



STRENGTH & HONOUR

Empire Building in the Ancient World

December 2003 Beta Version

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CONTENTS

GETTING STARTED	1
System Requirements.....	1
Installing the Game.....	1
Starting the Game.....	1
Historical Battles.....	2
New Campaigns.....	2
Multiplayer.....	3
Options Menu.....	3
Saving and Loading.....	3
Replaying Your Battles.....	3
PLAYING A CAMPAIGN	4
The World Screen.....	4
Moving Armies.....	6
Initiating Combat.....	6
Taking Cities.....	7
Quelling Rebellions.....	7
War on the High Seas.....	7
Checking on Your Cities.....	8
Messages from Your Officials.....	8
CITY MANAGEMENT	9
City View Screen.....	9
Detailed City Info.....	11
City Personnel Screen.....	12
Person Info Dialog.....	13
PALACE MODE	14
Imperial Armies and Ministers.....	14
Nation Personnel.....	16
City Control.....	17
Visitors and Guests.....	18
Diplomacy Screen.....	19
FIGHTING BATTLES	20
Deployment Screen.....	20
The Battle.....	22
Divisions.....	24
Division Orders.....	24
Army Orders.....	26
Using Detachments in Battle.....	27
STRATEGY GUIDE	28
My cities keep rioting.....	28
My personnel are plotting against me.....	29
I can't seem to win in battle.....	30
My enemies are too strong.....	32

GETTING STARTED

System Requirements

The following are the minimum specifications needed to run *Strength & Honour*.

- 100% OpenGL 1.1 compatible 32MB video card drivers*
- Intel Pentium or AMD Athlon processor running at 1 GHz or higher
- Microsoft Windows 2000/XP
- 256 MB of RAM
- Quad Speed CD-ROM drive and drivers
- 1.0 GB of uncompressed free disk hard space (plus 200MB for Windows swap file)
- 100% DirectX 8.1 compatible 16 bit sound card and drivers
- 100% Windows 2000/XP compatible mouse, keyboard and drivers
- DirectX 8.1 or higher

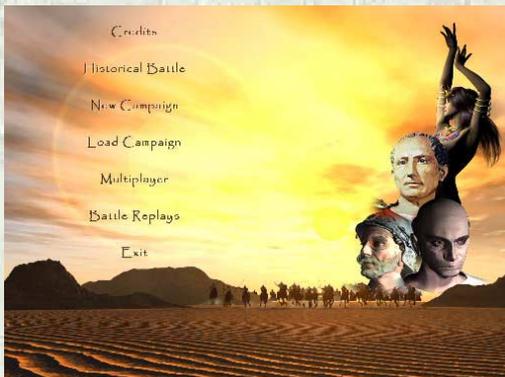
*If battle mode runs slowly, try switching to low detail textures and /or turning off texture compression.

Installing the Game

Insert the game disk into your CD Rom. Use windows explorer or “My Computer” to find the CD Rom drive and double click on the “setup.exe” file. The installer application will guide you through the rest of the setup process.

Starting the Game

Find the game short-cut on the desktop or in the windows “start” menu and double click it to begin. Once the game is loaded, you can click the title screen to load the game menu.



Historical Battles

Historical battles allow you to play a single battle based on a real military encounter. Click on any dagger on the map to select a historical battle and view its description. You can begin the selected battle by clicking the check-mark button in the lower right corner of the screen.

Click a dagger on the world map to select a battle.



Battle description

Click to begin game.

New Campaigns

Campaign games allow you to run an entire nation. First choose the campaign you would like to play by selecting one of the options in the upper left corner of the screen. Each campaign is based on a different region and time period. The grand campaign includes the entire world, and begins in the year 221 BC.

Once you have chosen your campaign, you can choose your nation by clicking on the leader's portrait from the world map. Once you are satisfied with your selection, click on the check-mark in the lower right to begin the game.

GETTING STARTED

Choose a campaign

Campaign description

Click on a leader to choose your nation.

Leader's description



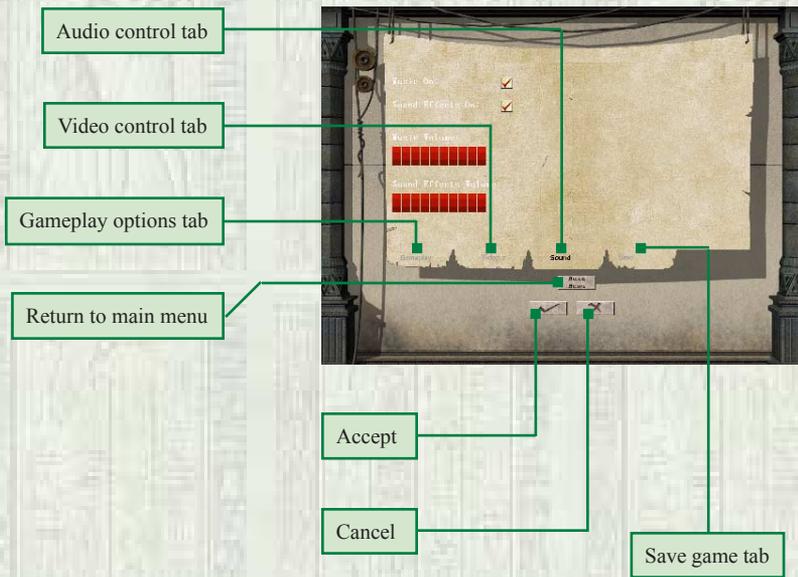
Click to begin game.

Multiplayer

Multiplayer allows for up to four players to fight each other in a single battlefield encounter on a customized battlefield. Multiplayer games are not available in the demo version.

Options Menu

The options menu allows you to change audio, video, and gameplay settings. It also allows you to save your campaign game. You can access the options menu at any point in the game by pressing the escape (ESC) key. In some parts of the game, you can also open the options menu by clicking an on-screen button.



Saving and Loading

You can save your game at any time (in campaign games) by going to the options menu and clicking on the save tab and choosing a save-game slot. To load your game, return to the main menu (through the options menu) and select “load campaign.”

Replaying Your Battles

Before beginning a battle, you can choose to record it for later viewing (see page 21). You may replay these recordings from the main game menu by selecting “Battle Replay.”

PLAYING A CAMPAIGN

MAIN MAP

Right-click on the map to re-centre the view. Zoom using the zoom buttons or the mouse scroll wheel.

CITY SCREEN

Click on a city to view its stats or to go to its city screen (see pages 8 and 10).

