





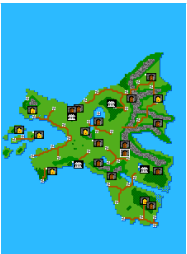





Name	Tutorial	Dragon Realms	Isles of Sorcery	Erythea Campaign	Hadesha Campaign	Isladia Campaign
Description	A Brief Warlord II Tutorial	Battle the Five Dragonlords	The four Colleges of Magic	The Island-Kingdom of Erythea	Hadesha, Land of Nightmares	Battle the Lords of Isladia
Players	2	5	4	8	8	8
	6	40	20	80	80	80
Cities	[1]					
	6	24	16	40	40	40
Ruins						

	Name	Price	Prod	Cost	Mov	Str	Bonus	Hill	Wood	Fly
	Scouts	10	1	2	16	1		h	w	
	Giant Bats	30	1	5	16	1				f
	Light Inf	50	1	3	12	2				
	Orcish Mob	100	2	4	12	2		h	w	
	Heavy Inf.	300	2	5	8	3				
	Light Cav.	300	2	6	20	2	+1 str in open			
	Pikemen	400	3	5	8	4	+1 str in open			
	Dwarves	400	2	7	8	3	+1 str in hills	h		
	Archers	400	2	7	12	3	+1 str in woods		w	
	Heavy Cav.	500	3	8	16	4	+2 str in open			
	Wolfriders	500	2	8	16	4	+1 stack in hills			
	Catapult	500	4	16	16	2	Cancel city bonus			
	Giants	800	2	10	16	5		h		
	Minotaurs	800	2	10	12	5	+1 str in city			
	Spiders	1000	2	12	12	5	+2 str in city			
	Pegasi	1000	3	12	20	5	+1 to stack			f
	Unicorns	1500	4	15	16	7	+1 to stack			
	Elephants	1500	4	15	16	8	-1 enemy stack			
	Griffins	1500	3	15	20	6	+2 str in city			f
	Giant Worms	1500	4	12	12	7	+1 special			
	Ghosts	1500	4	12	16	7	+1 special			
	Demons	1500	4	15	20	7	+1 special			
	Wizards	1500	4	12	50	6	+1 special			
	Elementals	2000	4	15	12	8	+1 special			
	Devils	2000	4	15	16	8	+1 & cancel non-hero			
	Archons	2500	4	20	16	8	+1 & cancel hero			f
	Dragons	3000	4	20	22	9	+2 special			f

N	Name	Mov	Str		Needs
I	Hero	14	5		
II	Cavalier	16	6	<p><b>A Cavalier!</b></p> <p>Uyn Mor has earned enough experience to be known as a Cavalier!</p> <p>He is now Level: 2 Str: 6 (+1) Move: 16 (+2)</p>	15
III	Champion	18	7	<p><b>A Champion!</b></p> <p>Uyn Mor has earned the right to be known to all as a Champion!</p> <p>He is now Level: 3 Str: 7 (+1) Move: 18 (+2)</p>	30
IV	Paladin	20	8	<p><b>A Paladin!</b></p> <p>Uyn Mor has fought long and hard to finally gain the title of Paladin!</p> <p>He is now Level: 4 Str: 8 (+1) Move: 20 (+2)</p>	60



Troll Helm	<b>+1</b>	<b>in battle</b>
Shield of Courage		
Firesword		
Spear of Ank		
Icesword		
Sword of Death		
Tome of War		
Lock of Safety	<b>+2</b>	
Chimes of Safety		
Darksword		
Gem of Attack		
Berserker Helm		
Lightsword		
Bow of Eldros	<b>+3</b>	
Staff of Might		
Horn of Siege		
Armour of Gods		
Crown of Loriel	<b>+1</b>	<b>to command</b>
Sceptre of Loriel		
Orb of Loriel		
Crimson Banner		
Ring of Power	<b>+2</b>	
Horn of Ages		
Staff of Ruling	<b>+3</b>	
Wings of Flying	<b>Allows flight</b>	
Witch's Broom		
Wings of the Eagle		
Wand of Flight		
Magic Carpet		
Boots of Speed	<b>Doubles movement</b>	
Staff of Movement		
Phantom Steed		
Ring of Travel		
Cup of Haste		
Eldros's Pouch	<b>+2</b>	<b>gold per city</b>
Silver Purse	<b>+4</b>	
Okradon's Pouch		
Horn of Plenty	<b>+6</b>	

