill a Blade Demon outright if he still has most of his hitpoints remaining. If you can catch that enemy Monarch offguard, a small pack of just 5 or 6 Blade Demons can take him down. Use Blade Demons as you would any good melee unit, smashing down enemy units and taking out his unit producing structures/units as quickly as possible.

There is a third demon in the Taros army, the Caged Demon. For his cost, he is a horrible buy however. Avoid him like the plague if you can. His one redeeming quality is his "radar" effect, which will help you spot incoming units better. Go with Mage Towers instead if you can, they're a better deal.

It is not impossible to win entire battles with mainly Fire and Blade Demons. While I don't recommend such a narrow strategy, the sheer simplicity, versatility, and firepower it provides can be enough to crush your enemy. If you sense a weakness, pump out a force of Demons and go romp through his base.

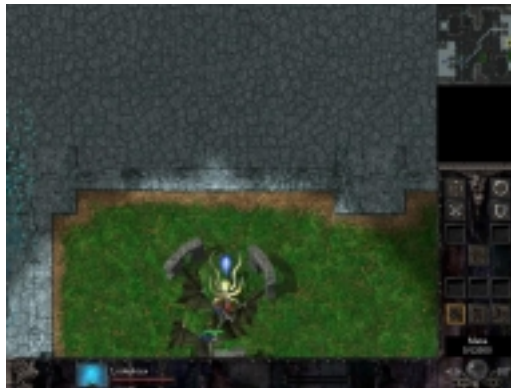
## II. Air Superiority: Taking Advantage of the Skies

Taros boasts several air units; their mobility can help tip the tide of a thick battle. They can deal out a fair amount of damage and are available at Tier 2, but they are not usually worth the money. Iron Beaks are very fragile and do not make good combat units by themselves. In my battles they are mainly delegated as "support" units, I never send out a force consisting of mainly Iron Beaks unless I am in dire needs of air superiority and am unable to produce Sky Knights.

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Sky Knights are the true gem of the Tarosian air force. For an air unit, they deal good damage and have fair hitpoints, but are not the cheapest of units. As with almost every air unit, do not attempt to take on similar expenses in ground ballistic forces in a straight out fight. A Sky Knight costs as much as 10 Crossbowmen, and 10 Crossbowmen will butcher a Sky Knight. Take your Sky Knights where the enemy is not, find his Lodestones, his unguarded Barracks, his Trebuchets, his solitary Monarch sitting in one place. Use Sky Knights mobility to your advantage, outrun his anti-air force or fly right by it to smash his production facilities. If you can get a considerable force of Sky Knights out, it is quite feasible to simply fly right up to his Monarch and wipe him out. If the ground battle is at a reasonable stalemate, switching your Temples to produce Sky Knights can help give you the tactical edge.



**These Sky Knights have found a poorly defended side of the Veruna base. With most of their units committed to defending against a frontal assault, my SkyKnights slew several Priestesses, destroyed a few Lodestones, and burned a Citadel down before being chased off by Kirena.**

Gargoyles don't have much that needs to be said about them. They are cheap scouts, very useful for locating where those Crossbowmen are being produced or where that Monarch is hiding. If the map is not revealed, building a few Gargoyles immediately will help you clear out the black much faster than using ground units. Gargoyles are also useful as "suicide spotters" when you need to find a target for your Fire Demon column.

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Ghost Ships are not the most excellent of air combat units. They're not cheap or extremely effective in combat. While somewhat useful as a harassment unit, its only redeeming values are its ability to transport units, its sight range, and its decent hitpoints. For the most part, I build these sparingly, sometimes never at all during a battle. You might try using them to drop some Fire Mages or a few Blade Demons in your enemy's back door, but do not expect to conquer worlds with a horde of Ghost Ships. If you don't want to constantly replace your Gargoyles, try using a few Ghost Ships to patrol the edge of your base to keep you informed on where to shoot.



**Surprise Elsin! Those Ghost Ships by themselves won't stop you, but the contingent of 30+ units on board they are unloading are more than a match for the Monarch. While my small diversionary army attacked the Aramon front line, this Ghost Ship transport fleet snuck in through the undefended side.**

The final two air units of the Taros, the Dark Priest and Black Dragon, are both expensive and rely on their spells to be of use. Use them sparingly and watch what they are doing, losing either is an expensive waste. Combat wise, they are capable of harassing melee units well, just make sure that when you send them to torch that line of swordsmen there isn't a line of archers lurking behind it. Like most expensive spell units, when they go up in levels, they get considerably better. Do not undertake the construction of a Black Dragon unless you are very secure in your defenses. He is more useful in long games or FFA's when you have the time to hold back for awhile.





The Tarosian air force also serves an important function when you are fighting against Veruna. Ships present a problem for the Taros forces; only Fire Demons can come close to matching ships for range, thus unless you can get a Fire Demon force into position to snipe the Trebuchet ships without having the Trebuchet ships snipe the Fire Demons, you will be using air units to take out the ships. In this case, it may be necessary to produce as much air power as possible, thus switching your Cabals to Ghost Ships and your Abysses to Iron Beaks may be a necessity, besides the standard Sky Knight contingent. Fighting a large force of Veruna ships is extremely difficult; it may be simpler to use this air force and any ground forces you have available to smash the remaining Veruna ground forces and try to kill their Monarch, or to just destroy the Trebuchet ships and his Sea Forts/Flagships. Tactical strikes may be the only way to keep the ships off of you long enough to stop the Veruna sea force.

### III. Mass Destruction - Turning the Tides with a Handful of Units

Taros has one major advantage over most of the other races, it has access to a large variety of units capable of dealing out large quantities of area-effect destruction. First off the bat are Liches. Liches have several things going for them and a few going against them. Liches are unfortunately slow and not the farthest seeing unit. However, they have a permanently selected area attack spell that damages everything around them in considerable radius. For best use, try force firing it a few seconds before melee units close in. This requires some practice with the timing, but it generally insures that the spells will get off before the Liches are killed. This area of affect does include your units, however, their attack does significantly less damage to undead units, such as other Liches working nearby. Liches are rather cheap, pumping out a small force of them is quick and easy.

Liches tear into most melee units with deadly results, the less hitpoints the units have, the better. For example, Berserkers are prime targets for Lich



teams. Liches can swim, but getting them to ships is usually impossible. Running a small Lich team across a stream or lake can help get them into a nice attack position. Liches are somewhat unconventional fighters, it may take you a bit to adjust to their style, but a few Liches at appropriate choke points can turn away a considerable force of attackers for a small investment. The last version of the guide contained what I believe is a mistake, Liches, when told to force fire, should be able to attack air units. I tested this on Dirigibles in my trials, which are unfortunately not considered living air units and are unaffected by Lich attacks. I mistakenly concluded that this was because they were air units, so do not write off Liches as anti-air units just yet.

Weather Witches wield a somewhat useful blend of area effect spells. Personally, I do not make much use of Weather Witches unless I am unable or do not have the time to build Fire Mages. Weather Witches have three basic attacks, their best and most deadly being their Hail Storm. Unfortunately, and the main reason I use Fire Mages instead, Weather Witches usually must be rather close to their spell targets to loose them. This makes them unpleasantly vulnerable and less able to function by themselves. They do not have the hitpoints to stand up to combat units, and there is a delay in which they can be killed before their spell is loosed. The damage of their spells is quite impressive; Hail Storm drains a lot of mana but is quite capable of killing multiple units in seconds. If you need the support, build Weather Witches, otherwise use your Abyss for Fire Demons and get a few Fire Mages instead.

Fire Mages are my personal choice for mass destruction masters. Besides liking them calling me "Dread Monarch", they have more than three times the hitpoints of Weather Witches, and can fire their spells at longer ranges, giving them a much better ability to survive, get their spells off, and function as individuals. Fire Storm hurts; it will kill basically everything caught in its path. Fire Mages get better and better as they kill more and more, so having one or two Fire Mages doing most of your destruction will better the odds that they reach higher levels sooner. If caught offguard with little mana, Fire Mages' basic



attacks are usually enough to smash any Tier 1 units harassing them, allowing them to escape. Most people move their units in packs, for simplicity's sake, and Fire Mages can smash these packs within seconds. Offensively, you can cripple the defenses of an opponents by using a few Fire Mages to lay down a few Fire Storms in front of your Blade and Fire Demon attack force. Fire Mages are tough, deadly, and versatile, a good addition to any Taros Strategy.

Mind Mages are somewhat of an enigmatic unit. Mind Control is not a guaranteed thing in TA:K, not every attempt is successful. My Temples are usually quite busy producing Blade Demons, the occasional Sky Knight, possibly Liches, and a small number of Fire Mages. I do not make much use of Mind Mages, but Mind Mages are reasonably tough and can permanently give you control of enemy units. Their mind control abilities seem to be much more effective on lower Tier units; I have seen their Mass Mind Control spell go off in the middle of a pack of Berserkers and not gain me control of a single unit. Conversely, I have seen Mind Mages take control of multiple Swordsmen at a time. If you just love to take over enemy units, a small force of Mind Mages can help you disrupt an enemy force, plus mind controlling a few units in a enemy column can help spot the rest of that column for your Fire Demons and Fire Mages. Keep in mind that you can control enemy builders and use them to counter Taros disadvantages, such as building Trebuchets or other long range artillery to supplement your army.

#### IV. Rounding out the Taros Forces: Using the Remaining Units to Compliment your Army

Beyond the units mentioned above, Taros has the usual contingent of ballistic and melee units. First off let me say that I will never build Black Knights in a battle unless I am desperately pressed for a fast ballistic unit. Black Knights are expensive, slow to build, and ridiculously underpowered. They are fast and they do have a fair amount of hitpoints, but their weak damage rate and high cost

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do not justify their existence. If you're suspecting a large contingent of air units, do not bother with Black Knights, go straight for the Abyss's better units. Sending in Black Knights to absorb long range fire while better units get into position may save you some mana in the long run. Do not make prolific use of Black Knights however, Executioners are better.



**Here Lokken is constructing a few walls to cut down on the enemy access to the base. The foe here is Aramon, so walls will be a big help in stopping Knights from sneaking into my base. My Cabals are busy producing an Executioner army until my Dark Masons get my Abysses online for Fire Demons.**

Skeleton Archers are a decent ballistic unit. They are not very tough, but they have good range and do strong damage for their cost. On a damage per cost basis, they are a better deal than Black Knights. I mainly use Skeleton Archers to swat down air units in conjunction with teams of Fire Demons. Keep your Skeleton Archers out of harms way, they die very quickly. Ballistic units are not Taros's strong point, so make your Skeleton Archers last as long as possible. Skeleton Archers are slow, meaning I delegate them to defensive duty if I build them at all. I would prefer to use my Abyss to produce Fire Demons, but Fire Demons require a lot of flat area to swat down air units efficiently. If you suspect a considerable air rush, you will want to keep a team of Skeleton Archers on offensive patrol near your base.

Zombies and Executioners both are cost effective melee units. Zombies, in terms of damage, are efficient, but lack the speed and hitpoints to be used well



offensively. The Executioner is a very well rounded warrior, a slightly better buy than Swordsmen and Warriors. My default production for Cabals beyond Gargoyle and Dark Mason supplementation is unlimited Executioners. Remember that if they can get in range quickly enough, melee units will beat equivalent costs of ballistic units. A rather simple, surprising strategy is to build multiple Cabals early on and pump out hordes of Zombies and Executioners, constantly sending them out to destroy Lodestones and production centers. If you can cripple your foes' early production, even at the expense of a high initial unit investment, you can gain a significant advantage for the rest of the game. Risky, but sometimes you can catch your opponent with his pants down and butcher him.

Fire Spouts are another rather enigmatic unit. They can cloak, but their personal mana supplies will not keep the under cover forever. If you know where a contingent of enemies is stationed that you want to destroy, send in a small force of cloaked Fire Spouts and decloak them as close as possible to the defensive structures. While the automated defenses are tied up blasting at the Fire Spouts, run your main force in and take out the enemy. Catching your enemy offguard can make a significant change in battle; lining a choke point with cloaked Fire Spouts and decloaking them as your enemy is just moving through can wreck significant havoc. Sometimes people will simply forget to cancel their move orders and tell their units to attack the Fire Spouts, giving you additional time to destroy units. The more experience Fire Spouts get, the longer they can stay cloaked. A team of high level Fire Spouts can trek long distances before running out of personal mana.

Finally, if you need to build defensive structures, try to build Mage Towers so that their radar effect is spread out as much as possible. Caged Demons are very poor defensive structures; just save up the mana for a Mage Tower instead. Remember, Mage Towers are direct fire weapons, so don't place them behind rocks or where they need to fire uphill.



## V. Lokken: Master of Invisibility

Yes, the Taros Monarch Lokken CAN cloak! He does not have a button for it however. You must use the hotkey K (unless you have changed it) to cloak him. Cloaking Lokken can save his butt. Lokken is the slowest monarch in the game. When he is cloaked, he can generally only be revealed if a unit moves extremely close to him or tries to walk through him. Lokken's cloak ability does not use his personal mana if he does not move. This is an excellent way to avoid mid game "assassinate the monarch cause we can't kill his forces" missions. If he moves while cloaked, his personal mana will drain VERY quickly. Don't expect to use this tactic offensively very much, as he won't make it far. It is useful when you want to throw artillery units off who are attacking him; cloaking him for a few seconds generally will shake those pesky Trebuchets.



## Verunan Strategies: More Than Meets the Eye

Playing as Veruna is always about winning with ships, right? This may have been your first impression of Veruna after reading the manual, but its definitely not the right one. Veruna is more than capable of fielding a successful ground force capable of competing with any of the other sides toe-to-toe. When I need to win with Veruna, the following are some of the strategies I use.

### Racial Overview:

#### Strengths:

- Most powerful and versatile navy in the game.
- Long range artillery.
- Many low-cost units.
- Excellent Tier 3 combat units.
- Dirigibles are arguably the best air unit in the game.
- Strong defensive structures.
- Monarch can swim.

#### Weaknesses:

- Monarch is not as tough as Lokken or Elsin, easier to assassinate.
- No Tier 3 combat unit with both high hitpoints and high attack power.
- Enclaves are most expensive Tier 1 building structure.
- No mobile, high powered Tier 3 long ranged ground ballistic unit.

#### Play Veruna if you like:

- Long range bombardment.
- Naval power.



- Rabid teams of suicide Berserkers.
- The ability to build well-fortified bases.
- Large quantities of cheap units.
- A very "broken" air unit.

Don't play Veruna if you like:

- Large area affect damage attacks.
- Controlling units or building up the enemy hierarchy.

### I. Cheap and Effective: Winning the War with your Economy

Veruna units are cheap... in more than one way. A large percentage of Veruna's units, for their cost, are extremely powerful. Starting from the bottom of the Tier, most of Veruna's units are cheaper than the Aramon equivalent, and usually show no significant decreases in power. Warriors and Crossbowmen are good buys at the start of a match. Using your Monarch to help build a few Tier 1 units can create a gigantic force in small amounts of time. Even late game, it is cheap and quick to pump out large hordes of Tier 1 units. Most of my strategies with Veruna involve building multiple Enclaves at the start of a match to pump out a small horde of Crossbowmen (with a few Warriors to support) to take early field position. If you attempt this, try to stay away from the enemy Monarch until you have a large enough force to chase him away with minimal losses. Since I prefer the Citadel's melee units to Warriors in general, my Enclaves are typically set to unlimited Crossbowmen production when I am not in particular need of Parrots.



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**These Warriors are acting as spotters for the group of Crossbowmen. By keeping my melee units up front, I can both intercept incoming units at the Warrior's melee and maximize the range of the Crossbowmen.**

Beyond the simple Warrior/Crossbowman combo, once you have a Citadel up you can try to supplement your ground forces with Berserkers, Musketeers, Amazon Knights, and Crusaders. Berserkers hold a special place in my heart, for the gross amounts of damage they inflict, their rapid move rate, and their low cost; they are one of the best overall buys in the game. Berserkers get to their targets quickly, inflict a large amount of damage, and die. Don't expect them to last long, while they may be cost effective, they do not have nearly the amount of hitpoints of a Knight or Blade Demon. Remember that success with Berserkers involves getting them to their targets as quickly as possible.

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**This Aramon Stronghold has no chance against my advancing army. Its poor placement and lack of unit support or doomed it to an expensive and quick death.**

Most basic ballistic units acting without spotters will not be able to stop a Berserker charge, so don't hesitate to run them into a wandering line of Hunters. If you know your opponent has a net of Fire Demons or a field of Cannoneers just waiting for you to run into, think twice before leading with the Berserkers. Heavy splash damage defenses will smash a Berserker charge, so try to avoid them. Speaking of splash damage, most melee units do splash damage to nearby enemy units, but Berserkers have a considerably large area of affect for their melee attacks. Dive into packs of enemy units and cut a bloody swath. Berserkers also take down buildings quickly, it's sometimes advisable to ignore the enemy's units and go straight for his production lines. Have fun with Berserkers; they're a blast to use.

Crusaders are a stout unit and a decent buy, but unfortunately they just can't compete with Berserkers in most situations. They do have considerably more hit points, however, so if you need a tough Veruna unit to take the shock of a charge or to act as a shield, Crusaders will prove more useful than Berserkers. Crusaders are also more friendly to your units, their splash damage area isn't quite as obtrusive when mixed with other units. As far as mass melee unit production goes, spend most of your time on Berserkers or cheap Warriors,



unless if your opponent is trouncing them repetitively, in which case you should try switching to Crusaders for a better balance. Make sure you move them out in formation to prevent the Crusaders from falling behind faster units.

Amazon Knights are not quite as cost effective as the other Veruna units, but they do have some special advantages. Amazon Knights are mounted, meaning they have more hit points and move much faster than their foot-based Tier 3 counterparts in the other races. They are still reasonably priced, and they are especially useful for chasing down that pesky Zhon Monarch, Thirsha. They can keep up with Berserkers in ground speed, so a horde of Amazon Knights and Berserkers makes a very quick and dangerous team. Use them to hunt down Harpies and provide support for your melee units. If I need the additional ballistic support and my Crossbowmen aren't working, I usually switch my Citadels to Amazon Knight production for a bit. If you want to be really annoying, just have your Amazon Knights literally run circles around your enemy's base. Just draw his defenses off to one side, then run your melee units right into the backs of his defensive line.

Alas, the Musketeer is a rather overshadowed unit. While his shots do more damage than any other standard ballistic unit, they are plagued by a horrible reload time. Musketeers have a fairly long range, but not long enough to make them an artillery unit and justify their slow reload times. Since it requires a Citadel to produce them, most ballistic needs are better filled by Crossbowmen hordes and teams of Amazon Knights. While reasonably tough for a ballistic unit and somewhat inexpensive, they are reduced to a support unit instead of a mainstay in my armies.

Catapults, for lack of a better category, are placed here. They are another rather unusual addition to the Veruna forces, and with Mortars and Trebuchet ships, seem rather redundant. Hands down they are significantly superior to the Aramon equivalent, so do not write them off based upon previous Aramon experience. If you can keep them out of the way of incoming attacking forces and use spotters to allow the use of their full range, they are not horrible units.



They also outrange every defensive structure in the game, so a small force can knock down those pesky Mage Towers in your way while staying safely behind friendly lines. Like all artillery units, they function best on Offensive mode. If you dislike the immobility of Mortars and don't have the water for Trebuchet ships, try using Catapults as your artillery support.



**Here Kirena acts as a scout for a group of Warriors and Crossbowmen. Lokken moved out to try to stop the invaders from reaching his base, but was quickly overwhelmed by the horde.**

Build in mass; Veruna's units are cheap to build; keep pumping out hordes of them. Use their numbers to your advantage, most people are intimidated by a mass of dots moving towards them on their screen, and the computer slowdowns these masses cause as they engage your enemies defenses can work to your benefit.

## II. Veruna's Air Force - Beware

Veruna's air force consists of three units. Three measly units, and yet they can field the most cost effective air force in the game. Hands down, Dirigibles are my pick for best air unit in the game. Do not believe the description in the manual, they are a mainstay weapon, not a scout unit. They are slow for air units, but still faster than almost every non-mounted ground unit in the game,

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and they have a gigantic visual radius. They have two forms of attacks, a weak arrow attack and a strong bomb attack that does more damage than two swipes from a Blade Demon. A large swarm of Dirigibles is nearly impossible to stop unless you have specifically prepared for it. Dirigibles will blast most Tier 1 ballistic units apart with one bomb.