TERRITORY MAP TOGGLE

Click here to show the areas controlled by each nation. Each nation's area on the territory map is the same colour as its flag. Grey flag countries are small independent nations.

DIPLOMACY/TREATY MAP TOGGLE

Click here to see who your friends and enemies are. You can get more detailed diplomatic info in the palace screen (see page 19).

Green = friendly
No colour = neutral
Red = hostile

MINI-MAP

Click anywhere on the mini-map to re-centre the view.



The World Screen

In campaign mode, you are the ruler of a nation in the ancient world. With the world screen, you can move / position your armies, inspect your cities, and keep an eye on other nations.

Each city, army, and character is limited in what it can do each turn—cities generate only so much gold and armies can only move so far, etc., so you'll need to think about what you want to do ahead of time. When you have done everything you can and would like to do, you can click on the end-turn button to advance the game.

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ARMY INFO AND CONTROLS
 Provides data about supply lines and strength. Army controls toggle display functions and world mode army orders. (see page 6).

NATION FLAG
 Click on your nation flag to re-centre the screen on your capital. Beside it the current month and year is displayed.

PALACE SCREEN
 Click here to go to your nation's palace (see page 14). In the palace you can view diplomacy, trade, national government, and the imperial army.

SELECT NEXT ARMY
 Click here to select the next army in your empire.

NEXT TURN
 Click here to advance to the next game turn.

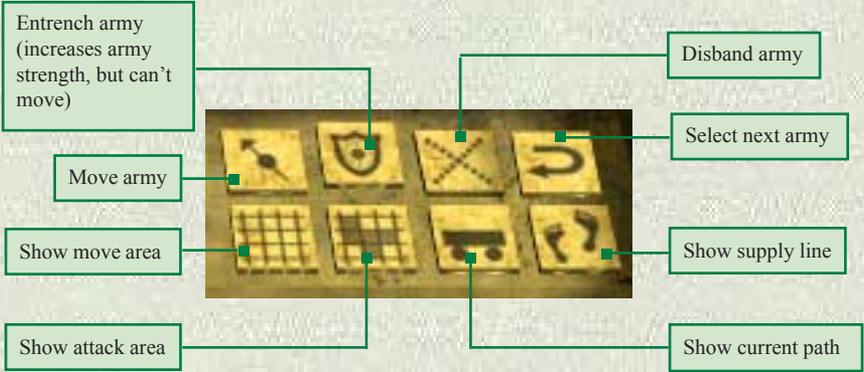
OPTIONS MENU
 Click here to open the options menu. The options menu can be used to save, load, or quit your game; and to adjust audio, video, and gameplay settings (see page 3).

ZOOM
 You can zoom in and out using the mouse scroll wheel, or by clicking on the zoom buttons.

CITY STATS
 Click here to quickly see some city stats, from top to bottom; government type/priority (S-self governed, M-military, E-economy, C-culture), gold, reserve soldiers, and military supplies. Small icons will appear in front of each city on the world map.

Moving Armies

On the world screen, you can select your armies by clicking on them. Using the buttons in the lower middle part of the screen, you can toggle army display options and assign specific orders.



Movement Path and Destination

When you first click on an army, a green and/or black line will be drawn to the mouse cursor. The green part shows how far the army can move in the current turn, and the black part shows how far the army will go in future turns. When you're happy with your destination, you can left click the mouse and the army will begin to move there (although it may take several turns for it to arrive if part of the line was black). If you don't want to give the army a new destination, you can right click the mouse to cancel the move order. The army will remain selected, however, and you can still issue it commands using the buttons in the lower middle of the screen.

Supply Lines

Each army is based out of the city that created it (the imperial army is based in the capital). The farther a city gets from home, the more homesick the troops get, and the more difficult it is for the city to send them supplies. An army which is too far from home will lose morale and may desert or rebel against their leader.

Initiating Combat

Battles begin when two non-allied armies come within a certain distance of each other on the map (indicated by red squares if the attack area toggle is turned on). If this happens, you will have the option of going to battle mode (see page 20), to command the army personally, or to allow the computer to determine the winner.



Taking Cities

You can take over an enemy city by moving one of your armies onto it. If there is an enemy army nearby, you will have to defeat it in battle before the city can be taken. Each time a city is conquered, it suffers a 5% drop in population. If the city is that nation's capital, then all the other cities in that nation will now belong to you.

Quelling Rebellions

If the population in a given city is unhappy, it will rebel. A fire will burn inside the city walls, and it will no longer respond to orders or pay national taxes. To pacify a rebellion, you'll have to send one of your armies into the city and leave it there until the population can be brought under control.



War on the High Seas

Certain areas of the map have access to seaports, which allow them to launch ships. If an army's assigned destination takes it over water, the movement path will have to go through a seaport. When an army is traveling over water, its icon appears as a transport vessel.

Cities which are close to seaports can create warships as well as armies. Warships behave just like armies, except that they can only fight on water. The naval skills of transport vessels are no match for those of a warship. When two warships, two transport vessels, or a warship and a transport vessel meet on the high seas, the computer will determine which one is the victor of naval combat.

Transport ships are easy targets for enemy warships, because they are always defeated in battle. For this reason, it's always best to establish control of the sea-lanes with your warships before sending armies across bodies of water.



Messages from your Officials

Sometimes your officials will want to talk to you. When a floating “I” appears over a city, it means one of your ministers has something to say. Helpful hints and suggestions will be given with a yellow “I”. A red “I” is more important and requires your immediate attention, otherwise you risk a rebellion. Click on it to receive the message. When you’re done reading, click anywhere on the screen except the dialog to resume play.



Checking on Cities

You can check on your cities by clicking onto their flag on the world map which opens a city view screen (see next page). If you click on a city that is not in your nation then a city info dialog will open with vital statistics of that city. You can do this on any city in the game, although you won’t get much information unless you share a political treaty with that nation. Click on the button displaying a scroll on the bottom right corner of the info dialog to open a list of diplomatic options (see page 19). Click anywhere on the screen, except on the dialog, in order to resume play.

