

PRIMA'S UNAUTHORIZED GUIDE TO

MYTH

THE FALLEN LORDS

**THE MYTH
BATTLEFIELD
EXPOSED!**

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Joe Grant Bell



MYTH

THE FALLEN LORDS

Unauthorized Game Secrets

by
JOE GRANT BELL

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TABLE OF CONTENTS



1 THE MYTHICAL BATTLEFIELD

How *Myth* Differs from Other

Real-Time Strategy Games 4

Lack of Construction	5
Terrain is Critical	6
Formations are Crucial	6
Thinking is Essential	7
Extreme Difficulty	8

Terrain and Effects 8

High Ground	8
Trees, Buildings, Bridges, and Passes	9
Water	9
Weather	10
Debris	10
Impassable Terrain	11

***Myth*'s Missions 11**

They're Difficult!	11
Goal-Oriented Missions	12
Veterans Ease the Way	12

The Computer Opponent 12

Waiting for Attacks	13
Fleeing Combat	14
Opportunistic AI	14



The Online Experience	15
Tactics Prevail	15
Nobody's Invulnerable	15
Decisions Are as Important as Tactics	16
Onward	16

2 COMBAT FIELDS

The Light	18
Warriors	19
Archers (fir'Bolg)	20
Dwarves	21
Journeymen	22
Berserks	23
Forest Giants	24
The Dark	25
Ghòls	25
Thrall	26
Soulless	27
Cave Spiders	28
Myrmidons	29
Wights	30
Fetch	31
Trow	32
Summary	32



3 STRATEGIES AND TACTICS

Single-Player Strategies.....	34
When to Fight	35
Finding Advantageous Terrain	36
High Ground	36
Water	38
Enclosed Areas and Large-Terrain Features	38
Dividing Your Army	41
Establishing Groups	41
Using Groups Effectively	42
Introduction to <i>Myth</i> Tactics: Formations	42
Short Line	43
Long Line	44
Loose Line	47
Staggered Line	48
Box	49
Rabble	50
Shallow Encirclement	51
Deep Encirclement	53
Vanguard	55
Circle	56
Combined Formations	57
The Standard Army	57
The Standard Army with Auxiliary Forces	58
The Melee Army	60
The Skirmishing Army	61
The Traveling Army	62



Unit Match-Ups	62
Thrall	62
Preferred Targets	63
Defeating Thrall	63
Warriors	64
Preferred Targets	64
Defeating Warriors	64
Myrmidons, Ghôls, and Cave Spiders	65
Preferred Targets	65
Defeating Myrmidons, Ghôls, and Cave Spiders	66
Berserks	66
Preferred Targets	66
Defeating Berserks	67
Archers and Soulless	67
Preferred Targets	67
Defeating Archers and Soulless	68
Dwarves	68
Preferred Targets	68
Defeating Dwarves	68
Wights	69
Preferred Targets	69
Defeating Wights	69
Fetch	69
Preferred Targets	70
Defeating Fetch	70
Trow and Forest Giants	70
Preferred Targets	71
Defeating Trow and Forest Giants	71



Standard Single-Player Game Procedures	72
Army Formation	72
Scouting and Luring	72
Dwarf Bombardment and Archer Volleys	73
Finishing Off the Stragglers	73
Seeking an Exit	73
Common Errors in Single-Player Games	74
Failure to Exploit Match-Ups	74
Over-Aggressive Battles	74
Archer Mistakes	75
Wild-Goose Chases	75
Lack of Patience	76
Overlooking Mission Features	77
Missing the Point	77
Failure to Save the Game	78
On to the Missions	78

4 SINGLE-PLAYER MISSION WALKTHROUGHS

Crow's Bridge	81
Starting Forces	81
Mission Overview	81
Strategy	82
Stumbling Blocks	85



A Traitor's Grave	85
Starting Forces	86
Mission Overview	86
Strategy	86
Stumbling Blocks	88
The Siege of Madrigal	89
Starting Forces	89
Mission Overview	89
Strategy	90
Stumbling Blocks	93
Homecoming	93
Starting Forces	93
Mission Overview	94
Strategy	94
Stumbling Blocks	96
Flight from Covenant	97
Starting Forces	97
Mission Overview	98
Strategy	98
Stumbling Blocks	100
Force Ten from Stoneheim	101
Starting Forces	101
Mission Overview	101
Strategy	102
Stumbling Blocks	103



Bagrada.....	104
Starting Forces	104
Mission Overview	104
Strategy	105
Stumbling Blocks	107
Ambush at Devil's Overlook	108
Starting Forces	108
Mission Overview	108
Strategy	109
Stumbling Blocks	110
The Five Champions	110
Starting Forces	110
Mission Overview	111
Strategy	111
Stumbling Blocks	113
Out of the Barrier	113
Starting Forces	113
Mission Overview	113
Strategy	114
Stumbling Blocks	116
Silvermines	116
Starting Forces	116
Mission Overview	117
Strategy	117
Stumbling Blocks	119



Shadow of the Mountain	119
Starting Forces	119
Mission Overview	120
Strategy	120
Stumbling Blocks	122
Seven Gates	123
Starting Forces	123
Mission Overview	123
Strategy	124
Stumbling Blocks	126
Forest Heart	126
Starting Forces	126
Mission Overview	127
Strategy	127
Stumbling Blocks	129
Heart of the Stone	129
Starting Forces	129
Mission Overview	130
Strategy	130
Stumbling Blocks	132
The Smiths of Muirthemne	133
Starting Forces	133
Mission Overview	133
Strategy	134
Stumbling Blocks	135



Sons of Myrgard	136
Starting Forces	136
Mission Overview	136
Strategy	137
Stumbling Blocks	139
A Long Awaited Party	140
Starting Forces	140
Mission Overview	140
Strategy	141
Starting Forces	143
Mission Overview	144
Strategy	144
Stumbling Blocks	146
Across the Gjol	146
Starting Forces	146
Mission Overview	147
Strategy	148
Stumbling Blocks	149
The Watcher	150
Starting Forces	150
Mission Overview	150
Strategy	151
Stumbling Blocks	153
River of Blood	154
Starting Forces	154
Mission Overview	154
Strategy	154
Stumbling Blocks	156



Pools of Iron	157
Starting Forces	157
Mission Overview	157
Strategy	158
Stumbling Blocks	159
The Last Battle	160
Starting Forces	160
Mission Overview	160
Strategy	161
Stumbling Blocks	164
The Great Devoid	164
Starting Forces	164
Mission Overview	164
Strategy	165
Stumbling Blocks	170
Congratulations!	170



5 MULTIPLAYER GAMES

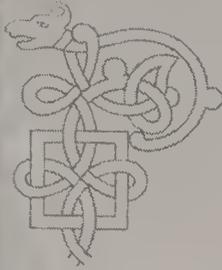
Unique Challenges of Multiplayer Games.....	172
Unit Parity.....	172
Multiple Threats	173
Human Unpredictability and Competence	173
Less Obvious Tactics	174
Varying Rules	174
Unit Trading.....	174
Perennial Favorites	175
Trow and Forest Giants.....	175
Fetch	176
Berserks	177
Archers and Soulless	177
Cave Spiders	178
Safe Bets	179
Warriors	179
Dwarves	179
Ghòls.....	180
Risky Units	181
Journeymen.....	181
Wights	182
Myrmidons	182
Thrall	183



The Basics of Bungie.net	183
Navigating Chat Rooms	183
Entering Games	184
Player Rankings	185
The Hidden Effects of Player Rank	185
The Visible Effects of Player Rank	186
How the Server Works	186
Selecting Good Games	187
Advancing in Rank	187
Learning from Battles	188
Multiplayer Strategies by Game Type	188
Body Count	188
How to Proceed	188
Subtle Nuances	189
Steal the Bacon	190
How to Proceed	190
Subtle Nuances	190
Capture the Flag	190
How to Proceed	191
Subtle Nuances	191
Territories, Balls on Parade	191
How to Proceed	191
Subtle Nuances	192
Flag Rally, Scavenger Hunt	193
How to Proceed	193
Subtle Nuances	194



Maps and Strategies	194
The Desert Between Your Ears/If I Had a Trow	194
Mudpit Massacre	196
Ground Zero	197
I'll Dance on Your Spiderweb/Grave	198
For Carnage Apply Within	199
Creep on the Borderlands	200
Rest in Pieces	201
Death in the Dire Marsh	202
The Commandments of Multiplayer Myth	203
The Rest is Up to You!	203



INTRODUCTION

Myth is a revolutionary game. While most companies are content to emulate the real-time strategy successes of *Warcraft II* or *Command & Conquer*, *Myth* has successfully taken the genre in a bold new direction. It does this not with graphics or gimmicks, but by adding a level of tactical depth previously unseen in the real-time game arena. It also doesn't hurt that the game is well-crafted, exhilarating, and beautiful to behold.

Oh, by the way, it's really hard. Playing *Myth*'s single-player missions on "Normal" difficulty is like playing many games on "Expert." There are no easy victories and no push-overs. Each and every scenario is a challenge, and this rule holds true from the game's first mission to its last. That's probably why you're reading this book.

If so, you've come to the right place. This book is devoted to explaining the world of *Myth* and making you a better player. While experience is truly the best teacher, this book will help you learn *more* from your experiences. The rest is up to you.

The first chapter of this book explains the premise behind *Myth* and the characteristics that make it unique. Read this chapter to find out why the game is so hard and why it's so different from every other real-time strategy game you've played.

Chapter 2 is a roundup of every standard military unit in *Myth*. From warriors to Ghòls to Forest Giants, this chapter examines each unit's strengths and weaknesses and explains how to get the most out of each one in both single-player and multiplayer games.

Chapter 3 is where we talk strategy. This chapter explains the basics of the *Myth* battlefield, covering such topics as when and where to fight, which units to use in which situations, and how to select the best formations for your army.

Chapter 4 contains detailed walkthroughs of every single-player mission in *Myth*. If you are stuck on a particular mission and wonder if you missed something, this is the best place to look.

Finally, Chapter 5 is a compendium of multiplayer tips and tactics. Read this chapter before venturing online, and you'll learn how to avoid getting crushed over and over by veteran players. You'll still take your knocks, but this chapter is guaranteed to lessen the blows.

Read on and discover the unique battlefield of *Myth*.



MYTH

CHAPTER ONE THE MYTHICAL BATTLEFIELD





CHAPTER ONE

Myth is a real-time strategy game, and if you've played other real-time strategy games, you'll approach *Myth* with certain expectations. In many cases, those expectations will be dead wrong because *Myth* is completely different from all other real-time strategy games currently on the market. *Myth* manages to take the best elements of turn-based strategy games and implements them in a real-time environment. The result is a game that's much more complicated — and entertaining — than it first appears to be.

