NEMESIS OF THE ROMAN EMPIRE

PC CD-ROM SOFTWARE

USER GUIDE

HAEMIMONT GAMES

ENLIGHT

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TECHNICAL SUPPORT
For technical difficulties regarding Nemesis of the Roman Empire, please contact us at:
E-Mail: **support@enlight.com**
Enlight Website: **www.enlight.com**
Nemesis of the Roman Empire Website: **www.nemesis-game.com**

HAEMIMONT GAMES

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GETTING STARTED

INTRODUCTION

Third century BC… The rivalry between the two great empires of the world – Rome and Carthage has reached its peak. Both powers wish to claim all for themselves and are reluctant to let the other side win. Countless settlements were destroyed and armies lost in the most merciless wars of the entire age – **the Punic Wars**.

Determined to bring the utter destruction of their enemies the Carthaginians have sent their greatest general – **Hannibal Barca** to capture the city of Rome itself. With his mercenary troops and fearsome war elephants Hannibal managed to achieve victory after victory bringing fear to the hearts of all that opposed him.

The Roman Senate, however, did not take this lightly. They too called for their best generals and sent them to deal with this threat.

REQUIREMENTS

100% Windows compatible computer system
Windows 98, ME, 2000 or XP
400 MHz Pentium II Processor
4x speed CD-ROM drive
DirectX 8.1 (included in the game's CD)
Video card and drivers, supporting 1024x768 resolution with 16 bit color
128MB RAM
500MB free disc space

INSTALLATION

To install the game insert the *Nemesis of the Roman Empire* CD-ROM in your CD-ROM drive. If your computer has AutoPlay enabling it would automatically start the installation process. If it does not, double click on the *My Computer* icon and locate your CD-ROM drive. Double-click on the CD-ROM icon to start the installation, or open the CD-ROM folder and double-click on the file called **setup.exe**.

Follow the on-screen instructions. You will be asked to decide where you want to install the game. The default path is "C:\Program Files\Haemimont Games\Celtic Kings – The Punic Wars". Should you chose to specify a different one you will have to use the Browse button in order to set the desired location where the game will be installed.

After the installation is over you may have to restart your computer for the changes on your system to be applied.

During the installation the game will search the computer for the DirectX.8.1. If

such a version of DirectX is not found the game will automatically install it.

STARTING A GAME

Once you have started the game you are presented with the start game screen. As shown in the image on the right.

CHANGE PLAYER

Since this is your first time playing the game you must define your player. If at some point in the game you decide to rename or delete an existing player that could also be done in this section.

TUTORIAL

After you have set your player you could start the Tutorial to become familiar with the game. The tutorial will teach you how to successfully use the games features and controls to lead your tribe to power.

ADVENTURE

This is the adventure of one Gaul hero, who must lead the Gaul's through an epic tale in which you must defeat the Teuton and Roman forces and save the Gaul nation.

SINGLE PLAYER

Single player mode implies there could be only one single human participant in the game. By clicking on the button left of the player name the player can define the number of computer opponents (7 at the most), their race, bonus and difficulty.

MULTIPLAYER

Multiplayer mode allows up to 8 players (human, computer or both) to participate in one game. However, in this mode only the person hosting the game has the power to set the game settings. The remaining participants can only define their color, race, bonus and team upon joining.
Once everything is set and every human participant has checked the "**I'm ready"** box the person hosting can start the game.

LOAD GAME

Allows you to load saved games and custom made maps and scenarios.

EDITOR

Alternatively, if you are already familiar with the game and wish to create your own adventures and maps you could get creative using the game Editor. *See Level Editor section for more details.*

GAME BONUSES

In Nemesis of the Roman Empire the player has the option to start the game (single player or multiplayer) with one of eleven available bonuses:
Wealth – 1000 gold + 4 gold per second
Riches – 2000 gold + 8 gold per second
Fortune – 4000 gold + 16 gold per second
Ash of Druid Heart – (item) when used heals the bearer and 8 friendly neighboring units
Boar Tooth – (**bonus item**) gives 16 experience to its owner; when used the item damages an opponent with the health of the bearer
Boar Teeth – (**bonus item**) increases the bearer's level with 5
Concentration Gem – (**bonus item**) increases the maximum attack of its owner with 60; when used the item heals its owner with the health of a friendly unit
Finger of Death – (**bonus item**) when used kills 3 random neighboring units, yet has no effect on heroes
Fur Gloves – (**bonus item**) increases the health of its owner with 1200; when used it heals a random friendly unit with the health of the bearer
Horn of Victory – (**bonus item**) when used causes the bearer and 12 neighboring enemy units to suffer 60 points of damage.

If an item is chosen for a bonus it will remain in the player's Town Hall and automatically given to the first hero who enters it.

GAME SETTINGS

When clicking on the **Settings** button in a single player or multiplayer game you are presented with the window displayed on the right.

MAP TYPE

Custom maps are created by you or another users from the Custom map settings section, which includes:

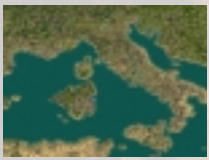
MAP SIZE

SMALL
Shows a list of all available small maps (8 x 8 screens)

NORMAL
Shows a list of all available normal maps (16 x 16 screens)
HUGE
Shows a list of all available huge maps (32 x 32 screens)
ALL
Shows a list of absolutely all available maps.

RANDOM MAP TYPE

COSTAL
There is mostly land on the map with a few water elements.
CONTINENT
There is only land on the map.
ISLAND
There is one large island on the map surrounded by water.
LARGE ISLANDS
The map is mostly sea with several large islands.
MEDITERRANEAN
The greater part of the map is land with a large sea in the middle.



MOUNTAINOUS
The terrain is abundant with mountains.
SMALL ISLANDS
The map is mostly sea with several small islands.

GAME TYPE (THE CONDITIONS NECESSARY FOR VICTORY)

ELIMINATION
The player or team that eliminates all opponents wins
SCORE LIMIT
The player or team first to reach a specified score wins
TIME LIMIT (MILITARY RATING)
The player or team that has a the greatest military rating after a specified period of time wins
TIME LIMIT (SCORE)
the player or team that has a the greatest score after a specified period of time wins.

WORLD POPULATION

LOW
50 Stronghold population (Initial Strongholds)
NORMAL
100 Stronghold population (Initial Strongholds)

HIGH
150 Stronghold population (Initial Strongholds)

STARTING GOLD (THE AMOUNT OF GOLD YOU START THE GAME WITH)
For a random map the default is 2500 gold. For custom map the default depends on the specific map.

GAME SPEED
SLOW
40% slower than average
NORMAL
average speed
FAST
40% faster than average
FASTEST
two times faster than average
VARIABLE
starts at average speed, but could be changed during the game with the + and - buttons.

SEASON
Selects the seasons for the game.
NO FOG
Fog of war is lifted during the game.
NO EXPLORATION
The entire map is explored and visible.
DISABLE BONUSES
There are no initial game bonuses.
SHARED SUPPORT
Members of the same team can share food during the game.
SHARED CONTROL
Every player can control all units and structures within their own team.

GAME CONTROLS

The game control buttons are visible in the lower part of the screen when there is no selected unit or building. To deselect the currently selected unit or building left click on an empty spot in the view or press the Esc key.

MAIN MENU

The main menu windows provides access to the main game commands such as:

LOAD GAME
Loads a saved game.
SAVE GAME
Saves current game.
OPTIONS
Presents the player with the game option controls (sound, video, etc).
RESTART
Restarts the game.
SURRENDER
The current player surrenders and cannot control his units and structures.
QUIT
Quits the current game.
CLOSE
Closes the main menu window.

SELECT PARTY

Selects all party members in an adventure. (Only the members of the party can travel between maps).

NOTES

Opens the notes window, providing information about the list of tasks (if any) the player can accomplish together with explanations and map locations (where appropriate). Each note indicates which area it is relevant to.

QUICK SAVE

Saves the game under the name "Quicksave" that can be loaded with Quick load.

QUICK LOAD

Loads the last Quick Saved game.

DIPLOMACY

Opens the diplomacy window, showing your current relations with all players. Player diplomacy can be changed at any point during the game.

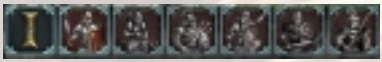
CHAT
Opens the chat window, enabling you to send messages to a specific player, all allies, or all players in the game.

MAP
Shows a map of the entire area marking the areas that have been explored, all visible buildings and all visible units.

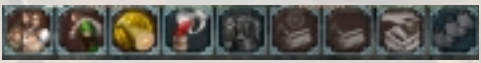
HELP
Opens the in-game help window.