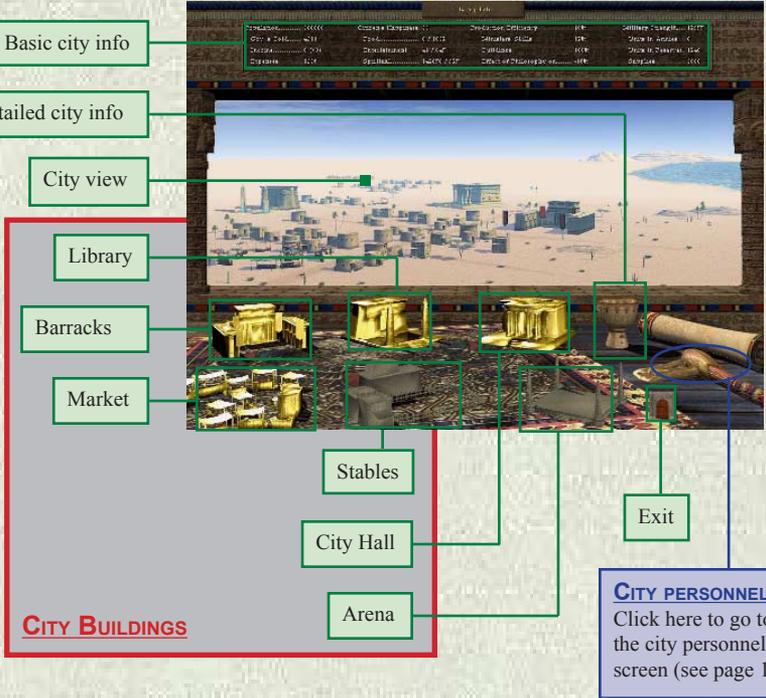


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CITY MANAGEMENT

City View Screen

When you enter a city from the world screen, the first thing you'll see is the city view. The main thing the city view does is let you construct buildings or check on the buildings you've already constructed. Do this by clicking on the miniature buildings on the bottom of the screen. The gold miniatures are existing buildings or those under construction, and brown ones are not yet built.



Building Types

There are several building types, each with its own function. The city hall is the most important building, and controls the city tax rate and the budget for all other buildings.

The barracks and stables allow you to recruit new troops (infantry or cavalry and elephants, respectively) and re-supply your armies in the field. The market enhances economic production and allows your city to trade with other cities and nations.

The library is the centre of education and lets you view the philosophy of the people and/or endorse a new one. The arena is a place where games and festivals can be held to increase the people's happiness.

Building Management

Each building requires a certain amount of the city's gold for maintenance and spending. Once a building is constructed, you can click on its miniature at the bottom of the screen to open a dialog with building info and controls for adjusting the way each building spends its budget. Click on the City Hall to change the city tax rate and maximum budgets for all buildings.

CITY HALL
Controls city budget and taxation rate.

Building budgets

City tax rate

Building efficiency

Category	Value
Tax Rate	15%
Tax Income	280
Trade Income	0
Est. Expense	240
Est. Expense	3112

ARENA
To entertain the people.

Citizens' happiness

Building efficiency

Host festival

Category	Value
Efficiency	100%
Government	1100
Budget	550
Overall	90

BARRACKS
To recruit troops.

Available recruits

Recruiting budget (by unit type)

Re-supply budget (for armies outside city)

Category	Value
Governmental	20%
Budget	25%
Overall	4%

MARKET
Enhances economic production and enables trade with other cities and nations.

Production

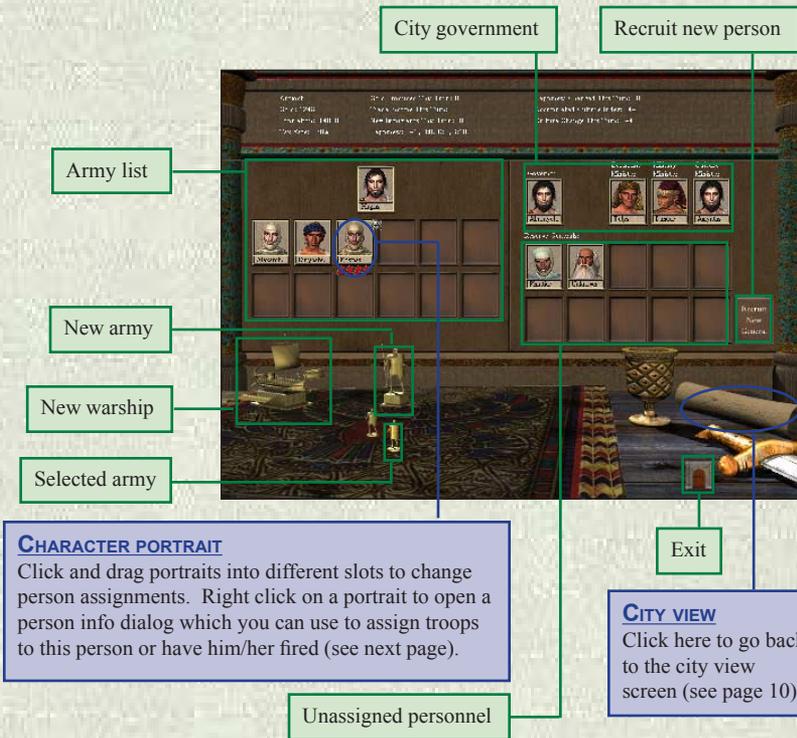
Building efficiency

Category	Value
Efficiency	100%
Governmental	20%
Budget	100%
Overall	20%

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City Personnel Screen

The city personnel screen lets you recruit new characters, create your armies, and view your city government. You can move characters around by dragging them with the mouse into the various slots on the screen. You can view a description of each character by right-clicking on his or her portrait; and you can also use this function to control the type and number of troops that the character commands when he or she is assigned to an army.



Assigning troops to your generals

When the mouse hovers over a general in a city, a unit type icon will appear, indicating the type and number of troops he or she controls. You can change these values by right-clicking on the general, and using the troop recruitment button on the person info dialog (see below). This will open the bottom of the dialog, which allow you to change the troop assignments. Generals can not change their troop assignments unless they are located in their base city.

Creating Armies and Warships

Click on the large gold statues on the lower middle of the screen to create a new army or navy warship, or click on the small gold statues to select an army or warship already created. You can assign generals by dragging characters from other assignments on the screen and placing them in the army list on the top left of the screen.

Person Info Dialog

When you right-click on a character portrait, you can access the person info dialog. Use it to view a character's stats and background, or to have them dismissed / fired, or executed. You can view the dialog at any point in the game.