This chapter is devoted to introducing the finer points of *Myth*. It doesn't delve into complicated strategies (covered in Chapter 3), but rather, gives you a good understanding of what sort of tactics work in *Myth* — and why. If you understand how things work — instead of merely following the instructions in Chapter 3 — you'll be able to learn and grow as a player. If you don't take time to think about what makes each battle *work*, you'll never improve. *Myth* is very much a game of thinking and richly rewards the player who considers various possibilities beforehand, rather than simply reacting to battlefield conditions.

HOW MYTH DIFFERS FROM OTHER REAL-TIME STRATEGY GAMES

Many real-time strategy games pay lip service to the forces that shape a conflict on a realistic battlefield: combined arms attacks, formations, flanking . . . the list goes on. But when you peel away those claims, you find a combat model fundamentally very simple. Winning tactics boil down to very simple formulas, indeed. Usually the formula looks a bit like this:

1. Figure out which unit is best.
2. Build as many of these units as possible in as short a time as possible.
3. Concentrate those units into a single, huge amorphous mass — a lump of destruction, if you will.
4. Take this army and direct it toward the enemy.
5. Instruct your army to pummel the enemy's similarly large, amorphous army.
6. The player with the bigger army wins.

Myth is the first real-time strategy game to avoid such simplicity. Read on to learn how it differs from the crowd and how you'll have to adjust your style of play to capitalize on its subtleties.





THE MYTHICAL BATTLEFIELD

LACK OF CONSTRUCTION

You can't build structures in *Myth*, nor can you purchase or train new soldiers. All you can do is fight with what you've got; your success or failure depends solely on your skills as a commander.

This lack of construction has serious ramifications on the *Myth* battlefield. The most significant result is the need for efficiency. You can't send a squad of warriors to their demise and expect to replace them later. Instead, you must conserve your forces because they're all you've got. Every casualty on either side of the fight is significant. You'll find yourself cheering as your archer shoots down a single Ghôl.

The inability to generate new units also affects the pace of the game. Unless you are forced to complete a mission in a specific time frame, or the enemy army is doing something that forces you into action, you don't need to worry about locating and overrunning your enemy immediately. After all, he can't build units. It's not as if you need to find and disrupt his means of production. It's usually better, therefore, to proceed slowly and maintain a good formation than to send your units tearing around the map in a ragged line, only to be demolished by a well-organized opponent.

Finally, the lack of unit production also has a profound effect on multiplayer games. One player cannot dominate a game by cranking out new units at near-bionic speed. The fixed number of units ensures that everyone must take good care of his army and make sound decisions instead of relying on fast reflexes and wild, off-balance offensives to smash other players.





CHAPTER ONE

TERRAIN IS CRITICAL

In many strategy games, terrain is merely a backdrop, but in *Myth*, it's extremely important. *Myth* uses a system of realistic physics, and gravity plays a big part in your battles. High ground gives an advantage to archers, as it allows their arrows to fly farther. Water serves as a barrier for some units but not for others, while only certain unit types may pass through or over steep inclines.

Terrain influences your tactics in many unexpected ways, and choosing the best position for your army is seldom a simple matter. A hilltop may seem like a choice location until the enemy camps on another hilltop and starts raining arrows on your head. An island may seem like a safe haven for your archers, until wights emerge from the water nearby. We'll discuss terrain more thoroughly in a few pages, but for now, rest assured that its effects on battle are vast.

FORMATIONS ARE CRUCIAL

Myth is a game of formations. This is in stark contrast with most real-time strategy games — games that can be beaten by lumping your units together in a big, shapeless mass. Why are formations so important in *Myth* and not in other real-time strategy games? Here are a few reasons.

- *Emphasis on melee.* Most real-time strategy games model combat between units and vehicles that can fire from a distance. There's very little hand-to-hand combat (otherwise known as melee). Since your units can fire at any enemy within a certain radius, there's no need to arrange them in any particular way or fashion. They'll all get their shots in as long as their target stays within range.

In *Myth*, on the other hand, most units must attack with short-range weapons. Therefore, if you order your men to attack in a shapeless mass, the units in the middle and the back of the mass will be too far from the enemy to get in their attacks. Essentially, they're rendered useless.

- *Accurate damage modeling.* Games that *do* model hand-to-hand combat don't always model damage very accurately. Often, you'll notice that a unit, which is getting pummeled, can return fire just as well as a completely unscathed unit. Also, units with their backs to the action can turn around almost instantaneously, and units far from the action can join the fray in moments.





THE MYTHICAL BATTLEFIELD

In *Myth*, things are handled much differently. If a warrior is speared just as he prepares to strike, he'll be cut off in mid-swing, unable to complete his attack. This means that it's important to line your soldiers up to face the enemy and not to allow them to be flanked (which results in your units getting hit more frequently by enemy fire and prevents them from damaging the enemy in return). Shapeless masses, therefore, are much less useful than formations, as masses are easily flanked or encircled.

Myth also accounts for the awkwardness of hand-to-hand combat. Units cannot turn about face instantly, nor can they deal very easily with attacks from the side or the rear. Also, units cannot sprint into battle at an unrealistically fast rate. These realistic features make formations that much more important, as formations allow you to position your soldiers *ahead of time*.

- *Realistic terrain and physics.* *Myth's* realistic terrain and physics contribute to the value of formations. In most real-time strategy games, "friendly fire" hardly comes into play, and terrain is generally a non-factor.

Conversely, in *Myth* your archers' arrows and Dwarves' grenades exist in real space and hit any unit — friend or foe — that gets in the way. This means you can't just lump archers into a bunch, or they will shoot each other accidentally. The same holds true for a warrior placed in front of the archers. And watch out if you've got a Dwarf lobbing grenades in the midst of your own troops!

Terrain also dictates formations. Narrow, constrictive terrain encourages dense formations, while wide-open spaces require long lines of troops.

THINKING IS ESSENTIAL

As a result of the factors we've just mentioned, *Myth* is a game of thought, not a game of mindless mouse-clicking. Troops must be conserved, their skills maximized. There is no easy way out, and a poor player can't get by on blows alone. To win at *Myth*, you need to learn the art of visualization: survey the terrain and your opponent; examine the battlefield for significant points; and plan an attack that is powerful *and* flexible.

You also have to learn how to retreat and how to change plans mid-game. If your warriors are getting showered with arrows and have no chance of rushing the enemy archers, make them retreat. Similarly, if your line of archers is disrupted because a party of Ghòls sneaks up from behind, scatter the archers and seek a better way of protecting them. *Myth* is all about envisioning possibilities and skillfully planning for them, so that you aren't defeated by confusion when the enemy does something unexpected.





CHAPTER ONE

EXTREME DIFFICULTY

Since *Myth* is a unique game experience, you probably will get smashed the first few times you play. (Even the Normal difficulty level, which doesn't *sound* too hard, can be extremely demanding.) Don't get frustrated if this happens to you. Use this book to learn more about *Myth* and to get through the single-player missions on the Medium difficulty level. Then try the same missions at harder levels, and venture out onto the Internet for multiplayer mayhem once you've mastered *Myth*'s fundamentals.

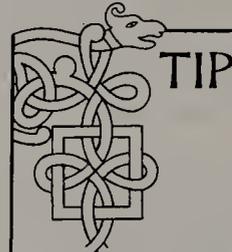
TERRAIN AND EFFECTS

We previously mentioned the effects of terrain. Here's a more in-depth look at terrain, weather, and other natural conditions, which tend to affect a battle's outcome.

HIGH GROUND

High ground is extremely important in *Myth*. When you control the high ground, you force the enemy to approach from below, and it may take some time for the enemy to make the climb to reach you. If the incline is steep enough, many unit types won't be able to reach you at all. In this case, you can pelt them with arrows to your heart's content. But even if the incline isn't that steep, you have ensured that enemy units have a long, hard climb, which slows them down quite a bit and frequently messes up their formation.

Archers and other long-range attackers thrive on high ground like no other unit types. Archers' arrows and Soulless' javelins travel considerably farther from above with gravity on their side. Also, when archers are positioned just above warriors, the warriors can protect the archers, while the archers can still fire at the enemy over the warriors' heads (and not into their backs).



The hardest difficulty level of *Myth* is all but impossible, and we're not just saying that to make you feel better. Even the best online players we've contacted have not beaten the game at this level.

Don't feel inadequate if you just can't seem to find a way to beat *Myth* on Legendary difficulty. This level of play requires a level of game understanding, reflexes, and luck that few, if any, can aspire to





THE MYTHICAL BATTLEFIELD

Dwarves' incendiaries are notoriously deadly and quite inaccurate. They are much more safely thrown from atop an incline than from its base. Throwing grenades from the bottom of a hill toward an enemy on a hilltop is a bad idea, often resulting in the grenade rolling back down to kill your hapless Dwarf.

High ground isn't only useful when your units are positioned on top. Ridges and hills can be used as cover for your melee units, which would otherwise be pelted by enemy archers. Have your men hide behind hills as you send them in for the kill, and they'll benefit from the obstruction to the enemy archers' shots.

TREES, BUILDINGS, BRIDGES, AND PASSES

Use trees and buildings to foil enemies that utilize long-range attacks. A few troops — not many at all — can defend bridges and mountain passes, which can be used to turn the tide against a numerically superior force.

As a rule of thumb, hard-hitting, high-quality units are more useful on maps with choke points, such as bridges and passes. In these situations, a few Dwarves or Berserks can effectively turn the tide against big masses of enemies forced to cross a pass or bridge. Wide-open spaces, however, favor more massive armies as these large armies can flank, and hence get more attacks on a smaller but higher-quality enemy force.

WATER

Water is a terrain feature that requires careful consideration. If your enemy consists entirely of light forces, you can consider water an absolute obstacle — none of your men can cross it. Thrall and wights, however, can cross rivers and can hide underwater indefinitely, making water a potentially deadly ambush point.

Water is a major consideration in both single-player and multiplayer games. In single-player games, you should always be alert to the possibility of enemies beneath the water's surface, and remind yourself not to consider bridges as an absolute choke point (since certain undead units can cross the water to either side). In multiplayer games, you should consider the map's water level before selecting wights and Thrall, as water may play a large role in their overall effectiveness.





CHAPTER ONE

WEATHER

Bad weather tends to render missile attacks less effective. Wind serves as the primary deterrent to good archery, while rain and snow interfere with the sensitive fuses on Dwarves' grenades, frequently causing duds. Weather cannot always be predicted, but once the conditions are obvious, you should bear in mind its effects. For example, you may not want to rely too heavily on your Dwarves if it's snowing. With wind gusts and rain, you may want to charge a line of enemy archers that would otherwise cut your warriors to bits before they even got within striking range.

