



FANTASY
KOMMANDER
EUKARION WARS

www.fantasykommander.com

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FANTASY
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1. SYSTEM REQUIREMENTS

PC

- Operating system: Microsoft® Windows® XP, Windows Server 2008, Windows Vista® Home Premium, Business, Ultimate, or Enterprise (including 64 bit editions) with Service Pack 2, Windows 7, or Windows 8 Classic
- Processor: Intel Core™ Duo 2.33GHz or faster processor (or equivalent)
- Memory: 512MB of RAM (1GB recommended)
- Graphics Memory: 256MB of RAM
- Hard disk space: 40 MB
- Adobe AIR 3

MAC OS X

- Operating system: Mac OS X v10.6, v10.7, or v10.8
- Processor: Intel Core™ Duo 1.83GHz or faster processor
- Memory: 512MB of RAM (1GB recommended)
- Graphics Memory: 256MB of RAM (ATI Rage 128 GPU does not support full-screen mode with hardware scaling.)
- Hard disk space: 40 MB
- Adobe AIR 3

NOTE: PowerPC® based computers are not supported

2. SETUP AND GAME START

Fantasy Kommander-Eukarion Wars features a setup program that is very easy to use. The setup must be performed only once, the first time you use the game.

2.1 DIGITAL DELIVERY/DOWNLOADABLE VERSION

After the download, double click on the file “FantasyKommander EWSetup.exe”.

Follow the instructions and the game will be installed in a few minutes.

NOTE: After the first execution window, it may take several seconds before the appearance of the second installation window

2.2 BOXED VERSIONS (CD/DVD)

Insert the CD/DVD in the DVD-ROM unit. Your PC will automatically detect it and in few seconds the automatic setup will be displayed.

Follow the instructions and the game will be installed in a few minutes.

2.3 START THE GAME AT ANY TIME

When you want to play the game use one of the following methods:

- ◆ Insert the game DVD and click on the button “Play” when the relevant window is displayed.
- ◆ Click twice on the icon of the game. This will appear on your desktop if you have performed the automatic setup, or if you have selected to install a shortcut to “Fantasy Kommander-Eukarion Wars” in the setup options.
- ◆ Click on the Start button and select: FantasyKommanderEW.

2.4 PRODUCT UPDATES

In order to maintain our product excellence, Matrix Games releases updates containing new features, enhancements, and

corrections to any known issues. All our updates are available free on our website and can also be downloaded quickly and easily.

We also periodically make beta (preview) updates and other content available to registered owners. Keeping up with these special updates is made easy and is free by signing up for a Matrix Games Member account. When you are signed up, you can then register your Matrix Games products in order to receive access to these game-related materials. Doing so is a simple two step process:

- ◆ Sign Up for a Matrix Games Member account – THIS IS A ONE TIME PROCEDURE; once you have signed up for a Matrix account, you are in the system and will not need to sign up again. Go to www.matrixgames.com and click the Members hyperlink at the top. In the new window, select Register NOW and follow the on-screen instructions. When you're finished, click the Please Create My New Account button, and a confirmation e-mail will be sent to your specified e-mail account.
- ◆ Register a New Game Purchase – Once you have signed up for a Matrix Games Member account, you can then register any Matrix Games title you own in your new account. To do so, log in to your account on the Matrix Games website (www.matrixgames.com). Click Register Game near the top to register your new Matrix Games purchase.

We strongly recommend registering your game as it will give you a backup location for your serial number should you lose it in the future. Once you've registered your game, when you log in to the Members section you can view your list of registered titles by clicking My Games. Each game title is a hyperlink that will take you to an information page on the game (including all the latest news on that title). Also on this

list is a Downloads hyperlink that takes you to a page that has all the latest public and registered downloads, including patches, for that particular title.

You can also access patches and updates via our Games Section (<http://www.matrixgames.com/games/>), once there select the game you wish to check updates for, then check the Downloads link. Certain value content and additional downloads will be restricted to Members Area members so it is always worthwhile to sign up there.

Remember, once you have signed up for a Matrix Games Member account, you do not have to sign up again at that point you are free to register for any Matrix Games product you purchase.

Thank you and enjoy your game!

2.5 GAME FORUMS

Our forums are one of the best things about Matrix Games. Every game has its own forum with our designers, developers and the gamers playing the game. If you are experiencing a problem, have a question or just an idea on how to make the game better, post a message there. Go to <http://www.matrixgames.com> and click on the Forums hyperlink.

2.6 NEED HELP?

The best way to contact us if you are having a problem with one of our games is through our Help Desk. Our Help Desk has FAQs as well as a dedicated support staff that answer questions within 24 hours, Monday through Friday. Support questions sent in on Saturday and Sunday may wait 48 hours for a reply. You can get to our Help Desk by going to <http://www.matrixgames.com/helpdesk>.

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3. MAIN MENU

After the opening FMV (which can be skipped by hitting the “Esc” button), the game will start with the Main Menu display:



1. Select “Campaign” to start a New Campaign or Load a Saved Game.



2. Select “Options” to access the configuration display showing all the technical options.
3. Select “FKWebsite” to discover several special contents, join the community, check news and updates, and follow the adventures in the continent of Eukarion.
4. Select “Exit” to exit the game.

3.1 IN-GAME MENU

If you hit ESC or press the “Options” button during a Battle a little window will come up offering the following options:

- ◆ Adjust the volume of Sounds Fx
- ◆ Adjust the volume of Music
- ◆ Resume Game: Return into the battle
- ◆ Save Game: Save your progress
- ◆ Exit (Abandon the game and return to the Main Menu)

4. HOW TO PLAY: ON THE BATTLEFIELD

Fantasy Kommander is a turn based fantasy Wargame with Rpg elements. Each turn is divided into 2 phases, one in which you can move and attack with all the units and one in which your adversary will.

The main control and interaction tool is your mouse. You will select, move, analyse, buy, boost and make fight your units by the simple system point and click.

4.1 EXAMINING THE BATTLEFIELD AND YOUR UNITS

Use the arrow buttons to move around and visualize the battlefield, or point and click on the edges of the map.



As you can see through the interface pointing to a unit on the battlefield you can examine all its stats. The enemy units, besides being graphically different as they are formed by the monsters of Kaos, are marked by a red circle at their base. Your units, on the other hand, are marked with a blue circle.

4.1.1 DEMORALIZED UNITS

Demoralized Units appears with an icon of a sad face on it. If a unit is demoralized, it can't move or attack and has a penalty applied to its stats (see also the rules about demoralization in the paragraph...)



4.1.2 ENTRENCHED UNITS

Entrenched Units appear with an icon resembling the battlements of a castle (see also the rules about demoralization in the paragraph...).



4.1.3 SPECIAL ABILITIES OR SPELLS THAT AFFECT UNITS

Units affected by special abilities or spells have the icons of the special abilities or spells on the unit interface (see also the rules about Special Abilities and Spells in the Chapters 9 and 10).



4.2 TERRAINS

There are several types of terrain. The main ones are:

- ◆ Plain
- ◆ Forest
- ◆ Hill
- ◆ Mountain
- ◆ Marsh

The characteristics of the terrain influences how the units move around and fight. In general you will receive some defensive bonuses in all terrain except plains. Some units, such as dwarves, elves or ogres have some special bonuses or penalties



in specific terrain. Dwarves, for example, double their offensive and defensive abilities in the mountains while they get halved in the forest. The elves experience exactly the opposite while the ogres have big bonuses in the marshes.

4.2.1 TERRITORIES WITH BUILDINGS

There are also several types of territory with buildings. The main ones are:

- ◆ Villages
- ◆ Towns
- ◆ Castles
- ◆ Temples

The buildings influence how the units move around and fight too. In general the units seizing a hexagon with buildings receive remarkable defensive bonuses.

4.3 TERRAIN: A SHORT NOTE ABOUT RACIAL MODIFIERS

There are a lot of races in Fantasy Kommander and most of them have bonuses in their native territories and penalties in



others. Here you can see a short summary of the races and their bonuses and penalties in relation to certain territories.

Humans

No Special Modifiers

Elves

+100% on Attack, Defense and Morale in Forest

Movement cost 1 in Forest

-50% on Attack, Defense and Morale in Mountains

Dwarves

+100% on Attack, Defense and Morale in Mountains

Movement cost 1 in Mountains

-50% on Attack, Defense and Morale in Forest

Goblins

+50% on Attack, Defense and Morale in Forest

Movement cost 1 in Forest

Orcs

+100% on Attack, Defense and Morale in Swamps



Movement cost 1 in Swamps

-50% on Attack, Defense and Morale in Forest

Trolls

+100% on Attack, Defense and Morale in Hills

Movement cost 1 in Hills

-50% on Attack, Defense and Morale in Forest

NOTE: Keep in mind that these are general rules that may or may not be applied to special units like Heroes.

4.3.1 OTHER RULES AND TIPS ABOUT TERRAIN

Consider also that:

- ♦ War Machines **quadruple** the damage they inflict on units in territories with Buildings.

- ♦ Flying units pay only 1 movement point for all territory passed over and usually ignore the ZOC rules.
- ♦ In general, Mounted Units have penalties when attacking units in territories with Buildings.
- ♦ In general, it is better to attack with Infantry units in territories with Buildings.

4.4 OBJECTIVES

You can see on the map how objectives are identified. There are two kinds of objectives: primary and secondary. If you fulfil the primary objectives (yellow) before the secondary ones (light blue), the latter will show as being incomplete, even if you wipe out all enemy units. You can always check the summary of the mission by clicking the button “Briefing” in the menu interface.



4.4.1 LEVELS OF VICTORY

In each battle there are 4 levels of victory that, unless otherwise stated, depend on the number of turns it takes you to complete the mission. For this reason at the end of a battle you can achieve (from the best to the worst):



- ◆ Epic Victory
- ◆ Heroic Victory
- ◆ Major Victory
- ◆ Minor Victory

The better the victory the bigger will be the rewards in terms of Agustali ad Military Fame.

4.5 ARMY DEPLOYMENT

At the start of a battle you have to deploy your army. To accomplish this task you have to point and click on a unit in



the box of the units and deploy it on one of the hexes that will be highlighted.

When a unit is deployed you have to decide its orientation using one of the arrows appeared next to it. The orientation is crucial during the battle, a melee attack conducted from behind is much better than a frontal attack.

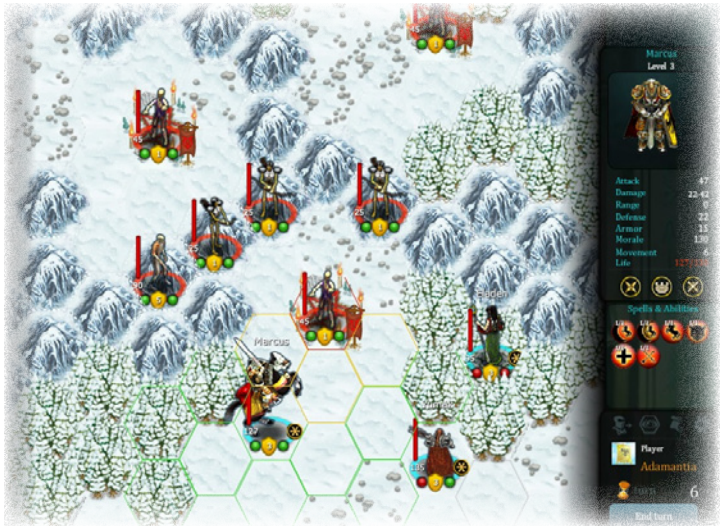
If you have any doubts you can click on a unit already deployed on the battlefield, putting it back automatically in the army box, and then deploy it again. When you have finished you can click on the “End” button.

Bear in mind that some battles require that you deploy all units (or specific ones), while in others you can just deploy a part of your army.

4.6 MOVEMENT AND ZOC

To move a unit you simply have to click on it and move it in one of the hexes that will appear highlighted.

All movement always stops in a hex next to an enemy unit. This happens because all the units exert a “Zone Of Control”



in the hexes adjacent to it forcing the enemies to stop. It is fundamental to learn how to make use of the ZOC.

4.6.1 ZOC EXCEPTION

Some special units, like wizards that can fly or Dragons, are not subject to the ZOC of normal units, but, sometime, could suffer the ZOC of other special units.

4.7 ATTACK

There are two types of attack:

- ♦ Melee attack
- ♦ Ranged attack

The type of attack is determined by the type of unit attacking. Basically, to perform an attack you have to select your unit and then click on the enemy unit that you want to attack.

4.7.1 RANGED ATTACK

To perform a ranged attack the enemy must be within range and in the line of sight of the attacker, which varies depending on the type of attacking unit. The advantage of ranged attacks is that the enemy cannot fight back, the disadvantage is that the line of sight must be free in order to attack (with the exception of units using magic). The hexes of the enemy units that you can hit will be highlighted in red.



Obstacles to the line of sight of units (with the exception of those using magic and/or warmachines) are:

- ♦ All the Territories but plains
- ♦ Enemy Units

4.7.1.1 DEFENSIVE SUPPORT

The units of archers, crossbowmen, and mages play a very important function of support in defense. If an enemy attacks a unit which has an archer, a crossbowman or a mage next to it, the unit will receive



a defensive bonus equal to the value of defense of the supporting unit/s. This support is valid only for one attack in each turn.