**Thirsha won't stand a chance against the Dirigible fleet moving in on her position. Dirigibles have a natural tendency to spread out that makes them difficult to kill with Monarch ring spells. Soon after this shot was taken, Thirsha, trying to stop the horde of blimps, was smashed from the sky.**

It is incredibly easy to win with just Dirigibles; even if you can't punch through his main defensive line, it is a simple feat to just fly a swarm of Dirigibles around and destroy all his Lodestones and production facilities. Possibly the most broken unit in the game, they are a true bother for anyone facing the already impressive forces of Veruna. Some races have an easier time dealing with Dirigibles, but even the best defenses will suffer some losses against a swarm of these beastly blimps.

Parrots are simple flying spotters. They are cheap and fast; use them to reveal the map early on or to run spotting missions for your Trebuchet ships. Putting them on patrol can help you spot incoming invasions just a few seconds before they'd like to be made known. Parrots are speedier than Gargoyles and Bats, so they'll typically outlast their slower counterparts when arrows start trying to bring them down.



The last and least used air unit for Veruna is their mighty Sea Dragon. Like most of the Tier 4 dragons, they require constant attention to keep alive, and the more experience they get the stronger they become. A Sea Dragon can help break a long defensive stalemate, but for the most part it is simpler to use Dirigibles to accomplish this. A Sea Dragon supporting your Dirigible force is an even nastier problem to deal with. They also make a very tempting distraction for enemy ground batteries, usually making cannons waste their ammo on futile shots. The Sea Dragon is more useful in FFA's where you can afford more time to build better defenses.

### III. Ships - The Obvious and Deadly Way to Win with Veruna

Ships may be the most obvious way to win with Veruna, and they're certainly an effective way to do so. The center of every Veruna fleet is the mighty Trebuchet ship. Trebuchets have a range roughly equivalent to three times that of any ground based unit. The only unit/structure that can match the Trebuchet ship for range is the Trebuchet itself. While Trebuchet ships do have a problem targeting fast moving units, they are excellent ways to destroy structures or slow moving units. The basic tactic with Trebuchet ships is to send out a spotter for them, say a simple Parrot, set the Trebuchet on offensive, and shell everything into rubble. If you know the general location of a structure feel free to commence blind shelling.

A useful tactic is to simply shell all the mana nodes that you have unclaimed. Watch to make sure your shots aren't being stopped by any high rocks near your target; try aiming a little off-center to get the target with the splash damage. Trebuchet ships are not particularly tough and are horribly expensive, so make sure that you back them up with other ships. I usually keep just my Trebuchet ships hotkeyed so I only need to see a structure for a brief few seconds to target it and begin the rain of pain.



Probably the best backup unit for your Trebuchet ships are Harpoon ships. Harpoon ships are a relatively good buy for their cost and compose the mainstay of my anti-air, anti-ship fleet. I usually go for an initial Trebuchet ship followed by several Harpoon ships, then with a few more Trebuchets, then back to Harpoon ships. If you suspect that your opponent has amassed an air force, you should probably hold off on the Trebuchet ships until you can adequately defend them, because once the shells start falling, your enemy will know generally where the ships are located. Keep your Harpoon ships on offensive patrols or set them to guard your Trebuchet ships.

Skiffs are dirt cheap sea units that are only particularly useful as scouts and support for your Harpoon ships. I usually build a handful to run around the ocean and keep me aware of any attempts to build Krakens or War Galleys. These are the cannon fodder sea units, so don't feel too bad about throwing a few away if it gives you valuable information or distracts the enemy from the real attack.

Man of Wars are heavy duty sea combat units. They are not the greatest anti-air units, and are considerably more expensive than Harpoon ships. I typically build a handful to backup my fleet on maps with large oceans just in case my scouts missed the building of Krakens or War Galleys. While not a necessity in your fleet, it's a nice high firepower addition. They do have a decent range, so close-to-shore shelling is not out of the question.

Transport ships are built to do exactly what their names say: transport units. They have an insanely large transportation capacity as well as a lot of hit points. The sudden arrival of a horde of Berserkers behind your enemy's defenses is a most unpleasant and disturbing prospect. Not a very valuable combat unit, it can pay to hide a few builders in one, just in case you get chased off land and need to rebuild a bit farther away. If you are going to engage another fleet, it can help to move a few empty transport ships to the front lines to absorb damage, they take quite a beating before they go down.



Finally, Flagships serve as a miniature sea building platform. It's not really necessary to have them around, but it helps to throw a few Floating Platforms up near your Sea Fortresses and if you build a few Floating Platforms near your opponents base (like on Athri Cay) to serve as spotters. They do have some defenses, but they are not the greatest of units overall; I prefer to use my Monarch for my sea building needs. Remember that there are no nodes on the oceans, (some on small islands maybe) so you cannot afford to move your entire operation into the seas.

Also remember to keep your ships out of range of any ground based anti-ship defenses, such as Stone Giants. Also watch out for strike teams designed to sink your Trebuchet ships and destroy your Sea Fortresses. It can be a big help to build an additional Sea Fortress if you usually operate on one.

#### IV. Defensive and Offensive Emplacements - Using Structures to Stomp your Enemy

Veruna has a large selection of ground based defensive structures. The most ridiculously cost ineffective of which is the Guard Tower. These structures are ridiculously underpowered for their high cost. They have close to the offensive firepower of one and a half Crossbowman, but at roughly eight and a half times the cost! They do have about three times the hitpoints of a Crossbowman, but this still doesn't justify that they cost eight and a half times as much as one. They have a good visual range and a fair "radar" effect, so a small number scattered at the edges of your base can help alert your forces of incoming attacks. As a defensive mainstay however, they are simply not a wise investment.

The mighty Bastion is a better buy than the Guard Tower. It is somewhat of a "reasonable" defensive emplacement. It does require a serious investment in time and mana, however. The cannon shot requires a spotter to be most effective, and if units are able to close into melee range with the Bastion it will not





fare well. If you plan on making serious use of Bastions, put walls on a side or two to cut down on the access of melee units to it, without blocking off the shots from the Bastion itself. It also pays to have a Priestess around on patrol to heal the Bastion as it is being damaged. It is always advisable to overlap the fire ranges of Bastions in order to make the best use of their splash damage. Defensive structures in general are still not the best bangs-for-your-bucks, and they still can't go kill enemy bases, so don't place too much trust in them. The Bastion is a better overall buy than almost every other race's defensive structures; just make sure you don't throw them up recklessly.

Mortars are a rather interesting weapon. As far as defense goes, they are not the best thing in Veruna's arsenal to use. They have considerable range, more than any other ground unit except the Trebuchet, but they die quickly. Put them in out of the way places, set them to offensive, and use other units to spot for them. They are sometimes a bit easier to get into an offensive shelling position than a Trebuchet ship, just make sure that you have them well guarded from tactical strikes. A small handful of Tier 1 units can rip these to shreds in seconds: beware. Do not expect them to hold off a determined charge unless you your enemy is forced to come at you from a very narrow avenue of attack. If you can't get a Trebuchet ship to kill something, try building a Mortar, just remember to build it closer than you would use a Trebuchet ship.

Floating Towers are decent buys for their cost. Basically, these are immobile Harpoon ships. They have more hitpoints, but cost more and cannot move. . Lining rivers, lakes, and oceans with them is not a bad idea and can be very problematic. They are the overall best bang-for-your-buck defensive structures in the game and can shred most air units rather quickly. The fact that they are limited to the water does cripple their deployment value, and you also cannot combine them with walls and gates for better defensive positioning. They will help shred incoming enemy air and ship units, (and any ground units that stray nearby), so if you have the spare mana and need the hit point increase instead of the mobility of a Harpoon ship, build a few.

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Pillars of Light are somewhat of a out-of-place unit in the Verunan army. They function like Sacred Fires, but with a larger area of affect. Their value is not as easily calculated as a Guard Tower's, so their use is mainly a personal preference. They do take a considerable investment of mana and time simply to build, so I usually avoid their construction unless I am using a relatively small area to house a large non-structure defense team. The more area your army is forced to cover, the less useful these structures are, so for the most part I shy away from them. Experiment with them at your own risk; I'd rather have a few extra Berserkers around.



**The walls here are being used as a delaying tactic for my Citadel's to pump out a fleet of Dirigibles. I didn't need to include a way for my units to get out but I did station several troops and a Priestess to rebuild any destroyed walls and pick off any stragglers trying to break through.**



## **Zhon Strategies: Guerrilla Warfare without the Messy Gorillas**

The forces of Zhon follow a different build strategy than the rest of the races. While not necessarily and inferior strategy, it does require a slightly different playing style to capitalize on it's strengths and avoid it's pitfalls. Guerrilla tactics are not a necessity while playing with Zhon, but they do make for an interesting twist. Below is the knowledge that will help you make the most of your monsters.

### Racial Overview:

#### Strengths:

- Flying Monarch can make prolific use of ring attack spell and reach building locations quickly.
- Builders can move production lines closer to combat easily.
- Regular Lodestones currently have three times the hitpoints of other Lodestones. (Probable bug)
- Very cost efficient Tier 1 combat units.
- Stone Giants are excellent mobile, indirect-Fire artillery units.
- Krakens are the most cost effective anti-ship unit in the game.

#### Weaknesses:

- Builder units die much more quickly than production buildings.
- Tier 1 Beast Handlers cannot build other Tier 1 Beast Handlers.
- Limited selection of efficient ground forces.
- Most air units are costly and somewhat weak.
- No early or mid game artillery units.
- No ability to build walls or gates.



Play as Zhon if you like:

- Mobile production facilities.
- An aggressive playing style.

Don't play as Zhon if you like:

- Building fortified bases.
- As little micromanagement as possible.

#### I. Air Domination: Useful, Expensive, Not Necessary

Zhon, by story definition, is the race of air. This would lead us to believe that they would have a large force of effective air units, but sadly this is not really the case. Zhon does have a lot of air units, but out of the bunch there are only a few moderately useful ones. None of the Zhon air force can compete with an equivalent cost of ground ballistic forces, so be wary as to placing too much money into them at the expense of your ground army. Probably the biggest waste of the bunch is the Wisp. The unit looks relatively decent on paper, but it seems to have targeting problem that often results in poorly aimed shots and wasted lightning blasts. I have tried a few times to field a successful air force of Wisps but to no avail.

They should not be written off completely however, as there are rumors that their targeting problems don't seem to make as much difference when they engage other air units as opposed to ground units. As it stands however, do not rely on Wisps to win you the game. One recent suggestion made by a gamer on Cavedog's forum was to use Wisps as bait to draw fire from Drakes. Apparently the AI targets the Wisps first, meaning you can protect those expensive Drakes by screening them with a few Wisps. This has not been tested personally, but it is a possibility to look into if you are desperate to find a reason to use Wisps.

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Drakes are another problematic air unit. While they are somewhat powerful, they are by no means cheap and do not make very good investments for the mana. Sky Knights fulfill an identical role to Drakes and are pretty much superior to them. Late game air superiority is useful, especially on large maps where mobility is god. Their sheer speed can get them to unguarded Lodestones and into position to destroy production lines where a similar cost of ground forces would fail. They are not the choice weapon to go ship hunting; if at all possible try to use Krakens or Stone Giants. Your Beast Lords could spend their time building more cost effective units, so build Drakes only when you need their mobility. They do make somewhat useful Monarch assassins if you can get enough into the air and around a Monarch with only light air defenses. Drakes seem to attack most effectively when they are not assigned a specific target, but issued a general group target, either by setting them on an offensive patrol or by drag clicking an attack box around a group of enemies.



**Poor Kirena got caught in the back of her base as my Drake air force outflanked her defenses. Although her Veruna army was sizable enough to stop my Drakes had they directly attacked, I skirted the edge of their base and soon ended the life of their Monarch.**

Gryphons embody the guerrilla warfare aspect of Zhon. They are not very offensively powerful for an air unit, but they are rather speedy and can escape most conflicts by skirting the edges of the defenders and using their combination of range and speed to stay out of harm. Mostly a harassment unit, they do not kill units quickly but slowly pick at them, unless you can amass a considerable



force. Overall still not a great buy, but they are an extreme nuisance for your opponent. Sadly these are by the chart the most cost effective air unit for Zhon.

Harpies are a rather erratic unit. They use a mind control attack to give you control of enemy units. However, Harpies are by no means a cheap or quick building unit. To justify the building of just one Harpy, you would need to have a Harpy control a Blade Demon and have him kill another Blade Demon. Anything significantly less than this means that you wasted more mana on Harpies than he did on the troops you controlled and killed. Using a Harpy to control a Swordsman or two before being shot down by Archers is a gross waste of mana. It is quite capable of controlling builder units, such as capturing a Priestess so you can climb the Veruna hierarchy. If your opponent is fond of Stone Giants as well, it may be worth your while to try and steal a few of them in key places. I have yet to see a Harpy successfully capture a sea or air unit, but do not rule out the possibility.

Rocs are an air transport weapon with no combat ability of their own. If your opponent is skimping on the base defenses and expecting his front line to absorb and enemy charges, drop a few units in his back door and raze his buildings to the ground. Being able to fly units through the air is great, but unfortunately they can't pick up Stone Giants. The versatility of an air transport can make for some nasty surprises.

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**This Bat caught my Aramon enemy trying to build a quick Trebuchet. Fortunately my recon Bats picked up the attempt early enough for my units to rush in, kill the Mage Builder, and cancel its construction.**

Bats are a cheap, quick flyer that's only purpose is to reveal the map and scout your opponent's position. Bats don't have exceptionally large sight ranges, but they do have very large "radar" effect ranges, meaning that leaving a few on patrol near your base edges can create a radar net. So long as they aren't shot down, you can detect incoming Monarch assassination teams and identify possible artillery threats before they become real artillery threats.

The Zhon Monarch, Thirsha, deserves a special mention in the Zhon air force because she is probably its most potent weapon. Thirsha does have less hitpoints than all the other Monarchs, so be careful about using her too offensively. Spot a nice enemy bundle with a quick flyby from a bat or other air unit and send Thirsha in to do her Wind Wave ring spell, then pull her out. Don't try to go toe-to-toe with the other Monarchs; Thirsha just doesn't have the HP for a prolonged fight and you don't want to lose her.

Thirsha's second spell, Ball Lightning, is typically more effective than other Monarch's second level spells because while Thirsha is flying her line of fire is much more difficult to block or interfere with. Use Thirsha as an offensive force; hitting your opponent's column of melee units right before your force moves in can be deadly. If you absolutely must engage an enemy Monarch, lead with her



Ball Lightning spell and try to use obtrusive terrain to interfere with enemy shots. She can also be used to hunt down enemy Lodestones if your Beast Handlers are drawing away most of your available mana already. She is capable of putting Death Totems in the most annoying places.

Finally, the Ancient Dragon is summoned by the Tier 3 builder, the Shaman. It requires a very, very, very long time to build and consumes as much mana as a small army of Stone Giants. Once into the sky the Ancient Dragon can help your air force be much more than a nuisance, but I prefer to invest my mana in other forces instead. If I am desperate for air power or I have hit the unit max I will consider building the Ancient Dragon, but at almost any other time his building is not a priority.

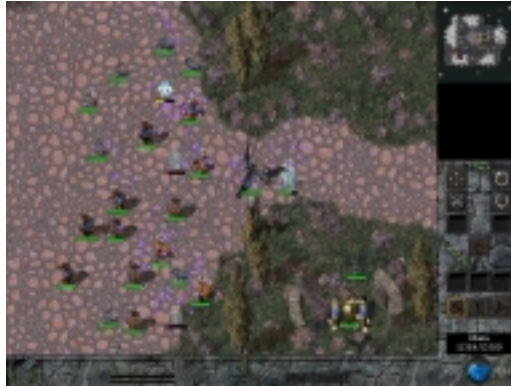
## II. Hunters and Trolls: More Fun than a Barrel of Gorillas

The two mainstay forces of almost every one of my Zhon armies are Hunters and Trolls. On a per cost basis, Hunters and Trolls are both excellent buys. Bang-for-the-buck, they are the two best mainstay Tier 1 melee and ballistic units. If I want to amass an early horde of Hunters and Trolls, I quickly build as many Lodestones as possible and set two Beast Handlers on infinite Hunter Production and another on infinite Troll production. With a large force of units ready to move out, I send Thirsha out to find any clusters of enemy resistance and blast them to pieces as my column moves in to attack the enemy production lines. While my forces begin their assault, Thirsha moves on to build more Lodestones and I typically pull one Beast Handler off Hunter production to climb the unit hierarchy. For most of my games though, I am always producing Hunters and Trolls in infinite quantities. I have repeatedly won games simply with large columns of Trolls and Hunters carefully managed so as not to be butchered by an enemy Monarch's ring spell, and with a little help from Thirsha.



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**Elsin has made a fatal mistake here. This ragtag band of Hunters, Goblins, and Trolls caught him low on mana and trapped him in a circle of death. This handful of Tier 1 units soon claimed the Monarch's life.**

You may be tempted to build Goblins instead of Trolls due to their cheap cost, but for the most part, Trolls are a better deal than Goblins. Trolls never really lose their value and will be of help even in late game scenarios. Later on you will want to supplement your Trolls, probably with Jungle Orcs, but Trolls always comprise a large part of my melee Zhon forces. There is no real ballistic unit that Zhon can use to replace Hunters; Stone Giants are a nice addition, but Hunters are more mobile than most cost effective units. They also have an easier time swatting down fast air units.



**This group of Hunters is spread out so that a few farther up the column will spot targets for the main body of troops following behind. The enemy will only see the first few Hunters and may be caught off guard when the main body begins to barrage their lines.**

### III. Supporting your Ground Forces: Bringing in the BIG Guns

Hunters and Trolls can win by themselves, but not all the time. You will need to alter your strategy to use a better balance of combined arms, and this is why it pays to climb the build hierarchy. Probably the most infamous unit in the game now, Stone Giants have either earned the respect or disgust of just about every TA:K player. Stone Giants are expensive; building them is slow and a serious undertaking. However, Stone Giants provide deadly long range artillery support capable of cracking any defense. Stone Giants are ploddingly slow, but they have more hit points than any non-Deity, non-Monarch, ground unit in the game. They are Zhon's main form of anti-artillery; while not being able to match Trebuchets for range, they can typically get within range before they are all stopped to take down the troublemakers.

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**A small group of Stone Giants is perched on the ridge of these mountain with several Bats on patrol to spot for them. These Stone Giants will make short work of anything less than an all out charge up the hill and will buy me the time to bring in more troops if needed.**

The one real weakness of Stone Giants are small packs of fast ground melee units. Stone Giants do have a minimum range, so try to keep your Stone Giants moving in single file, so that when the front ones are attacked at point blank range, the Stone Giants in back can smash the enemy to bloody chunks. Stone Giants are indirect fire weapons, so hiding them behind moderately low walls will not hamper their attacks. Stone Giants function best on Offensive mode; with this setting they will usually attack anything within range that any friendly unit spots for them. Keep your Stone Giants covered and well informed, they do not have large visual radii themselves and they are too expensive to let die to a handful of Swordsmen.

Jungle Orcs are the second of the two Zhon big guns. They are one of the most offensively powerful units in the game in terms of sheer amounts of damage dealing. They also have considerable hit points, meaning they are great for taking the brunt of a charge or leading one as well. They are not the quickest of unit, this is a common trend with most Zhon ground units, so watch out for large emplacements of long range weapons. Mix your Jungle Orcs in with your Trolls and Hunters to form an effective combined arms with a few Stone Giants tailing a little behind your mob. Since these units are capable of dealing so much damage in such small spaces of time, air lifting a few with Rocs behind enemy



lines can be a very sickening surprise when they start smashing down all of an opponent's lightly guarded Keeps and Citadels.

#### IV. Defending Your Ground: Making a Stand with the Tribes of Zhon

There are a few more units in the Zhon bestiary that seem designed for base defense. The first and oddest unit of the bunch is the Basilisk. The Basilisk is a rather weird unit; my friend likes to describe it as “a balloon on legs.” The Basilisk’s only form of attack is a Stone Gaze that is rather short ranged but instantly kills any unit it hits by turning them into statues. This attack uses all of the Basilisk’s personal mana, but the unit has the highest mana recharge rate in the game by far. However, the Basilisk pops just like a balloon; it has one of the lowest hitpoint totals in the game. I would not recommend sending a Basilisk on an offensive mission, they seem to have a lot more success staying alive when they stay near the back lines and use the Stone Gaze to stop melee unit charges. Don’t expect Basilisks alone to save your base in the threat of a serious charge; they are too expensive to form a defensive mainstay by themselves. Use sparingly, they work best when they can aim down narrow passages.