Weather conditions can and will change during the course of a battle. Just because it snows at the start of the mission, you cannot assume that it will snow throughout the mission and at its end. Whenever a change in the weather occurs, consider what effects it will have on the battle. (For example: "Aha! It stopped raining, so now my Dwarves will be much more useful. Maybe I should launch my attack before it starts raining again.")

DEBRIS

Debris litters the battlefield and sometimes has an impact on the proceedings.

Weapons and body parts — in fact, anything left on the battlefield — make incendiary attacks all the more deadly. Throw a grenade into a pile of debris, and the grenade becomes even more formidable, casting rubbish here and there with deadly force.

Blood stains the ground after brutal conflicts. Remember that blood can extinguish grenade fuses just as rain or snow can, thus reducing your Dwarves' effectiveness in particularly messy areas.

Ghòls can pick up and throw debris, although, in practice, this ability is more amusing than effective. The best debris for Ghòls to throw includes "dud" grenades and satchel charges from Dwarves and the sickeningly named "pus packs" left behind after a wight dies. Have your Ghòls scour the ground for these useful "goodies" whenever you have little else to do.





THE MYTHICAL BATTLEFIELD

IMPASSABLE TERRAIN

Some terrain is downright impassable, save for units with unusual mobility (such as the Soulless). This impassable terrain can present genuine opportunities or grave dangers. For example, if your party of Soulless finds a mountain inaccessible to enemy foot soldiers in a multiplayer game, they can fire at the passersby with little chance of being attacked in return. On the other hand, if you find a group of Soulless camped out on a mountaintop, your best strategy is to run in hopes of drawing them away. Water, which the Soulless can also cross with ease, presents difficulties similar to the ones caused by mountains.

Sometimes you may find terrain that is impassable from a certain direction. For example, you can cross a bridge and station your archers on the other side of a river, forcing your enemies to walk to the bridge and to cross it if they wish to engage your archers. This strategy buys the archers additional time to get their shots off.

MYTH'S MISSIONS

Chapter 4 provides a thorough walkthrough of every single-player mission in *Myth*. For those of you who would like a taste of what to expect and a few tips on how to proceed, here are some distinctive characteristics of *Myth*'s missions.

THEY'RE DIFFICULT!

Myth's single-player missions are extremely hard. Most of them pit you against forces vastly superior to your own and force you to win through skillful maneuvers and quick thinking. There are no tricks or gambits that let you chalk up effortless wins, although, as you become more and more familiar with a mission (after repeated tries), you eventually will reach a point where you can win time and time again.





CHAPTER ONE

GOAL-ORIENTED MISSIONS

Several of *Myth*'s single-player missions pit you against enemies *so* numerous that you can't kill them all. The key to these missions is to fulfill your mission goals, which almost never boil down to something as simple as "Kill all the bad guys." Even in situations where you *can* defeat the enemy, it is necessary to follow the mission guidelines closely if you wish to succeed.

VETERANS EASE THE WAY

The opposition you face in *Myth*'s single-player missions varies according to the difficulty level, but, regardless of the mission you choose, you always start with a certain number of units. The number and type of units you receive never vary, but these basic units are automatically replaced with survivors from the previous mission. For example, if you finish the first mission (Crow's Bridge) and all four of your archers survive, you may immediately start the next mission (A Traitor's Grave). You then will find that the four archers from Crow's Bridge came along with you and replaced the four inexperienced archers you would normally receive for Mission 2. These experienced units are much more effective than the green ones, and their presence gives you a definite edge in the upcoming battle.

To gain the full benefits from this effect, you should immediately start the next mission right after surviving a mission with several troops intact. Save the game right at the beginning of the new mission, so you can reload from that position whenever you want. (Your veterans will be there the next time you reload from that position.) If, however, you later decide to play "A Traitor's Grave" and start it with the New Game command — instead of choosing Continue Saved Game and picking the saved game with the veterans — you will start the mission only with inexperienced troops, making the mission infinitely more difficult.

THE COMPUTER OPPONENT

Your computerized opponent in *Myth* isn't as bright as a human player but is capable of a few subtleties — more subtleties, at least, than the typical AI foe. Here's an overview of what to expect from the AI in *Myth*.





THE MYTHICAL BATTLEFIELD

WAITING FOR ATTACKS

The computerized foe usually does not attack unless it has sufficient strength. For example, a computer-controlled army may wait until reinforcements arrive before launching a full-bore attack. It's important to realize that the computer is capable of waiting. You shouldn't expect combat with every computer-controlled enemy unit you encounter.

Another common scenario occurs when the enemy force does not attack until you venture within a certain radius of its units. When you enter that critical radius, the computer launches a full-scale attack. Depending on the mission and circumstances, you can sometimes flee from the attack, causing the computer to withdraw to its starting position. At other times, the computer mercilessly hunts your troops down.

In general, the toughest enemy troops are the ones situated in a certain spot that refuse to chase your troops beyond a certain point. These enemies usually start the game with fairly good position and refuse to give it up. Examples of this situation include an enemy army, camped on the other side of a bridge, which will not cross the river or bridge and Soulless units perched on a high ridge where they can snipe at anything at lower levels.

When you encounter enemy troops camped in a particular spot, it is always useful to test the waters to find out how they will react to attacks. Establish a good defensive position on high ground, send a lone warrior out to "trigger" the enemy, and then run away. If the enemy engages in a full-scale attack on your army, you know that you will face an aggressive enemy. If the enemy chases your warrior but then retreats to its original position when your warrior runs away, you have a defensive enemy on your hands.





CHAPTER ONE

FLEEING COMBAT

Certain computer-controlled units willingly flee when things aren't going their way. Generally speaking, large armies never flee, while small bands of enemies are prone to flight (or to avoiding your army entirely). You will see this fleeing behavior most commonly in Ghôl packs and small groups of Soulless. Ghôls' speed and Soulless' long-range power make them ideal for hit-and-run tactics, and the computer uses these advantages. Ghôl packs typically flee when they face a superior force. Soulless tend to float onto and across terrain that your troops cannot reach.

Sometimes this behavior is amazingly transparent and easy to defeat. When Ghôls and Soulless try to be sneaky, they approach your troops while your troops' backs are turned. A common tactic to counter and beat hit-and-run forces is to turn a line of archers, so that their backs are to the Ghôls or Soulless. Spin your archers around quickly, and launch a volley of arrows when the Ghôl or Soulless are within range. This tactic may be repeated ad nauseam. After all, nobody said the undead were bright!

OPPORTUNISTIC AI

The enemy tends to be opportunistic. Large armies tend to fight in a forthright manner, while smaller bands look to flank the enemy. In particular, Ghôls and Myrmidons seek out your archers and Dwarves, circling and re-circling until they have a clear approach.

Similarly, enemy troops are also capable of capitalizing on distractions. For example, a pack of Ghôls, which has been running around without showing any sign of aggression, sometimes attacks from behind when your forces are engaging a real army. You must watch out for subtleties like this while playing *Myth's* single-player missions.





THE MYTHICAL BATTLEFIELD

THE ONLINE EXPERIENCE

Playing *Myth* online is remarkably easy and worthwhile. Devoted to helping you improve your multiplayer skills, Chapter 5 will teach you how to fend for yourself in the vicious world of online combat. Here's a quick look at what defines multiplayer games in *Myth*.

TACTICS PREVAIL

You need a sound strategy and solid tactics to win at *Myth*. That's not to say that luck won't hand you the occasional victory — for it will. In general, however, the player who wins is the best tactician. This greatly contrasts with many real-time strategy games, which boil down to a very simple formula. The winners of these other games have mastered the game's simple formula and have honed it to perfection. They do not necessarily have any real tactical knowledge.

NOBODY'S INVULNERABLE

Chaos sometimes dominates the battlefield, especially as the number of players increases. Although sound tactics usually prevail, there's always a chance to win at *Myth* — and always a chance to lose, as the finite number of troops makes it difficult to recover from a critical mistake or a fluke (such as an overlooked wight destroying your main infantry line). Chaos is not, however, a bad thing: it keeps everyone honest and ensures that even the newest players sometimes get a break.





CHAPTER ONE

DECISIONS ARE AS IMPORTANT AS TACTICS

The most pivotal point to remember about multiplayer *Myth* is that decisions are at least as important as — and often much more important than — tactics. If you play a game of Body Count and attack an enemy completely fortified in an excellent defensive position, you're bound to lose even if your unit-level tactics are better than your foe's. Similarly, if you play against four other players in a game of Last Man on the Hill and rush the hill immediately, you're bound to get chewed up as the other players surround and destroy you. Decisions, not individual troop actions, are often the linchpin of multiplayer *Myth* battles.

ONWARD

Now that we've outlined *Myth*'s unique qualities, let's proceed to the strategies that will help you win. As you read this book, remember that in *Myth* (as with all strategy games), there's no substitute for experience. Playing frequently and analyzing your performance are necessary if you wish to grow and to improve as a player. So read on and learn, but pay attention as you play, too. This book makes you a *better Myth* player, but only experience can make you a *great Myth* player.





MYTH

CHAPTER TWO COMBAT FIELDS





CHAPTER TWO

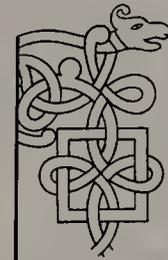
Myth is a game of combat, pure and simple. There's no kingdom to build, no infrastructure to maintain, and no fragment of trade or diplomacy. You attain victory through supremacy in battle, and to be effective at this, you must have a thorough understanding of the units at your disposal. This chapter provides information on every common unit in the game, explaining its strengths and weaknesses, most effective roles, and value or importance in both single-player and multiplayer games.

There are a few special units not discussed in this chapter, but these unique units are unavailable in most single-player (and all multiplayer) games. We don't discuss them here for two reasons: (1) they appear so infrequently as to be irrelevant in most battles, and (2) we want to preserve your sense of excitement when you *do* meet them in the game. Chapter 4 describes these special units in their appropriate mission briefings; therefore, you needn't worry about having to fight these foes without any knowledge of them.

THE LIGHT

The Light features somewhat less a variety in troop types than the Dark. This is not an issue in single-player games, where your starting resources are preset and your ability to win is based on skill, not variety. In multiplayer games, this discrepancy is equally moot because players can build armies using troops from both the Light and the Dark.