UNIT AND STRUCTURE CONTROLS

Apart from the general commands there is also a different set of controls that become visible once a unit or structure is selected. These controls are called **unit** or **structure controls** respectively and appear in the lower part of the screen. In order to use them you must first left-click on the structure or unit of your choice. In doing so you will be presented with a set of specific controls characteristic for the structure or unit in question.



Although some of the commands can be used by simply left-clicking on the chosen command, there are others that require a target. When using commands that require a target you must first left-click on that command and then left-click on a target you wish this command to be performed on. For example left-clicking on the **attack** command and then left-clicking on an enemy unit will have your unit attack that specific enemy target.



For a full list of all structure commands see the **Structures** section.
For a full list of all unit commands see the **Unit Commands** section.

GAME CONCEPTS

FOG OF WAR

During the game some parts of the map are covered with dark mist and others with pure blackness. This effect is called fog of war.
The black areas are not explored yet and you have no information what terrain lies beneath them. Units passing close to such areas reveal the terrain and any units and structures there. Once the black layer disappears it never appears again.
The areas covered in dark mist reveal the terrain and structures, yet not the enemy units there.
The bright area, around your units and structures, enables you to see every unit, be it friend or foe.

MAP

The map of Nemesis of the Roman Empire is extremely detailed and represents a snapshot of the area taken from above. On it all structures and units of the explored area can be seen, each with the color of its player.
During the course of the game additional icons will also appear on the map indicating note locations, starving units, ongoing battles or sieges, as well as recently completed productions.

THE MAP CAN BE VIEWED AND REMOVED WITH THE SPACEBAR OR THE MAP **BUTTON.**

RESOURCES

There are two types of resources – food and gold.

Food is produced in villages. It is essential for all units and is used for population increase as well as army support.

Gold is produced in Strongholds. It is a source of richness and power and is used to upgrade structures, equip units, hire heroes, etc.

The quantities produced depend on the population of the village or Stronghold – the greater the number of inhabitants the greater the production.
Both are stored in Strongholds, villages and outposts can only be used or spent in their current location. If you want to use some gold or food elsewhere you first have to transport it to the desired destination (be it village, outpost or Strong-

hold) by using mules. Should the mule be killed in the process the resources are lost.

CAPTURING

Structures in the game cannot be built. However, they can be won and lost, destroyed and repaired numerous times during the course of the game.
Every structure has a level of loyalty and cannot be taken before that level becomes 0. To become the owner of a structure you must use the capture command of your army.
The same is in full force for units such as **mules** carrying food or gold. They too can be captured and become part of your forces.
Should the capturing cease before the structure is yours, or defenders are nearby, its loyalty will slowly start growing again.

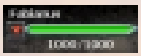
In multiplayer mode there are a vast number of villages, and outposts, which are neutral. Such structures are captured instantly by the first player to reach them.

FEEDING

Every unit requires food and carries a small supply of food. The carried amount can be seen next to the food icon at the top of the screen (when the unit is selected).
When a unit runs out of food it begins to starve, at which point its health begins to decrease. You can tell that a unit is starving by the empty dish icon, which becomes visible on the map.
A unit can eat from a mule or a settlement (outpost, village or stronghold). When eating the unit's health increases - slowly if it's in the open, and faster if in a structure.

UNIT STATISTICS

Each unit has a set of statistics that differentiate it from the other units. Some of them are visible beside the unit icon and name.



HEALTH

The health of a unit represents its general condition. When it reaches zero health the unit dies.
When a unit is selected a health bar appears under its icon. The green part of the bar represents the unit's current health. Numeric values are also present, right under the health bar itself.
When several units are selected the bar shows the average health of the entire group.

If a hero with attached army is selected the upper health bar shows his health, and the lower – that of the units attached to him.

LEVEL

Every unit has a certain amount of experience that determines its level. As the level increases more experience is required to reach the next level. With each level the units gain 5 points bonus to their maximum health (20 for hero units). Higher level means that the unit will do more damage to less experienced units while receiving less.

The unit's experience increases with each kill depending on the experience of the enemy unit. The same effect can be achieved through training with an allied military unit.

The level of the selected unit is shown next to its name preceded by an icon with the letter L.

ATTACK

There are two types of attack – slashing and piercing. Every unit uses only one of these types. The minimum and maximum damage of the attack is shown under its level.
The damage inflicted by a unit depends on its level, the level of the enemy, and the enemy's defense against the type of attack.
For an attacker to inflict **maximum damage** on an enemy, the attacker must be X or more levels higher than the enemy, where X is the value of the enemy's defense. The lower the level of the attacker the less damage is inflicted (reaching **minimum damage** 20 levels under the point where **maximum damage** is inflicted).
For example: for a Swordsman to inflict maximum damage on a Spearman (with 6 slashing defense), the Swordsman must be 6 levels higher than the Spearman.

DEFENSE

Each unit has two types of defense - slashing and piercing, that indicate how well it defends itself against the various types of attack.
When a unit is X or more levels lower than an enemy attacker, where X is the value of the unit's defense, it receives **maximum damage**. The greater the level of the unit the less damage the attacker inflicts (reaching **minimum damage** 20 levels above the point at which **maximum damage** is inflicted by the attacker).

For example: When a first level Spearman (with 6 slashing defense) is attacked by an enemy Swordsman of level 6, the Spearman will receive the maximum amount of damage.

SPECIALS

Specials are such abilities that give advantages to specific units (depending on items and class modifiers). They portray the purposes of various units enabling the player to use their strengths to his advantage.

DEFENSIVE STAND

permits a unit to evade the first attack of any opponent without taking damage.

SPREAD DAMAGE

Makes the damage inflicted by the unit (of long range fighting units) proportional to the target's health: if the target's health is high the damage inflicted is as well, when the target's health is low.

COMBAT SKILL

Adds 1 bonus level for every consequential attack to and from the same enemy. The bonus grows with each attack (+1, +2, +3, etc.) and does not have an upper limit.

DEATH BLOW

Kills the target with one blow if its health is under 50%.

CHARGE

Increases the unit's attack 6 times if it hasn't attacked for 10 seconds.

TRAMPLE DAMAGE

enables the unit to hit back all surrounding attackers with 50% of its normal damage.

SPIKE DAMAGE

Returns all of the received damage back to the attacker (in close combat).

SPLASH DAMAGE

Projectiles coming from the unit hit not only the target but the nearby units as well.

VAMPIRE BLOW

Permits a unit to restore its health with 50% of the damage inflicted on another unit (unless spike damage or trample damage is used).

RAGE

Increases the unit's attack by transforming all the unit's health above 50% to additional damage for the enemy.

PENETRATE

Enables the unit to ignore all enemy armor (but not level).

BLEEDING ATTACK

Inflicts additional damage, which corresponds to 10% of the enemy's maximum health.

FULL ARMOR

Decreases the amount of combat damage inflicted to the unit by 8.

REGENERATION
Increases the unit feeding cycle, healing capability, food consumption and starvation damage 5 times each.
INVISIBILITY
Makes the unit invisible to all enemy units and players (but not structures) as long as that unit doesn't attack or capture buildings.
MASS DAMAGE
Inflicts damage to all visible enemy units.

HEROES

Unlike normal military units heroes should not be considered mere fighters. Their main strength lies in the ability to attach a group of up to 50 units, which from then on would follow their commands.
When attached, the units receive part of the hero's experience as a bonus to their own. In addition heroes arrange armies in specific formations that provide their units with an additional bonuses when executing the **stand ground** command.

THERE ARE THREE TYPES OF FORMATIONS THAT HEROES CAN POSITION THEIR TROOPS:

LINE
All units form one line (or more) in front of the hero.
BLOCK
All units arrange themselves around the hero in block structure.
HORSE WINGS
All cavalry units place themselves to the flanks of the army.

NOTES AND OBJECTIVES

The notes can be viewed in the notes window. To pop-up the notes window deselect all units and press the "Notes" button on the menu that appears at the bottom of the screen. In addition to its name each note has a description and sometimes a location associated with it. Notes with associated locations can be seen on the map.

During the adventure game you will be given a series of objectives. While some of them will be essential for the advancement of the adventure story, others only serve as bonus tasks for the player to complete if he chooses, and will provide some kind of reward - an increase of level, an item, additional troops, etc.
When a new objective is given a note appears in the notes window.

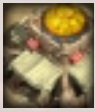
STRUCTURES

Structures represent static objects that have a specific purpose. Depending on their significance, structures could be used to equip units, create villagers, hire heroes, develop equipment and so on.