4.7.2 MELEE ATTACK

In order to perform a melee attack the target must be on a hexagon next to the attacking unit. The advantage of a melee attack is the high impact of damage and the possibility to maneuver before the attack in order to hit the enemy at his flank or from behind. The disadvantage is that the enemy counterattacks and causes damages to your own unit.

Attacking an enemy to the flank or from behind does not have the same effect as a frontal attack. The best attack is from behind. In this case the enemy cannot counterattack and suffers double damage. The attacks on the flank have advantages as well and are always better than a head-on attack.

WARNING: This rule does not apply to units in villages, towns, or terrain with buildings. When they are attacked they are always considered as being in front of the attacker.



4.8. BATTLE PREDICTION

Before launching an attack you can assess the likely outcome. Selecting any unit of your army and moving the cursor on an



enemy unit, a window will appear with a prediction of the damage that you and your enemy will suffer in case of a battle. **WARNING:** this is just a prediction, not the certain outcome of the battle. There is a 30% chance for the battle to go either better or worse than expected. Additionally, keep in mind that the complex casual combination of events in a battle are simulated by throwing the dice, therefore unexpected events can always happen, like very bad attacks or an incredibly critical hit.

4.9 SPECIAL ABILITIES

Some units have special abilities with several effects. These effects are summarised in a window that pops up when you move the cursor over the icon of the ability. To use an ability just click the corresponding active icon.



4.10 SPELLS



Some units can cast spells with various effects. These effects are summarized in a window that pops up when you move the cursor over the icon of the ability. To use a spell just click on the corresponding active icon. When you select a spell to attack, the target area and the units it will hit become visible. Be careful because some spells can damage both enemy and friendly forces in an area.

4.11 ENTRENCH

Units that are not involved in a moving action can entrench in the hex where they are currently located. To do this you need to select the unit and click the "Entrench" button. The entrenchment can be repeated for up to 5 times and it boosts



the unit's defence. Defences built by the entrenched unit are destroyed if the unit moves. They decrease progressively when the units suffers attacks, until they disappear.

5. HOW TO PLAY: THE WORLD MAP AND BATTLE BRIEFINGS

On the World Map, you can follow the geographical and narrative development of your military campaign.

The battles you have won are represented by a heraldic shield (it could represent an Epic, Heroic, Major or Minor Victory). Those that you have yet to fight are represented by 2 red-edged swords. To proceed, you must click on the red crossed swords, read (or listen) the report of the mentor, and confirm.

Point, Click and Drag the Map to explore it, move on it, and select your next battle.

After this phase you'll see again the briefing of the battle with all the objectives listed.



The Sacrifice of the Dwarves
Demons and Trolls

Kaas has revealed his new ally: The demons of the great Devilar.

Trolls are only warrior slaves of an Infernal Praetorian, a commander of the conqueror demon challenging the gods in the era of the creation of Euharion.

The demonic presences we have met so far had not been simply conjured up by dark enchanters, but they were servants to a devilar who passed somehow through the gates of hell.

The mysteries and the forces involved in this war are becoming bigger and bigger.

PRIMARY OBJECTIVES

- Kill the Infernal Praetorian and conquer the Kaas Fortress
- Yumak must survive

SECONDARY OBJECTIVES

- Free the Ancient Temple
- Conquer the Fortified Kaas Encampment

Read (or listen to by clicking the play button) the battle briefing, paying special attention to the story so that you understand the objectives you have to achieve in order to win.

The Sacrifice of the Dwarves
Demons and Trolls

Map Primary
Map level 9

Map Secondary
Map level 11

Map Tertiary
Map level 12

Map Special Requirements
No special requirements

PRIMARY OBJECTIVES

- Kill the Infernal Praetorian and conquer the Kaas Fortress
- Yumak must survive

SECONDARY OBJECTIVES

- Free the Ancient Temple
- Conquer the Fortified Kaas Encampment

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Trolls are only warrior slaves of an Infernal Praetorian, a commander of the conqueror demon challenging the gods in the era of the creation of Euharion.

The demonic presences we have met so far had not been simply conjured up by dark enchanters, but they were servants to a devilar who passed somehow through the gates of hell.

The mysteries and the forces involved in this war are becoming bigger and bigger.

According to this information the great council of the vintars and the emperor will have to review the global strategy of Aharanels, but before this happens we will first be forced to free Euharion.

Play

5.1. SIDE QUESTS

Every Campaign has one or more “hidden” side quests. These appear only after certain battles and, usually, only if you obtain a Heroic or Epic Victory.

Side quests are not indicated by animated arrows but only by smaller battle symbols...

These battles are optional and may compromise the campaign, but offer great rewards if you are successful! Watch for them on the world map!

6. HOW TO PLAY: THE ENCAMPMENT AND MANAGING PHASE

Before and after every battle, you will go in your Encampment where you'll play the Managing Phase which allows you to buy, sell, upgrade, and resurrect units.

Click on a unit to visualize its characteristics in the central area.



In the middle of the leftmost column you can see how many Augustali (gold/money) you have and the number of battles that you have won and lost as a Kommander.

6.1 UNITS SALE OR UPGRADE

Units can be upgraded or sold. You can sell your units except for heroes and some units that you will meet in specific campaigns. By selling a unit you will recover part of its value.

In order to be upgraded, a unit must have enough experience points to level up and you must have enough money to do it. When a unit can be upgraded, a green plate will appear next to its icon.

Units gain experience points for each fight they take part in and based on the final result of the battle. That means that, as an example, an epic victory gives you more experience points than a decisive victory. To upgrade a unit, select it and click the upgrade button that appears.

When increasing a unit's level you face two consecutive phases:



- ◆ Increasing the level of stats
- ◆ Acquisition of special abilities/spells

You can increase stats either automatically, or by manually distributing the characteristic points you have received. You must assign all stats points in order to proceed.



The acquisition of special abilities/spells follows an abilities tree, where in order to obtain the next ability/spell, you must have previous knowledge of lesser abilities/spells.

During the upgrades consider also that the highest level for a unit is 5.

Think carefully about your choices in these phases because you won't be able to come back!

6.2 UNITS RECRUITMENT

Units in the army aren't directly at your service, but they are granted to you by the Emperor of Adamatia. The first number in "Max number of units" tells how many units are there in your



army, the second one how many you can control. The Emperor will grant you a maximum number of units that you can employ according to the importance of the battles you are going to fight.

In order to enroll new units you must click the “Recruitment” button and go to the corresponding section.

Recruitment section mirrors the one about the army, but this time you can see the units that you can recruit and not those already in your army. Next to the icon of each unit you can see how many units of that type are available for recruitment.

To enroll a unit you just have to select it and then click the “Recruit” button which appears in its description. The units that can be recruited vary depending on the military campaign that you are facing.

6.3 UNIT RESURRECTION

The Clerics of the Empire are always eager to resurrect the glorious fighters of Adamantia...and ask in return just a “small” donation!



In order to resurrect units which died in battle you have to click the “Cemetery” button and go in the corresponding section.

All those who died in battle end up in the cemetery. Here you can see the units which died in battle.

The resurrection cost depends on the level of the experience of the unit. In order to resurrect a unit you just have to select it and then click the “Resurrect” button that appears in its description.

7. SAVE AND LOAD

You can save your progress in Battle or in the Encampment. To Save in battle click the option button (or press esc on the keyboard) and select save to open the screen of saved games. To Save in the Encampment simply click the save button on the bottom-right part the interface.

Be careful when you choose a save slot because your new save will automatically overwrite the oldest one.



To Load a game choose “Campaign” in the main menu and then “Load Game”.

After this you'll access to the list of your saved games. Click on one of them and return in battle!

8. ARMIES & UNITS

There are a lot of armies and units in Fantasy Commander and we will talk about them in detail in this chapter.

8.1 UNITS STATS

All Units in FK have these stats:

Attack: Unit's offensive Value

Defense: Unit's defensive Value.

Range: Maximum distance (in hexes) to launch an attack (if the unit is ranged)

Damage: Range of possible damage (minimum-maximum) by a unit when attacking an enemy.

Armor: Armor value (protection) that is subtracted from the enemy damages.

Morale: Percentage value of discipline and morale of the unit.

Movement (points): The unit's movement ability on the battlefield.

Life: Health and physical strength of the unit's warriors.

Level: War experience of the unit's warriors.

Xp: Experience points gained and to be gained in battle to upgrade the unit.

Military Fame Value: The Military Fame that is gained by another unit which kills this unit

Xp Value: Experience points gained by another unit which kills this unit

8.2 UNITS UPGRADE

NOTE: This is a repetition of paragraph 6.1, so if you have read it you can skip this part.

Units can be upgraded or sold. You can sell your units except for heroes and some units that you will meet in specific campaigns. By selling a unit you will recover part of its value.

In order to be upgraded, a unit must have enough experience points to level up and you must have enough money to do it.

When a unit can be upgraded, a green plate will appear next to its icon.

Units gain experience points for each fight they take part in and based on the final result of the battle. That means that, as an example, an epic victory gives you more experience points than a decisive victory.

To upgrade a unit, select it and click the upgrade button that appears.

When increasing a unit's level you face two consecutive phases:

- ◆ Increasing the level of stats
- ◆ Acquisition of special abilities/spells



You can increase stats either automatically, or by manually distributing the characteristic points you have received. You must assign all stats points in order to proceed.

The acquisition of special abilities/spells follows an abilities tree, where in order to obtain the next ability/spell, you must have previous knowledge of lesser abilities/spells.

Think carefully about your choices in these phases because you won't be able to come back!



8.2.1 UNITS MAXIMUM LEVEL

The highest level for ALL units is 5.

8.3 UNITS: RACIAL MODIFIERS

NOTE: This is a repetition of paragraphs 4.3 and 4.3.1, so if you have read them you can skip this part.

There are a lot of races in Fantasy Commander and most of them have bonuses in their native territories and penalties in others.

Here you can see a short summary of the races and their bonuses and penalties in relation to certain territories.

Humans

No Special Modifiers

Elves

+100% on Attack, Defense and Morale in Forest

Movement cost 1 in Forest

-50% on Attack, Defense and Morale in Mountains

Dwarves

+100% on Attack, Defense and Morale in Mountains

Movement cost 1 in Mountains

-50% on Attack, Defense and Morale in Forest

Goblins

+50% on Attack, Defense and Morale in Forest

Movement cost 1 in Forest

Orcs

+100% on Attack, Defense and Morale in Swamps

Movement cost 1 in Swamps

-50% on Attack, Defense and Morale in Forest

Trolls

+100% on Attack, Defense and Morale in Hills

Movement cost 1 in Hills

-50% on Attack, Defense and Morale in Forest

Consider also that:

- ◆ War Machines Double their Damage against units in territories with Buildings.
- ◆ Flying units pay only 1 movement point regardless of terrain beneath them and usually ignore the ZOC rules.
- ◆ Generally Mounted Units have penalties if they attack units in territories with Buildings.
- ◆ Generally it is better to attack with Infantry units in territories with Buildings.

NOTE: Keep in mind that these are general rules that could be may or may not be applied to special units like Heroes.

8.2 ARMIES AND UNITS LIST

Here's the complete list of the units in Fantasy Kommander-Eukarion Wars. They are grouped by Alliance and Race.

IMPORTANT NOTE: We are not revealing to you, in this game manual the statistics of Heroes, Npcs and Very Special Allies and Enemies as we do not want to deny you the mystery and the fun of discovering them in the game.

ADAMANTIA

Humans

Human Light Infantry
Human Infantry
Men at Arms
Human Archers
Human Cavalry
Feudal Knights
Clerics

Elves

Elven Infantry
Elven Furies
Elven Guardians
Elven Archers
Elven Cavalry
Ladies of the Woods

Dwarves

Dwarves Infantry
Dwarves Heavy Infantry
Dwarves Elite Infantry
Dwarves Defenders
Dwarves Crossbowmen

Warmachines

Light War Machines
Heavy War Machines

Magical Creatures

Griffins
Knights of the Absolute

Heroes

Marcus
Eladen
Yumak

NPCs

Father De La Cruz
Lindal
Dhurin
Endhor
KAOS

Goblins

Ghebeldin
Goblin Light Infantry

Goblin Infantry
Goblin Elite Infantry
Goblin Slingers
Goblin Archers
Goblin Elite Archers
Goblin Wolf Riders

Orcs

Orc Hero
Orcs Light Infantry
Orcs Infantry
Orcs Destroyers
Orcs Archers
Orcs Cavalry
Orcs Elite Cavalry
Orcish Shamans

Trolls

Trolls Hero
Trolls Infantry
Trolls Elite Infantry
Trolls Guardians
Stone-Thrower Trolls

Warmachines

Cursed War Machines
Abyssal War Machines

Undead

Lich
Zombies
Skeletons
Skeletons Archers
Skeletons Warriors
Abyss Altar
Abyssal Wizard
Evil Magical Creatures
Harpy
Beholdher

Demons

King of Demons
Infernal Possessed
Infernal Legion
Infernal Praetorian

Dragons

Xat (White Dragon)
Fulthmem (Blue Dragon)
Vrmadalik (Green Dragon)
Abermenx (Black Dragon)
Khudrus (Red Dragon)

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8.2.1 HUMAN ARMY

Humans are the dominant race in the Empire and they are perhaps the most difficult race to understand. They can be brave warriors or despicable cowards, great leaders in search of justice or bloodthirsty tyrants corrupt to the core.. For these reasons it is not easy to read in the hearts of men and it is not always wise to trust them.