Despite the lack of variety, the Light is quite solid in every area with infantry ranging from good to excellent (warriors and Berserks), very good long-range attackers (archers), a highly destructive mid-range attacker (Dwarves), and a Giant capable of taking on a Trow (the Forest Giant). The Journeyman is the Light's lone "miscellaneous" unit, whose ability to heal is quite valuable in many single-player missions.



TIP

Units are ranked in several areas: cast, speed, power, and durability. Cast is the unit's cost in a multiplayer game with unit-trading enabled. Comparing casts is a good way to decide which units are better than others. For example, when you see that a Trow is worth 24 points compared to a warrior's two points, you will start to sense how much better the Trow is.

Speed, power, and durability are measured with descriptive words. From worst to best, the rankings are as follows: poor, below average, average, above average, good, very good, and excellent. Units with the same rating are not necessarily equal, and you should bear in mind that several factors contribute to a unit's ranking. For example, a unit may in fact be quite durable, but its slow attacks cause it to take frequent hits in combat, thus giving the illusion of fragility. The bottom line is that you should take these ratings with a grain of salt.





COMBAT FIELDS

WARRIORS

Cost: 2

Speed: Average

Power: Average

Durability: Above Average

Warriors are the standard infantry unit of the game. They are reasonably fast, reasonably powerful, and durable enough to take a good beating. They're leaps and bounds better than the Thrall (the Dark's choice for infantry in early missions) and usually better than Myrmidons in single combat.

Line and encirclement formations usually work best for warriors since they allow many warriors to attack at once. Dense formations force the warriors in the middle to wait for their turn to strike, rendering them nearly useless.

Since warriors are strong but lack the speed of many other units, they typically serve as the foundation for an attack. In other words, once the warriors are in formation, the battle takes shape around them. Archers line up in a spot where they can lend fire support; Dwarves try to destroy the biggest enemy hordes before they reach the warrior line; and auxiliary forces support the warriors in a variety of ways.

It is possible to cast warriors in auxiliary roles, using them to flank an enemy while the enemy is occupied with your main force, to take out distant archers, or to defend the main force's flanks. But the warriors' slowness makes them less than ideal in these roles.

Bottom Line: The warrior is perhaps the least interesting unit on the battlefield, but he's the cornerstone of most missions and the standard by which all other infantry units are judged.





CHAPTER TWO

ARCHERS (FIR' BOLG)

Cost: 3

Speed: Below Average

Power: Average

Durability: Poor

Archers have the longest range of any troops in *Myth*, whose arrows cause reasonable damage upon impact.

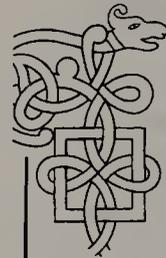
Though typically useless alone, archers are extremely valuable in groups. They are at their best when they are ordered to target individual enemies, concentrating all their fire on a single unit and then attacking another unit after the first one falls. Archers should be used to destroy the opposition's long-range attackers — Soulless, other archers, and so forth — first. If you do not destroy the long-range attack first, archers risk being destroyed by these enemies, and your army would lose its long-range support.

Archers' fragility makes them vulnerable to melee attacks of all kinds. It is imperative to keep a detachment of nearby infantry to support the archers and to engage any units that try to attack your archers at close range. If melee attackers reach your archers, the archers should scatter while your infantry engages the pursuers.

Archers excel in line and encirclement formations; a long line is usually the best formation. Line formations ensure that archers will not shoot one another as they attack their targets.

Battlefield experience reveals that archers are invaluable for killing wights, Dwarves, Fetches, and any other unit that deals massive damage in mid- to short-range combat. Archers can destroy these units before they get close enough to unleash their fury. Keeping your archers intact is a key to many single-player missions.

Bottom Line: Archers can counter units such as Dwarves and wights, units that can turn the tide of the game instantly. You can also use your archers against enemy archers and to soften up enemy infantry. Archers are among the game's most versatile units — and an army without archers (or Soulless) tends to be one-dimensional.



TIP

Warriors that defend archers are, at times, shot by accident. If you have warriors standing in front of your archers to defend them, be sure the warriors stand either on a lower elevation or at some distance from the archers. Otherwise, they'll get shot in the back.





COMBAT FIELDS

DWARVES

Cost: 6

Speed: Below Average

Power: Very Good

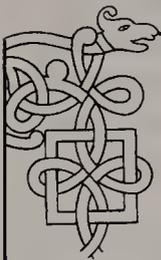
Durability: Poor

Dwarves are easily the most volatile units in *Myth*. Their grenades and satchel charges are extremely potent and deadly, but they are also erratic and prone to mishap. Mastering the use of Dwarves in combat is a fine art, requiring both skill and luck.

Dwarves should be kept away from your regular units and, in many cases, should even be kept apart from other Dwarves, since a slain Dwarf's grenades sometimes explode, blowing up other units in the area, too.

A standard approach with Dwarves is to have them engage the enemy army before it reaches your main formation. Dwarves are allowed to run around on their own, planting charges, throwing grenades, and slowly retreating before the advancing army. Once the enemy reaches the main formation, Dwarves need to back off because grenades thrown into a melee are just as likely to kill friend as foe. Sometimes Dwarves can flank the enemy or seek out a spot where grenades will not endanger friendly troops.

Mastering the use of Dwarves is key to many single-player missions and equally vital in multiplayer games. You should learn to use their satchel charges to build potent traps and to target certain spots on the ground with the **CTRL** key, rather than attacking individual enemies with grenades. This strategy gives you more control over where grenades go and lets you lob grenades into sensitive areas with more precision. Bear in mind that, when Dwarves miss their target, they usually miss short — aim for a spot slightly farther away than where you want the grenade to land.



TIP

Grenade mishaps are a common way to annihilate your own army. Remember not to throw grenades uphill, and be wary of spots where dud grenades or satchel charges may lie around.





CHAPTER TWO

It takes some time to learn how to use Dwarves effectively. Keep trying, and don't be afraid to use them just because they may hurt your troops. Their power is remarkable and central to victory in many battles.

Bottom Line: Whereas most units are limited in how many enemies they can destroy, Dwarves have almost unlimited potential. They give your army the ability to defeat hordes of infantry and, in many cases, are the only way you can defeat a vastly superior force. Despite their slow speed and fragility, Dwarves are central to winning the game.

JOURNEYMEN

Cost: 6

Speed: Average

Power: Average

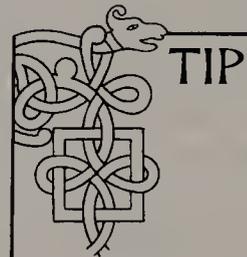
Durability: Average

Journeyman fight like warriors, but they can also heal units — including themselves — with the **T** key. They can do this six times per battle, or more if they find healing herbs left behind by other Journeymen.

Most players feel that Journeymen are not worthwhile in multiplayer games, but a select few swear by them. In single-player games, however, there's no denying that they're often vital.

You should try to conserve the Journeyman's healing powers whenever possible. Don't heal units that are merely scratched, and try to heal valuable units, such as Dwarves and archers, before healing cheaper units like warriors. Having a Journeyman camp out behind your line of archers, healing them periodically, makes a powerful combination.

Bottom Line: In missions where Journeymen are provided, use them to heal archers, Dwarves, and other pivotal units. If given a choice, however, we recommend that you don't bother with them in multiplayer games.



TIP

Journeymen can "unheal" undead units and, thereby, kill them. This power is seldom effective, except against the Thrall, which moves slowly enough that the Journeyman can get within range and cast his spell.

You can try to "unheal" a Trow with your Journeyman, but the Trow won't give your Journeyman time to cast his spell. As always, the end result is your Journeyman getting squished.





COMBAT FIELDS

BERSERKS

Cost: 3

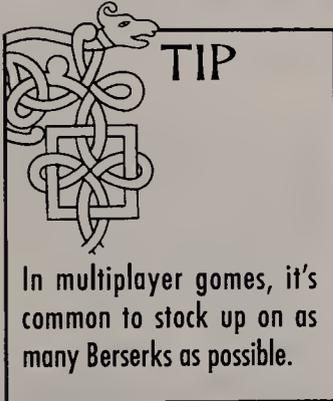
Speed: Good

Power: Good

Durability: Average

Berserks are superior warriors. They strike fast and hard and move much faster than the average warrior. They aren't terribly durable, but they do give the *illusion* of great durability.

Why? Because they run so quickly that fewer arrows hit them than hit the typical warrior. Berserks strike so quickly that they tend to preclude their opponents' strikes and sustain very little damage at close range.



Like warriors, Berserks are great in large formations, but they're even better as auxiliary forces. With their speed, they can flank enemy formations or get in the face of enemy archers or Soulless units. They're also useful as "helper" units that run wherever they're needed, be it to reinforce a crumbling line of warriors or to defend archers from a Ghôl sneak attack.

Berserks can taunt the enemy with the  key, but this usually has little effect.

Bottom Line: Berserks are the best infantry in the game. They excel in roles ranging from pitched infantry battles to reconnaissance.





CHAPTER TWO

FOREST GIANTS

Cost: 24

Speed: Very Good

Power: Excellent

Durability: Excellent

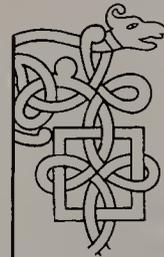
Forest Giants are fast, huge killing machines. They're capable of crossing most any terrain with ease, and they can kill any other unit in the game (save for another Forest Giant or a Trow) with one kick or one swat. They offer a large target for arrows, but aside from that, Forest Giants are flawless.

Forest Giants and Trow are similar in size and abilities. They're so powerful that you may feel as if they're invincible — but that's not so. Both creatures can be turned to stone if they sustain too much damage over a short period of time.

Forest Giants make you feel omnipotent, and many players use them as one-unit armies, wading into enemy armies alone. This is only a good idea if the enemy units happen to be archers or other fragile troops. When you attack infantry and other hand-to-hand fighters, the Giants should have infantry support, except in flanking maneuvers where Giants make good one-unit flanking squads. Giants can swiftly approach and kill the enemy from the rear as combat commences.

When you fight Forest Giants, use archers and Dwarves. Large numbers of archers and several Dwarf grenades can quickly lay a Giant low. A large squad of Berserks can also damage a Giant greatly if the Berserks attack simultaneously. This usually means that you trap the Giant in a deep encirclement or simply swarm it.

Bottom Line: Forest Giants are great, but you can't get too cocky. Support them with your other units, and they'll be much more effective.



TIP

The Forest Giant's mobility is one of its best assets. Always look for an opportunity to punish enemy units that fall out of position. Undefended bands of archers or Soulless are a favorite target.





COMBAT FIELDS

THE DARK

The Dark commands a wide variety of powerful units. A few of these units are highly specialized with distinct advantages and disadvantages. These units are easier to mishandle than standard units like the warrior, but they are ultimately more rewarding to the player who employs clever strategies to capitalize on their assets.