Krakens are Zhon’s main form of anti-ship combat. They are a very, very cost effective sea unit, so building a force of Krakens with the strength to defeat a Veruna fleet is a very real prospect so long as the Trebuchet ships don’t see you building the force. Krakens attack with a weird ranged bubble ballistic shot, and while its main purpose is to destroy ships, it is capable of shooting at any units that come too close to shore, along with air units. The best defense against ships is a strong offense, so build a few Krakens early if you suspect an enemy sea force and patrol the waters looking for Sea Forts. Krakens do have a decent “radar” range as well, so keeping tabs on the enemy is not a difficult ordeal.

Death Totems are the only automated defensive structure that Zhon can build. They are not as cost ineffective as other races’ Tier 1 defensive structures,



nor are they as cost effective as the other races' Tier 2 defensive structures. They are a moderate compromise between the high cost cannon and the overpriced arrow towers. Even though they are technically a Tier 2 structure, the Zhon Monarch, Thirsha, can build them. They can be built just about anywhere due to their small size, and they have a respectable range and firepower. Be wary not to place them behind obstacles or on the bottom of serious elevation changes; they are a direct fire weapon and cannot handle severe terrain impediments.

Sacred Fires are not really a defensive weapon, but they help all units within a small radius heal faster. Sacred Fires are dirt cheap, so throwing up three or four near a group of units will help them live longer and get them back to tip top shape much quicker. They can also be used as a pseudo wall to block off ground access to your troops. Don't be shy to build a few near a temporary base, they can help your defenses against rushes. Throwing several between your Beast Handlers and the enemy front lines can possibly help save your entire production lines.

#### V. The Zhon Builders: Mobile Construction Vehicles of TA:K

The Zhon builders share the unique advantage and disadvantage of being units. The good side to this is that the Zhon army can simply move its production facilities anywhere it wants to, so long as it can reach them. Rocs pretty much ensure that the Zhon builders can reach anywhere on the map they want to. This is a significant advantage over the other races, but it comes with a hefty price. Zhon builders are somewhat cheaper than the other races' equivalent building structures, but they have nowhere near the amount of hitpoints those structures have. A common mistake that several Zhon players have made early in a battle is to use their Monarch's ring spell too close to their Beast Handlers, thus wiping out their own production facilities. Quick strike teams of Knights and Berserkers can cut down an unguarded Zhon builder in seconds while he tries to summon



units. It is a tradeoff, and so long as you can capitalize on the advantage of having cheaper, mobile builders, you can make it a good tradeoff.

Recently I have discovered an annoying weakness in the Zhon build hierarchy. Zhon has no cheap construction units, vital for early Lodestone construction. This problem is compounded by the fact that the Tier 1 Beast Handlers cannot build other Beast Handlers. Essentially this requires Thirsha to construct all new Beast Handlers near the start of a match, leaving her unable to fly out and build Lodestones. This is especially crippling on small maps where claiming mana spots early is vital. My only suggestion to compensate for this on smaller maps is to build several Beast Handlers immediately, use one start summoning units (or get a Beast Tamer quickly to produce more Beast Handlers) and another to help Thirsha build Lodestones. Use a few early Hunters to push back any enemy builders and destroy any early unguarded Lodestones they may have snuck in.

Zhon builders can accept unlimited build orders like regular building structures; simply hold down control and left click on the picture of the creature you want to build, then place it on the map. The builder will summon the unit, and once he is summoned, he will move away and the production of the next unit will begin. There is a small problem with this style though: it is impossible to issue standing orders to new units being produced, and there is no way to assign them to a hotkeyed group automatically. Beast Handlers and Beast Lords can both attack enemy units, but it is far better to tell them to run away instead if they are close enough to be involved in the combat. Pick them up with a Roc and fly them away if the pressure is exceptionally intense. Shamans are somewhat of an exception to this rule; they are a bit more combat viable than the other Zhon builders, they also emanate a natural defensive bonus and an offensive bonus for friendly units, so leaving them a few ranks back in your columns akin to Titans may help improve a large number of units' stats.

An interesting side note of all Zhon construction units: When you click on the picture of a unit and then place the shadowed outline on the map, the



shadowy outline is always the outline of the experience level 10 unit. If you've ever wondered what a level 10 Goblin looks like, take a peek.

## Walkthroughs

### Chapter 1 – Aramon – All Hell Broken Loose



This mission isn't too hard. Your minimap should be clouded over with a fog of war, but you will be able to see the small well on the eastern side of town. Group your troops into a formation and make a beeline for it through the woods. Watch out for Zombies, and kill any that you see. Once you get to the well, a small skirmish will start, but the mission will be over once Emen reaches the well.

### Chapter 2 – Aramon – Victims, not Victors



Group your troops into a formation and walk them north to the west side of the little lake. There will be zombies walking around and a couple of Executioners as well, which will need to be avoided or killed. Walk your troops up to the north side of the fort and into the entrance there. The mission will end when Emen walks into the fort.

### Chapter 3 – Order Overturned

This one is easier than it looks. The only unit that really needs to survive is Joreth. The easiest way to proceed is to bind Joreth and all the Horsemen into a group, and marched them up to the sand area, avoiding any enemies that they



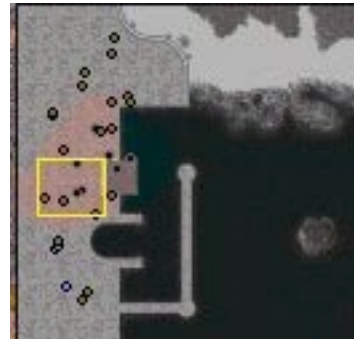




come into contact with, and leaving all the other units back in the base. Once Joreth is near enough so that the Transport comes over, load him onto it, and move it to the Northeast. The mission will end.

#### Chapter 4 – Zhon – The Wedge

As usual, group your Drakes together. Take out the Guard Tower on the walkway, then the Transport ships floating around (one is in the ocean to the southeast) and then the Crossbowmen that might target you. After that, just sweep around killing anything that shows up as a blue dot on your mini-map. If your drakes become injured, you might wish to send them back to the small island that they started from, and turn the game speed up to +10 to let them heal up a bit. They won't be attacked as long as you destroyed the Transport in the southeast ocean. Once most of the units are dead, the mission will end.



#### Chapter 5 – Taros – Black Peace



Immediately position the troops you have above the small land bridge to the south. Build a Dark Mason and 2 more lodestones, and then have your Cabal build around 20 Black Riders and 15 or so Executioners. Once you have your army summoned, make a formation and go over the land bridge to attack. There will be a couple of Towers at the northwest edge of town that might be a problem, so attack them as soon as you can. After that, there will be a bunch of troops in the town, so kill them and head south. There will be a couple of Mage Builders, a Lodestone, and a Barracks. Destroy them all. Make sure there are no green dots on your minimap and the mission will end.

## Chapter 6 – Veruna – Jungle Screams

Take your ships and maneuver them down to the south and around the bend in the river. Once you get to the beach, start unloading your troops, with the Transport Ship unloading first (it has most of the soldiers). After that, unload the troops on the Skiffs to the beach. Included with them are 2 Priestesses. Beware the formidable Goblin rush that is coming your way; one of your soldiers might be slightly wounded if you're not careful. Have one of your Priestesses build a Lodestone at the large site to the north. Once your mana is fully recharged, have your other Priestess queue up 4 Towers along the beach, as close as possible to each other. Have your Warriors and Crossbowmen sit slightly inland to deal with any more Goblins that might come your way, and to form a buffer between enemies and the Priestesses. Once the Towers are built, the mission ends.



## Chapter 7 – Zhon – Cleansing



As soon as the mission starts, have your Beast Handler start churning out Hunters, around 20 or so. Move the troops that you start out with to the high end of the ramp to the southeast of your base; the enemy might try to come and attack you from that route later on. Your Drakes should patrol from the ramp to the western end of the map, but keep them away from the beach. There are a bunch of units on the shore, near the end of the ramp. You might wish to send a Troll down there to scare them and lure them up the ramp, where your Hunters will make short work of them. The four Towers are more or



less in a line; you'll be able to tell where they are when they're firing at you from off the screen. There's one to the south of the ramp, and you should head west from there. There'll be a catapult to the southwest of a Barracks; you might want to take that out. Once all your Hunters are done, go ahead and send everything down the ramp. Once the four towers are taken out, the mission ends.

## Chapter 8 - Taros - Without Mercy

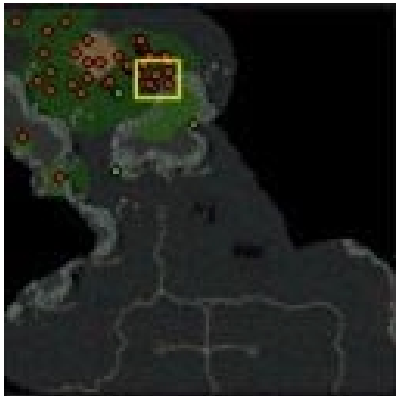
You'll get some consistent pressure from the Aramon forces in this one. As you can see, there are only two entries to your little plateau. You should start off having Lokken build some Lodestones and a Cabal. Once that's done, immediately block off the ramps by building walls at the bottom of them, and make sure they're airtight so nothing can get through. Build an Abyss once you can, and build some Skeleton Archers if you like. You can position them to rain fire down on people outside the walls if you like, but some need to go up by the northwest lodestone, the western ramp, since some soldiers will occasionally attack you from that direction. Once you get your Abyss up and running, along with any Skeleton Archers you want, set it up to make Iron Beaks forever (hold Ctrl and click on the Iron Beak icon). Make some Gargoyles too, to distract archers. Once you get around 20 Iron Beaks made, take them down to the base in the southwest. Take out the Towers around the walls, then any archers on the ground, and then any units walking around. For the soldiers and Barbarians, you should select your Iron Beaks, hit "A", and click on the ground a little in front of the soldier, because they move a little too quickly if you just attack them normally. Once all the units and towers are dead, you win.



walls  
airtight  
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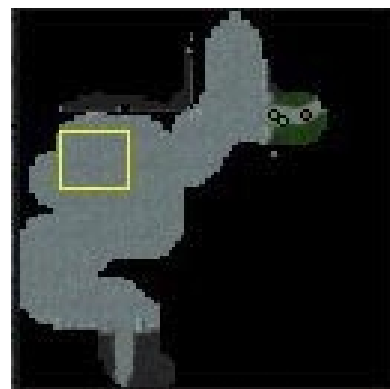
## Chapter 9 - Taros - Unseen Hands

Your assassin starts with full mana, so go ahead and cloak him and walk him up. The alchemist will appear between two stationary Swordsmen at a house to the north-northwest of your entrance to the city. He won't be there immediately, but you can scout out the location and the two swordsmen, then go to the housing district in the west and decloak for a bit to recharge the mana. Watch your radar for enemy units; the cityfolk won't bother you at all. Once you recloak, head back to the two swordsmen; the Alchemist should be there. Attack him from the south, where the towers can't see you (you'll decloak when you attack automatically). Walk to the northeast, avoiding any Swordsmen, and walk out the gates. Don't worry if archers attack you, you have enough health to stay out of danger, and eventually you'll recloak.



## Chapter 10 - Taros - Nightmare Legions

You'll need to establish a base quickly. Build Lodestones around your area as the first thing, then a cabal. Once the cabal is done, have it build a couple Dark Masons, and have Lokken build Walls around your base. Your walls should enclose the Lodestone that's near the cliff to the southwest, and extend all the way to the north and west as is possible. You'll need a Gate, as well, which should probably be oriented as west as possible - on the southern wall. Once all that is set up, work up towards making Iron Beaks, (a lot of them) a line of four Mage Towers along the south wall, and one against the east wall. That's





probably unnecessary, but it'll be pretty effective. The enemy AI seems to have problems dealing with Mage Towers behind walls; the Barbarians and Swordsmen will just walk up to the wall and stand there while the Towers are roasting them. They may wind up attacking your Gate, however, which is why I generally build another Gate immediately behind the first one, with walls lining up beside them, so they have to bust down two or three gates to get into your base. They generally won't be able to do this if your Mage Towers are firing at them the whole time.

You should be pretty well defended up there. Every few minutes they'll send a large amount of troops up towards you, but nothing you can't take out with your Mage Towers, except for the Catapults, which is what you need the Iron Beaks for. Once you have around 25 Iron Beaks, take them down to the main base and work around. Take out the Towers, Archers, buildings, lodestones, and Mage Builders. After that, all you will have left are Barbarians and Swordsmen for the most part, and a few Horsemen. They'll be tough to deal with if you're using Iron Beaks, so you might want to build a few Executioners and march them down. Eventually you'll get them all, and the mission will end.

## Chapter 11 - Taros - Unholy Quest

Build Lodestones at the 5 sites nearest you. Build a Cabal and a couple of Mage Builders, and ring your location with walls. Keep the wall's corner near the Lodestone nearest to the plateau, and build a few Mage Towers behind it. Instead of making a Gate in the south wall, you probably just leave a gap in the west near the over there, the enemy will rarely get that far up, easier to walk troops out there. Build up a few to deal with Catapults. From there, you can go much anywhere you like; your Mage Towers should be more than enough to take out whatever comes to you. I generally build up a force of Skeleton Archers and



should  
Lodestone  
and it's  
Iron Beaks  
pretty

Executioners and use them to storm the small base south of the hill, but you can go the classic route and use Iron Beaks to rout them as well. Just make sure that the Dark Priest is safe when he's building the temple and you should be fine.

#### Chapter 12 - Aramon - The Ether's Fury



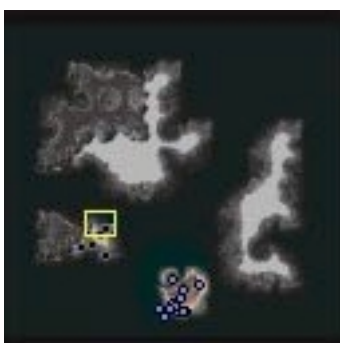
This is an easy one. Let them come to you. Move your Archers to the south of the fortress, and the soldiers to the north. You might lose a few soldiers, but the mission will end when all the units stop coming up the pass. You can set the speed to +10 if you want.

#### Chapter 13 - Aramon - Madness and Disease

You just have to keep Joreth alive and get him to the northwest corner of the map. I usually make them all into a formation and keep them together, and try to avoid any fights. For the most part, the Taros forces will be attacking the Verunans and won't bother you unless you get too close to them. Head for the entrance to the port; there'll be a gap in the wall with a small seashell design on the ground in front of it. There'll be a gate there; you can walk through that when a Verunan unit comes through, or you can walk through the broken section of the wall. As soon as you get Joreth in there, the mission is over.



#### Chapter 14 – Veruna – Unwelcome Guests



You start out with the island to the south. Build your two Lodestones, and a couple of Scout Towers to protect it; you'll be seeing some Drakes and Gryphons eventually. Once those are



built, have your flagship make a Sea Fort. When you're not building anything else, have your Sea Fort make a few Skiffs and 2 Transport ships. While it's doing that, move Kirena over to the small island to the west. She can kill everyone on that island with her third spell while they're bunched up coming down the ramp, and clean up with her first spell. Build your Lodestone and a couple more Guard Towers, as well as an Enclave on the beach area. Crank out a lot of Crossbowmen, a few Swordsmen, and a few Parrots. Use Kirena to wipe out the eastern island; the enemy is bunched up for the most part around the lodestone there. Build another lodestone there and a couple more Guard Towers. Once you have about 40 troops ready to go, move them onto the transport ships and move them up to the northwestern island. Take out everything on the island, and the mission will be over.

## Chapter 15 – Veruna – Roiling Oceans

Immediately have your Flagship build an Enclave, then a Sea Fort to the east of the main island. Make the Enclave produce a Priestess, who should make a Lodestone and a Guard Tower next to it. Queue your Sea Fort up for 30 Skiffs and 2 Harpoon Ships, in that order. Once the first skiff is built, use it to transport your Priestess over to the small island and build another Lodestone, as well as another Guard Tower. As your Skiffs are being built, you should have plenty of excess mana coming in. Use it to build 4 Floating Towers with your Flagship; two to the immediate northwest of the small island, one north of the main island, and one near the Sea Fort. As all this is being done, the Lodestone on the Northwestern island will be destroyed. Don't worry too much about that. As your Skiffs are coming out, position them around the islands, without worrying about the southern end at all. The bulk of the attacks will come from the northwestern island, headed towards your small island from that





direction, so watch out. The Skiffs should be spread out more or less in a big line around the island; avoid clumping them up. Keep the Flagship safe. Eventually, the two lodestones on the northeastern island will be destroyed, but that's no big deal. As long as the two you control are safe, you'll do fine. If you feel you need more Skiffs, feel free to build more, 30 is just what worked for me. The Harpoon Ships are optional, so if you run out of mana, don't worry about them. As long as you can fend off Drakes and Gryphons and the occasional Kraken for 30 minutes, you'll win the mission handily.

## Chapter 16 – Veruna – A New Fleet

Use Kirena to build a few Guard Towers around the island you start on. Use the Flagship to build a Sea Fort and a couple of Floating Towers on the west



side of the island, near the northern end. You might run out of mana during all this, no big deal. Move Kirena over to the southern end of the main island, killing whatever you find down at the end of the island and the Lodestone down there. Queue up a Lodestone and a Guard Tower. While Kirena is building those, load all your troops on the island onto your ships and move them over to where Kirena is. Eventually, you'll need 2 Trebuchet Ships, 5 Skiffs, and a Man of War, so build them when you have the mana. For now, keep your ships near the island; there'll be Drakes and Kraken coming at you. Have Kirena build an Enclave, and build a few Parrots with it. Use Kirena and your Trebuchet Ships to clear out the area in the southwest corner of the map. Build another Lodestone there, and a couple of Guard Towers to the north of it. Have a Parrot guard one of the towers. By now, you should have your small fleet built up. Group the Trebuchet ships into a group, and the rest of the ships into another group. Move groups of Parrots up the coast, using your Trebuchet ships to target whatever you scout out. If you want, you can build a few more Man of Wars and have Parrots guard them, then





guide them up the coast and destroy anything they can see. With the Trebuchet ships, you shouldn't need to use any ground troops at all. If you kill everything on the mainland and the mission doesn't end, group your ships together and send them into the northeastern ocean; there may be some Kraken hiding up there.

## Chapter 17 - Zhon - Walking Towers

Send your Hunter to the south. The appearance of the Stone Giants is random, alternating between two locations. Both of them are located near burnt-out campfires on the southern half of the map. Once you find them, leave your Hunter behind, and head them northwest towards the small encampment.



Don't be too eager to take over the base, use your minimap to target whatever you can. Break through the southern wall with your Giants and walk through, continuing to use your minimap to target with. Once everything is dead, the mission is over.

## Chapter 18 – Zhon – War



A difficult one, so save your game periodically. Your Handler is going to automatically start building a Tamer. Once the Tamer is built, queue him up for another 2 Handlers. Move two of your Stone Giants to the front of the land bridge. You'll see a mana spot to the north, and another one to the southwest of your base. Send one of your Beast Handlers to the far northern site. Queue him up to build a Lodestone and around 20 Hunters. He won't get done with them all, but he'll keep building till the attack comes. Send another Handler to the site in the south and queue up the same mix. With the



third Handler, queue up around 20 Hunters in the middle of the map, where your Sacred Fire is, as well as 5 or 6 in front of the land bridge, in between it and the Stone Giants, AND 5 or 6 bats. Eventually, there will be a LOT of people coming at you, mainly from the south and across the land bridge. Make sure all your Hunters are set to Defensive mode, and they'll be fine. You might lose your most northerly Lodestone, but you can always rebuild it. Eventually, the troops will stop coming at you. Once this occurs, move all of your Hunters from the Sacred Fire area to the north. Rebuild the Lodestone with one of your Handlers if you can, and move all the Hunters, except for the most southerly ones, to rove around the north. Meanwhile, the Handler to the south should queue up 20 more Hunters. There will be a lot of troops up there as well as a few Guard Towers and a Barracks. Destroy them all. Meanwhile, build a Beast Lord. Have him queue up 3 Rocs and around 6 Drakes. Once the Rocs are ready, load all of your southern Hunters onto them. Get them safely across the river. Once they're unloaded, group them together and destroy the settlement that's directly to the west of the land bridge, as well as the Guard Towers that are situated at the edge of the land bridge. Now, if the mission doesn't end, then there must be more troops on a Transport Ship around. You'll need to take them out with Drakes. As soon as all the troops are dead, the mission will end.