From a military point of view Adamantia organized humans in 6 (six) different types of armies, that are:

- ◆ Archers
- ◆ Light Infantry
- ◆ Infantry
- ◆ Men at Arms
- ◆ Lancers
- ◆ Feudal Knights

Human troops are generally versatile. With the exception of Men at Arms we can say that infantry (including archers) are better as defensive troops and mounted units (lancers and feudal knights) are better as offensive troops.

Human Archers



Human Archers are mostly recruited from the hunters of Adamantia. These men, despite their light equipment, are brave and fearsome fighters. This is not the best human army but it's very useful to hit the enemies from distance.

Equipment

No armor, Light Bow.

Strong points

Ranged Attack which allows you to damage the enemy without suffering counterattacks. In defense supports an army that is attacked.

Weak points

Low Endurance. It's better not to use it in melee fights.

Basic Stats

Attack 20

Damage 10-25

Range 3

Defense 5

Armor 0

Morale 40

Movement 4

Life 25

Cost 1500 (Sell – 10%)

Military Fame Value (levels 1-5) 1/2/3/4/5

XP Value (levels 1-5) 5/10/15/20/25

Upgrades

Cost: 600 / 700 / 800 / 900

Attack Upgrade: 2 (4 Elite)

Damage Upgrade: 1 Minimum and Maximum (2 Elite)

Defense Upgrade: 2 (4 Elite)

Morale Upgrade: 5 (10 Elite)

Life Upgrade: 5 (10 Elite)

Stat Points: 5

NOTE: "Elite" Means the maximum level of a Unit, that is 5.

Special Abilities

Recovery (Level 2)

Forced march (Level 2)

Exceptional Shoot (Level 4)

Human Light Infantry

Human light infantry is the fastest imperial army in the plains (Elves are unattainable in the forests and Dwarves are



unbeatable in the mountains). It can be used for rapid attacks and retreats, or to encircle the enemy in order to reach very fast the objectives.

Equipment

No armour, Leather Helmet, Spear.

Strong points

Mobility and Low cost.

Weak points

Low Endurance. It's better not to use it in frontal attacks.

Basic Stats

Attack 10

Damage 10-25

Defense 10

Armor 0

Morale 50

Movement 6

Life 40

Cost 1000 (Sell – 10%)

Military Fame Value : 1/2/3/4/5

Xp Value: 5/10/15/20/25

Upgrades:

Cost: 500 / 600 / 700 / 800

Attack Upgrade: 2 (4 Elite)

Damage Upgrade: 1 Minimum and Maximum (2 Elite)

Defense Upgrade: 2 (4 Elite)

Morale Upgrade: 5 (10 Elite)

Life Upgrade: 5 (10 Elite)

Stats Points: 4

Special Abilities:

Recovery (Level 2)

Forced march (Level 2)

Defensive Mastery (Level 3)

Offensive Mastery (Level 4)

Human Infantry



Infantry is a basic army that can be used to defend a village or hold the line on the battlefield. Used at the right time in the right place this army can be decisive to conquer or defend an objective and can face any kind of enemy.

Equipment

Studded Leather Armor , Leather Helmet, Medium Shield, Spear.

Strong points

Versatile, Cost Effective

Weak points

It's a very basic army.

Basic Stats

Attack 10

Damage 10-25

Defense 15

Armor 5

Morale 50

Movement 4

Life 50

Cost 1500 (Sell – 10%)

Military Fame Value 1/2/3/4/5

XP Value 5/10/15/20/25

Upgrades:

Cost: 600 / 700 / 800 / 900

Attack Upgrade: 2 (4 Elite)

Damage Upgrade: 1 Minimum and Maximum (2 Elite)

Defense Upgrade: 2 (4 Elite)

Morale Upgrade: 5 (10 Elite)

Life Upgrade: 5 (10 Elite)

Stat Points: 5

Special Abilities

Recovery (Level 2)

Forced march (Level 2)

Defensive Mastery (Level 3)

Offensive Mastery (Level 4)

Men at Arms



This army, together with the feudal knights, is the spearhead of the human armies. It's formed by heavily armed dismounted knights. Men at Arms army are formidable on the battlefield and represent the best imperial force in sieges, either in offense or in defense.

Equipment

Heavy Chain Mail or Full Plate Armor , Knight Shield, Enchanted Sword.

Strong points

Powerful with high Endurance and Morale. Ideal for attacking and defending villages, cities, fortresses.

Weak points

High Cost.

Basic Stats

Attack 20

Damage 10-30

Defense 15

Armor 10

Morale 80

Movement 4

Life 70

Cost 3500 (Sell – 10%)

Military Fame Value 2/4/6/8/10

XP Value 10/20/30/40/50

Upgrades:

Cost: 700 / 800 / 900 / 1000

Attack Upgrade: 2 (4 Elite)

Damage Upgrade: 1 Minimum and Maximum (2 Elite)

Defense Upgrade: 2 (4 Elite)

Morale Upgrade: 5 (10 Elite)

Life Upgrade: 5 (10 Elite)

Stat Points: 6

Special Abilities

Recovery (Level 1)

Forced march (Level 1)

Defensive Mastery (Level 2)

Offensive Mastery (Level 2)

Courage of the Warrior (Level 3)

Total Attack (Level 4)

Lancers



This type of cavalry is recruited from the sons of the rich merchants of the imperial urban bourgeoisie. It's a medium well trained cavalry that can be decisive in the open field.

Equipment

Chain Mail, Knight Shield, Knight Lance, Sword.

Strong points

Offensive Army. Powerful in attacks in the open field. Good Mobility.

Weak points

High Cost. It's not very effective in forest. It's better to not use this army in sieges (both in attack or defense). Medium/Low Endurance.

Basic Stats

Attack 25

Damage 10-30

Defense 10

Armor 12

Morale 80

Movement 6

Life 40

Cost 3000 (Sell – 10%)

Military Fame Value 2/4/6/8/10

XP Value 10/20/30/40/50

Upgrades

Cost: 800 / 900 / 1000 / 1100

Attack Upgrade: 2 (4 Elite)

Damage Upgrade: 1 Minimum and Maximum (2 Elite)

Defense Upgrade: 2 (4 Elite)

Morale Upgrade: 5 (10 Elite)

Life Upgrade: 5 (15 Elite)

Stat Points: 6

Special Abilities

Recovery (Level 2)

Riding Mastery (Level 2)

Courage of the Warrior (Level 3)

Devastating Charge (Level 4)

Feudal Knights



Feudal Knights are the most powerful heavy cavalry across the Eukarion continent. Formed by skilled noble warriors of the Adamantia Empire this army may be the key to the victory in most of the battles.

Equipment

Magic Full Plate Armor , Holy Shield, Enchanted Knight Lance and Magic Sword.

Strong points

Powerful with high Endurance and Morale. Devastating in attacks in the open field. Good Mobility.

Weak points

Very High Cost. It's not very effective in forest. If possible it's better to not use this army in sieges (both in attack or defense).

Basic Stats

Attack 30

Damage 10-35

Defense 10

Armor 15

Morale 90

Movement 6

Life 50

Cost 5000 (Sell – 10%)

Military Fame Value 3/6/9/12/15

XP Value 15/25/35/45/55

Upgrades

Cost: 1000 / 1100 / 1200 / 1300

Attack Upgrade: 2 (4 Elite)

Damage Upgrade: 1 Minimum and Maximum (2 Elite)

Defense Upgrade: 2 (4 Elite)

Morale Upgrade: 5 (10 Elite)

Life Upgrade: 5 (15 Elite)

Stat Points: 7

Special Abilities

Recovery (Level 2)

Riding Mastery (Level 2)

Courage of the Warrior (Level 3)

Devastating Charge (Level 4)

Clerics



The clerics of Adamantia are ready to serve the empire in return for a small donation to the Church. They are men of peace and with miraculous healing powers who avoid battles, but they also know how to strike and defend themselves from the armies of kaos.

Equipment

Sacred tunic and Holy Symbol

Strong points

Healing spells. They can hit the enemies from a distance with magic

Weak points

Vulnerable and with a very low level of powers of endurance.

Basic Stats

Attack 5

Range 2

Damage 5-10

Defense 10

Armor 0

Morale 80

Movement 4

Life 20

Cost 3000 (Sell – 10%)

Military Fame Value 2/4/6/8/10

XP Value 10/20/30/40/50

Upgrades

Cost: 900 / 1000 / 1100 / 1200

Attack Upgrade: 1 (2 Elite)

Damage Upgrade: 1 Minimum and Maximum (2 Elite)

Defense Upgrade: 1 (2 Elite)

Morale Upgrade: 5 (10 Elite)

Life Upgrade: 5 (10 Elite)

Stat Points: 4

Special Abilities

Healing (Level 1)

Mass Healing (Level 2)

Astral Blessing (Level 4)

8.2.2 ELVEN ARMY

Cormamin lindua ele lle, Ohtar...

(Translation from Elven language: “My heart sings to see thee, Warrior).

As you can see from the World Map there are 2 “Nations” of the Elves in the Eukarion Continent.

All the Elves come mysteriously from the “Kingdom of the Ancient Elves”. During the 3rd century before the foundation of Adamantia, there was a bloody civil war and about 70% of the elves left the homeland.

A part of the fugitives decided to live in peace with the other races in the heart of the Eukarion continent, while another part founded the Empire of the Supreme Elves.

Basically, from that time on, there have been 3 “kinds” of elves in Eukarion:

Ancient Elves: they are the most arcane, powerful and isolate. They have no interest in the political, economic or military events on the Eukarion continent. They study the essence of the magical forces of the Universe and try to live in balance with them.

Supreme Elves: they are fearsome warriors-magicians and consider all the other races inferior. Their empire is ruled by a hierarchy of noble lineages convinced that they have to conquer by force all the lands of Eukarion, one way or another...

Hedmal Elves: these elves are the freest and most adventurous of their race. They take their name from the first forest, where they settled and they participated actively in the creation of the first empire of Adamantia.

From a military point of view Adamantia organized Elves in 6 (six) different types of armies, that are:

- ◆ Elven Infantry
- ◆ Elven Furies
- ◆ Elven Guardians
- ◆ Elven Archers
- ◆ Elven Cavalry
- ◆ Ladies of the Woods

Elves have great bonuses twhen they fight in forests and big penalties in mountains.

Elven Infantry



Elven Infantry is a good unit in both attack and defense.

Well equipped and trained this unit can be a nightmare for their enemies in the forests.

Equipment

Chain Armor , Medium Shield, Spear.

Strong points

Great Bonus in Forest, Versatile, Cost Effective

Weak points

It's a very basic army, high penalty in Mountains

Basic Stats

Attack 15

Damage 10-25
Defense 15
Armor 7
Morale 60
Movement 4
Life 50
Cost 2000 (Sell – 10%)
Military Fame Value 1/2/3/4/5
XP Value 5/10/15/20/25

Upgrades

Cost: 600 / 700 / 800 / 900
Attack Upgrade: 2 (4 Elite)
Damage Upgrade: 1 Minimum and Maximum (2 Elite)
Defense Upgrade: 2 (4 Elite)
Morale Upgrade: 5 (10 Elite)
Life Upgrade: 5 (10 Elite)
Stat Points: 5

Special Abilities

Elvish Blood (Level 1)
Energy of Nature (Level 2)
Rapidity of Wind (Level 3)
Defensive Mastery (Level 4)
Offensive Mastery (Level 4)

Elven Furies



Elven Furies are the cries of the forest that strike the enemies. This is an offensive unit and it's very good to launch it in attacks in the woods.

Equipment

No armor, Magic Broadsword.

Strong points

Great Bonus in Forest, High Offensive Power.

Weak points

Bad Defense, No Armor Protection

Basic Stats

Attack 30

Damage 35-40

Defense 10

Armor 0

Morale 100

Movement 6

Life 70

Cost 3500

Military Fame Value 2/4/6/8/10

XP Value 10/20/30/40/50

Upgrades

Cost: 700 / 800 / 900 / 1000

Attack Upgrade: 5 (10 Elite)

Damage Upgrade: 3 Minimum and Maximum (6 Elite)

Defense Upgrade: 0

Morale Upgrade: 10 (20 Elite)

Life Upgrade: 5 (10 Elite)

Stat Points: 5

Special Abilities

Elvish Blood (Level 1)

Offensive Mastery (Level 1)

Energy of Nature (Level 2)

Rapidity of Wind (Level 3)

Total Attack (Level 4)

Elven Guardians



They are the roots and the armor of the elven forests. Disciplined and armed with the finest weapons of Adamantia, the Elven Guardians is one of the best infantry types in the Empire.

Equipment

Full Plate Armor, Large Shield, Elven Magic Sword.

Strong points

Great Bonus in Forest, High Defensive Power.

