

GAME MANUAL



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1. INTRODUCTION

Fantasy General is back!

In *Fantasy General II*, you are the son and heir of the respected warrior Falir One-Eye, ready to prove yourself to your clan and your father. You will lead a Warband across the world of Aer, a place of great beauty and even greater danger. Fertile valleys, huge forests and imposing mountains cover these lands, all presenting their own challenges to your clan.

Victory will require the creation of a fearsome and mighty army, made up of Axemen, Slingers, Spearmaidens and more! Harness the power of magic to recruit vicious creatures, and punish your enemies. Train your forces in battle, so that they may gain experience and bring home great treasures. One day you may even take the fight to The Empire, the strongest of all realms. Victory there will mean a lifetime of glory. Are you up to the task?

1.1. SYSTEM REQUIREMENTS

MINIMUM:

OS: Windows 7, 10 (64 bit)

Processor: Dual Core CPU 2.5Ghz Intel Core iX 2xxx or equivalent

Graphics: DX11 enabled with dedicated 2GB Memory

Memory: 4GB Ram

Storage: 4GB Disk Space

1.2. INSTALLATION

Please ensure your system meets the minimum requirements listed above. To install the game, either double click on the installation file you downloaded or insert the *Fantasy General II* CD into your CD-ROM drive. If you have disabled the autorun function on your CD-ROM or if you are installing from a digital download, double-click on the



installation archive file, then double click on the file that is shown inside the archive. Follow all on-screen prompts to complete the installation.

1.3. STEAM

If you have purchased your game from the Steam Store, you can download the game by finding it in your Steam library, and then pressing the INSTALL button.

Any games purchased from the Slitherine or Matrix stores that are available on Steam as well can be registered for a Steam Key, which will allow you to add the game to your Steam library. To do this go to <https://www.slitherine.com/member/mypage> and enter your serial number that came with the download.

1.4. UNINSTALLING THE GAME

Please use the Add/Remove Programs option from the Windows Control Panel or the Uninstall shortcut in the game's Windows START menu folder to uninstall the game. Uninstalling through any other method will not properly uninstall the game.

1.5. PRODUCT UPDATES

In order to maintain our product excellence, Matrix Games and Slitherine release updates containing new features, enhancements, and corrections to any known issues. All our updates are available free of charge on our website and can also be downloaded quickly and easily by clicking on the Update link in your Game Launcher or by using the Update Game shortcut in your Windows START menu folder for the game.

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 Slitherine Group Member account – THIS IS A ONE TIME PROCEDURE; once you have signed up for an account, you are in the system and will not need to sign up again. Go to www.slitherine.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 Slitherine Group Member account, you can then register any Slitherine/Matrix title you own in your new account. To do so, log in to your account on either the Matrix Games website (www.matrixgames.com) or the Slitherine website (www.slitherine.com). Click Register Game near the top to register your new 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 (<https://www.slitherine.com/member/mypage>) 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 Member Account, you do not have to sign up again at that point you are free to register for any product you purchase.

Thank you and enjoy your game!



1.6. UNIFIED LOGIN SYSTEM

Slitherine and Matrix now have a new “Unified Login System”. This allows you to access the Slitherine, Matrix and Wargamer sites using just one username and password. To merge your accounts so that they work for all three sites, go to (<http://samelogin.slitherine.com/>) and enter the details of one of your accounts (i.e. Either your Matrix or your Slitherine login). You will then be presented with the option to merge your accounts (listed as “[Merge my accounts]”), which will then allow you to combine any other accounts you have and/or generate a user for another website using the same details (For instance, if you were called “JohnSmith123” on the Slitherine site but had no account on Matrix, you could enter the details into the site and it would create a “JohnSmith123” account for Matrix as well, with the same password as the Slitherine login.)

1.7. GAME FORUMS

Our forums are one of the best things about Matrix Games and Slitherine. 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 the Matrix or Slitherine website and click on the Forums hyperlink. Note that some games only have forums on one of the websites, so you may be redirected to the other if necessary. Your details will work on both websites, provided you have set up your account with the Unified Login System (see above section for details).

1.8. 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 <https://www.slitherine.com/member/helpdesk>, or send an email to support@slitherine.co.uk.

2. GETTING STARTED

2.1. THE MAIN MENU



When you open the game, you will be taken to the main menu. Here you will find a list of basic options including:

- ♦ **Campaign:** Begin a new campaign, where you will play a series of scenarios while building and upgrading your army.
- ♦ **Skirmish:** Begin a battle against an AI opponent on an existing or procedurally generated map. You will have the chance to customise your scenario in numerous ways before playing.



Taking up most of the screen will be a panel detailing information about the selected campaign. Most importantly, you will be told what faction you will command in the campaign and the estimated length. In addition, you will be able to select the difficulty level of your campaign here. Click 'Start Campaign' to begin playing the selected campaign.

Campaigns play as a series of battle scenarios. In each scenario, you will be assigned one or more objectives, which can range from keeping a unit alive to raiding or capturing a settlement, to killing a specified group of enemy forces. Upon the completion of all objectives, you will win the scenario and be given the chance to review your army before proceeding to the next.

Your army, log in mercenaries, will carry through to subsequent missions, as will resources such as gold and weapons (although not mana points) and anything in your inventory. Although you may be provided with reinforcements occasionally, these will be few in number, so success in the campaign will depend upon your ability to raise and maintain a powerful army.

2.3. SAVING AND LOADING



By selecting Load on the main menu, you can bring up a menu listing all of your current save games. To load a saved game, click on the button with a picture of a hard drive, while if you wish to delete a save game, you can press the button with an X instead.

If you are in a game, use the button in the top right corner of your screen, or press Escape, in order to bring up a Menu. Loading a game is done the same way as earlier.

❧ **NOTE:** IF YOU LOAD A GAME WITHOUT SAVING YOUR CURRENT ONE, YOUR
CURRENT ONE WILL BE PERMANENTLY LOST! ❧

Saving, on the other hand, is done by clicking “Save Game” in this menu. If you wish to overwrite a previous save game, click the button showing a hard drive and an arrow. This will overwrite the old save file, with the more recent save retaining the name of the old file. Alternatively, you can create a new save file by entering a name where it says “ENTER NAME” and then clicking the save game button.



NOTE: DELETED AND OVERWRITTEN SAVED GAMES CANNOT BE RECOVERED. DON'T DELETE UNLESS YOU ARE SURE YOU DO NOT WANT THAT FILE ANYMORE!