The screenshot shows the 'Person Info Dialog' for a character named 'Suzuki Wabokuhiro'. The dialog is divided into several sections:

- Basic Info:** Name (Suzuki Wabokuhiro), Age (20), Yrs. Served (3), Title (Job): General, Base City: Edo, Rank: Virtuous, Loyalty: 12.00, Acknowledgment: 70.
- Division Info:** Shows icons for different divisions: Infantry (1), Cavalry (2), and Ships (3).
- Skills:** Shows icons for various skills: SE, SE, SE, SE, SE.
- Fire / Execute:** Buttons for 'Dismiss' and 'Execute'.
- Satisfaction:** A section on the right titled 'Level of Satisfaction with:' containing a list of factors: Self Governing, I am perfectly content!, Political Party, Popularity, Description, Pay, Ease of Access, Ease of Personal, and Other.
- TROOP RECRUITMENT AND DIVISION TYPE:** A section at the bottom with a title and subtitle 'Can only be changed when character is in base city.' It lists troop types with their respective icons and quantities:
 - Heavy infantry: 15
 - Light infantry: 306
 - Archers: 102
 - Cavalry: 1
 - Elephants: 1
 - Ships: 1

Green callout boxes with lines point to these specific elements in the dialog.

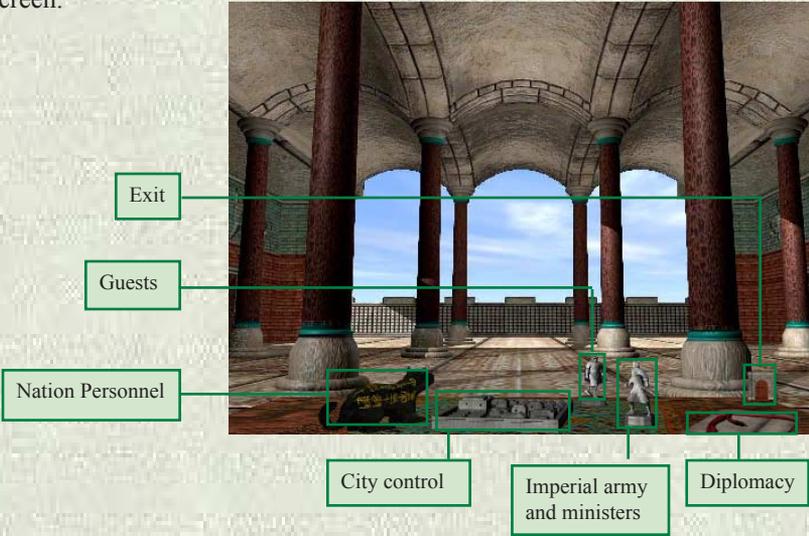
Popularity, Loyalty and Satisfaction

Popularity, loyalty and satisfaction affect the likelihood of a character rebelling. Popular characters are more likely to rebel and can influence others to join them as well. However, if they are extremely loyal to you then the chance of rebellion is decreased. Players can make characters more loyal by increasing their satisfaction.

Factors affecting satisfaction are listed on the right side of the person info dialog. The popularity and loyalty rating is on the left side, as well as in bars under character portraits (except during battle where the bar represents health). The length of the bar represents popularity; the longer the bar, the more popular the character. The colour represents loyalty; dark green is the most loyal, followed by light green, yellow and red. A character with a long red bar has the highest potential of rebelling.

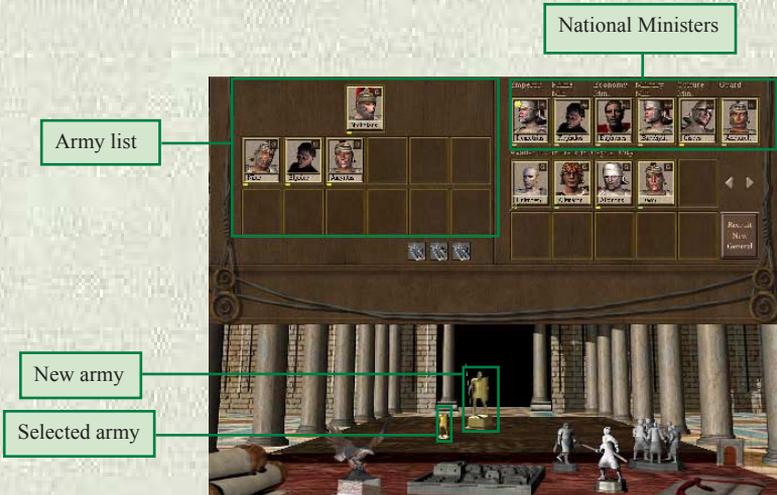
PALACE MODE

The palace lets you make decisions that affect the national government or the nation as a whole. Each function, such as diplomacy, guests, and nation-to-city relationships can be accessed using the icons at the bottom of the palace screen.



Imperial Armies and Ministers

The imperial armies are special fighting forces under the direct control of the ruler. The imperial armies draw their generals, recruits, and supplies from the capital city. The imperial armies are created just like in a city (see page 12). The imperial army screen also allows you to assign national ministers.



Using the Palace's World Map

Most of the interfaces in the palace include a large world map on the top half of the screen. There are seven buttons on this map that allow you to view different kinds of information.

The four buttons on the left-hand side allow you to view entire nations, single cities, governors, and armies. Depending on which view you are in, you'll be able to click on different features of the map and access more information. You can only use one of these four views at a time.

The three buttons on the right can be toggled on and off to display trade routes, political influence, or treaties/diplomacy.

NATION INFO

	Macedonia	Military Strength
	-1	Economic Strength
	Nation's Ruler	Cultural Strength
	-1	



Nation map (selects an entire nation)

CITY INFO

	Philippi	Happiness
	32	Culture
	Governor or ruler if capital	Production
	14	
	73430057	



Cities map (selects one city at a time)

GOVERNOR INFO

	Prousias	Loyalty
	70	Influence
	Governor or ruler if capital	Satisfaction
	1	
	70	



Governors (or ruler if capital city)