Weak points

High penalty in Mountains

Basic Stats

Attack 20

Damage 10-30

Defense 25

Armor 12

Morale 80

Movement 4

Life 65

Cost 2500 (Sell – 10%)

Military Fame Value 2/4/6/8/10

XP Value 10/20/30/40/50

Upgrades

Cost: 700 / 800 / 900 / 1000

Attack Upgrade: 2 (4 Elite)

Damage Upgrade: 1 Minimum and Maximum (2 Elite)

Defense Upgrade: 2 (4 Elite)

Morale Upgrade: 5 (10 Elite)

Life Upgrade: 5 (10 Elite)

Stat Points: 6

Special Abilities

Elvish Blood (Level 1)
Defensive Mastery (Level 1)
Energy of Nature (Level 2)
Rapidly of Wind (Level 3)
Offensive Mastery (Level 4)
Total Defense (Level 4)

Elven Archers



Elven Archers are the best archers in the Eukarion Continent. This is the elite unit of the elves. They are selected among the best elven warriors and receive a special training to learn to shoot arrows with the elven inner power of magic. The armor, bows and arrows of these incredible warriors are made of Mythril.

Equipment

Mythril Armor, Bow and Arrows.

Strong points

Great Bonus in Forest, High Offensive Power with Ranged Attack that allows you to damage the enemy without suffering counterattacks. In defense supports an army that is attacked.

Weak points

High penalty in Mountains. Low Endurance. It 's better not to use it in melee fights. High cost.

Basic Stats

Attack 30
Damage 15-30
Range 4
Defense 10
Armor 15
Morale 90

Movement 6

Life 40

Cost 5000

Military Fame Value 3/6/9/12/15

XP Value 15/25/35/45/55

Upgrades

Cost: 1000 / 1100 / 1200 / 1300

Attack Upgrade: 2 (4 Elite)

Damage Upgrade: 1 Minimum and Maximum (2 Elite)

Defense Upgrade: 2 (4 Elite)

Morale Upgrade: 5 (10 Elite)

Life Upgrade: 5 (10 Elite)

Stat Points: 7

Special Abilities

Elvish Blood (Level 1)

Energy of Nature (Level 2)

Rapidity of Wind (Level 3)

Enchanted Arrows (Level 4)

Elven Cavalry



This is an auxiliary light unit. Extremely fast, this cavalry is the only one that can be used easily in the forest.

Equipment

No armor, Elven Lance, Short Sword.

Strong points

Very High Mobility, Great Bonus in Forest.

Weak points

Low Endurance. High penalty in Mountains. It's better to not use this army in sieges (both in attack or defense).

Basic Stats

Attack 15

Damage 10-25

Defense 10

Armor 5

Morale 60

Movement 8

Life 40

Cost 2000

Military Fame Value 1/2/3/4/5

XP Value 5/10/15/20/25

Upgrades

Cost: 600 / 700 / 800 / 900

Attack Upgrade: 2 (4 Elite)

Damage Upgrade: 1 Minimum and Maximum (2 Elite)

Defense Upgrade: 2 (4 Elite)

Morale Upgrade: 5 (10 Elite)

Life Upgrade: 5 (10 Elite)

Stat Points: 5

Special Abilities

Elvish Blood (Level 2)

Energy of Nature (Level 2)

Rapidity of Wind (Level 4)

Ladies of the Woods



They are the spiritual essence of the elven woods. They are the priestesses of the temple of the sun and help the imperial army only in the wars against the sheer abyss. With their magic they can heal the wounded, fight the evil or invoke the blessing of nature.

Equipment

Magic Dress

Strong points

Healing Power, Blessing Spells to enhance the stats of friendly units.

Weak points

Really Low Endurance.

Basic Stats

Attack 10

Range 2

Damage 5-15

Defense 5

Armor 0

Morale 70

Movement 4

Life 15

Cost 3000 (Sell – 10%)

Military Fame Value 2/4/6/8/10

XP Value 10/20/30/40/50

Upgrades

Cost: 900 / 1000 / 1100 / 1200

Attack Upgrade: 1 (2 Elite)

Damage Upgrade: 1 Minimum and Maximum (2 Elite)

Defense Upgrade: 1 (2 Elite)

Morale Upgrade: 5 (10 Elite)

Life Upgrade: 5 (10 Elite)

Stat Points: 4

Special Abilities & Spells

Energy of Nature (Level 1)

Elvish Blood (Level 1)

Enchanted Darts(Level 1)

Earth Blessing (Level 1)

Water Blessing (Level 2)

Healing (Level 2)
Ice Storm (Level 2)
Air Blessing (Level 3)
Fire Blessing (Level 4)
Magic Lightnings (Level 4)

8.2.3 DWARVES ARMY

*What's better than a beer in the mountains?
Ten beers in the mountains!*

(Old saying of the Hudrom Dwarves)

...and if after ten beers you're still able to wield a Double Axe maybe the Dwarves will respect your orders in battle.

Gruff, obstinate and hard as rock, the Hudrom Dwarves are ready to fight those damn Trolls who invaded their lands...

The fierce dwarven people originated in the mountains of the holy city of Kumgrod (see the Eukarion Map). Legends say that this city was shaped by the Ancient Gods to be the pillar of the Eukarion Mountains.

Most of the Eukarion Dwarves live in their Ancient Kingdom located in the extreme northeastern part of the continent. This Kingdom is powerful but isolated from the rest of the world. Only few trades are permitted and most of the people here don't trust the other races (particularly the elves).

In the first century before the foundation of Adamantia, two groups of young Dwarves, driven by a "strange" desire to know the world beyond the borders of the ancient kingdom, decided to leave their home in search of adventure. These Dwarves were called the "crazy travellers" from those who remained in the mighty mountains of the Ancient Kingdom. One group decided to travel by sea, the other by land.

The “sailors”, after great adventures in the northern seas, arrived at last in an island full of mountains and established there a New Kingdom. Some of their best ships go once a year to the ports of the Ancient Kingdom to keep the bond with their brothers alive.

The “marchers” fought their way through the hated kingdom of the giants and the lands of the dark races. These dwarfs became incredible warriors forged by fatigue and pain. After years of fierce battles the marchers settled their new home in the Mountains of the first empire of Adamantia becoming, with elves and humans, citizens of the first multiracial empire of Eukarion.

From a military point of view Adamantia organized Dwarves in 5 (five) different types of armies, that are:

- ◆ Dwarves Infantry
- ◆ Dwarves Heavy Infantry
- ◆ Dwarves Elite Infantry
- ◆ Dwarves Crossbowmen
- ◆ Dwarves Defenders

Dwarves have, obviously, great bonuses to fight in mountains and big penalty in forests. Generally Dwarves are better as defenders.

Dwarves Infantry



This basic unit is composed by dwarven miners and workers. Although not professional warriors these dwarves are well equipped and trained, great defenders of fortresses and mountains.

Equipment

Chain Mail Armor , Medium Shield, Axe.

Strong points

Great Bonus in Mountains, Good Defense, Cost Effective.

Weak points

It's a very basic army, High penalty in Forests

Basic Stats

Attack 10

Damage 10-25

Defense 20

Armor 7

Morale 60

Movement 4

Life 55

Cost 1800 (Sell – 10%)

Military Fame Value 1/2/3/4/5

XP Value 5/10/15/20/25

Upgrades

Cost: 600 / 700 / 800 / 900

Attack Upgrade: 1 (2 Elite)

Damage Upgrade: 1 Minimum and Maximum (2 Elite)

Defense Upgrade: 3 (6 Elite)

Morale Upgrade: 5 (10 Elite)

Life Upgrade: 6 (12 Elite)

Stat Points: 5

Special Abilities:

Recovery (Level 2)

Courage of Dwarfs (Level 2)

Forched March (Level 3)

Impenetrable Defense (Level 3)

Stone Skin (Level 4)

Dwarves Heavy Infantry



These are the fierce warriors of the Dwarves. They are heavy, dirty and angry!

Equipment

Heavy Chain Mail, Tower Shield, Warhammer.

Strong points

Great Bonus in Mountains, Good Defense, High Endurance.

Weak points

High penalty in Forests

Basic Stats

Attack 10

Damage 10-25

Defense 25

Armor 10

Morale 60

Movement 4

Life 65

Cost 2000 (Sell – 10%)

Military Fame Value 1/2/3/4/5

XP Value 5/10/15/20/25

Upgrades

“Cost: 600 / 700 / 800 / 900

Attack Upgrade: 1 (2 Elite)

Damage Upgrade: 1 Minimum and Maximum (2 Elite)

Defense Upgrade: 3 (6 Elite)

Morale Upgrade: 5 (10 Elite)

Life Upgrade: 6 (12 Elite)

Stat Points: 5

Special Abilities

Recovery (Level 2)

Courage of Dwarfs (Level 2)

Forched March (Level 3)
Impenetrable Defense (Level 3)
Stone Skin (Level 4)

Dwarves Elite Infantry



They are the best and most bloodthirsty fighters of the Dwarves. Only dwarves with no fear of death are allowed in this unit.

Equipment

Dwarves Plate Armor, Dwarves Double Axe.

Strong points

Great Bonus in Mountains, Good Defense and Attack, High Endurance.

Weak points

High penalty in Forest, High Cost.

Basic Stats

Attack 15

Damage 15-25

Defense 30

Armor 12

Morale 85

Movement 4

Life 75

Cost 2500 (Sell – 10%)

Military Fame Value 2/4/6/8/10

XP Value 10/20/30/40/50

Upgrades

Cost: 600 / 700 / 800 / 900

Attack Upgrade: 1 (2 Elite)

Damage Upgrade: 1 Minimum and Maximum (2 Elite)

Defense Upgrade: 3 (6 Elite)

Morale Upgrade: 5 (10 Elite)

Life Upgrade: 6 (12 Elite)

Stat Points: 6

Special Abilities

Recovery (Level 2)

Courage of Dwarfs (Level 2)

Forched March (Level 3)

Impenetrable Defense (Level 3)

Stone Skin (Level 4)

Dwarfs'Wrath (Level 4)

Dwarves Crossbowmen



Dwarves Crossbowmen is a really strong supporting unit. Thanks to the high endurance of the Dwarves and their well crafted armour this unit is very useful in siege battles.

Equipment

Chain Mail Armor, Crossbow.

Strong points

Great Bonus in Mountains, Ranged Attack that allows you to damage the enemy without suffering counterattacks. In defense it supports an army that is attacked.

Weak points

High penalty in Forests. It 's better not to use it in melee fights.

Basic Stats

Attack 15

Damage 10-25

Range 3

Defense 10

Armor 7

Morale 50

Movement 4

Life 50

Cost 2500 (Sell – 10%)

Military Fame Value 1/2/3/4/5

XP Value 5/10/15/20/25

Upgrades

Cost: 600 / 700 / 800 / 900

Attack Upgrade: 1 (2 Elite)

Damage Upgrade: 1 Minimum and Maximum (2 Elite)

Defense Upgrade: 3 (6 Elite)

Morale Upgrade: 5 (10 Elite)

Life Upgrade: 6 (12 Elite)

Stat Points: 5

Special Abilities

Recovery (Level 2)

Courage of Dwarfs (Level 2)

Forched March (Level 3)

Impenetrable Defense (Level 3)

Stone Skin (Level 4)

Dwarves Defenders



They are the holy guardians of the dwarven temples and cities. They are forged by the magic of the earth and not even death may deter them from their mission.

Equipment

Dwarves Magic Armor, Dwarves Magic Shield, Holy Warhammer.

Strong points

Great Bonus in Mountains, Very High Defense, Good Attack, Very High Endurance.

Weak points

High penalty in Forest, High Cost.

Basic Stats

Attack 10

Damage 20-25

Defense 30

Armor 17

Morale 100

Movement 4

Life 80

Cost 5000 (Sell – 10%)

Military Fame Value 3/6/9/12/15

XP Value 15/25/35/45/55

Upgrades

Cost: 1000 / 1100 / 1200 / 1300

Attack Upgrade: 1 (2 Elite)

Damage Upgrade: 1 Minimum and Maximum (2 Elite)

Defense Upgrade: 3 (6 Elite)

Morale Upgrade: 5 (10 Elite)

Life Upgrade: 6 (12 Elite)

Stat Points: 7

Special Abilities:

Recovery (Level 1)

Courage of Dwarfs (Level 1)

Forched March (Level 2)

Impenetrable Defense (Level 2)

Stone Skin (Level 3)

Dwarfs'Wrath (Level 4)

8.2.4 GOBLINS ARMY

They're small, green, and angry.

They love darkness, poison, and sacking.

*The most brave ride ferocious wolves and shouting dreadful
cries in battle.*

They're many, they're goblins!

The goblins inhabit the most dangerous, dark and savage forests of the Eukarion continent. They generally live in small tribes devoted to hunting and sacking the neighbouring lands. They're short, but swift and frightful in battle for their fierceness and their mischievous ambushes.

In the Eight Year of the First Empire of Adamantia, Ghebeldin the Great, with the help of legendary shaman Hudrum, was the first able to found a Goblin Kingdom (See World Map).

This barbarian kingdom assembles thousands of tribes of terrible and bloodthirsty warriors whose greatest aspiration is to pillage the damned races that live in their neighbouring lands.

Goblins Light Infantry



Armed only with spears and courage, these goblins are swift and lethal.

Equipment

Spear

Strong points

High mobility and low cost. Bonus in the Forest.

Weak points

Low resistance. Better not to use it in frontal attacks.