## Chapter 19 - Zhon - One Sword

Use Thirsha to build Lodestones at the lower three sites on the east side of the map. Have her build a couple of Beast Handlers, and set them to build Hunters to defend the Lodestones. Build only as many defenders as you need; you'll need around 20 units left to attack the island. Early in the mission, you'll be attacked by about 15 Amazon Knights at the





northeast corner of the map, so be prepared. They seem to make a beeline for Thirsha; use this to your advantage. Work your way up the ladder until you make a Beast Lord. Have him build a Roc immediately, and when he's done, load the Beast Lord and around 10 Hunters into the Roc. Use Thirsha to defend a small area on the east side of the island, make sure it's out of range of any Floating Towers or Guard Towers. Maneuver the Roc to land and use Thirsha to protect it (but not guard it, or she'll fly into the range of the Guard Towers). After he unloads the troops, set the Beast Lord to build at least 5 Stone Giants, 7 or 8 would be a safer number. Use them to destroy the base. It's easiest to group them all together and have them smash through a wall rather than walking them around and breaking the gate.

If you feel daring, you can use Thirsha to destroy the transport near the bay on the east side of the island at the very beginning of the mission; she'll get hurt fairly bad, but that's 10 less units to deal with. She can also destroy the Scout Towers with one throw of her most powerful spell.

## Chapter 20 - Veruna - Landfall

Unload your troops onto the small island. Use your Flagship to immediately build an Enclave on the island. Build a Priestess and a couple of



Parrots. Use the Parrots to scout out the beach. Immediately south of the island there will be a small bay, with a Zhon Lodestone and a few guards around it. This is where you should make your landing. Use your Priestess to build 2 or 3 Guard Towers on the island. You should probably build a Sea Fort, then churn out 5 or 6 Skiffs to clear the beach before landing. Group them

up, and use them to clear the area: Hunters first, Trolls second. Then load up everyone but your Crossbowmen onto the Harpoon Ship, and land them near the small Lodestone. Immediately destroy it, and queue up your Priestess to build a



Lodestone, then three Guard Towers around it, followed by an Enclave near the coast. While the Towers are being built, use a Parrot to guard the Priestess so he can scout around, and keep your Warriors a little to the inland, to create a buffer for the Priestess. After the Enclave is up, you should set it for roughly 2 Crossbowmen for every 1 Warrior until you have a couple dozen troops. Build a couple of Parrots and have them guard the Warriors to make sure you have a good idea of where to go. Group them together in a formation, then march them southwest. There will be a Tamer and a Handler in the jungle down there you need to kill, or else the Tamer will continually summon Harpies to harass you. March eastward into the first town and take them out, making sure to use your Crossbowmen in a group to concentrate their fire. Once it's taken out, have your Priestess come down and build the four Guard towers, and another lodestone in the corner of the city if you like. Your Enclave should have been cranking out units while you were doing this; you'll need them to take on the second town. I'd attack from the west, but don't go into the city immediately, go below it, and take out the construction unit down there. Your Crossbowmen can knock down the walls quite easily if you prefer not having to go through the entrances. Once that area is clear, have a Priestess come over and build four guard towers right next to each other, and victory is yours.

#### Chapter 21 - Veruna - Ships of Doom.

You can do this a hard way, or an easy way. What you first need to do is take control of the island. Use Kirena to build the Lodestone and a couple of Guard Towers. While she's doing this, the Sea Fort needs to be making Skiffs and Harpoon Ships.

Make your landing at the beach near the elevated area and the two lodestones. Kill everything in the area, and bring Kirena over to build new





lodestones and a couple of Guard Towers nearby. Build an Enclave on the elevation, and make a couple of Priestesses and Parrots. You can branch off here, into the easy or hard methods. Once you have the Enclave built, you should beef up your Navy a bit; more Harpoon ships and a few Trebuchet ships as Mana allows. You should also build a wall across the land below your Lodestones, as far down as you are comfortable with. You will get attacked consistently through here. If you want to make it the hard way, use Kirena to make a Gate in the middle of the wall; if the easy way, just make it all wall. Either way build a Guard Tower or two behind it, to scout out the enemy. Make sure that it goes from one side to the other with no gaps, or else they'll likely find a way through. Now, the hard way. You'll need to build a Citadel. Basically, this is the power option. You'll need to amass a large army, bring them through the gate, down to the southwest land bridge across the river, across it, start heading east, and kill everything in sight to clear the way for Kirena to get to the road (which is in the extreme southeast corner of the map). The easy way is much easier. Basically, build three or four parrots and about 5 Trebuchet ships. Once the Trebuchet ships are ready, move them down to the coast, with enough ships around to protect them from Drakes. Use the parrots to scout around the southeastern desert for Jungle Orcs, Stone Giants, and other assorted nasties. Kill anything in the desert area, but don't worry about anything on the road itself. Once they're dead, put Kirena on a ship, run her over to the delta of the river on the east edge of the map, and walk her down to the road. She only needs to get to the very edge of it, and the mission will end there, so she won't have to worry about any Giants or Orcs around.

#### Chapter 22 - Veruna - Target Practice.



You have to work quickly here. The Executioners inside the prison will live up to their name and kill a prisoner every so often, so you need



to get into there within an hour and about 15 minutes or you'll have to start from a saved game. You'll need to unload Kirena on the island (note how far they can teleport her...) to build a lodestone. I would build an Enclave on the island, and make a few Parrots, Priestesses, and about 8 Crossbowmen. Build a couple Guard towers. Use your Sea Fort to build a few Skiffs, Man of Wars, and a couple Trebuchet Ships. Once the Trebuchet ships are done, bring them around to the front of the island and use the minimap to target the Skeleton Archers on top of the rim of the mainland. Use your ships to go south, killing anything you see down there by using the minimap.

Once the southern part of the island is clear, the fun begins. Make sure the Mage Towers guarding the entrance are taken out. Unload Kirena down to the beach and start building Lodestones. Build a couple more Man of Wars and Trebuchet ships, and make sure that they're positioned to fire up the canyon, or else they'll waste a lot of shots hitting the wall. Unload a couple of Priestesses on the high ridge to the left of the canyon. Build a couple of Bastions on the wall. You should probably also unload about 10 Crossbowmen up there; they'll have a greatly increased range. You'll be attacked constantly by troops coming through the canyon, mainly Blade Demons, Zombies, Skeleton Archers, and Black Knights, but other units will come along every once in a while, like Liches and Fire Spouts/Demons. Also, Skeleton Archers and Fire Demons will approach your encampment on the right wall occasionally, and they'll be a pain in the butt. You can use your Trebuchet ships to target them on the minimap. That's probably the best way to go, or unload some crossbowmen up there, with a Parrot to let them know when the enemy is approaching. Build another Bastion at the mouth of the canyon.

Once you get fairly well defended, build an Enclave and a Citadel on the beach. You should have 5 Lodestones now. Set your Enclave to build infinite Crossbowmen, and the Citadel to build infinite Berserkers. This will be the invasion force. Once you have around 50 troops, start the invasion. You'll need to group them together first, to let the Berserkers get into the front to guard the



Crossbowmen, but then turn them into a formation so the Berserkers don't run too far ahead. Your first Enclave should build 5 or 6 Parrots, and have them guard some of the Berserkers, because they do not have a very good sight range. Once your invasion is underway, you can move your ships away from the beach, around the coast, up to the north, and through the rock cliffs into the little bay up there. There's a Mage Tower that will fire at you, but your ships will be able to survive, and the Man o Wars will eventually destroy it when they're out of it's range. Hopefully you'll have two Trebuchet ships in there. Be careful with them; you don't want them to fire into the prison and kill prisoners. A good way to use them is when they're in the bay, to group them together, select a Parrot, and send it to the area north of the prison. He'll be shot down pretty quick, but he should be able to see some Mage Towers and unit construction facilities. While he's flying over, slow the game down to -10, select the Trebuchet Ship group, and queue them up to attack the Mage Towers, Caged Demons and whatever buildings are up there. Just make sure they don't attack the prison. You might want to switch them into passive mode, just in case.

Anyway, your army. You should periodically regroup them. Select the formation, then hit Ctrl-Z, and Alt-#, whichever number you choose. That way you won't wind up with a bunch of useless units hanging around your base. Before you go into the prison, walk around it and kill everything you see. The area needs to be completely secure before the prisoners come out of the prison. Once everything is dead, escort the prisoners to a Transport Ship. Once it moves back to the island, the mission will end.

## Chapter 23 - Veruna - The Butcher of Zakum

Easy one. Unload everyone onto the beach. Load one of the prisoners back onto the ship (just in case). Select the rest of them, and the Musketeers, and make them a formation. Move up the first canyon, and have the Parrots guard them.





Once units are spotted, attack them. The Musketeers will generally be able to kill anything they see without the prisoners engaging it. Walk around the central mound on the left side, and up the ramp. The Mage Towers look intimidating, but they'll fall quickly under the attack. Destroy them both, and then take out the gate. Kill the Blade Demons inside, then take out Baron Leimar. End of mission.

#### Chapter 24 - Aramon - A Terrible Discovery



Somewhat difficult. The catapult will be on the northwestern corner of the wall; more western than northern. You have to be very careful about all the Trolls that patrol the inner wall. Make sure all of your units are grouped together, Swordsmen in front, Archers behind them. The Catapult should be Passive; it'll only hurt your guys. You can use Joreth to walk near the inner walls, get the attention of a Troll, and lure him back to the Archers and Swordsmen. Use Joreth to attack the lone Troll while the Archers fire away at him, then pump the speed up to +10 and wait 'til Joreth is healed and do it again. Use the Catapult to knock down a wall and walk Joreth in. End of mission.

#### Chapter 25 - Taros - Betrayal

Ooh, plot twist. Build some Lodestones on the northern sites, and use the Dark Mason to build a Cabal. Build some Black Riders. Use them to go south and kill the wolves, then you can build Lodestones there too. After that, build more unit factories. You can do whatever you like, the computer will not attack you as far as I could tell. I overran the map with a formation of Blade







Demons and Mage Archers. There are a couple of Strongholds to the south, watch out for them. Once all the units are dead, the mission is over.

#### Chapter 26 - Taros - We Are The Future



A fun one. :) There are two ways to do this one, both fairly fun. Build your Lodestones around your camp. Use your Dark Mason to build another Lodestone at the base of the cliff, near the shore. Use the Mage Builder to build a couple of Scout Towers at the top of the cliff, and the Mason to build 2 Mage Towers completely enclosed by walls at the base of the cliff.

These will kill pretty much everything that comes your way. Now you can start building up the unit tree if you want. It shouldn't be too hard to amass enough troops to raid the city and destroy the Temple. OR! You can use the Dark Priest as your only unit in the city. He can kill Serfs and Archers with a single blow, then revive them. You can amass quite a few Ghouls this way. They're tough little creatures that can take out pretty much anything en masse, including the Archers, Catapults and other things that inhabit the city. Once you get a few going, go around killing more serfs and vagrants, reviving them. Use all your Ghouls to swarm any archers or catapults you see, and revive them if you can. Once you have a sizable army, run over to the eastern side of the city, and use the Ghouls to destroy the scout towers around the temple, then build the temple on top of it. End of mission.

#### Chapter 27 - Aramon - A Land Not Fit For Humans

Tough one. Build another Mage Builder, and some Spyhawks. Have your first Mage Builder queue up another Lodestone south of your base, and at the





two sites to the north. Also have him build two Watch Towers, one by each of the northern Lodestones, as an early means of defense. As soon as you have four Lodestones built, and the two Watch Towers, you should probably start building a LOT of Mage Archers to defend yourself (I generally keep them all on Tracking Arrow. You'll have more than enough to kill most units in one volley, and they're much better against the air units you'll see eventually.). You'll need plenty of Spyhawks to extend the range of your Mage Archers. Once you have some free mana, you should try and build a couple of Strongholds outside your main base, right next to each other, lined up vertically. Might want to stop all other construction while you're building these. You can also build only one if you're hurting for mana; just make sure your Mage Archers are out in full force. After the Strongholds are done, completely encircle them with walls. Also send around 5 Mage Archers up to the northernmost Lodestone to protect it. When you're free, build another Stronghold up at the northern Lodestone, and circle that one in as well. Make sure Spyhawks are guarding all of your Strongholds, and you might want to make some more, as they will be targeted by most everything that comes along. You can expand down to the lower Lodestones beneath your base if you want; they will also need to be defended in a like manner. The opponent knows where you are, and will send many waves at your Lodestones. If this all seems a bit much for the lowly Zombies and Skeleton Archers they send at you early, don't worry. Eventually they'll be sending Sky Knights, Fire Mages, Mind Mages, and such. You'll need quite a bit of defense, at least until you start overtaking their villages. If you wish, you can simply skip the two lower Lodestones, and wait until you send your troops to the cliff.

Now you're probably ready to start kicking some butt. Set your Keep to build yet more Mage Archers, and some Titans. I would recommend about 25 Mage Archers and 5 Titans for the first phase of the operation, and send a Mage Builder along as well. Hopefully you'll have a good idea of the terrain on the west side of the map by now from sacrificed Spyhawks. Send another one along the cliff to the west. You'll spot a Mage Tower and a Lodestone. Use your Trebuchets



to attack any units you might spot up there. Move the Titans out in front of the Mage Archers that you built (leaving the previous ones in place) and make them all into a big formation, along with a Mage Builder. Move them to the southern side of the cliff. Destroy the Lodestones down there, and build new ones on top of them. Take the cliff with your troops. You'll lose some, but no big deal. Move your Titans back down to guard your Lodestones down there. Your Mage Builder should build a couple of Strongholds up there, one on the Northeastern tip of the cliff, and one at the middle of the top of the northern ramp. Make them close enough to the northern edge of the cliff so they can fire safely down. Keep Your Mage Archers far enough down the ramp so their arrows clear the abutment.

Once you're set up on the cliff, use a Mage Builder at your 1st base and build 2 Trebuchets outside your walls, but make sure they aren't behind the Strongholds. They need to be north enough to fire at your enemy's base, but not too far north that they need their own protection. Use them to target any troops that come near your base. Target using the minimap as soon as they come into your radar.

Once those Trebuchets are built, build two more on your new cliff base, near your Strongholds, facing north. Use them to destroy the Mage Tower near the Lodestone up there. If you wish, you can start using them all to destroy the northern base. Group a few Parrots together, and send them northwest to the base. Group all your Trebuchets together, and queue them up to destroy any Lodestones you see, and then all the Temples, Abysses, and Cabals, as well as any other targets of opportunity. Meanwhile, your Builder up on the cliff should make a Barracks, and it should make 4 Catapults. Have a few Parrots guard them, and move them around to the cliff above the lower base, destroying the Mage Towers and the Cabal down there. You'll need a couple more Catapults; build them back at your main base, and move them over below the cliff, since the ones above the town can't go down the cliff wall. The lower base should fall quickly. Scout the northern town with more parrots, and use the Trebuchets to destroy as much as you can; eventually you'll be able to use your Mage Archers



to storm the town and destroy everything up there. It's not so hard as much as it is tedious; it took me almost 2 hours to complete the mission.

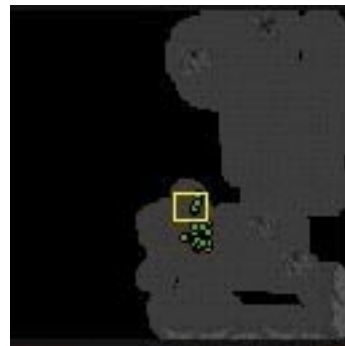
#### Chapter 28 - Aramon - Bury The Dead



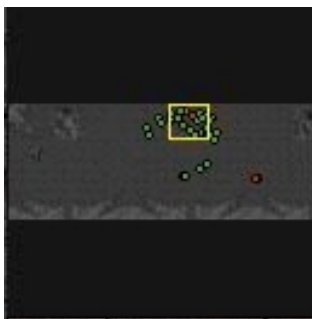
Somewhat easy one. Select all of your troops, and move them to the upper right. You'll see a cliff wall leading up, follow the base of it to the right. Your three Knights and Dernhest will be the only ones there. A bunch of Zombies will be coming down the cliff; you'll just have to wade through them, or wait for your other soldiers to join you and fight them off. Once you get Dernhest around the cliff, move him north and west. You'll come along to a couple of Lodestones and a Cabal. Move Dernhest around that area, and eventually victory will arrive.

#### Chapter 29 - Aramon - Empty Streets

Super easy. Group all your troops into a formation, with the Barbarians in the front. Move them up the main road to the north. Kill any Zombies you encounter, and watch out for big nasty spiders. Select your formation, and force attack three sections of the wall to the north. Walk through the sections of wall. You should spot an opening to your upper left. Walk through that, and you should be at the town center. Make sure Dernhest is okay through all this.



#### Chapter 30 - Taros - Death Squads



Your Parrot will likely die immediately; no big deal. There are only 6 or 7 units to kill, so just walk around



outside the main walls and kill every unit you see. Shouldn't take you too long. Make sure you don't go into the main entryway.

### Chapter 31 - Taros - Slaughter of Shekelesh

Reinforcements? Yeah, you could call them that. Every two minutes or so, a bunch of new units will pop in to help you out. The easiest way to deal with this mission is to move all the units and reinforcements to the side of the main entrance, and keep reforming your Sky Drakes into a group (which will get VERY big eventually). Once you have 15 or so, send them all to



the center square. There will be many Archers, Mage and regular. Use your Drakes to kill the four Strongholds at the corner of the square, then the six Watch Towers. After that, it's mainly clean up. You won't have any problem with units, but you can just use the Sky Drakes to kill everything. Your frame rates will be absolutely horrible, not much you can do about that but slow it down. I was eventually down to -5 and it was still choppy.

### Chapter 32 - Zhon - Bait



Move your Hunter up on the high ground towards the center of the map. Keep him up there. Move him down towards the south, and around the bend. Some soldiers will spot you. Move your Hunter up to the Death Totems, and walk around them. Eventually all the soldiers will be killed.



### Chapter 33 - Zhon - One Quiet Man

The five bases are scattered around, but all of them are visible from the highlands. First off, move the hunter southwest and scout the base there. Move him west to the main highlands, and scout the base to the west of those highlands. The third base is south of that, near the corner of the mountain. The fourth will be a little east of there, south of the mountain. The fifth will be near the eastern edge of the map, on the south side of the hill, and the sixth will be on the north side.



### Chapter 34 - Zhon - Vengeance



Whoo, tough one. Very tough. Your enemy will occasionally send a patrol down to your southwestern base, but they're not too hard to beat off with Stone Giants. Build Lodestones at all the sites, and when you can, build Divine ones at the largest sites. You'll need to protect the group of three off to the west of your base; the enemy will occasionally make a beeline there. A couple of Death Totems and a few Stone Giants will do well. You'll need about a dozen Stone Giants to protect your base; send them out beyond the small hill, facing the large beach, so they can intercept anything that approaches. They'll need Bats to be guarding/patrolling so they can see what they're firing at.

I had to try this one a few times to find a strategy that works. What you need to do is somehow find a way to sneak a Beast Lord and Beast Handler on to the main plateau of the Verunans. This is easier said than done, of course; they have radar as well, and will obviously eventually find out you're there and



come at you. Some people on the Cavedog forum have suggested landing your units with a Roc on the western cliff of the plateau, but when I tried to do this, they were immediately spotted by a Man o War in the sea below and summarily taken out by the entire Verunan army. Another strategy was using Stone Giants to fire onto the plateau from the beach, clearing a small area to allow your Beast Lords to get up onto the plateau and build more Stone Giants. I found this a little difficult to pull off, as eventually all of your Bat scouts get destroyed and you have to micromanage your Stone Giant's fire. Eventually, I managed to land 2 Beast Lords and a Beast Handler on the rear of the island, but only by distracting the Verunans with a swarm of Stone Giants from the south of the island, a force of about 25 Drakes stirring up chaos, and 3 Rocs unloading a horde of Jungle Orcs and Hunters on the western side of the island. All of those forces were killed, but they served their purpose. Actually, I'm not even sure if they were necessary, they never really seemed to notice that I was back there in the first place. There is a small beach back there, and directly to the west of that, there is a very small and narrow part of the plateau that ends where the beach does. I managed to land them up there, and immediately started cranking out Bats and Stone Giants. One of my Lords was killed, but that and a Stone Giant were all they managed to kill. Once you have six Stone Giants or so, group them together and target whatever's on your minimap, but keep your Lord making more Giants. Start walking them out towards the main area of the plateau, and keep targeting the stuff on the minimap. You'll be able to target Bastions well before you're in their range. Mortars might be a problem, though. If one of your Giants starts getting hit by a Mortar, select that Giant, and move him around to the back of the pack. Eventually it'll stop firing.