The Dark's roster includes infantry ranging from weak to good (Thrall and Myrmidons), good to excellent long-range attackers (Soulless and Fetches), excellent scouts (Ghòls and cave spiders), a Giant to match the Forest Giant (Trow), and a special unit that wreaks havoc on the enemy (wight).

Since you can only use Dark units in multiplayer games, the comments that follow address their uses in multiplayer situations.

GHÔLS

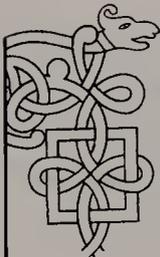
Cost: 2

Speed: Good

Power: Average

Durability: Below Average

Ghòls are scouting units with reasonable attack abilities. They can pick up and throw most anything, although this ability typically is not too useful. The best projectiles for Ghòls to throw are the so-called "pus packets" that remain after a wight has died; throwing these explosive packs at the enemy can be quite profitable.



TIP

Some players swear by the power of Ghòls with "pus packs," and, in multiplayer games, they contrive to put these packets into their Ghòls' hands as quickly as possible. They select a Journeyman, a wight, and several Ghòls, and then use the Journeyman to "unheal" the wight to generate tons of packets. The Ghòls then arm themselves with these packets.

Feel free to try this once or twice, but understand that, in practice, this rarely is an effective strategy. You waste nine points this way—six for the Journeyman and three for the wight—that you could have spent to better effect.





CHAPTER TWO

Ghòls are fast and reasonably powerful, but they are fairly fragile. They may initially seem similar to Myrmidons, but they're more of a scouting unit. They are marginally faster than Myrmidons but weaker and slower to strike. Thus, they fare worse against true warriors in combat.

The best uses for Ghòls are as scouts and as skirmishers. Have them survey the landscape, harass and worry the enemy, and make raids on fragile, unprotected flanks. Poorly protected archers and Dwarves are extremely vulnerable to Ghòls.

In single-player games, you should hunt Ghòls with archers and Berserks. Since Ghòls often turn and run when your troops face them, a clever trick is to have your men turn their backs on enemy Ghòls and then to spin them around to deliver a volley of arrows against the enemy Ghòls.

In multiplayer games, you can distract the enemy and get him out of his game plan with your Ghòls. Have your Ghòls tag along with the enemy's army from a distance to make him worry. He'll continually wonder, "Are the Ghòls going to attack?"

Bottom Line: Ghòls are at their best when they tear apart weak, long-range attackers. They're at their worst when they fight against infantry.

THRALL

Cost: 1

Speed: Poor

Power: Average

Durability: Average

Thrall units seem less durable and potent than they really are largely because of their extreme sluggishness. They have a hard time reaching the enemy; hence, they are quite vulnerable to missile attacks. Even the Dwarf, which isn't terribly fast, can outrun a Thrall army while still taking time to spin around to lob a few grenades. In fact, Dwarves are the greatest bane to Thrall armies.





COMBAT FIELDS

Though not terribly strong in hand-to-hand combat, Thrall are quite effective in large groups. They are reasonably durable, but their attacks are slow. Thrall take considerable punishment from faster-swinging opponents. Their main virtue is their overwhelming numbers. You'll face lots of Thrall in single-player missions, and you can buy lots of Thrall in multiplayer games because they're cheap at only one point per unit.

Thrall are good for blocking the enemy and protecting vulnerable troops. They're like a slow-moving wall; your other units can hide behind them. As previously stated, Thrall do well in melee combat if they attack in large numbers.

When you face Thrall, remember that a Dwarf is the best way of killing them. Dwarves' grenades greatly damage and kill Thrall in bunches. Furthermore, the Thrall's slow foot speed means that Dwarves can easily escape Thrall attacks.

Think twice before picking Thrall in multiplayer games that emphasize speed or mobility (e.g., any game with a ball). Instead, pick them in games where defense plays a major role.

Bottom Line: Thrall are slow and ponderous but cheap. They must attack in swarms to be effective and need support from other units to protect them from faster enemies.

SOULLESS

Cost: 3

Speed: *Below Average*

Power: *Average*

Durability: *Poor*

Soulless are sluggish long-range attackers that hurl javelins at their foes. Their range is shorter than that of archers, but their ability to float across any type of terrain — including water and cliffs too sheer for most other troops — allows them to snipe at enemies from well-protected vantage points.

Soulless throw their javelins in higher arcs than archers fire their arrows; hence, it is safer to line up your warriors in front of Soulless, and there is less chance of friendly fire.





CHAPTER TWO

When you control Soulless, try to capitalize on their ability to cross difficult terrain. Place them on high ground, and try to eliminate enemy range-attack troops first. When you face Soulless, try to pick them off with archers at ranges where the Soulless can't fire back. Don't have warriors chase Soulless around, unless it is your only recourse. Despite the Soulless' slower speed, the difference in speed between Soulless and warriors is marginal. The Soulless can easily lead warriors on a wild goose chase.

Bottom Line: Soulless are comparable to archers, although they possess their own unique strengths and weaknesses. Protect them and try to find terrain that exploits their unusual mobility.

CAVE SPIDERS

Cost: 1

Speed: Good

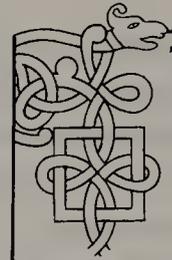
Power: Average

Durability: Poor

Cave spiders are excellent scouts and quite useful in multiplayer games that require speed. In packs, cave spiders can cause reasonable damage, but they are extremely fragile and, consequently, of limited use in head-to-head confrontation. Use them as scouts and to pick on archers and vulnerable loners.

When you defend against cave spiders, be sure to keep your infantry close to your long-range attackers. That way, they can respond quickly to sudden attacks by cave spiders.

Bottom Line: Cave spiders are fragile but, in packs, can cause considerable damage to the enemy. They're very fast and, at a cost of only one point per unit, they rank among the best values in the game.



TIP

As with archers, Soulless are at their best when they shoot at a single target rather than at an entire group. Double click on the individual you want your Soulless to shoot, and then select a new target after the first one falls.



TIP

Cave spiders should attack in dense packs when they assault archers; however, they should scatter and approach from several directions against Dwarves or Fetches. This approach against Dwarves and Fetches ensures that, while one or more Spiders may get roasted, the others will manage to reach their target.





COMBAT FIELDS

MYRMIDONS

Cost: 2

Speed: Good

Power: Average

Durability: Below Average

Myrmidons are similar to warriors but feature enhanced speed and decreased durability. They tend to lose in one-on-one confrontations with warriors, although their speed makes them more suited to ambushes, flank attacks, and harassing long-range attackers than warriors.

When you deal with Myrmidons, be sure to protect your missile troops. Concentrate your infantry on Myrmidons, and they usually fall quickly. Watch out if they outnumber you because their fast attacks are well-suited for exploiting such unfair situations.

When you have Myrmidons, try to use them in ways other than full-bore melee. In a pinch, however, they account fairly well for themselves in close combat.

Bottom Line: Myrmidons are hard to use effectively, as they aren't quite as fast as true scout units and aren't quite as powerful as other kinds of infantry. Use them as auxiliary troops.





CHAPTER TWO

WIGHTS

Cost: 3

Speed: Poor

Power: Excellent (Once)

Durability: Poor

Wights are walking bombs. Use the **[T]** key to detonate them; they also detonate when they are killed. This volatility makes wights deadly to both sides of a conflict.

Units that aren't blown up outright by a wight explosion tend to get "wight fever," a condition that paralyzes them for a short time.

When you face wights, you'll find that archers are far and away your best way of killing them. If you keep an eye on the map and retain a strong complement of archers, wights pose little threat to your units — especially in single-player missions where you can keep a close watch on the computer's movements.

In multiplayer games, you need to be even more careful. Wights can hide underwater, and other players will try to sneak them up on your troops while they are otherwise engaged. Still, think twice before you load up on wights in a multiplayer game. At three points apiece, they're a big investment, and you need to be skillful or lucky to make that investment pay off.

If you have no archers or your archers are out of position, send a lone, cheap unit — preferably one that's already wounded — to deal with enemy wights by colliding into them. This sacrifice saves your other units, and, in a multiplayer game, you have the satisfaction of knowing that your one- or two-point investment just eliminated another player's three-point investment.

Bottom Line: A hazard in single-player games and a risky investment in multiplayer games, wights are at their very best when they can hide underwater or sneak up on distracted foes.



TIP

Wights tend to appear in waves in single-player missions. Once the first wight appears, be assured that more are on the way. Keep a sharp lookout on the map!





COMBAT FIELDS

FETCH

Cost: 6

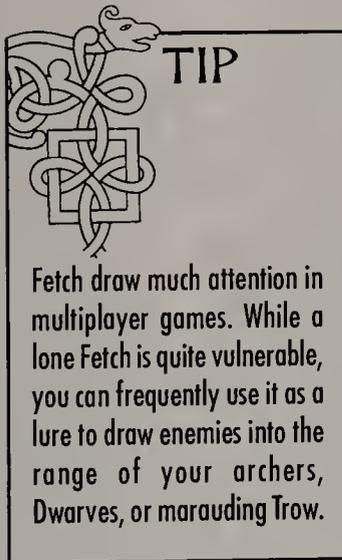
Speed: Below Average

Power: Very Good

Durability: Poor

Fetch are slower than archers and Soulless, and they are quite fragile. What makes them so great? Their attack is a lightning bolt that seeks out living creatures. The lightning's range is less than an archer's, so Fetch are indeed vulnerable to archers. The much more powerful lightning bolt, however, can damage multiple units. Fetch can wreak havoc on troops of any kind.

When your troops go against Fetch, they should be the first objective of your army's attack. Archers are the preferred way to kill them, although scattered Berserks or other fast troops can approach — preferably from many directions to avoid losing them all in one blast — and swarm the Fetch. If the Fetch is in a position where you cannot kill it immediately, try to get a few of the Fetch's companions between the Fetch and your men. The Fetch's lightning attack is indiscriminate — you can often make it strike the backs of the enemy units instead of your own.



TIP

Fetch draw much attention in multiplayer games. While a lone Fetch is quite vulnerable, you can frequently use it as a lure to draw enemies into the range of your archers, Dwarves, or marauding Trow.

When you use Fetch in your own attacks, avoid archers at all costs. Keep the Fetch surrounded by tough bodyguards away from the main battlefield. Try to guide the Fetch's shots toward individual enemies — preferably, ones far away from your own men to keep from roasting them by mistake.