Basic Stats

Attack 10

Damage 10-20

Defense 7
Armor 0
Morale 40
Movement 6
Life 30
Cost 500
Military Fame Value 1/2/3/4/5
XP Value 5/10/15/20/25

Upgrades

Cost: 250 / 300 / 400 / 500
Attack Upgrade: 2 (4 Elite)
Damage Upgrade: 1 Minimum and Maximum (2 Elite)
Defense Upgrade: 2 (4 Elite)
Morale Upgrade: 5 (10 Elite)
Life Upgrade: 5 (10 Elite)
Stat Points: 4

Special abilities:

Defensive Mastery (Level 2)
Recovery (Level 2)
Instant Offensive (Level 4)

Goblins Infantry



Warriors from the goblin tribes always ready to fight and cut heads off!

Equipment

Spear and shield

Strong points

High mobility and moderate cost. Bonus in the forest.

Weak points

Low resistance. Better not to use it in frontal attacks.

Basic Stats

Attack 10

Damage 10-25

Defense 10

Armor 0

Morale 50

Movement 6

Life 40

Cost 800

Military Fame Value 1/2/3/4/5

XP Value 5/10/15/20/25

Upgrades

Cost: 400 / 500 / 600 / 700

Attack Upgrade: 2 (4 Elite)

Damage Upgrade: 1 Minimum and Maximum (2 Elite)

Defense Upgrade: 2 (4 Elite)

Morale Upgrade: 5 (10 Elite)

Life Upgrade: 5 (10 Elite)

Stat Points: 4

Special Abilities

Defensive Mastery (Level 2)

Recovery (Level 2)

Instant Offensive (Level 4)

Goblins Elite Infantry



They're the tallest and toughest goblins. The equipment of this terrible infantry is made of the best weapons and armors stolen from enemies killed in battle.

Equipment

Chain mail and plate armor, poisoned sword, iron shield.

Strong points

Good offensive and defensive abilities. Bonus in the forest.

Weak points

High cost.

Basic Stats

Attack 20

Damage 10-25

Defense 20

Armor 8

Morale 80

Movement 6

Life 60

Cost 3000 (Sell – 10%)

Military Fame Value 2/4/6/8/10

XP Value 10/20/30/40/50

Upgrades

Cost: 700 / 800 / 900 / 1000

Attack Upgrade: 2 (4 Elite)

Damage Upgrade: 1 Minimum and Maximum (2 Elite)

Defense Upgrade: 2 (4 Elite)

Morale Upgrade: 5 (10 Elite)

Life Upgrade: 5 (10 Elite)

Stat Points: 6

Special Abilities

Recovery (Level 1)

Offensive Mastery (Level 2)

Defensive Mastery (Level 2)

Instant Offensive (Level 3)

Total Defense (Level 3)

Total Attack (Level 4)

Goblins Slingers



Agile, slender and always ready to run. Goblin slingers look weak, but they're many and they're angry!

Equipment

Sling

Strong points

High mobility and low cost. Bonus in the forest. Long range attack that allows to hit the enemy without the risk of counterattacks. While defending, it can support an army under attack.

Weak points

Very low resistance. Very vulnerable in short range combat.

Basic Stats

Attack 10

Damage 5-20

Range 2

Defense 5

Armor 0

Morale 30

Movement 6

Life 20

Cost 500

Military Fame Value 1/2/3/4/5

XP Value 5/10/15/20/25

Upgrades

Cost: 250 / 300 / 400 / 500

Attack Upgrade: 2 (4 Elite)

Damage Upgrade: 1 Minimum and Maximum (2 Elite)

Defense Upgrade: 2 (4 Elite)

Morale Upgrade: 5 (10 Elite)

Life Upgrade: 5 (10 Elite)

Stat Points: 4

Special Abilities

Defensive Mastery (Level 2)

Recovery (Level 2)

Instant Offensive (Level 4)

Goblins Archers



Skilled shooters, goblin archers are always hunting for new preys to torment with their arrows.

Equipment

Long Range

Strong points

Bonus in the forest. Long range attack that allows to hit the enemy without the risk of counterattacks. While defending, it can support an army under attack.

Weak points

Very low resistance. Vulnerable in short range combat.

Basic Stats

Attack 15

Damage 10-25

Range 3

Defense 10

Armor 0

Morale 40

Movement 6

Life 25

Cost 1500

Military Fame Value 1/2/3/4/5

XP Value 5/10/15/20/25

Upgrades

Cost: 600 / 700 / 800 / 900

Attack Upgrade: 2 (4 Elite)

Damage Upgrade: 1 Minimum and Maximum (2 Elite)

Defense Upgrade: 2 (4 Elite)

Morale Upgrade: 5 (10 Elite)

Life Upgrade: 5 (10 Elite)

Stat Points: 5

Special Abilities

Recovery (Level 2)

Instant Offensive (Level 2)

Exceptional Shots (Level 4)

Goblins Elite archers



Among the best goblin warriors. Equipped with bow of superior workmanship and leather armours blessed by goblin shamans.

Equipment

Magic bow of kaos, leather armour of Idra

Strong points

Bonus in the forest. Long range attack that allows to hit the enemy without the risk of counterattacks. While defending, it can support an army under attack.

Weak points

Very low resistance. Vulnerable in short range combat.

Basic Stats

Attack 20

Damage 10-30

Range 3

Defense 15

Armor 5

Morale 70

Movement 6

Life 40

Cost 3000

Military Fame Value 2/4/6/8/10

XP Value 10/20/30/40/50

Upgrades

Cost: 700 / 800 / 900 / 1000

Attack Upgrade: 2 (4 Elite)

Damage Upgrade: 1 Minimum and Maximum (2 Elite)

Defense Upgrade: 2 (4 Elite)

Morale Upgrade: 5 (10 Elite)

Life Upgrade: 5 (10 Elite)

Stat Points: 6

Special Abilities

Recovery (Level 1)

Instant Offensive (Level 2)

Exceptional Shots (Level 3)

Defensive Mastery (Level 4)

Goblins Wolfriders



Ferocious and savage, the wolfriders love to pounce on the backs of their enemies. Only the strongest and most bloodthirsty goblins can be part of this special unit.

Equipment

Cursed sword, Dark Wolf leather armour

Strong points

Offensive unit. Good for attacks in the open field and inside forests. Great mobility. Bonus in the forest.

Weak points

High cost. Low resistance. Better not to use it in sieges (attack or defense)

Basic Stats

Attack 25

Damage 15-25

Defense 15

Armor 5

Morale 70

Movement 8

Life 60

Cost 4000

Military Fame Value 3/6/9/12/15

XP Value 15/25/35/45/55

Upgrades

Cost: 800 / 900 / 1000 / 1100

Attack Upgrade: 2 (4 Elite)

Damage Upgrade: 1 Minimum and Maximum (2 Elite)

Defense Upgrade: 2 (4 Elite)

Morale Upgrade: 5 (10 Elite)

Life Upgrade: 5 (10 Elite)

Stat Points: 7

Special Abilities

Recovery (Level 1)

Instant Offensive (Level 2)

Evil Ambush (Level 3)

Devastating Charge (Level 4)

8.2.5 ORCS ARMY

Humans fear them, elves despise them, dwarves hate them.

Their origins are legend, their life is a bloody battle.

The Abyss conquered the heart of their empire, but not all of them are slaves of the darkness.

They are strong, proud, and ferocious, they are the Orcs!

The Orcs have always been the sworn enemy of Adamantia since when, in the third century, they managed to found a vast empire on the western shore of Eukarion (see World Map)

Orcs love swamps, but they can also be found in several savage areas of the great continent of Eukarion. They usually live in big fortified villages

Their social hierarchy is strictly military. The chief of the village is the strongest warrior, and in order to stay in command he must prove himself throughout all his life. Everyone must fight and show their worth in battle, except for the shamans, a sacred caste that talks with the spirits and knows the ancient medicine that preserves the health of the tribe. Only those who have been “chosen by the spirits” can be part of this mysterious brotherhood of ancestral priests.

The Orcs are mighty, twice as strong as a human, and have a greenish skin. In the Empire of Adamantia it is believed that they are all creatures of the Abyss, but actually they have an intellectual and character complexity very similar to that of the humans. However, during the Third War of Eukarion, the empire of the legenday Orcish warlord Kungher seems to have been fascinated heavily by the Absolute Evil...

Orcs Light Infantry



They're big and green, they don't wear any armor and they are always ready to fight, they are Orcs!

Equipment

Bludgeon

Strong points

Celerity and low cost. Bonus in Swamps.

Weak points

Low resistance. penalty in Forest.

Basic Stats

Attack 12

Damage 5-30

Defense 8

Armor 0

Morale 45

Movement 4

Life 45

Cost 1000

Military Fame Value 1/2/3/4/5

XP Value 5/10/15/20/25

Upgrades

Cost: 500 / 600 / 700 / 800

Attack Upgrade: 2 (4 Elite)

Damage Upgrade: 1 Minimum and Maximum (2 Elite)

Defense Upgrade: 2 (4 Elite)

Morale Upgrade: 5 (10 Elite)

Life Upgrade: 5 (10 Elite)

Stat Points: 4

Special Abilities

Recovery (Level 2)

Forched March (Level 2)

Orcs Resistance (Level 3)

Orcs Fury (Level 4)

Orcs Infantry

Orcs trained and armed by the mighty orcish empire of Kungher.



Equipment

Sword, shield, light armor.

Strong points

Versatile, moderate cost, bonus in swamps.

Weak points

Basic unit without particular characteristics. penalty in forest.

Basic Stats

Attack 15

Damage 5-30

Defense 10

Armor 5

Morale 45

Movement 4

Life 55

Cost 1500

Military Fame Value 1/2/3/4/5

XP Value 5/10/15/20/25

Upgrades

Cost: 600 / 700 / 800 / 900

Attack Upgrade: 2 (4 Elite)

Damage Upgrade: 1 Minimum and Maximum (2 Elite)

Defense Upgrade: 2 (4 Elite)

Morale Upgrade: 5 (10 Elite)

Life Upgrade: 5 (10 Elite)

Stat Points: 5

Special Abilities

Recovery (Level 2)

Forched March (Level 2)

Orcs Resistance (Level 3)

Orcs Fury (Level 4)

Orcs Destroyers



They're the strongest and most ruthless warriors of the orcish empire. They wield gigantic blades and under the thick armors their bodies are painted with shaman runes that give them enormous power.

Equipment

Plate armor of the spirits, orcish scythe of destruction

Strong points

Extremely powerful in attack, effective in defense, high resistance, bonus in swamp.

Weak points

High cost, penalty in forest.

Basic Stats

Attack 30

Damage 10-40

Defense 10

Armor 12

Morale 100

Movement 4

Life 90

Cost 5000

Military Fame Value 3/6/9/12/15

XP Value 15/25/35/45/55

Upgrades

Cost: 1000 / 1100 / 1200 / 1300

Attack Upgrade: 3 (6 Elite)

Damage Upgrade: 1 Minimum and Maximum (2 Elite)

Defense Upgrade: 1 (2 Elite)

Morale Upgrade: 5 (10 Elite)

Life Upgrade: 5 (15 Elite)

Stat Points: 7

Special Abilities

Recovery (Level 1)

Forched March (Level 1)

Orcs Resistance (Level 2)

Orcs Fury (Level 3)

Total Attack (Level 4)

Orcs Archers



They're the best orcish hunters recruited to fight in the army of the empire of Kungher. They're tough and have good aim.

Equipment

Leather armor, war bow

Strong points

Long distance attack that allows them to damage the enemy without suffering from counterattacks. In defense, they can support a defending unit. Bonus in swamp.

Weak points

Low stamina, low defense. Vulnerable in hand to hand combat. penalty in forest.

Basic Stats

Attack 10

Damage 15-20

Range 3

Defense 10

Armor 5

Morale 45

Movement 4

Life 55

Cost 1500 (Sell – 10%)

Military Fame Value 1/2/3/4/5

XP Value 5/10/15/20/25

Upgrades

Cost: 600 / 700 / 800 / 900

Attack Upgrade: 2 (4 Elite)

Damage Upgrade: 1 Minimum and Maximum (2 Elite)

Defense Upgrade: 2 (4 Elite)

Morale Upgrade: 5 (10 Elite)

Life Upgrade: 5 (10 Elite)

Stat Points: 4

Special Abilities

Recovery (Level 2)

Forched March (Level 2)

Orcs Resistance (Level 3)

Orcs Fury (Level 4)

Orcs Cavalry



Orcs covered in steel riding mutant bulls from the swamps of kaos. These are the orcish cavalry units: frightful creatures stirring the battlefield.

Equipment

Heavy armor, spear, sword.

Strong points

Offensive unit. Great for attacks in the open field and Swamp, where it has several bonuses

Weak points

High cost. Low resistance. Big penalty in Forest. Better avoid employing it in sieges (attack and defense)

Basic Stats

Attack 20

Damage 10-30

Defense 10

Armor 10

Morale 70

Movement 6

Life 50

Cost 2500

Military Fame Value 2/4/6/8/10

XP Value 10/20/30/40/50

Upgrades

Cost: 700/ 800 / 900 / 1000

Attack Upgrade: 2 (4 Elite)

Damage Upgrade: 1 Minimum and Maximum (2 Elite)

Defense Upgrade: 2 (4 Elite)

Morale Upgrade: 5 (10 Elite)

Life Upgrade: 5 (10 Elite)

Stat Points: 5

Special Abilities

Recovery (Level 2)

Forched March (Level 2)

Orcs Resistance (Level 3)

Devastating Charge (Level 4)

Orcs Elite Cavalry



Only the strongest and more resilient orcs and mutant bulls can be part of this unit. They are fast, powerful and deadly when charging.

