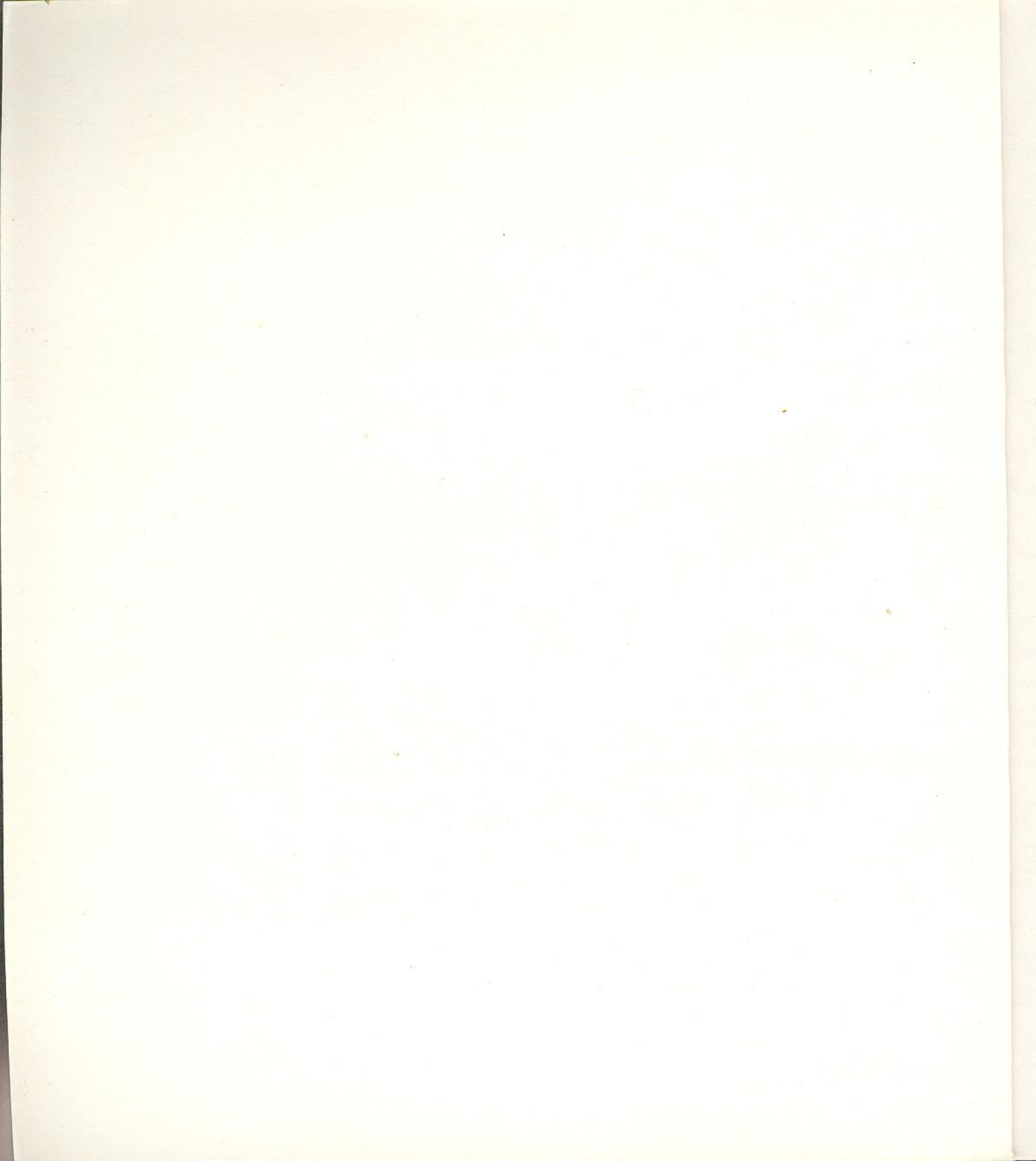
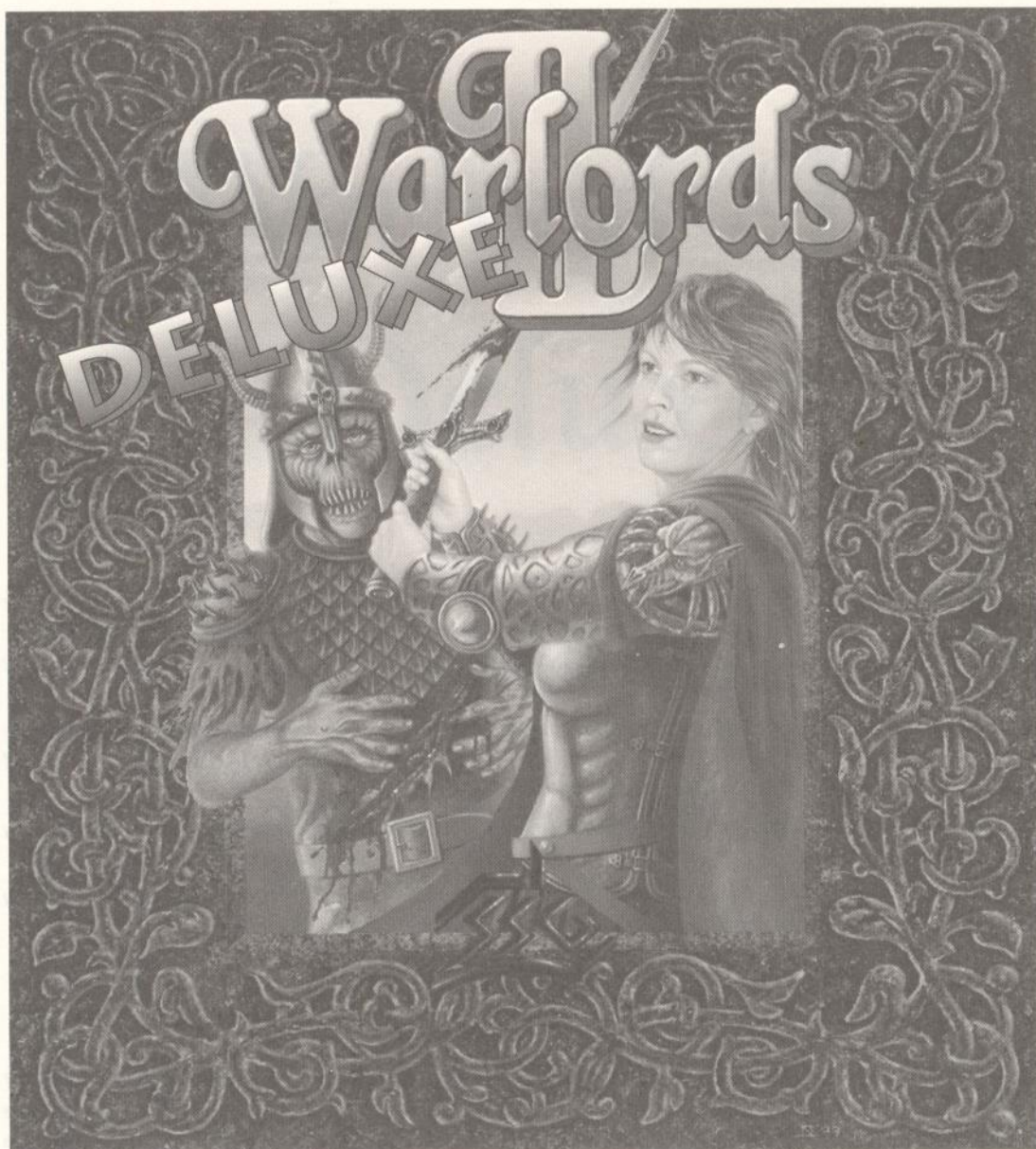


GARY MAKIN • ROGER KEATING  
STEVE FAWKNER • GREGOR WHILEY  
IAN TROUT









A Game by Gary Makin, Roger Keating,  
Steve Fawkner, Gregor Whiley  
and Ian Trout

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## 1. INTRODUCTION

*Warlords II Deluxe* is an eight player game of conquest and empire. Different worlds are provided as a stage for your ambitions, and as a test of your capabilities. In the quest for final victory, you will assemble vast armies, conquer and loot mighty cities, undertake perilous quests, make and break alliances and wield magical artefacts of great power.

*Warlords II Deluxe* is a sequel to the best selling *Warlords II* and boasts a wide range of additions and improvements. As well as the game itself, *Warlords II Deluxe* contains an improved version of the *Warlords II Scenario Builder* and a number of new scenarios.

This manual is written for the IBM. Information on installing and starting the game can be found in the accompanying Install Guide. A brief list of items that have changed between *Warlords II* and *Warlords II Deluxe* is found below.

## 2. WHAT'S NEW

- In naval combat, armies on a boat fight at their unmodified strength or a strength of four, whichever is the lowest. This means that cheap navies composed entirely of scouts are not as effective as they once were.
- There is an Undo Move command. It won't work on hidden maps if, during the course of a stack's movement, that stack explores new territory.
- The ability to raze a city can be set in the Edit Options screen. *Raze Anytime* is exactly the same as in the original game, where the owner of a city can raze it when it is captured, or at any time thereafter. *On Capture* restricts razing to the dialog box that appears when a city is captured. If it is not razed, it cannot subsequently be razed by the current owner. *Not Allowed* means that razing is never allowed. Quests are adjusted when this option is chosen, so that they no longer require players to raze a city to fulfil a quest.



## Warlords II Deluxe

- Random Maps offer a number of options. Depending on the scenarios installed, players will be able to choose a terrain type other than Grassland. You can also choose Army, City and Shield sets for each random game. Random Maps come in Regular, Large and Family sizes.
- Terrain can be edited.
- Planting of Standards and vectoring production to them is no longer allowed.
- Accelerated Game Play.

### 3. AN OVERVIEW

*The mighty events of the recent past. . .*

A short time ago, but an immeasurable distance away, the land of Illuria was finally at peace. After a long and bloody war, it had been united under brilliant, wise, benevolent and far sighted leadership. The name of this Supreme Leader, who shall illuminate and at the same time overshadow all of recorded history is, of course, constantly on *your* lips.

Despite the dawning of a new golden age, there was still a problem in Illuria (there always is!). All manner of heroes, knights, generals, admirals and other military men, valiant warriors all, had contributed to the great victory but were now, sadly, without vocation. And being, as required by legend, huge and hearty, ham-fisted and hairy (well... maybe some of the women weren't so hairy), they were totally unsuited for a life of peace.

Did one but require a tribe of Orcs be slaughtered, their skulls artfully compiled into a fifty foot pyramid... or fresh materials for a heads on pikes collection... then these were just the men for the job. Sadly though, such culturally significant skills were no longer required, and the military men did not fit in.

Nor did they go away! Decomposing carcasses of divers, vivisected monsters littered castle and countryside; inns and taverns were demolished by their carousing, and, worst of all, they would not pick up peasants after using them for target practice.



## Warlords II Deluxe

Every celebratory banquet had to be bigger and better than the previous one. Not that the luckless guests often got the opportunity to eat... again and again the cutlery was purloined for the thousandth retelling of great battles and great deeds... it seemed every hero was personally responsible for the defeat of the fearsome Jessarton Light Infantry!

Something had to be done. The Great Helmsman called all the Sages of the land together, and told them that they were to do it. Their alternative, as the Father of His People casually mentioned, was the demolition of their Temples, the razing of their Libraries, and the immediate employment of all surviving Sages in the Royal Sanitary Corps.

Armed with this subtle encouragement, the assembled Sages wrought a mighty spell. All the heroes, and the other unemployable military types, were plucked from the land and dumped, *en masse*, in the new world of Etheria. Etheria had many lands to conquer, much that was worth fighting over, new and worthy opponents, and offered instant and profitable employment to the newcomers.

*That was then, this is now. . .*

The new world of Etheria was ripe for exploitation. Vast tracts of land were populated by quiescent, placid populations, but dreams of empire still burned in the hearts of some. There were many populated land masses in Etheria, and surely an enterprising Warlord could build an empire on one of them.

*Your mission. . .*

Your mission is conquest. Select the land you wish to start with, and select the forces you will control. Your goal in *Warlords II Deluxe* is fiendishly simple; to vanquish all opposition to your rule. To do this you will have to control all the cities in the game. The only way to do this is to take them by storm.

The application of overwhelming military force is the method of first (and favourite) resort in *Warlords II Deluxe*. Naturally, you will have to pay some attention to economic and possibly diplomatic considerations but in the end, you'll have to confront the armies of your enemies, and defeat them utterly. In Etheria, Might is Right!



## Warlords II Deluxe

Overwhelming force does not mean unsophisticated. There are many cunning ways of giving your troops an edge in battle. Troops led by heroes and accompanied by fearsome allies will fight better. Heroes can search ruins or undertake quests to find the magical items that enhance their leadership in battle. Flying armies can appear behind enemy lines, and naval forces can take coastal cities, or transport invasion forces.

Regrettably, the process of bringing your enlightened rule to all will occasion the demise of all other forces, but this is inevitable. You can't make an empire without breaking dynasties.

### 4. THE TUTORIAL

Follow the instructions in the Install Guide for installing and starting the game.

#### (a). Starting the Tutorial

After the intro and title screen, the first screen you see will be the Game Start screen. Click on the New Scenario button, and choose the tutorial scenario from the list presented, then click on the OK button. You will be returned to the Game Start screen. Click on the Begin button to start the tutorial.

As the tutorial starts, the first of a number of help screens built in to the tutorial appears with some useful information.

#### (b). Your First Hero

Your side is the Knights. Click on the turn number message when it appears to start your turn. On the first turn of every *Warlords II Deluxe* game, a hero appears in your capital. A help screen appears with some info about heroes. Click on the help screen to make it go away, and then examine the hero dialog. You can rename your hero by clicking in the text box containing his name. When you've finished, click on the OK button.



### (c). Producing an Army

After confirming the arrival of your Hero, your next job is to order the production for your city. Another help screen will pop up and explain this process. Click on the help screen to make it go away, then examine the production screen.

You only have one army type that you can produce, so click on the army icon. The highlight circle will turn white, and the Current: line will show that the army will arrive in one turn (abbreviated as 1t). The details of your army are shown on the right hand side of the dialog. Click on the Done button when you have finished.

### (d). Selecting Armies for Movement

Once you've ordered production of a new army, it's time to start moving the ones you already have. The help screen appears to explain how you select an army, or armies, for movement. Click on the help screen, and examine the map. On the large map you will see a white castle, with an icon representing your hero standing on the castle. Move the cursor directly over the hero. It will change into a circle with a dot in the middle. This indicates that you can select the army beneath it. Click on the hero icon.

Another help screen appears to explain moving armies, which is what you will do next. Click when you have finished, and look at the screen. Your hero icon is surrounded by a moving highlight, indicating that it has been selected for movement. Looking at the small box at the bottom of the map, you can see the hero icon displayed again. It is highlighted, indicating that any movement orders will apply to that army.

Just to the right is another icon. It is greyed out and has a highlight ring that is yellow rather than white. As it stands, this army won't be affected by any movement orders you give.

Choose the Stack command from the View menu. This brings up the Stack Dialog. You can see that your hero has a +2 hero bonus. Hit the Group button.



## Warlords II Deluxe

Now both armies are highlighted, and will move together. Notice also that the Light Infantry gets the bonus added to its strength, as it is now grouped with the Hero. Hit the OK button.

### (e). Moving Your Armies

With a group of armies selected, the cursor will change to a pair of walking feet as you move it over the map. Click on the road to the left of the castle. Your group will move along the road to the point where you clicked. Keep clicking to the left until your group reaches a junction in the road. At the bottom of the screen is a grey castle. This is your first objective. Click on the road just outside the castle, so that your group moves there.

### (f). Your First Battle

With your army sitting outside the castle, move the cursor over the grey army inside. It changes into a sword, indicating that you can attack the castle. When the cursor is a sword shape, hold down the SHIFT key. The cursor changes into a question mark. Click with the mouse button. A sagacious looking adviser will appear, and advise you that the coming battle will be a walkover. Click on the Done button. Move the cursor back over the defender and click. The combat dialog appears, and the results are shown and announced. You should win the battle.

### (g). Your First Victory

When you take a city, you have four options, as explained in the ubiquitous help screen. Click on the screen, and then click on the Occupy button in the dialog. You now get to specify more production for your newly conquered city. Read the help screen and then click on the middle army type (Light Infantry), to begin producing that.



### (h). What to Do Next

First, choose the End Turn Command from the Turn Menu. This will bring you to Turn 2. The help screen brings up some more advice. We're going to take some of that advice by searching a ruin. Click on the hero icon. Another army will have turned up in your new city, so move over that if you have to, and double click with the mouse. This means click the mouse button twice, quickly, and is a very convenient way of grouping all the armies together. If that doesn't seem to work, use the Stack command again.

Then move the group to the ruin that is just to the north west of your new city. It's the group of stones that look something like Stonehenge. When you get there, a help screen tells how to search ruins, and what you can expect to receive. Click on the help screen, and then choose Search from the Hero menu.

If you meet monsters, they might fight you, or join your side. If you find a sage, take the money. After searching the ruin, move back to your city.

### (i). Dealing with Computer Players

Since this is a tutorial, your opponent will be a bit of a patsy. That doesn't mean that you can take too many chances. Always garrison your cities with at least three armies, and try to attack with a large stack. This may mean sitting around for a little while you build up your armies.

There are a few ruins on the tutorial map. Choose the Ruins command from the View menu to see which sites are unexplored, and take your hero exploring. Make sure you take some armies along with him when you do.

When you are ready to attack the computer's cities, use the adviser to check things out first.

### (j). Messing About in Boats

There are some cities not on the main island. This is not a problem. When you have your attacking group assembled, just select it, and click on the road just



## Warlords II Deluxe

outside the castle. The computer will work out a path, and move your group to the mainland by boat. All you have to do is keep moving the group along its path, by using the walking feet button in the bottom right of the screen.

### (k). Winning

If you hold most of the cities, your opponent will offer to surrender. If you accept the offer, you have won. If you don't, you will have to take every enemy city on the board to win. Good luck!

## 5. STARTING A GAME

### (a). Selecting a Scenario

The first screen you see after the game titles is the Game Start screen. From here you can Choose a new scenario, Load a saved game, or choose a Random Map.

#### Choose Scenario

*Warlords II Deluxe* comes with a number of different scenarios. Clicking on the Choose Scenario button brings up a scenario selection dialog. The names of all the scenarios are shown on the left, and the details of the currently selected scenario are shown on the right. You are given the name of each scenario, a brief description, the number of Cities and Ruins, and the number of players in the scenario.

Scenarios with twenty or forty cities are included for those who would like a short or medium length game. Click on the scenario you wish to play, and click on the OK button to load that scenario.

Scenarios are listed from the HD, and the CD (if present).



# Warlords II Deluxe

## Random Map

*Warlords II Deluxe* has the capacity to produce an infinite number of worlds through the Random Map function. Clicking on the Random Map button brings up the map specification dialog.

You can choose between three Map Sizes, Regular, Large and Family. Regular allows between 18 and 35 cities, Large 28 to 80, Family 48 to 100. The number of cities, and the proportions of Water, Hills and Forest are all adjustable by sliders on the right of the dialog.

Production in a scenario is set by the scenario designer. In a random map you have one element of choice. Certain powerful army types are usually only found as allies of heroes in the game. However, you can choose to have some cities start a random game able to produce these types. Clicking on the Cities Can Produce Allies check-box will change this setting.

All random game elements are stored in a single directory. By default this is named Random. This means that any new Random game will overwrite a previous game. If you wish to store multiple Random games, edit the Random Directory field to a new name.

The four icons at the bottom of the dialog show the choices for Army, City, Terrain and Shield sets. Click on these icons to bring up a dialog allowing you to change each set.

When you have made your choices, click the Okay button.