Every structure has a level of damage that reflects its condition. When the structure becomes too damaged it ceases to function and must be repaired in order to do so.

CARTHAGINIAN STRUCTURES

Being a culture of merchants the people of Carthage pride themselves with the extravagance and riches of their settlements, which they view as rare gems of trade throughout the savage world.



TOWN HALL

The Town Hall is the most important structure of a stronghold. It is there that units usually gather, and mules bring food or gold from other towns. Whoever controls the Town Hall controls all structures in the stronghold.

TOWN HALL COMMANDS

CREATE MULE WITH GOLD
Creates a mule with 1000 gold.
CREATE MULE WITH FOOD
Creates a mule with 1000 food.
AUTOMATIC TRAINING
Starts automatic training of units in the stronghold.
MILITARY TRAINING
Increase the level (with 1) of all friendly units in and around the Town Hall.
REPAIR
Repairs the Town Hall (when damaged).

BLACKSMITH

It is in the blacksmith where weapons and armor are created.
When new types of equipments are created new units can be trained in the barracks.

BLACKSMITH COMMANDS

FORGE SPEARS
Reduces the hiring cost of Libyan Footmen by half.
FORGE JAVELINS
Reduces the hiring cost of Javelin Throwers by half.

FORGE SWORDS
Reduces the hiring cost of Berber Assassins by half.
FORGE MACES
Reduces the hiring cost of Macemen by half.
FORGE PIKES
Reduces the hiring cost of Numidian Riders by half.
CEASE PRODUCTION
Allows for a new selection of the type of weapon being forged.
REPAIR
Repairs the building (when damaged).

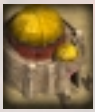
BARRACKS
The barracks are a training ground where a villager is made into a warrior. The building can exist only within the stronghold. In order for barracks to produce the specified type of warrior his equipment must already be created in the **blacksmith**.

BARRACKS COMMANDS
FAST WARRIOR EQUIPMENT
Increases the rate at which a unit is produced
EQUIP UNIT
Produces a unit of the specified type.
REPAIR
Repairs the barracks (when damaged).
Carthaginian barracks can produce **Libyan Footmen**, **Javelin Throwers**, **Berber Assassins**, **Macemen**, **Numidian Riders** and **Nobles.**

ARENA
In every stronghold throughout the land there are arenas where fighters show their skill and compete against each other. Local and foreign fighters entertain the population and learn new skills. **It is here that heroes can be hired to lead your armies.**

ARENA COMMANDS
HIRE HERO
Hires a hero that could lead armies in battle.
PEOPLE'S ASSEMBLY
Allows further upgrades.
SHARED STRENGTH
(Requires **People's Assembly**) Trains units in the barracks to a higher level depending on the number of existing units of the same type.
SHARED TRIUMPH
(Requires **Shared Strength**) Improves the effect of Shared Strength.

TRAIN WAR ELEPHANT
(Requires **People's Assembly**) Trains a War Elephant (initially the player could own only 1).
MAHOUT SCHOOL
(Requires **People's Assembly**) Increases the maximum number of War Elephants the player could own (this upgrade could be used more than once).
SPOILS OF WAR
(Requires **People's Assembly**) Equips every new unit with a "**Spoils of War**" item each time that unit kills an enemy.
REPAIR
Repairs the arena (when damaged).



TEMPLE
Superstitious and cruel the Shamans often resort to sacrifices in the name of their bloodthirsty god Moloch. The shamans, however, do not know all rituals at first and need to learn them.

TEMPLE COMMANDS
HIRE SHAMAN
Calls a shaman to serve the player.
DARK RITUALS
Allows Shamans to learn new skills.
ZOMBIFY
(Requires **Dark Rituals**) - Transforms every dying Shaman into a ghoul.
FORAGING
(Requires **Dark Rituals). Allows** a shaman to feed two nearby friendly units.
SACRED LEGION
(Requires **Dark Rituals**) - Allows the training of Nobles (in the **Barracks**).
REPAIR
Repairs the arena (when damaged).

MARKET
Markets are meeting places where news is exchanged and deals made. People come from all over the world and always have something to sell.

MARKET COMMANDS
CALL PEASANTS
Calls 5 peasants from the market to command.
BUY FOOD
Buys 500 food instantly.
HEAL
Instantly distributes 2000 health among all friendly units near the Town Hall.

FREE TRADE
Increases happiness and allows further upgrades.
TRIBUTE
(Requires **Free trade**) gathers up to 2000 gold in tributes in all controlled outposts.
EXPEDITION
(Requires **Free trade**) reveals the fog of war in a selected area for the rest of the game (there can't be more than 2 such areas per stronghold).
MERCENARY PACT
(Requires **Free trade**) whenever a mercenary warrior dies, 40 gold appear in the stronghold (where this upgrade was researched last).
SLAVERY
(Requires **Free trade**) sells 50 population into slavery for 2000 gold.
REPAIR
Repairs the tavern (when damaged).

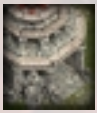
VILLAGE HALL
The village hall is the center of a village. It stores the village surplus food and can be ordered to send it elsewhere. Whoever controls the village hall controls the entire village.

VILLAGE HALL COMMANDS
TRIBUTE
Sends resources to a specified village, stronghold, shipyard or outpost.
CALL PEASANTS
Calls 5 peasants from the Village Hall to command.
CREATE MULE WITH GOLD
Creates a mule with 1000 gold.
CREATE MULE WITH FOOD
Creates a mule with 1000 food.
REPAIR
Repairs the tavern (when damaged).

HOUSE
Houses provide additional living space. They add 10 to the maximum population of the village or stronghold they belong to. Should an enemy attack them the population decreases.

IBERIAN STRUCTURES

Peaceful and simple the Iberians build houses that would best suit their needs. Although not a violent people their buildings are more than capable of providing protection.



TOWN HALL

The Town Hall is the most important structure of a stronghold. It is there that units usually gather, and mules bring food or gold from other towns. Whoever controls the Town Hall controls all structures in the stronghold.

TOWN HALL COMMANDS

CREATE MULE WITH GOLD
Creates a mule with 1000 gold.
CREATE MULE WITH FOOD
Creates a mule with 1000 food.
AUTOMATIC TRAINING
Starts automatic training of units in the stronghold.
MILITARY TRAINING
Increase the level (with 1) of all friendly units in and around the Town Hall.
REPAIR
Repairs the Town Hall (when damaged).

BLACKSMITH

It is in the blacksmith where weapons and armor are created.
When new types of equipments are created new units can be trained in the barracks.

BLACKSMITH COMMANDS

FORGE SPEARS
Allows defenders to be equipped at the barracks.
FORGE HORSESHOES
Allows cavalry to be equipped at the barracks.
FORGE SLINGS
Allows slingers to be equipped at the barracks.
FORGE BATTLE AXES
Allows elite guards to be equipped at the barracks.
REPAIR
Repairs the building (when damaged).

BARRACKS

The barracks are a training ground where a villager is made into a warrior. The building can exist only within the stronghold. In order for barracks to produce the specified type of warrior his equipment must already be created in the **blacksmith**.

BARRACKS COMMANDS

FAST WARRIOR EQUIPMENT

Increases the rate at which a unit is produced.

EQUIP UNIT

Produces a unit of the specified type.

REPAIR

Repairs the barracks (when damaged).

Iberian barracks can produce **Militiamen**, **Archers**, **Defenders**, **Cavalry**, **Slingers** and **Elite Guards.**

ARENA

In every stronghold throughout the land there are arenas where fighters show their skill and compete against each other. Local and foreign fighters entertain the population and learn new skills.

It is here that heroes can be hired to lead your armies.

AREA COMMANDS

HIRE HERO

Hires a hero that could lead armies in battle.

TOURNAMENTS

Amuses the public allows further upgrades.

HEROES' WISDOM

(Requires **Tournaments**) Increases the heroes' experience with time - 1 experience point every minute.

WARRIORS' WISDOM

(Requires **Heroes' Wisdom**) increases the units' experience with time - 1 experience point every minute.

CALL MOUNTAINEER

Calls a mountaineer, there cannot be more than 10 mountaineers per player.

MOUNTAIN CLAN

(Requires **Tournaments**) Allows up to 20 mountaineers.

MOUNTAIN CLAN LEGACY

(Requires **Mountain Clan**) Preserves the experience of the best Mountaineers.

VETERAN'S GUILD

(Requires **Tournaments**) Equips every new unit with a " Guild ring " item, which becomes "Veteran medal" after their first kill and adds 6 to the units' min

and max attack.
REPAIR
Repairs the arena (when damaged).