Equipment

Plate armor of the spirits, magic spear, poisoned sword.

Strong points

Very powerful, great resistance and moral. Great for attacks in the open field and in Swamp, where it has several bonuses.

Weak points

High cost. Great penalty in Forest. Better not to employ it in sieges (attack and defense)

Basic Stats

Attack 25

Damage 10-35

Defense 10

Armor 12

Morale 80

Movement 6

Life 60

Cost 4000

Military Fame Value 3/6/9/12/15

XP Value 15/25/35/45/55

Upgrades

Cost: 800 / 900 / 1000 / 1100

Attack Upgrade: 2 (4 Elite)

Damage Upgrade: 1 Minimum and Maximum (2 Elite)

Defense Upgrade: 2 (4 Elite)

Morale Upgrade: 5 (10 Elite)

Life Upgrade: 5 (10 Elite)

Stat Points: 6

Special Abilities

Recovery (Level 2)

Forched March (Level 2)

Orcs Resistance (Level 3)

Devastating Charge (Level 4)

Orcs Shamans



Orcish shamans are the soul of tribes. They talk with spirits, heal the wounds of warriors and they are ready to fight for their people.

Equipment

Tunic and staff of the spirirs

Strong points

Healing spells. They can hit enemies from a distance using magic.

Weak points

Weak in melee combat, low resistance.

Basic Stats

Attack 10

Range 2

Damage 1-15

Defense 10

Armor 5

Morale 80

Movement 4

Life 40

Cost 5000 (Sell – 10%)

Military Fame Value 2/4/6/8/10

XP Value 10/20/30/40/50

Upgrades

Cost: 900 / 1000 / 1100 / 1200

Attack Upgrade: 1 (2 Elite)

Damage Upgrade: 1 Minimum and Maximum (2 Elite)

Defense Upgrade: 1 (2 Elite)

Morale Upgrade: 5 (10 Elite)

Life Upgrade: 5 (10 Elite)

Stat Points: 4

Spells

Dark Blood (Level 1)

Mass Dark Blood (Level 2)

Abyss Favour (Level 3)

Death Wind (Level 4)

8.2.6 TROLLS ARMY

Big, Ferocious and Evil.

To kill one, it takes 10 men.

Their bodies regenerate wounds

and their screams are scary.

Trolls are coming!

Generally the Trolls are considered big, ferocious animals with a dark soul, and in the wild lands this is quite true.

Trolls mainly live in the hills in small groups and are semi-nomadic with a clear aptitude for hunting and looting. This race loves bloody battles and thanks to their extraordinary strength, and the regeneration power, Trolls were often enslaved to fight in the Eukarion Wars.

But in the fourth century the Trolls race, more complex, intelligent and varied than the ignorants believe, astonished the world conquering and founding a big Kingdom on the southern borders of Adamantia (see World Map).

Trolls Infantry

Huge and always ready to go to war, the troll infantry is an offensive and very powerful unit.

Strong points

Strong attack, moderate costs, bonus on Hill.

Life points Regeneration.



Weak points

Fair defence. Basic unit without any specific features. Penalty in Forest.

Basic Stats

Attack 20

Damage 1-40

Defense 5

Armor 5

Morale 40

Movement 4

Life 80

Cost 2000

Military Fame Value 1/2/3/4/5

XP Value 5/10/15/20/25

Upgrades

Cost: 600 / 700 / 800 / 900

Attack Upgrade: 4 (8 Elite)

Damage Upgrade: 1 Minimum and Maximum (2 Elite)

Defense Upgrade: 0

Morale Upgrade: 5 (10 Elite)

Life Upgrade: 5 (10 Elite)

Stat Points: 5

Special Abilities

Regeneration of Trolls (Level 1)

Mad Attack (Level 2)

Massacre of Trolls (Level 4)



Trolls Elite Infantry

Oversize trolls covered in thick steel plates carrying a sharp blade in each hand, hard to resist an attack launched by this elite infantry.

Strong points

Very strong attack, bonus on hill. Life points Regeneration.

Weak points

Fair defence. High costs. penalty in Forest.

Basic Stats

Attack 35

Damage 1-55

Defense 5

Armor 8

Morale 70

Movement 4

Life 120

Cost 5000

Military Fame Value 3/6/9/12/15

XP Value 15/25/35/45/55

Upgrades

Cost: 700 / 800 / 900 / 1000

Attack Upgrade: 4 (8 Elite)

Damage Upgrade: 1 Minimum and Maximum (2 Elite)

Defense Upgrade: 0

Morale Upgrade: 5 (10 Elite)

Life Upgrade: 5 (10 Elite)

Stat Points: 6

Special Abilities

Regeneration of Trolls (Level 1)

Mad Attack (Level 2)

Massacre of Trolls (Level 4)



Trolls Guardians

They are the most disciplined and trained trolls, provided with elite equipment. Conquering a fortress defended by them can turn into hell.

Strong points

Strong attack and defence, bonus on Hill. Life points Regeneration.

Weak points

High costs. penalty in Forest.

Basic Stats

Attack 20

Damage 5-35

Defense 20

Armor 10

Morale 85

Movement 4

Life 100

Cost 5000

Military Fame Value 2/4/6/8/10

XP Value 10/20/30/40/50

Upgrades

Cost: 700 / 800 / 900 / 1000

Attack Upgrade: 2 (4 Elite)

Damage Upgrade: 1 Minimum and Maximum (2 Elite)

Defense Upgrade: 2 (4 Elite)

Morale Upgrade: 5 (10 Elite)

Life Upgrade: 5 (10 Elite)

Stat Points: 5

Special Abilities

Regeneration of Trolls (Level 1)

Mad Attack (Level 2)

Massacre of Trolls (Level 4)

Stone-thrower Trolls



They are the wildest trolls, who wander around the hills looking for enemies to smash with their giant stones.

Strong points

Attack from a distance allowing them to damage an enemy without suffering any counterattacks. In defence they support a unit suffering an attack. Bonus on hill. Life points Regeneration.

Weak points

Low defence. Vulnerable in melee fighting. penalty in Forest.

Basic Stats

Attack 15

Damage 5-30

Range 2

Defense 10

Armor 4

Morale 40

Movement 4

Life 70

Cost 2000

Military Fame Value 1/2/3/4/5

XP Value 5/10/15/20/25

Upgrades

Cost: 500 / 600 / 700 / 800

Attack Upgrade: 2 (4 Elite)

Damage Upgrade: 1 Minimum and Maximum (2 Elite)

Defense Upgrade: 2 (4 Elite)

Morale Upgrade: 5 (10 Elite)

Life Upgrade: 5 (10 Elite)

Stat Points: 4

Special Abilities

Regeneration of Trolls (Level 1)

Mad Attack (Level 2)

Massacre of Trolls (Level 4)

8.2.7 UNDEAD ARMY

They come from the kingdom of desperation.

Their cries are spears of darkness, their pain is the power that kills.

They scream, they hate and slaughter the life they no longer have.

The gate is open: the undead are coming...

Zombies



Rotting corpses, animated by an obscure power.

Equipment

None

Strong points

Very low cost.

Weak points

Low level of endurance and poor abilities of attack and defence

Basic Stats

Attack 5

Damage 1-20

Defense 5

Armor 0

Morale 10

Movement 2

Life 45

Cost 500

Military Fame Value 2

XP Value 5

Upgrades

None

Special Abilities

None

Skeletons



They are the remains of the dead revived and enslaved by the powers of darkness.

Equipment

Sword

Strong points

Limited cost, versatile.

Weak points

Low level of endurance

Basic Stats

Attack 10

Damage 10-20

Defense 10

Armor 0

Morale 120

Movement 4

Life 20

Cost 500 (Sell – 10%)

Military Fame Value 2

XP Value 10

Upgrades

None

Special Abilities

None

Skeleton Archers



They are archers called back from the dead, ready to fight for the lord who has raised them.

Equipment

Dark Bow

Strong points

Attacking from a distance allows them to damage the enemy without suffering any counterattacks. In defence, it supports a unit suffering an attack.

Weak points

Poor endurance, low defence. Vulnerable in melee fights.

Basic Stats

Attack 25

Damage 10-25

Range 3

Defense 10

Armor 5

Morale 120

Movement 4

Life 25

Cost 2000 (Sell – 10%)

Military Fame Value 2

XP Value 10

Upgrades

None

Special Abilities

None

Skeleton Warriors



They are ancient warriors forced to resurrect and fight by the magic power who tore them from the grave.

Equipment

Abyss Armor and Shield, Sword of Pain

Strong points

Attack, defence and endurance.

Weak points

Fairly high cost.

Basic Stats

Attack 20

Damage 10-35

Defense 20

Armor 10

Morale 120

Movement 4

Life 50

Cost 3500 (Sell – 10%)

Military Fame Value 5

XP Value 25

Upgrades

None

Special Abilities

None

8.2.8 WAR MACHINES

War Machines are slow and fragile in an open battlefield but they are critical to break a siege. A true army must have at least one of these units (if possible).

War Machines Special Rule.

These Units **Quadruple** the Damage Value they inflict to all the units in Territories with Buildings.

Light War Machines



War machines, efficacious for sieges.

Strong points

Big bonuses in attacks against armies in villages, towns and fortresses.

Weak points

Very poor endurance.

Basic Stats

Attack 20

Damage 5-10

Range 4

Defense 10

Armor 0

Morale 30

Movement 2

Life 20

Cost 3000

Military Fame Value 1/2/3/4/5

XP Value 5/10/15/20/25

Upgrades

Cost: 500 / 600 / 700 / 800

Attack Upgrade: 1 (2 Elite)

Damage Upgrade: 1 Minimum and Maximum (2 Elite)

Defense Upgrade:0

Morale Upgrade: 5 (10 Elite)

Life Upgrade: 5 (10 Elite)

Stat Points: 2

Special Abilities

Exceptional Range (Level 2)

Boosted Bullet (Level 2)

Heavy War Machines



Very big war machines, excellent for sieges.

Strong points

Big bonuses in attacks against armies in villages, towns and fortresses.

Weak points

Very poor endurance.

Basic Stats

Attack 25

Damage 5-15

Range 4

Defense 10

Armor 5

Morale 50

Movement 2

Life 30

Cost 5000

Military Fame Value 1/2/3/4/5

XP Value 5/10/15/20/25

Upgrades

Cost: 600 / 700 / 800 / 900

Attack Upgrade: 1 (2 Elite)

Damage Upgrade: 1 Minimum and Maximum (2 Elite)

Defense Upgrade:0

Morale Upgrade: 5 (10 Elite)

Life Upgrade: 5 (10 Elite)

Stat Points: 3

Special Abilities

Exceptional Range (Level 2)

Boosted Bullet (Level 2)

Fiery Bullets (Level 4)

Cursed War Machines



Magic war machines with dark energies.

Strong points

Big bonuses in attacks against armies in villages, towns and fortresses. Magic attack not needing any line of sight.

Weak points

Very poor endurance.

Basic Stats

Attack 20

Damage 5-10

Range 4

Defense 10

Armor 0

Morale 20

Movement 2

Life 20

Cost 4000

Military Fame Value 1/2/3/4/5

XP Value 5/10/15/20/25

Upgrades

Cost: 600 / 700 / 800 / 900

Attack Upgrade: 1 (2 Elite)

Damage Upgrade: 1 Minimum and Maximum (2 Elite)

Defense Upgrade:0

Morale Upgrade: 5 (10 Elite)

Life Upgrade: 5 (10 Elite)

Stat Points: 2

Special Abilities

Exceptional Range (Level 2)

Boosted Bullet (Level 2)

Abyssal War Machines



Huge Magic war machines with dark energies.

Strong points

Big bonuses in attacks against armies in villages, towns and fortresses. Magic attack not needing any line of sight.

Weak points

Poor endurance.

Basic Stats

Attack 25

Damage 5-25

Range 5

Defense 10

Armor 5

Morale 50

Movement 2

Life 30

Cost 6000

Military Fame Value 1/2/3/4/5

XP Value 5/10/15/20/25

Upgrades

Cost: 700 / 800 / 900 / 1000

Attack Upgrade: 2 (4 Elite)

Damage Upgrade: 1 Minimum and Maximum (2 Elite)

Defense Upgrade:0

Morale Upgrade: 5 (10 Elite)

Life Upgrade: 5 (10 Elite)

Stat Points: 4

Special Abilities

Exceptional Range (Level 1)

Boosted Bullet (Level 1)

Fiery Bullets (2)

Spears of Darkness (3)

Boosted Bullet (4)

9. SPECIAL ABILITIES

Most of the Units in Fantasy Kommander have, or acquire during the upgrades, special abilities to use in battle. Generally special abilities may give temporary bonuses or penalties, heal or damage friendly and enemy units.