## Begin

When you have made all of your choices, click on the Begin button to start your game.

## (b). Choosing Sides

After choosing a scenario, you will see the Game Setup screen. This screen lists the eight sides in the game, along with icons displaying who is controlling them.



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Each side can be controlled by a Human, or a Knight, Lord or Warlord computer player, or can be left out entirely. The computer Warlords are the fiercest of opponents, and it is recommended that you begin by playing against Knights. To change control of a side, click on the word describing who controls it. It will scroll to a new setting, and the icon beside it will change. The estimated difficulty factor appears at the bottom of the screen. See fig 5.1



Fig 5.1. Choosing Sides

to those levels of play, or you can use the Edit Options button to pick and choose for yourself.

### (e). I Am the Greatest

The *I am the Greatest* button lays down a challenge to the rest of the world. It automatically chooses Warlords as your opponents, although naturally you may still change this. Whoever you finally fight, you may rest assured that the computer players have heard, and will respond, to your boast.

### (f). EMail Games

EMail games are set up by choosing this option. EMail games are explained in Chapter 18.

### (c). Renaming Sides

You can rename a side by clicking on the Side Name and editing the Side Name dialog that appears.

### (d). Editing Options

There are a number of game options in *Warlords II Deluxe*. A full list appears in Chapter 14. You can choose from the Beginner, Intermediate or Advanced buttons to select options appropriate



## (g). Enhanced Players

Any player, computer or human, can be Enhanced. This adds +2 to the strength of all armies produced by the Enhanced player.

## 6. PLAYING THE GAME



The screen in *Warlords II Deluxe* is divided into five areas. These are the Menu Bar, the Tactical Map, the Strategic Map, the Action Palette and the Info Area/Stack Palette.

### (a). Using the Tactical Map

The Tactical map is where you move your armies and make them fight. The map shows a close up of the world chosen for the scenario. See fig 6.1.

As you move the cursor over the map, it changes in response to different conditions or key-presses. These changes give you feedback as to what is happening, and what commands you can issue.

The possible cursors are explained below.

-  This is the standard cursor. It appears in dialogs and over the Menu Bar.
-  This is the army selection cursor. It appears over armies that you own. Clicking on a stack will select a group for movement, and bring up the Stack Palette below the map. See Chapter 7 for more details.

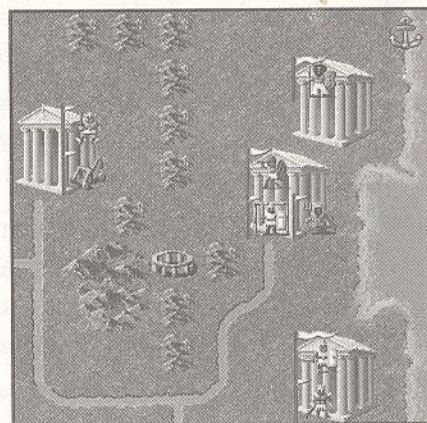











Fig 6.1. The Tactical Map



## Warlords II Deluxe

-  This is the city cursor. It appears only over cities you own. Clicking on the city is the same as issuing the Production command from the View menu, and takes you straight to the production dialog.
-  This is the combat cursor. It appears over enemy cities and stacks that you can attack. Clicking will initiate combat.
-  This is the peace cursor. If the diplomacy option is on, you may be prohibited by convention from attacking certain forces. The heart shaped cursor replaces the combat cursor to remind you of your diplomatic obligations. Since no piece of paper can really stop a Warlord, you can still attack. However, if you do, you will pay a heavy diplomatic price for your cowardly actions. See Chapter 14 for details.
-  This is the land destination cursor. It appears when a group is selected and the cursor is over land. Clicking on the map sets a destination for the selected group. See Chapter 7 for more details.
-  This is the sea destination cursor. It appears when a non-flying group is selected and the cursor is over the sea. Clicking on the map sets a destination for the selected group. See Chapter 7 for more details.
-  This is the scrolling cursor. When it appears, hold down the left mouse button to grab the map. You can then move the map around for as long as the button is down.
-  This is the path create cursor. Holding down the Alt key will bring up this cursor. Clicking will create a destination and the path to that destination, but the group will not move along that path. This allows you to check out the computer's movement decisions, without committing yourself.
-  This is the combat advisor cursor. If the Military Advisor option is on, when the combat cursor is showing, holding down the shift key will change the combat cursor to the advisor cursor. Clicking will then bring up the military advisor's estimate of your chances if you commit to combat.
-  This is the ruin cursor. It appears over ruins and temples and brings up the ruins dialog.



## The Right Mouse Button

The right mouse button brings up help or information screens on just about any part of the game. You can right-click on armies, cities, terrain, ruins, signposts, icons and buttons, towers and both maps to get information or reminders. Just try it out to see how comprehensive the system really is.

## The Shift Key

Sometimes the cursor won't be in the right condition for a command that you wish to issue. For instance, if a city has armies in all four squares, then the tower cursor for production cannot appear. Holding down the shift key will cause the cursor to change to the city or ruin cursor.

## The Control Key

The control key switches between the land destination and army selection cursor.

## The ALT Key

The ALT key brings up the path create cursor on both the Strategic and Tactical Maps.

## (b). Using the Strategic Map

This map shows the entire land at a reduced scale. Cities are shown by the shield of their owner, or grey shields if neutral. As the cursor moves over the Strategic Map, it changes to a magnifying glass.

Clicking on the Strategic Map will scroll the Tactical Map to the square selected on the Strategic Map.

See fig 6.2.



Fig 6.2.  
The Strategic Map



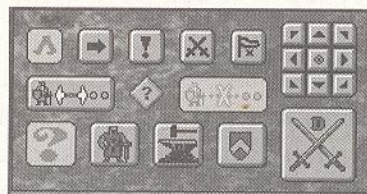
## Warlords II Deluxe

### (c). Using the Action Palette

The Action Palette contains a number of buttons which help you manipulate the map and your forces. The scroll pad moves the Tactical Map. The centre button in the scroll pad will centre the screen on the current group.

The diplomacy button reports diplomatic proposals, and clicking on it will take you to the Diplomacy screen. See *fig 6.3*.

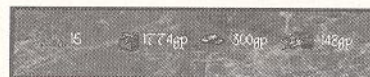
The movement control buttons are explained in Chapter 7. The shortcuts are explained in Chapter 16.



*Fig 6.3. The Action Palette*

### (d). The Info Area

The info area appears when there is no group currently selected. It shows the number of cities that you own, your wealth, your income for this turn and your current upkeep. See *fig 6.4*.



*Fig 6.4. The Info Area*

### (e). The Stack Palette

The Stack Palette appears whenever a group is selected for movement, and is explained in Chapter 7.

## 7. MOVEMENT

The most important actions in the game are moving armies and making them fight. There are a number of ways to move armies in Etheria (or wherever). You probably won't need to use all of them, but will instead choose a few techniques which suit your style of play.



## (a). Groups and Stacks

A group consists either of a single army, or two or more armies that you have explicitly combined. Armies that you have grouped always move and attack together, until you explicitly separate them, or they die.

To select a group, just click on the group's army icon on the Tactical Map. A highlight will appear around the selected group. As you move the cursor away from the army, it changes into a pair of legs, indicating that you can now give a destination to the selected group, just by clicking on the map.

A stack consists of all the armies in a single square, regardless of how they are grouped. For instance, all armies in a square will defend together, regardless of their grouping. Units move and attack as groups, and defend as stacks. A maximum of eight armies may occupy each square on the map, although groups of armies may pass through each other in excess of this limit during movement.

## (b). The Stack Palette

In the Stack Palette, at the bottom of the map, you are shown the currently selected group, plus any other groups that are in the same square. The display looks a little complex, but it has been designed so that you can manipulate groups and stacks without having to call up dialogs or clutter the screen. See *fig 7.1*.

The current group is shown by a green tick under the left-most army of the group. If there is more than one army in the group, they are displayed immediately to the right of the first army, and all armies in the group have background circles of the same color.

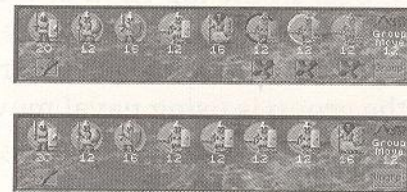


Fig 7.1. The Stack Palette

Units in the same square, but not in the current group, will have their icons greyed out. They themselves might belong to different groups, and thus might have more than one background circle color.



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There are three operations that you can perform on groups; changing the current group, adding to the current group, and subtracting from the current group.

To change the current group, just click on the red cross icon of the group that you wish to make current.

To add to the current group, click on the greyed out icon of the army you wish to add. The army will be highlighted, and its background circle will change color to that of the current group.

To remove an army from the current group, click on its icon. The army will be greyed out and placed in a new non-current group of its own.

Since all armies in a group are arranged next to each other in the palette, adding or removing armies may cause armies to move around in the palette. A few minutes experimentation will illustrate just how the system works.

There is a small button in the bottom right of the Stack Palette. When it is red, clicking on it will ungroup all armies, and place them in single army groups. When it is green, clicking will merge all armies together into a single group.

The individual movement factors of each army are shown under their icons. The group move, which is the lowest move factor of the armies in the current group, is shown above the group button.

If every army in the current group is capable of flying, a small pair of wings will appear in the top right of the Stack Palette. If the current group gets a woods movement bonus, then a tree is shown, a small hill for a hills bonus, a combination wood and hill if the current group is eligible for both bonuses, or a boat if the group is using naval movement.

### (c). Moving Around

To be moved, a group must be selected by clicking on it, and only the currently selected group will be moved. A glance at the Stack Palette before selecting a destination will ensure that the right armies get the orders.



Once a group is selected you can use a number of techniques to move them. Most techniques involve the creation of a path. This is shown on the Tactical Map as a line of hollow dots.

This path will be remembered from turn to turn, although it may change if the computer finds a more efficient route in subsequent turns. You can easily get the group to continue along the path in following turns. Dots with a cross through them indicate those portions of the path that you cannot reach this turn.

With the land destination cursor showing, you can click anywhere on the tactical map to establish a destination. The movement routines will find a very efficient route to the selected destination, and the army will immediately move along that route.

With the path creation cursor showing, clicking on the map establishes a path, but the army does not immediately move along the path. A group can be made to move along its path by clicking on the walking feet icon in the Action Palette, as soon as you are happy with its intentions.

When a group is selected, you can hold down the ALT key and click on the group. While the mouse button is held down, you can drag the shadow of the group over the map. Releasing the mouse button will establish a path. Clicking on the move group button in the Action Palette will cause the group to move.

The numeric keypad will also move the army one square at a time and the 5 key will centre the screen on the current army.

### (d). Deselecting Groups

A group may be deselected by clicking on the deselect icon, a flag with a cross, in the Action Palette. Shortcut = DEL key.

### (e). Movement Control

As your empire grows, you will have greater numbers of armies in far flung parts of the world. To keep track of these forces we strongly recommend that you use the movement control commands provided in the Action Palette.



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### Move Group

This button is only active if the current group has a path defined. Clicking on the button will cause the group to move along that path. Shortcut = END key.

### Next Group

This command takes you to the next group available for movement, and selects it. You can loop through all of your armies as often as you like, giving orders until none are left capable of moving. Shortcut = RET key.

### Leave Group

This command will leave the current group out of the Next Group loop until the next turn. It is useful when a group still has movement points left, but is already positioned where you want it. When a group runs out of movement points, or does not have enough points to move, the Leave Group command is automatically issued for that group. Shortcut = ESC key.

### Defend

This command takes a group out of the Next Group loop for this and subsequent turns, until it is selected again by clicking on the group's icon on the map. This is very useful for garrison troops, who will not be moving, and who only clutter up the Next Group loop.

If a group is outside of a city or ruin, and it is given a defend order, and it remains stationary for one full turn, then at the start of its next turn, it will be considered to be encamped. The group's icon is replaced by a small tower, and it receives a +1 bonus in defence.

### Show Army Destination

This command toggles the main map between showing the currently selected group and its destination. Shortcut = TAB key.



### Cancel Path

This command cancels the current path. Shortcut = BACKSPACE key.

### Mouse and Keyboard Info

This command brings up a series of screens which summarise all important mouse and cursor commands, along with shortcuts and key modifiers.

## 8. MOVEMENT RULES

### (a). Movement Points

In order for an army to move in *Warlords II Deluxe* it must have enough movement points (MPs) to get to its new location. Movement points might be better described as "potential for movement". In other words, they indicate how far an army can move in one turn. An army of heavy infantry has few movement points; an army of cavalry has a lot of movement points, since it is on horseback.

Different types of armies will have different movement points.

Different types of terrain will use up different amounts of movement points. As a basic rule, each terrain type has a fixed cost for all armies. Some armies are then given a bonus, in the form of lower MP costs for certain terrain, and can transmit that bonus to other armies that they are grouped with.

For example, it is easier for elves to move through a forest. If you have a group containing an elf, then all armies in the group will pay the lower MP costs in a forest, rather than the standard rate. Since both army types and movement bonuses can vary between scenarios, the necessary information can be found within the game itself.

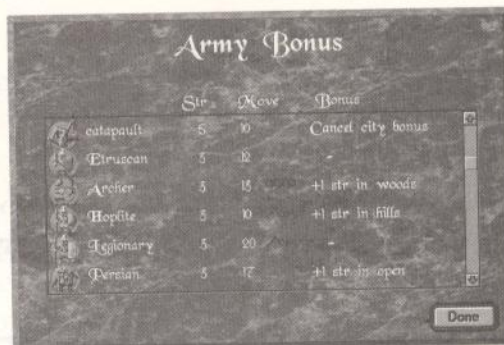
The Army Bonus command in the View Menu shows the move and combat bonus for each army type. If an army gets a movement bonus, this is indicated by a small icon to the right of the army icon. A tree means a bonus in forests, a hill means a bonus in hills, wings mean that the army can fly.



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The move bonus means that armies pay the plains cost for the terrain they have the bonus for. See fig 8.1.

Each turn an army will regenerate its movement points. If it had any left over from last turn, a maximum of two MPs may also carry over to the new turn. The Appendix shows the move values for the different types of armies.



	Str	Mov	Bonus
catapult	5	10	Cannot city bonus
Etruscan	5	12	-
Archer	5	15	+1 str in woods
Hoplite	5	10	+1 str in hills
Legionary	5	20	-
Persian	5	17	+1 str in open

Fig 8.1. Movement Bonuses

### (b). Illegal Moves

A group may never move into any of the following places.

- Any terrain type marked as forbidden for that army type.
- Off the edge of the map.
- Onto an enemy army, or into an enemy or neutral city. These locations must be fought over, rather than moved into.
- Onto one or more of your own armies if that would result in more than eight armies in that location at the end of the group's move. Groups may move through their own side's stacks without worrying about stacking limits. The Diplomacy option allows you to move through Allied stacks as if they are your own. See Chapter 14.
- Into terrain created as illegal for all armies (this is new to Deluxe).

### (c). Movement in Groups

When armies move, they pay a standard cost for each terrain type entered. Some armies have movement bonuses in certain terrain. If a group contains an army with a move bonus, then the entire group pays the lower cost for that terrain.

A group's move will stop as soon as one army does not have enough MPs left to enter the next square, even though some armies may have MPs left. Of course,



you can always divide the group, and continue moving with those armies so capable.

There are exceptions to this rule. A Hero may travel with any army using that army's movement cost. Thus a flying army may fly a Hero over mountains or sea. The Hero will only be able to fly if all the remaining armies in his group are capable of flying or he has a magical item enabling his group to fly.

### (d). Naval Transport

*Warlords II Deluxe* makes it very easy for armies to use naval transport. Groups can embark on transport ships at any coastal city, bridge or port. (A port is a coastal square marked with an anchor symbol). To use the transports, just set a group's destination on or over water. The group will move to the embarkation point and stop, and its icon will be replaced with that of a transport ship. Next turn, the group will be able to move on the water.

Note that the group does not use a single boat, nor are these boats part of the stack. Instead, each army may be thought of as hiring, (or commandeering), its own boat.

When a group reaches a disembarkation point, (these are the same as the embarkation points), the group may disembark by moving onto land. If it does so, its move will be stopped, and next turn the group will be able to move normally on land. Note that this means that armies can only disembark at coastal cities, bridges or ports.

If a naval group moves onto an enemy city, the group will attack the city as if it had attacked from land, but this will not end its naval movement. It is possible for a naval group to continue moving and attacking coastal cities for as long as it has the MPs to do so.

The movement routines can handle naval movement automatically. If a group's route takes it across water, the routines will move the group to the appropriate embarkation point, cross the water, then disembark and continue moving on land, all without any need for intervention by the player.



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### (e). Different Terrain Types

The rulebook uses the default (grassland) terrain as its example for MP costs. There are other terrain types in *Warlords II Deluxe* but they all have terrain types equivalent to water, plains, forest, hills, mountain and marsh. Each equivalent terrain has the same costs and move bonuses as the default type. Note that in some underground scenarios, no unit can move over the equivalent of mountain terrain, i.e. they can't fly through rock.

## 9. ARMIES

### (a). Introduction to Armies

Armies play a very large part in *Warlords II Deluxe*. Without them you could not take over cities, or defend yourself from your marauding opponents. There are three main types of armies; ordinary armies such as infantry and cavalry, special armies such as dragons and wizards, and heroes.

### (b). Stacking

Up to eight armies may be in the same location at the same time. This will be indicated by the length and location of the army flags. The first four armies in a stack are indicated by the increasing length of the top flag. A fifth army is indicated by a short bottom flag, and a short top flag. Thereafter, the sixth, seventh and eighth armies of the stack are indicated by the increasing length of the top flag. Thus, stacks with four or less armies have only one flag, those with five or more have two.

Armies in a group need not be of the same type; for instance you could have one cavalry, one giant, a dragon and a hero.



## (c). Stacks and Groups

While up to eight armies may be in a single square, they are not necessarily in the same group. Check the Stack Palette or use the Stack command from the View menu to make sure of the composition of a stack. See fig 9.1.

Unit	Str	Cost	Bonus	max	+1
Druse	5	100	20	+4 hero bonus	
Hoplite	4	10	1	+1 str in hills	
Etruscan	4	10	1		
Centurion	2	10	1	+1 str in open	
Centurion	2	10	1	+1 str in open	
Centurion	2	10	1	+1 str in open	
Centurion	2	10	1	+1 str in open	
Pelt	2	10	1		

Fig 9.1. Stack Composition

## (d). Acquiring Armies

There are twenty eight different army types in *Warlords II Deluxe*, and three different ways of acquiring them; production, alliance and hiring.

All cities in *Warlords II Deluxe* start off by being able to build one or more army types. These can be produced through the production routines. You may also elect to build a production type, paying a large sum of money for the privilege, which may then be produced as normal. See Chapter 12.

Alliances are made when a hero searches a ruin, and its guardians decide that they wish to join him, rather than fight him.

Heroes in *Warlords II Deluxe* are only available for money, apart from your first hero, who arrives free of charge. Heroes offer themselves from time to time, if you have the money for their hire. Heroes who are hired will also bring at least one special creature as an ally. See Chapter 15.

## (e). Disbanding Armies

The Disband command from the Order menu is used for disbanding your armies and removing them from the game. Use this command when a single army or a stack is selected. It is particularly useful for getting rid of excess troops, so that you no longer have to pay any upkeep for them. You can disband an unwanted Hero.



# 10. ATTACKING

### (a). Description of Attacking

Attacking is defined as the act of trying to physically destroy an enemy army (or stack) by moving a group into the same location as the enemy. You cannot move onto or through an enemy army, you must fight it. If you wish to attack with every army in a square, they must be in the same group, otherwise your attack order will only apply to some of the armies present. It's probably a good idea to check the Stack Palette just before an attack.

Attacking is also the only way of capturing cities. If you attack an enemy city and all of the enemy armies are destroyed, or none were present, then you will have captured that city.