2.4. OPTIONS MENU

Accessible from both the Main Menu and the in-game menu, the options screen gives you the ability to customise various aspects of the game. It is divided into four main sections:



- ♦ Graphics: Includes options relating to screen resolution and rendering of objects on the map such as trees or shadows. Users on less powerful hardware may find it helpful to lower some of these settings in order to improve game performance.
- ♦ Audio: Adjust the volume of various game sounds.
- ♦ Gameplay: Change the language, disable tutorial pop-ups and other UI settings. If you open this screen in the middle of a scenario, you can also adjust the difficulty level of your game.
- ♦ Multiplayer: Allows you to log out of your Slitherine/Matrix or Steam account, which are used to connect to the Multiplayer server.

Use the 'Apply' button to confirm your changes, and the X in the corner to return to the previous menu.

3. THE MAP SCREEN

3.1. THE MAP



Once you have begun a game of *Fantasy General II*, most of your screen will be occupied by the game map. Here, you will move your units and order them to attack enemies. The map can be zoomed in or out, allowing you to see more or less of the battlefield at any one time, by rotating your mouse wheel. You can pan across the map holding down the left mouse button and dragging the map, or by moving the mouse to the edge of the screen in the direction you wish to move (provided this setting is enabled in the Options menu) or using the WASD or arrow keys.

The map is divided into hexagonal tiles, sometimes known as “hexes”. Each hex contains one type of terrain, such as plains, rough, mountain or water. The hex’s terrain type will determine a number of things about the hex, most importantly how many movement points must be used for a unit to enter the hex, and any defensive bonuses that may exist for units defending that hex. Some terrain types have special abilities, for example, units defending ‘rough’ terrain cannot be attacked by a charge. Information about the hex, including these abilities, can be accessed by hovering your mouse over the hex and briefly waiting for a popup to appear.

NOTE: THE HEXAGONAL GRID CAN BE TURNED ON OR OFF USING A SMALL BUTTON NEXT TO THE MINI-MAP.



Each hex can be occupied, at most, by one ground unit and one flying unit, no further stacking of units is allowed.



A flying unit can occupy the same hex as an enemy ground unit. You can see that a hex is occupied by the figures of men or monsters standing in the hex, and a small icon above the unit indicates what type of unit it is, as well as how strong it is.

Not all hexes are visible to your units at the same time. Hexes close to your units (the

exact range depending on the unit's 'Search' range) or settlements will appear fully illuminated, and you can see enemy units within these tiles. Revealed hexes further from your units will be darkened, covered by the 'fog of war'. These hexes only show the terrain type within that hex, and if you hover over a settlement then that settlement's owner as well. Enemy units may be hiding behind the fog of war, so be careful not to advance too quickly and leave your units vulnerable.

NOTE: SOME TERRAIN TYPES, SUCH AS FORESTS AND SETTLEMENTS, ALLOW UNITS TO HIDE. ENEMIES HIDING IN THESE TILES WILL NOT BE VISIBLE UNLESS YOU HAVE A UNIT ADJACENT TO THEM, EVEN IF THE HEX IS 'REVEALED'.



Some hexes are instead covered by thick white clouds. These hexes are considered to be "unrevealed" and you are given no further information about them. To reveal a hex, simply move a unit into the unrevealed area. Any hexes within that unit's search range will be revealed,

showing the terrain and any other features in that hex, including enemy units. Note that if you move your units away from the hex, the fog of war will cover the hex back up, so you do not see any enemy movement through it, but it will be permanently "revealed".

Not all of the map's secrets can be uncovered by simply revealing every hex on the map, however. Many hexes, including caves, settlements and occasionally other locations, can be "explored" by moving a unit onto the hex, and these locations are marked by an "Unexplored" marker if you hover over them. Exploration can yield many rewards, from a small amount of gold to a magical artefact. Exploration is often worthwhile, but beware that many locations are



guarded by enemy forces and wildlife, so be prepared to send forces to protect your exploring party.

3.2. USER INTERFACE (UI)

Surrounding the map are a series of panels that provide useful information about your current situation:

In the top left corner of your screen, you can see how much of each of the various resources in the game you currently have. These are:

- ◆  Mana, represented by the blue circular magic symbol. It is consumed when using any of the various magical abilities that some units have access to.

NOTE: IF A PLAYER CONTROLLING A BARBARIAN FACTION LOSES A NON-SUMMONED UNIT IN COMBAT, THEY WILL RECEIVE 3 MANA GAINED FROM THE SPIRITS OF THE DEPARTED

- ◆  Gold, represented by a treasure chest. It is used to recruit or upgrade all types of units. It is also used to restore squads, bringing units back to full strength and pay for mercenaries.
- ◆  Weapons, represented by a sword and axe. These are used when upgrading into some advanced offensive units.
- ◆  Armour, represented by a plated chest piece. Like weapons, this is used when upgrading into advanced defensive units.
- ◆  Liquid Mana, using a small magical symbol similar to that of regular Mana. Used for upgrading some units into elite magical variants.

- ◆  Supply limit, represented by bags of grain. Each unit in your army will take up some supply limit points (usually 1, but large units and heroes require more). This means that you cannot have an infinitely large army. Note that when one of your units dies, it will no longer count against your limit, allowing you to build another unit. The supply limit is determined by what scenario you are playing.



Each of these resources can be found on the map by various means, such as raiding a settlement or completing mission objectives. With the exception of mana, all of these resources will carry through a campaign. Mana, however, must be used in the scenario in which it is obtained, or it will be lost.

Additionally, some maps may see Team Effects applied to your entire army, which may impact your units' combat performance, morale, speed or other attributes in a positive or negative way. These will be visible as small icons beneath the resources. If you mouse over these icons, a popup will appear explaining how the Effect works.



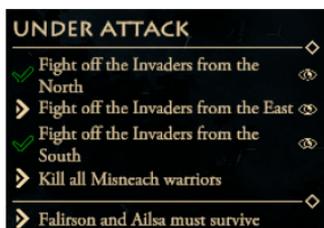
The button in the top right-hand corner of the screen can be clicked to bring up the in-game menu. Here you can save or load a game (be sure to save your current game before loading another!), restart the current scenario, access the game options or exit to the main menu.



Below the menu button is a panel showing the map's Region Wealth. Each map begins with a predetermined amount of Region Wealth, which will decrease every turn, usually by one point, however certain actions such as raiding will decrease it further. Yellow segments of the bar represent remaining wealth, while

red segments show how much wealth will be lost at the end of the turn. At the end of the scenario, any remaining Region Wealth will be converted to gold and can be then used to recruit and upgrade units. If the Region Wealth falls to zero before you complete the scenario, you will not receive any gold and explorable locations such as caves or ruins no longer yield the same rewards.