History shows that there are no invincible armies	Joseph Stalin
We go to gain a little patch of ground That hath in it no profit but the name	William Shakespeare
What we gain by war is all that we should have lost without it	William Pitt
War is a natural extension of nature	Greenbow
As long as there are sovereign nations possessing great power, war is inevitable	Albert Einstein
Lo! Thy dread empire, Chaos! is restor'd.	Alexander Pope
Force and fraud re in war the two cardinal virtues	Thomas Hobbes
War's a brain-spattering windpipe-splitting art	Lord Byron

Affecting Difficulty [2]	Beginner	Intermediate	Advanced
Neutral Cities	Average	Strong	Active
Diplomacy	Off	On	On
Quests	Off	On	On
Hidden Map	Off	Off	On
View Enemies	On	Off	Off
View Production	On	On	Off

**Tutorial** The aim of warlords is to utterly destroy every other player in the game!

You can do this chiefly by making sure they have no cities left.

This tutorial is a very small scenario dealing with the battle for the Isle of Tutoria between the Knights and the evil Darklords.

There are a total of 6 cities and 6 ruins here, and only 2 players - a normal game of Warlords has 8 players, 40 ruins, and 80 cities.

At certain points of the game, screens like this one will appear to help you.

Farewell then... and gook luck!



**Heroes** The Hero is one of the most important pieces in a game of Warlords. Not only can it fight like a regular army, but it can seek out ruins in search of treasure.

Eash player receives one hero at the start of the game. Others will offer to join you later, but only if you have enough gold to pay them.

Your first hero always arrives by himself, but any others who join you later may bring allies, such as dragons and wizards, with them.

All heroes are given a name, but you should feel free to rename them by clicking on their name and then typing a new one.



**Production** The most common way to get new armies in Warlords is to produce them in a city. A city can produce up to four different army types.

On the Production Screen you will see a row of armies [like this].

Left-click on an army to begin producing it. You will then be shown information about that army on the right-hand side of the screen.

If you want to see the information without selecting the army for production, then you should right-click on it.

The right mouse button is used throughout the game to get "more information" about things!





### Selecting an Army

In order to move armies around the map, you must first select them! There are two main ways of doing this: directly and indirectly.

To select an army directly simply move the mouse cursor over the army and left-click. You will see an animated square appear around the army telling you it is selected.

To select an army indirectly, you must use the buttons on the bottom right of the screen:

-> - Select the closest army to this square

! - Finish with the current army, then select the closest army to this square



### Moving an Army

Now that you have selected an army you'll probably want to move it!

When you move the cursor around the map, you will see it change into either a pair of feet - over land - or a boat - over water. To move your army towards the cursor, simply left-click.

If your army runs out of movement on the way to where you clicked, it will remember where it was heading on your next turn.

To make an army continue down its path - shown in black circles - click the "feet" button on the bottom right of the screen.



### Fighting

Now you are within fighting distance!

To fight, simply move the cursor over the enemy city and watch it change into a sword. Left click once, and you'll go into battle!

After you have won, you will be shown a screen with four options: Occupy, Pillage, Sack and Raze.

The simplest option is to occupy the city. This does very little damage and you can start producing immediately.

Sacking and Pillaging damage the city but earn you money. Razing destroys it all!



**Won a City!** You've won your first city!

Every time you win a city, a screen will appear offering you four options.

Occupy: Does little damage to the city and starts you producing immediately.

Pillage: Earns you a little money but does some damage to the city too!

Sack: Earns much more money than pillaging but does much more damage too!

Raze: Completely destroys the city. It can never be rebuilt.

Usually "Occupy" is the best option.