If you can attack an adjacent stack or city, the cursor will change to a sword when you move it over the enemy. Clicking on the enemy will then initiate the attack.

### (b). Strength Points

Each army has a number of strength points. This is an indication of how well that army fights. The minimum basic combat strength for an army is one, the maximum is nine. The Stack command from the View menu shows you the strengths of all armies in a stack. As well as their basic strengths, armies can be given bonuses in the form of extra strength points for a variety of reasons. These are shown in brackets after the basic strengths. Obviously, these can vary throughout the game, depending on what armies are in a stack.

### (c). Combat Bonuses

The path to victory in *Warlords II Deluxe* lies in using combat bonuses so that armies fight at more than their basic strength. There are a number of ways of doing this. Some add to the basic strength of an army while others are conferred by other armies in the group.



### Individual Bonuses

Searching at a temple will get an army (armies) blessed, adding +1 to its (their) combat value. See Chapter 13.

Armies can be awarded medals, which permanently add to their base combat value.

Heroes can reach higher levels of experience, which permanently add to their base combat value.

Individual bonuses are awarded to some armies when they fight on certain terrain. Terrain is determined by the terrain in the defender's square.

### Stack Bonuses

Units given a defend command can become encamped, gaining a +1 bonus on defence. See Chapter 7.

Stack bonuses are generated by specific armies, but apply to all armies that they are stacked with. Most special armies generate a +1 stack bonus, but some can generate more. Heroes can generate stack bonuses by virtue of their strength, and often carry artefacts which give further bonuses. Defenders in cities also receive a bonus from the city walls.

There is a maximum stack bonus of +5 that can be applied to any stack. It is shown on the top line of the Stack Dialog. See Chapter 9.

Since both army types and bonuses can vary between scenarios, the necessary information is also found within the game itself.

The Stack command in the View Menu will give information about the strengths and bonuses of armies in a stack. The Army Bonus command in the View Menu will give info about the combat bonus of each army type.

### (d). Losing Combat Bonuses

In certain circumstances, bonuses can be lost. Certain armies will negate bonuses conferred by heroes, or all non-hero bonuses (except city and en-



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camped bonus). Siege engines will negate the city defence bonus. Bear this in mind when you construct your stacks. A stack containing cheap, low strength armies inflated by lots of combat bonuses looks good only until it loses those extras.

### (e). Brief Description of Combat

When a combat occurs, each side lines up its armies according to the order specified in the Fight Order command of the Order menu. The default is weakest armies (crossbow fodder) first. The first two armies square off, and fight till one is killed. The next army on the losing side steps into the breach, and a new fight starts. Combat always continues until one side is completely destroyed. Terrain, and hence terrain bonuses, is always determined from the defender's square.

A few important points arise from this. It is very unlikely that the first armies in a stack will survive any but the most trivial combats. Also, if you lose a combat, you lose everyone.

The combat system favours quality of army more than it does quantity. Be warned, however, the lowliest light infantryman is capable of destroying the fiercest dragon! Just don't count on it. The bias towards quality is somewhat reduced if you use the Intense Combat option (see Appendix C for more details).

### (f). Attacking Cities

If a city produces one or two armies, its defenders receive a +1 bonus. If a city is capable of producing three or four armies, the bonus is +2.

When attacking enemy cities, it is necessary to defeat all the enemy troops within that city. It does not matter which wall of the city you attack. Thus, although you can only attack with a maximum of eight armies, a city will defend with all the armies it contains, which is a maximum of thirty two.

This means that the taking of a strongly defended city requires some thought. The best tactic is to assemble two or three stacks of eight to do the job. The first stacks will have to wear down the defenders to a point where your best and last

stack can finish them off without suffering too many casualties. A catapult, which negates all city defence bonuses may also come in handy.

You may console yourself with the thought that it is simply too expensive to maintain large garrisons in all cities, and any opponent who tries that will soon be bankrupt.

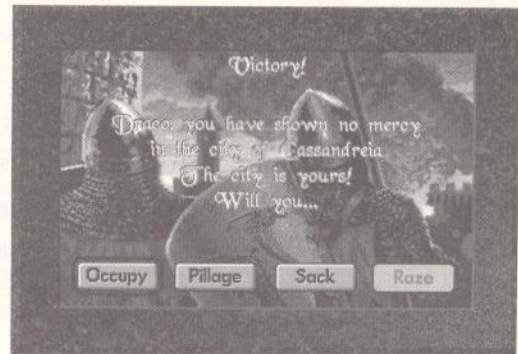
### (g). Victory in Sieges

After you've attacked and taken a city, you are presented with a dialog containing four options. In order of increasing severity they are Occupy, Pillage, Sack and Raze. If you Occupy, then you simply take over the city as is. If you Pillage, then the city loses the production of its most expensive army, and you receive money from the process.

If you Sack, then the city loses production of all but the cheapest army, and you receive more money as a result of your depredations. If you Raze the city, then it is burnt to the ground and cannot be rebuilt. You receive no money for this dreadful act, but your scorched earth policy may be strategically useful in denying resources to your enemies. See *fig 10.1*.

Game options may also restrict or prevent razing of cities.

However, pillaging, sacking and especially razing a city will make you unpopular with your neighbours. This unpopularity will occur whether or not you are using the diplomacy option, so some discretion in your handling of conquered cities is advised.



*Fig 10.1. Conquering Cities*



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### (h). Naval Combat

At sea, all armies on boats fight with a combat strength of four, or their unmodified strength, whichever is lower. No bonuses are allowed for any reasons. Flying armies fight normally against naval groups, and could thus be very lethal against a navy.

When a naval group attacks a city, it fights as a land group, with all its normal bonuses.

When armies in a city attack a naval group, which they can do if the naval group is adjacent, the city stack fights as a navy, with the combat strength limitations and without bonuses. Be aware that in this situation, the Military Advisor will get his diagnosis wrong.

### (i). Combat and Diplomacy

The diplomacy option can impose some restrictions on combat. If you are adjacent to a city of a neutral or allied power, or a stack of an allied power, then the cursor will change into a heart, informing you of diplomatic restrictions.

You can always attack a stack or city under diplomatic restriction, simply by clicking when the cursor is heart shaped, but you will pay a heavy diplomatic price for your dastardly actions. See Chapter 14.

### (j). Veteran Armies

After each combat in which two or more armies on both sides participated and the winning side was led by a hero, there is a small chance that an army on the winning side will be recognised as veteran. Heroes and allies are not eligible for this accolade. If an army is so honoured, a medal will be awarded, and the unit's strength will be increased by one. This award can be made a maximum of four times, for a +4 increase in strength. Veteran armies are indicated by a small star(s) next to the army icon in the Stack dialog.

### (k). How to Win Combats

A full explanation of the combat system is provided in Appendix C. However, you don't need to know all these details to play the game. The tips given in this chapter will explain what you need to know.

The key to combat in *Warlords II Deluxe* is the combat strength bonuses. Careful application of these makes poor troops strong, and good troops stronger. However, no stack can be considered unbeatable.

The best strategy is to structure attacking stacks around heroes and special armies. Heroes can carry the various artefacts that give bonuses, and can also generate their own bonuses as they increase in experience. Special armies give a bonus to all armies in a stack, or remove bonuses from enemy stacks. These are very valuable and should be included whenever possible.

You can now fill out the stack with lesser armies, cheaper and quicker to produce, who can do the necessary dying but who will fight well because of the bonuses. You should also consider following your strong stacks with replacement stacks, containing your favourite crossbow fodder troops. These stacks do not fight, since they do not have any bonuses, but simply provide replacements for casualties in the main stack.

As the game goes on your opponents will be able to afford a better class of basic troops, and you will also have to start producing stronger troop types as the basis of your stacks.

Once players' economies are up and running, the best possible stack, (using the Default Army Set), would look something like this; a Hero, carrying as many artefacts as possible, a Dragon to give a +2 stack bonus, a Devil to negate enemy non hero bonuses and an elephant to take -1 off the enemy stack. Round this out with tough armies that give good movement bonuses. If you are attacking an enemy stack containing a hero, an Archon, which would negate his bonuses would also be very useful.



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### (l). Death of a Hero

If a Hero should die in combat, and he is carrying artefacts, then a picture of a sword and helmet will appear on the spot where he fell. This contains all the artefacts that the Hero was carrying, and thus is very valuable. It can only be examined and picked up by another Hero (I blame the unions). Move a hero to the spot and use the Inspect Hero command to see what's on the ground and pick it up.

## 11. MONEY

### (a). Income and Expenditure

In Warlords II *Deluxe*, you are controlling an empire, and just like a real empire, there is never enough money. How do you get money? There is basically one solution; capture cities. You start the game with some gold, but after this, almost all gold is generated by cities.

Each city has an income associated with it, which represents trade and taxes. If you own a city, its income will be added to your tally of gold at the beginning of every turn. Thus, if you owned three cities generating 20 gp, 25 gp and 28 gp respectively (where gp stands for gold pieces), you would receive 73 gp at the start of your turn.

When you take an enemy city, you are given the option to pillage or sack the city. Pillaging and sacking both generate money, but damage the productive capacity of the city. See Chapter 10. Sages can also reward heroes with money, as well as information.

Where does the money go? Chiefly the money goes to supporting your troops, although you must also pay to produce them. It costs half as much to support an army each turn as it did to produce it; thus if it costs 4 gp to produce an army of heavy infantry, it will cost 2 gp to support it *every* turn (for more information on production costs, see Chapter 12).

Money may also be spent on building production for new troop types (very expensive) and hiring heroes.

### (b). Lack of Money

Lack of money is a very serious problem. This is not often the case early in the game, but as your empire expands, you may find it has grown too fast! Without money you cannot build troops; thus you cannot defend your borders when they become weak.

More importantly, you cannot defend your interior from sudden incursions by the enemy. If you are in a deficit situation, you must take action immediately. Disbanding troops will save a lot of money, and is often the only way out.

## 12. PRODUCTION

Production is the training, recruiting and building of armies to prepare them for battle. Each city has a maximum of four different army types that it can produce. It can only produce one army at a time.

### (a). Producing New Armies

To set production for a city, move the cursor over it. The cursor will turn into a tower, and clicking will bring up the production dialog. (If an army is selected for movement, you will have to hold down the Shift key to get the production cursor, or choose Production from the View menu).

The dialog opens with the new army production screen. If you choose other functions from this dialog, you can return to this screen by hitting the anvil button. The map shows the cities you own. Cities not producing have white shields, cities producing have white shields with a black anvil. The city whose production is currently being examined has a white anvil with a black border.



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The display shows the name of the city, and the current production. Under this a row of up to four icons, which show the troop types which may be produced this turn. Clicking on one of these icons brings up the relevant details about that troop type, and selects it for production. The Stop button cancels the production order. See fig 12.1.

The strip of icons along the bottom allows access to other production functions.



Fig 12.1. The Production Dialog

### (b). City Information

The castle icon with a question mark provides a summary of all the attributes of the city.

### (c). Building

The crane icon gives access to three functions. The Rename button allows you to rename your city (remember, ego is not a dirty word). The Raze button allows the desperate to raze their own city (if Game Options allow).

The Build Production icon brings up a dialog which allows you to build a new army type for the city to produce. Some army types (specials and heroes) cannot be built, others may cost more than your current treasury contains, and are greyed out. The valid builds are listed along with the cost of building that type.

In some scenarios, ordinary armies may be prohibited from being built as a new army type. This means that only those cities which produced the army type at the start of the game will be able to build it.

Choosing an army in Build Production does not automatically produce it, it just makes it available for production in that city. A maximum of four army types may be produced by a city. You cannot build the same type twice, but you may replace any existing type with a new army.



Position the red cursor around the production slot you wish to assign the new army type to. Be careful not to unwittingly replace an existing army type! Then click on the icon of the new army that you wish to order. Once you have created the new army type, the Produce button will automatically start building that army type.

### (d). Vectoring

Clicking on the arrows icon brings up the vectoring screen. Vectoring is a method of allowing you to transfer new production between cities, without going to the trouble of moving armies between them.

Instead of armies turning up in the city which produced them, they can be vectored to another of your cities. Vectored armies take the normal time to produce, and then take an extra two turns to arrive in their destination city. See *fig 12.2*.

The dialog shows you the vectoring arrangements for the city named at the top of the screen. Its current production is shown, along with any outgoing armies that are in transit to another city.



*Fig 12.2. Vectoring Armies*

Below that, the Next Turn line shows the incoming armies that are arriving next turn, and the Turn After line shows what will arrive in two turns time.

A city can be the destination for the production a maximum of four other cities. There are two possible actions in the vectoring screen but they both work the same way. First you select a source, then an action, then a destination.

### Vectoring to a New City

First select the city that is the source of the vectoring army by clicking on the city's shield on the map in the dialog. Then click on the button with a single



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yellow arrow. Then click on the shield of the destination city on the map. A yellow line will be drawn from the source city to the destination city, and the vectoring will be in place. If a city cannot be a destination for this action, i.e. it already has four incoming armies, then it will be greyed out.

Note that for this to make sense, the source city must actually be producing something.

To cancel a vector, select the source city as the destination, i.e. click on the source city, click on the yellow arrow icon, then click on the same city.

### Changing Destinations

As well as being the source of vectored production, a city may at the same time be the destination of up to four other cities' production. If you click on a city in the vectoring dialog, any cities which are vectoring to the city you are examining are shown in orange, and are connected to the city by orange lines.

Sometimes it's more convenient to adjust the destination of such vectoring, rather than four separate sources. Click on the shield of the city that is receiving the vectoring, click on the icon with the orange arrows, and click on the shield of the new destination. If a city cannot be a destination for this action, i.e. it will create more than four incoming armies at the destination, then it will be greyed out.

That's all there is to it. Just remember that in the vectoring dialog, orange is incoming and yellow is outgoing. The See All button will show all vectors, not just those for the current city. It can get confusing, but it might remind you of arrangements you have forgotten.

## 13. SEARCHING

### (a). Description of Searching

In general, searching is performed by a Hero, either on his own or with some help. Searching is done for a variety of reasons which are described below, but largely it is done at special locations to find either items, allies, information or gain some other advantage for that hero.

Searching is not without risk, as malevolent and sometimes powerful creatures guard their treasures. While a hero can search on his own, the more armies that accompany him, regardless of their strength, the better his chance of surviving the inevitable combat.

### (b). Ruins

Unexplored ruins are always guarded. If a hero defeats the guardians, or persuades them to join him, he is considered to have also explored the ruin. Upon exploration, ruins can yield gold, artefacts or allies, or the hero may encounter a Sage. The Sage will offer up to three choices. If the hidden map option is on, the Sage will offer to reveal a small area of the map of your choice. Or you may ask a Sage for the location of a particular item, or choose to be rewarded with money. Once a ruin has been explored, it is useless.

### (c). Temples

Temples have two functions. All armies, including heroes, may present themselves at a Temple and receive a blessing. Due to the intensely practical nature of religion in the land, this blessing is worth +1 in combat value. Other temples can add their own blessings, each worth +1, but you cannot be blessed twice by the same temple.

If the Quest option is on, a Hero may be given a chance to take on a quest. See Chapter 14.



## Warlords II Deluxe

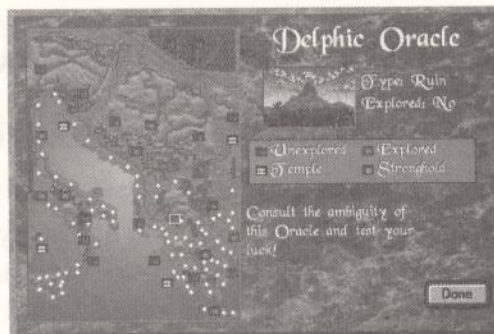
### (d). Where to Search

The Ruins command on the View menu brings up a dialog which shows you all of the ruins and temples on the map. Each ruin is classified as explored or unexplored. You can also click the right mouse button over any ruin on the tactical map to get a report on its exploration status.

Some ruins, called Strongholds, are heavily guarded and contain the most powerful magic items. These are normally shown in the ruins dialog. However, if the Quest option is on, then these sites will be hidden, and their location will be revealed only as the reward for a successful quest. See *fig 13.1*.

### (e). Description of Items

Magical artefacts are an important part of *Warlords II Deluxe*. They are either found in ruins or given out by temples as rewards for successful quests. Artefacts can confer strength or stack bonuses to heroes, allow a stack to fly or improve tax collection from the wretched peasants.



*Fig 13.1. Quests*

## 14. GAME OPTIONS

*Warlords II Deluxe* has a large number of game options. These allow you to customise the game exactly to your liking, and enable you to play more complex games as your knowledge and confidence grow.

### (a). Neutral Cities

Unless you have chosen the Quick Start option (see below) all cities, except the player capitals start the game as neutrals. Neutral cities can be average, strong or active.

Normal neutrals have a single defender of the lowest strength that the city can make. They should be pushovers for any attacking force, especially if led by a hero.

Strong neutrals still have a single defender, but this is chosen from amongst all the types that city can build, so some defenders will be strong armies. Strong neutrals call for a more considered approach to conquest.

Active neutrals can be a real problem. While still only starting with a single defender, this defender is much more likely to be a strong army. In addition, if an attack on an active neutral fails, the city will start producing extra defenders, up to a maximum of five armies. Active neutrals, if not handled correctly, could seriously disrupt the early days of your empire.

### (b). Quick Start

The Quick Start option avoids any fuss about neutral cities by dividing up all cities amongst the players at the start of the game.

### (c). The Military Advisor

Even the mightiest Warlord can occasionally benefit from some independent advice. If the Military Advisor option is on, then when the sword cursor is



## Warlords II Deluxe

poised over an enemy stack, holding down the shift key will turn the sword or heart cursor into a question mark.

Clicking will then bring up the advisor's opinion of the coming combat, which is pretty accurate. What the advisor does is to run the potential combat twenty times and average the result. This does not guarantee that the real combat will therefore produce that average result!

It is the nature of most gamers that they hope for above average results, and expect at least average outcomes. It is the nature of the universe, and the iron laws of chance, that they will be disappointed. In playing *Warlords II Deluxe* you will suffer from adverse and unexpected outcomes to combat.

### (d). Hidden Map

If this option is on, then all of the map is hidden, and the only exposed terrain is a small area around your start castle. The map is only exposed as your troops move over it. This option is especially useful if you have chosen a Random Map scenario. Of course, it will also produce a certain amount of doubt in players' minds. Who knows what is lurking in the dark bits of the map?

### (e). Random Turn Order

Normally the order of player turns follows that of the game start screen. If the Random Turns option is On, then player order is determined randomly at the start of each turn. This means that a player could move last in one turn, and first in the next turn, effectively getting two moves in a row. This option will put a little more uncertainty into the minds of Warlords.

### (f). View Enemy Stack

If this option is on, then you can use the right mouse button to examine the stacks of enemy players. If it is not chosen, then the only way to determine the full composition of an enemy stack will be to implement a reconnaissance in force, and attack the stack.

## (g). View Production

If this option is on, then the Cities command in the View menu will allow you to examine the production info of an enemy city. If it is off, then the Cities command will only reveal details about your cities.

## (h). Intense Combat

If this option is on, combat is more likely to result in heavy casualties to both sides, and the advantage that strong armies have over weak armies is reduced.

## (i). Quests

If this option is on, then heroes searching at temples may be offered a Quest. Only one Hero per side can have a quest at any one time, and the quest lasts until it is fulfilled, or is impossible to complete. A quest is allocated to a specific hero and he, or his stack, must perform the actions indicated in the quest.

If you accept a Quest, then the Quest command in the Report menu will remind you of your obligation. If events render the Quest impossible, then a message at the start of the turn will announce this.

Your reward for completing this arduous task may be a magical item of greater than usual power, or revealing to you only the location of a ruin containing such an item. Quests may also be rewarded with allies, or money, especially if the successful hero seems poor.