NOTE: SCENARIOS IN *FANTASY GENERAL II* HAVE NO TURN LIMIT, MEANING YOU CAN CONTINUE TO PLAY FOR AS LONG AS IT TAKES TO ACHIEVE ALL DEFINED OBJECTIVES. YOU WILL LOSE THE GAME IF ALL OF YOUR UNITS OR YOUR MAIN HEROES ARE KILLED.



Beneath the Region Wealth bar, all of the mission's current objectives are listed. Not all objectives are required in order to win (optional objectives are marked under a different heading to the name of the scenario in the list of objectives), and some objectives may

be added by events that occur during the scenario. Some objectives, in particular ones that require you to capture certain locations, can be clicked, in which case the map will move to reveal what part of the map that objective is relating to.

In the bottom right-hand corner of the screen sits the mini-map. Here you can see a simplified view of the entire scenario map, although all unrevealed tiles remain obscured. On the mini-map, units are shown as small squares coloured to suit their faction (for instance, the Barbarians that you control in the 'Invasion' campaign are marked blue). If you wish to quickly scroll to an area of the map, you can click that area on the mini-map and the camera will quickly move to the centre on the chosen location.

Above the mini-map is a button displaying an hourglass. This will force an end of the turn, regardless of any units that can still move



or attack. The button next to the hourglass will change depending on the current situation, allowing you to select the next unit that can move or attack. If a unit is selected, it provides a quick way to order that unit to rest (provided the unit can rest) and move on to the next unit. If all units have already acted this turn, it will change to an End Turn button.

Along the bottom of the screen is a panel showing all units currently in your army. Above each unit's portrait is a bar showing the unit's health, divided as necessary into wounds (in red) and permanent kills (in black) in the case of damaged units. Below each unit's portrait is another bar, which will be green if the unit can still move and attack, yellow if it can attack but not move, and grey if it has used all available actions for the turn. You can select a unit by clicking on its icon on this panel.



Two buttons exist on either side of the unit panel. On the left is a button with a picture of a bag. This brings up your inventory, which contains items that have been collected throughout the campaign and may be assigned to your units. On the right is a button with a helmet and a pair of coins on it. This button opens the screen where you may recruit new units to your army, and hire mercenaries to help you complete the scenario.

NOTE: MERCENARIES DO NOT REQUIRE ANY SUPPLY LIMIT AND ARE GENERALLY CHEAPER THAN WARBAND RECRUITS, BUT DO NOT CARRY THROUGH TO SUBSEQUENT MISSIONS. RECRUITS WILL STAY WITH YOU UNTIL THEY DIE.

NOTE: ANY ARTEFACTS COLLECTED BY MERCENARIES WILL BE RETURNED TO YOUR INVENTORY AT THE END OF A SCENARIO.

3.3. UNIT INFO PANEL



If you have a unit selected, an additional panel will appear on the bottom left of your screen. This will list a wide variety of important information about the selected unit, including morale, health, equipped weapons and artefacts, as well as combat predictions for potential attacks.

At the top of this panel will be the name and type of the selected unit, as well as an icon showing the unit's identification symbol (that is used on the map), and the unit's Supply point cost. Note that you can change the

unit's name after it has reached Level 3.

Second, from the top is a long bar representing the unit's Health. Depending on the unit, this may divide into one or more segments, representing each member of the squad that makes up the unit. The 'health' of the unit is shown by how much of the bar is green. Casualties in battle will see part of the bar turn red (representing wounded units that will recover if the unit rests) or black (permanent

kills). When the green part of the bar, the “health” of the unit, falls to zero, the unit will be lost forever.



Beneath health is the unit’s Squad Size. This determines how many segments the health bar is divided into, and how many kills a unit can suffer before it is destroyed and also how many attacks the unit executes with its weapon(s). Units without their full squad will perform less well in combat, as attacking power is dependent upon how many active squad members are in the unit.



Next to Squad size is the unit’s Experience. Units gain experience from fighting battles and killing enemy units or if they witness one of their army’s units killing enemy units within a small radius. When a unit acquires enough experience to fill up the bar, it will increase its Level by one, increasing the unit’s health by 10% and damage done to enemies by 5%. In addition, hero units will gain one skill point every time they level up. Units that have levelled up will be indicated on the map by chevrons (or stars for advanced units) on the icon above the unit. The maximum level a unit can reach is 10.



Every point of Armour that a unit has will make it more resilient to physical attacks. However, Armour provides no bonuses against Magic attacks.



Speed tells you how far a unit can move in one turn. Moving across empty plains requires one point per hex, while difficult terrain such as forests and swamps require more and roads require less.



Search tells you how far a unit can see, removing the fog of war from nearby hexes and revealing non-hidden units. The greater this value is, the more hexes will be revealed by the unit.



Morale is how confident your soldiers feel about their current situation, and is gained or lost depending on the results of battles that occur near them, in particular, how many

casualties both you and the enemy suffer. As morale falls, a unit may become Disordered, Broken or Routed, making it perform worse in combat. A unit's Morale determines how well it resists Magic attacks.



In the middle of the panel, you will be able to see what weapons and artefacts your unit is currently carrying. Weapons cannot be transferred between units, but artefacts can. 'Weapons' in *Fantasy General II* refer to all military equipment that a unit is carrying other than artefacts (which can include pieces of armour such as helmets). Each weapon can do a certain amount of damage to an enemy in a single attack, which is shown by the number beneath the weapon's icon. You can hover your mouse over the weapon to see further details about the weapon and the weapon's attack value is multiplied by the number of active members in the unit. A purple number indicates a magic weapon, which ignores armour but is weakened by strong enemy morale.

A special type of 'weapon' carried by some units is a shield (the in-game shields go by various names). Shields do not have a number underneath them and do not have any impact on the unit's attacks, but they can reduce the power of enemy ranged attacks. The exact effect of a shield can be found by hovering over it.

Artefacts can take a wide variety of forms, but all are items that can be found on the map (by exploring caves, ruins and other locations and raiding settlements) or captured off the enemy. Unlike weapons, artefacts are not permanently tied to one unit. To transfer an artefact, right-click the artefact from this panel, which will immediately return it to the inventory. When the inventory is opened, select which unit you want to receive the artefact from the panel at the bottom of the screen, and then left-click on the artefact.

NOTE: ARTEFACTS REQUIRE ONE TURN TO BE TRANSFERRED TO THEIR NEW UNIT.



Under the weapons and artefacts will be a series of coloured icons. Hovering over these will provide various information relevant to your unit, which can range from the fact that a unit is hidden and ready to ambush, to combat bonuses gained from past events, to special abilities that the unit has access to at the present.