Important Rule: A unit may have infinite bonuses from the special abilities of other units but no more than one from itself. This means that, for example, if a unit launch a special ability that improve its attack for 3 turns and the next turns launch another special ability that improve its defense for 2 turns, the latest ability immediately cancel the effect of the previous.

9.1 SPECIAL ABILITIES: MAXIMUM LEVEL

As we said before in paragraph 6.1 during the level up units learn or improve their special abilities. Every unit gains 1 ability point per level. The maximum level for ALL the special abilities is 3.

9.2 SPECIAL ABILITIES LIST AND DESCRIPTION (WITH VALUES)

Below you can find a complete list of all the Special Abilities in Fantasy Kommander.

- ♦ The values that follow the first one (over the /) refers to the second and third level of the special ability.
- ♦ The “Length” value refers to the duration (in turns) of the special ability.
- ♦ The “Area” value (if any) refers to the hexsides in which the special ability have effect.
- ♦ The “Range” value (if any) is the distance (in terms of hexsides) within the special ability can be used.
- ♦ “Per Battle” value refers to number of times that the special ability can be used in a single battle (usually just 1).

General abilities



Offensive mastery

Attack: +30% / +40% / +50%.

Length: 2/3/4

Per battle: 1

Description: Boosts the army's attack.



Defensive mastery

Defense: +30% / +40% / +50%.

Length: 2/3/4

Per battle: 1

Description: Boosts the army's defense.



Forced march

Movement: +2/+2/+4

Attack: – 25% /-10% / No penalty

Defense: – 25% /-10% / No penalty

Length: 1/2/3

Per Battle: 1

Description: the unit keeps moving, without a break, to the maximum of its capacities



Recovery

The unit recovers 5/10/15 wound points

Length: Immediate effect

Per battle: 1

Description: the unit uses all the medicines available to heal the wounded.

Typical abilities of Humans



Total attack

Attack: +70%/ +85% / +100%.

Defense: – 70%.

Length: 1

Per battle: 1

Description: the unit will tactically be deployed for attack, taking some risks in defense.



Total defense

Defense: +80%/ +100% / +120%.

Attack: – 80%

Length: 1/2/3

Per battle: 1

Description: the unit will close up, highly reducing the offensive capacities.



Courage of the warrior

Morale: +50% / +75% / +100%.

Length: 2/3/4

Per battle: 1

Description: Boost the morale and cancel any effect of demoralization.



Exceptional shots

attack: +20% / +35% / +50%.

Range: +1.

Length 2/3/4

Per battle: 1

Description: the unit hits with higher precision and from a greater distance.

Cavalry Abilities



Riding mastery

Attack: +10%/ +25% / +40%.

Defense: +10%/ +25% / +40%.

Movement: +2.

Length: 2/3/4

Per battle: 1

Description: Boosts the attack, defense and capacity of movement of the unit.



Devastating charge

Attack: +50%/ +60% / +70%.

Defense: - 50% (in tutti gli upgrade).

Movement: +4.

Length: 1

Per battle: 1

Description: Cavalry attacks enemies with a charge of superior power.



Mortal charge

Attack: +75%/ +90% / +105%.

Defense: – 75%.

Length: 1

Per battle: 1

Description: cavalry launches a supernatural charge against the enemy.

Typical abilities of dwarfs



Impenetrable defense

Defense: +80% / +100% / +120%.

Length: 2/3/4

Per battle: 1

Description: The Dwarfs set up an exceptional defense without losing the offensive capacities.



Courage of dwarfs

Morale: +100% / +120% / +140%.

Length: 2/3/4

Per Battle: 1

Description: Dwarfs know no fear! All demoralization effects are canceled and big bonus Morale.



Stone skin

Armour: +4 / +7 / +10.

Length: 1/2/3

Per Battle: 1

Description: It is not easy to wound the Dwarfs!The unit boosts the armour protection.



Dwarfs' wrath

Attack: +50% / +60% / +70%.

Length: 2/3/4

Per Battle: 1

Description: The unstoppable wrath of the dwarfs is unleashed against the enemies!

Typical abilities of the Elves



Energy of nature

The unit recovers 15/20/25 wound points

Attack: +10% / +25% / +40%.

Defense: +10% / +25% / +40%.

Morale: +10% / +25% / +40%.

Length: 2/3/4

Per Battle: 1

Description: the Elves invoke the Energy of Nature. The wounded are healed and any effects of demoralization disappears.



Enchanted arrows

Attack: +25% / +40% / +55%.

Range: +1/+2/+3.

Length: 1/2/3

Per Battle: 1

Description: the Elves enchant with pure astral Energy the arrows they shoot.



Rapidity of Wind

Movement: +6.

Length: 2/3/4

Per Battle: 1

Description: The Elves invoke the wind to move very rapidly.



Elivish Blood

The unit recovers of gives part of his live.

Length: immediate effect

Per Battle: 1

Description: the Elves give through magic part of their vital essence to their fellow warriors in difficulty.

Typical abilities of the Orcs



Orcs fury

Attack: +60% / +70% / +80%.

Length: 2/3/4

Per Battle: 1

Description: the uncontrolled fury of the ogres will fall on the enemy!

Typical abilities of Trolls



Massacre of Trolls

Damage: 5-15 (5-25/5-35) they damage themselves)

Area: 1

Length: immediate effect

Per Battle: 1

Description: Trolls unleash their power against everything and everybody!



Mad Attack

Attack: +75%/+90%/+105%.

Defense: - 75%.

Length: 2/3/4

Per Battle: 1

Description: Trolls attack the enemy heedless of any danger.



Regeneration of Trolls

The unit recovers 10 life points.

Length: Immediate effect.

Per Battle: Infinite

Description: Trolls' Innate capacity of regeneration.

Typical abilities of the Goblins



Evil ambush

Damage: 15/20/30

Range: 1/2/3

Length: Immediate effect.

Per Battle: 3

Description: Only goblins know the true art of ambush!



Instant offensive

Bonus Attack: +20%/+35%/+50%.

Movement: +2.

Length: 2/3/4

Per Battle: 1

Description: goblins are swift, precise and deadly.

Abilities of Kaos



Infernal Attack

Damage: 20/25/30.

Range:1.

Length: Immediate effect

Per Battle: 1

Description: Attack of pure devilish energy.

Leadership abilities



Offensive military tactics

Attack (adjacent units): +20%/+35%/+50%.

Morale ((adjacent units): +20%/+35%/+50%.

Length: 2/3/4

Per Battle: 1

Description: the field commander manoeuvres the units to launch a massive offensive. Every demoralization effect is canceled.



Defensive military tactics

Defense (military tactics): +20%/+35%/+50%.

Morale (military tactics): +20%/+35%/+50%.

Length: 2/3/4

Per Battle: 1

Description: the field commander manoeuvres the units to offer a fierce resistance to the enemy. Every demoralization effect is canceled.

Abilities of war machines



Exceptional range

Range: +1/+2/+3.

Length: 2/3/4

Per Battle: 1

Description: the war machine that shoots its bullets to an exceptional distance.



Boosted bullet

Attack: +50%/+75%/+100%.

Length: 2/3/4

Per Battle: 1

Description: The war machine uses bullets of a superior power



Fiery bullets

Bonus to the Damage +50%/+75%/+100%.

Length: 2/3/4

Per Battle: 1

Description: The war machine uses fiery bullets.



Blasting bullets

Damage 5-20

Area: 1

Length: Immediate effect.

Per Battle: 1

Description: the War machine uses blasting bullets with an area effect.

10. SPELLS

Some units, like wizards, dragons and magical creatures, have powerful spells.

Important Rule: A unit may have infinite bonuses from the spells of other units but no more than one from itself. This means that, for example, if a unit launches a spell that improves its attack for 3 turns and the next turn launches another spell that improves its defense for 2 turns, the latest spell cancels the effect of the previous.

10.1. SPELLS: MAXIMUM LEVEL

As we said before in paragraph 6.1 during the level up units learn or improve their spells. Magic units gain 1 spell point per level. The maximum level for ALL the spells is 3.

10.2 SPELLS LIST AND DESCRIPTION (WITH VALUES)

Below you can find a complete list of all the Spells in Fantasy Kommander.

- ♦ The values that follow the first one (over the /) refer to the second and third level of the spell.
- ♦ The “Lenght” value refers to duration (in turns) of the spell.
- ♦ The “Area” value (if any) refers to the hexsides in which the spell have effect.
- ♦ The “Range” value (if any) is the distance (in terms of hexsides) within the spell can be used.
- ♦ “Per Battle” value refers to number of times that the spell can be used in a single battle (usually just 1).

Astral spells



Air blessing

Attack: +25% / +35% / +45%

Defense: +45% / +55% / +65%

Range: 3

Length: 2/3/4

Per Battle: 2

Description: A unit is blessed by the Air elemental power.



Water blessing

Defense: +70% / +85% / +100%.

Range: 2

Length: 2/3/4

Per Battle: 2

Description: A unit is blessed by the Water elemental power.



Earth blessing

Attack: +50% / +60% / +70%

Defense: +20% / +30% / +40%

Range: 3

Length: 2/3/4

Per Battle: 2

Description: A unit is blessed by the Earth elemental power



Fire blessing

Attack: +70% / +85% / +100%.

Range: 2

Length: 2/3/4

Per Battle: 2

Description: A unit is blessed by the Fire elemental power.



Astral blessing

Attack: +35% / +45% / +55%

Defense: +35% / +45% / +55%

Range: 3

Length: 2/3/4

Per Battle: 2

Description: A unit is blessed by the Astral energy power.



Enchanted darts

Damage : 5-15/ 5-20 /5-25.

Range: 6

Length: Immediate effect

Per Battle: 3

Description: the enchanter shoots powerful enchanted darts against an enemy unit.



Magic lightnings

Damage: 10-25/10-30/10-35.

Range: 5

Length: Immediate effect

Per Battle: 2

Description: The enchanter shoots a powerful beam of magic lightning against an enemy unit



Lightning storm

Damage: 15-25/20-30/25-35

Area: 1

Range: 4

Length: Immediate effect

Per Battle: 1

Description: The enchanter evokes a devastating Lightning storm hitting all the units falling inside it.



Freeze

Damage: 5-10/5-15/5-20.

Movement (unit hit): - 10

Range: 5

Length (Movement penalty): 2/3/4

Per Battle: 2

Description: The enchanter unleashes the power of ice against an enemy unit.



Ice storm

Damage: 10-20/15-25/20-30.

Area: 2

Range: 5

Length: Immediate effect

Per Battle: 1

Description: The enchanter unleashes a devastating ice storm.



Rocks hurricane

Damage: 5-30/5-35/5-40

Range: 5

Length: Immediate effect

Per Battle: 2

Description: The enchanter creates a deadly hurricane of rocks against an enemy unit.



Earthquake

Damage: 5-10/10-15/15-20.

Area: 3

Range: 6

Length: Immediate effect

Per Battle: 1

Description: The enchanter magically cause san earthquake damaging all the units in its wide range of effect.



Fire ball

Damage: 20-40/20-45/20-50.

Range: 3

Length: Immediate effect

Per Battle: 1

Description: The enchanter launches a powerful fire ball against an enemy unit.



Fire storm

Damage: 5-35/10-40/15-45.

Area: 1

Range: 3

Length: Immediate effect

Per Battle: 1

Description: The power of fire is evoked to create a deadly fire storm.



Healing

Recovery of 20/30/40 wound points

Range: 2

Length: Immediate effect

Per Battle: 4

Description: The astral Energy heals those wounded in a unit.



Mass Healing

Recovery of 10/20/30 wound points

Area: 1

Range: 4

Length: Immediate effect

Per Battle: 2

Description: the astral Energy heals those wounded in a broad territory.



Astral evocation

Evokes: Griffin (Level 1) / Griffin (Level 3) / Knights of the absolute

Range: 1

Length: 2/3/4

Per Battle: 1

Description: the enchanter evokes a powerful astral unit to be launched against the enemy. Creature evokes: the Griffin.

Abyssal spells



Dark favour

Attack: +40% / +50% / +60%

Defense: +30% / +40% / +50%

Range: 3

Length: 2/3/4

Per Battle: 2

Description: A unit receives the blessing of the Abyss



Poisonous thorns

Damage : 5-15/ 5-20 /5-25.

Range: 6

Length: Immediate effect

Per Battle: 3

Description: Poisonous sharp-edged thorns hit an enemy unit.



Poisonous cloud

Damage: 1-10/1-15/1-20

Attack: – 10% /-20%/-30% (units hit)

Defense: – 10%/-20%/-30% (units hit)

Area: 2

Range: 6

Length: 2/3/4

Per Battle: 1

Description: A thick cloud of poison appears on the battlefield.



Poisonous rain

Damage: 5-10/5-15/5-20

Attack: – 10% /-20%/-30% (units hit)

Defense: – 10%/-20%/-30% (units hit)

Movement: – 1/-2/-3 (units hit)

Area: 1

Range: 6

Length: 2/3/4

Per Battle: 1

Description: A deadly poisonous rain hit the enemy.



Fear

Morale: - 50% /-65%/-80%

Range: 3

Length: 3/5/7

Per Battle: 3

Description: A supernatural terror penetrates the enemies' souls.