SANCTUARY
The role of the Matriarch is central in Iberian society. Thus it is no surprise that all turn to the enchantresses for help.

INITIALLY THE ENCHANTRESSES KNOW ONLY A FRACTION OF SKILLS, THE REST MUST BE RESEARCHED IN THE SANCTUARY.

SANCTUARY COMMANDS
HIRE ENCHANTRESS
Calls an Enchantress to serve the player.
CODE OF VALOR
Allows Enchantresses to learn new skills.
ANCESTRAL KNOWLEDGE
(Requires **Code of Valor**) Allows Enchantresses to train units until they reach level 10.
COVER OF MERCY
(Requires **Code of Valor**) Allows Enchantresses to perform the Cover of Mercy ritual, which protects all friendly units under it.
MASS HEAL
(Requires **Code of Valor**) Allows Enchantresses to sacrifice themselves in order to increase the health of nearby friendly units.
REPAIR
Repairs the arena (when damaged).

TAVERN
Taverns are meeting places where news is exchanged and deals made. People come from all over the world and always have something to sell.

TAVERN COMMANDS
INCREASE POPULATION
Increases the population in exchange for gold.
CALL PEASANTS
Calls 5 peasants from the Tavern to command.
FREE DRINKS
Increases happiness and allows further upgrades.
SELL FOOD
(Requires **Free drinks**) Sells food on the market for gold.

TRIBUTE
(Requires **Free drinks**) Gathers up to 2000 gold in tributes in all controlled outposts.
HOUSING
(Requires **Free drinks**) Increases the maximum stronghold population by 20.
CALL TO ARMS
(Requires **Free drinks**) changes 50 peasants into Militiamen.
REPAIR
Repairs the tavern (when damaged).

VILLAGE HALL

The village hall is the center of a village. It stores the village surplus food and can be ordered to send it elsewhere. Whoever controls the village hall controls the entire village.

VILLAGE HALL COMMANDS
TRIBUTE
Sends resources to a specified village, stronghold, shipyard or outpost.
CALL PEASANTS
Calls 5 peasants from the Village Hall to command.
CREATE MULE WITH GOLD
Creates a mule with 1000 gold.
CREATE MULE WITH FOOD
Creates a mule with 1000 food.
REPAIR
Repairs the tavern (when damaged).

HOUSE
Houses provide additional living space. They add 10 to the maximum population of the village or stronghold they belong to. Should an enemy attack them the population decreases.

GAUL STRUCTURES

Since they are mostly farmers and hunters, Gauls prefer structures of practical importance rather than aesthetic beauty. Their buildings are solid and durable be it a little bit rough.

TOWN HALL
The Town Hall is the most important structure of a stronghold. It is there that units usually gather, and mules bring food or gold from other towns. Whoever controls the Town Hall controls all structures in the stronghold.

TOWN HALL COMMANDS

CREATE MULE WITH GOLD

Creates a mule with 1000 gold.

CREATE MULE WITH FOOD

CREATES A MULE WITH 1000 FOOD.

AUTOMATIC TRAINING

Starts automatic training of units in the stronghold.

MILITARY TRAINING

Increase the level (with 1) of all friendly units in and around the Town hall.

REPAIR

Repairs the Town Hall (when damaged).

BLACKSMITH

It is in the blacksmith that weapons and armor are created. When new types of equipments are created new units could be trained in the barracks.

BLACKSMITH COMMANDS

STEEL WEAPONS

Increases the level of swordsmen and archers.

FORGE AXES

Allows Axemen to be equipped at the barracks.

FORGE SPEARS

Allows spearmen to be equipped at the barracks.

FORGE HORSESHOES

Allow horsemen to be equipped at the barracks.

BREASTPLATES

(Requires **steel weapons**) Allows woman warriors to be equipped at the barracks.

REPAIR

Repairs the building (when damaged).

BARRACKS

The barracks are a training ground where a villager is made into a warrior. The building can exist only within the stronghold. In order for barracks to produce the specified type of warrior his equipment must already be created in the **blacksmith**.

BARRACKS COMMANDS

FAST WARRIOR EQUIPMENT

Increases the rate at which a unit is produced.

EQUIP UNIT

Produces a unit of the specified type.

REPAIR
Repairs the barracks (when damaged).
Gaul barracks could produce **Swordsmen**, **Archers**, **Axemen**, **Spearmen**, **Horsemen** and **Female Warriors.**

ARENA
In every stronghold throughout the land there are arenas where fighters show their skill and compete against each other. Local and foreign fighters entertain the population and learn new skills.

IT IS HERE THAT HEROES CAN BE HIRED TO LEAD YOUR ARMIES.

ARENA COMMANDS
HIRE HERO
Hires a hero that could lead armies in battle.
TRAINING
(Requires **fights)** Units can reach up to level 4 when training (unit command).
ADVANCED TRAINING
(Requires **Training**) Units can reach up to level 8 when training.
SPECIAL TRAINING
(Requires **Advanced Training**) Units can reach up to level 12 when training.
FIGHTS
Entertains the public and allows further upgrades.
HIRE VIKING LORD
(Requires **fights**) hires a Viking Lord.
SHRINE OF THOR
(Requires **fights**) Builds a shrine of Thor, which attracts stronger Vikings to the arena.
BATTLE TACTICS
(Requires **fights**) Allow units to gain double experience while fighting.
REPAIR
Repairs the arena (when damaged).

DRUID HOUSE
The druid house officially represents the druid community. At any time the player can ask for a druid that will follow his commands. The druids however are not authorized to use all their powers.
Initially the druids can learn from other units and heal. All other abilities must be paid for.

DRUID HOUSE COMMANDS
CALL DRUID
Calls a druid to serve the player.

RITUAL CHAMBER
Permits druids to develop their skills further.
GHOUL SUMMONING RITUAL
(Requires **ritual chamber**) Allows druids to use "Ghoul Summoning".
INVISIBILITY RITUAL
(Requires **Ritual Chamber**) Allow druids to use "Invisibility".
BEAST CONTROL RITUAL
(Requires **Ritual Chamber**) Allows druids to use "Beast Control".
MASS HEAL RITUAL
(Requires **Ritual Chamber**) allows druids to use "Mass Heal".
REPAIR
Repairs the Druid house (when damaged).

TAVERN
Taverns are meeting places where news is exchanged and deals made. People come from all over the world and always have something to sell.

TAVERN COMMANDS
ADD 10 POPULATION
Increases the population in exchange for food.
CALL PEASANTS
Calls 5 peasants from the tavern to command.
FREE BEER
Increases happiness and allows further upgrades.
FOOD TAX
(Requires **Free Beer**) Collects a food tax from the population of the stronghold.
GET LOAN
(Requires **Free Beer**) borrows 4000 gold at 10% interest.
REPAY LOAN
Repays the remaining loan. Must have enough gold in the stronghold.
NORDIC TRADE ROUTES
(Requires **Free Beer**) Establishes trade relations and starts to equip all units with a bear teeth amulet.
BELTS OF MIGHT
(Requires **Nordic Trade Routes**) Starts to equip all produced units with a belt of might each.
HERB AMULETS OF LUCK
(Requires **Nordic Trade Routes**) Starts to equip all produced units with an herb amulet of luck each.
TRIBUTE
(Requires **Free Drinks**) Gathers up to 2000 gold in tributes in all controlled outposts.

REPAIR
Repairs the tavern (when damaged).

VILLAGE HALL
The village hall is the center of a village. It stores the village surplus food and can be ordered to send it elsewhere. Whoever controls the village hall controls the entire village.

VILLAGE HALL COMMANDS
TRIBUTE
Sends resources to a specified village, stronghold, shipyard or outpost.
CALL PEASANTS
Calls 5 peasants from the village hall to command.
CREATE MULE WITH GOLD
Creates a mule with 1000 gold.
CREATE MULE WITH FOOD
Creates a mule with 1000 food.
REPAIR
Repairs the tavern (when damaged).

HOUSE
Houses provide additional living space. They add 10 to the maximum population of the village or stronghold they belong to. Should an enemy attack them the population decreases.

ROMAN STRUCTURES

Having arrived with the sole purpose of conquering Gaul the Romans have built stone structures of great splendor to show their superiority to the "barbarians" of the land.

TOWN HALL
The town hall is the most important structure of a town, village or stronghold. It is there that units usually gather, and mules bring food or gold from other towns. Whoever controls the town hall controls all structures in the Stronghold.