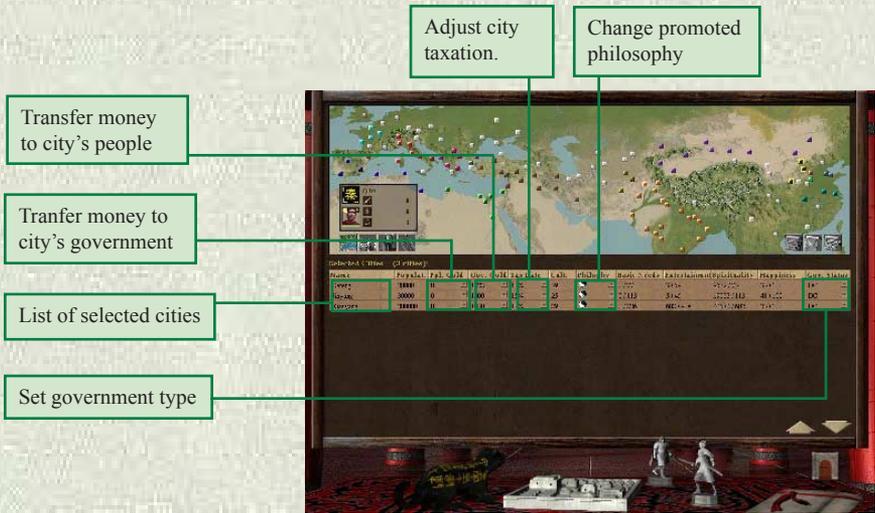
Armies



Trade routes

City Control

The city control screen allows you to manage the affairs of cities within your nation quickly and easily in palace mode, without having to open up each city screen individually. Select a nation or city from the world map and you will see a list of cities or the city you selected and a table of city statistics identical to the personnel screen (pg 16). The tables function the same way. Click on the arrow tabs to adjust city taxation, transfer gold from the capital to local governments or cities' people, or change the promoted philosophy or government type of a city.



Government Types

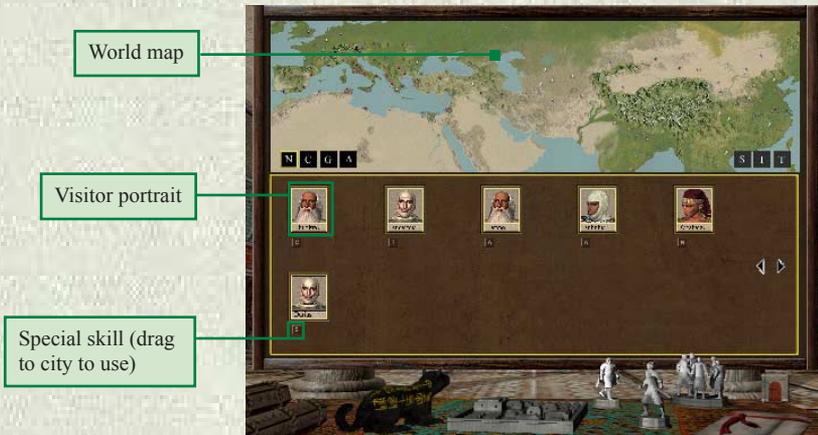
Each city in *Strength & Honour* can be set to direct, or self-governing. Under self-governing, the city becomes a kind of satellite kingdom—the governor decides how to spend the city's money and when to raise an army (and controls the army once created). The advantage of self-government is that it gives more freedom to the city, and it gives the governor and city ministers more control. They will be happier under self-government, but it will also be easier for them to become corrupt or to abandon the nation.

Under direct governing, all the important decisions in the city are made by the nation's ruler (i.e. you, the player). The nation's ruler decides when to raise an army and how to allocate the city budget. The governor and city ministers in this case are only there to carry out the ruler's orders. This gives the ruler much more control (particularly over local armies), but city governors and ministers are less happy with this type of governing.

Direct governing also has an auto-management setting which saves you from having to keep track of specific building budgets, while continuing to allow you to control city armies and change the city budget, etc. Under auto-management, you can give priority to one area from the military, economy, or culture, or an equal balance between the three.

Guests and Visitors

Throughout the game, people will come to visit your court. If you agree to let them stay in your palace they become your guests. Guests have special skills that you can exploit. To use a special skill, drag the skill icon from beneath the guest's portrait and drop it on top of a city, nation, governor or ruler on the world map.



World map

Visitor portrait

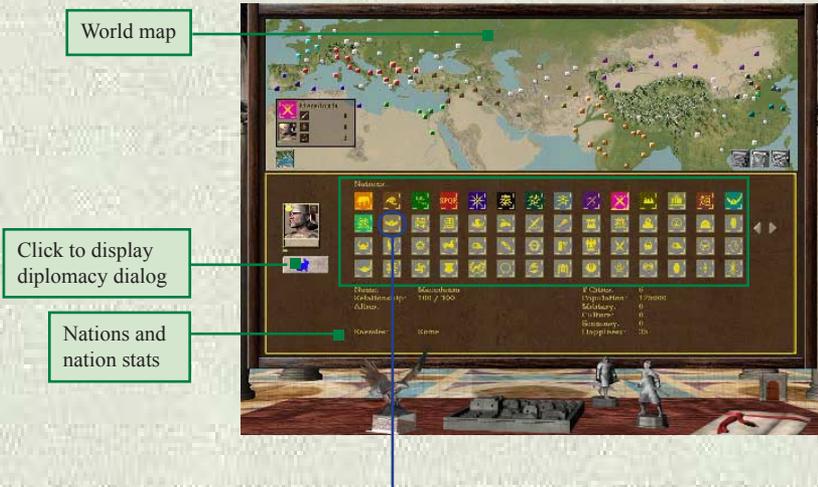
Special skill (drag to city to use)

Visitor/Guest Professions

- *Assassin*—professional killer
- *Corrupter*—causes a scandal, defaming an enemy's reputation and weakening their leadership
- *Negotiator*—skilled at bargaining and diplomacy
- *Tax Collector*—convinces your cities to contribute more to your cause
- *Philosopher*—educates your people and helps endorse new ways of thinking
- *Body Double*—a decoy for assassins, gives speeches in your cities as your double
- *Alchemist*—has a potion which can improve your health and give you longer life

Diplomacy Screen

The diplomacy screen lets you view your relationships with other nations. Click on a nation on the world map, or on a flag, to view basic stats. You can click on a nation on the world map and then click on the icon under the ruler's portrait or right-click on a flag to open a diplomacy dialog, which will allow you to change your diplomatic status with that nation.



WORLD MODE

Right-click on a nation flag to open the diplomacy dialog.