Curse

Attack: - 20% /-30%/-50% (units hit)

Damage: - 3/-5/-7

Defense: - 20%/-30%/-50% (units hit)

Armour: - 3/-6/-10

Movement: - 1/-2/-30

Range: 4

Length: 2/3/4

Per Battle: 2

Description: A horrible curse hits an enemy unit.



Spears of darkness

Damage : 1-25/ 1-30 /1-35.

Range: 5

Length: Immediate effect

Per Battle: 2

Description: Dark spears hit the enemy.



Death wind

Damage: 5-25/10-30/15-35

Area: 2

Range: 4

Length: Immediate effect

Per Battle: 1

Description: The wind of Hades blows over the enemy.



Meteor storm

Damage : 15-45/ 15-50 /15-55.

Range: 3

Length: Immediate effect

Per Battle: 1

Description: Gigantic blasting meteors fall from the sky on the battlefield.



Infernal Explosion

Damage: 5-40/5-45/5-50

Area: 1

Range: 2

Length: Immediate effect

Per Battle: 1

Description: On the battlefield a dreadful explosion is caused by the evocation of Hell.



Dark blood

Recovery of 20/30/40 wound points

Range: 2

Length: Immediate effect

Per Battle: 4

Description: The abyssal Energy heals those wounded in a unit by kaos.



Mass dark blood

Recovery of 10/20/30 wound points

Area: 1

Range: 4

Length: Immediate effect

Per Battle: 2

Description: the abyssal Energy heals those wounded by kaos in a broad territory.



Infernal evocation

Evokes: infernal possessed / Harpy / Infernal Legion

Range: 1

Length: 2/3/4

Per Battle: 1

Description: The enchanter evokes a powerful abyssal creature to unleash against the enemy.



Skeletons evocation

Evokes: skeletons

Range: 1

Length: 4/5/6

Per Battle: 2/3/4

Description: the enchanter evokes skeletons of those dead on the battlefield.



Zombies evocation

Evokes: Zombie

Range: 1

Length: 5/6/7

Per Battle: 3/4/5

Description: The enchanter evokes zombies enslaved to his will.

11. COMBAT TABLES

In these chapter you can find the combat table/s and the main rules that constitute our battle system. If you have any question or you want to discuss it with us and/or other players don't hesitate to visit **Slitherine and Matrix Games Forums** or the official website www.fantasykommander.com

11.1 COMBAT TABLE

FK Combat Table

1-100 Dice	1:5 <	1:4	1:3	1:2	1:1	2:1	3:1	4:1	5:1	6:1	7:1	8:1	9:1	10:1 >
1-10	1/5	1/5	1/5	1/5	1/3	1/2	0	1	3	5	7	10	15	20
11-25	1/5	1/5	1/5	1/3	1/2	0	1	3	5	7	10	15	20	30
26-85	1/5	1/5	1/3	1/2	0	1	3	5	7	10	15	20	25	40
86-95	1/5	1/3	1/2	0	1	3	5	7	10	15	20	25	30	50
96-100*	1/3	1/2	0	1	3	5	7	10	15	20	25	30	35	60
101-110**	0	0	1	3	5	7	10	15	20	25	30	35	40	80
111+***	1	1	3	5	7	10	15	20	25	30	35	40	45	100

Attacker Attack Ratio Calculation:

(Attacker Attack)/(Defender Defense)

Defender Counter-attack Ratio Calculation (melee battles only)

(Defender Defense) / (Attacker Defense/2)

Damage Calculation:

(Combat Table Result + Unit Damage)

Combat Table Legend:

1/2= Unit Damage/2

1/3 = Unit Damage/3

1/5= Unit Damage/5

* = Masterly Attack! (Ignore the Enemy Armor)

** = Critical Hit! (Ignore the Enemy Armor and Unit Damage X2)

*** = SuperCritical Hit! (Ignore the Enemy Armor and Unit Damage X3)

MINIMUM DAMAGE is always 1. (Table Result + Unit Damage)

Note: All the Calculations are always rounded down.

11.1.2 RETREAT

If a unit suffers a damage equal to or greater than its unmodified maximum life, it must roll a morale check. If the unit fails the check it must retreat 1 hex. If the unit can't retreat it suffers double damage.

11.1.3 DEMORALIZATION

If a unit suffers a damage equal to or greater than its unmodified maximum life must roll a morale check. If the unit fails the check it is DEMORALIZED. A demoralized unit halves Attack and Defense Values and suffers a -30% on morale.

To cancel the effects of demoralization the unit rolls a morale check at the start of the turn: if it's successful, the demoralization ends.

Another way to end the demoralization is to use a special ability or a spell.

11.1.4 ENTRENCHMENT

A unit that does not move or attack can entrench. The effect of this action is a +2 bonus to the armor. Entrenchment can be repeated 5 times.

The bonus of entrenchment decreases progressively for each Attack that the unit suffers.

A unit in an enemy ZOC can not perform an action of entrenchment.

11.2 TERRAINS TABLE

In Fantasy Kommander each unit may have different bonuses, penalties and movement costs in every terrain. Nevertheless we can say that “infantry” and “mounted units” have, generally, in common a lot of values related to the terrains in which they fight.

For this reason please do not consider the following table exhaustive or complete but only as a general reference.

Terrain/s	Infantry Movement	Mounted Movement	Infantry Effects	Mounted Effects
Roads	1	1	None	None
Plains	2	2	None	None
Forests	2	8	+20% Defense	-50% Attack -25% Defense
Hills	2	2	+10% Defense	-50% Attack +50% Defense
Mountains	8	8	+50% Defense	-50% Attack
Swamps	8	8	+50% Defense	-50% Attack -50% Defense
Rivers	8	8	-75% Defense -50% Morale -10 Armor	-75% Defense -50% Morale -10 Armor
Territories with Buildings*	8	8	High Bonuses in Defense	Generally High Penalties to Attack

*Depends on Building. A castle is very different from a Village. Consider the differences in the Battlefield.

11.2.1 RACIAL MODIFIERS

Elves

+100% on Attack, Defense and Morale in **Forest**

Movement cost 1 in **Forest**

-50% on Attack, Defense and Morale in **Mountains**

Dwarves

+100% on Attack, Defense and Morale in **Mountains**

Movement cost 1 in **Mountains**

-50% on Attack, Defense and Morale in **Forest**

Goblins

+50% on Attack, Defense and Morale in **Forest**

Movement cost 1 in **Forest**

Orcs

+100% on Attack, Defense and Morale in **Swamps**

Movement cost 1 in **Swamps**

-50% on Attack, Defense and Morale in **Forest**

Trolls

+100% on Attack, Defense and Morale in **Hills**

Movement cost 1 in **Hills**

-50% on Attack, Defense and Morale in **Forest**

11.2.2 OTHER RULES AND TIPS ABOUT TERRAINS

Consider also that:

- ♦ **War Machines** Double the Damage they inflict to units in territories with Buildings.
- ♦ **Flying units** pay only 1 movement point for All the Territories and usually ignore the ZOC rules.
- ♦ In general, **Mounted Units** have penalties to attack units in territories with Buildings.
- ♦ In general, it is better to attack with **Infantry** units in territories with Buildings.

11.3 WOUNDS EFFECTS TABLE

% Wounds (Life points)	Penalties on Attack-Defense-Morale-Damage
1-10%	None
11-24%	-10,00%
25-49%	-20,00%
50-70%	-30,00%
75-84%	-40,00%
85% +	-50,00%

11.4 MELEE ATTACK FRONTS TABLE

Front	Attacker	Defender
Frontal	None	None
Side (Frontal)	Attack +25% +5 Dice Roll on Combat Table	-20% Defense
Side (Back)	Attack +50% +10 Dice Roll on Combat Table	-40% Defense
Back	Attack +100% +30 Dice Roll on Combat Table	Defense Halved No Counterattack

11.5 ATTACKS PENALTIES TABLE

A unit have progressive penalties for each attack that suffers as follow:

Number of Suffered Attacks	Attacker	Defender
1	None	None
2	+3 dice roll on combat table	-10% Defense
3	+5 dice roll on combat table	-15% Defense
4	+10 dice roll on combat table	-20% Defense
5	+12 dice roll on combat table	-25% Defense
6	+15 dice roll on combat table	-30% Defense
7	+20 dice roll on combat table	-35% Defense
8	+25 dice roll on combat table	-40% Defense
9	+30 dice roll on combat table	-45% Defense
10+	+50 dice roll on combat table	-50% Defense

11.6 UNITS ABSOLUTE MAXIMUM AND MINIMUM STATS VALUES

Minimum:

Attack 5

Defense 5

Armor 0

Morale 5

Movement 0

Maximum

Attack 150

Defense 150

Armor 100

Morale 300

Movement 20

11.7 UNITS XP LEVELS

Level 1: Rookie

Level 2: Experienced

Level 3: Veteran

Level 4: Master

Level 5: Elite

11.7.1 UNITS XP TABLE

Level	XP
1°	0
2°	1000
3°	3000
4°	5000
5°	10000

11.7.2 HEROES XP TABLE

Level	XP
1°	0
2°	2500
3°	5000
4°	12000
5°	21000

12.0 WORLD MAP AND SETTING: AN AUTHOR'S NOTE

Here you can see the map that represents the world where you'll lead your armies to a brilliant victory or a bloody defeat.

Tip: You can see a high-res version of this map on the official website: <http://www.fantasykommander.com/worldmap/index.php>

First of all, I have to confess that I love maps. Any kind of maps, ancient, modern, futuristic, on paper or on the screen. When I see a map with borders, streets, cities, my imagination starts to fly and I become a traveler, a free adventurer or the conqueror of the world! Any kind of world/s! So basically I have to confess to be a megalomaniacal crazy kid... maybe like Alexander the Great and his illustrious colleagues in history? Mmm, this is a question without an answer.

The map you see is the high-scale geopolitical map of the Eukarion continent in the year 800 A.D.

I recommend that you freely explore this map and start your journey in the fascinating, varied and complex world of Fantasy Kommander.

I designed this world using my knowledge about Medieval Europe and its fantasy narrative tradition (I am a graduate in military history after all ;).

Eukarion was born from a mix of real european medieval history and fantasy archetypes.

Comparing this map to Europe you will notice many geographical similarities.

In the center of the map you can see a peninsula similar to Italy limited to the North by a chain of mountains akin to the Alps. To the east you can see a large mountain range that is similar to the Ural mountains. On the west you can see the "Iberian peninsula" with its Pyrenees mountains. Going north you'll see territories similar to France, Germany, the Scandinavian Peninsula and Great Britain. In the south you can recognize the Strait of Gibraltar, the Mediterranean Sea and two islands that are similar to North Africa. The geographical elements that are most different from our real world are the island of the supreme elves and the south-east. The first is completely invented (it's like the myth of Atlantis), the second (the south east) is a fusion of the Balkans, the Middle East and the Arabian Peninsula. Most rivers are modelled on the great rivers of Europe.

From a historical and political point of view Eukarion is like Medieval Europe inhabited by fantasy creatures and races like dragons, orcs, elves etc. On the historical level the background is overflowing with anachronisms. I mean , the fact that the map represents the continent in the 800 A.D., doesn't mean it's similar to the European political situation in that year. There's feudalism and a hierarchical society of nobility for sure, but the individual "states" on the map are designed with an anachronistic method. I will try to explain this better talking about single territorial entities on the map.

For example the biggest empire, Adamantia, is inspired by the Carolingian Empire (9th Century, Dark Ages), while the smaller

Grand Duchy of the Seven Towns is inspired to the Grand Duchy of Tuscany during the Renaissance (15th-16th centuries). So we have different ages, from the same period that we call Middle Ages, that live together in the same background. For this reason you'll see characters with equipment from the Dark Ages (viking axes for example) and early Renaissance (heavy plate armor). What you'll not see is what I consider "Fantasy Trash" like an Elven Ninja-Vampire in a gothic cathedral... for these kind of things we created the King's Island series and Defender of the Chicks, and if you want to laugh you should play these games and not Fantasy Kommander.

To all the people that are curious to know more about the link I designed between real European history and Fantasy Kommander I give this simple list:

- ◆ Empire of Adamantia: Carolingian Empire (9th Century)
- ◆ Kingdom of Chifrans: Kingdom of the Franks (5th century) (the "beginning" of the Kingdom of France)
- ◆ Kingdom of Dalenghen: Kingdom of England (10th century)
- ◆ Kingdom of Numadir: Vikings (8th – 9th centuries) (in our background they are more "civilized")
- ◆ Kingdom of Anapes: Kingdom of Asturias (8th Century) (the "beginning" of the Kingdom of Spain).
- ◆ Ancient Empire of Izanthyb: Byzantine Empire (4-14th centuries)
- ◆ Duchy of Malion: Duchy of Milan (14th century)
- ◆ Republic of the Merchants: Republic of Venice (13th century)
- ◆ Grand Duchy of the Seven Towns: Grand Duchy of Tuscany (16th century)
- ◆ Avoneg Republic: Republic of Genoa (11th century)

- ◆ Sacred Land of the Cross: The Papal State (6th century)
- ◆ Sacred Principalities: Crusader States (12th-13th centuries)
- ◆ Duchy of Irba: Kingdom of Sicily (13th century)
- ◆ Emirates, Caliphate and Sultanate: Islamic Kingdoms (9th century)

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