**More Production** So now you have more cities!

Each time you occupy a city, this screen will appear, prompting you to set up production for your new city.

Now that you have multiple cities, you can do some new things!

Like "vectoring" produced in one city directly to another.

To do this, simply move the mouse cursor over the destination city on the left-hand map, then hold down the "shift-key" and "left-click" the mouse.



**End of Turn** Your army has run out of movement! If you have no other armies to move it is the end of your turn.

To end your turn, select "End Turn" from the "Turn" menu. Your opponent will move, and then it will be your turn again. Any new armies will be produced, and your hero will have his full movement allowance restored.

This procedure is the same throughout the game

1. Move and fight
2. End Turn
3. Opponents move - one by one

**Turn 2** You've made it to the second turn!

If you are wondering what to do next, make sure you've tried attacking a city and searching a ruin.

Also, if you haven't done so already, try "right-clicking" on some things on the screen. This is a standard way to gain more information in Warlords.

You can right-click in many areas - try it over cities and ruins, over army groups or signposts - even over buttons. Almost all areas in the game will yield some more information this way!



## Searching Ruins

For you hero to search this ruin, select "Search" from the "Hero" menu.

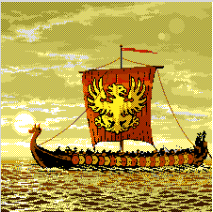




























There are four different things to be found in ruins: items, gold, allies, and sages.







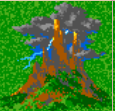




Some items add your strength or leadership in battle. Others allow you to travel further or to fly. Some even increase your income.

Allies include dragons, unicorns, wizards and the like. From one to three may decide to join you.

Sages can give you information about items or other ruins - or maps in the hidden map games!



																	
		White Dwarves	Lich King	Kingdoms	Stone Giants	Ussyrian Orcs	Dark Elves	Horse Tribes	Sirians								
Defence	16	15	17	19	14	16	13	15	16								
Income	234	224	232	262	239	216	231	222	248								
Value	6531	8 950	8 500	5 300	9 000	5 200	6 650	4 500	4 150								
 Scouts	10																
 Giant Bats	30																
 Light Inf	50	1			2		1		3								
 Orcish Mob	100		1			1	3										
 Heavy Inf.	300	1							1								
 Light Cav.	300	2		3				5	1								
 Pikemen	400			1	1				1								
 Dwarves	400				1												
 Archers	400																
 Heavy Cav.	500	1		1		1		4	1								
 Wolfriders	500		2	1		5											
 Catapult	500			2		1			1								
 Giants	800					1											
 Minotaurs	800		3		1	1	1										
 Spiders	1000			2	1		3										
 Pegasi	1000		2				1	1	2								
 Unicorns	1500	3			2												
 Elephants	1500	1															
 Griffins	1500		1														
 Giant Worms	1500																
 Ghosts	1500	1	1														
 Demons	1500				1		1										

																	
										<b>White Dwarves</b>	<b>Lich King</b>	<b>Kingdoms</b>	<b>Stone Giants</b>	<b>Ussyrian Orcs</b>	<b>Dark Elves</b>	<b>Horse Tribes</b>	<b>Sirians</b>
Defence	16	15	17	19	14	16	13	15	16								
Income	234	224	232	262	239	216	231	222	248								
Value	6531	<b>8 950</b>	<b>8 500</b>	<b>5 300</b>	<b>9 000</b>	<b>5 200</b>	<b>6 650</b>	<b>4 500</b>	<b>4 150</b>								
	Wizards	<b>1500</b>															
	Elementals	<b>2000</b>			1												
	Devils	<b>2000</b>															
	Archons	<b>2500</b>															
	Dragons	<b>3000</b>															

# WARBARONS

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Warbarons is a turn based strategy game that is simple to learn yet hard to master  
It's free  
You **can't** buy advantages over other players  
It's game of skill where the best player or team wins