## (j). Diplomacy

This option is very powerful. If it is off, then all sides are in a state of perpetual war with each other, and can attack each other without restriction. If it is on, then a complete diplomatic system regulates the conduct of sides towards each other.



Fig 14.1. Diplomatic Relationships



## Warlords II Deluxe

Under the system, sides can be in one of three states towards each other. These are Allied, Neutral or Hostile. The Diplomacy command in the Report menu depicts the diplomatic relationships between all the sides in the game. See *fig 14.1*.

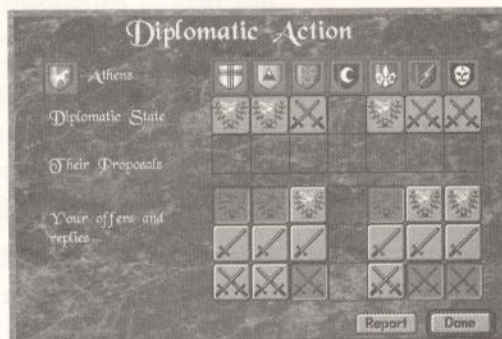
During the course of the game, sides may send diplomatic messages to each other. The Diplomatic Action dialog, reached through the Diplomatic Report, summarises the diplomatic relationship of your side with each other player. It also lists any proposals that they have made to your side, and provides a set of buttons for your replies, or where you can initiate your own proposals. See *fig 14.2*.

The system works by comparing proposals between sides, and implementing the most hostile proposal. If one side proposes Alliance, and the other side proposes Hostility, then Hostility will prevail.

If one side proposes Neutrality, and the other Hostility, then Hostility would again prevail. If both sides propose Alliance, then that would be implemented.

The system regulates combat between sides. Allied sides should not attack each other's armies or cities. Neutral sides should not attack each other's cities, but can attack each other's armies without restriction. If attacks are implemented, in defiance of diplomatic restrictions, then the attack counts as a declaration of war. Your diplomatic rating will suffer a severe drop, and you may find other sides also regarding you as an enemy.

If you downgrade an alliance or neutrality by sending a message through the system, then you only pay a moderate price in terms of your diplomatic rating. The computer lists all sides in order of their credibility. The side who has been least treacherous is rated as Statesman; the side who has been most faithless is



*Fig 14.2. Diplomatic Initiatives*

rated as Running Dog. This list is relative. All sides will probably have indulged in a few broken promises; the list simply ranks them each turn.

The computer uses this rating to help it decide whom to ally with, and whom to attack. If your behaviour is too outrageous, you may find the rest of the world turning against you.

### (k). Razing Cities

There are three Raze City options. Never, On Capture, i.e. only through the dialog that appears at the moment of capture, and Anytime. Judicious razing can give the human player an edge over the computer player, so the Never option is the hardest.

### (l). I Am The Greatest

If you choose the *I Am The Greatest* option, then special diplomatic conditions apply. At least one computer player, out sheer bloody-mindedness, will always be at war with you. Computer players who happen to be at peace are more likely to ignore diplomatic conventions and backstab you. Computer players will also not go to war with another computer at war with you, unless it's to fulfil a quest, in which case they are very likely to make peace as soon as the quest is completed anyway.

All this makes the *I Am The Greatest* option tough to win against. However, it's really only mimicking what a group of human players would do. The computer players are weaker than the very best human players, and must cooperate if they're to stand a chance.



## 15. HEROES (AND HEROINES)

Heroes are such an important part of *Warlords II Deluxe* that it is useful to summarise all their functions in one place. *Warlords II Deluxe* now has pictures for heroines as an army type, further advancing the cause of equality in the death and destruction stakes.

### (a). Inspecting Heroes

The Inspect command in the Hero menu brings up a dialog which summarises each hero's status. See fig 15.1.

The dialog shows the Hero's name, the other armies with him and his location and other information as explained below.



Fig 15.1. Inspecting Heroes

### Battle

A Hero can give a stack bonus to other armies stacked with him by virtue of his strength. If a Hero's strength is between 4 and 6, the bonus is +1. If it is 7 or 8 the bonus is +2. If his strength is 9, then the bonus is +3.

Battle items act to increase a Hero's strength, and can thus increase the stack bonus he gives. The Battle figure in the report is the number added to the Hero's strength by the items he is carrying.

For example: if a Hero's natural strength is 5, then this generates a +1 stack bonus for the Hero. If the Hero picks up Battle items which add +2 to his strength, making it 7, then he now generates a stack bonus of +2.

### Command

As well as a stack bonus due to strength, a Hero can generate a stack bonus by carrying artefacts which give a command bonus. A good example is the

## Warlords II Deluxe

Standard, which is issued to the initial Hero on each side. It is worth a +1 stack bonus to a stack containing a Hero who is carrying it.

### Levels

Heroes in *Warlords II Deluxe* can increase their capabilities by gaining experience and increasing in levels. Heroes gain the following experience points: searching a ruin +3, capturing a city +2, defeating an enemy outside a city +1, defending against attack +1, being blessed +1, completing a quest +10.

The Levels command from the Hero menu shows information about all your heroes, including their current experience points and the points needed to reach the next level. For each new level, a hero adds +1 to strength and +2 to movement.

### Experience Points

The Hero's current Experience Point total is shown.

### Items Being Carried

This section lists all items being carried by a Hero and any items on the ground in the Hero's square. To move an item, highlight it in the list box, and click on the arrow to move it to the other box.

### (b). Hiring Heroes

After the first Hero, there is one chance in six in any one turn of a Hero presenting himself for hire, if you have the money available. If you don't have enough money, Heroes won't show up. Second and subsequent Heroes are more expensive than the first, so be sure to try and keep plenty of cash on hand. If you own less than half the cities in a game, the maximum number of Heroes you can have is five. If you own more than half, the maximum is six.



## Warlords II Deluxe

### (c). Searching and Questing

Searching ruins is the only way to get artefacts. Some scenarios, or random map games may allow you to produce special armies, but allies gained in ruins are free, and have no maintenance costs. As soon as you can afford to, a Hero should be set off to explore these places. If the Quest option is on, then a Hero should be delegated to perform one. When a Hero searches a ruin, his chance of survival is boosted by the number of armies he has with him, regardless of their quality.

## 16. COMMAND SUMMARY

Most of the commonly used game commands are duplicated as Menu Items, and also have keyboard equivalents. Some of the less common commands are only found on the Menu Bar.

### (a). The SSG Menu

#### About Warlords II

This item reports the version number of the game, SSG addresses and other useful information.

#### About Scenario

This item reports pertinent information about the scenario.

#### About Your PC

This item reports information about your PC. If you need to do any troubleshooting, please check this item.

## (b). The Game Menu

### Settings

This dialog allows you to customise game settings. Players can be switched between human and computer control. Please bear in mind that switching between human and computer play will result in several turns of confusion for the computer player while it sorts itself out.

Enhanced Production, which adds +2 to each army's combat value, can be turned on or off for each player. You can also choose whether you wish to Observe each computer player's turn in full.

The fast movement option will force the computer players' moves to be displayed as fast as your system is capable.

At the bottom of the screen you may select whether you want music, sound effects and/or digitised speech in the game.

### Shortcuts

This dialog lists all useful commands available from the Menu Bar in the game, along with an icon for each one. There are four slots available for these large buttons in the Action Palette. The currently selected commands are also listed at the bottom of the Menu Shortcuts dialog.

These buttons give the player a quick way of executing the selected commands without having to use the Menu Bar, or a key-press.

To choose the shortcuts you want, click on one the icons at the bottom of the dialog, and then click on the icon of the command you wish to use. You can do this for each button if you like. When you hit the Done button, the shortcuts in the Action Palette will be changed to your selections.

### New Game

Exits the current game and returns you to the Start Game screen.



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## Save Game

Saves the current game.

## Save As ...

Brings up the Save Game dialog. Type in the name of your save game, and hit the Done button when ready.

## Load Game

Brings up a dialog of the current saved games. Click on the game you wish to load, and then hit the Okay button to load the game.

## Load EMail Game

Allows an EMail game to be loaded.

## Quit

Exits the current game and returns you to the DOS prompt.

## (c). The Order Menu

### Undo Move

This highly useful command allows you to undo your last movement command. It will not undo any move which has exposed part of a hidden map.

### Fight Order

This dialog shows all the armies for your side, and the order in which they line up for combat (see Chapter 10). Normally, you would wish to put the weakest armies first, and preserve high value armies by putting them last.

This is the default order. However, advanced players can use this command to implement their own ideas on combat strategy.

## Warlords TI Deluxe

To change the order, click on one army, then click on another to make them swap positions or use the arrow keys to move the selected army. The reset button will restore the default setting.

Heroes always go last, unless over mountains or sea, in which case a flying creature will be the last army, to avoid a hero being stranded by the death of his flying transport.

### Move All

This command will cause all armies that have current movement paths defined to move as far as possible along their paths.

### Disband

This command will disband the currently selected group.

### Signpost

If a currently selected army is over a signpost, you can choose the Signpost command. You will then be able to edit the signpost, and leave a message of your own for friend and foe alike to read.

### Resign

There seem to be two resign options for a human player; Resign Graciously and Resign Ungraciously. In reality, a player may only resign ungraciously, burning all his cities to the ground in the process. For a less extreme measure, just use the settings command to switch an absent human player to computer control.

## (d). The Report Menu

### Army Report

Shows the number of armies each side has. The map shows the location of each army or stack.



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## City Report

Shows the ownership of each city on the map.

## Gold Report

Shows the amount of gold each side possesses.

## Production Report

Shows all the armies that you produced this turn. If the list is longer than the dialog, then the arrow buttons will scroll the list.

## Winning

The computer totals various factors and then produces a rough guide as to who is currently winning. This is the subject of much contention in multi player games. Nobody wants the onerous accolade of winner, since this only encourages the rest to combine and attack him.

This report is thus very useful if you aren't winning, and best ignored if you are.

## Diplomacy

This command is active if the Diplomacy Option was chosen. There are two screens associated with this command. The Diplomatic Report, which comes up first, shows the current diplomatic state between all sides. Clicking on the Diplomatic Action button in the bottom left of the screen shows the current diplomatic state between your side and the others, any diplomatic proposals you might have received, and allows you to respond to those proposals (see Chapter 14).

If the Diplomatic Action button is red, then someone has made a negative proposal to you. If it is green, then a positive proposal has been received.

### Quest

Quests are allocated at Temples. Each side can only have one quest active at a time. This report will show your current quest, if any, and any results you may have achieved towards the quest's completion (see Chapter 14).

### (e ). The Hero Menu

#### Inspect

The Inspect command shows the location of all your Heroes. The Hero named at the top of the dialog is highlighted on the map. Any armies accompanying him are also shown, his location is named and his Battle and Command bonuses, Level and Experience Points are all shown (see Chapter 15).

#### Levels

This brings up a dialog listing all of your Heroes, their levels, current Experience Points, points needed to reach the next level and Strength and Movement points (see Chapter 15).

#### Search

This is one of the most useful, and rewarding commands in the game. Armies and/or Heroes may search at temples, and receive a blessing. This adds one to the strength of all blessed armies.

If a group containing a Hero searches a temple, the Hero may also be given the option of a quest.

A group containing a Hero may also search ruins, which can contain treasure, artefacts or allies. These ruins are always defended (see Chapter 13).



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## (f). The View Menu

### Army Bonus

This command lists all the army types in the game, with their strength, Move and Combat bonuses.

### Items

This command explains the effects of all the magic items in the current scenario.

### Cities

This command takes you to the production dialog for your cities and selects the City Info command (see Chapter 12).

### Build

This command takes you to the production dialog and selects the Building command (see Chapter 12).

### Production

This command takes you to the production dialog for your cities and selects the Produce New Army command (see Chapter 12).

### Vectoring

This command takes you to the production dialog for your cities and selects the Vector command (see Chapter 12).

### Ruins

This command brings up a dialog showing the location of every ruin and temple, and shows whether each ruin has been explored (see Chapter 13).

### Stack

If you have a currently selected stack, this command brings up a stack dialog. It works in exactly the same way as the Stack Palette at the bottom of the screen (see Chapter 7).

### (g). The History Menu

#### City

This dialog shows a graph of the number of cities you own, over time.

#### Events

This dialog shows the notable events that have occurred each turn. The arrow keys or the slider can be used to scroll through each turn. Notable events include the arrival or death of heroes, quests, the fall of cities and so on.

#### Gold

This dialog shows a graph of the gold levels of all players over time, and reports your current gold total.

#### Winners

This dialog shows a graph of each side's performance over time, and reports the current leader.

#### Triumphs

This dialog shows the losses to your side, and the casualties you have inflicted on the others. It opens showing your losses, in various categories, which you hope will be minor. The shields of all sides are displayed at the top of the dialog. Clicking on a shield will show the total casualties that you have caused that side. In accordance with time honoured tradition, the language of the report alters as appropriate.



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### (h). The Turn Menu

This has only one command, the End Turn command.

## 17. SURRENDER

If you are doing very well, then the surviving computer players may offer to surrender. This will happen if you own more than half the cities on the map, and have a reasonable margin of cities controlled over the nearest computer player. When surrender is offered, you have two options.

One is to accept the surrender, and be proclaimed the winner. The other option is to pop the petitioners' heads on pikes, in which case the struggle continues to the last city.

## 18. EMAIL GAMES

Email games are started by clicking in the Email check box in the Game Start screen. Up to eight human players can play an Email game.

The player who starts the Email game gets to set all game options. Once an Email game has started, the game will run until the first human player's turn, when the Email Name dialog appears.

The first human player will be asked to supply a save game name for the Email files. The name can be up to four characters long, other characters being appended by the program. After the file name comes a two digit turn number, the letter S and a number for the side of a player.

When a human player has finished an Email turn, a dialog will come up stating the name of the Email file, and the player to send it to. Please make a note of the filename that has been created.

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When you receive an EMail file, place it in the \W2DELUXE\EMAIL directory, and then choose Load EMail from the file menu.

### Random EMail Games

It is possible to play a Random Map game via EMail, although it may take some arranging. The first player must create a Random Map scenario. Do not use the Random name as this means that any other Random Map games will overwrite the scenario.

After starting the game and generating the first turn, the originating player must pack the newly created random scenario, and distribute the packed file to all other players.

To pack the random file, run the INSTALL program and choose the Librarian function. Select the scenario from the list and hit the Pack button. In the dialog, the check boxes for Use Compression, and Include City, Shield and Army set should be checked. If you are absolutely sure that every player will have each of those sets, they need not be included.

A file called <filename>.SCZ will be created by the Pack function. Send the file to all players. The file should be copied into the \W2DELUXE directory, and the Unpack function of the Librarian used to recreate the random scenario.

In a hidden map game, with two or more human players, none of the computer player's moves are shown.

### Deleting EMail Games

Each EMail file that you generate and receive will end up in the \EMAIL directory. This provides a safeguard against loss or corruption of EMail files, and allows the game to continue under those circumstances.

*It is up to you to delete those files when they are no longer needed.*

Scanned by.  
Joachim B



## 19. NETWORK GAMES

This section covers connecting machines via Modem, Null Modem and Network. All connection methods use the same program CONNECT.EXE to set up a connection before running the game. To run the connect program type:

CD \W2DELUXE [ENTER]

CONNECT [ENTER]

When the connect screen appears, there are four choices for the connection method. Fig 19.1 shows the connect screen.

### Null Modem

A Null Modem cable is a special serial cable which allows for very fast serial communications between two computers. Only two machines can be connected this way. The Help screen in the Connect program has more details.

The only parameter that needs to be configured for a null modem connection is the Comms (serial) port that the cable is connected to. Hit the Configure button, and select the appropriate port.

When the other computer has also been configured, both players should hit the Connect button.

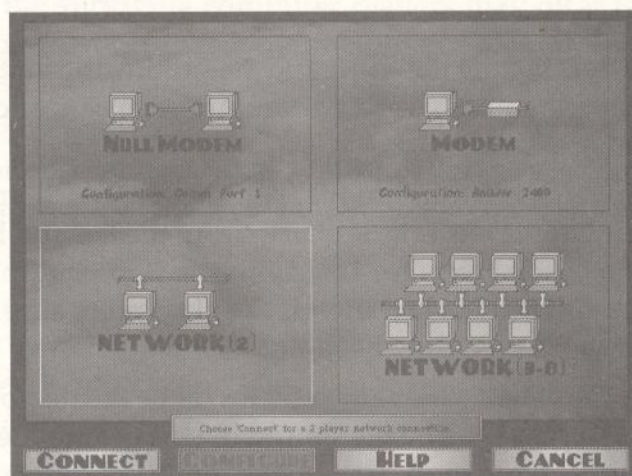


Fig 19.1. The Connect Screen

For RW  
ONLY !!!

### Modem

A modem connection is made between two computers linked over a phone line, with Hayes-compatible modems at either end.

Each modem will need to be configured. In a modem connection, one person originates the call, and the other person answers the call.

If you will be originating the call, you need to supply the phone number of the person you are calling in the Dial field. If you are answering the call, the Dial field should contain the command `ATS0=0`, which tells your modem to answer any incoming calls.

There are two preconfigured answer configurations, which can be selected from the list box. You can make your own configuration by selecting the Blank configuration, renaming it and putting in your own settings.

The other fields that have to be filled in are explained below.

**Cmds:** All modems require a command or initialisation string to set them up. The program supplies a default string, which will work in most circumstances, but your modem may require a different string. Check your modem documentation, and any other comms programs you may be running, which should already have the correct configuration.

**Port and Speed:** You need to tell the program which Comms (serial) port you are using, and the speed of the connection. The speed should be the highest possible speed that is supported by both modems. Consult the Help function in the program for more details.

When you have set the modem up, hit the Configure button. When the other player is also ready, both players should hit the Connect button.

### Network (2) and Network (3-8)

There are no configuration options for a network connection. You must have NetBIOS running on all machines that wish to run the game. All players must run the CONNECT program and hit the connect button.



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The Network (2) option is a special case for two players playing over the network. Most games will involve three to eight human players, and players should select the Network (3-8) option.

Once the CONNECT program is running, and the network option chosen, the first player to hit the Connect button becomes Player 1, with the power to make a number of choices, so you may wish to negotiate this point.

As each player establishes their network connection, their NetBIOS name is registered, and their chat window appears. You can use the chat windows to talk amongst the various players until all players are connected.

When all potential players have registered, hit the ESC key. You will be returned to DOS but a connection will have been established between all the players. All players should now start *Warlords II Deluxe* with the WAR2 batch file. However, they will have to wait until Player 1 has started their game before the game screens will appear for the other network players.

Once Player 1 has started the game, the Program verify screen will appear on all machines. Fig 19.2 shows the screen. This will determine whether all players are running the same version of the game, or at least running compatible versions. *Warlords II Deluxe* version numbers will take the form V2.x.y. For games to work across a network, the .y number can be different, but all players must be running the game at the same V2.x level.

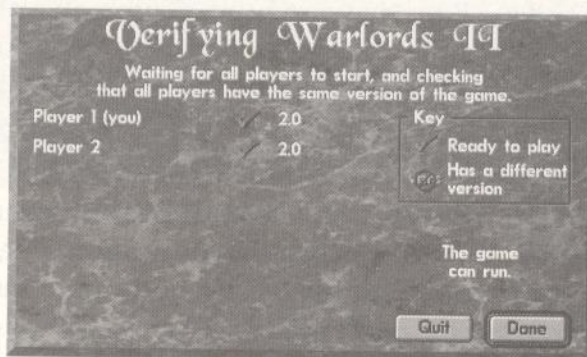


Fig 19.2. Program Verification

Player 1 should then choose a scenario. If he chooses any scenario other than the Erythea scenario, the Verify Scenario dialog will appear. Fig 19.3 illustrates. Each network player must have a local copy of the Scenario, and the Army, City, Shield and Terrain Sets used in the game. If this is not the case, the dialog will show what and

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where things are missing. You must use the Librarian function to transfer the necessary files to each machine.