Meanwhile, make sure you are well fortified back at your base before you start ripping stuff up on the plateau, they will send 30 troops or so down at you. I found 15 Stone Giants to be very effective as base defense, but you definitely need to increase their sight range using Bats or Drakes. If you have another Beast Lord, you might wish to make a few more Drakes for helping your guys on



the mainland. Eventually, your Stone Giants will wipe out everything on the plateau. Make sure there's nothing left in the water, and you'll win. Tough, tough stuff.

### Chapter 35 - Aramon – Emen's Message

Emen gets the short end of the stick when it comes to the assignments, I guess. This one isn't too difficult, but you might have to try it a couple of times. Emen has to attack Buriash, and get back to the city walls safely. Be careful when Emen's walking around, if he goes too far south, he'll be shot by Buriash's guards. Buriash is located near the house at the north end of the clearing that's southeast of town. Approach him from the right side of the house, stab him, and then walk Emen out of town as best you can, avoiding the Executioners if possible. Emen's tough; he can take a few hits, but you should put him in passive mode to make sure he doesn't wander off and attack someone. He can outrun the Executioners, but the Blade Demons that will eventually start chasing him will run him down, so you'll need to hurry. It's not too hard, but it might take you a couple tries. All Emen needs to do is get inside the wall, and the mission will end.



### Chapter 36 – Aramon – Common Folk



Ayla will be your only starting unit in this one. You will see a few farms scattered about. You'll need to walk Ayla to each of the farms and collect whatever farmhands or serfs are working around. Be careful of Ayla walking behind, sometimes if the farmers that have joined you walk too close to a non-joined farmer, they'll be attacked. Anyway, walk to all of the farms





and collect as many men as you can. Avoid the soldiers for now. Once you have all the farmers rounded up, walk all of your “troops” to the long north-south ramp that’s near the center of the map (not the narrow ramp that is connected to the road). Once they’re up there, walk them slowly south towards the stone area to the southwest of Buriash’s base. The tower will fire at you at first, but once you get Ayla near the Trebuchet, it and the tower will come to your side. Kill the soldiers that are near the Trebuchet. Assign the Trebuchet a hotkey and set it to aggressive mode. Now would be a good time to save your game.

Once you have control of the Trebuchet, use it to target the dots on your minimap. You’ll see two dots fairly close to you lined up with each other. Select the Trebuchet, and click on one of the dots. Your Trebuchet should say that it’s targeting a Watch Tower. If it isn’t, click on other dots in the area until it says it is targeting a Tower. There are two of them near you, take both of them out as soon as possible. You’ll notice there are dots moving around; those are Swordsmen and Barbarians. Eventually they’ll come to you. Your Trebuchet will not fire at them if they are moving around, so you’ll have to make them stop. In order to do this, move one of your farmers out in front of your scout tower. Pick one with full health. Once a soldier comes to attack you, attack it with both the farmer and the Trebuchet. The farmer will engage the soldier, the soldier will stop to attack the farmer, the Trebuchet will attack the soldier, and they’ll both blow up. There’s no real chance for your farmer to survive that, so I hope you have plenty of them. Anyway, when there are no units coming at you, use your Trebuchet to attack any of the stationary dots; there should be a barracks and a keep up there. Take both of them out, as well as any units that pop out of them. There are two more towers near the road that enters the base from the south, so take them out as well. You might need to send a farmer over to make them show up on your minimap. There will be a bunch of soldiers walking around; one making a north-south patrol on the road leading into the base from the south, another going east-west on the southernmost road, one going north-south on the road to the west of the Trebuchet, and I believe there’s one going east-west on



the road west of the long ramp you came up on. There's also one on the narrow ramp I told you to avoid; you can pick him off with the Trebuchet since he's standing still. All the ones on patrol will require a farmer sacrifice to kill with the Trebuchet. Once they're all dead, mission over.

#### Chapter 37 – Aramon – The Heart of Thesh

Select all your units, and walk to the east along the top of the wall to the compound. Eventually you will come to another wall that runs north-south, with a building visible inside. Select all of your units to attack a section of the wall until it busts. Walk Joreth through and close to the Heart of Thesh.



#### Chapter 38 – Aramon – A Weaving Of Forces



Select your Acolytes and move them to the southeastern plains area. You'll see some dots, those are the deer. Walk your Acolytes up to three of them and move the deer back towards the heart of Thesh. Once they're there, walk them as close as you can to the Heart and they should revert out of your control. Once all three of them become wild again, have your Swordsman kill them. The Dragon will appear. Use him to kill all of the units in the northwest.

#### Chapter 39 – Aramon – Splendorous Wings

Don't worry about the farmers, they have no effect on the outcome of the mission as far as I know. Same





goes for the extra soldiers that you have. If your Dragon gets injured, move him up to the north and let him sit for a while and heal himself up. After everything's dead, you win.

#### Chapter 40 – Aramon – Burning Into History

Land your troops to start off the mission, and start moving your Dragon around and destroying the enemies. There isn't too much else to worry about here. Friendly fire from the Earthquakes on Veruna buildings doesn't matter, they'll all be dead by the end of the mission anyway, so fire away. Sweep around and kill every red dot on the map, and the mission will end.



#### Chapter 41 – Zhon - Collapse

Hit Ctrl-W and move all of your units to the top of the ramp to the east of your camp. Select Thirsha and make her passive, and click where the road meets the edge of the map to the east. Troops will start pouring in from the west, but your soldiers will fight them off until Thirsha makes it to the end of the road, where the victory signal will appear. She'll be



attacked by wolves on the way there, but they won't do much damage, and will eventually stop attacking her if she keeps walking. If it's a problem, select all of your Goblins to attack her.

#### Chapter 42 – Zhon – Retreat

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Build lodestones at the two sites near your starting position, then move up onto the plateau via the ramp and build another one. Once that's done, have Thirsha build 2 Handlers. One of them should ctrl-click Hunters to make them infinitely. The other should make 8-10 bats. Move your Stone Giant up to the plateau as well, and guard him with a bat. There are some Musketeers near the southeast corner of the plateau, as well as a Mortar. Kill them. Also take out the two Amazon Knights near the northeast corner. Now, while the Hunters are being made and the bats are done, you have two major options. One is working up the chain until you make a Beast Lord, then having him move down off the plateau and build 5 or 6 Stone Giants, or you can use your second Handler to build infinite Hunters as well. Either way works fine. In either case, you will be facing a rush from the north eventually. It happened around 15 minutes into my game, but only after I moved about 20 Hunters off the plateau and headed north, so it's either timed or triggered. Either way, you should have more than enough Hunters by now to fend them off, but make sure you move them up to the northern end of the plateau, north of the Lodestone, that is, not the extreme northeast corner where the Amazons were. The attackers seem to make a beeline for Thirsha, and avoid attacking anything on their way there, so keep her safe (perhaps in a circle of Hunters). After that rush is over (it's mainly Berserkers and Amazons), you can build in peace. If you chose the Stone Giants option, have a few Bats guard them, and start moving east, targeting anything you spot on your minimap. Eventually you'll come into some Mortar fire, so move towards the origin and take it out. There are plenty of troops over that way, so use the minimap effectively. You can also use the Hunter method, which is pretty much the same, except with 20-30 Hunters rather than Giants. Same difference. Wipe out everything you can in the area, and then group your Hunters and Thirsha into a formation, and start moving them east towards the ramp to the Death Totems. Don't forget to have Bats guard a few of



the units. As the formation moves east, this will likely trigger another rush from the southeast, nothing major, just a few crossbowmen and stuff. If you spot anyone, use the hotkey for the formation and make them into a group instead. This way they won't try to bunch up and fire at the same time, leading to a bunch of missed shots. Anyway, once they're in a group, tell them all to stop, and if they're in defensive mode, they will automatically fire once they can. Once the units coming at you are dead, proceed to the ramp. As you are moving your Hunters and Thirsha up the ramp, another rush will occur, this one from the northwest (of the ramp). Mainly Berserkers again, though you will see some Crusaders, so be ready. What you can do is simply stop all of your Hunters, who will automatically start firing, and select Thirsha and tell her to move towards the Death Totems. Once she's all the way in the northeast corner of the map, the mission ends.

#### Chapter 43 – Taros – Precious Cargo

This mission probably isn't as difficult as it seems. First off, group your Sky Drakes together. Then select one of your Mage Towers, hit ctrl-Z to select them all, and make them passive. Then go down to your main gates and select the three Mage Towers there and make them aggressive. The reason for this is that most of the other Mage Towers are behind those thick Taros walls, and they can't shoot over them, so their shots will go directly into the walls, which will eventually destroy them. Not good. In other news, the uncontrollable units will eventually clump up behind the gates. Don't let them out just yet. Take your Sky Knights out and fly them south from the gates. Destroy the lone Cannoneer, the four Cannoneers below him and the Catapult. Then fly them back behind the walls and let the units out of the gates. This way, they won't get smashed immediately by the cannons. Eventually, a bunch of units





will run towards your gate. If the wagon is off to the side, they may run around the gates and wind up all bunched up in the corner of your walls. Don't worry about them just yet. If there's a Musketeer, take your Sky Knights out and kill him, or he might blow down your wall eventually. Anyway, use the Sky Knights to sweep around the map killing things. There are a few Amazon Knights running around, so watch out for them. There are more Cannoneers to the south, so kill them as well. To the west of your gates, there are some Mage Archers waiting in a small semicircle of road with paralyzing arrows, so be very careful when you send your Knights over there. In fact, you might just want to wait until you can send your Weather Witches and Fire Mages out there to destroy them. Once you're sure the units outside the walls have been killed, return your attention to the units bunched up outside your wall. Make sure there are no more units coming on your minimap, and then use a Weather Witch's third spell to blow them away. This may not get all of them, so feel free to use it twice. This will likely destroy a large section of your wall, as well as a Mage Tower, but sacrifices have to be made in every war. Once they're done, make the Mages, Witches and the Wagon into a formation, open the gates, and move them out. At this point, the Archers that you left alone may come and attack you (I'm honestly not sure). If so, kill them. Once that's done, proceed south, and when the wagon is all the way to the south, the mission will end.

#### Chapter 44 – Aramon – The Noose Draws Tighter (“The Marathon”)

A note to start this one off.

Outer courtyard = area on the other side of the walls near your base.

Middle courtyard = corridor to the northwest, over the first wall that borders the outer courtyard

Inner courtyard = area in the extreme northwest

M Archers = Mage Archers

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If this isn't clear (very possible) use your Dragon to scout it out, or check out the pictures at the end of the walkthrough.



Basically, your Gold Dragon is going to be your best friend for most of this mission. However, to start off, build 2 Lodestones, then a Barracks and a Keep. Your Priestess should make a Mortar when possible, which should start to work on the Mage Towers to the north of your base. The walls of the enemy city that are outside your base are going to be falling down soon, so you'll need to fortify them with walls of your own when possible. I used Elsin and Kirena for this task, as they seem to build faster and are much stronger than the regular building units. The wall you're building should extend from the corner of the enemy wall all the way to the east and south, but leave a gap in the southern part of the wall to let units out later. It doesn't have to be big, just a space of three segments or so. There is also a gap at the east end of the wall to the north which will need to be filled, or units will come through at you. If a Weather Witch approaches, run. Have another unit build yet more walls, this time outside the three stones that are near where you started from, as well as a gate in the north section. While all this is being built, build 2 Acolytes of Anu. When they're done, have them build 2 Divine Lodestones (if you run out of mana, use only one of the Acolytes to build). When those are complete, immediately start on the Gold Dragon. You should have a slight surplus of incoming mana, so you can either build some Mage Archers while you're waiting for the Gold Dragon to be built, or use your Priestess to build a few Bastions along the inner wall of your base. Actually, you'll need to do both eventually, but I think the Mage Archers are going to be needed first, as you will have some Iron Beaks incoming at some point. Once the Gold Dragon is done, get him to Gold Shield. Heh, that's not as easy as it sounds, is it? Once he's built, you'll see a huge array of red dots on your radar.



Use your Mortar to take out as many of the red dots as you can, with special attention to the Mage Towers to your west. You can also build a Trebuchet in the southeast corner of your base, as long as there is no gap in your inner wall it can't be attacked, and it should do immense damage to what it can hit.

As far as that goes, there's your base. Now your Dragon should be flying around killing stuff. As you can see, there are more than a few things available for slaughter, and they will all need to be dead, so don't restrain yourself. Use his Earthquake on the roving Zombies and weaker units to get him kills and experience. Continue building stuff back at your base. You'll eventually need some Dirigibles, so work your way up towards those. Also coming in handy would be some catapults for taking out Mage Towers, though I got by without them. In any case, you'll eventually need about 40 Mage Archers, as well as 5-10 Dirigibles to guard them (or Spyhawks if you're cheap. Better yet, Spyhawks AND Dirigibles, as the Dirigibles often stray too close to Mage Towers), and 1 more Mage Builder, as well as 2 Priestesses. As you build your Marchers (short for Mage Archers from now on) move them between your inner and outer walls. Your Dragon should continue to wipe out whatever he sees in the outer courtyard of the city (the big, expansive area in the middle of the map). He'll often be hurt badly, bring him back to your Acolytes, let them heal him until you run out of mana, and send him back. MAKE SURE he doesn't die. If he does, more likely than not you've just given a Mage Tower a Gold Shield, so I would reload a saved game if that happens. While I'm on the topic: Save often. I wound up with 13 saves, I think, spread out over around 3 and a half hours of game time (actually longer, because I was playing at -4 speed the whole time).

Eventually, the outer courtyard will be clear of enemies for the most part. Now you should clear your base out. Move your Marchers, as well as the units that you got at the beginning of the mission and the Mage Builders/Priestesses, out to an area somewhere towards the middle of the courtyard, not too close to the walls, but not too far away either. Leave 4 or 5 Marchers in your base, just in case. Don't forget to have your Dirigibles and Spyhawks guard your Marchers.





Your Trebuchets will need to be able to fire over the first wall into the middle courtyard, but not into the inner courtyard. Once you find a comfortable area, instruct your Priestesses to build two Bastions (their stats are much better than the Stronghold), preferably on a diagonal, southwest to northeast, with room for three Trebuchets in between them. After they're done, have a couple Spyhawks guard each of them, and let your Mage Builders build three Trebuchets in between (didn't see that coming, did you?). If you see any units coming at you on radar, send your Dragon out and take them out, or at least weaken them up. If they're too much for him, just fly him around so the Marchers get the benefit of his sighting, and let them take the enemies out.

So, once the Trebuchets are up and running, use them to destroy anything moving around in the middle courtyard. Set them on Aggressive, but use your minimap to target anything stationary. Your Gold Dragon should work around the map, with a special focus on any Lodestones you can find, but keep him close enough to deal with any enemies headed towards the Trebuchets. You'll notice there's a small clearing in the middle courtyard to the north, with two entrances. That small area north of the two entrances around the lodestone should be cleared of enemies by your Dragon and the Trebuchets. Once that's done (of course, it'll take some time), you'll need to move your little army again. Take them north to the area you just cleared out, but leave a few Mage Archers (say 7) behind to kill anything that comes near. Make sure your Archers are set up so they can fire at anything that comes near them, but keep everything in between the two walls (see the picture below to see what I'm talking about). Build 2 more Bastions near the corner where the western road makes a turn and starts heading west, and place the Marchers around those, but make sure they're out of the range of the Mage Towers. Once the Bastions are done, build a Trebuchet. Keep it back from the wall, near the mana spot. Use it to target the Mage Towers near the entrance to the inner courtyard (keep the Gate intact for now, it slows them down on their way out). Target anything else that catches your fancy. Build a Keep. Have it produce an Acolyte, who should make a Divine Lodestone. Once



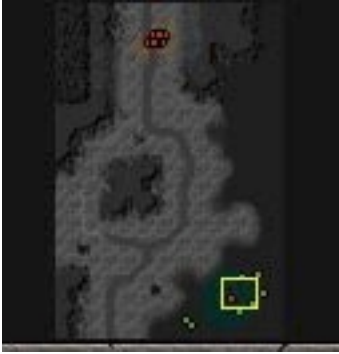
that's done, build a couple more Trebuchets, as close to the western wall as possible. Use these to destroy anything that you can target inside the base. While that's going on, crank out a few more Marchers. You might also want to build a Barracks and make some catapults, to deal with the multitude of Mage Towers you'll find inside the walls, but that's your call. In any case, your Citadel back at the base should make a few more Dirigibles, just to guard the Marchers. Watch out for swarms of enemies coming your way, and take them out with the Dragon. Once you've taken out all you can with your Trebuchets, destroy the Gate. March your forces through the entryway. Start the killing! Your Dragon should deal with any huge concentration of troops, while your Marchers deal with the buildings and Mage Towers. The Mage Towers and your Marchers share a similar range, so you'll likely lose a few, but you should have over 50 of them, and you probably need only half that to kill everything in the inner courtyard. If you want, you don't have to kill everything. You can simply march your forces through the gate, make sure nothing can get past your Marchers, and tell your keep to crank out 20 Cannoneers, with a waypoint to inside the gate you destroyed. Once the 20 Cannoneers are done and the last one marches through the walls, the mission is over. And what a mission it was!

As an aside to this mission: the computer cheats. Occasionally, it will receive reinforcements from nowhere. I first suspected this when a mass of Weather Witches and Fire Demons appeared from nowhere in the extreme northeastern corner of the map, and it was confirmed when a gaggle of Blade Demons appeared when I had destroyed every enemy unit on the map except for a gate and 2 Mage Towers. Keep on your toes, and periodically let your Dragon sweep through the map to check and make sure nothing is hiding outside your radar range.

Chapter 45 – Taros – Beset With Danger

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Immediately group your Sky Knights into a group. Move the rest of your forces immediately back a little bit, with the Wagon farther back than the Witches and Mages. Put all of your Witches on their Thunder Bolt Spell, and the Fire Mages should use their Death Breath. Move your Sky Drakes a bit down the map, keeping them near the eastern part of the canyon. In a couple of seconds, you'll see a mass of green troops coming towards you. A Transport Ship apparently drops them off. Anyway, you won't have time to charge enough mana to allow them to use their third level spells, so the other ones will have to suffice. Whatever you do, don't use the Witches' Tornado spell; it hurts you probably more than it will them. Anyway, use your Sky Knights to toast the Warriors that are coming towards you. They will be making a beeline for the wagon, so they won't attack you, and you can roast them before they get there. Once they're all dead, a couple of Mage Archers will come down. Flip your Fire Mages to their Fire Swirl spell. The Marchers will die shortly. Then comes 3 Barbarians. Once they're all dead, move your Knights down to the western pass. You'll note 5 Musketeers coming your way. Kill them all. Using the Knights, kill the Devourers on top of the plateau. You might want to shift-click to queue up the killing, then set it to +10 speed, as the Devourers are pretty tough. Once that's done, move all of your Witches into the western pass. Set them up in single file, one near the southern end of the plateau, one near the middle of it, and one towards the back, all with their Ice Storm spell ready and on Aggressive. Keep one of the Witches (with Thunderbolt) and your Fire Mages (Fire Swirl or Death Breath) back near the Wagon. Once you're ready, save your game. Move your Knights down and guard the southernmost Witch. You might want to slow the game down a bit. Now, move the wagon slowly down towards the western pass. Once it gets past a trigger point, a whole bunch of units will suddenly appear near the plateau in the southwestern corner of your map. Depending on where your Witch is, these might appear on your minimap. Once you spot them, tell the



wagon to stop immediately, and tell the Fire Mages to form a little wall in front of it. Now, the Witches will start casting their Ice Storm spell when they spot a unit, so get your Knights out of there. As soon as the first Witch starts casting, move the Knights to attack the Berserkers that will run towards the wagon. After all is said and done, you should have a bunch of dead units lying at your feet. Once they're all dead, move the Wagon down the western pass and down to the southern edge of the map. Keep away from the coast, or the Trebuchet ships will do a number on the wagon. Once it's down to the very bottom of the map, mission over.

