

STRENGTH & HONOUR
BATTLE MODE WALKTHROUGH

Note: This walkthrough was prepared for the beta version of *Strength & Honour*, and may not work exactly as written for other versions of the game. Even if used with another version, however, it should provide the user with a good introduction to the basic elements of battle mode. Contact Magitech (magitech@ezgame.com) if you would like to receive a more recent version of the game, or if you have any questions.

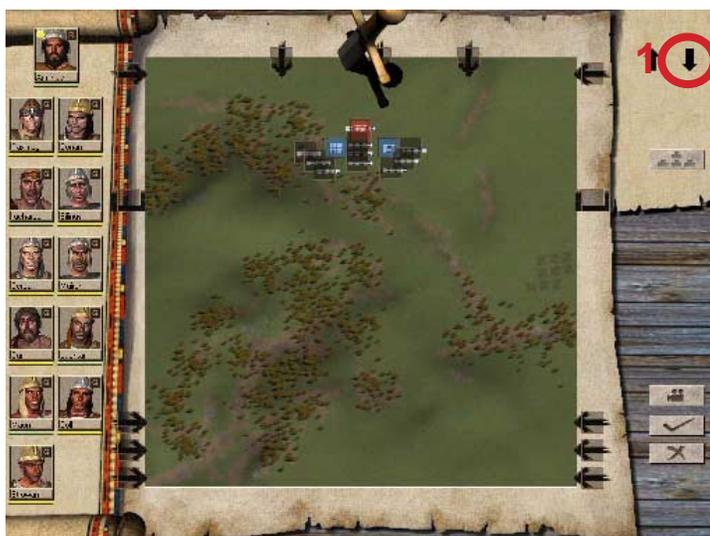


PART 1: GETTING STARTED

1. From the main menu, click “Historical Battle.”



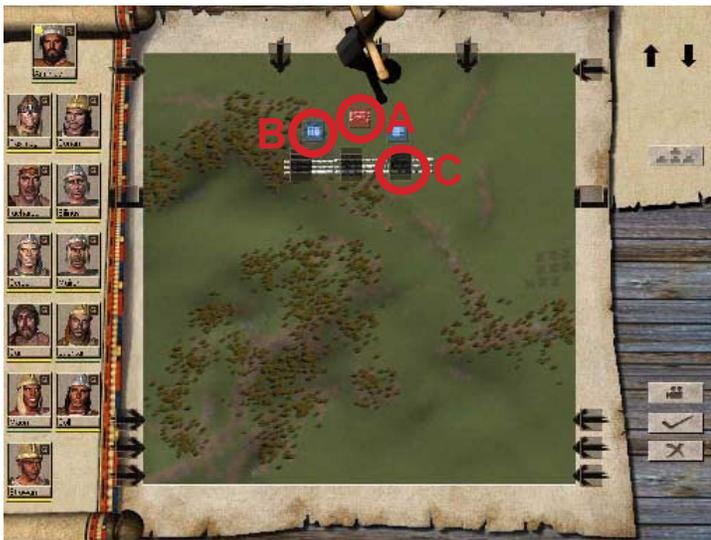
2. From the Historical Battle screen, select the Battle of Teutoburg Forest (click on the sword closest to the left of the map).
3. Click the check mark to continue on to format your army.



PART 2: CHANGING FORMATIONS

You are now in Tactics Mode.

1. Change to a more square initial formation by clicking the down arrow (top right of the screen) once.



The slots on the field represent positions onto which you can place your divisions. The red slot (A) is for your HQ division. The blue slots (B) are for reserve divisions, which are generally used to protect the HQ. The grey slots (C) on the field are for regular divisions.



2. Drag your top general (top left of the screen) into the HQ (red) slot.

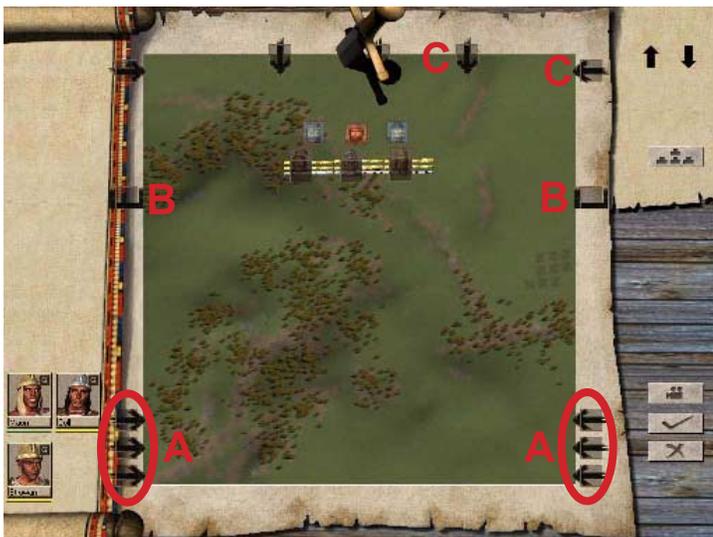


You can manually adjust a slot's position by right clicking it, and then left clicking and dragging on the cross symbol that appears just below it.