TOWN HALL COMMANDS
CREATE MULE WITH GOLD
Creates a mule with 1000 gold.
CREATE MULE WITH FOOD
Creates a mule with 1000 food.
AUTOMATIC TRAINING
Starts automatic training of units in the Stronghold.

MILITARY TRAINING
Increase the level (with 1) of all friendly units in and around the Town Hall.
REPAIR
Repairs the town hall (when damaged).

BLACKSMITH
It is in the blacksmith that weapons and armor are created. When new types of equipments are created new units can be trained in the barracks.

BLACKSMITH COMMANDS
ARROWS
Allows arches to be equipped at the barracks.
TRIDENT
Allow gladiators to be equipped at the barracks.
PIKES
Allows principles to be equipped at the barracks.
HORSESHOES
Allows a scout to be equipped at the barracks.
SPIKE ARMOR
Allows praetorians to be equipped at the barracks.
REPAIR
Repairs the building (when damaged).

BARRACKS
The barracks are a training ground where a villager is made into a warrior. The building can exist only within the stronghold. In order for barracks to produce the specified type of warrior his equipment must already be created in the **blacksmith**.

BARRACKS COMMANDS
FAST WARRIOR EQUIPMENT
Increases the rate at which a unit is produced.
EQUIP UNIT
Produces a unit of the specified type.
REPAIR
Repairs the barracks (when damaged).

Roman barracks can produce **Hastati**, **Arches**, **Gladiators**, **Principles**, **Scouts** and **Praetorians.**

ARENA

In every stronghold throughout the land there are arenas where fighters show their skill and compete against each other. Local and foreign fighters entertain the population and learn new skills.

It is here that heroes can be hired to lead your armies.

ARENA COMMANDS

HIRE HERO

Hires a hero that could lead armies in battle.

TRAINING

(Requires **Gladiator Shows**) Units can reach up to level 4 when training (unit command).

ADVANCED TRAINING

(Requires **Training**) Units can reach up to level 8 when training.

GLADIATOR SHOWS

Entertains the public and allows further upgrades.

HIRE LIBERATI

(Requires **Gladiator Shows**) hires 10 Liberati.

LIBERATI GUILD

(Requires **Gladiator Shows**) Allows each newly hired liberati to start with the level of the most experienced liberati owned by the player in the current game.

TEMPLE

Temples are places where devoted servants of the gods gather. A priest's power is great, yet one must acquire the permission of Rome for one to be sent.

Initially priests can learn from other units and heal. All other abilities must be paid for.

TEMPLE COMMANDS

CALL PRIEST

Calls a priest to serve you.

ALTAR OF JUPITER

Allows priests to develop additional skills.

CLOUD OF PLAGUE RITUAL

(Requires **Altar of Jupiter**) Allows a priest to use "Cloud of Plague".

WRATH OF JUPITER RITUAL

(Requires **Altar of Jupiter**) Allows a priest to use "Wrath of Jupiter".

GOD'S GIFT

(Requires **Altar of Jupiter) Equips** every new unit with a " God's Gift " item, which restores the health of the unit after the first time it kills an enemy.

REPAIR

Repairs the temple (when damaged).

TAVERN

Taverns are meeting places where news is exchanged and deals made. People come from all over the world and always have something to sell.

TAVERN COMMANDS

ADD 10 POPULATION

Increases the population in exchange for food.

CALL PEASANTS

Calls 5 peasants from the Tavern to command.

BUY FOOD

Buys 500 food instantly.

IMPORT HORSES

(Requires **Free Wine**) Increases the level of newly equipped horsemen to 10.

FREE WINE

(REQUIRES **FREE WINE**) INCREASES HAPPINESS AND ALLOWS FURTHER UPGRADES.

BUY MAP

(Requires **Free Wine**) reveals a large area around the Stronghold.

SCOUT AREA

(Requires **Free Wine**) Temporarily removes the fog of war in a chosen area of the map.

INVESTMENT

(Requires **Free Wine**) Adds 6000 gold to the treasury once the investment is complete.

TRIBUTE

(Requires **Free Wine**) Gathers up to 2000 gold in tributes in all controlled outposts.

REPAIR

Repairs the tavern (when damaged).

VILLAGE HALL

The village hall is the center of a village. It stores the village surplus food and can be ordered to send it elsewhere. Whoever controls the village hall controls the entire village.

VILLAGE HALL COMMANDS

TRIBUTE

Sends resources to a specified village, stronghold, shipyard or outpost.

CALL PEASANTS

Calls 5 peasants from the Village Hall to command.

CREATE MULE WITH GOLD

Creates a mule with 1000 gold.

CREATE MULE WITH FOOD
Creates a mule with 1000 food.
REPAIR
Repairs the tavern (when damaged).

HOUSE
The houses hold your population. Should an enemy attack them the overall villagers of your overall population die.

OTHER STRUCTURES

OUTPOSTS

Outposts are fortified buildings that have several entrances allowing units to enter quickly from any direction. They store resources, defend and heal all units inside.

Trade Outpost

Stone Outpost

Foft

Training Camp

The outpost automatically fires arrows at nearby enemy units. The rate of fire depends on the number of units inside the outpost.

When 2000 gold is stored in a **Stone Outpost**, it will provide interest of 8 gold every 2 seconds.
A **Trade Outpost** can sell 20 food for 10 gold every 2 seconds.
A **Fort** changes a peasant to a Maceman every 60 seconds.
A **Training Camp** increases the experience of units that remain inside every 20 seconds.

COMMANDS
CREATE MULE WITH FOOD
Creates a mule with food (between 100 and 1000).
CREATE MULE WITH GOLD
Creates a mule with gold (between 100 and 1000).
TRIBUTE
Sends resources to a specified Village, Stronghold, Shipyard or Outpost.
SELL FOOD
(Wooden Outposts only) Sells the food in the outpost for gold.

ATTACK
Concentrates the outpost's attack on a specified target.

SHIPYARDS
Shipyards are places where ships are built and where units can be sent across rivers and seas. Because of their nature both boats and mules can enter them.
The shipyard uses boats when instructed to tribute resources to another shipyard.
Mules are used to tribute resources to an outpost, village or stronghold.

Wooden Shipyard

Stone Shipyard

COMMANDS

TRIBUTE
Sends resources to a specified village, stronghold, shipyard or outpost.
CREATE MULE WITH FOOD
Creates a mule with food (between 100 and 1000).
CREATE MULE WITH GOLD
Creates a mule with gold (between 100 and 1000).
CREATE BOAT WITH FOOD
Creates a boat with food (between 100 and 1000).
CREATE BOAT WITH GOLD
Creates a boat with gold (between 100 and 1000).
CREATE BATTLE SHIP
Creates a ship, which can be used for sea and coast combat.

TEUTON TENT
The Teuton tent is an isolated settlement of a small Teuton tribe. When independent the tent supports up to 50 Teuton Riders and Teuton Archers. After a player conquers the tent he can give orders to the garrison. The tent garrison increases by 2 every 32 seconds.

CAVE
Caves are underground passages that connect two distant points. Units and armies could use them to move from one place to another quickly and without being seen.

WELLS

Unlike rivers or ponds wells are rare and have great healing capabilities. Once a unit approaches near the well it is healed. The healing process requires a short period of time.

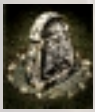
Fountain

Small Well

Large Well

ITEM HOLDERS

Although they lack any special appearance there are rumors about certain areas, which contain rare items. Objects such as tree trunks, chests, graves and others, which are surrounded with a circle of stones, treasure ancient gifts.



Tombstone

Chest

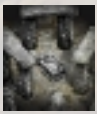
Tree Trunk

Mail Bag

STONEHENGE

Ancient and mysterious it is said that this arcane structure or stonehenge holds many secrets. Believed to be built by the druids a stonehenge represents one of the greatest sacred places where druids perform their rituals.
Roman priests too have acquired the knowledge to use its powers for their own needs.

Carthage has built shrines of its own, where through sacrifice to their god Moloch they are able to perform their own ceremonies.
A few druids or priests gathered at the stonehenge can perform arcane rituals that influence the whole world.



Stonehenge

Shine

THE FOLLOWING RITUALS CAN BE PERFORMED AT A STONEHENGE OR SHRINE

WIND OF WISDOM
Through the sacrifice of a druid (priest, shaman or enchantress) the level of every existing friendly and enemy unit below level 20 is increased with 1.

STARVATION
Through the combined strength of 3 druids (priests, shamans or enchantresses) the food of every friendly and enemy stronghold, outpost, village and mule is reduced every 5 seconds for a total of 5 minutes. The ritual could be stopped if all three druids (priests, shamans or enchantresses) are killed.