Bottom Line: Fetch command devastating power, but their fragility requires that you protect them well.





CHAPTER TWO

TROW

Cost: 24

Speed: Very Good

Power: Excellent

Durability: Excellent

Much like Forest Giants, the Trow are huge, fast, and capable of crossing almost any kind of terrain. They can kill anything with a single punch or kick, except for another Trow or Forest Giant.

You'll face Trow on a few occasions in a single-player game, and you can use them yourself in multiplayer games. Remember that, as with the Forest Giants, despite the Trow's incredible durability and power, you shouldn't send it in alone to attack melee troops. It can do wonders by itself against archers and any non-melee troops, but continual attacks on front-line troops eventually will be its undoing.

When you face a Trow, try to have long lines or encirclements of Berserks attack it. Meanwhile, have your archers pour everything they've got onto the Trow. Dwarves can also be effective against a Trow, especially if they blow up when the Trow kills them.

Bottom Line: Trow are incredibly potent but require backup like any other unit.

SUMMARY

There are no truly useless units in *Myth*, although some units are better suited to particular missions than others. In single-player games, you cannot choose your troops; therefore, it is essential to understand the troops you *do* have and to exploit their strengths fully.

Chapter 3 contains detailed information on how different units match up. Read on to understand more thoroughly how to get the most out of your army.



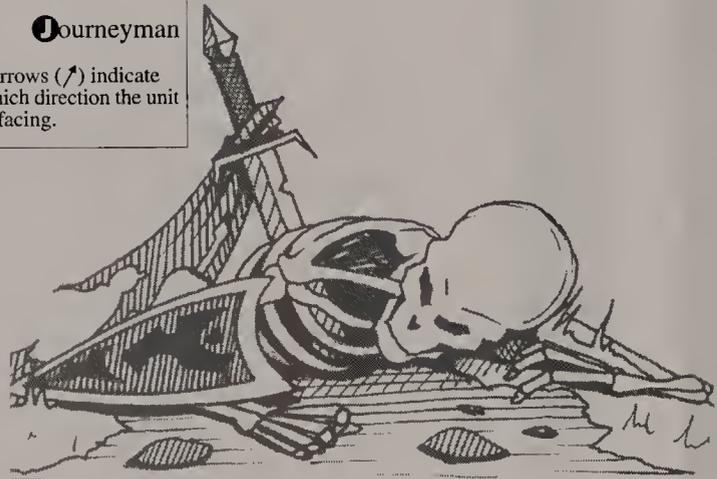


MYTH

CHAPTER THREE STRATEGY AND TACTICS

Legend for Diagrams

- | | |
|------------------|---|
| A rcher | B erserk |
| S oulless | D warf |
| W arrior | M yrmidon |
| T hrall | G hól |
| ● friendly | J ourneyman |
| ▲ enemy | • arrows (↗) indicate which direction the unit is facing. |





CHAPTER THREE

Although nit-pickers may argue over the precise definitions of strategy and tactics, for our purposes we define them as follows: strategy is the big picture — the decisions you make as to where to go, when to fight, and what sort of overall battle plan you want to pursue. On the other hand, tactics are small, unit-level decisions you make during the battle itself. For example, your strategy for winning a multiplayer game of Last Man on the Hill may be to grab the hill early and to defend it throughout the game with a circle of Thrall and archers. Your tactics vary according to the situation and include small details, such as repositioning your archers to get better shots on Dwarves as they assault the hill.

Myth is a game that uses both strategy and tactics. Strategies in *Myth* tend not to be overcomplicated and, often, can be summarized in a few sentences. Even though they may only take a few moments to analyze, strategies are just as important as tactics — if not more so. This chapter looks at strategy and tactics of *Myth* battles and helps you improve your abilities as a commander.

SINGLE-PLAYER STRATEGIES

Strategies are all about decisions. In *Myth*, since your goals and starting forces in single-player games are always predetermined, your strategic options are limited. For example, if your mission is to grab an artifact and run, your strategy will be . . . well, your strategy will be to grab the thing and get out of there.

Nevertheless, you do make a number of decisions in single-player *Myth* missions. Here's a look at some of the big-picture decisions that will confront you in a wide variety of single-player scenarios. (Multiplayer tactics are discussed at length in Chapter 5.)





STRATEGY AND TACTICS

WHEN TO FIGHT

Myth missions often present you with the tough decision of timing in a fight. Some battles are predetermined and inescapable, while others are not mandatory at all. In general, you have the following three kinds of encounters in single-player missions:

1. *Mandatory battles.* Some battles are completely unavoidable. Examples of mandatory battles include battles with armies that block the path to your goal; encounters with armies too fast to avoid or outrun (even if these armies do not completely block your path); and attacks against armies that must be fought, since that's the whole point to the mission. In all of these cases, your only real decision is what terrain to fight on and what tactics to use. And in some cases, even the terrain is determined — you're stuck fighting on the enemy's terms.
2. *Difficult-to-avoid battles.* Occasionally, you'll find enemies that you don't *have* to engage, but avoiding them is exceptionally difficult. Examples of this second kind include missions that feature roving enemy patrols and missions where you encounter small bands of Ghòls or Soulless either roaming around the map or perched on hill-tops. You're often faced with a decision between fighting and fleeing. Fighting can be risky and tiresome, especially against enemies that skirmish, instead of fighting you head-on. If you choose to ignore or to flee from these enemies, you run the risk of casualties as your pursuers pick off stragglers or when the skirmishers show up later to complicate an already complicated battle.
3. *Readily avoided battles.* Some missions include small bands of skirmishers and/or sentinels that can be avoided simply by choosing a different path. Other maps include forces so strong that you aren't *supposed* to be able to beat them. The whole point to these "battles" is to avoid combat.

Generally speaking, the first type of battle presents you with the fewest options, while the third type makes for easy decisions (after you've realized that a particular battle is, in fact, optional). The second type of battle is the most difficult because you don't *have* to fight — but both fighting and fleeing present their own inherent risks.





CHAPTER THREE

A good policy for hard-to-avoid battles is to methodically engage every enemy band that doesn't look like it can be readily avoided (that is, if you're in doubt, attack). Packs of Ghòls and Myrmidons and scattered Soulless are the worst enemies in this category, as they tend to hit and run or simply hang around until your forces encounter a real army. They then take advantage of the confusion and strike unexpectedly. *Myth* battles are such that a large force can usually decimate a smaller one with few, if any, casualties. Only the equally matched battles become particularly bloody.

FINDING ADVANTAGEOUS TERRAIN

Some would argue that choosing a battlefield falls into the realm of tactics, but picking terrain is a big-picture issue; hence, consider it a strategic decision. Battlefield selection, along with your selection of formations and general deployment of troops, ranks among the most important decisions you make in *Myth*.

HIGH GROUND

In general, you want to fight from the high ground. If, for some reason, you cannot position your forces onto high ground, you want them to be *far away* from high ground. The earliest stages of most battles are characterized by archer duels and Dwarf forays. Giving up high ground to the enemy allows them to start shooting at you earlier in the game.

There are, of course, exceptions to the “high ground” rule — so many, in fact, that we can't cover them all here. The vast possibilities of terrain and its effects on battle play a large role in making *Myth* battles interesting. Here are just a few variations of high-ground battle:

- If you have few or no missile troops, high ground should only have limited appeal. Sure, it is a little harder for enemy missile troops to hit you on high ground, but not much harder. If the enemy has archers or other long-range attackers — and you don't — you either need to charge them with melee troops or take refuge *behind* high ground (or another obstacle) to neutralize the threat of enemy missile barrages.





STRATEGY AND TACTICS

- Sometimes the high ground you pick is vulnerable to an even *higher* vantage point. Carefully scope the area around your chosen spot for even greater heights, and consider moving there instead.
- If your high ground has a sheer drop on one or more sides, use that cliff for pelting enemy troops that cannot climb up to get your archers. This, however, can turn into a deathtrap if the enemy comes up and presses your forces against the cliff. If your army is comprised largely of fragile troops — or if your enemy has Dwarves, wights, or other units that cause serious damage in confined areas — you should be cautious about backing yourself against a cliff.
- Some players make the error of letting the shape of high ground dictate their formations. For example, consider a ridge. You may line your archers along the ridge's crest as shown in figure 3-1, only to have the enemy archers approach from one end of the ridge or the other. Your archers in the line are now in each other's way, and the enemy can pick at one end of the line while remaining out of your other archers' range. Be prepared to abandon high ground with this kind of awkward shape!

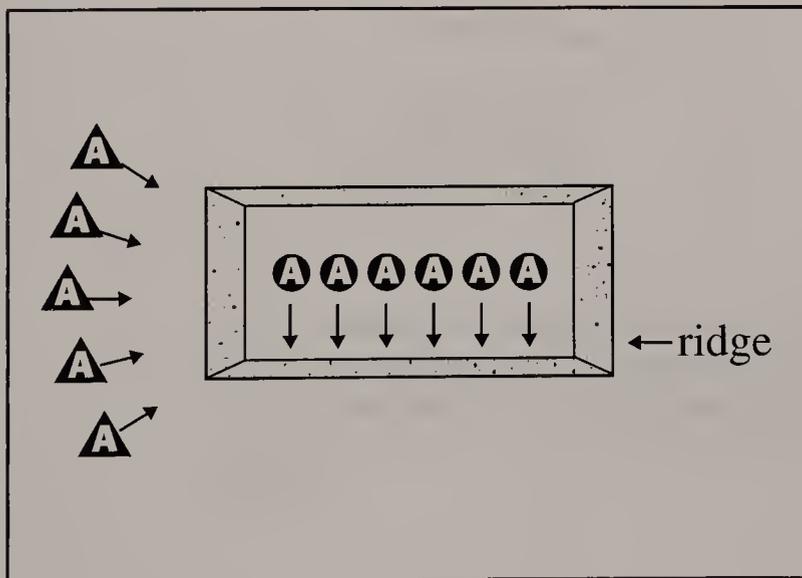


Fig. 3-1. The archers lined up on this ridge are in a bad position to deal with enemy archers' approach from either side.





CHAPTER THREE

WATER

Water can be an asset or a hindrance. Shallow water has little effect on troop movement but makes Dwarves' incendiaries go out. If the enemy has Dwarves and you don't, fighting in water may be extremely useful.

Thrall and wights can sit underwater indefinitely. You need to be extra cautious when you move your troops near water.

ENCLOSED AREAS AND LARGE-TERRAIN FEATURES

If you have a melee-only army, a slow army, or a high-quality army outnumbered by the enemy, you can profit by hiding your men behind large-terrain features (mountains, cliffs, rock formations) or in enclosed areas accessible by only one route or through one passage. Ideally, you should force your opponent to turn a sharp corner before running into your men.