NOTE: THE NUMBERS UNDER WEAPONS TELL YOU HOW POWERFUL THAT WEAPON IS. PURPLE NUMBERS INDICATE THAT THE WEAPON IS MAGIC.

If a unit is standing on a hex with a special terrain feature, such as a road or dense fog, a white icon depicting the terrain in questions will be visible. When hovered over, this provides information about the terrain, for instance, the ability to hide your unit in that hex.

Occasionally, temporary bonuses or penalties will apply to one or more units (or even the entire army). These will be listed next to the terrain icon and can be hovered over to get more information in the same way.



Finally, there are a series of buttons that can be used to give various commands to your units. The buttons that you will see at any one time will be dependent on a variety of

factors, including the unit type, whether the unit has moved, what terrain it is occupying, and any artefacts it may be carrying. Some of these, such as 'Rest' and 'Raid' are available to nearly all units, while some are very rare. Some of the more common ones are listed below:

- ◆  **Rest:** Leave your unit to wait out the turn without moving. As long as it does not move or participate in combat, all Wounded health points will be restored at the end of the turn.
- ◆  **Upgrade:** Open the unit's upgrade tree. If you have sufficient gold and other resources, you can use the upgrade tree to upgrade your unit into a more advanced unit. Hero units have a Skill Tree instead of the ability to upgrade, which grants new abilities to the existing unit instead of replacing it with a new one.
- ◆  **Raid:** Raid the settlement that the unit is currently occupying. This will give you gold (the exact amount depends on the remaining Region Wealth) or some other treasure such as an artefact but will destroy the settlement (which can then no longer be used for recruitment) and deplete Region Wealth by an additional point.
- ◆  **Attack:** Attack with all specified weapons (which can be seen by hovering over the button). After pressing this, right-click on the target enemy unit to attack them with the selected weapons. The icon of this button will change depending on the weapons available to that unit.
- ◆  **Restore Squad:** Spend gold to restore your unit to full health. Your unit must be at a hiring location (castle, settlement, war camp) in order to use this.
- ◆  **Use Artefact:** If a unit has an artefact equipped, it may be able to use a special ability as a result. To use an artefact, click this button and then right-click the target hex if the artefact's use requires it. Using artefacts sometimes costs mana, and some artefacts may only be used once, after which they permanently disappear. The icon of this button will change depending on the artefacts equipped by that unit.

- ◆  **Unit Ability:** Some units have a special ability, such as the ability to spot hidden units from a distance. These abilities can be used by pressing the appropriate button, and usually have a “cool down” time, meaning that you will have to wait for several turns before using the ability again. A number on this button indicates that you will have to wait for that many turns before using the ability again. The icon of this button will change depending on the ability available to that unit.

4. UNITS

4.1. MOVING UNITS AND AMBUSHES

In *Fantasy General II*, all units can move once and attack once per turn, however, they cannot move after attacking. On the map, a unit that can still move and attack will have a small green circular symbol next to the icon representing it. If a unit has used its move but can still attack, this symbol will turn yellow (even if there are no nearby enemies). If it has used all of its actions, the symbol will turn grey.



NOTE: YOU DO NOT NEED TO ATTACK IMMEDIATELY AFTER MOVING, INDEED YOU CAN MOVE ALL OF YOUR UNITS INTO POSITION BEFORE ATTACKING WITH ANY OF THEM!

In order to move a unit, first you will need to select it. This can be done a number of ways, although the most common is to simply left-click on the unit on the map, or the icon above it. Alternatively, you can use the panel at the bottom of the screen to select a unit by clicking on its portrait.



Once a unit has been selected, provided it has not yet moved, a thick white border will appear covering several hexes around the unit. This represents the maximum distance that the unit may travel in that turn, determined by the Speed of the unit and the movement cost of the terrain it would have to travel through. In order to move to a hex within this range, right-click on the intended destination. The unit will move there immediately unless interrupted by a previously unseen enemy unit.

If you wish to move your unit along a route other than the one suggested by the game (perhaps to avoid a location where you believe an enemy to be lurking), you can do so by selecting 'Waypoints'. To do this, select the unit you wish to move and then hold down the Alt key. While holding down Alt, right-click on any hexes you wish for the unit to pass through, in the order that you wish for it to pass them. Once you have selected all of your waypoints, release Alt and right-click on the unit's final destination, where you intend for it to end its turn or attack. Your unit will move there immediately, using the path you set up for it.

❖ **NOTE:** THE NUMBER OF WAYPOINTS YOU CAN SET FOR A UNIT IS LIMITED ONLY BY THE UNIT'S SPEED. ❖



Most units can “hide” from the enemy when they occupy certain types of terrain, including fog, caves and forests. Units that are hiding will have a small blue eye icon appear next to them (as well as on the unit’s portrait), while the enemy will see an empty hex. Enemy units that are hiding can be found by moving a unit next to them, or by using a spell that reveals them.

Units that would be hiding if they were not spotted will have a red-eye icon instead of the usual blue one.

If, when moving, a unit encounters a hidden enemy, it will be ambushed, even if moving to a hex adjacent to that enemy. If a unit is ambushed, the enemy unit will attack automatically, interrupting the



unit's movement. After being ambushed, your unit will still be able to attack during that turn, provided there is an enemy within range.

Ground units exert a Zone of Control on the hexes immediately surrounding them. While units can enter an enemy's zone of control freely, entering the zone of control will cause them to use all remaining movement for that turn. The next turn provided the relevant enemy unit has not moved, your unit will be able to leave freely. If you wish to move through an enemy's zone of control, you will be limited to moving only one hex per turn. When ordering units to move, hexes in enemy zones of control will be marked by red stripes over the hex.

4.2. COMBAT

All units can attack once every turn, provided an enemy is within range. If you attack without moving first, your unit will not be able to move afterwards.

In order to attack, first your unit must be within its weapon's range of an enemy. You can check this by selecting your unit and moving the



mouse cursor over the weapon's icon on the panel on the left of your screen. When ranged units are ready to attack an enemy, a red border will appear on the map indicating their maximum weapon range.

In order to attack, select the unit that you wish to attack with by left-clicking, then right-click on the target unit. Combat will occur immediately, and after a short animation of the battle, you will see one or both units lose health to reflect the losses in battle. If the enemy unit is killed by a melee (non-ranged) attack, the attacker will move to occupy the hex once held by the defender. Ranged attacks, or attacks made at a distance (although some units can use ranged attacks to attack an adjacent enemy), do not cause the attacker to suffer any damage.

Melee attacks can be made more powerful by surrounding the enemy unit with several of your own before attacking. Each friendly unit adjacent to the enemy when you attack will provide a Flanking Bonus, which will do more damage to the enemy than a single attack would.