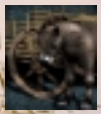
GOLDEN RAIN
Through the combined strength of 5 druids (priests, shamans or enchantresses) some gold is added in every friendly and enemy stronghold every 2 seconds for a total of 2 minutes. The ritual could be stopped if all five druids (priests, shamans or enchantresses) are killed.

DEATH WISH
Through the combined strength of 6 druids (priests, shamans or enchantresses) every friendly and enemy druid (priest, shaman or enchantress) receives 40 damage every 2 seconds for a total of 1 minute. The ritual could be stopped if all six druids (priests, shamans or enchantresses) are killed.

BLOODLUST
Through the combined strength of 8 druids (priests, shamans or enchantresses) every friendly and enemy unit inflicts its maximum damage in battle, regardless of level or enemy defenses for a total of 6 minutes. The ritual could be stopped if all eight druids (priests) are killed.

TEUTON UPRISING
Through the combined strength of 10 druids (priests, shamans or enchantresses) a large Teuton horde emerges from every Teuton tent and attempts to take over all existing settlements (enemy and other) on the map. The ritual could be stopped if all ten druids (priests, shamans or enchantresses) are killed.

RUINS
Remains of past times, ruins often hold treasures. However, it is rumored that they are full of dangers as well. That is the reason why only heroes of a certain level dare enter and come back with a valuable item.The current required level and the item present are visible in the Ruins interface.



INN
Throughout the land there are a number of places that serve as a gathering place for travelers, traders and foreigners. Inns are present only in an adventure and provide passage to distant lands for your party.

UNITS

CARTHAGINIAN UNITS

LIBYAN FOOTMAN
Libyan footmen are equipped with a spear and light armor suitable for all conditions. Cheap to hire, the Libyan footmen are flexible units fit for every purpose.

Special: **Defensive Stand** Equipped in Barracks

JAVELIN THROWER
One of the best ranged units in the world, javelin throwers are a deadly force to be reckoned with. While they certainly lack the range of the archers and slingers, the javelin throwers inflict greater damage and penetrating attack.

Special: **Spread Damage** Equipped in Barracks

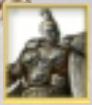
BERBER ASSASSIN
The Berbers wear no armor, instead they carry two swords in their hands.
These are berserk attackers with an extremely powerful first attack but lack protection and durability in battle.

Special: **Rage** Equipped in Barracks

MACEMAN
Macemen are experienced warriors equipped with chain mail armor and flails. Their training and choice of weapons makes them extremely powerful in both defense and attack.

Special: **Bleeding Attack** Equipped in Barracks

NUMIDIAN RIDER
Although not as fast as horses, camels are better suited to live in the desert and is thus preferred in the Carthaginian army. The rider wears a light shirt and turban, armed with nothing but a spear.
Special: **Combat Skill** Equipped in Barracks

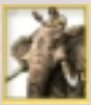


NOBLE
While most of the Carthaginian warriors are merely hired mercenaries there is the single force composed entirely of Carthaginians - the Sacred Legion, which consisted of highly trained and well equipped Noble Carthaginians.

Special: **Full Armor** Equipped in Barracks
Requires **Sacred Legion** (**Arena**)

SHAMAN
The shamans are magicians of the ancient world. Their power was known and feared by everyone. Although shamans don't have any attack they could use a number of special abilities as well as learn from other units.

Called from **Temple**



WAR ELEPHANT
The war elephants are among the strongest units that the Carthaginians have. The elephants are controlled by people named Mahouts. The tremendous strength and regeneration of these beasts helps them survive many battles.

Special: **Regeneration, Trample Damage** Hired at Arena
(Requires **People's Assembly** in **Arena**)

IBERIAN UNITS

MILITIAMAN
Militiamen are ordinary villagers equipped with a sword and a shield. They could also be disbanded back to peasants when there is no further use of them.

Special: **Penetrating Attack** Equipped in Barracks

ARCHER
Archery was a common skill among the Iberia population. The archers are a little more than hunters made into warriors.

Special: **Spread Damage** Equipped in Barracks

DEFENDER
Defenders are equipped with massive armor and iron-headed spears. They compose the backbone of any army and could provide for excellent defense or lead an attack.

Special: **Defensive Stand, Full Armor** Equipped in Barracks

CAVALRY
The Iberian cavalry is one of the fiercest in existence. These units hit heavily while charging, yet are not very useful once the grand melee has begun.

Special: **Charge** Equipped in Barracks

SLINGER
The slingers are light in armor and heavy in damage.
The stones they throw could break through even the strongest enemy armor.

Special: **Penetrating Attack, Spread Damage** Equipped in Barracks

ELITE GUARD
Equipped with battle axes the Elite Guards are strong in one-on-one combat where their skill helps them best the enemy. Their ferocity is so great that even the strongest foes prefer to flee than face them.

Special: **Bleeding Attack** Equipped in Barracks

ENCHANTRESS
As matriarchs enchantresses have great political power and influence over all Iberians. Although they can't attack the enchantresses could use a number of special abilities such as learning from units, and more.

Called from Sanctuary

MOUNTAINEER
Treacherous and stealthy Mountaineers could remain invisible for all enemies as long as they do not attack or capture enemy units or buildings. In addition these warriors could survive in the wilderness with out the constant need of food.

Special:**Invisibility** (Requires Tournaments in Arena) Hired at Arena

GAUL UNITS

GAUL SWORDSMAN
Spearmen are equipped with shield, short sword and light body armor that allows quick movement. Swordsmen are cheap general-purpose units that can be trained quickly in case of danger.

Equipped in Barracks

GAUL ARCHER
Archers use hunter's bow for attack and have light armor. Since Gauls are excellent hunters they only need a few training lessons to become archers. Archers are most effective against small enemy armies, or as support for your main force.

Special: **Spread Damage** Makes the damage inflicted by the unit proportional to the target's health: If the target's health is high so to is the damage.

Equipped in Barracks

GAUL AXEMAN
With his double-handed axe the axeman looks threatening and deadly.
This is a berserk type unit that makes a lot of damage but is defenseless from piercing attacks.

Special: **Attack Skill** Adds 1 attack bonus to the unit for every consequential attack on the same target. The bonus grows with each attack (+1, +2, +3, etc).

Equipped in Barracks **Requires Axes** (from Blacksmith)

GAUL SPEARMAN
Equipped with short spears these units have a powerful piercing strike. They defend themselves with large shields that are easy to carry. Spearmen are extremely effective against cavalry units.
Special: **Defensive Stand** Permits a unit to evade the first attack of any opponent without taking damage.

Equipped in Barracks **Requires Spears** (from Blacksmith)

GAUL HORSEMEN

Horses are expensive but provide excellent speed and protection. Horsemen are equipped with short swords and leather armor. These units do not do much damage except when charging but are fast and hard to kill.

Special: **Charge** Increases the unit's attack 6 times if it hasn't attacked for 10 seconds.

Equipped in Barracks Requires Horseshoes (from Blacksmith)

GAUL FEMALE WARRIOR

Equipped with light armor and a large sword the woman warrior is an enemy not to be underestimated. Trained their entire lifetime the woman warriors are an elite force that is expensive to come by but with excellent skills.

Special: **Death Blow** Kills the target with one blow if its health is under 50%.
Equipped in Barracks
Requires **Breastplates** (from Blacksmith).

GAUL DRUID

Although they look like old men in white robes, druids are by far more dangerous and useful than they seem. Although druids don't have any attack and little defense they could use a number of special abilities such as healing, learning from units and more.

Called from Druid House

VIKING LORD

Bloodthirsty and aggressive Vikings are among the fiercest warriors. War is their only purpose in life, the battlefield – their only home. Dressed in furs and carrying Thor's hammer they could easily kill a unit with one blow. You can have as many as four Viking Lords.

Specials: **Vampire Blow** Permits a unit to restore its health with 50% of the damage inflicted to another unit (unless spike damage or trample damage is used).
Freedom Prevents a unit from being attached to a hero. Hired at Arena
Requires **Fights** (in Arena).

ROMAN UNITS

ROMAN HASTATUS
The hastati are well armored and equipped with short swords (gladius). They generally represent fresh recruits of a legion and compose its main force.

Special: **Defensive Stand** Permits a unit to evade the first attack of any opponent without taking damage. Equipped in Barracks

ROMAN ARCHER
Equipped with bow and light armor the roman archers are trained so as to provide effective support for other troops.

Special: **Spread Damage** Makes the damage inflicted by the unit proportional to the target's health. If the target's health is high the damage inflicted is as well, when the target's health is low – hardly any damage is inflicted at all.
Equipped in Barracks
Requires **Arrows** (from Blacksmith).