Player 1 must also supply the network save game name, taking care not to overwrite previous games.

Once the program and scenario have been verified, the Game Start screen will appear. Initially, all players are set to computer. Each network player is allowed to choose which side they will play, and it's first in best dressed! Game options can be edited by any player, up till the time that the player hits the Begin button. We're assuming that you're going to be sensible about this, but the game options will those set at the time that the last player hits the Begin button.

The game starts when the last person hits the Begin button.

### Load and Save Games

Any player can issue a Save command. All machines will save the game. To load a game, Player 1 must be at the Start Game screen and issue a Load command. A Side Select Dialog will appear so that Network players can specify which side they were playing.

### Disconnecting

After running a network session, the DISCONN command must be run. If this is not done, then all future games will try to start up as network games, with a conspicuous lack of success.

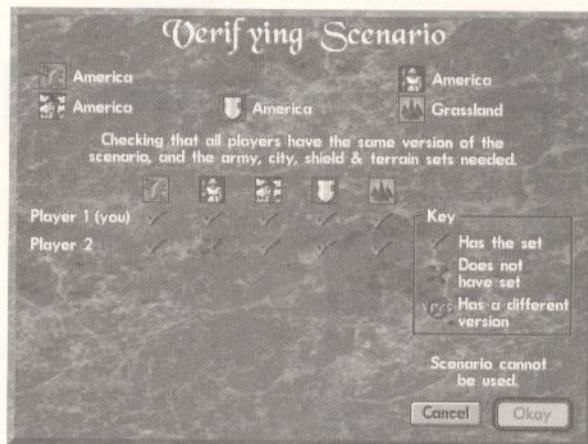


Fig 19.3. Scenario Verification



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# Scenario Builder

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## 1. INTRODUCTION

The *Warlords II Deluxe Scenario Builder* will create or edit scenarios for *Warlords II Deluxe*. Virtually all aspects of a scenario can be edited.

Scenarios created with the *Deluxe Scenario Builder* may be distributed without restriction, so long as this distribution is on a non-commercial basis. Scenarios created with the *Warlords II Deluxe Scenario Builder* are only compatible with *Warlords II Deluxe*, and can not be used by previous versions of *Warlords II*.

## 2. GETTING STARTED

### Hard Disk Installation

The *Deluxe Scenario Builder* will be installed into the \W2DELUXE directory when *Warlords II Deluxe* is installed.

To start the *Deluxe Scenario Builder* type: WARSCEN

## 3. AN OVERVIEW

The *Warlords II Deluxe Scenario Builder* will allow you to do the following things.

- Create new scenario maps.
- Edit existing maps.
- Place, name and assign production to cities.
- Place and name ruins and temples.
- Place and edit signposts.
- Place roads and ports.



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- Edit all army characteristics, including army graphics, names, combat strengths and bonuses, movement points and move bonuses, and build costs.
- New army sets can be created as separate entities for use in scenarios.
- Edit city graphics and create city sets.
- Edit hero names and items.
- Choose shield sets.
- Edit or create new terrain sets (using a paint program).
- The map builder contains special routines which automatically smooth the transitions between terrain types, allowing the user to easily create professional looking maps.
- A special import routine will allow users to create a strategic map in a paint program, and have that automatically translated into a complete tactical map, ready to use.
- You may also create a strategic map from within the editor, and have that transformed into a complete tactical map.

## 4. THE COMMANDMENTS

Thou shalt read and follow faithfully these commandments, or thy worlds will not be good and joyous creations, nor will they be much good for fighting over.

Thou shalt be totally sure that thou hast finished altering coastlines, placing roads and the like before beginning to add other detail to thy creation, as all detail will be lost when the map is smoothed.

Thou shalt save thy work early and often, for thou hast been given great control over thy world, and there are dark powers that may snatch it away in an instant.

Thou shalt closely examine thy map to see if extra ports needst be added, in order that the maritime life of thy world shall run smoothly. Forget not that ports automatically exist at coastal cities and bridges.

Thou shalt always ensure that all cities on the map can be reached either on foot or on water. If a city be so placed that it be surrounded in its entirety by mountains, such that only flying creatures can journey there, the minions of the mighty computer will be sorely confused and their battle strategies thrown into veritable chaos.

Thou art prohibited from placing Cities too close to the edge of the map, and thou wilt find that thy efforts so to do wilt avail thee nought.

Thou shalt not create armies that cost more than 16 GPs to make, else the inhuman intelligences inside the devilish machine before thee be reduced to a most wretched and pitiable state of bankruptcy in their efforts to afford such expensive armies.

Thou shalt always create thine armies in order of increasing strength. If thou dost not, thy world shallst surely go awry in many and divers ways, and will not be looked upon with favour.

Though shalt always make the first army in an army set to be weak and feeble, for this army always defends neutral cities in games for Beginner players. Making this army powerful will cause a wailing and a lamentation amongst Beginner players, who should be encouraged in their endeavours and not slaughtered before they are ripe.

Thou shalt not create armies with a movement factor of less than 12, else again the denizens which haunt the dread device will be grievously misled. Thou shalt also ensure that the armies which make up the bulk of thy creation are reasonably fleet of foot or of wing (but not fat of belly or ugly of visage) or fleet of their divers other methods of moving over the face of the earth.

Thou shalt always use the anointed Librarian program to work thy will upon scenarios. Thou shalt never use the evil commands of DOS, which are an abomination.

Thou shalt always create at least one army to be a Temple Ally, and this army shall always have the power of flight, else all thy quests shall be for nought. The



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armies that thou createst as Temple Allies or Allies can only have the bonuses that are listed hereafter.

GROUP +1, GROUP + 2, or GROUP +3

GROUP +1 AND CANCEL HERO

GROUP +1 AND CANCEL NON HERO

If thou makest an army with different characteristics, and then choose to make it an Ally or Temple Ally, its bonus will automatically be reset to GROUP +1, thereby confounding thee. So it is pointless to try to evade these strictures.

It has been ordered that only the first twenty armies in a *Warlords II Deluxe* scenario shall be available for production as normal armies. All other armies should be created as Allies, or Temple Allies.

There is only one way to correctly create an army, and this is the way. In thine army creation process, thou shalt fix the cost of thine unit last. If thou should ever change the Ally status of an army, thou should again edit the cost of the army, after changing the Ally status.

Ponder deeply upon the wisdom of these sacred words for wilful failure to abide by their teachings will cause thee great grief and wasted time beyond measure.

## 5. A TUTORIAL

Here endeth our sickening efforts at 'Olde English'.

This simple tutorial will take you through the principals of building a new Warlords II Deluxe scenario.

### (a). Creating a Map from Scratch

When the editor starts up, the display looks much like the one in Warlords II Deluxe, except that the Tactical Map and the Strategic Map are blank. Our first tutorial exercise will be to create the tiny but perfectly formed Island of Stamp.

## (b). Creating the Island

First move the cursor on the Strategic Map to roughly the middle of the map and click once to centre the Tactical Map. The white outline cursor on the Strategic Map will move, but as the world is still composed of primordial ocean, nothing else on the screen will change.

The terrain icons which we will use are displayed where the Action Palette used to be. Click on the Plains terrain icon, which is the left-most icon of the terrain palette.

Now move to the Tactical Map and paint Plains tiles, seven across and seven down, on the map. Start in the top left hand corner, but be sure to leave a border of water tiles all the way around the edge of your terrain.

You can click on the map or hold down the mouse key and move over the map surface. If you go too far, just click on the Water tile and paint over the offending tiles. You don't have to be too exact; just make sure that whatever you create doesn't end up going off the screen.

You should end up with a very sharp edged square of plains terrain, which doesn't look very much like a real island. In fact, it should look like *fig 1*. This is where the power of the creation routines come into play. Choose Smooth Screen from the Map menu. Coastline hexes will magically appear.

If your square was slightly lumpy to start with, the coastlines will also be lumpy. If you created a precise square, it's time to crumple things up a bit. Use the Water

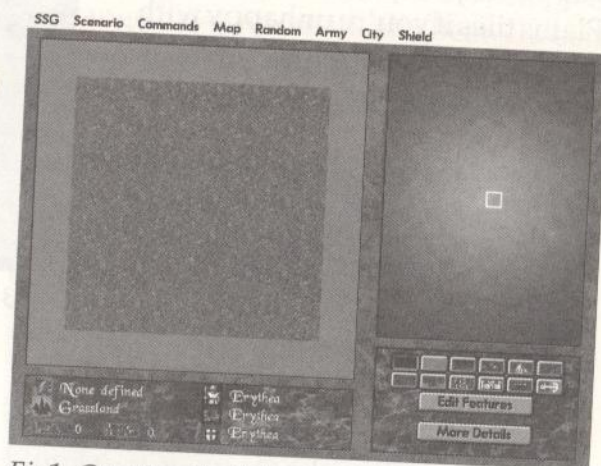


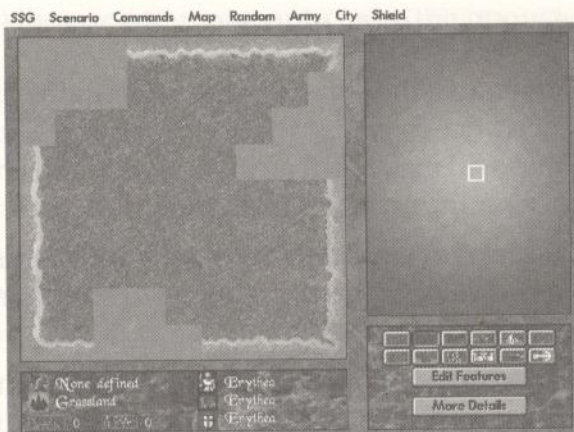
Fig1. Creating the Island (1)



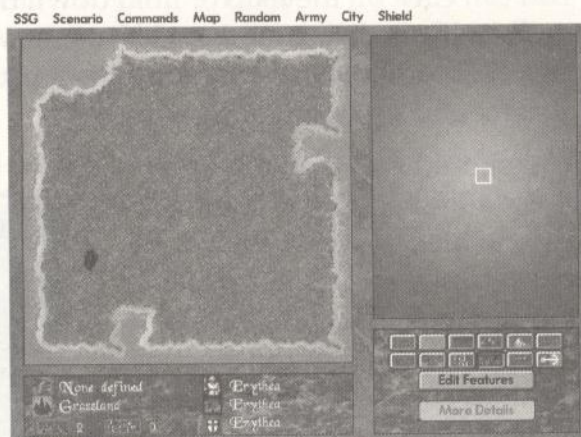
## Warlords II Deluxe

icon to make a few indentations in the coast. Once again, these will just be plonked down as sharp edged terrain tiles. The screen will now look something like *fig 2*. When you've crumpled the coast a bit, choose Smooth Screen from the Map menu again. Once again, the changes are incorporated into a smooth looking map, now with a bit of character. *Fig 3* illustrates.

Sometimes, the smoothing routines might decide that a watery indentations in the coastline deserve a swamp tile rather than shifting the coastline in. If that happens, just paint over it with Plains tiles if you're unhappy with the program's decision.



*Fig 2. Creating the Island (2)*



*Fig 3. Creating the Island (3)*

### (c). Saving a Scenario

Before we get too carried away, we should set up a new scenario for our creation. Choose Save As from the File menu.

In the File Name box, type STAMP and hit the OK button to save.

As you work through the tutorial, you should periodically save your work. Choose Save from the File menu. A warning dialog will appear saying that not all sides have capitals. Right click on this warning to make it go away. We will assign capitals later.

### (d). Button Info

If you're not sure what a particular button does, click on the button with the right mouse button. A little dialog will pop up with information about the button.

### (e). Creating the Interior

So far our island is composed completely of Plains terrain. The island is rather too small for any complex terrain in the interior but we can do something to show how terrain is added.

Click on the Mountains terrain icon and create a small spine of mountains that fills the middle of the island. Run them from the north-west to the south-east. Then choose Smooth Screen (or hit the s key) to smooth them out. You will notice that the tiles on the edge of the mountain range have automatically been chosen to fit well with the surrounding Plains, and that the routines may also have sprinkled a few snow capped peaks around. They may also have added a few Hills tiles as well.

### (f). Creating Detail

Our island is not complete without some cities. Click on the city button, and then click on the map to place them. Following tradition, place one city to the north of the mountains and the other to the south. Cities must be on Plains

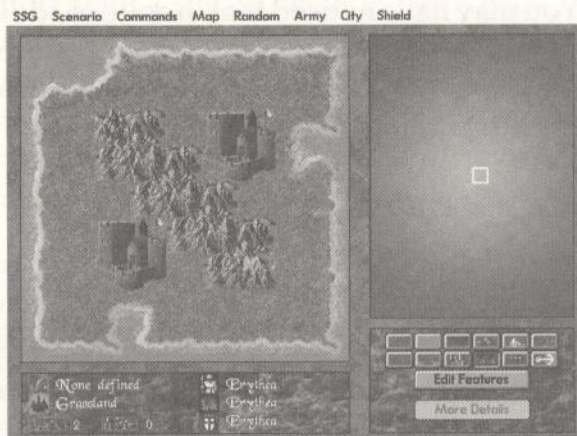


Fig 4. Map Detail



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terrain so the map will be adjusted if necessary. Your map will now look something like *fig 4*.

Naturally, we will wish to connect our two cities. Click on the road button and create a road between your two cities. As the road tiles are placed on the map, they look a bit untidy with each tile looking like a crossroad. As soon as your road is finished, smooth the map, and the road will be pruned for you.

Now we can create some details about our city. Click on the Edit Features button, and then move the cursor over one of the cities. The cursor will change shape into the familiar city icon from *Warlords II Deluxe*. Click on one of the cities. The Edit City dialog will appear. First, enter a name for your city. Don't be shy, name it after yourself.

Next, using the arrow button, you can set the amount of income that the city will earn each turn.

Then choose the armies that the city will produce. You can click on up to four armies. Underneath the armies, there are three lines for a city description. Enter something imaginative. When you are finished, hit the Done button. Enter similar details for the other city and hit Done again.

### (g). The Overview Map

You may have noticed that in spite of adding more and more detail to our island on the Tactical Map, nothing has appeared on the Strategic Map. The Strategic Map does not update until we tell it to. Choose Remap from the Map menu and the Strategic Map will be created.

### (h). Scenario Details

Now that we have a map, it's time to attend to some details about our scenario. Choose Scenario from the Command menu. The file name will already be listed as STAMP. Enter a description if you like.

Now choose Sides from the Command menu. There is really only room for two sides on this island so click off the six sides that you don't want. You should be

left with two sides with check boxes on. You can also adjust the amount of money you want each side to start with. The side name can be edited by clicking on it and typing a new name. Naturally, you will want to name one side after yourself.

Once the sides have been weeded out, you can nominate Capitals. Choose Capitals from the Command menu. A dialog will display a copy of the Strategic Map, and the sides that are left in the game. Clicking on a city will make that city the capital of the check-marked side. Click on the other side's box and then click on the other city to create the second capital.

NOTE. All sides actually playing in a scenario must have a capital allocated for the scenario to work properly. It's also probably a good idea to save your work now, and to continue to do so at regular intervals.

### (i). Editing Features

Now that our little island is looking more complete, it's time to create ruins, temples and the like. First click on the Ruin button and place two ruins on the map. Then click on the Edit Features button, and move the cursor over one of the ruins. The cursor will change into the ruin shape.

Click on the ruin and a dialog will appear letting you name and describe the ruins. You will notice that you can nominate a site as being either a Ruin or Temple by clicking on the buttons in the dialog. Leave the first site as a Ruin. When you've finished entering the details, hit the Done button and move the cursor over the other site. The Random button will supply a random but sensible description, and is often very useful when you are starting your scenario. Random buttons also work in City and Sign dialogs, where they are equally useful.

Click on the second site, and click on the temple button. Enter the details and hit the Done button. The map will still show the Ruin picture but the correct Temple picture will show up in the game. Choose Smooth Screen from the Map menu now.



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### (j). Finishing Off

It is an article of faith amongst creators of fantasy worlds that no mountain range is complete without an active volcano. Click on the Mountain tile and then click on the More Detail button. The terrain buttons are replaced by a display which shows each mountain tile full size.

Use the arrow keys to scroll through all the mountain tiles until you find the volcano tile. Click on the Strategic Map to place your active volcano in the mountain range. Then click on the Less Detail button to return to the normal display. *Fig 5* shows the final map, with two volcanoes added, just to show off.

We have left this till last because any detail that you add, like volcanoes, is lost when the smooth map routine is used. For that reason, it is imperative that all detail touches be left to the absolute last or they will be lost.

### (k). Editing Armies

SSG has received a lot complaints from various scouts and scouting organisations. One lot said that we had got the uniform completely wrong and complained that hand to hand combat was not an officially recognised scouting activity.

The other group of complaints came from scouts who said that we had defamed the very notion of scouts. They thought of scouts as lean, hard bitten, supremely competent individuals, expert in tracking and all forms of individual warfare. Most referred us to the portrayal of the Rangers of Middle Earth and intimated that their veins also flowed with the blood of Kings.



*Fig 5. Island Created!*

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They paint a vivid contrast between this form of scout and the pathetic easy beats portrayed in *Warlords II Deluxe*. They also requested a name change to avoid confusion with what they described as a bunch of bare-kneed mummy's boys.

With the *Deluxe Scenario Builder*, all this can be done. First choose Create Army Set from the Army menu. Give this set a new name, such as 'Stamp Army', and then choose Edit Army Set from the Army menu. You will see the Edit Armies dialog appear. This contains the data from the standard *Warlords II Deluxe* army set but will now change.

Click on the icon of the Scouts army at the bottom of the dialog if it isn't already selected. Now click in the Name field and change this to Rangers. Below the name field are a series of attributes and arrow buttons. Change Strength to 5, Move to 18, Time to 2, Cost to 8 and New to 300. (Tolkien implied that his Rangers worked for free, but our worlds are more realistic).

Rangers are also inspirational leaders, so click on the Group button under Combat Bonus and give them a +1 bonus. Rangers provide an all terrain inspiration, so click on the All button to specify that the bonus applies in all terrain. Keep the Move Bonus as Wood/Hill to account for their reported long striding abilities. Fig 6 shows the army after it has been edited.

Now that's a more impressive army! If you don't change the army icon, you could surprise a lot of people with it.

When you've finished modifying the army, hit the Done button in the dialog, then hit the Save button in the Save Army Set dialog.

From now on, our STAMP scenario will use the new Stamp Armyset with the beefed up Rangers. You will notice that the bot-

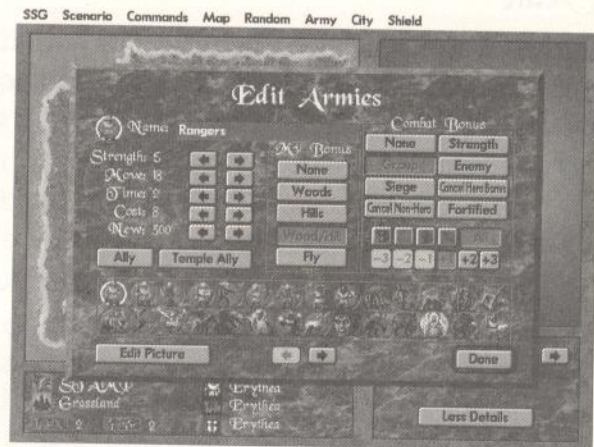


Fig 6. Editing Armies



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tom of the screen will list the fact that the STAMP scenario uses this new army set.

### (l). Tutorial Summary

The commands we have worked through so far will create a complete scenario. Of course, the country isn't all that large. The other scenario elements that can be edited are explained later.