## Chapter 46 – Aramon – The Heart of Elam

(See the bottom of this mission for some notes)

Elam is apparently one big city. Immediately group your units together and head south. There's some enemies coming your way, and you'll want to be ready for them. Head south until you come to a stone wall. Move around it. Build a Lodestone at the site handily provided. While that's being built, move your Mage Archers up onto the wall, on the section that juts



out above the Lodestone. Set them, as always, on Tracking Arrow. Have Elsin build a Watch Tower where the section of wall ends, just for the radar. Keep Elsin and Kirena towards the direction you came from. Eventually you'll spot some units headed your way. Send Elsin out and Earth Wave the first bunch of them, and have Kirena Water Blast the second wave. Note how they're already Veteran? Trust me...it gets worse.

Have Elsin build 4 wall sections in the middle of the bridge to the west of you. You won't need it once you start building ships, and they are eventually going to start sending nasties your way. (\*\*\*) - See Below) Once that's done, build



a Keep and another Lodestone at the site to the west simultaneously. You might be running low on mana, so watch out. Don't try and extend yourself to the southern mana spot, as that will be too hard to defend. Have your Keep start cranking out Mage Archers (20-30 of them). You'll need them when the Ghost Ships start coming.

What's that, you say? Ghost ships die with only a couple of Archer shots? Not these Ghost Ships. They're already veterans, and probably much better than the veteran Ghost Ships you are able to obtain in an average multiplayer game. Remember Chapter 40? Burning Into History? Well, I've tried, and I can't make a Dragon that is that powerful, no matter how many kills he gets. The programmers tweaked the unit for that mission, and they did the same with the Ghost Ships here. They're REAL tough. Tough enough to take 3 shots from a Bastion and scream "Please Sir, can I have another??!?" That tough. They seem to concentrate on taking out your Lodestones, so at least you will be able to fire on them while they're busy doing that.

Anyway, once the Mage Archers are done, distribute them more or less evenly around your base. You may notice that the pathfinding has turned to hell, similar to the way it messed up on the early parts of mission 44. Not much you can do about it, just set waypoints for your units around any buildings, or they will more or less stand there staring at it (on the other hand, so will the enemy units for the most part). This is due to the huge number of units on the map. All the AI goes through your processor, as well as most of the graphics, so even on my P2 400 it overloads a bit. At this point I enjoy making a lot of Bastions. One should go on the wall segment that you originally put your Mage Archers on, north of the first Lodestone. Another should go on the eastern wall, just past the second ramp. Another one belongs on the the waterway, south of the Lodestone, a little east of the bridge. One more, to the south of your main forces, but a little northerly of the southern Sacred Site, again as close as possible to the river.



After about a dozen Gold Shield Ghost Ships come through, there won't be any more. So you need to start building stuff. In roughly the same order as I used, here's what I built up around my site.

Acolyte of Anu

2 Divine Lodestones

Walls encircling the western Lodestone

10 more Mage Archers

Trebuchet

Gold Dragon (use the Monarchs to help, don't build anything else meanwhile)

Sea Dragon (same as above)

Wall extending from the ramp to the waterway directly south of the southern Lodestone

Lodestone on southern site (regular, too small to warrant Divine)

Wall encircling said Lodestone

3 more Bastions, evenly spaced behind the southern wall

2 more Trebuchets in between those Bastions

Sea Fort

8 Harpoon Ships

2 Man of Wars

3 Trebuchet Ships

Around this time, I cleared out the Blade Demons running around to the north of my base and sent a Dark Priest up to the far northern Sacred Site to build a Divine Lodestone. There may also be three Veteran Fire Demons up there, so watch out. If you didn't get a Taros builder, use an Acolyte, but protect him. In any case, build a wall across that small corridor heading west across the top of the map up there, and circle the Lodestone with walls. Might want a Bastion, but mine never came under attack, so no big deal. While all that is going



on, use your 2 southern Trebuchets to blow away anything not moving on your minimap.

Once that's done, start maneuvering your ships down the canals southwest of your base, preferably with the Harpoon Ships in the front, followed by the Man Of War, then the Trebuchet Ships in the rear. Actually, that's about the only way to do it, there's no room to maneuver. Using the Dragons to sight for them, or even Spyhawks if you want to keep your Dragons free, maneuver them down the canal to the far southern base. There will probably be a Cabal somewhere in there. Don't worry too much about the Trebuchet Ships, they won't be able to hit much, rely on the Harpoon Ships for the kills, they'll need the experience. Make sure you attack any Sky Knights that come at you immediately. In any case, taking out that area south of your base shouldn't be too difficult. If the enemy is building up to the west of the area you just wiped out, there's not much you can do about it for now. Once you've killed everything in range, maneuver your ships back up the canal until you come to the wide open space that the canal intersects with. Move the Trebuchet Ships up into the northeastern corner, with the Harpoon and Man of Wars behind them. At this point, you probably should have some Spyhawks guard them, or else they won't fire at anything until it gets really close. Your Dragons should continue to sweep the map. Remember how I mentioned the pathfinding before? Well, by this point you should have a large number of units standing by the water to the northwest of your Trebuchet Ships, just waiting for an Earthquake. I picked up around 15 kills up there, and they all seem to be standing around waiting for whatever punishment you can dole out. Fly around the small encampment the enemy has around there, and make sure your Trebuchets are on Defensive so they can take potshots at whatever they see, but you should target them on whatever structures the enemy has around there. After you get everything you can, sweep your Dragons back down to the southeastern corner of the map and make sure everything's still dead. Slowly move him west along the bottom of the map, and



let your Trebuchets work on anything down there. You might see a Temple, so make sure that's destroyed, by your Dragons if necessary.

Now. Time to dismantle the northwestern base entirely. What I did here was move a Priestess all the way up to the northwestern corner of the map, to the Sacred Site (use a Ghost Ship if you can). Build a Lodestone, a wall across the small corridor leading to the south along the western side of the map, and a Bastion behind that wall (because the wall won't be able to totally block off that corridor). Then you should go ahead and make another Sea Fort. The Sea Fort should make a mix similar to the first fort. These guys aren't going to be able to go very far, but you will be able to destroy all the structures in the northwestern area that your first batch of Trebuchet Ships couldn't reach. Once the ships are built up there, move them south. There will be a bridge that will cut them off from the main ocean area on the western side of the map, but that's no big deal. Destroy anything you see; structures with the Trebuchet Ships, any units with the Harpoon Ships, MOWs (Man of War), and the Dragon. Once that's done, you will be able to transport your Priestess up to where your enemy had their little fort, the north shore of the western ocean. Build a couple of Bastions to guard your Priestess and Sea Fort, and then build the Sea Fort itself. Have it produce a Flagship, which should build a couple of Harpoon Towers. Crank out 10 Harpoon Ships, 2 MOWs, and 4 Trebuchet ships. You will probably run into the unit limit somewhere in there, so go back to your first base and ctrl-D your Trebuchets, any melee units you have lying around (Titans, Knights), and if you really need more units, all of your ships in the far western waterway, except for maybe 3 Harpoon Ships. After that's done, the unit limit shouldn't be a problem.

I scouted the southwestern area with my Dragons early in the game, and it didn't look like it was going to be too much of a problem. After I spent 20 minutes or so cleaning out the northwestern segment, I was shocked to fly down here and see how much the computer had built. They are feeling very desperate, apparently. You'll note that the southeastern area, directly south of the eastern ocean, may have been built up again. Move your ships in the eastern ocean





down to the southwestern corner of that body of water. Select your Trebuchet Ships there and hotkey them. Select the Dragon and have him do some flybys on -5 speed or so, and have your Trebs queue up any construction factories, Mage Towers, or Caged Demons they see. If your Dragon spots any Dark Masons, kill them. Once the ships in the western ocean are complete, move them to the southwestern corner of that ocean. Make sure your Trebuchet Ships are on a separate hotkey than the other ships, and on Defensive mode. In fact, all of your ships should be on Defensive mode, or else they sometimes wind up drifting off to attack units that they can't reach. Anyway, send your Dragons down to the southwest and have your Trebuchet Ships queue up anything they see. There will probably be an Abyss or Cabal surrounded by six Mage Towers, make them take out the Cabal first, and then all the Mage Towers. If you can, lure any Sky Knights in the area back to your fleet so they can be liquidated. Around this time, I transported a couple of Acolytes back to the third Sea Fort on the north shore of the western ocean, so my Dragons could fly back there and heal up when hurt.

You're well on your way to completing the mission. There's a Temple in the extreme southwest corner of the map, so you'll need to take that out. There's a large rock in the way of your Trebuchet Ships, so you'll need to guide them into the southernmost canal and over to the bridge that blocks access to the west. Be sure to protect them with your other ships. Your Dragons should fly over the southwest corner and let your Trebuchet Ships queue up whatever structures they can, and then sweep back to the north and make sure there are no enemy troops trying to stage a comeback. Eventually, you'll kill all their structures in the southwest corner, so you're nearly done. You'll need to use your Dragons to fly around and mop up, there will likely be quite a few Sky Knights floating around the map, as well as a couple Dark Priests (some of which will be super-veterans). If you kill everything, but the mission doesn't end, fly around looking for a Dark Priest, one flew out to the southeast corner of the map in my mission, it took me a while to find him. Once everything's dead, the mission is over.



\*\*\*: Around this time, a couple of Dark Masons may walk through your base. Kill them and let Elsin resurrect one of them! Three different sides to mix and match with! I will write the rest of the guide as if you didn't do this, but if you did, try some other strategies and units.

Notes:

Eastern Ocean: Large body of water to the southwest of your base, but still on the eastern half of the map.

Western Ocean: Body of water on the Western side of the map.

Northern Ocean: Large body of water to the northwest of your main base. I didn't use it.

The recently discovered Titanic combo would work well for this mission. Simply put 16 Titans and 2 Acolytes on a War Galley, and it's virtually indestructible. This could obviously be used to establish beachheads in any area of the map that borders water. I didn't include it in the main walkthrough simply because I didn't know of it when I wrote it, but it would seem to be a natural combo for this mission. However, I doubt it will be working after Cavedog releases a patch, as they will likely change the Titan to be less effective when stuck together.

#### Chapter 47 – Taros - Sea Shadow



Same procedure as in 45 for this one. Select Thunderbolts for your Witches, Death Breath for the Fire Mages, and put Mirazi Heket on Aggressive mode. Move the wagon back a bit and group your forces around it so the Berserkers can't get to it too easily. Use your Sky Knights to fly ahead a bit to attack any



incoming units. Mirazi will likely take a few of them out. The Berserkers are the really bad ones, since they're so fast. I believe the last units to come are some Barbarians.

Once the rush is over, save your game. Slowly move south with one of your Sky Knights and Mirazi. Watch out for the cannon fire; it will be hitting near the spot where the road turns to dirt for a small segment. Anyway, there is a big battle going down. Don't rush in and help out. In fact, keep Mirazi and the Knight back until the war is over. Unfortunately, the Veruna/Aramon forces will be the victors in this particular battle, leaving a lot of survivors to be cleaned up. What you should do is use your Sky Knight to fly slowly down the map, away from the coast. When you spot stuff on your radar, tell him to land. Make sure he's Passive. Move Mirazi up and attack the unit on the minimap. Sometimes he'll get closer than he needs to be, so click the dot on the minimap, let him walk a few steps, then hit "s" to make him stop, then click the dot again, etc. That way he will fire from near his maximum range and not walk until he can actually see the unit. If he gets too close, a Trebuchet ship will finish him. There are a lot of units to kill. The Musketeers may have time to fire back, so watch out for that, and let Mirazi heal if he's hurt. The Mage Archers may paralyze Mirazi if they don't die immediately, so just wait it out. Slowly use the Knight to scout for Mirazi and kill everything. Once you're sure everything's dead, move your wagon and entourage down to the dock at the southern end of the map. There don't appear to be any triggered attacks, but be careful. Once the wagon gets close enough to the ship, it will decloak. Load it up, and send it off to the southeastern corner of the map. No need to cloak until it rounds the corner and heads out to sea. Save your game before you do head out there, though. I found the best way to do this was to move it as close to the eastern edge of the map as possible, and then charge straight north. Ships will be patrolling around, so if you see one heading towards you on the minimap, hit "S" ASAP! You can get pretty close to the ship, but as long as you're cloaked, they won't see you. Just be careful, and keep a



close eye on the minimap. If you stay as far east as you can, you should be fine. Once you get to the northeast corner, you win.

#### Chapter 48 – The Heavens Will Quake (“Saving Private Elsin”)

You have 6 builders, 2 Priestesses, 2 Mage Builders, and your Monarchs, as well as a smattering of extra troops. You can either try and preserve your troops by building walls around your position, or you can let the enemy come in and fight them off. If you fight, you will likely lose 4 or 5 units, but you won't be crippled, and you will still have your monarchs and builders to start working. It's probably the easiest way to go. All you do is keep all your troops at their start positions and set them all to aggressive. There will be a battle, but you will come out victorious.



If you want to build walls and keep all of your units alive, work quickly. Have your Priestess build a wall on your north side at the perimeter of your troops; don't bother including the mana spot. DON'T make a lodestone. Your Mage Builders should work the south side; again, make it so the wall extends just outside where your southernmost unit is. Make sure the builders don't help each other. What I mean by this is, as soon as the mission starts, slow it down to – 10. Select a priestess, and queue her up to build half of the northern wall. The second priestess should make the other half of the wall. Don't extend the wall too far; take it out to the easternmost unit. Your Monarchs should make the eastern sections. Kirena should move from the northeast corner, building down, and Elsin should work it moving up from the southwest corner. Leave a 2 segment gap in the eastern wall. Hit Ctrl-W and move all of your troops back to a central spot, as far from the walls as they can get. Once the walls are complete, immediately save your game, then move the Priestesses and Mage Builders back from the walls as well.



The fun begins. You have a billion troops, all tweaked veterans, coming at you. Kirena and Elsin will need to use their third level spell to clear out as many of the troops coming at you, then you can let your other troops take them out if possible. If you have time, set up your troops inside the base so the Crusaders, Knights, and Titans are as close as possible to the gap in the wall, with the Mage Archers on tracking arrows. Your Cannoneer should probably be set to passive to avoid any friendly fire. Eventually, they'll all die. Now the mission can begin in earnest.

Build a lodestone at the site nearest you. Build Bastions at the corner of your walls. You might have to wait for your mana to recharge after the first one is built. No big deal. Troops will be pouring in from the south, so be wary. No one will come from the north as far as I can tell.

Wait for your mana to recharge, and then build a Trebuchet. You may want to move your troops outside the walls so you have plenty of room to work. Your Trebuchet should work the Mage Towers around you; you should be able to spot them on your radar. Send Elsin out in front of your base, where all the corpses are. Resurrect the Priest of Lihir that's out there. If you destroyed it earlier, restart the mission. Joking, joking, you can get along without it, but I'll assume you have it. Have the Priest of Lihir build a Divine Lodestone at the site to your north, the large Sacred Site. You shouldn't need to wall it in, but Build a Watch Tower near it to guard it. Build a Barracks and a Keep when you have the mana available. As mana permits, build a few Skyhawks and as many Mage Archers as you can.

As in 46, Dark Masons may come around. You NEED one to resurrect for this mission. You might want to send Elsin south of your base to pick one up. It's much more advantageous for this mission to have the Taros tree available compared to mission 46. You'll see why soon.

Once the northern Divine Lodestone is built, head south, young man. Have Elsin head down south of your base. You'll notice another Sacred Site. Move your Priest down and have him start building a Divine Lodestone. Have



Elsin build a horizontal wall stretching from the west wedge of the map to the first stone wall to the east (you might want to send him south to resurrect a Dark Mason first). Make it slightly south of the Sacred Site. Bring a Priestess down to build a couple Bastions behind the wall. There will be plenty of troops coming at you, so you need these Bastions set up. Once Elsin's done with the wall, head him over to the west and build another wall between those two stone walls. No need for a Bastion behind it, it's just to reroute the enemy troops to the big entrance east of your base. Once the Bastions down south are complete, build another one outside the base, a bit east of the entrance. Your Mage Archers should be coming out nice, so move them all around that Bastion and put them on tracking arrows. Keep building them until you have 50 or so.

Now you can start building your Dragons. You may have noticed that the Priest of Lihir can build the Sea Dragon. Excellent. You may have also noticed the Dark Priest can build his Black Dragon; if you managed to nab a Dark Mason, that is. So, you can build three different Dragons. Do so. Start working them around the map, gaining experience and racking up the kills. Start working out to the east. There's a Dark Temple or something out there, surrounded by corpses and 4 big Sacred Sites. Destroy it. As you sweep around the map, clear out the roving packs of enemies, they'll be coming at you in groups of 10-15. Things should be going pretty smoothly back at your base, so you might want to sweep your Dragons down south and take out whatever factories you see back there. There are going to be a lot of units walking around, don't worry too much about them, just take out the factories.

Eventually, you'll need to expand. Move your Mage Archers out to where you destroyed the Dark Temple. Keep them guarded with Spyhawks. Once they get out to the Dark Temple spot, stop them. Move a couple of Mage Builders out and build walls around the 4 Sacred Sites, but move the Mage Archers out to the east outside the line where the walls will be built, so they can fire at troops incoming from the east. Leave a gap in the western wall. When the walls are done, move your third tier builders out and start making Divine Lodestones. Your



Monarchs should join them and help them build the Lodestones. Once they're done, build a few Pillars of Light in a triangle, your landing pad for injured Dragons. Now you're set. Your Dragons can continue to sweep around the map, taking out units left and right, gaining experience, and coming back to land and heal up when needed. They're your strike force, your Elite Republican Guard. There's nothing quite like seeing three different Dragons swooping around killing everything in their path.

Anyway, the rest of the mission branches off here. You can either build up a huge force and raid the compound, or you can try to take Lokken out directly, while bypassing all his defenses (and he has a lot of those).

The first option involves marching all of your troops up the ramp and destroying the small city up there. You'll note there are two segments to the fortress, one accessible by the wide open ramp, and one only accessible by a VERY narrow corridor heading south to the main compound, in the southeastern corner of the map. That corridor is guarded by a couple of Veteran Mage Towers, and in the main compound, there are dozens of Veteran Tarosian troops. This route will obviously be difficult. But fun! Good luck "storming the beach" if you do that. I found that a mixture of Mage Archers, Fire Demons and Berserkers worked pretty well.

The Assassination. Your Dragons should have been building up levels all this while. Once they're all up to Black Shield, preferably Silver Shield, send them in to take out Lokken. He's in the extreme southeast corner, hiding behind a Temple. He's going to be difficult to hit, simply because there will be half a dozen Sky Knights attacking your Dragons, and they have a nasty tendency to evade enemy fire when they should be pressing the attack. At any rate, if you make them all select their third spell, and continue to click on Lokken, it should only be a matter of time before he falls. Once he does, the game will end. Congratulations! Oh, and when you think it's over...it's not. Enjoy the movie, and I'll see you when the expansion pack comes out.