This strategy prevents enemy archers from picking away at an archer-less army, forces skirmishers to get extremely close to deal with melee troops of a slow army, and condenses the battle into a narrow space where a small, high-quality army can beat a big, sprawling, low-quality army. Here are a few examples:





STRATEGY AND TACTICS

Example 1: Your army of warriors and Berserks is being hounded by a more balanced army with warriors and archers. Send your army behind a huge mesa (figure 3-2), forcing the enemy to come at you from one side or the other, or split their forces, having them come from both sides. Since the enemy cannot approach your forces in a straight line, his arrows are of little use, unless he shuffles his archers wide of the mesa, giving your troops time to keep sliding around.

If the enemy approaches you in as direct a route as possible and tries to fight you anyway, your melee-heavy army should have a definite advantage over the enemy.

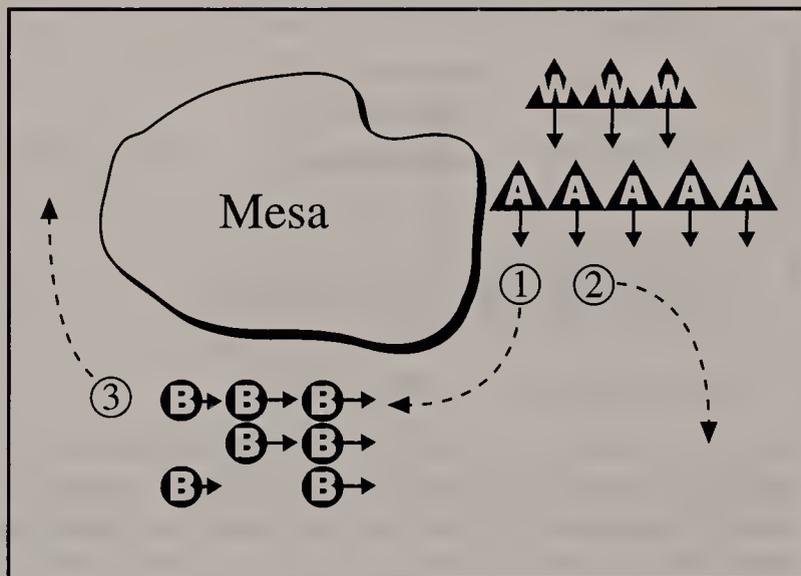


Fig. 3-2. Your Berserks keep running around the mesa, avoiding the enemy army. If the enemy archers approach in the most direct path (Line 1), the Berserks easily cut them down. If the archers try to slide past the mesa to give themselves an angle to shoot at your Berserks (Line 2), your Berserks have time to circle farther around the mesa (Line 3).





CHAPTER THREE

Example 2: Your small army of Berserks faces a large Thrall contingent. If you were to meet the Thrall on the open field, the Thrall could encircle your Berserks. Instead, you enter a narrow canyon and force the Thrall to attack within it (figure 3-3). The canyon limits flank attacks and how many units can fight side-by-side at the same time. Now, simply establish a wall of Berserks and fight toe-to-toe with them, secure in the knowledge that your higher-quality Berserks have a distinct advantage over the enemy Thrall.

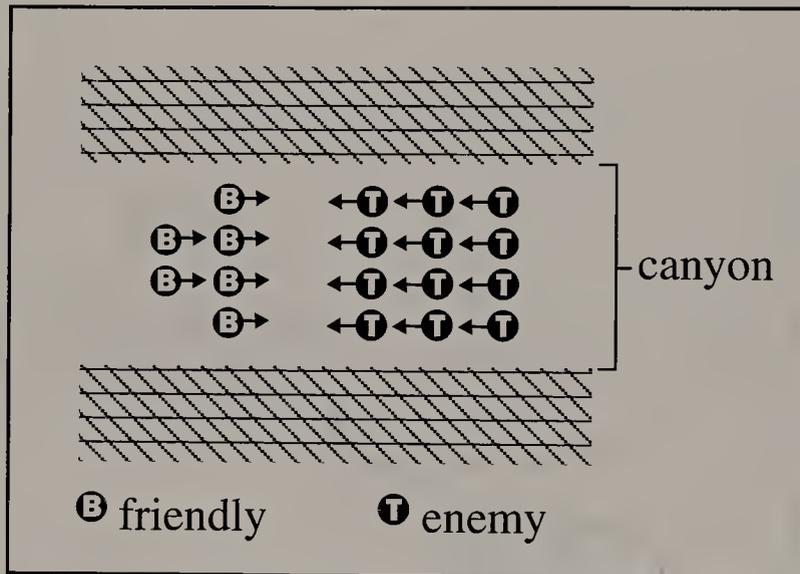


Fig. 3-3. In this narrow canyon, the Berserks have an advantage even though the enemy Thrall outnumber them. Berserks are better fighters than Thrall, and the narrow battlefield prevents Thrall from using their superior numbers to flank your force.





STRATEGY AND TACTICS

DIVIDING YOUR ARMY

When should you divide your army and how? This big-picture decision pops up time after time in single-player and multiplayer games. We'll examine multiplayer games in Chapter 5, while we focus mainly on single-player strategies here.

ESTABLISHING GROUPS

In a typical battle, a good strategy is to split your army into several homogenous groups (that is, all of the same unit type) and assign them numbers with the [[Alt]] + [[Number]] key. This allows you to manipulate these groups easily in the heat of battle. You don't *have* to make each group homogenous, but there are several good reasons to organize your units this way:

- Homogenous groups have clear, well-defined roles. Archer groups shoot arrows, while warrior groups attack at close range. Mixed groups tend to have varied strengths and weaknesses within the group itself, which may cause confusion as to what to do with these units.
- You can use homogenous groups at maximum efficiency. For example, a warrior group is at maximum efficiency when it fights in long-line formations, and Myrmidons are most efficient when they flank the enemy or perform some auxiliary task. A mixed group of warriors and Myrmidons can do either task, but some group members are not well-suited for the job — *whichever* job that may be.
- Mixed groups usually have members that move at different speeds, making it hard to move your army effectively. Homogenous groups move at the same speed; the group stays together more easily than if it were a mixed group.

You can use mixed units in your groups, but we don't recommend these groupings until you're fairly experienced with *Myth*. Multiplayer games are the exception because you often have so many troop types that you will need to combine units with similar abilities (Myrmidons and Berserks, *or* Soulless and Fetch) to have a manageable number of groups.





CHAPTER THREE

USING GROUPS EFFECTIVELY

Now that your army is divided into several groups, what should you do with these groups? First, try to keep most of your groups close together. A typical army contains a large infantry group (warriors, Thrall, Berserks, or Myrmidons) that forms a line and represents the army's core. A group of missile troops (archers, Soulless, Fetch, and Dwarves) stays near the infantry group and, first, tries to destroy enemy missile troops and, second, enemy infantry. A small support group of fast troops (Ghòls, Myrmidons, Berserks, Cave Spiders) may stay near the main army and try to flank or respond to enemy maneuvers that jeopardize the safety of the main infantry line. Scouting and raiding parties (again, Ghòls, Myrmidons, Berserks, or Cave Spiders) explore the terrain and attack any vulnerable units, such as poorly defended archers or Dwarves.

INTRODUCTION TO *MYTH* TACTICS: FORMATIONS

Now let's take a look at the building blocks of *Myth* tactics: formations. Unlike formations in other real-time strategy games, *Myth*'s formations play a vital role in battles. Given two armies of approximately equal strength, the army that uses formations more effectively is much more likely to win a battle in *Myth*. Therefore, it is imperative that you know your formations and prepare to use them fully.





STRATEGY AND TACTICS

SHORT LINE

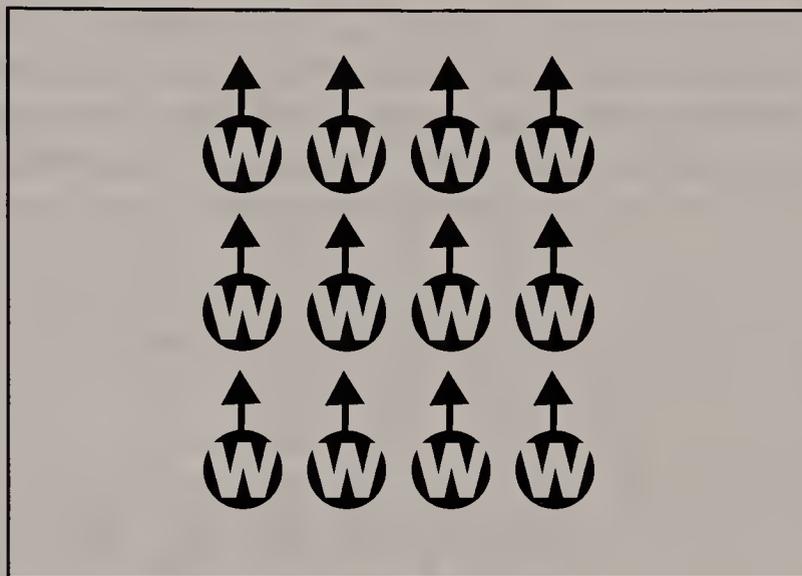


Fig. 3-4. Short Line Formation.

The short line stands four men abreast and results in a densely packed box, assuming that you have a reasonable number of troops. If you only have a few troops, they stand very close together side by side.

Short line formations work well for any small group of four or fewer units. Archers, Fetch, and other long-range attackers can deal out substantial damage from this formation and can stay close together, making it easier to maneuver the entire group to safety when melee attackers close in. Small bands of melee attackers also benefit from the short line formation, as it allows all of them to attack at the same time and keeps them close enough to each other for an effective defense.

Short lines also serve as a good marching formation. While troops that march in long lines tend to get stuck on prominent terrain features, a short line easily maneuvers past these. You can readily turn a short line into a long line facing in the appropriate direction. On the other hand, when a long marching line turns to face another direction, it often takes longer than a short line to reform, as its line length forces some members well out of position.





CHAPTER THREE

Finally, short lines are good in narrow areas, such as canyons, where long lines aren't physically feasible.

When *shouldn't* you use short line formations? Short lines are seldom useful in combat when you handle a group larger than four units. Large groups of long-range attackers tend to shoot each other accidentally when they are stuck in the box-like short line formation, and melee attackers are easily flanked when they're bunched too close together. So remember: only use the short lines for marching, for small groups, and for fighting in tight, enclosed areas.

LONG LINE



Fig. 3-5. Long Line Formation.

The long line formation is arguably the most popular and most effective formation in *Myth*. It lines eight men abreast and places extra men in a second row, then a third row, and so forth. This formation sees considerable action because you can apply it to many situations.