## 6. COMMANDS EXPLAINED

### (a). The SSG Menu

#### About Scenario Builder

This command displays the version number of the Deluxe Scenario Builder.

### (b). The Scenario Menu

#### Create

Makes a new scenario, including its sub directory and all necessary files. Only use this command at the very start of the scenario creation process, as it will not save any current work. If you have current work and wish to save it, use the Save As command.

#### Save

This command saves an already named scenario.

#### Load

Loads an existing scenario.

### Save As

Saves a scenario under a new name. This procedure creates all the necessary scenario files and the sub directory to hold them. Any current work will be saved as part of the new scenario.

### Clear

Clears the map.

### Quit

Exits the *Deluxe Scenario Builder*.

## (c). The Command Menu

### Capitals

The Capitals command allows you to nominate a capital city for each side in the scenario. Each side that is actually playing in a scenario must have a capital nominated for the scenario to work. Click on a side name and then click on a city to make that the capital for that side.

### Sides

The Sides command allows you nominate which sides will actually be playing in a scenario. To include a side, click in the Used check box. A side's name can be edited by clicking on the name and changing it. The arrow buttons set the amount of gold that a side starts with.

### Scenario

This command allows you to set the salient details of a scenario. The Import Picture allows you to replace the default picture of a scenario. The picture to be imported must be in the \W2DELUXE directory. The Default Picture button chooses the standard picture.



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A scenario can also be Locked or Unlocked. A locked scenario can't be saved over until it is unlocked. Any scenario created by the Save As command is created unlocked.

The Terrain Type field shows the name of the terrain type used in a scenario. Creating new terrain types is a very involved and lengthy process calling for great artistic skill and is not supported inside *Deluxe Scenario Builder*. However, we have included a separate Terrain Editor for advanced users. Once SSG or anyone else has created a terrain type and released a scenario that uses it, you will be able to use that terrain type in scenarios of your own making.

To choose from the available terrain types, click on the terrain type field.

The List Name is the name of the scenario as it appears in the scenario list shown in the Load command. The length of that name is not limited by DOS restrictions. The Description field allows you to edit the scenario description that appears in the Load command in *Warlords II Deluxe*.

### Items

The Items dialog allows you to edit the names, powers and bonuses of all the magic items in the game. Items can only be used by heroes and can do the following.

Add to a hero's battle strength (small hero icon).

Add to the combat strength of a group (flag icon).

Allow a group to fly (wings icon).

Doubles group movement (legs icon).

Add to the income of every city owned by a side (gold icon). Where a level is appropriate, the bonus can be +1, +2 or +3.



Fig 7. Editing Magical Items

Fig 7 shows some useful items.

### Hero Names

Each side in a scenario can have its own list of hero names. Click on a side and edit the names. Specifying Male or Female selects the picture to appear in the hero dialog. Injudicious editing of this list could destroy a lot of friendships, so take care.

### Scenario Info

The Scenario Info command is your chance for immortality. The Designer(s) field is for listing the names of the creators. The Notes field is their chance to describe their creation to the rest of the world.

### Monsters

The Monsters menu allows you to edit the names and strengths of the creatures that guard ruins. The minimum strength is one and the maximum strength is nine.

## (d). The Map Menu

### Clear Map

This command allows you to set large amounts of the map to a particular terrain. Click on the type of terrain that you want to clear to and select the area to which the new terrain will be applied. The area can be the Whole Map, Screen Only or Section of Map.

This command should be used with some care. The Whole Map command means the entire map area, not just that covered by land. Also the Strategic Map will not change after one of these commands until the Remap command has been chosen (see below).



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### Remap

The *Deluxe Scenario Builder* does not remap the Strategic Map to reflect changes made on the Tactical Map until this command is issued. This is because recalculating the Strategic Map takes an appreciable period of time, even on very fast machines.

This means that it is quite usual for the Tactical Map to be showing one thing, while the Strategic Map shows something completely different. Just remember that the Strategic Map is always derived from the Tactical Map, so any discrepancy in the display can't cause any problems or data changes. It will be up to you to decide how often you wish to remap the Strategic Map.

### Smooth Screen

This is the most useful command in the creation process. It applies the smoothing routines to the section of the map currently displayed on the Tactical Map. With this command, you can lay down slabs of terrain and then have the computer quickly and easily smooth them out.

You will notice that the smoothing routines take care of creating all the interfaces or transitions between terrain types, including coastline. They also vary the tiles in large blocks of terrain to create some variation in appearance and prevent the formation of regular patterns. You can rely very strongly on the aesthetic choices of these routines. After all, that's what we did when we created the scenarios in *Warlords II Deluxe*.

This command will only apply the smoothing routines to that part of the map which is on the screen. However, extra detail will still be lost, so use this command carefully.

### Smooth All

This command is very powerful, as it applies the smoothing algorithms to the entire map, not just the portion showing on the Tactical Map. The routines will alter any tiles that you have individually placed and a dialog warns you of this

fact when you use the command. Use this command with care. It is best used at the start of a creation process to get a map into a working state.

### Edit All

The Edit All command provides yet another way for you to quickly and easily create an Strategic Map and from that generate a Tactical Map. The dialog shows the current strategic map. On the right of the dialog, there are a series of buttons showing the different terrain types. Just click on the terrain type button and start painting. Available paint tools are the Pencil and Paint Bucket, and you can also choose the brush size that you are painting with.

Fig 8 shows England created in the Edit All dialog.

**Note.** Hitting the Okay button in this dialog will cause the entire Tactical Map to be smoothed and the Strategic Map to be recalculated. Again, this will mean that any individually placed tiles will be lost, so use this command with care.

### Import Map

This function allows you to create an entire Tactical Map from an Strategic Map that has been created in a paint program. It is an excellent method for getting an outline of a country and even its interior terrain into the machine.

The Import interprets this file by translating certain palette numbers into terrain on the Tactical Map. When counting palette numbers, the first color in a palette is color zero. The translations are as follows.

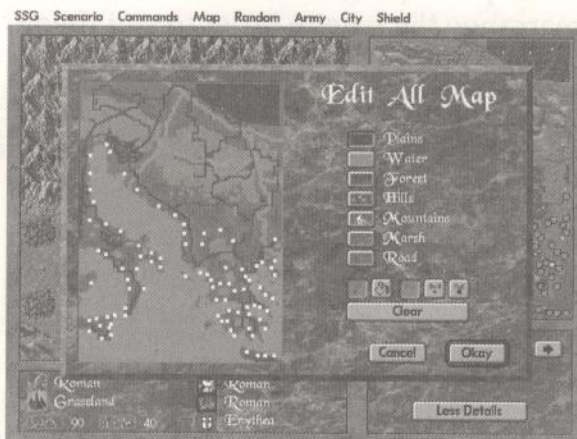


Fig 8. Creating a Strategic Map



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Color #1 = Plains

Color #2 = Water

Color #3 = Forest

Color #4 = Hills

Color #5 = Mountains

Color #6 = Marsh

Color #7 = Road

Note that the import function does not care what colors you use to create the file. It simply looks at the number of the color in the palette. You should be aware that some paint programs, no doubt thinking themselves extremely clever, will rearrange the palette order to suit themselves. They then alter your document so that it looks the same on the screen.

Any program doing this will produce totally unusable results in the Import function. It is sometimes possible to persuade these programs not to re-order the palette.

### (e). The Random Menu

Ever mindful of the comfort and welfare of our customers, SSG has provided a number of routines which take care of some of the less important scenario creation details such as Cities, Signs and Ruins. The commands will either operate on all of these items or only those that haven't been edited yet.

#### All/Random Cities

Either All Cities, or those Unnamed, will be given a random name, production and income.

#### All/Unnamed Ruins

Either All Ruins, or those Unnamed, will be given a random name and description.

## All/Unnamed Signs

Either All Signs, or those Unnamed, will be given a random message.

## (f). The Army Menu

### Create Army Set

The *Deluxe Scenario Builder* allows you to create many different army sets. These can be associated with a particular scenario. The Create Army Set command allows you to name a new army set. Its data will initially be identical to the current army set but can be edited as explained below.

### Edit Army Set

The Edit Armies dialog allows you to change any army characteristic. To edit a particular army, click on its icon from the army display at the bottom of the dialog. Fig 9 shows a particularly unprepossessing army being edited.

The editable characteristics are as follows.

Name	The name of the army.
Strength	The combat strength.
Move	Movement allowance of the army.
Time	The time in turns that it takes to produce.
Cost	The cost in GPs to produce a new army of this type.
New	The cost in GPs to buy the capacity to produce that army.

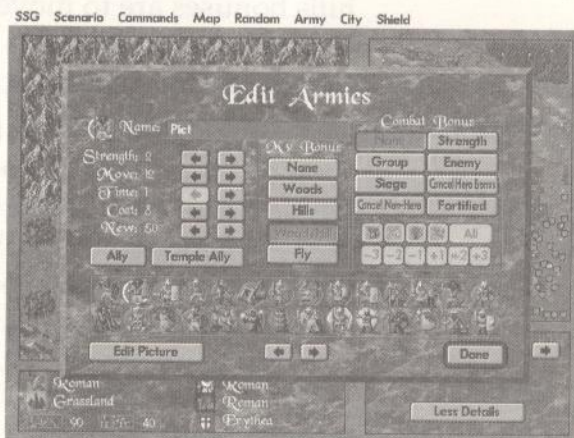


Fig 9. Editing an Army Set



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**Note.** If the New cost of an army is set to zero, then that army type will never be able to be purchased as a new army type for production. This means that only those cities defined at scenario creation time will be able to produce the army type. This feature is very useful for restricting certain army types to certain locations. For example, you could use it to ensure that only Roman cities were able to produce legionaries.

**Ally** Is the army eligible to be an ally that offers to join heroes after ruins have been explored? This is usually reserved for powerful army types.

**Temple Ally** Is the army eligible to be an ally offered as a reward for a successful quest or as allies from a site revealed by a sage? This is usually reserved for the most powerful armies. Remember, these armies must be able to fly!

**Move Bonus** An army can have either a woods bonus, a hills bonus, a woods and hills bonus or a fly bonus. Or no bonus at all. The woods and hills bonuses are to move at the plains cost through those terrains. The fly bonus is to move at 2 MP per square over all terrain except road, which costs flying armies 1 MP.

**Combat Bonus** The combat bonuses are assigned in three parts. These can be thought of as Type, Scope and Level. For instance, in the Erythea army set, Spiders have a bonus of Type = Strength, Scope = Cities, and Level = +2. That is, Spiders are +2 to their own strength when attacking or defending a city. Dragons have a bonus where Type = Group, Scope = All Terrain and Level = +2. That is, they add +2 to the strength of all armies they are stacked with, regardless of terrain.

### Type Options

**None** No Bonus.

**Group** Bonus applies to this army and all armies grouped with it, in attack and defence.

Siege	Bonus cancels all city defence bonuses of the enemy stack.
Cancel Non-Hero	The bonus will cancel all non-hero bonuses of enemy armies in combat. Does not cancel city defence bonuses.
Strength	The bonus increases the strength of the individual army.
Enemy	The bonus decreases the strength of all enemy armies whether attacking or defending.
Cancel Hero Bonus	The bonus will cancel all hero bonuses for the enemy armies in stack.
Fortified	Bonus acts like a city bonus, i.e. adds to the strength of all armies in a stack when they are the defending side.

### Scope Options

The bonus can apply on Plains, Forest, Hills, City or all terrain types.

### Level Options

Bonus levels range from -3 to +3.

**Note.** Heroes constitute a special type of army. You can change their strength and movement allowance, but all other aspects of their performance are taken care of by the special rules for heroes.

Fight order buttons - the order in which you define army types is the default fight order. Since you will doubtless be following the creation commandments and defining your armies in roughly increasing order of strength, you can use the two arrow buttons to change the order of armies.

### Edit Picture

As well as editing army characteristics, you can also edit the army picture. Click on the Edit Picture button to bring up the Edit dialog. *Fig 10* shows the dialog.

The main part of the display shows a pixel by pixel display of the army picture. You can edit this using the 128 color palette on the right of the display.



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The available paint tools are the Pencil, Paint Bucket and Color Picker.

The Grid check box turns on or off a pixel by pixel grid, which can make editing easier.

The arrow buttons in the keypad at the bottom of the screen are used to nudge the picture one pixel in the desired direction.

There are two special colors used by the editor. The Uniform color is the color that will be replaced by the side color to make the picture into an army for a particular side. The uniform color is indicated in the palette by a letter 'U'. In the example shown in *fig 10* the sides are distinguished by the color on the figure's shield and tunic.

In the main part of the display, most of shield and tunic is painted in the uniform color. Looking at the right side of the display we can see all the variations on the figure as they will appear in the game.

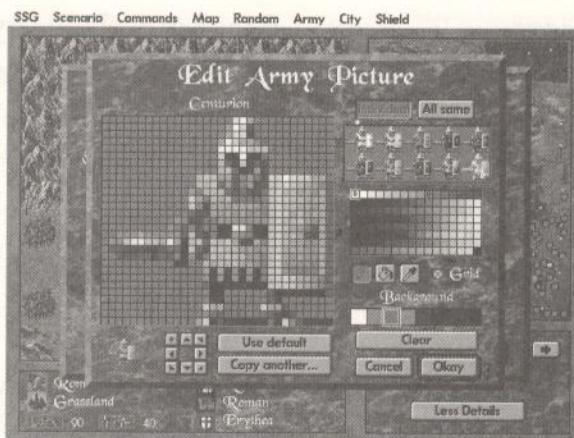
The Background color is a transparent color which will not be shown on the screen when the army picture is used onscreen. It is indicated by the letter 'B' in the palette. The Background color can be changed by clicking in the small palette labelled Background.

The appearance of the army picture for each side, plus neutrals and an army shadow, is shown at the top right hand side of the dialog.

At the top of the display are two buttons marked Individual and All same.

If the All Same option is chosen, changes made in the main picture editing screen will affect all nine army pictures.

If the Individual option is chosen, changes made in the edit screen will only affect a single army picture. The picture being edited is indicated by a small



*Fig 10. Painting Armies*

## Warlords II Deluxe

white dot above or below the army icon. To change the current army, click on its picture on the right hand side of the display. Editing single army pictures is particularly useful as means of further distinguishing between the red and black sides which often need extra attention. Warning! Do all Individual changes after editing using All Same. If you choose All Same after doing Individual editing, all changes will be lost!

The Clear button will clear the current picture to the background color.

The Copy another... button will allow you copy another army picture to the current army. A dialog showing all the pictures for the current army set will appear. You can choose one by clicking. In the Copy Picture dialog, you can click on the Another army ... button to choose a different army set to copy from.

A special note about Heroines:

In order to further the inalienable rights of both sexes to indulge in slaughter and conquest, *Warlords II Deluxe* now includes separate male and female hero army icons. When you go to edit the picture of a Hero, there are actually two pictures to edit, and selection is made by clicking on the icons in the bottom left of the dialog.

When you have finished editing your army picture, hit the Okay button. You will be asked if you wish to save the changes you have made.

### Edit Boat Picture

The characteristics of boats are fixed in *Warlords II Deluxe*. However, you can edit their pictures to make the boat icons fit in with the rest of your army. This command brings up a picture editing dialog that works in exactly the same fashion as the army picture editing dialog.

### Edit Long Army Name

Each army set can have a long name (up to 19 characters), to make it easier to recognise.



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### Use Army Set

This command associates a particular Army Set with the current scenario. The dialog will show all possible Army Sets.

### (g). The City Menu

#### Create City Set

Different city pictures are collected in sets just like armies. To name a set, you must use the Create City Set command.

#### Edit City Set

The editing process for cities works much like those for armies. Fig 11 shows the dialog. Cities have a background color, like armies, that won't be displayed on screen. Above the color palette is a set of three buttons. These choose whether you will be editing the city, the razed city or the tower picture for the current side. The Copy To Razed button copies the current city to the razed city picture to help reduce the graphic workload involved in destroying it!

To change the current side, click on the colored shield for that side.



Fig 11. Painting Cities

### Edit Long City Name

Each city set can have a long name (up to 19 characters), to make it easier to recognise.

### Use City Set

This command associates a particular City Set with the current scenario. The dialog will show all possible City Sets.

### (h). The Shield Menu

#### Use Shield Sets

Shield sets cannot be edited inside the *Deluxe Scenario Builder*. However, if SSG defines a different shield set, it will be available for use in your own scenarios and may be chosen through this menu.

## 7. THE LIBRARIAN

The Librarian utility gathers together a number of extremely useful functions in one place, with a graphical interface. With the Librarian, you can Copy, Delete, Pack or Unpack Scenarios, Army sets, City Sets, Shield Sets and Terrain Sets.

The Librarian is part of the Install program. To run it type:

```
CD \W2DELUXE [ENTER]
```

```
INSTALL [ENTER]
```

Then hit the Librarian button in the Install dialog.

The Librarian has two main scrolling list boxes, which show the Source and Destination of files. The Source could be the Warlords II Deluxe CD, or another directory on your Hard Disk, or even a floppy disk. To change the Source, click on the Source icon.



## Warlords II Deluxe

The Destination will often be the directory on your Hard Disk which contains the *Warlords II Deluxe* program, but you can change the destination by clicking on the Destination button.

The list boxes show either Scenarios, Army sets, City Sets, Shield Sets or Terrain Sets. To change the type of item you are dealing with, click on the icons on the right hand side of the dialog.

At the bottom of the dialog are the actions that the Librarian can perform.

### Copy

This command copies items between Source and Destination.

### Delete

This command deletes the current item.

### Pack

Compresses the current item. If compressing a scenario, there are a number of options as to what will be included with the packed scenario. The Pack dialog tells you the name of the packed file.

### Unpack

This command unpacks packed scenarios.

### List Scen

This command only works with Army sets, City Sets, Shield Sets or Terrain Sets and tells which currently installed scenarios are using the particular set.

### Info

This command only works with scenarios and gives a short summary of the scenario details.

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The Librarian utility gives you complete control over the scenarios and their components installed on your Hard Disk, allowing you to regulate exactly how much space the game takes up.

Packing scenarios allows all the various components of a scenario to be bundled up in one package and transmitted to other users.

### 8. SCENARIO LIMITATIONS

Both *Warlords II Deluxe* and the *Deluxe Scenario Builder* will be unable to handle more than 512 scenarios, and 1,024 Army, City, Terrain and Shield Sets.

A good way to test a scenario is to set all players to computer Warlords and let them battle it out. When the game is over, have a look at the history report. If a player's GPs have plunged to zero, or if they were too inactive, then the armies were probably too expensive.

### 9. EDITING PICTURES

A cursory glance at the *Warlords II Deluxe* file structure will reveal that almost all graphics files in the game are .PCX format. This means that they can be edited in paint programs outside of the game, if sufficient care is taken.

There is one overriding rule for editing game graphics. *Do not alter the picture size or the palette!*

All pictures are 640 \* 480 resolution, but many are actually sized smaller than the maximum size. If you alter the size of these pictures by even one pixel, disaster will result.

Similarly, the game uses a single fixed palette. If you do pictures with a different palette, then that palette will be ignored, and the results are guaranteed to look



## Warlords II Deluxe

atrocious. You can only use colors 1 to 127, color 255 (which is always white) and color 0, which is the transparent color. If you change any other color, the game will look terrible!

It should go without saying that you should use extreme caution in playing directly with game graphics, and make backups of any important work before editing any files.

### Editing Army Sets

Army pictures are found in the directory

\W2DELUXE\ARMY\

The editable files take the format

<armyname>X.PCX

where X is a side number from 1 to 8 or the letter S for the shadowed versions of the armies.

### Editing City Sets

City pictures are found in the directory

\W2DELUXE\CITY\

The editable files take the format

<cityname>X.PCX

where X is either 0 for the standard city pictures, 1 for the razed versions of those cities, or 2 for the neutral city and the towers.