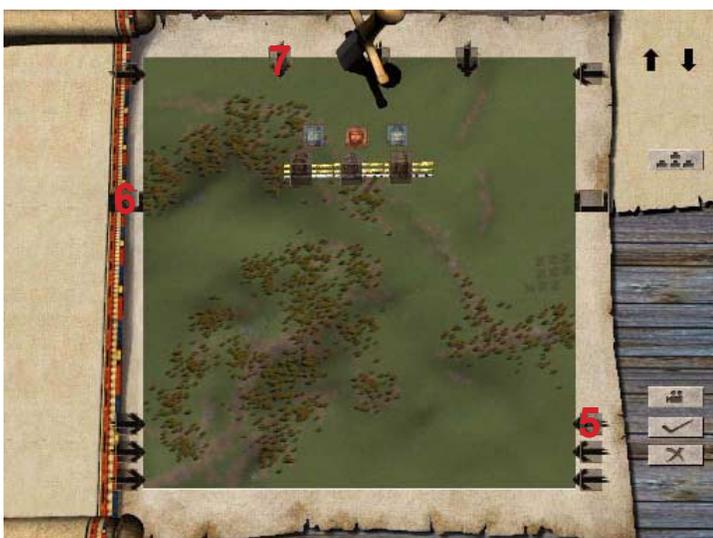
3. Move your HQ slot a little closer to the rest of the army.



4. Drag all but three of your remaining generals onto slots on the field.



The slots around the perimeter of the field represent detachment positions. Divisions placed in strike detachments (A) will attempt to take an indirect route to join the battlefield after it has begun. If successful, detachments of this type can help you initiate a surprise attack against the enemy HQ. Divisions placed in the delay detachment slots (B) will attempt to seek out and stop enemy detachments from surprising you. Finally, divisions placed in the ambush slots (C) will begin the battle just off the battlefield, where they will wait for you to call them in. The enemy army will be unaware of their presence until they are brought onto the field.



5. Drag one of your remaining generals onto one of the three right flank strike detachment slots (lower right arrows).
6. Drag another of your remaining generals onto the left flank delay detachment (mid-left rectangle with one side missing)
7. Drag your last remaining general onto one of the ambush slots behind your army.

PART 3: PREPARING FOR BATTLE

When you are ready to proceed to battle mode, click the check box (A) to start the battle. Be forewarned: once the battle begins you will have to start reacting in real-time. You may want to review the battle mode instructions below before continuing.

Click 'X' when the save formation dialog appears (B).

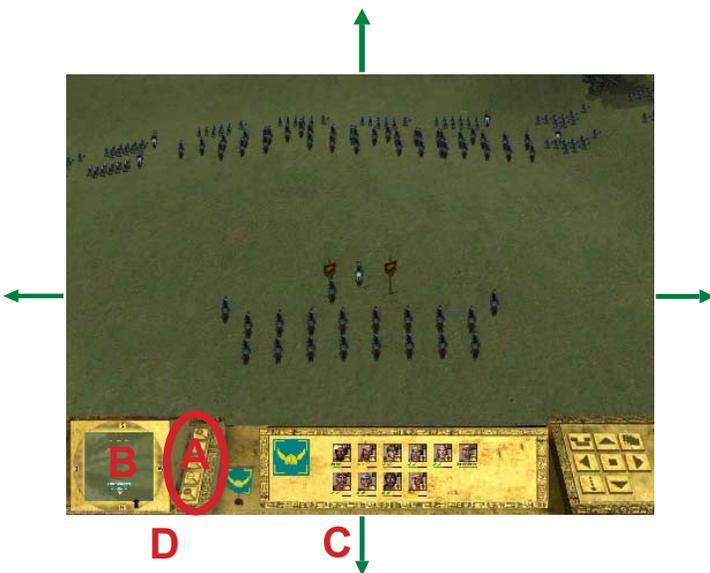
PART 4: SCROLLING THE BATTLE-FIELD

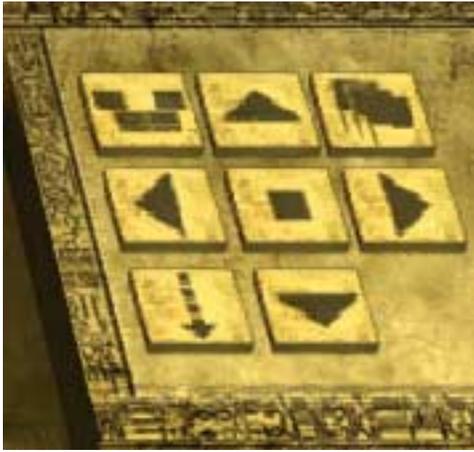
Our general strategy will be to hold back the enemy until our strike detachment arrives, then use that detachment to crush their HQ. Knocking down the flags of an enemy army is a sure way to demoralize them, and is often enough to force them to retreat.