DIPLOMATIC OPTIONS

- Declare War
- Request Peaceful Amalgamation
- Sign Military Treaty
- Sign Political Treaty
- Sign Trade Treaty



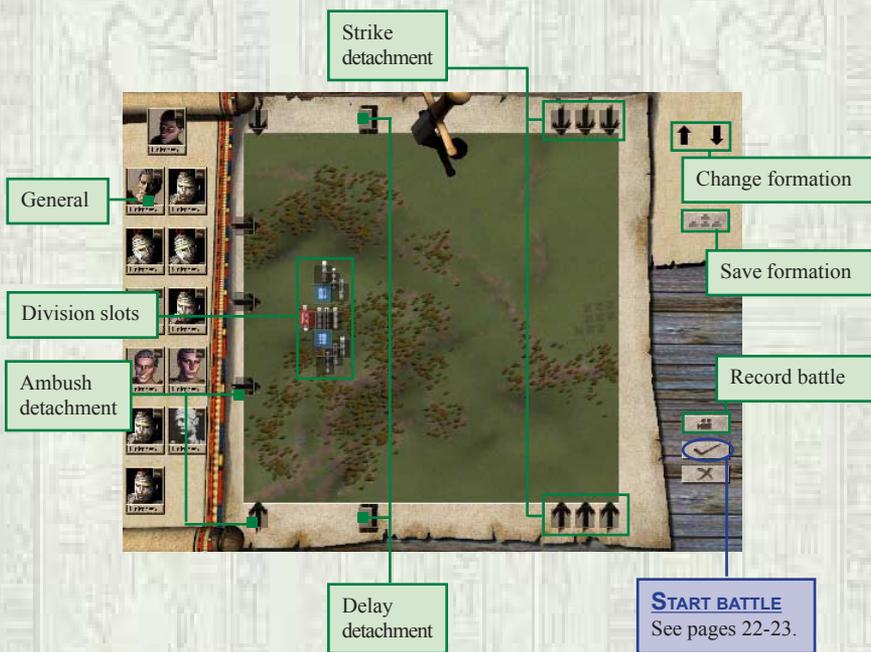
Requesting Military Assistance

If you have signed a military treaty with the selected nation a sixth diplomatic option will appear called 'Request Military Assistance.' When you choose this option, a dialog will open asking you which enemy nation you would like to request a joint attack against. If the selected nation accepts your request then for the next two years, or until the enemy nation falls, this nation will create armies to attack the selected enemy nation.

FIGHTING BATTLES

Deployment Screen

Once you have initiated combat—either in world mode or by starting a historical battle—you will have to deploy your army before the battle begins. This is done using the deployment screen, by dragging the portraits of your generals from the list at the left side of the screen, and dropping them in the division and detachment slots on the battlefield.



Formations

You can change the formation of your army by clicking on the arrows on the top right corner of the screen.

You can also create a custom formation by right-clicking on a division on the battlefield. A small panel will appear, allowing you to rotate or move the division, or to change the formation of the division itself. Save your custom formations using the button on the right middle of the screen.



Generals and Divisions

Each general commands one division. The type and size of each division is shown when the mouse hovers over a general's portrait. A sword represents heavy infantry, a spear light infantry, a horse cavalry, an elephant elephants, and a bow signifies a division of archers. Each image below a general's portrait represents approximately 20 soldiers. Therefore, a general with three bows showing has a division of approximately 60 archers.



H.INFANTRY



L.INFANTRY



ARCHERS



CAVALRY



ELEPHANTS

Detachments

Detachments are divisions that have special missions off the battlefield. Drag and drop a general's portrait onto one of the detachment slots at the side of the battlefield to set up a detachment.

Detachment Types

- **Ambush Detachment**—Hides behind your HQ to lure enemies in.
- **Strike Detachment**—Flanks enemy HQ.
- **Delay Detachment**—Delays or stops enemy strike detachments.

The arrows behind your army indicate ambush detachments. These divisions will wait off-field until the enemy approaches your headquarters (HQ—the Marshal's starting location, indicated by two flags). If your HQ is poorly defended, the enemy will be lured in to attack and your ambush divisions can pounce.

The arrows at the sides of the battlefield are for strike detachments. If you place a general in one of these slots, his division will make its way to that position off-field. After you are notified they are in position, at your command they will rush toward the enemy HQ—making a surprise attack on the enemy flank.

The boxes without arrows on either side of the battlefield are for delay detachments. A delay detachment will wait in position and slow down or stop any enemy strike detachments which are attempting to flank your main army.

Friendly Armies

In a campaign, you can end up with two armies in a battle if you have two armies positioned close to each other on the world map when they are approached by an enemy. If you are lucky enough to have two armies fighting for your nation, you will be able to select between them to issue orders to their divisions using the flags in battle mode (see page 22).

Recording a battle

You can record your battle for later viewing (from the main menu, see page 3) by pressing the movie-camera button in the right side of the screen.

THE BATTLE

Once the battle begins, you'll be taken to the battlefield view. From here, you can control your army all at once or select and control individual divisions or groups of divisions.

SELECTION BOX

You can select divisions by drawing a box around them on the battlefield. Left-click and drag to create the selection box

ARMY FLAGS

In *Strength & Honour*, it's possible to have a friendly army fighting alongside your main army. Use the flags to select which army you are giving orders to.

Scroll screen

ZOOM

You can zoom in and out using the mouse scroll wheel, or by clicking on the zoom buttons.

MINI-MAP

Click anywhere on the mini-map or the four arrows (N,S,E,W) to re-centre the view. To rotate the view, click and drag the edges inside the circle around the mini-map.

You can also rotate the screen and adjust the camera's pitch by clicking and holding the mouse scroll wheel. You will notice that the vertical slider beside the zoom buttons will move. You can also adjust the pitch by clicking anywhere on the slider.



Scroll screen

BATTLEFIELD VIEW

Right-click on the map to re-centre the view. Zoom using the zoom buttons or the mouse scroll wheel. You can rotate the view using / and * on the number pad.



Scroll screen

ORDERS

These are the division order buttons (see page 24). When no division is selected, army order buttons appear here (see page 26).

GENERALS

You can select and re-centre on a division by clicking on your generals.

Scroll screen

Divisions

In *Strength & Honour*, you command entire divisions, rather than individual troops. This allows you to effectively manage a huge army by utilizing a chain of command. Each division is linked to its general, and thus the loss of a general can have a severe impact on the morale and effectiveness of the division.