### Editing Shield Sets

Shield pictures are found in the directory

\W2DELUXE\SHIELD\

The editable files take the format

<shieldname>X.PCX

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where X is either nothing, S or T. Shield pictures come in different sizes for use in different parts of the game, and all three .PCX files must be edited.

### Editing Scenario Pictures

The scenario picture is that shown when a scenario is loaded. It is found in  
    \W2DELUXE\SCENARIO\<>scenarioname>  
and is called  
    SCENARIO.PCX

### Editing Strategic Map

The strategic map pictures are found in the directory  
    \W2DELUXE\SCENARIO\<>scenarioname>

The editable files take the format  
    <STRATX.PCX

where X is 0, 1 or 2. The map is split into three separate files and they should all be edited. Warning! Do this only after you have finished creating a scenario, as the files are deleted and recreated each time you save a scenario!

### What Not To Edit

Do not edit anything in the \W2DELUXE\PICTS directory. These are game files used in mysterious ways, which cannot be safely tampered with.

## 10. EDITING TERRAIN SETS

The *Deluxe Scenario Builder* does not allow you to edit terrain sets. We have included a separate Terrain Editor for *advanced* users, but it is not for the faint hearted, and requires the use of an external paint program that supports the .PCX format.



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To start the Terrain Editor type:

CD W2DELUXE [ENTER]

W2TERR [ENTER]

When the editor starts up, there is no terrain loaded. You must use the Load Terrain button to load a terrain set. When it is loaded, the frame on the right of the screen shows a selection of tiles from that set. The commands in the Terrain Editor are as follows.

## Create Terrain

This allows you to create a new terrain type. You must have loaded an existing terrain type for this option to work. Once you have given it a new name, you can safely edit it without affecting the rest of your game.

## Copy Terrain

Copies a new Terrain Set to the existing terrain name.

## Load Terrain

Loads a new Terrain Set to work with.

## Delete Terrain

Deletes the current Terrain Set.

## Save Terrain

Saves the current Terrain Set.

## Export PCX

In order to edit a Terrain Set in an external paint program, it must be exported as a PCX file. This command will take the current Terrain Set, and turn it into a 640 \* 480 \* 256 color file, with the special *Deluxe* palette. While you can edit this file to create new terrains, do not change the file size or the palette!

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### Import PCX

Once you have edited your PCX terrain file, it needs to be turned back into the *Deluxe* format, through the Import command. If you don't do this, the game will not be able to use the edited terrain.

### Names

For each terrain type, you may specify both the name of the terrain in the game, and the description that comes up in the game when you right-click on the terrain. This will allow you match both graphics and descriptions of your new terrain. To edit the names, click on the text shown in the Terrain Names dialog.

### Strategic Map

The Strategic Map is generated from the Tactical Map. It's appearance is now almost totally under your control. Clicking on the Strategic Map button brings up the Strat-Map Colors dialog. For each terrain type, you can specify not only its color on the Strategic Map, but the pattern it uses, and the way that pattern is itself colored. Features were still being added to this dialog at press time, so a full explanation will be found in the README file.

### Settings

For each Terrain Set, you can specify a default Army, City and Shield set. The Hills around Mountains check box (which may vary depending on the names chosen for terrain) specifies whether hills are to be distributed around mountains in random maps.

If Use Background Picture is checked then the background picture shown will be used as a background to the strategic map.

The Move through check boxes specify whether units will be able to move through the various terrain types. If you intend to prohibit movement, it would be a good idea to edit the terrain descriptions so that users know why they can't move their men.



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The Terrain Set Name is a long name for the terrain type.

# 11. TROUBLE-SHOOTING AND TECHNICAL SUPPORT

The writer of this manual also handles many of the customer support queries, so please heed this extra special plea to read this section before you contact us. It is a fact of life that no program of any reasonable size can hope to run first time, every time on all possible target machines. Here at SSG, we are just as interested as you are in clearing up any problems.

To make that process as quick and painless as possible, we need your help. When contacting SSG customer support, please make all of the following information available in your first message.

Your name and postal address. (Often problems can be solved just by posting a patch disk).

The type of computer you are using. (This is very important, but so many people assume that we know what they know. We don't, unless they tell us).

The version of the program found under the About menu. (The problem may already have been fixed, but we can't be sure what to do if we don't know the version number of your program).

The information contained in the About Your PC dialog found under the SSG memory. This will tell us what our systems think your system is.

The version of DOS you are running, or if you are running the game under some other OS such as OS/2 or Windows 95.

As much detail as possible on the problem. Write down any messages or numbers that appear on the screen, and try a few experiments to see if the problem is linked in any way to specific events. (Saying that it does not work is not a great help. Please be as specific as possible).

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Run the DIAGNOSE program in the \W2DELUXE directory. This will attempt a detailed analysis of your system, and write the results to a file called DIAG.TXT.

You may also be asked to supply a listing of your AUTOEXEC.BAT and CONFIG.SYS files, so please be prepared for that eventuality.

There are some things you can try on your own.

Read the README file. Information that you need to solve the problem may already be in your directory.

Free up more memory. The minimum memory required is always listed in the README file, but usually more is better. Freeing up memory below 640K may solve the problem.

Turn off the sound and/or music. Sound is another major cause of incompatibilities and problems. Run the INSTALL program again and choose the No Sound option(s). If this makes a difference, you will be able to use the program and we will have a very important clue for our bug (er... feature) finding. Turning off sound and music also frees up about 30K of conventional (DOS) memory.

## 12. ON-LINE SUPPORT VIA COMPUSErVE

For on-line support of *Warlords II Deluxe* via CompuServe, call toll-free on 1-800-524-3388 and ask for Representative #574 to get your free introductory membership and \$15.00 usage credit.

If you are already a member of CompuServe, type the command GOGAMDPUB at any ! prompt to reach SSG's support section (Section 4), or contact our technical support department on 72662,3471.



### 13. NETWORK SERVICES

Network services, like Compuserve, are the best way to get technical support. There's no hanging on the telephone, and problems can be sorted out with a minimum of fuss, and a maximum of convenience. A patch file may be all that is required to fix a problem, and these are easily and quickly downloaded. Networks also offer contact with other game users, who can provide game tips, suggestions and encouragement. Outside of game support, there is a whole new on-line world to explore, and SSG encourages you to get connected, and join in.

### 14. ADDRESSES

#### IN NORTH AMERICA

Strategic Studies Group Inc.

P.O. Box 30085

Pensacola, FL. 32503-1085

Tel (904) 469-8880

Fax (904) 469-8885

#### ELSEWHERE

Strategic Studies Group P/L

P.O. Box 261, Drummoyne

NSW. 2047. AUSTRALIA

Tel (02) 819-7199

Fax (02) 519-3397

Compuserve: 72662,3471

Genie: SSG

AppleLink: AUST0161

INTERNET: gwhiley@ssg.com.au

eWorld:SSG

SSG's World Wide Web Site contains information, patches to game programs and late breaking news. It's address is:

<http://www.ssg.com.au>

# Appendices

## Appendix A (104) (Scenario List)

## Appendix B (107) Selected Scenario Notes

## Appendix C (120) Combat Mechanics



## APPENDIX A

### Scenario List

Here is a list of the 60 scenarios, and their authors, in alphabetical order.

Scenario #1	200bc	Jim McNally
Scenario #2	Altair	Jeremy Reaban
Scenario #3	America	Jennie Leslie & Jenny Trout
Scenario #4	Arthurian Britain	Steve Fawkner
Scenario #5	Babe War	Mike Salt
Scenario #6	Calador	C. Alex Fredericks
Scenario #7	Chesciv	Jim Ground
Scenario #8	Chessboard	Steve Fawkner
Scenario #9	Civil War!!!	Mark J.J. Hill
Scenario #10	Dante's Inferno	Paul Ceccarelli
Scenario #11	Dark Continent	Steve Ford
Scenario #12	Diphtharia	Rick Moscatello
Scenario #13	Dragon Realms	Steve Fawkner
Scenario #14	Dwarven Mines	Steve Fawkner
Scenario #15	Elemental Crux	Steve Fawkner
Scenario #16	Elemental Problems	Mark J.J. Hill
Scenario #17	Elkor's Tomb	Steve Fawkner
Scenario #18	Erythea Campaign	Steve Fawkner
Scenario #19	Esesgee Isle	Mark J.J. Hill
Scenario #20	Europa	Steve Ford
Scenario #21	Fantasy	Paul J. Paella

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Scenario #22	Flooded Halls	Mark J.J. Hill
Scenario #23	Glacial Isles	Mark J.J. Hill
Scenario #24	Hadesha Campaign	Steve Fawkner
Scenario #25	Hand of Fate	Janeen Fawkner
Scenario #26	Holy Wars	Danny Hamilton
Scenario #27	Illuria Campaign	Steve Fawkner
Scenario #28	Invasion	Brett Harrison
Scenario #29	Isladia Campaign	Steve Fawkner
Scenario #30	Isle Of The Wheel	Steve Fawkner
Scenario #31	Isles of Sorcery	Steve Fawkner
Scenario #32	Jungle Valley	Mark J.J. Hill
Scenario #33	Knight's Isle	Steve Fawkner
Scenario #34	Landlords	Rowan and Roger Keating
Scenario #35	Minotaur Maze	Mark J.J. Hill
Scenario #36	Mythtec	Bob Plyler
Scenario #37	Nippon Babylon	Nick Stathopoulos
Scenario #38	Norse Mythology	Will Michael
Scenario #39	Pirates	John Silverbeard
Scenario #40	RainWar	Paul Fields
Scenario #41	Raven Castle	Steve Fawkner
Scenario #42	Roman	Jennie Leslie & Jenny Trout
Scenario #43	Rule Britannia	Jennie Leslie & Jenny Trout
Scenario #44	Russia	David Bush
Scenario #45	Selentia	Steve Fawkner
Scenario #46	Severus	Perry L. Wood
Scenario #47	Spectremia	Gregor Whiley



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Scenario #48	Spider Queen	Steve Fawkner
Scenario #49	Spindle Isle	Mark J.J. Hill
Scenario #50	Star	Roger Keating
Scenario #51	The Fall of Rome	Frosty Schneemann
Scenario #52	The Vale	Kendra Michael
Scenario #53	The Well	Mark J.J. Hill
Scenario #54	Transylvania	Steve Ford
Scenario #55	Trucks	Glenn Glasell
Scenario #56	Twin Towers	Steve Fawkner & Mark J.J. Hill
Scenario #57	War of Powers	Darrin Hutchison
Scenario #58	Warthogs II	Brett Harrison
Scenario #59	Waterloo	Jennie Leslie & Jenny Trout
Scenario #60	Zulu	Jennie Leslie & Jenny Trout

## APPENDIX B

### Selected Scenario Notes

Designers of some of the scenarios included in *Warlords II Deluxe* have kindly provided scenario notes, which will provide some interesting background for those scenarios.

#### Scenario #1

#### 200 BC

by Jim McNally

For me, 200BC represents a compromise date in the military history of the Mediterranean-Middle East region.

A time frame following the height of the Persian Empire and the Macedonian Empire of Alexander the Great, being well after the Ancient Egyptians, during the Rome/Carthage struggles and leading into the fully developed Roman Empire, yet, with the ever present nomadic horsemen and barbarian hordes on the horizon, maximises the interplay of cultural mystique, military history and lore.

A sense of the geographical limits and opportunities of the region was attempted by the placement of impassable mountain barriers and (truly navigable) major rivers. (Flying creatures were dropped as they would only undermine the effects of geography, and geography was the most 'defining' feature of that time period.)

Fantasy creatures were exchanged for the truly 'fantastic' and civilisation defining military units available; the chariots of Ancient Egypt, the noble horsemen of Persia, the Macedonian phalanx, the nomadic horsebowmen of the steppes, the elephants and light horse of Carthage, barbarian hordes, and finally the flexible might of the Roman Legion.



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Working within the Warlords II engine it is possible to touch the 'tip of the iceberg' of perhaps the most romanticised and captivating period of the development of 'Western' civilisation.

### Scenario #2

#### Altair

by Jeremy Reaban

In the not so distant future, on a planet named Altair, several different factions fight for domination. One is the original natives of the planet, who call upon their mysterious gods for help. Also, there are the Houses of the original human settlers on the planet, various Megacorporations, and the Terran Government. The natives start out using lower tech armies, native animals, with some help from their native gods. The Houses of the settlers rely mostly on modern weaponry, while the Terrans have access to higher technology units such as StarCruiser.

One of the most notable features of the plains of Altair is its gigantic ground drawings, reminiscent of the ones in Nazca, Peru. The ancient faith of the native's says they were created to attract passing gods. Apparently it succeeded.

### Scenario #5

#### Babe War

by Mike Salt

Long, long ago, or so the rumours go, there were strange creatures in the world called Men. Nowadays, these strange beings exist only in myth and legend. Some say that Men still live, in ruins and lost civilisations scattered about the world, but who has time to look for them now that war has begun.

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The four Empresses have begun the final battle for dominance in this all-female world. The Ice Empress with her legions of cold-blooded vampiresses, Empress Innocence and her holy army of Angels, Empress Corruption and her legions of demonic creatures, and Empress Passion, with her fiery-blooded hordes all vie for control of the world.

To succeed, they will need to win over allies like the catwomen, the sorceresses, the dragons, and even the lowly girl scouts.

And perhaps...just perhaps... they may decide to seek out places of power. Places of ancient power, wherein dwell creatures that have not been seen for thousands of years.

One thing is certain: In the end, there can be only one true ruler. Thus begins the Babe War.

### Scenario #6

#### Calador

by C. Alex Fredericks

For years, Calador was a bastion of stability and prosperity. Yet such prosperity also induced jealousy. At last, the last king of house Kays, an incompetent but popular man named Justin, died without an heir, and multitudinous enemies took their chance to strike. The Larathans seceded from Calador many years ago, and now seek to impose the same domination on Calador that they endured. The Democraticists seek to topple the monarchy and set up their own government (evil, eh?).

The Trader Faction sees ownership of a country as their best acquisition yet. House Derspar, distant cousins of the Kays, see Calador as rightfully theirs. The Sim'Lirists follow their martyr, the revolutionary Rahn Sim'Lir, to completely dissolve Calador. The Militarists, headed by Justin's former general, seek to put their own regent on the throne until a suitable heir is found. The Syakune Empire seeks to achieve its ancient goal of annexing Calador. The Gabre Republic is



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Daron Durlath's means of vengeance against Calador, who executed his father, Daryk, after he led a Syakune invasion force.

The regiments are organised; the lines are drawn. Eight mighty powers are ready to move against one another. Though most cities still hold to their old ties, defended by loyal militiamen, their power is yet weak and they are vulnerable. The intelligent dragons, too, have yet to dedicate their forces, and the evil sorcerers and good wizards with their accompanying Spirits, wait to see who is most worthy of their support.

Now the first clash of sword and sword rings out. The battles has begun. Only one faction can remain to gain the prize: Calador.

### Scenario #10

## Dante's Inferno

by Paul Ceccarelli

I wanted to do a scenario based in hell, and I decided that there was no point re-inventing the wheel. Dante's Hell is layed out in such perfect order and with so much meaning that I don't think it was possible to do it better (the Divine Comedy is no ordinary "Cyberpunk Thriller")...the trouble was transforming a three dimensional geographical model (Dante's Hell is sort of like an inverted cone) to a 2-dimensional map space, and to transform a great piece of literature into a Warlords scenario.

The Inferno is heavily into sin and punishment and I didn't want to depress everyone with that, but the layout of hell is based on the grade of sins...no need to go into it in detail (you can always just read The Inferno). The factions are Virtuous Pagans, the Lustful (a sin of temptations), the Violent (sins of pride and anger), The Demons (your not-so-hospitable hosts), The Fraudulent (sins of fraud and deceit) and The lowly Traitors of which Lucifer himself is chief (and a nasty unit of strength 9, I might add). The army set is a hodgepodge of units from other sets that seemed to fit what I was looking or... many of the creatures

are of mythology because of Dante's fascination with Greek and Roman literature. The terrain is difficult and broken into areas: Limbo, Upper Hell, Nether Hell, the Malbowges (evil pouches) and the frozen well... the rivers of hell are all present.

### Scenario #12

### Diphtharia

by Rick Moscatello

I've designed this scenario using many elements (or, as some would say, cliches) from fantasy gaming that I've encountered. Similarly, the artwork is, when not identical to what was provided with the scenario builder, just modification of existing artwork (eg, I put a rider on the griffin). This scenario is mostly intended for more than one human player to play; most of the starting areas are cleanly divided, so that players can build their power base without early squabbling. The following are general descriptions:

Elves: Nice cities, but their own defensibility means quick expansion will be difficult. Those Ogres to the south are nice, but the time it takes to capture them gives the Goblins and Warlund precious time — but the Goblins have a nice city to the east, and Warlund can easily be distracted. Now, if only the Invisible City player goes south.

Goblins: Much like the elves, but they don't have nearly as much economic strength. Money, for the most part, isn't nearly as easy to come by as in other Warlords scenarios I've seen — not everyone can afford to have every city building unit all the time. This goes especially for the slow, strong, but expensive troll forces, that build (breed?) quickly.

Warlund: Nice cities, nice roads. But, it's easy to be surrounded by several invading forces at once. If this happens, you'll need to take advantage of interior lines, and hope that you've garrisoned adequately.



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Stoneland: This capital has the strongest starting build capacity; the player who takes this is in for a challenge, as the dwarfs aren't easy to capture, and Warlund is no piece of cake either.

Ahaz: Not a bad country, although it can take a long time to "unit" all the cities, and a surprise attack on another player is hard to pull off: don't underestimate the importance of fleets, here, and be careful not to overspend.

Invisible City: Probably the one to play if you are the only player, as the option to go north (into the often crushed human cities) or south (to the poverty stricken trolls and Fork) gives a bit of an advantage if only a few humans are playing.

Fork: A weak position, but not bad if only a few people (even just one) are playing.

Sea Kings: Much wealth, but it is hard to expand. Basically you need to consider consolidation of the few cities you can easily get, then advance in numbers.

### Scenario #36

## Mythtec

by bob Plyler

Mythtec represents a mythical Central American scenario. Included are four Mayan sides (Tikal, Panenque, Copan and Chichen Itza) and four non-Mayan sides: (Lomecs, Toltecs, Zapotecs, and Aztecs). These people built empires at differing times during the period 1000BC to 1500AD. Warfare, while sometimes ritualistic and sometimes very bloody, did not change significantly during this period. Defensive equipment could be very colourful, and included cotton armour and shields, with the elite warriors decorating their armour with animal skins, and feathers. Offensive equipment included missile weapons (bow, sling, javelin and darts) and for hand to hand fighting, wooden lances and swords tipped with razor sharp obsidian blades.

Some of the army units represented include:

Chichimecs, representing various northern tribal warriors who were very good with a bow; Quachic, veteran warrior class; Apprentice, nobles and warriors in training; Knights, a variety of different knight classes of lesser orders; Jaguar and Eagle Knights, the highest knight classes, considered elite troops; Conqueror, represents a Spanish Conquistador; Otomi, fierce mercenaries used by a variety of nations as guards and shock troops; Queztal, a bird highly prized for its feathers and considered sacred by the Mayas and Aztecs; Quezacatl, using the manifestation of the plumed serpent, which is the most powerful unit. While a work of fiction, this scenario provides a colourful flavour for the period.