ROMAN GLADIATOR
Gladiators are fierce warriors that have survived numerous fights at the arena. They are equipped with long tridents and specially designed armor that sets them apart from everyone else.

Special: **Defensive Stand** Permits a unit to evade the first attack of any opponent without taking damage. Equipped in Barracks
Requires **Tridents** (from Blacksmith).

ROMAN PRINCIPLE
Principles are equipped with large rectangular shields (scutum), body armor and short spears. Once hastati these warriors have managed to climb the ranks of the roman army thanks to their skills.

Special: **Attack Skill A**dds 1 attack bonus to the unit for every consequential attack on the same target. The bonus grows with each attack (+1, +2, +3, etc).
Equipped in Barracks
Requires **Spears** (from Blacksmith).

ROMAN SCOUT
A few men on horseback are attached to every legion to scout and support the infantry in battle. Scouts are equipped with short swords, large shields and light armor. They do not do much damage but their speed makes them hard to kill.

Special: **Charge** Increases the unit's attack 6 times if it hasn't attacked for 10 seconds. Equipped in Barracks
Requires **Horseshoes** (from Blacksmith).

ROMAN PRAETORIAN
These elite fighters are generally used to guard important structures like the Senate of Rome. They have excellent training and outstanding equipment.

Special: **Spike Damage** Returns half of the received damage back to the attacker (in close combat). Equipped in Barracks
Requires **Spiked Armor** (from Blacksmith).

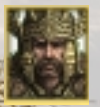
ROMAN PRIEST
Priests are servants of the gods clad in white robes and carrying a wooden staff. Although they cannot attack they could use a number of special abilities such as healing, learning from units and more.

Called from Temple

ROMAN LIBERATUS
Liberati are gladiators who have earned their right to freedom and roman citizenship thanks to their outstanding skills at the arena. When given enough gold they could become fighters of fortune ready to obey the commands of the person who hired them.

Specials: **Splash Damage** Projectiles coming from the unit hit not only the target but the nearby units as well. **Freedom** Prevents a unit from being attached to a hero. Hired at Arena
Requires **Gladiator Shows** (in Arena).

OTHER UNITS



HEROES
Only the most skilled and experienced warriors become heroes. Their powers are so great that few can match them in battle. Their greatest

strengths, however, are no their combat abilities, but rather their excellent leadership and knowledge. Only heroes can lead units, at which point the attached units acquire part of the hero's experience. Not only that, but heroes could order their troops to march in a specific formation which would give them a slight advantage in battle.

PEASANT
Peasants are common inhabitants of a village. The greater their number the greater the gold and food produced, as well as the village's resistance.

Called from Tavern or Village Hall

TEUTON RIDER
Bloodthirsty and wild, Teuton riders fight in battle wearing wolf skins as cloaks. Fast and strong they wreck havoc wherever they ride. Teuton riders can be obtained from the Teuton tent. (After it is captured)

Called from Teuton Tent

TEUTON ARCHER
These are exceptionally strong and fast archers, perfect for disruption of the enemy before and after the main strike. Due to their small damage the archers are often useless in large battles.

Called from Teuton Tent

GHOUL
Ghouls are creatures from another plane that have been called temporarily to our world. Although ghouls do not attack someone directly they drain other units' life when passing by. Once the ghouls' time in this word runs out it returns to the world of the dead.

Called by Druid's
Created by Shaman

MULE
Mules are used to transport resources. Because of their ability to travel in any conditions and over practically every terrain they are the only reliable means of supply.

Called from Town Hall, Village, Shipyard or Outpost

CATAPULT
The catapult is a large wooden device capable of launching heavy flaming projectiles towards the designed target. Once the catapult is constructed units are required to operate it. Due to its inaccuracy the catapult is mostly effective against buildings. Any military unit (with the exception of heroes) can be ordered to start building a catapult on the battlefield.

After the order is given the catapult image appears under the mouse cursor. A red placement area indicates it can not be placed, white means the catapult can be built.

Built by any Military Unit

BOAT
The boat is a small vessel used to transport resources between shipyards and also supply the army with food during military campaigns.

Built in Shipyard

BATTLESHIP
The battle ship is equipped to attack other ships as well as targets on the coast. It can also be used to carry military.

Built in Shipyard

WOLF
Wolves are clever animals, which travel in packs and attack any creature they see.

EAGLE
Eagles cannot attack or land, yet they can fly over areas and explore.

CROW
Crows are ideal spies.

DEER
Deer are quite fast and can be used to explore an area.

NEMESIS OF THE ROMAN EMPIRE UNIT STATISTICS

Unit	Attack			Defense		Health	Cost
	Type	Min	Max	Slashing	Piercing		
Carthage							
Libyan Footman	Piercing	8	16	18	8	180	90
Javelin Thrower	Piercing	4	30	2	2	150	100
Berber Assassin	Slashing	16	34	18	2	220	130
Maceman	Slashing	10	34	4	16	340	180
Numidian Rider	Piercing	10	40	8	2	420	220
Noble	Piercing	10	50	12	8	380	300
War Elephant	Slashing	50	70	10	10	2000	1000f
Shaman	N/A	N/A	N/A	2	2	120	200
Iberia							
Militiaman	Slashing	6	12	8	0	180	50
Archer	Piercing	6	18	8	0	180	60
Defender	Piercing	10	24	8	20	200	140
Cavalry	Piercing	10	30	2	2	200	140
Slinger	Piercing	14	50	4	4	200	200
Elite Guard	Slashing	10	30	22	4	450	200
Mountaineer	Piercing	4	60	4	0	400	200
Priest	N/A	N/A	N/A	2	2	120	200
Gaul							
Swordsman	Slashing	6	16	2	12	250	60
Archer	Piercing	4	16	2	0	140	40
Axeman	Slashing	8	40	26	4	220	150
Spearman	Piercing	14	28	6	26	240	120
Horseman	Slashing	8	22	12	0	480	160
Woman Warrior	Slashing	10	40	16	12	280	220
Viking Lord	Slashing	20	120	6	16	1000	1000
Druid	N/A	N/A	N/A	2	2	120	200
Roman							
Hastatus	Slashing	8	20	32	0	220	100
Archer	Piercing	10	24	12	2	150	80
Gladiator	Piercing	28	28	0	22	300	160
Principle	Piercing	14	28	14	32	300	200
Scout	Slashing	6	18	0	10	360	120
Praetorian	Piercing	20	40	6	6	600	400
Liberatus	Slashing	20	50	0	10	600	200
Priest	N/A	N/A	N/A	2	2	120	200
Teuton							
Teuton Rider	Slashing	10	40	10	10	400	N/A
Teuton Archer	Piercing	4	16	5	5	400	N/A
Common							
Hero	Slashing	10	40	20	20	1000	800
Ship	Piercing	50	100	10	15	3000	1000
Mule	N/A	N/A	N/A	0	0	400	N/A
Boat	N/A	N/A	N/A	0	5	400	N/A

SPECIFIC UNIT COMMANDS

MILITARY UNIT COMMANDS

MOVE
The unit moves towards the destination spot without paying any attention to enemy units nearby.

ATTACK
The unit attacks the target it is given. If there is no target specified it moves towards the specified attack destination, yet will attack any enemy unit within its sight.

CAPTURE
The unit attacks a structure until it is captured.

EXPLORE
The unit explores within a certain range around the specified location.

TRAIN
The unit trains with another more experienced units and will gains experience.

PATROL
The unit starts patrolling the area between its current location and that specified by the player. When on patrol the unit will attack any unit in sight.

BUILD CATAPULT
The unit will build a catapult at the specified location.

STAND GROUND
The unit will remain at a specified point. The unit will fight all enemies within its range and will not retreat.

DETACH
The unit detaches itself from the hero it was attached to.

SHOW (IBERIAN ONLY)
Shows the unit for 10 seconds.

WAGON AND BOAT COMMANDS

LOAD FOOD
The unit will go to the warehouse and load the specified amount of food (up to the stored amount) and will then return to the starting point.
LOAD GOLD
The unit will go to the warehouse and load the specified amount of gold (up to the stored amount) and will then return to the starting point.

SHIP COMMANDS

LAND
All units within the ship will disembark at the specified location.

HERO COMMANDS

SELECT LINE FORMATION
Arranges the army attached to the hero in line formation.

SELECT BLOCK FORMATION
Arranges the army attached to the hero in block formation.