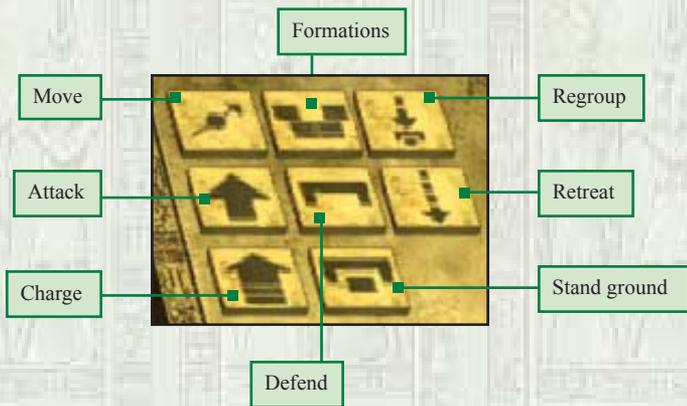
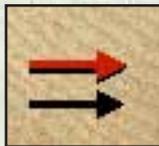
You can select a division by left-clicking and dragging the mouse. This will create a selection box, which will select any division(s) inside it when you release the mouse button. You can also select a division by clicking on the general who commands it from the list at the bottom of the screen.



When a division is selected, you will be able to see the health bars of its soldiers. If the division is moving, you'll also see a pair of flags—one indicating the division's current position, and one indicating its destination. In the bottom right hand corner of the general's portrait you can see the orders that division is carrying out.

Division Orders

Once a division is selected, you can issue orders to it by clicking on one of the order buttons on the lower right hand side of the screen. When you issue an order, you may be required to specify a destination (specifically move, attack, and charge). After clicking one of the order buttons, left-click a point on the battlefield to give the division a destination. Click and hold the mouse, and a red arrow will appear, indicating the direction that the division will face when it arrives. Drag the mouse around to change the direction the arrow faces; then release the mouse button to issue the order.



Move

Use this command to move a division quickly, with little regard for defense. A division ordered to move will try to ignore enemy units (unless very close), and won't worry about keeping in formation.

Attack

Use attack when you want the division to move to an assigned destination staying in formation and attacking any enemies along the way.

Charge

This order causes the division to charge to their destination, aggressively attacking any enemies they encounter. The division will move quickly, but will not be able to hold territory and will become quite tired. Charging cavalry can trample enemy infantry units.



Defend

A division ordered to defend will try to hold the area around their assigned destination. The troops will go out to meet approaching enemies, and return when the area is secure.

Stand Ground

Under stand ground orders, the division will hold their position and formation at any cost—this gives them high defensive strength, but little ability to damage attackers.

Regroup

Regroup orders cause the division to withdraw from battle and resume formation. The regroup order requires no destination.

Retreat

This causes the division to flee from the battlefield. Once ordered to retreat, a division cannot be recalled or issued any further orders.

Formations

Use this order to change the formation of your division.

Army Orders

If no divisions are selected, you can issue orders to your army as a whole.

Move Orders

The four arrow buttons are used to tell the entire army to move in the selected direction. Use these buttons to maneuver your army as a whole—to advance, fall back, or flank left or right. All divisions except the HQ and reserves will comply, but all each will face the same direction they began with originally.

Halt

Tells all divisions except the HQ and reserves to stop moving.

Morale Drum

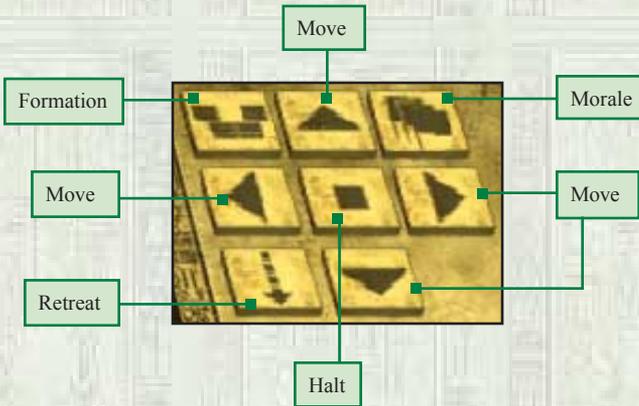
The morale drum inspires the troops to fight on. Use it at crucial moments in the battle to spur the army, but don't overuse it or it will lose its effectiveness.

Retreat

Tells the entire army to retreat. Sometimes it's better to withdraw and fight another day.

Formations

Use this order to change the formation of your whole army.



Using Detachments in Battle

When you have detachments available to join the battle, a black arrow appears at the side of the mini-map. Click on the arrow to select the detachment division and assign it orders. Ambush detachments are always available, but strike detachments take some time to take their positions, so there is a delay before they can be selected. Delay detachments never appear on the battlefield, but you will be informed if they encounter any enemy troops.



STRATEGY GUIDE

My cities keep rioting...

Cities will riot when the populace is unhappy. A rioting city cannot trade or contribute wealth to your nation. Riots are also contagious—if one city is rioting, the populations of nearby cities may begin to notice how unhappy they are as well. Once the city is rioting, your only option will be to send in the army to pacify the population; but you can prevent riots from starting by keeping the population happy.



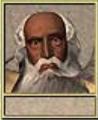
“Don’t worry about keeping the people happy—just keep them in line. Just make sure we always have an army ready to police them.”



“Sending in the army will only make the people more miserable. If your people are unhappy, it’s probably because they are overworked. Reduce taxes to lessen their burden.”



“People get unhappy when they aren’t having any fun. Use the city arenas to host some games and festivals to keep the people entertained.”



“Unhappy people obviously need spiritual guidance. Use city libraries to endorse a new philosophy. If you have a philosopher among your guests, you could send him or her into your cities to educate the people.”

My personnel are plotting against me...

Your generals, governors, and officials may speak out against you, start political parties, incite rebellions, or even try to have you assassinated. They may do this because they are dissatisfied with your leadership, or simply because they are ambitious. Sometimes the biggest threats to a nation come from within...



“Let’s execute the dissenters, the others will get the message.”



“That’s a stupid idea! If you execute them, you’ll only make more enemies! Find a way to corrupt their leaders and they’ll be eating out of our hands.”



“Perhaps we should just dismiss them instead of executing them?”



“Maybe we could set a few cities to self-governing? With some autonomy, your governors will feel like they have more freedom and will be happier.”



“We’d better make sure we have a strong and loyal imperial army. Find somebody you trust, and put him or her in charge. No one will dare challenge your authority if they know you can count on a powerful army to defend you.”

I just can't seem to win in battle...

Battlefield combat is tricky business—even the greatest generals in history had their share of disastrous encounters. But, there are a few things to keep in mind that will improve your strategy and your chances of victory.



“Don’t worry about wiping out the enemy completely. All we have to do is control the battlefield—so make your skirmishes count. Go for the weak spots and don’t waste your troops fighting every last man. Once one division is broken, move on to the next.”