If you have a unit selected and mouse over a valid target, but do not yet right-click, a prediction of the battle's result will appear on the left of your screen, above the unit info panel. This will tell you how many losses both your unit and the enemy unit are expected to take, and the same prediction will be shown on both units' health bars on the map, with the yellow segment representing expected losses. If a unit is expected to be killed, a skull will appear over its unit bar.

NOTE: COMBAT PREDICTIONS ARE NOT 100% ACCURATE. BE PREPARED IN CASE YOUR FIRST ATTACK FAILS TO BE AS POWERFUL AS YOU THOUGHT!

When the combat predictions are visible, you can view a more detailed (although no more accurate) prediction by holding down the Ctrl key. This explains the combat in terms of the four phases of combat – Missile, Skirmish, Charge and Melee. The phases that will actually see combat are determined by the weapons held by both units (for instance, a unit armed with an axe will attack in the melee phase), and heavy damage suffered in early phases will weaken the unit should it fight in a later one.

Not all phases will be part of every combat – Missile attacks only trigger the Missile phase, and Skirmish attacks only trigger the Missile and Skirmish phases (ensuring that a melee-weapon-equipped enemy cannot fight back from these attacks). In addition, many melee units have the 'Charge Attack' ability, which allows them to attack twice in the same round of combat, once in the Charge phase and then again in the Melee phase. However, if the defending unit is occupying a hex with terrain that "Breaks Charges", such as rough or forest, the attacker will not be able to benefit from this second attack.

❧ **NOTE:** SOME ATTACKS, IN PARTICULAR, SIEGE ATTACKS AND CERTAIN SPELLS, DO NOT TRIGGER ANY OF THE COMBAT PHASES. ❧



Some ranged units will provide Defensive Fire to protect neighbouring units from melee attacks, usually limited to once per turn. If you attack an enemy unit, the enemy unit providing defensive fire will ranged-attack your unit before combat between your attacker and the target begins. This will be accounted for in the combat predictions, causing the attacker to suffer more damage than if the defensive fire did not occur.

Units that can provide defensive fire will be shown with a green arrow next to their icon on the map, and the ability to do so will be visible beneath weapons on the unit info panel when the unit is selected.

NOTE: RANGED UNITS CAN USE DEFENSIVE FIRE TO PROTECT THEMSELVES, NOT JUST OTHER FRIENDLY UNITS.

If a unit is badly beaten in melee combat but survives the battle, it may retreat away from the attacker immediately after the battle. The possibility of a unit retreating will be listed in the combat predictions. Units that attempt to retreat but cannot, due to being blocked by your units' zones of control and impassable terrain, will surrender instead, destroying them completely.

4.3. DAMAGE AND MORALE

After being part of a melee battle or defending against a ranged attack, a unit is sure to have taken some damage. Damage reduces a unit's health, and when all of a unit's health is gone the unit will die.



Each unit has a health bar, which can be seen on the panel at the bottom of the screen above each unit's portrait, as well as at the top of each unit's icon on the map. Depending on the unit's Squad Size, this bar may be divided into one or more parts.

The health bar for a unit starts out fully green, representing a unit at full strength. After taking some damage, part of this bar will turn red, and the unit is considered to be 'wounded'. The unit's health is reduced when wounded (only the green part of the bar counts towards health), but these losses can be recovered by allowing a unit to Rest for a turn. The next turn, all formerly red parts of the bar will be green again. If the green part of the unit's health bar is reduced to zero, the unit will be destroyed – wounded segments are simply recoverable losses, and do not contribute to unit health.

NOTE: IF A UNIT IS ATTACKED WHILE RESTING, THE REST ACTION WILL BE INTERRUPTED, AND THE UNIT WILL NOT BENEFIT FROM RESTING THAT TURN.



If a unit takes a lot of damage, wounded parts of the unit may instead be Killed. These losses will cause the unit's Squad Size to decrease as dead members of the squad cannot fight, making weapons less effective. Killed parts of units are shown on the health bar in black, and cannot be recovered by Resting. However, if a partially-dead unit is on a settlement, war camp or castle, it can use the Restore Squad action, which costs gold but brings the unit back up to full health and at their current XP value. Alternatively, some artefacts allow a unit to regain health and units will always be restored at the end of a scenario in the campaign, but their XP will be reduced through the new recruits joining.

In addition to losing health, combat will also affect a unit's morale. Casualties taken by nearby friendly units in battle will cause morale to fall, while enemy losses will cause friendly morale to increase. Units with higher morale will fight better than those with low morale, especially when fighting against magical weapons. When a unit's morale falls below 67% it will become Disordered, at 34% Routed



and at 0% Broken. Morale is shown on the unit's map icon, which is fully coloured for high morale units, striped for moderate morale, and completely white when a unit is broken.

NOTE: COMBAT IS NOT THE ONLY WAY MORALE CAN CHANGE. THE USE OF ARTEFACTS AND CHOICES MADE IN NARRATIVE EVENTS CAN ALSO INFLUENCE IT.

When a unit is killed, whether by melee or ranged attack, any artefacts it was carrying will be captured by the attacking unit, or added to your inventory if that unit cannot carry any more artefacts. Some artefacts are very powerful, so be sure to capture as many as possible!

4.4. FLYING UNITS



Some units in *Fantasy General II* do not travel on the ground like most units but fly above it instead. Such units are known as Flying Units, and while they generally behave like other units, some special rules apply to them as well.

The most important difference between ground and flying units is in movement. Each hex may contain up to one ground unit and one flying unit at any one time, allowing flying units to “stack”. In addition, flying units do not suffer any movement restrictions as a result of terrain – a forest or

mountain can be flown over just as easily as open ground. Furthermore, flying units have no zone of control and are not affected by the zones of control of any ground units in any way.

In order to attack a ground unit with a flying unit, that unit must be flying above its target, merely being adjacent to it is not enough. However, you wish to use a flying unit to attack another flying unit, you can do so in the same way that two ground units would attack each other. Some flying units also have the ‘Intercept’ ability, which means that if you use a flying unit to attack an enemy ground unit, an enemy flying unit on an adjacent hex will attack your flying unit first, much like some ranged units can provide Defensive Fire to support allied units.

Flying units cannot be attacked by enemy melee units on the ground. However, they are vulnerable to enemy ranged units, which

can attack them just as they would fight ground units, with no penalties to range. Ranged units can also shoot directly upwards to attack a flying unit on the same hex as them.

Flying units also have the ability to spot enemy units that are hiding in forests and other rough terrain and can reveal any units within their Search range. Send them out to scout the land to prevent your enemies from ambushing your forces!