SELECT HORSE WINGS FORMATION
Arranges the army attached to the hero in horse wings formation

LEAVE ARMY
The hero detaches himself from his army and then can be moved as single unit.

SHAMAN COMMANDS (CARTHAGE ONLY)

LEARN
Increases the shaman's experience to that of the selected unit.

CURSE
Makes the chosen unit do minimum damage for 5 minutes.

ZOMBIFY
Will sacrifice the shaman and turn him into a zombie.

ENCHANTRESS COMMANDS (IBERIAN ONLY)

LEARN FROM UNIT
Increases the Enchantress's experience to that of the selected unit.

TEACH UNIT
Increases a unit's experience until it reaches level 4. (After an upgrade in the Sanctuary the level limit increases to 10).

COVER OF MERCY
Places a protective cloud that halves the damage inflicted to all friendly units it covers.

MASS HEAL
Sacrifices the druid to heal nearby units.

DRUID COMMANDS (GAUL ONLY)

LEARN
Increases the druid's experience up to that of the selected unit.

HEAL
Heals a selected unit.

SUMMON GHOUL
Summons a ghoul of an ancient warrior which will drain the health of every unit nearby.

INVISIBILITY
Makes a unit disappear for a period of time. If the target is a hero all units attached disappear as well.

BEAST CONTROL
Makes a nearby animal obey commands for a period of time. If there is no animal nearby one will appear.

MASS HEAL
Sacrifices the druid to heal nearby units.

PRIEST COMMANDS (ROMAN ONLY)

LEARN
Increases the priest's experience to that of the selected unit.

HEAL
Heals a selected unit.

CLOUD OF PLAGUE
Creates a cloud of poisonous mist at a specified location.

WRATH OF JUPITER
Creates a bolt of lightning at a desired target, after which the priest dies.

CATAPULT COMMANDS

STOP
The catapult will stop firing.

AUTO-FIRE
Starts the catapult firing (if it has been stopped)

DISBAND
The military units operating the catapult leave and disassemble the catapult.

GATE COMMANDS

OPEN GATE
Opens the specified gate.

CLOSE GATE
Closes the specified gate.

WALL COMMANDS

ATTACK
Concentrates the attack on a specific target.

ITEMS

Items are small objects like rings, amulets and belts that can be found throughout the environment, received as rewards or in exchange. When carried they modify the unit's properties or give them special abilities.

CERTAIN ITEMS NEED TO BE 'USED' TO HAVE ANY EFFECT

GOD'S GIFT
Restores its bearer to full health. (Created in Roman Temples)

SPOILS OF WAR
When a unit enters a Town Hall or Outpost all 'Spoils of War' items are converted to 100 gold each. (Created at Carthaginian Arenas)

GUILD RING
Becomes 'Veteran Medal' after its bearer kills an enemy unit. (Created in Iberian Arenas)

VETERAN MEDAL
Adds 6 to a unit's min and max attack.

ASH OF DRUID'S HEARTH
When used heals the bearer and 8 friendly neighboring units.

BEAR TEETH AMULET
Increases the maximum damage of its bearer by 4.

BELT OF MIGHT
Increases the defense of the bearer by 4.

BELT OF SNAKES
Increases the attack of the bearer with 30.

BLOODSTONE
There is no knowledge concerning the exact use of this artifact.

BOAR TOOTH
Gives 16 experience points to the unit. When used the item damages an opponent with the health of the bearer.

BOAR TEETH
Increases the bearer's level by 5.

CONCENTRATION STONE
Increases the maximum attack of the user by 60. When used the item heals its owner with the health of a friendly unit.

EAGLE FEATHER
Increases the health of the unit by 200.

FEATHER AMULET
Increases the health of the unit 400.

FINGER OF DEATH
When used kills 3 random neighboring units. Has no effect on heroes.

FUR GLOVES OF HEALTH
Increases the health of the unit by 1200. When used it heals a random friendly unit with the health of the bearer

HEALING HERBS
When used restores the unit to full health.

HEALING WATER
When used distributes 1000 health points among all friendly neighboring units.

HERB AMULET OF LUCK
Increases the piercing defense of the user by 20.

HORN OF VICTORY
When used causes the bearer and 12 neighboring enemy units to suffer 60 points of damage.

KING'S BELT
Increases the maximal health of the bearer by 600, and defenses by 10.

POISON MUSHROOM
Increases the unit level by 1 permanently. The unit must have at least 90% health in order to use the mushroom.

RYE SPIKES
When used distributes up to 200 food among all friendly neighboring units.

SNAKE SKIN
Increases the minimum\maximum attack of the bearer by 10.

HELP, TIPS AND HINTS

GETTING HELP

In the game there are several ways to get help. To get help use the 'Help Button' which appears at the bottom of the screen after left-clicking, or by pressing F1.

Alternatively by right-clicking on the icon of the selected unit or structure you could receive information about that unit or structure.

COMMANDING UNITS

Before a unit may be given orders it must be selected, which is achieved by clicking on it. Once selected a number of command options appear at the bottom of the screen. Keep the mouse cursor over a chosen button (without clicking on it) and an explanation of the command appears.

To have the unit perform the action you must left-click on the desired command then choose with the left mouse button the location where you wish it be performed (either on the game screen or on the map).

VIEWING STRONGHOLD RESOURCES

In order to view resources in a stronghold, or outpost, you need to right-click on the structure itself. When selected at the top of the screen you will see how much gold and food the structure contains, as well as all units that are within.

COLLECTING MORE GOLD

There are several ways that enable you to obtain more gold during the game. The first and most important is to increase the population of your stronghold. Each peasant pays a tax in gold and the greater their number the greater the money you will receive.

Carthaginians can also gain gold by selling part of their population in to **slavery** from the **market place**.

Another method is to put 2000 gold in a stone outpost, where it will gain interest over time.

Money can also be acquired when food is sold via a wooden outpost.

COLLECTING MORE FOOD

The production of food in a village is proportional to the size of its population. Gaul players can impose food tax to the population of their stronghold by clicking on the **Food Tax** command in the **Tavern**. Other players can buy food with gold at the **Tavern**.

GAINING MORE EXPERIENCED UNITS

Training is a safe way for units to gain experience. In many ways it is like fighting, yet in training units cannot die. However, they do receive injuries, so it would be wise not to throw them in to battle right after they have trained.

Experienced heroes can give large experience bonuses to the units they command. Thus, carefully developing a hero throughout the entire game can give you an advantage over your opponents.

HEALING UNITS

Units are healed when they are close to a source of food, be it within a stronghold or outpost or close to a mule with food. When the units are within a structure the healing is faster. Druids and priests have the ability to heal as well. In addition wells heal units around them.

BUILDING CATAPULTS

Catapults are generally used to siege strongholds or outposts since they have a greater firing range. In order to create a catapult a number of units must be selected (between 1 and 10) and given the 'build catapult' command. After the order is given it will take a short period of time for the catapult to be constructed in the chosen location.

Although it is possible for a single unit to build a catapult it would be more time efficient to use as many as possible.

SHORTCUTS

GENERAL

Spacebar - Toggles the map on and off.
Tab - Shows the location of the last notification
Reverse Quote (‘) - Displays the unit's health bars
Crtl Reverse Quote (‘) - Toggles between different health bar modes
Slash (/) - Toggles the display of scores
Esc - Clears selection and shows the menu
F1 - In-game help
F2 - Save game
F3 - Load game
F5 - Diplomacy
F6 - Quick save
F7 - Select party
F8 - Notes
F9 - Quick load
F10 - Main menu
Enter - Chat

UNIT CONTROL

Right Click – Performs the default action of the selected units on the clicked location
Ctrl Right Click - Performs the alternative default action of the selected units on the clicked location
Shift + Any Command - Queues the command for later execution

GAME SPEED

Pause - Toggles pause mode on/off
Plus (+) - Increases the game speed
Minus (-) - Decreases the game speed
Multiply (*) - Toggles by 10 times the game speed

SELECTION

Ctrl (1-9) - Remembers the current selection under the digit.
Digit (1-9) - Recalls a previously stored selection.
Home - Centers the screen on the selection.
Page Up - Chooses 50% of the units from the selection with the most amount of health.
Page Down - Chooses 50% of the units from the selection with the least amount

of health.
Insert - Chooses 50% of the units from the selection with more experience
Delete - Chooses 50% of the units from the selection with the least experience
Ctrl+Page Up - Chooses units from the selection with more than 2\3 of their health.
Ctrl+Page Down - Selects the units from the selection with less than 1/3 of their health.

GAME EDITOR

Please view the **README** file for detailed instructions about using the Nemesis of the Roman Empire level editor.

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