## TA: Kingdoms Unit Statistics Quick Sheet

\* - For full unit statistics, see <http://www.stratosgroup.com/kingdoms/>

### Aramon

| # of Attacking Units | # of Builders | Avg. Bang/Buck | Avg. Offen. Power | Highest B./B.  |
|----------------------|---------------|----------------|-------------------|----------------|
| 19                   | 5             | 13.07          | 802.94            | 36.66 (Knight) |

| Ground         | Build Cost | Build Time | Damage Type | Hit Points | Weapon Damage     | Exp. | Sight Dist. |
|----------------|------------|------------|-------------|------------|-------------------|------|-------------|
| Acolyte of Anu | 5917       | 1108       | Human       | 2300       | 750D/70D/1D       | 35   | 212         |
| Archer         | 325        | 125        | Human       | 1100       | 213D              | 7    | 180         |
| Assassin       | 2509       | 377        | Human       | 500        | 710D/4260H/4260M  | 33   | 200         |
| Barbarian      | 695        | 125        | Human       | 3471       | 640D              | 13   | 190         |
| Cannoneer      | 2009       | 285        | Siege       | 2200       | 2000D/1000G/1000M | 32   | 180         |
| Catapult       | 751        | 165        | Siege       | 1400       | 1250D             | 24   | 160         |
| Horseman       | 665        | 188        | Human       | 4050       | 333D              | 13   | 195         |
| Knight         | 1142       | 185        | Human       | 5911       | 750D              | 27   | 215         |
| Mage Archer    | 977        | 170        | Human       | 1350       | 476D/576D/500D    | 15   | 250         |
| Mage Builder   | 443        | 140        | Human       | 1703       | 216D              | 5    | 180         |
| Swordsman      | 285        | 99         | Human       | 2500       | 360D              | 9    | 135         |
| Titan          | 1344       | 215        | Monster     | 3999       | 500D              | 21   | 190         |

| Air            | Build Cost | Build Time | Damage Type | Hit Points | Weapon Damage        | Exp. | Sight Dist. |
|----------------|------------|------------|-------------|------------|----------------------|------|-------------|
| Flying Builder | 2529       | 480        | Human       | 2503       | -                    | 25   | 200         |
| Gold Dragon    | 43944      | 8755       | Dragon      | 23999      | 845/845D/1690Dr/1500 | 300  | 230         |
| Spyhawk        | 266        | 260        | -           | 20         | -                    | 30   | 225         |

| Ships      | Build Cost | Build Time | Damage Type | Hit Points | Weapon Damage | Exp. | Sight Dist. |
|------------|------------|------------|-------------|------------|---------------|------|-------------|
| War Galley | 2319       | 338        | Naval       | 4527       | 1088D         | 27   | 302         |

| Special            | Build Cost | Build Time | Damage Type | Hit Points | Weapon Damage       | Exp. | Sight Dist. |
|--------------------|------------|------------|-------------|------------|---------------------|------|-------------|
| Avatar of Anu      | -          | -          | God         | 28999      | 6300D/63M/3077D/31M | 1011 | 289         |
| Baron Leimar       | -          | -          | Human       | 3654       | 380D                | 7    | 200         |
| Durna Goh          | -          | -          | Human       | 1840       | -                   | 11   | 135         |
| Elsin              | -          | -          | Monarch     | 16000      | 950D/2000D/5000D*   | 151  | 232         |
| Emen the Messenger | -          | -          | Human       | 1840       | 305D/30500Buri      | 9    | 189         |
| Jorath of Heldain  | -          | -          | Human       | 2340       | 405D                | 15   | 135         |
| Lord Buriash       | -          | -          | Buri        | 2940       | -                   | 16   | 135         |
| Lordling Dernhest  | -          | -          | Human       | 2200       | 501D                | 11   | 135         |
| Temple of Anu      | -          | -          | ??          | 28146      | -                   | 50   | 325         |

| Structures       | Build Cost | Build Time | Damage Type | Hit Points | Weapon Damage | Exp. | Sight Dist. |
|------------------|------------|------------|-------------|------------|---------------|------|-------------|
| Barracks         | 1955       | 600        | Factory     | 17162      | -             | 200  | 250         |
| Divine Lodestone | 8564       | 1450       | Lodestone   | 15092      | -             | 13   | 125         |
| Gate             | 200        | 130        | Fort        | 16145      | -             | 5    | 300         |
| Keep             | 9204       | 1522       | Factory     | 25116      | -             | 100  | 300         |
| Lodestone        | 280        | 92         | Lodestone   | 5680       | -             | 6    | 125         |
| Stronghold       | 7258       | 695        | Fort        | 18500      | 1125D         | 57   | 500**       |
| Trebuchet        | 11194      | 675        | Siege       | 2975       | 2001D         | 61   | 200         |
| Wall             | 75         | 65         | Fort?       | 4000       | -             | 1    | 45          |
| Watch Tower      | 2751       | 300        | Fort        | 4700       | 225D          | 21   | 250         |





## Veruna

| # of Attacking Units | # of Builders | Avg. Bang/Buck | Avg. Offen. Power | Highest B./B.     |
|----------------------|---------------|----------------|-------------------|-------------------|
| 22*                  | 7*            | 15.63*         | 858.79            | 50.59 (Berzerker) |

| <u>Ground</u>   | Build Cost | Build Time | Damage Type | Hit Points | Weapon Damage | Exp. | Sight Dist. |
|-----------------|------------|------------|-------------|------------|---------------|------|-------------|
| Amazon Knight   | 1136       | 159        | Human       | 2200       | 301D          | 23   | 185         |
| Berzerker       | 682        | 115        | Human       | 2884       | 760D          | 15   | 90          |
| Catapult        | 667        | 159        | Siege       | 2289       | 1513D         | 32   | 160         |
| Crossbowman     | 300        | 104        | Human       | 1600       | 293D          | 7    | 180         |
| Crusader        | 1069       | 196        | Human       | 4325       | 615D          | 16   | 79          |
| Musketeer       | 745        | 122        | Human       | 1420       | 693D          | 21   | 180         |
| Priest of Lihir | 5292       | 911        | Human       | 2755       | 799D          | 29   | 220         |
| Priestess       | 505        | 145        | Human       | 2300       | -             | 4    | 169         |
| Warrior         | 265        | 85         | Human       | 2617       | 380D          | 8    | 135         |

| <u>Air</u> | Build Cost | Build Time | Damage Type | Hit Points | Weapon Damage   | Exp. | Sight Dist. |
|------------|------------|------------|-------------|------------|-----------------|------|-------------|
| Dirigible  | 1611       | 185        | Airship     | 4079       | 1270D/161D      | 33   | 350         |
| Parrot     | 251        | 246        | ??          | 20         | -               | 30   | 225         |
| Sea Dragon | 49287*     | 9654*      | Dragon      | 23988      | 795D/795D/3150D | 300  | 210         |

| <u>Ships</u>   | Build Cost | Build Time | Damage Type | Hit Points | Weapon Damage | Exp. | Sight Dist. |
|----------------|------------|------------|-------------|------------|---------------|------|-------------|
| Flagship       | 1237       | 440        | Naval       | 6112       | 413D          | 12   | 230         |
| Harpoon Ship   | 1711       | 156        | Naval       | 5254       | 1089D         | 18   | 320         |
| Man of War     | 2656       | 185        | Naval       | 7630       | 1332D         | 30   | 278         |
| Skiff          | 384        | 225        | Naval       | 2750       | 214D          | 12   | 320         |
| Transport Ship | 2333       | 230        | Naval       | 8650       | 282D          | 14   | 270         |
| Trebuchet Ship | 5843       | 374        | Naval       | 3288       | 1845D         | 41   | 237         |

| <u>Special</u>      | Build Cost | Build Time | Damage Type | Hit Points | Weapon Damage                | Exp. | Sight Dist. |
|---------------------|------------|------------|-------------|------------|------------------------------|------|-------------|
| Kirena              | -          | -          | Monarch     | 14800      | 1500D/2001D/1001M/<br>5000D* | 150  | 215         |
| Angel of Lihir      | -          | -          | God         | 28987      | 5600D/56M/2200D/22<br>M      | 1005 | 292         |
| Solan Rixx Flagship | -          | -          | Naval       | 8888       | 913D                         | 15   | 315         |

| <u>Structures</u> | Build Cost | Build Time | Damage Type | Hit Points | Weapon Damage | Exp. | Sight Dist. |
|-------------------|------------|------------|-------------|------------|---------------|------|-------------|
| Bastion           | 7255       | 655        | Fort        | 17975      | 1150D         | 61   | 500**       |
| Citadel           | 8192       | 1655       | Factory     | 28852      | -             | 200  | 275         |
| Divine Lodestone  | 7655       | 1119       | Lodestone   | 15092      | -             | 10   | 125         |
| Enclave           | 2116       | 499        | Factory     | 16516      | -             | 100  | 250         |
| Floating Tower    | 3608       | 374        | Fort        | 9147       | 1089D         | 35   | 500*        |
| Gate              | 399        | 169        | Fort        | 17000      | -             | 5    | 210         |
| Guard Tower       | 2598       | 287        | Fort        | 4200       | 200D          | 31   | 350         |
| Lodestone         | 304        | 123        | Lodestone   | 5680       | -             | 5    | 125         |
| Mortar            | 5546       | 712        | Siege       | 2050       | 1587D         | 47   | 175         |
| Pillar of Light   | 3008       | 1899       | Lodestone   | 1800       | -             | 12   | 125         |
| Sea Fort          | 2340       | 585        | Factory     | 19064      | -             | 100  | 250         |
| Wall              | 89         | 45         | Fort?       | 4000       | -             | 1    | 100         |



## Taros

| # of Attacking Units | # of Builders | Avg. Bang/Buck | Avg. Offen. Power | Highest B./B.          |
|----------------------|---------------|----------------|-------------------|------------------------|
| 20                   | 6             | 11.48          | 871.58*           | 46.65<br>(Executioner) |

| <u>Ground</u>   | Build Cost | Build Time | Damage Type | Hit Points | Weapon Damage  | Exp. | Sight Dist. |
|-----------------|------------|------------|-------------|------------|----------------|------|-------------|
| Black Knight    | 722        | 203        | Human       | 1700       | 189D           | 8    | 200         |
| Blade Demon     | 1644       | 254        | Monster     | 6500       | 570D           | 23   | 130         |
| Dark Mason      | 615        | 175        | Human       | 1200       | -              | 5    | 185         |
| Executioner     | 296        | 105        | Human       | 2611       | 420D           | 8    | 145         |
| Fire Demon      | 1189       | 204        | Monster     | 3000       | 600D           | 32   | 156         |
| Fire Mage       | 2308       | 328        | Monster     | 3500       | 469D/800D/300D | 28   | 200         |
| Fire Spout      | 944        | 175        | Monster     | 3000       | 610D           | 14   | 169         |
| Lich            | 744        | 139        | Undead      | 3600       | 800D, 160U     | 18   | 99          |
| Mind Mage       | 2947       | 419        | Human       | 3800       | 1D/1D          | 24   | 200         |
| Skeleton Archer | 677        | 125        | Undead      | 900        | 355D           | 13   | 240         |
| Weather Witch   | 1403       | 232        | Human       | 1000       | 50/492/555     | 22   | 200         |
| Zombie          | 156        | 75         | Undead      | 1111       | 350D           | 3    | 350         |

| <u>Air</u>   | Build Cost | Build Time | Damage Type | Hit Points | Weapon Damage              | Exp. | Sight Dist. |
|--------------|------------|------------|-------------|------------|----------------------------|------|-------------|
| Black Dragon | 44587      | 8888       | Dragon      | 23946      | 796D/796D/1592Dr/20<br>25D | 300  | 224         |
| Dark Priest  | 6552       | 1282       | Human       | 4000       | 750D/925D/825D             | 27   | 145         |
| Gargoyle     | 185        | 102        | Monster     | 143        | -                          | 30   | 214         |
| Ghost Ship   | 804        | 179        | Undead      | 2300       | 311D                       | 9    | 200         |
| Iron Beak    | 1863       | 352        | Monster     | 920        | 807D                       | 18   | 200         |
| Sky Knight   | 3221       | 331        | Monster     | 4400       | 790D                       | 26   | 200         |

| <u>Special</u>  | Build Cost | Build Time | Damage Type | Hit Points | Weapon Damage           | Exp. | Sight Dist. |
|-----------------|------------|------------|-------------|------------|-------------------------|------|-------------|
| Lokken          | -          | -          | Monarch     | 16000      | 790D/1020D/5000D*       | 151  | 225         |
| Spawn of Belial | -          | -          | God         | 29999*     | 5500D/55M/2321D/23<br>M | 989  | 294         |
| Mirazi Hekat    | -          | -          | Human       | 4500       | 1402D                   | 31   | 201         |

| <u>Structures</u> | Build Cost | Build Time | Damage Type | Hit Points | Weapon Damage | Exp. | Sight Dist. |
|-------------------|------------|------------|-------------|------------|---------------|------|-------------|
| Abyss             | 5687       | 1411       | Factory     | 23020      | -             | 200  | 250         |
| Cabal             | 1688       | 512        | Factory     | 16558      | -             | 100  | 250         |
| Caged Demon       | 2695       | 285        | Fort        | 4608       | 245D          | 26   | 250         |
| Divine Lodestone  | 7399       | 1055       | Lodestone   | 15092      | -             | 13   | 125         |
| Gate              | 421        | 165        | Fort        | 15666      | -             | 5    | 300         |
| Lodestone         | 299        | 85         | Lodestone   | 5680       | -             | 5    | 125         |
| Mage Tower        | 7951       | 705        | Fort        | 17189      | 1350D         | 55   | 500**       |
| Temple            | 8251       | 1844       | Factory     | 29941      | -             | 300  | 300         |
| Wall              | 109        | 95         | Fort??      | 4000       | -             | 1    | 200         |



## Zhon

| # of Attacking Units | # of Builders | Avg. Bang/Buck | Avg. Offen. Power | Highest B./B.  |
|----------------------|---------------|----------------|-------------------|----------------|
| 18                   | 5             | 12.62          | 834.24            | 52.73 (Troll)* |

| <u>Ground</u> | Build Cost | Build Time | Damage Type | Hit Points | Weapon Damage | Exp. | Sight Dist. |
|---------------|------------|------------|-------------|------------|---------------|------|-------------|
| Basilisk      | 1784       | 271        | Monster     | 900        | 1             | 14   | 180         |
| Beast Handler | 1685       | 455        | Monster     | 1401       | 180D          | 6    | 175         |
| Beast Lord    | 5887       | 585        | Monster     | 4300       | 200D          | 10   | 200         |
| Beast Tamer   | 3540       | 789        | Monster     | 1751       | -             | 15   | 200         |
| Goblin        | 173        | 78         | Monster     | 1211       | 181D          | 3    | 110         |
| Hunter        | 311        | 115        | Monster     | 1254       | 270D          | 8    | 188         |
| Jungle Orc    | 1397       | 195        | Monster     | 4612       | 999D          | 22   | 200         |
| Shaman        | 6899       | 905        | Monster     | 2341       | 626D          | 36   | 200         |
| Stone Giant   | 2951       | 425        | Monster     | 10310      | 1269D, 381Dr  | 43   | 230         |
| Troll         | 354        | 89         | Monster     | 3514       | 450D          | 9    | 170         |

| <u>Air</u>     | Build Cost | Build Time | Damage Type | Hit Points | Weapon Damage          | Exp. | Sight Dist. |
|----------------|------------|------------|-------------|------------|------------------------|------|-------------|
| Harpy          | 2562       | 333        | ??          | 913        | 1D                     | 15   | 190         |
| Ancient Dragon | 47114      | 9355       | Dragon      | 23759      | 851D/774D/1548Dr/2400D | 300  | 180         |
| Bat            | 292        | 290        | ??          | 142        | -                      | 30   | 200         |
| Drake          | 3004       | 379        | Monster     | 2786       | 721D                   | 27   | 144         |
| Gryphon        | 859        | 169        | Monster     | 1911       | 340D                   | 26   | 200         |
| Roc            | 819        | 126        | Monster     | 2100       | -                      | 7    | 200         |
| Wisp           | 1300       | 245        | Monster     | 1375       | 520D                   | 18   | 151         |

| <u>Sea Creatures</u> | Build Cost | Build Time | Damage Type | Hit Points | Weapon Damage | Exp. | Sight Dist. |
|----------------------|------------|------------|-------------|------------|---------------|------|-------------|
| Kraken               | 768        | 145        | Monster     | 4101       | 790D          | 17   | 145         |

| <u>Special</u>  | Build Cost | Build Time | Damage Type | Hit Points | Weapon Damage      | Exp. | Sight Dist. |
|-----------------|------------|------------|-------------|------------|--------------------|------|-------------|
| Nyrian Hunter   | -          | -          | ??          | 1952       | 160D               | 4    | 200         |
| Thirsha         | -          | -          | Monarch     | 9244       | 1031D/1455D/5000D* | 150  | 275         |
| Wrath of Tammuz | -          | -          | God         | 23500      | 2400D, 24M         | ###  | 290         |

| <u>Structures</u> | Build Cost | Build Time | Damage Type | Hit Points | Weapon Damage | Exp. | Sight Dist. |
|-------------------|------------|------------|-------------|------------|---------------|------|-------------|
| Death Totem       | 5582       | 610        | Fort        | 13432      | 492D          | 39   | 300         |
| Divine Lodestone  | 6556       | 1101       | Lodestone   | 15092      | -             | 10   | 125         |
| Lodestone         | 492        | 159        | Lodestone   | 5680       | -             | 5    | 125         |
| Sacred Fire       | 214        | 100        | ??          | 845        | -             | 5    | 130         |



## Units Ranked by Offensive Power

| Race   | Unit                | Offensive Power | Bang/Buck | Damage Rate |
|--------|---------------------|-----------------|-----------|-------------|
| Taros  | Spawn of Belial     | 11986.78        | -         | 2115.38     |
| Veruna | Angel of Lihhr      | 11356.23        | -         | 2074.07     |
| Zhon   | Wrath of Tammuz     | 10653.34        | -         | 2400.00     |
| Aramon | Avatar of Anu       | 9585.78         | -         | 1750.00     |
| Taros  | Black Dragon        | 1440.17         | 3.23      | 318.40      |
| Aramon | Gold Dragon         | 1276.84         | 2.91      | 281.67      |
| Zhon   | Ancient Dragon      | 1273.04         | 2.70      | 283.67      |
| Veruna | Bastion             | 1220.18         | 16.82     | 359.38      |
| Veruna | Sea Dragon          | 1200.37         | 2.44      | 265.00      |
| Taros  | Mage Tower          | 1153.47         | 14.51     | 355.26      |
| Aramon | Elsin               | 1148.44         | -         | 380.00      |
| Veruna | Kirenna             | 1048.33         | -         | 375.00      |
| Aramon | Stronghold          | 982.81          | 13.54     | 281.25      |
| Taros  | Lokken              | 955.02          | -         | 316.00      |
| Misc.  | Devourer            | 724.07          | -         | 383.33      |
| Zhon   | Stone Giant         | 650.34          | 22.04     | 333.95      |
| Zhon   | Mirazi Hekat        | 627.21          | -         | 737.89      |
| Veruna | Floating Tower      | 627.18          | 17.38     | 363.00      |
| Zhon   | Death Totem         | 567.40          | 10.16     | 223.64      |
| Taros  | Blade Demon         | 525.01          | 31.93     | 427.60      |
| Veruna | Solan Rixx Flagship | 510.93          | -         | 304.33      |
| Zhon   | Jungle Orc          | 497.31          | 35.60     | 570.86      |
| Veruna | Man of War          | 492.23          | 18.53     | 341.54      |
| Veruna | Dirigible           | 489.25          | 30.37     | 635.00      |
| Zhon   | Thirsha             | 450.05          | -         | 257.75      |
| Aramon | Knight              | 418.70          | 36.66     | 375.00      |
| Aramon | War Galley          | 387.65          | 16.72     | 453.33      |
| Veruna | Harpoon Ship        | 360.25          | 21.05     | 363.00      |
| Veruna | Berzerker           | 345.01          | 50.59     | 633.33      |
| Aramon | Titan               | 314.74          | 23.42     | 416.67      |
| Zhon   | Kraken              | 291.41          | 37.94     | 376.19      |
| Veruna | Crusader            | 279.12          | 26.11     | 341.67      |
| Veruna | Transport Ship      | 255.98          | 10.97     | 156.67      |
| Aramon | Barbarian           | 254.31          | 36.59     | 387.88      |
| Veruna | Trebuchet Ship      | 229.17          | 3.92      | 369.00      |
| Misc.  | Prisoner1           | 222.98          | -         | 341.67      |
| Taros  | Sky Knight          | 218.86          | 6.79      | 263.33      |
| Aramon | Lordling Dernhest   | 208.19          | -         | 501.00      |
| Taros  | Lich                | 201.48          | 27.08     | 296.30      |
| Veruna | Priest of Lihhr     | 198.00          | 3.74      | 380.48      |