4.5. RECRUITMENT AND MERCENARIES

Whenever you are not maintaining a force that fully uses your Supply Limit, it is worth considering the recruitment of new units. In order to purchase a unit, you will need to have enough gold and supply to buy it, and access to a Hiring Location (a controlled castle, war camp or settlement) where it can be deployed or hire new recruits (but not Mercenaries) on the world map.



To recruit a unit, click on the small button at the right of the unit panel along the bottom of your screen, with a helmet icon. This will bring up a menu divided into two parts. The first part is labelled Mercenaries and allows you to choose from a series of mercenary units to recruit. Mercenaries are generally cheaper than regular units, but can only be used in the scenario they are recruited in. They do not require any Supply, and any artefacts they carry will be returned to your inventory at the end of a scenario. Mercenaries can be identified by a small icon of a bag of money on the unit info panel when selected.



Below mercenaries are War Band Recruits, allowing you to choose between several units. These units will stay with your army as long as they survive, or until you Fire them between scenarios. When you have decided what unit, you would like to purchase, select it from the menu and click Recruit. You will return to the map where several hexes near valid castles, war camps

or settlements will be highlighted. Right-click on one of these to deploy your recently-recruited unit there.



4.6. UPGRADES AND SKILLS

Once your army is sufficiently large, you may want to consider upgrading your units to more powerful weaponry or even different types of units altogether. For instance, your Light Shock Infantry can be upgraded to Shock Infantry and eventually Magic Shock Infantry, but they can also be upgraded to Missile Infantry (“Slingers”). Upgrading a unit will cost gold and very often Weapons, Armour or Mana, but not additional Supply. Unlike new recruits, upgrades do not require a Hiring Location – if you wish to upgrade in the middle of a field (or even right next to an enemy!), you are welcome to do so!

⌘ **NOTE:** MERCENARIES CANNOT BE UPGRADED. ⌘



In order to upgrade, click the yellow button on the unit info panel marked with an anvil. Units that can be upgraded will be marked by a small red flag on this button. A menu will



appear showing the path of possible upgrades that the unit has available, with the unit's current type marked by a pair of crossed swords behind its icon. Potential upgrades are given coloured icons, while unavailable ones are black and white, with the cost of upgrading listed below.



Select one of the unit icons to view details such as weapons, armour and speed on the left-hand side of the panel, and once you have chosen an upgrade you are happy with, click Upgrade. The upgrading will take place immediately, and any costs taken out of your stockpile of resources. If you decide not to upgrade your unit, click the X in the top right corner to close the menu. Once a unit has been upgraded, it may move and attack, continuing its turn as normal.

NOTE: ONCE YOU HAVE UPGRADED A UNIT, YOU CANNOT 'DOWNGRADE' IT BACK TO A PAST UNIT TYPE, NOR CAN YOU UPGRADE IT INTO A DIFFERENT TYPE OF UNIT NOT MARKED BY A DIRECT LINE IN THE UPGRADE TREE.



Hero units cannot be upgraded like other units, but acquire Skills that in many ways are quite similar. When a Hero levels up (due to filling up the experience bar), it will gain a Skill Point. By clicking on the star icon when the Hero is selected (it will be in the same place as Upgrade is for other units), you can choose to spend your skill point on a variety of different Skills. Some Skills improve the hero unit (such as "+50 Health"), while others provide bonuses to the entire army (such as "+2 Supply Limit").



Once a skill has been chosen, it is permanent. Unlike upgrades, however, you are allowed to choose skills that are not related on the Skill Tree at the same time – choosing one Skill will never lock you out of choosing another at a later time.

4.7. ARTEFACTS

As your army moves through the campaign, it will collect a series of artefacts. Some artefacts provide continual bonuses to units that carry them (such as additional speed or armour), while others allow units to use actions that would otherwise be unavailable (for instance,

drinking a healing elixir to restore the unit's health, or the ability to cast a spell to spot enemy units from a distance).



Most units can carry one artefact at a time, and only artefacts that are currently carried by a unit will provide their benefits to that unit. You can see what artefact a unit is carrying by selecting it. The artefact will be shown in the middle of the Unit Information Panel, next to the unit's weapon, and you can hover your mouse over it to see a popup explaining the effects of that particular artefact.

Artefacts that provide one-off effects or unlock special abilities such as magic spells can be used by clicking on the appropriate button at the bottom of the Unit Information Panel, and then right-clicking the target hex/es if necessary. Artefacts that can only be used once (such as Healing Elixir) will disappear upon being used, and are shown by the line 'Consumes Artefact' in the artefact's popup.

If you decide that a unit should stop carrying an artefact, select the unit and then right-click on the artefact's icon. The artefact will be immediately returned to your Inventory.



Your Inventory holds all artefacts that are currently in your army's possession and can be accessed by clicking the button at the bottom of the screen that looks like a bag. A small menu will appear, showing all of your currently-owned artefacts. Those currently held by units will be marked with a small portrait of the unit carrying them, while all artefacts have no current owner and thus cannot be captured, but are currently not helping your army either.

To equip a unit with an artefact from your inventory, it must have an empty artefact slot (if it does not have a free slot, un-equip the artefact it is currently carrying). Then select the unit and open the inventory. Clicking the desired artefact will cause it to be equipped by that unit, after a one-turn delay (which is shown by a small hourglass



icon). Any effects or abilities provided by that artefact will take effect at the beginning of the next turn.

Your primary sources of artefacts will be from exploring parts of the map such as caves, raiding settlements and capturing them from enemy units. In the case of exploration or raiding, you will acquire the artefact immediately upon exploration or at the beginning of the turn after deciding to raid, much like you would collect gold or other treasure.

Artefacts are captured from the enemy by killing units that are carrying them. Upon the death of the enemy, no matter how you kill them, the artefact will be immediately 'captured'. Note that the enemy can capture your artefacts too – if the enemy does manage to take one off you, be sure to reclaim it!

When a unit acquires an artefact, whether it is from exploration, raiding or capture, it will be automatically equipped by the unit as long as that unit has a free Artefact Slot. If it does not, the artefact will go straight into your inventory, ready to be equipped by another unit at an appropriate time.

In the campaign, if any mercenaries have artefacts equipped at the end of a scenario, they will return them to your inventory. Any artefacts in enemy hands will be lost forever.

5. DEPLOYMENT PHASE



At the beginning of nearly every scenario, you will have a chance to position your army for the upcoming battle. This period is known as the Deployment Phase.

During the Deployment Phase, you will be able to position your units in any of the highlighted hexes on the map. On most maps, these hexes will all be in one general area, but some maps have multiple regions where units may be deployed – if this is the case then you will be able to scroll through the various regions using buttons that appear at the top of the screen. To deploy a unit, select it from the list at the bottom of the screen and then right-click on the hex you want it to occupy at the start of the scenario.