Make sure you don't lose your capital



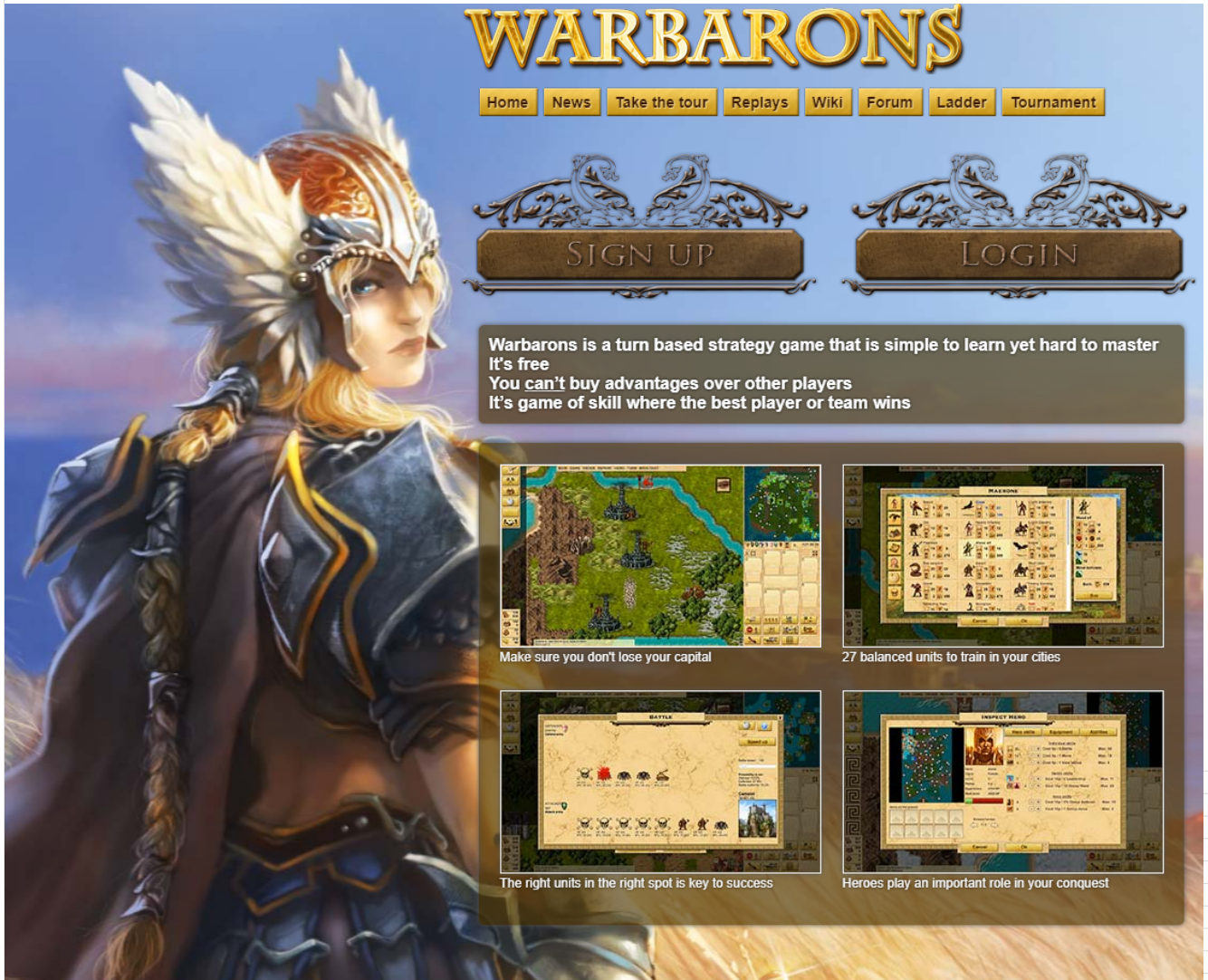
27 balanced units to train in your cities



The right units in the right spot is key to success



Heroes play an important role in your conquest



[1] size: 112x156 move

[2] Not Affecting Difficulty

- Intense Combat
- Quick Start
- Military Advisor
- Random Turns