|        |                    |        |       |        |
|--------|--------------------|--------|-------|--------|
| Zhon   | Troll              | 186.68 | 52.73 | 281.25 |
| Aramon | Cannoneer          | 184.39 | 7.18  | 444.44 |
| Aramon | Jorath of Heldain  | 170.49 | -     | 385.71 |
| Taros  | Fire Mage          | 163.19 | 7.04  | 246.84 |
| Taros  | Dark Priest        | 161.90 | 2.47  | 214.29 |
| Aramon | Trebuchet          | 160.64 | 1.44  | 285.86 |
| Veruna | Flagship           | 158.93 | 12.85 | 137.67 |
| Aramon | Baron Leimar       | 145.71 | -     | 211.11 |
| Taros  | Executioner        | 138.09 | 46.65 | 280.00 |
| Aramon | Horseman           | 134.08 | 20.16 | 175.26 |
| Veruna | Mortar             | 122.90 | 2.22  | 317.40 |
| Veruna | Catapult           | 118.94 | 17.83 | 275.03 |
| Taros  | Fire Spout         | 115.22 | 12.21 | 203.33 |
| Taros  | Fire Demon         | 106.25 | 8.94  | 187.50 |
| Veruna | Warrior            | 104.36 | 39.38 | 211.11 |
| Veruna | Amazon Knight      | 104.24 | 9.18  | 250.83 |
| Zhon   | Beast Lord         | 101.83 | 1.73  | 125.00 |
| Aramon | Swordsman          | 100.00 | 35.09 | 211.76 |
| Taros  | Caged Demon        | 92.72  | 3.44  | 106.52 |
| Zhon   | Shaman             | 86.50  | 1.25  | 195.63 |
| Zhon   | Drake              | 84.32  | 2.81  | 160.22 |
| Misc.  | Ghoul              | 80.47  | -     | 142.00 |
| Aramon | Watch Tower        | 79.90  | 2.90  | 90.00  |
| Veruna | Guard Tower        | 72.13  | 2.78  | 90.91  |
| Aramon | Emen the Messenger | 66.25  | -     | 190.63 |
| Aramon | Acolyte of Anu     | 65.17  | 1.10  | 150.00 |
| Veruna | Skiff              | 61.76  | 16.08 | 118.89 |
| Zhon   | Nyrian Hunter      | 58.99  | -     | 160.00 |
| Aramon | Catapult           | 50.85  | 6.77  | 192.31 |
| Aramon | Mage Archer        | 45.80  | 4.69  | 179.62 |
| Zhon   | Wisp               | 45.02  | 3.46  | 173.33 |
| Taros  | Zombie             | 44.51  | 28.53 | 212.12 |
| Taros  | Iron Beak          | 43.82  | 2.35  | 252.19 |
| Taros  | Ghost Ship         | 38.60  | 4.80  | 88.86  |
| Zhon   | Gryphon            | 36.10  | 4.20  | 100.00 |
| Zhon   | Goblin             | 36.00  | 20.81 | 157.39 |
| Aramon | Mage Builder       | 34.74  | 7.84  | 108.00 |
| Veruna | Musketeer          | 29.98  | 4.02  | 111.77 |
| Misc.  | Farmer             | 25.56  | -     | 135.29 |
| Zhon   | Beast Handler      | 23.82  | 1.41  | 90.00  |
| Taros  | Skeleton Archer    | 22.35  | 3.30  | 131.48 |
| Zhon   | Hunter             | 22.05  | 7.09  | 93.10  |
| Taros  | Black Knight       | 21.68  | 3.00  | 67.50  |



|        |                   |       |      |        |
|--------|-------------------|-------|------|--------|
| Veruna | Crossbowman       | 18.84 | 6.28 | 62.34  |
| Misc.  | Peasant           | 16.61 | -    | 135.29 |
| Aramon | Assassin          | 16.36 | 0.65 | 173.17 |
| Misc.  | Beggar            | 15.33 | -    | 135.29 |
| Misc.  | Piranha           | 15.11 | -    | 800.00 |
| Aramon | Archer            | 14.75 | 4.54 | 71.00  |
| Zhon   | Harpy             | 11.00 | -    | 0.67   |
| Misc.  | Giant Boar        | 10.80 | -    | 190.63 |
| Misc.  | Wolf              | 7.93  | -    | 52.50  |
| Misc.  | Saber Tooth Tiger | 7.52  | -    | 70.00  |
| Taros  | Weather Witch     | 2.36  | 0.17 | 12.50  |
| Taros  | Mind Mage         | 0.13  | -    | 0.18   |
| Misc.  | Ayla              | 0.11  | -    | 0.20   |
| Zhon   | Basilisk          | 0.07  | -    | 0.40   |
| Misc.  | Sailor            | 0.05  | -    | 0.25   |



## Units Ranked by Bang/Buck

| Race   | Unit           | Offensive Power | Bang/Buck | Damage Rate |
|--------|----------------|-----------------|-----------|-------------|
| Zhon   | Troll          | 186.68          | 52.73     | 281.25      |
| Veruna | Berzerker      | 345.01          | 50.59     | 633.33      |
| Taros  | Executioner    | 138.09          | 46.65     | 280.00      |
| Veruna | Warrior        | 104.36          | 39.38     | 211.11      |
| Zhon   | Kraken         | 291.41          | 37.94     | 376.19      |
| Aramon | Knight         | 418.70          | 36.66     | 375.00      |
| Aramon | Barbarian      | 254.31          | 36.59     | 387.88      |
| Zhon   | Jungle Orc     | 497.31          | 35.60     | 570.86      |
| Aramon | Swordsman      | 100.00          | 35.09     | 211.76      |
| Taros  | Blade Demon    | 525.01          | 31.93     | 427.60      |
| Veruna | Dirigible      | 489.25          | 30.37     | 635.00      |
| Taros  | Zombie         | 44.51           | 28.53     | 212.12      |
| Taros  | Lich           | 201.48          | 27.08     | 296.30      |
| Veruna | Crusader       | 279.12          | 26.11     | 341.67      |
| Aramon | Titan          | 314.74          | 23.42     | 416.67      |
| Zhon   | Stone Giant    | 650.34          | 22.04     | 333.95      |
| Veruna | Harpoon Ship   | 360.25          | 21.05     | 363.00      |
| Zhon   | Goblin         | 36.00           | 20.81     | 157.39      |
| Aramon | Horseman       | 134.08          | 20.16     | 175.26      |
| Veruna | Man of War     | 492.23          | 18.53     | 341.54      |
| Veruna | Catapult       | 118.94          | 17.83     | 275.03      |
| Veruna | Floating Tower | 627.18          | 17.38     | 363.00      |
| Veruna | Bastion        | 1220.18         | 16.82     | 359.38      |
| Aramon | War Galley     | 387.65          | 16.72     | 453.33      |
| Veruna | Skiff          | 61.76           | 16.08     | 118.89      |
| Taros  | Mage Tower     | 1153.47         | 14.51     | 355.26      |
| Aramon | Stronghold     | 982.81          | 13.54     | 281.25      |
| Veruna | Flagship       | 158.93          | 12.85     | 137.67      |
| Taros  | Fire Spout     | 115.22          | 12.21     | 203.33      |
| Veruna | Transport Ship | 255.98          | 10.97     | 156.67      |
| Zhon   | Death Totem    | 567.40          | 10.16     | 223.64      |
| Veruna | Amazon Knight  | 104.24          | 9.18      | 250.83      |
| Taros  | Fire Demon     | 106.25          | 8.94      | 187.50      |
| Aramon | Mage Builder   | 34.74           | 7.84      | 108.00      |
| Aramon | Cannoneer      | 184.39          | 7.18      | 444.44      |
| Zhon   | Hunter         | 22.05           | 7.09      | 93.10       |
| Taros  | Fire Mage      | 163.19          | 7.04      | 246.84      |
| Taros  | Sky Knight     | 218.86          | 6.79      | 263.33      |
| Aramon | Catapult       | 50.85           | 6.77      | 192.31      |



|        |                 |         |      |        |
|--------|-----------------|---------|------|--------|
| Veruna | Crossbowman     | 18.84   | 6.28 | 62.34  |
| Taros  | Ghost Ship      | 38.60   | 4.80 | 88.86  |
| Aramon | Mage Archer     | 45.80   | 4.69 | 179.62 |
| Aramon | Archer          | 14.75   | 4.54 | 71.00  |
| Zhon   | Gryphon         | 36.10   | 4.20 | 100.00 |
| Veruna | Musketeer       | 29.98   | 4.02 | 111.77 |
| Veruna | Trebuchet Ship  | 229.17  | 3.92 | 369.00 |
| Veruna | Priest of Lihl  | 198.00  | 3.74 | 380.48 |
| Zhon   | Wisp            | 45.02   | 3.46 | 173.33 |
| Taros  | Caged Demon     | 92.72   | 3.44 | 106.52 |
| Taros  | Skeleton Archer | 22.35   | 3.30 | 131.48 |
| Taros  | Black Dragon    | 1440.17 | 3.23 | 318.40 |
| Taros  | Black Knight    | 21.68   | 3.00 | 67.50  |
| Aramon | Gold Dragon     | 1276.84 | 2.91 | 281.67 |
| Aramon | Watch Tower     | 79.90   | 2.90 | 90.00  |
| Zhon   | Drake           | 84.32   | 2.81 | 160.22 |
| Veruna | Guard Tower     | 72.13   | 2.78 | 90.91  |
| Zhon   | Ancient Dragon  | 1273.04 | 2.70 | 283.67 |
| Taros  | Dark Priest     | 161.90  | 2.47 | 214.29 |
| Veruna | Sea Dragon      | 1200.37 | 2.44 | 265.00 |
| Taros  | Iron Beak       | 43.82   | 2.35 | 252.19 |
| Veruna | Mortar          | 122.90  | 2.22 | 317.40 |
| Zhon   | Beast Lord      | 101.83  | 1.73 | 125.00 |
| Aramon | Trebuchet       | 160.64  | 1.44 | 285.86 |
| Zhon   | Beast Handler   | 23.82   | 1.41 | 90.00  |
| Zhon   | Shaman          | 86.50   | 1.25 | 195.63 |
| Aramon | Acolyte of Anu  | 65.17   | 1.10 | 150.00 |
| Aramon | Assassin        | 16.36   | 0.65 | 173.17 |
| Taros  | Weather Witch   | 2.36    | 0.17 | 12.50  |





## Units Ranked by Damage Rate

| Race   | Unit                | Offensive Power | Bang/Buck | Damage Rate |
|--------|---------------------|-----------------|-----------|-------------|
| Zhon   | Wrath of Tammuz     | 10653.34        | -         | 2400.00     |
| Taros  | Spawn of Belial     | 11986.78        | -         | 2115.38     |
| Veruna | Angel of Lihl       | 11356.23        | -         | 2074.07     |
| Aramon | Avatar of Anu       | 9585.78         | -         | 1750.00     |
| Misc.  | Piranha             | 15.11           | -         | 800.00      |
| Zhon   | Mirazi Hekat        | 627.21          | -         | 737.89      |
| Veruna | Dirigible           | 489.25          | 30.37     | 635.00      |
| Veruna | Berzerker           | 345.01          | 50.59     | 633.33      |
| Zhon   | Jungle Orc          | 497.31          | 35.60     | 570.86      |
| Aramon | Lordling Dernhest   | 208.19          | -         | 501.00      |
| Aramon | War Galley          | 387.65          | 16.72     | 453.33      |
| Aramon | Cannoneer           | 184.39          | 7.18      | 444.44      |
| Taros  | Blade Demon         | 525.01          | 31.93     | 427.60      |
| Aramon | Titan               | 314.74          | 23.42     | 416.67      |
| Aramon | Barbarian           | 254.31          | 36.59     | 387.88      |
| Aramon | Jorath of Heldain   | 170.49          | -         | 385.71      |
| Misc.  | Devourer            | 724.07          | -         | 383.33      |
| Veruna | Priest of Lihl      | 198.00          | 3.74      | 380.48      |
| Aramon | Elsin               | 1148.44         | -         | 380.00      |
| Zhon   | Kraken              | 291.41          | 37.94     | 376.19      |
| Aramon | Knight              | 418.70          | 36.66     | 375.00      |
| Veruna | Kirena              | 1048.33         | -         | 375.00      |
| Veruna | Trebuchet Ship      | 229.17          | 3.92      | 369.00      |
| Veruna | Harpoon Ship        | 360.25          | 21.05     | 363.00      |
| Veruna | Floating Tower      | 627.18          | 17.38     | 363.00      |
| Veruna | Bastion             | 1220.18         | 16.82     | 359.38      |
| Taros  | Mage Tower          | 1153.47         | 14.51     | 355.26      |
| Misc.  | Prisoner1           | 222.98          | -         | 341.67      |
| Veruna | Crusader            | 279.12          | 26.11     | 341.67      |
| Veruna | Man of War          | 492.23          | 18.53     | 341.54      |
| Zhon   | Stone Giant         | 650.34          | 22.04     | 333.95      |
| Taros  | Black Dragon        | 1440.17         | 3.23      | 318.40      |
| Veruna | Mortar              | 122.90          | 2.22      | 317.40      |
| Taros  | Lokken              | 955.02          | -         | 316.00      |
| Veruna | Solan Rixx Flagship | 510.93          | -         | 304.33      |
| Taros  | Lich                | 201.48          | 27.08     | 296.30      |
| Aramon | Trebuchet           | 160.64          | 1.44      | 285.86      |
| Zhon   | Ancient Dragon      | 1273.04         | 2.70      | 283.67      |
| Aramon | Gold Dragon         | 1276.84         | 2.91      | 281.67      |
| Aramon | Stronghold          | 982.81          | 13.54     | 281.25      |



|        |                    |         |       |        |
|--------|--------------------|---------|-------|--------|
| Zhon   | Troll              | 186.68  | 52.73 | 281.25 |
| Taros  | Executioner        | 138.09  | 46.65 | 280.00 |
| Veruna | Catapult           | 118.94  | 17.83 | 275.03 |
| Veruna | Sea Dragon         | 1200.37 | 2.44  | 265.00 |
| Taros  | Sky Knight         | 218.86  | 6.79  | 263.33 |
| Zhon   | Thirsha            | 450.05  | -     | 257.75 |
| Taros  | Iron Beak          | 43.82   | 2.35  | 252.19 |
| Veruna | Amazon Knight      | 104.24  | 9.18  | 250.83 |
| Taros  | Fire Mage          | 163.19  | 7.04  | 246.84 |
| Zhon   | Death Totem        | 567.40  | 10.16 | 223.64 |
| Taros  | Dark Priest        | 161.90  | 2.47  | 214.29 |
| Taros  | Zombie             | 44.51   | 28.53 | 212.12 |
| Aramon | Swordsman          | 100.00  | 35.09 | 211.76 |
| Aramon | Baron Leimar       | 145.71  | -     | 211.11 |
| Veruna | Warrior            | 104.36  | 39.38 | 211.11 |
| Taros  | Fire Spout         | 115.22  | 12.21 | 203.33 |
| Zhon   | Shaman             | 86.50   | 1.25  | 195.63 |
| Aramon | Catapult           | 50.85   | 6.77  | 192.31 |
| Aramon | Emen the Messenger | 66.25   | -     | 190.63 |
| Misc.  | Giant Boar         | 10.80   | -     | 190.63 |
| Taros  | Fire Demon         | 106.25  | 8.94  | 187.50 |
| Aramon | Mage Archer        | 45.80   | 4.69  | 179.62 |
| Aramon | Horseman           | 134.08  | 20.16 | 175.26 |
| Zhon   | Wisp               | 45.02   | 3.46  | 173.33 |
| Aramon | Assassin           | 16.36   | 0.65  | 173.17 |
| Zhon   | Drake              | 84.32   | 2.81  | 160.22 |
| Zhon   | Nyrian Hunter      | 58.99   | -     | 160.00 |
| Zhon   | Goblin             | 36.00   | 20.81 | 157.39 |
| Veruna | Transport Ship     | 255.98  | 10.97 | 156.67 |
| Aramon | Acolyte of Anu     | 65.17   | 1.10  | 150.00 |
| Misc.  | Ghoul              | 80.47   | -     | 142.00 |
| Veruna | Flagship           | 158.93  | 12.85 | 137.67 |
| Misc.  | Beggar             | 15.33   | -     | 135.29 |
| Misc.  | Farmer             | 25.56   | -     | 135.29 |
| Misc.  | Peasant            | 16.61   | -     | 135.29 |
| Taros  | Skeleton Archer    | 22.35   | 3.30  | 131.48 |
| Zhon   | Beast Lord         | 101.83  | 1.73  | 125.00 |
| Veruna | Skiff              | 61.76   | 16.08 | 118.89 |
| Veruna | Musketeer          | 29.98   | 4.02  | 111.77 |
| Aramon | Mage Builder       | 34.74   | 7.84  | 108.00 |
| Taros  | Caged Demon        | 92.72   | 3.44  | 106.52 |
| Zhon   | Gryphon            | 36.10   | 4.20  | 100.00 |
| Zhon   | Hunter             | 22.05   | 7.09  | 93.10  |



|        |                   |       |      |       |
|--------|-------------------|-------|------|-------|
| Veruna | Guard Tower       | 72.13 | 2.78 | 90.91 |
| Aramon | Watch Tower       | 79.90 | 2.90 | 90.00 |
| Zhon   | Beast Handler     | 23.82 | 1.41 | 90.00 |
| Taros  | Ghost Ship        | 38.60 | 4.80 | 88.86 |
| Aramon | Archer            | 14.75 | 4.54 | 71.00 |
| Misc.  | Saber Tooth Tiger | 7.52  | -    | 70.00 |
| Taros  | Black Knight      | 21.68 | 3.00 | 67.50 |
| Veruna | Crossbowman       | 18.84 | 6.28 | 62.34 |
| Misc.  | Wolf              | 7.93  | -    | 52.50 |
| Taros  | Weather Witch     | 2.36  | 0.17 | 12.50 |
| Zhon   | Harpy             | 11.00 | -    | 0.67  |
| Zhon   | Basilisk          | 0.07  | -    | 0.40  |
| Misc.  | Sailor            | 0.05  | -    | 0.25  |
| Misc.  | Ayla              | 0.11  | -    | 0.20  |
| Taros  | Mind Mage         | 0.13  | -    | 0.18  |



| <h2 style="margin: 0;">A Concise History of the Lands of Darien</h2> <p style="margin: 0;">by Zaxxon</p>  |  |
|---|--|
| 7-25-99   | PDF Version of this Guide released<br>StratosGroup.com website officially launches |
| 7/16/1999   | Zaxxon's TA:Kingdoms Guide v4.1 released.  |
| 7/15/99   | Aramon Flying Builder Released   |
| 7/12/1999   | Zaxxon's TA:Kingdoms Guide v3.8 released.  |
| 7/9/1999  | Zaxxon's TA:Kingdoms Guide v3.75 released / New website design!                    |
| 7/5/1999  | Zaxxon's TA:Kingdoms Guide v3.5 released   |
| 7/2/1999  | Zaxxon's TA:Kingdoms Guide v3.0 released in XLS and HTML formats                   |
| 6/30/1999   | Zaxxon's TA:Kingdoms Unit Statistics first released to the public                  |
| 6/25/1999   | TA: Kingdoms officially hits store shelves<br>'No Bong' sound patch released       |
| 6/23/1999   | Kingdoms starts appearing in stores  |
| <p><b>New! In version 4.1 of Zaxxon's Guide to TA: Kingdoms...</b></p> <ul style="list-style-type: none"> <li>-- Improved Walkthroughs</li> <li>-- First Downloadable Unit Stats included (Future versions will include future units only)</li> <li>-- More error corrections</li> <li>-- Third installment in the 'Inhabitants of Darien' section</li> <li>-- Text Boxes changed to formatted cells to improve scrolling speed in Excel</li> </ul>   |  |
| <p><b>New! In version 3.8 of Zaxxon's Guide to TA: Kingdoms...</b></p> <ul style="list-style-type: none"> <li>-- More strategies</li> <li>-- Several error corrections</li> </ul>   |  |
| <p><b>New! In version 3.75 of Zaxxon's Guide to TA: Kingdoms...</b></p> <ul style="list-style-type: none"> <li>-- More strategies</li> <li>-- Improved performance tips</li> <li>-- Improved Race-specific strategies</li> <li>-- Installment 2 of the Inhabitants of Darien section</li> <li>-- Default hotkey list</li> <li>-- Yet More error corrections / reformatting</li> <li>-- QuickSheet started, with easily-printable popular statistics</li> <li>-- Official Buildtrees added</li> </ul>                              |  |
| <p><b>New! In version 3.51 of Zaxxon's Guide to TA: Kingdoms...</b></p> <ul style="list-style-type: none"> <li>-- Performance tips</li> <li>-- Race-specific strategies, along with More general strategies and cheats</li> <li>-- Avg/Highest Offensive Power and Bang/Buck ratios for each Race</li> <li>-- Highest instance of each statistic marked with an asterisk (*)</li> <li>-- Final seven chapters of Azraelot's walkthrough</li> <li>-- Kingdoms History section</li> <li>-- Inhabitants of Darien section</li> </ul> |  |
| <p><b>New! In version 3.0 of Zaxxon's Guide to TA: Kingdoms...</b></p> <ul style="list-style-type: none"> <li>-- Strategies</li> <li>-- Azraelot's walkthrough (Chapters 1-41)</li> <li>-- First HTML version available</li> <li>-- Offensive Power, Damage Rate, and Bang/Buck statistics introduced</li> </ul>  |  |