Units that have been deployed will have darkened portraits at the bottom of the screen, allowing you to easily see which ones still need



to be deployed. If you change your mind about where you wish to place a unit, you can left-click

its portrait to remove it from the map. You can also “swap” units by right-clicking a hex that is already occupied – the new unit will take the old one’s place and the old unit will need to be deployed in another hex.

Once all units have been deployed, click End Deploy (where the End Turn button is) to begin the scenario. Note that all units must be deployed before this can be done.

6. CAMPAIGN PLAY

The campaign is the largest of all games offered in *Fantasy General II*. To begin a campaign, click Campaign in the main menu and then choose one of the campaigns listed.



Campaigns consist of a series of scenarios, each one with its own objectives which must be completed in order to progress through to the next. Your army, with the exception of mercenaries, will carry through from scenario to scenario, so keeping it alive is of the greatest importance. However, taking too long to complete scenarios will cause Region Wealth to deplete, leaving you with no resources to

recruit new forces and upgrade existing ones. How you handle this balance between caution and speed will determine whether you are victorious in the campaign.

Both between and throughout scenarios, you will frequently be presented with narration explaining the story of the campaign. Many of these messages will contain hints about enemies you may face or regions of the map worth investigating or avoiding. Some popups will present you with a decision, showing several ways to respond to a situation. Nearly all of these choices will have some impact on your game, some more immediately than others. For instance, you may encounter two warring clans and be forced to side with one or the other. If you choose well, you could find yourself with valuable allies in a later scenario, while your old enemies may not forgive you so easily.

6.1. BETWEEN SCENARIOS



At the end of a scenario, any leftover Region Wealth will be converted to gold and added to your stockpile. The victory screen seen at this point will tell you how much gold you receive, as well as allowing you

to replenish your units' health with gold, keeping their hard-earned experience, which you can do by clicking on the button marked with the symbol for gold. Should you not do so, those units will still be replenished, although this will come at the cost of experience instead (in which case no gold is spent). The potential experience loss is shown in the victory screen, below the unit's portrait.

NOTE: ONLY UNITS THAT HAVE RECEIVED "KILLS" (MARKED AS BLACK ON THE HEALTH BAR) WILL COST GOLD OR EXPERIENCE TO RESTORE. UNITS THAT HAVE ONLY BEEN "WOUNDED" (MARKED AS RED ON THE HEALTH BAR) WILL BE RESTORED AT NO COST.



Once you have replenished your units and clicked Continue, you will be taken to the Campaign Screen, where you can review your army and resources. Often you will be given additional resources, allowing you to expand and upgrade your army. This is a good point to recruit new forces – in scenarios you are required to control a Hiring Location in order to recruit (which on some maps may be difficult to find or too far away to be of much use), but between scenarios you may recruit and upgrade with no restriction, provided you can afford the new forces.

NOTE: UNLIKE OTHER GAME MODES, IN CAMPAIGNS, YOU ARE LIMITED TO ONLY A FEW UNITS WHEN RECRUITING NEW FORCES. MORE ADVANCED UNITS CAN ONLY BE OBTAINED BY UPGRADING EXISTING UNITS.



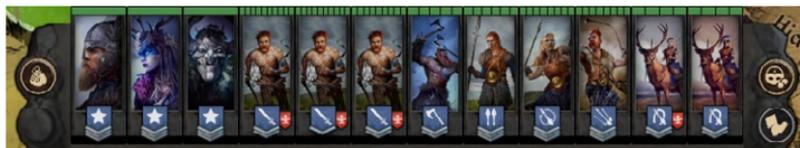
Unlike in scenarios, in the Campaign Screen, you may also ‘fire’, or delete, units from your army. You will not receive any resources from doing this, but it will free up any supply points that that unit was previously using. You may delete a unit by selecting it and then clicking the ‘Fire’ button, which has an icon of a boot.

Units can be upgraded here in the same way that they are in scenarios, namely by selecting them and then clicking the yellow Upgrade Unit button on the panel on the left of the screen. Units that have potential upgrades that you can afford will be marked with a small red flag next to the upgrade button.

Once your army is sufficiently reinforced and upgraded, you can select the next scenario by clicking on the round icon that appears on the map, which has a red label underneath telling you where the battle takes place. Sometimes there will be a choice of multiple scenarios that may be played, and your choice of where to fight may have implications later on in the campaign. Where a choice must be made, small flame icons will appear above the round scenario icon. Once you are happy with your choice, click Start Scenario to begin the next chapter of your campaign.

6.2. WHAT CARRIES THROUGH?

Throughout the campaign, you will collect various units, treasures and bonuses that will help you emerge victorious in scenarios. While many of them can be brought into subsequent battles, others cannot. This section will list what does and does not ‘carry through’ into later parts of the campaign so that you can use your resources most effectively.



Any units that you have recruited throughout the campaign will remain a part of your force as long as they stay alive, as will some units that are given to you throughout the campaign. Between scenarios, all units will return to full health no matter their losses in past battles, although you will be required to pay gold to restore damaged units without loss of experience. Any mercenary units, no matter how they were obtained, will leave your army, however.



Most resources, including Gold, Weapons, Armour, Liquid Mana and Supply, will be kept between scenarios, meaning that it is possible to save up some of these in order to make an upgrade at a later point in the campaign. Regular Mana, however, does NOT leave its scenario, and you will begin the next scenario with 0 in the absence of any skills or artefacts providing some.



Any artefacts that are in your army's possession at the end of a scenario, including those in your inventory or held by mercenaries, will be available in the next scenario. Mercenary-held artefacts will return to your inventory, as will those that were there at the end of the last scenario. Units holding artefacts will remain in possession of them.

NOTE: IF AN ENEMY KILLS YOUR UNIT AND STEALS AN ARTEFACT, BE SURE TO RECAPTURE IT BEFORE THE END OF THE SCENARIO. ANY ARTEFACTS IN ENEMY POSSESSION AT THE END OF A SCENARIO WILL BE LOST FOREVER!



Unit-wide or map-wide temporary bonuses, showing up as green or red icons underneath the resource list, or next to the terrain icon on the unit information panel, will not carry

7.1. MAP OPTIONS

In the Map section of the setup screen, you will have a series of options that will decide what your scenario ends up looking like. The first of these is the most important, defining the objectives and victory conditions of your scenario. Several options are provided, listed below:

- ♦ **Capture Map:** Capture all castles on a randomly generated map. You will win when you capture all the settlements on the map and lose if your opponent does so or your entire army is destroyed.
- ♦ **Elimination Map:** Kill all of the enemy's units before they kill all of yours. Last man standing wins.
- ♦ In addition to the randomly generated maps, a variety of pre-set maps can be played in Skirmish mode.