“The chain of command is an army’s greatest strength, but also its greatest weakness. Do your best to hunt down the enemy generals. Without their commander, a division will have a much harder time maintaining discipline, and will be much more likely to turn and run. If you can kill the enemy’s marshal, you can often make a whole army retreat.”



“Go for the headquarters. If you cut down the flags at the enemy HQ, the enemy will know their HQ has been overrun and will assume the Marshal has been killed. Even if he’s still alive, they’ll be unsure and will run home crying.”



“Think about morale. In the chaos of battle, the morale of the men can be easily swayed. Not only do you want to demoralize the enemy by taking out their commanders and HQ, you’ll need to keep the enemy from doing the same to you. You can also use your morale drum at key points in the battle—like when the men are charging, when they’re tired, or when your HQ has been penetrated—to bolster their spirits.”



“Tire the enemy out. You can skirmish with the enemy without committing your whole force. If you can get them to follow you around or send in their troops prematurely, you can tire them out, weakening them.”



“Use the layout of the land. Try to maneuver the enemy into places where you can take advantage of the terrain. It’s usually better to be higher up—this way you can charge downhill or make your enemies climb up to meet you. Try to avoid attacking uphill or from rivers and water. This will slow you down and tire out your men, making it harder to win.”



“Be tricky. All is fair in love and war, so they say—so don’t be afraid to fight dirty. Distract your enemy’s main force, and use strike detachments or reserve divisions to sneak around and flank their HQ or attack from behind. Feign weakness to draw the enemy in, then surround and destroy them. Also, be as mobile as you can—make it difficult for the enemy to follow your moves or figure out what you’re doing. All of this will either buy you time when you’re weak, or make the victory quick and decisive when you’re strong.”



“The right formation can make all the difference. With divisions, a close, tightly packed formation is good for defense from all sides and is very mobile. A wedge shaped division is good for penetrating enemy lines. Line formations are good for holding turf but less able to maneuver.

Army formations are important too. Use a thick centre formation or a wedge to push forward and puncture the enemy lines. Use a wide U shaped formation to lure the enemy in, then circle in and surround them. An enemy fighting on all sides will not last long at all. You can even hide your intention from your enemy. A simple line formation can pull back it’s centre and get the enemy to chase while the divisions on the sides can close in on the flanks and the rear, or even make a break for the enemy HQ.”



“Know your enemy. Make sure you use the right tool for the job. Cavalry are great for smashing enemy heavy infantry and archers, but they can be stopped by light infantry, who usually carry spears and can resist horse charges at a distance. Heavy infantry beat out all other kinds of infantry, and are good at close-combat. Archers aren’t much good close up, but at a distance can severely weaken enemy divisions with a constant hail of arrows.”



“Attack where they are weakest and you are strongest. Numbers make a big difference in battle, but you don’t have to have a larger army to outnumber the enemy—all you have to do is outnumber the troops in any one location. If the enemy has a division by itself somewhere, send three of yours to make short work of it. If they are organized into a line, concentrate your forces where the line is thinnest.”

My enemies are too strong...

Sometimes other nations are simply too powerful to conquer with military might alone; particularly if you happen to be playing one of the smaller nations.



“Why not make some kind of a deal with them? Let’s send in our best negotiators and turn our enemy into our ally.”



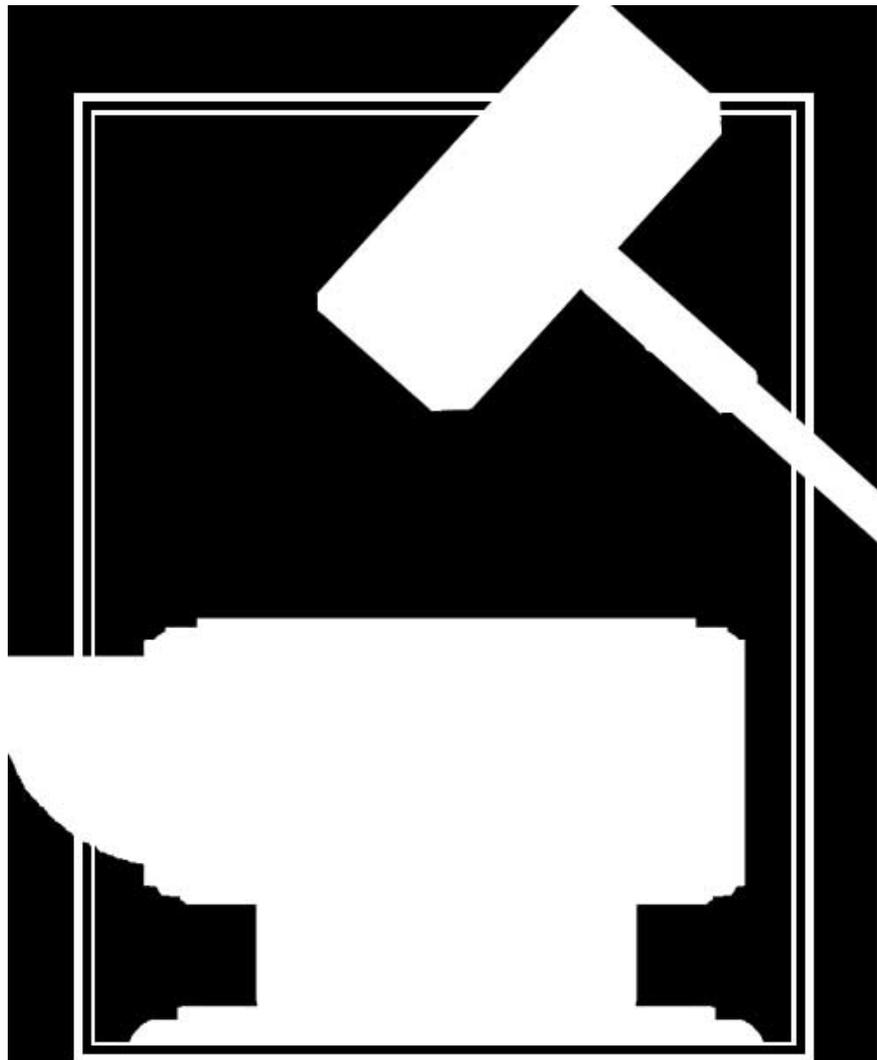
“That won’t work. They’ll just kill our diplomat. Instead we should send an assassin to kill their leader, or a charming person to corrupt them. Either way, the enemy will be divided from within, and won’t have time to worry about us.”



“Why get complicated? Our enemies are too strong because we are too weak. Let’s build up our armies so that no one dares attack us!”



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