To get started, familiarize yourself with the camera controls. To zoom in or out on the field, spin the mouse wheel, or click on the magnifying glass icons (A) near the mini map (B). To re-center the screen, right-click on the ground, left click on the mini-map, or move your mouse to the sides of the screen (C). To rotate the camera, click and drag the circle around the mini-map, or click on the N, S, E, W buttons around the mini-map. You can also change the camera pitch by clicking and holding the mouse scroll wheel while moving the mouse or clicking anywhere on the slider between the mini-map and zoom controls.

Once you get the hang of moving the camera around:

1. Rotate the screen so that it is behind your troops and adjust the pitch using the mouse scroll wheel so you can see the enemy army in the distance. Set the zoom to the normal level by clicking on the middle magnifying glass beside the mini-map.





PART 5: ISSUING ORDERS

In battle, you can issue orders to each division or to the entire army. We will start by issuing an advance order to the entire army.

On the right hand side of the panel you should see four arrows: up, down, left, and right. These arrows instruct your army to move in the direction indicated. The HQ and reserve divisions will not follow these commands, but the main army will.



1. Left click on an empty spot on the battlefield to make sure that you don't have any division selected.
2. Click the advance (up) button to order your army forward.

You will probably see the enemy also advance toward your troops. Keep in mind, you must protect your flags, especially while waiting for your detachment to arrive.



Your army will come to a hill. When the first division reaches the top of the hill:

3. Click halt to stop the army from advancing (middle button in the group of buttons on the right hand side of the control panel).

While waiting for the the enemy to advance, reposition your reserve divisions so that they might better intercept the enemy. To do this:

4. Left click the ground near a reserve division, hold the left mouse button and drag the cursor until the green selection box encompasses some of the soldiers in the division.



You have now selected that division. When a division is selected green health bars will appear below its units. To issue this division a defense order:

5. Left click the “defense” button (middle button in the group on the right hand side of the panel).
6. Left click on the screen where you want the division to take its position. Hold the left mouse button down and drag your mouse around until the red arrow points in the direction you want your division to face. Once you release the left mouse button your division will respond to your orders.



7. Issue similar orders to the other reserve divisions.

The enemy is probably getting close to your front-line divisions using the selection box (as you did for the reserves).

8. Left click on the charge button (the bottom row on the right hand side).
9. Assign a destination and orientation close to your enemies by left-clicking, dragging and releasing the mouse.



Now is probably a good time to rally your troops. To do this, you must first gain access to the army commands on the panel.

10. De-select all divisions by left-clicking on an empty spot on the field.

The army command buttons will now appear on the right side of the panel. One of them depicts a set of flags. This is the rally button.

11. Click the rally button.

You will receive a message (A) indicating whether or not the rally was successful. Ideally, the morale of your troops will have improved significantly.

PART 6: AMBUSH AND STRIKE DETACHMENTS

You must now wait for your detachments to arrive. If the enemy gets close to your HQ, use your ambush division to help defend it. If your ambush division hasn't already moved onto the field, you will see a small black arrow on the left hand side of the mini-map. Clicking on this arrow will allow you to select the ambush division (even though it is off screen). Orders can then be issued to the division just as they are to any other highlighted division.



1. Select your ambush division and move it close to your flags for added protection.

Eventually, your strike detachment should arrive on the battlefield. When this happens, you will see a small black arrow on the top of the mini-map. Just as with ambush divisions, this arrow allows you to pull your detachments onto the field:

2. Select your strike detachment.

You now want to have your detachment charge at the enemy HQ.

3. Left click on the charge button, and
4. Left click on the mini-map, near the enemy HQ.



Your detachment will begin charging toward the enemy HQ. If our strategy works and you knock out their flags, the enemy will probably retreat and you will win. Otherwise you will have to come up with a new strategy of your own. Good luck, and have fun!



PART 7: BATTLE ENDING

When the enemy has been routed (all of their generals are retreating), a message will pop up asking you if you would like to end the battle. If you select yes, you will go straight to after battle mode. If you select no, you can continue the battle until all the enemy troops have been killed or driven off the field.



After the battle has ended, you will see the after battle screen. Here you can browse the stats of the generals who were in the battle. If you were a particularly cunning leader, you will be given the opportunity to distribute rewards (by dragging them from the “rewards” area in the bottom left onto the portraits of worthy generals). Give out your rewards to those generals you feel deserve them best. In campaign mode, these rewards will increase the stature of the generals who receive them.

PART 8: OTHER OPTIONS

Okay you're on your own now, but here's a few more features for you to try:

- Use the save formation button in tactics mode to create your own unique formation and then save it for use in future battles.
- Try playing different civilizations to use their own indigenous formations. Remember they all have different strengths and weaknesses, defensively and offensively.
- Choose an Egyptian or Carthaginian army with elephant unit types that can stomp all over your enemies.
- Turn on record battle in tactics mode to see instant replays.
- Play around with other historical battles which allow you to command two different armies at once.
- Fight on a snowy battlefield, in the fog, rain, up hills, or through trees using the terrain to your advantage outmaneuvering enemy forces.
- For the most fun on the battlefield, play our online battle mode with up to three friends over the Internet or on a LAN. here you can customize settings for your battlefield of choice.
- Get creative, learn to outsmart the enemy!