Below this will be a series of sliders that allow you to customise the finer details of the map. Note that not all of the following options will be available for all types of Skirmish:

- ♦ **Map Size:** How large the map area is. Note that larger maps will take longer to finish, and will be less crowded than smaller maps.
- ♦ **Mountains:** How much of the map area will be covered in mountains. Mountains are impassable, so more mountains will mean that movement on the map is more restricted.
- ♦ **Lakes:** How much of the map area will be water. Lakes restrict movement but not to the same degree as mountains.
- ♦ **Villages:** How many settlements populate the map. Capture maps with more settlements will take longer to complete.
- ♦ **Neutral Units:** How many neutral units (such as Dire Bears), hostile both to you and your opponent, begin on the map. This can be set to none if you do not wish to encounter them.

- ♦ **Theme:** What part of the Fantasy General world does your battle take place in? This will determine the look of the terrain, and some terrain types unique to an area (for instance, Lizard Villages are only present in the Sunken Lands) will only be seen if that area is chosen.

The following options will determine the constraints applied to the creation of armies. You will be able to build your army in the third section of the screen, while your AI opponent will choose their own army. Note that any choices made here apply to both players, ensuring that the scenario created is balanced and fair.

- ♦ **Supply:** What Supply Limit will players be allowed to build to? More Supply Limit means that larger armies will be more likely to be fielded.
- ♦ **Gold:** How much Gold can players spend in creating their armies? More Gold will mean larger armies and more advanced units will be present on the battlefield.
- ♦ **XP Multiplier:** If set above one, units will gain experience from battles at several times the rate observed in campaign battles (for instance, a multiplier of 2 means a unit will level up twice as often). At the regular rate, it is uncommon to see units' level up within one scenario, but with higher multipliers, this will be more frequent.
- ♦ **Hero and Unit Level:** Units begin the scenario with enough experience to bring them up to the level you set here. For example, if you set Unit Level to 1, all non-hero units will deploy at level 1.

7.2. PLAYER OPTIONS

Once you are satisfied with your map settings, the next thing to do is to adjust the Player options. By default, there are three players – one set to your control and two under AI command. To change who

commands each player, click on the dropdown menu and then click on the desired player. You can also change what colour each player commands by clicking on the coloured box and choosing from the options provided.

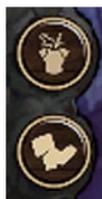
NOTE: THE LAST PLAYER IN THE LIST CONTROLS NEUTRAL UNITS SUCH AS WILD ANIMALS. THIS IS ALWAYS SET TO BE COMMANDED BY THE AI.

Finally, you can choose which faction each player will play as. This will determine what set of units they can choose to purchase from. Picking one faction does not in any way limit any other player from any choices (so if you wish to have a battle between two groups of Imperial forces, you may do so).

7.3. UNIT OPTIONS

The last thing to do is pick what forces you will command. These are determined by your faction chosen under Players, so if you chose the Barbarians then you will have access to Barbarian units. The list of units is divided into several categories (such as “Heroes” or “Missile Infantry”) to make finding them easier, and all units are the same as those used in the campaign.

To build your army, you will first need to decide which units to recruit. To select a unit, left-click on its portrait. An information panel, very similar to that that appears in scenarios, will appear to the left of the unit list, allowing you to see information about the unit, including health, armour, weapons and more. To add it to your army, either click Hire or right-click the unit’s portrait. It will then appear along the bottom of your screen. Recruiting the unit will cost gold and supply, and you may keep recruiting units until you run out of gold or reach your supply limit (both determined in the Map section). Other resources used for recruiting in the campaign, such as Weapons, do not matter in Skirmishes.



If you change your mind and decide you do not want a certain unit in your army any longer, you may remove it by right-clicking its icon on the bottom of the screen, or by left-clicking it (so that the portrait is highlighted) and clicking the 'Remove Unit' button, which has a picture of a boot. If you wish to start building your army from scratch, press the 'Delete Complete Army' button, which has a picture of some armour.

NOTE: IF YOU REMOVE A UNIT FROM YOUR ARMY, THE GOLD AND SUPPLY WILL BE FULLY REFUNDED.

Once you are happy with all of your choices, press Play to begin. Your map will be generated and then you will be able to begin deploying your units, as you would in any other scenario. Any leftover gold will be saved, allowing you to recruit more units later in the battle, although you will need a Hiring Location (settlement, war camp, castle) in order to deploy them.

8. MULTIPLAYER

In addition to allowing you to play against the AI, *Fantasy General II* gives you the option to play against another human player. In order to begin, select Multiplayer from the Main Menu.

You will be taken to the Multiplayer Lobby, which is divided into three major sections. In the centre, taking up most of the screen will be a list of all open games currently on the server, listing information including the other player's account name, map size and supply limit. You can select a game by clicking on it, which will bring up more game details (such as map size and settings) in a panel on the right of the screen. Once selected, you can join the game by clicking 'Join Game' on the bottom of the Details panel, or may create a game of your own by using the Create Game button at the bottom of the screen.



Games are created using the same interface as the setup of a Skirmish scenario (detailed in the previous chapter). Once you are satisfied with your choices, press Play and deploy your forces. At the end of the deployment phase, a notification will ask you to confirm that you are ready to upload the game to the server. Once it has done so, you will have to wait for an opponent to join your game.

On the left-hand side of the screen is the My Games section, where all of your current multiplayer games will be listed. You can play a turn by selecting a game marked with 'Your Turn' and pressing Play or forfeit the game to your opponent by pressing Forfeit.

The Multiplayer system in *Fantasy General II* is the same as in several other Matrix/Slitherine titles. After a game has been set up and you have deployed your units, an opponent will join your game through the lobby and deploy his or her units. Following this, you will play one turn and at the end of that turn, the game will be uploaded back to the server for your opponent to have their turn. At the end of their turn, the game will automatically be sent back to you. This continues until one player wins the scenario or forfeits the game.



9. HOT KEYS

Skill Screen: U

End Turn: Backspace

Instant Skip: Space

Continue Dialogue: Space

Dialogue Choice 1: 1

Dialogue Choice 2: 2

Dialogue Choice 3: 3

Dialogue Choice 4: 4

Toggle Grid: G

Fire Unit: Delete

Camera Right: D

Camera Left: A

Camera Forward: W

Camera Back: S

Zoom: Mouse Wheel

Rotate Camera Right: Q

Rotate Camera Left: E

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OWNED BY GRAVITY

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