### Scenario #38

## Norse Mythology

by Will Michael

This scenario is based on the gods and myths of northern Europe, encompassing the countries now known as Norway, Sweden, Denmark, Iceland, Germany and the Anglo-Saxon conquests of England. Legend tells us that a giant ash tree named Yggdrasil (the World Tree) stands at the centre of the universe. A major root stretches into each of three regions: the land of the gods, the land of the giants, and Niflheim the land of mist and darkness. Midgard, where humans dwell, is protected by two races of gods (the Aesir and Vanir) from the demons of the other two lands. To the north lie Jotunheim of the Frost Giants, and the subterranean dwarfs of Myrkheim. Muspell, the land of the Fire Giants, is to the south. Niflhel, the kingdom the dead lies in Niflheim. Lastly, a race of elves resides in Alfheim.

The Norse did not believe that the world would last forever, or even that the gods were immortal. They ate the apples of youth to prevent aging, but they could still be killed. A mighty winter lasting three years signals Ragnarok, the final battle between good and evil. Such a winter has arrived in Midgard, and the realms are stirring as each prepares for battle.



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By coincidence, and with a good imagination, the geography of the region can be used to place the various races and still remain true to the relationships described in the myth. The names of the Norse sagas and eddas are used to identify the ruins, while the "magic" items are those used by the heroes, god and giants of the legends.

### Scenario #44

## Russia

by David Bush

This Russian Civil War Scenario for *Warlords II* covers the aftermath of the Bolshevik Revolution at the end of World War I. When the Bolshevik (later Communist) Party overthrew Russia's Provisional Government in late 1917, it immediately sought a separate peace with Germany and Austria-Hungary to end Russia's involvement in World War I. The Germans dictated a harsh peace agreement that forced Russia to give up more than a quarter of its territory in the west and made Poland, Ukraine, and the Baltic Republics independent. The Bolsheviks gave in because they needed to consolidate their won power in Russia, and because they intended to take back the lost territory later through revolution.

The Bolsheviks' primary opponent was the White or Russian Nationalist Faction. These were led by former Tsarist officials and found support among those who adamantly opposed the granting of independence to Poland and Ukraine. Most of the Bolsheviks' opponents were disorganised and did not fully cooperate. They are represented in the game by three separate factions: the White Russian, the Don Cossacks, and the Siberians. Foreign Powers who had been Russia's allies in World War I also intervened by sending troops to Russian territory. British forces took over Murmansk and Archangelsk; the French, Italians and Greeks landed at Sevastopol and supported White Armies there. American and Japanese forces landed at Vladivostok in the Far East. Most of these forces took little hand in the fighting and merely sat to watch out for their

country's interest; except the Japanese, who eventually took advantage of Russia's weakness to try to gain territory in Manchuria and the Maritime Provinces. The most curious faction is that of the Czech Forces. Soldiers from Czechoslovakia, which was part of the Austria-Hungarian Empire, were drafted to fight for Austria.

Many deserted, however, and were encouraged by the Russians to form a legion that fought on the Russians' side. This force of 10,000 was left stranded when the Bolsheviks pulled Russia out of the war. They couldn't go back home because they would be shot as traitors, so they migrated eastward and ended up in the Urals.

### Scenario #46

## Severus

by Perry L. Wood

Severus is set in the troubled era following the "Silver Age" of the Roman Empire (96-180 AD). The murder of Marcus Aurelius' son and heir, Commodus, in 192 led to civil war. Three provincial military leaders — Septimus Severus in Pannonia, Clodius Albinus in Britain, and Pescennius Niger in Syria — all acclaimed themselves as Caesar. Severus seized the initiative and captured Rome. Cleverly, Severus neutralised Albinus by declaring him his heir and leaving him in control of Britain. After defeating Niger in 194, however, Severus repudiated his deal with Albinus. In 196, Severus moved West to confront Albinus.

The scenario begins at this point.

Severus is preparing his forces in Gaul to confront Albinus. Albinus has stripped Britain of most of its defenders as he prepares to cross the channel and battle Severus. A weakened Legion VI Victrix, based at York (Eburacum), is left to defend the north alone against the barbarians, who hope to exploit Rome's distraction for their own gain. The Antonine Wall has been abandoned, and the



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defence of the province relies upon Hadrian's Wall and a few outpost forts manned by scouts (exploratores) and auxiliary forces.

The Irish are represented by the Mamu in Munster and the Ulaid in Ulster. The Scots are represented by the Maeatae and the Caledonii.

The Saxons, across the channel, are also restive.

Historically, Severus won the battle against Albinus, founding his own dynasty which lasted until 235 when the empire entered a new period of civil war, barbarian invasion, and crisis.

Following Severus' victory over Albinus, the tribes continued to cause trouble in Britain. Severus, himself, campaigned there from 208-211 with his sons, Caracalla and Geta. In 211, he died at Eburacum while on campaign against the Maeatae and Caledonii.

The game includes 100 cities, 40 ruins, and special hero names, items and monsters based upon Roman, Celtic, and Germanic history and mythology.

The cities and ruins are based upon the actual geography of Roman Britain and Roman and Celtic names are used where ever possible.

### Scenario #51

## The Fall of Rome

by Frosty Schneemann

This scenario depicts the greater Roman Empire and all of its foes throughout history, including its early wars (Greece, Carthage) as well as its later challenges (Gaul, Goths, etc.) all taking place at the same time. No attempt was made to balance out the sides... play a small faction for a challenge, or play Rome on the "I am the greatest" setting. The army set is mostly taken from the Roman army set provided with the scenario builder, with some edits and some additions for barbarian units like Vikings, Huns, Druids, etc...

The city set is likewise borrowed heavily, with a couple originals notable the "Stonehenge" city for the Druids. No attempt was made to be historically or mythologically correct, and no research was done on the subject... I tried to use mostly place names that were used in Roman times but there are some exceptions. The map is the exception to this rule, I tried to be as accurate as possible in the landforms and the terrain, even in the placement of roads (all roads lead to Rome, of course).

### Scenario #52

### The Vale

by Kendra Michael

The Vale has been at peace for centuries. Only recently, with the threat of invasion from the dreaded Polax nation, have the clans of the Vale come to life. The Polax, engorged by conquest and subsequent extermination of the people of Trakar, have turned their greedy eyes to the affluent Vale. The five main cities of the Vale have reached an impasse. Who shall lead the nations in defence against the oncoming invaders? Time is running short. If no one takes charge to end this civil war, the Plax will conquer the Vale and destroy everything.

The Draoi have certain advantages. Having evolved in the woods, they possess advanced scouting techniques which the other clans have yet to learn. The rich fertile lands which keep their troops well fed are protected by a vast forest and the great river Naip.

The Sirens are the most secluded of the clans, being scattered across islands. Their gift lies in their impressive navy and improved sailing techniques. Although their diet of fish and sea weed is limiting, they manage to survive.

The Moon Shadow are unlucky enough to be situated in the middle of the large swamp Ghyil. Little can grow here, but it is rich in magic.

The Fire Imps have the plains of Avkom to use at their will. They are incredible equestrians, having mastered the art of both light and heavy cavalry.



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The last of the clans is the Golden Dawn. It probably has the least developed defences. Their realm is centred in the mountains, where they spend much of their time mining. Their gold makes up for their lack of advanced weaponry. They purchase what they need for their defence.

As the clans expand, their arguments increase, and time is running out. If no one comes to their aid soon, they will become as forgotten as the people of Trakar. Will no one help?

### Scenario #55

## Trucks

by Glenn Glassell

This scenario has the developers and their machinery battle for control of Southern California. Although the exit of much of the aerospace business and the general downward spiral of the local economy has increased unemployment and reduced the demand for new structures, the greedy developers and their minions still seek to gain dominance over the land. While a truly successful long term economy requires diversity, these developers want to see the southland turned into a giant sea of mini malls or tract homes.

Seek out the various special tools and artefacts scattered throughout the ruins of the failed businesses and gain blessings and purpose at the local tourist attractions. Ignore the screams of protest of the populace as you erect yet another massive development. Pay no attention to a paralysed and ineffective government as you pave over the last refuge of a soon to be extinct species! Side step the regulations of the Air Quality Management District as your heavy equipment clogs major freeways and brings traffic to a standstill. Above all, don't look back. May your enemies be buried in a sea of asphalt!

Scenario #57

### War of Powers

by Darrin Hutchison

The year is 2-53: nearly fifty-two years have passed since the end of the horrific Mage Wars. The land, and its peoples, have been healing; slowly. After the end of the war, the wreckage that were the survivors of the Races, fled to their respective homelands. Nobody wished to speak of the horrors they had witnessed. Relations between the individual Races are delicate, if not quietly hostile.

The Free Territories are open, the lands largely unclaimed. An unsettled peace has hovered over the lands for a long time now. A generation has grown, while another has died. Populations have risen during the uneasy peace. The search for new land begins...

People forget, but they do not forgive.

The time is ripe for war...

Now it is up to you. Choose your Race, and choose your destiny. Have no mercy in your conquest of the lands, for only the strong shall survive, and the meek...



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# APPENDIX

### Combat Mechanics

When a combat is initiated in *Warlords II Deluxe*, all attacking armies in the currently selected group are moved on to the defending armies. At the end of the combat there will only be the victors standing. The terrain for the combat will be the terrain the attacking armies move to.

If a city is being attacked, all enemy armies in the city are called to defend it. If the attack is outside the city, then only those enemy armies in the grid will defend.

If the attack is to take place over water, shore or mountain terrain and a hero is present, a flying unit may be promoted to the right most position, so that the flying unit fights last. Otherwise the hero might survive the fight only to be stranded because he can no longer traverse the terrain without a flying unit.

### Hit Points

All the armies are given 2 hit points before a combat is conducted. They must each take 2 hits before they are destroyed. This means that once a combat is finished, any wounded units are automatically healed.

### Group Bonuses for Armies

Terrain is classified as CITY, WOODS, HILLS or OPEN (which includes water, shore, mountains etc.).

SIEGE: Catapult

NEGATE HERO: Archon

NEGATE NON HERO: Devil

MAX TERRAIN: Wolf Riders (+1 hills), Dragon (+2 all), Wizard, Worm, Undead, Demon, Elemental, Devil, Archon, Unicorn, Pegasi (+1 all)

MAX SUBTRACT : Elephant (-1 to all enemy armies)

Note that with the MAX bonuses only the highest bonus is used so that if there are 2 elephants in a stack they will only give a bonus of (-1).

### Attack Bonuses

Now all the attacking bonuses are calculated. All the attacking armies are examined and the following bonuses allocated;

MAXHERO STRENGTH: calculate (with battle items) the highest hero strength

ATTACK SIEGE: if true will negate DEFEND FORTIFIED

ATTACK NEGATE HERO: if true will negate DEFEND HERO BONUS

ATTACK NEGATE NON HERO: if true will negate DEFEND MAX TERRAIN

ATTACK MAX TERRAIN: the highest bonus for this terrain is calculated

ATTACK COMMAND: sum all command items carried by heroes

ATTACK MAX SUBTRACT: the highest negative bonus is calculated

After all armies have gone through this procedure then calculate ATTACK HERO BONUS: Using the MAX HERO STRENGTH give a bonus of 3 if hero strength is 9, 2 if the strength is greater than 6 and 1 if the strength is greater than 3.

### Defend Bonuses

Now carry out the above procedure for the defending armies plus; DEFEND FORTIFIED: if the group was in a tower or a city

Modify DEFEND FORTIFIED bonus

If the attackers have a siege engine then DEFEND FORTIFIED is negated. If the defenders are in a tower then DEFEND FORTIFIED = 1, on a special location DEFEND FORTIFIED = 2 or in a city DEFEND FORTIFIED = 1 if the city produces less than 3 armies and 2 if the city produces 3 or 4 armies. These bonuses are halved if it is a neutral city that is attacked.



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### Calculate the ~~ATTACK~~ MODIFIER

The ATTACK MODIFIER is calculated as follows;

ATTACK HERO BONUS ( if no DEFEND NEGATE HERO ) + ATTACK  
MAX TERRAIN ( if no DEFEND NEGATE NON HERO )

The ATTACK MODIFIER at this point can be no larger than 5 (although this may be modified in future scenarios ). The ATTACK MODIFIER is then reduced by the DEFEND MAX SUBTRACT value.

### Calculate the ~~DEFEND~~ MODIFIER

As above plus+ DEFEND FORTIFIED ( if attackers do not have a siege engine  
- see above)

### Individual Bonuses for Armies

Defensive terrain is classified as CITY, WOODS, HILLS or OPEN (which includes water, shore, mountains etc.).

CITY: Minotaurs (+1) Spiders (+2) Griffins (+2)

WOODS: Archers (+1)

HILLS: Dwarves (+1)

OPEN: Light Cav. (+1) Pikemen (+1) Heavy Cav. (+2)

Individual bonuses are added to army strengths and cannot be negated by any special ability.

### Calculate the Attacking Armies' Strengths

If attacking armies are in boats and are attacking other boats or flying creatures, then their strengths are always 4, or their natural strength, whichever is lower. Otherwise, attacking armies strengths are increased by the ATTACK MODIFIER. Heroes will have battle items added to their strengths. Individual bonuses are added to armies depending on terrain (see above). Armies can never exceed a strength of 15.

### Calculate the Defending Armies' Strengths

The defenders then go through the same procedure

### Working Out the Results

The attackers and defenders are formed into two lines facing each other in the order dictated by the 'fight order' dialog. Starting with armies to the left, the attacking and defending units each throw one dice. Normally a 20 sided die is used although if the Intense Combat is chosen, a 24 sided die is used.

If the attacking army throws its modified strength or less and the defender throws more than his modified strength the attacking player scores one hit. If the defending army throws his strength or less and the attacking army throws more, the defender scores one hit. If neither player scores, they continue to throw until one army is destroyed. If 10000 throws are made without a hit being scored the defender automatically wins and the attacking army is destroyed. If the winning army has taken a hit in one round of individual combat then it will need only 1 more hit to destroy him.

It may help to consider the combat procedure between armies with a worked example. Consider a Dragon, final strength of 11, attacking a Light Infantry (LI), strength 2. If the Dragon rolls 11 or less, and the LI rolls 3 or more, then the Dragon hits the LI. This outcome is reasonably likely.

If the LI throws 2 or less, and the Dragon throws 12 or more, then the LI gets a hit on the Dragon. This is less likely, but by no means impossible.

### Some Principles in Combats

1. An attack can be thought of as one more combats between individual armies. If you have a group of weak armies attacking a strong army, it is better to group them together and conduct one attack, rather than make a series of individual attacks. This is because surviving armies are healed at the end of each attack, not at the end of each combat. Attacking as a single group gives the defender no chance to heal, (unless it defeats all of the attackers).



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2. As the normal dice throw is a 20 and the maximum strength is 15, a group of small armies can defeat the strongest single army.
3. It is wise to put siege engines and elephants well up the fight order index, so that they fight as late in the combat as possible. You want to preserve them for future combats because their bonuses can devastate an enemy.
4. The advisor carries out 20 combats using the normal combat routines and reports back how many times the attack was made successfully. This means that combats between small groups of armies will produce diverse results but with a large number of armies the results will be more consistent.
5. High class armies (specials etc.) are good at fighting but it is often useful to use them with armies that are easier to replace. Remember that the toughest army can be defeated.
6. Armies at sea on boats are easily ambushed by fliers as their strength can only be a maximum of 4.
7. Siege engines are useful but they do take time to make. It is best to wait until you have a good number of cities before building them.
8. It is often better to wait for a hero to come along before waging a war. A war of attrition is a costly war. A hero with a (+3) bonus gets the job done a lot quicker and at the cost of a lot less armies.
9. Taking an opponent's city because it is weakly defended can sometimes be the wrong thing to do if you haven't the force to defend it against a counter-attack. Make sure that you have the force necessary to protect your new cities and to take advantage of any opening that may come your way.
10. As you can see from the combat rules above, all bonuses are calculated before an attack takes place. The death during an attack of units conferring bonuses has no affect on the final strengths for that combat.

### A Last Word on Statistics

It is in the nature of humanity to expect average results, and to hope for more. It is in the nature of the universe to deliver all types of results. A moment's thought about the vast number of combat calculations made during the course of a game of *Warlords II Deluxe* will reveal that a number of below average results will occur. Your best stacks will suffer unexpected reverses.

It's no use blaming the Combat Advisor, or the programmers, when this happens. A gamer both expects and overcomes adversity.

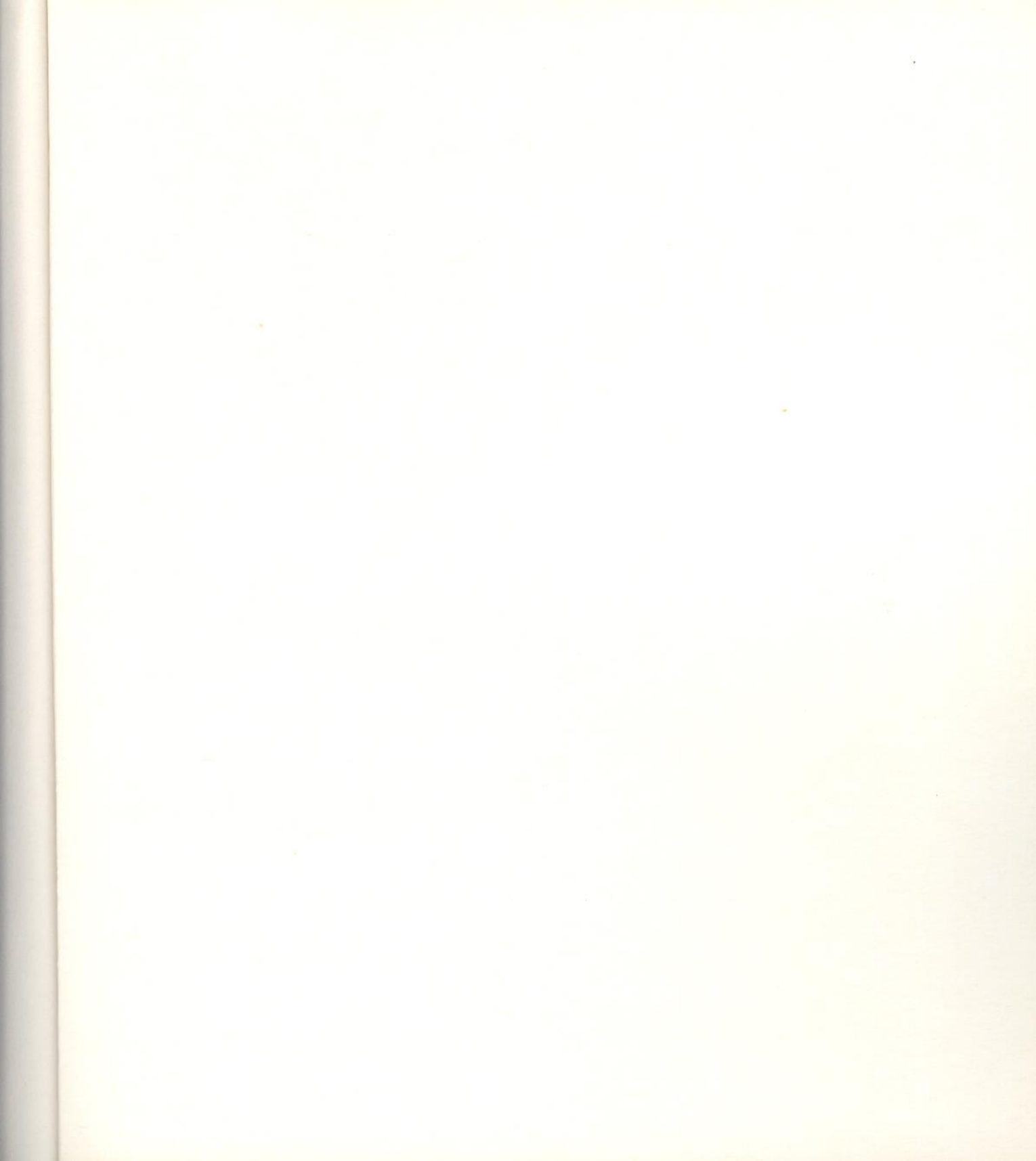


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