The long line is ideal for long-range attackers, as it allows all group members to get reasonably close to the target — nobody gets pushed too far to the rear — and minimizes friendly fire. Archers in a box or short line tend to shoot each other in the back; this occurs much less frequently with long line formations. Huge groups of archers, however, *will* get stacked behind one another in this formation. You may want to use encirclement formations for groups of this size or break larger groups into several smaller groups.





STRATEGY AND TACTICS

Not only are long lines good for archers, but they are equally vital for melee attackers. In *Myth*, units flinch when they're hit, and this flinching forces units to stop whatever they're doing for the moment. A unit that is hit repeatedly often fails to muster a single retaliatory blow against his enemy because his continuous flinching leaves him no time for anything else. The key to melee combat, therefore, is to maximize the number of units that can attack the enemy at the same time — thus dealing more damage and causing more enemy flinches — while reducing the number of enemy counterattacks.

The long line is excellent for melee because very few units are stuck in the rear of the formation (again, assuming that your group isn't too large). Almost every unit can attack the enemy immediately, causing immediate damage and preventing counterattacks. If your line of warriors is *longer* than the enemy's line, you'll have a few "double teams" where two or more of your soldiers attack a single enemy (figure 3-6). When your men double-team a lone enemy, the sheer punishment dealt out to the enemy makes it nearly impossible for him to counterattack. The result of the encounter is a one-sided pounding: your two attackers beat the enemy so quickly that he can't even get in one return shot. The enemy falls, hardly dealing much damage to your men at all.

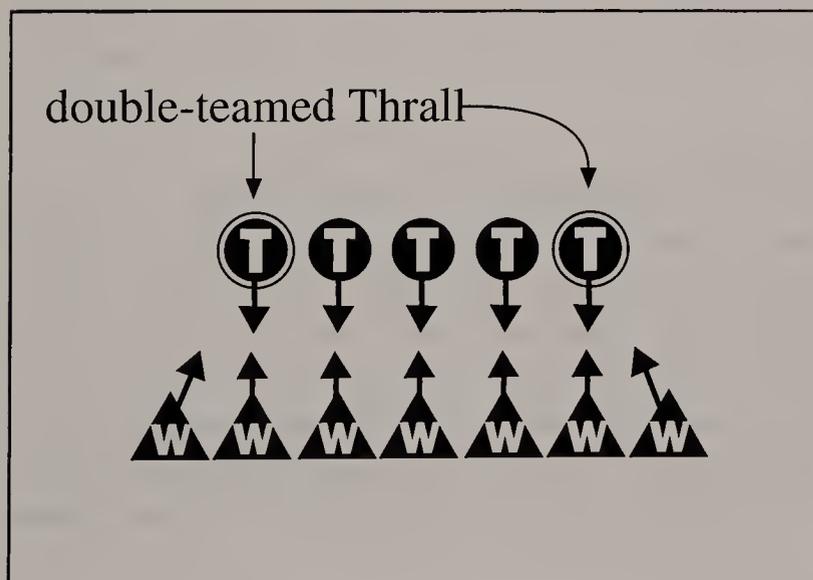


Fig. 3-6. If your infantry line is longer than the enemy's line, a few of your men will have no enemy counterpart. This means that they are free to double-team nearby enemies already engaged in battle with another one of your troops.





CHAPTER THREE

Long lines cannot be used when the terrain prohibits them, and they are not great for huge groups. In most other cases, however, it's hard to go wrong with them. Bear in mind that you can block your own units' movement with long lines of troops. Try to think about mobility when you establish your army in a defensive position. You may have to remove a single soldier from the middle of your line to let other units pass through.



TIP

When your infantry consists of so many members that they stack up in a grid (even in long line formation), you can break them into several smaller groups and arrange *these* new groups in long lines. This helps ensure that you get the maximum line length out of your army and lets you flank the enemy.

The other option is the encirclement formation, which *never* stacks one group member behind the other. An encirclement spreads out the whole unit in a line as long as the group is large, making it easier to flank enemies. This option, however, also does away with "reserve" troops behind the front line, which normally would fill in the gaps created by fallen warriors.





STRATEGY AND TACTICS

LOOSE LINE

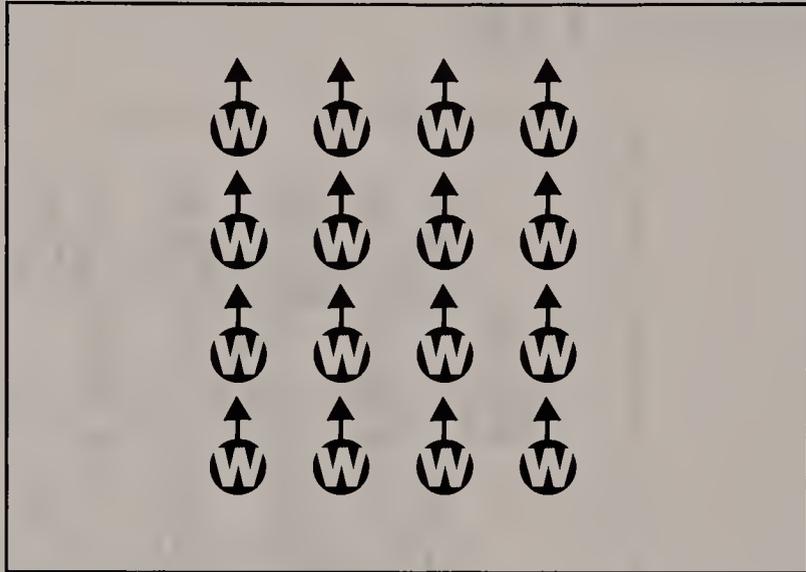


Fig. 3-7. Loose Line Formation.

Loose lines are similar to short lines, except that the space between your troops is much greater. The wider space usually makes loose lines a bad choice for melee units heading into an open-field battle, as the lines are, in fact, *so* loose that the enemy can swarm into the spaces between your men and isolate them from other men. This leads to situations where your men must face two, three, or even more enemies at one time. As we explained in the earlier discussion on long lines, fighting multiple enemies is very bad.

Loose lines can be useful when your enemy is light on infantry and possesses several units capable of devastating, tight formations. Dwarves, wights, and Fetch make mincemeat of tight formations. A loose line of these units may work well as a way to distribute your forces and to ensure that you don't lose *too* many men at once when you attack these dangerous foes. By the same token, archers set to Guard in a loose line can deal with an oncoming Trow more effectively than archers bunched together. With the loose line, the Trow must move around significantly more — thus wasting time and getting hit by more arrows — to smash every archer in the group.





CHAPTER THREE

STAGGERED LINE

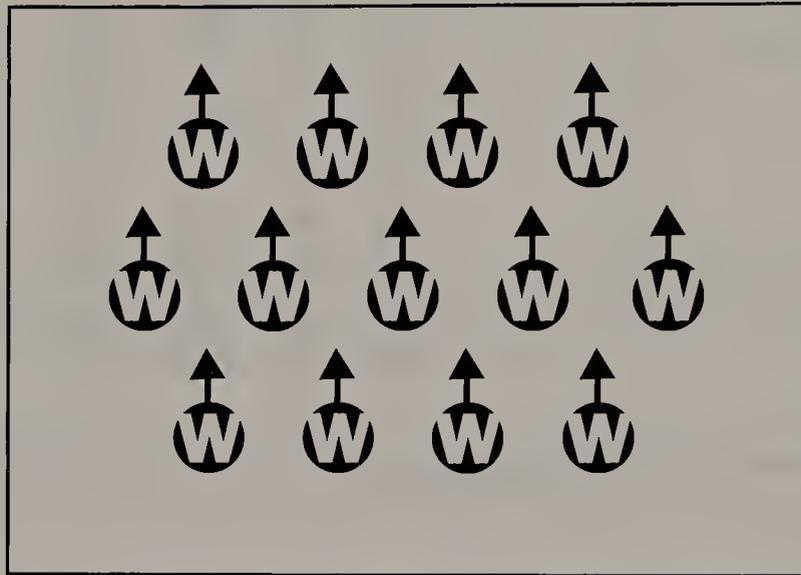


Fig. 3-8. Staggered Line Formation.

In this formation, every line of units lines up slightly off-center of the group in front of it. The resulting checkerboard pattern can work well for large groups of long-range attackers. This pattern allows archers and Soulless to fire their projectiles with little risk of hitting the backs of comrade units in front of them.

Experiment with staggered lines when your archers are too numerous to fit comfortably in a single long line and when your own encirclement formation threatens to spread your archers so far across the map that the archers on either end are vulnerable to enemy attack.





STRATEGY AND TACTICS

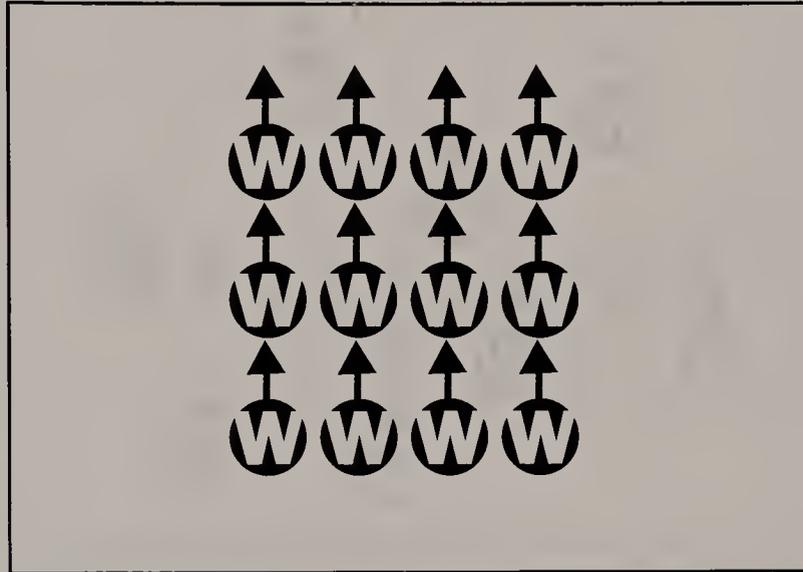


Fig. 3-9. Box Formation.

Box

The box formation, not surprisingly, arranges your units in a box. This formation isn't too terribly useful, except for marching. The box formation results in dense clusters of men who may possibly shoot one another in the back (if they are long-range attackers), are easily flanked by long lines, and prevent the men in the middle from fighting immediately.

As with long line formations, formations with large "surface areas" are generally superior in *Myth* battles because more men in contact with the enemy means more opportunities for double teams. The box formation tends to minimize rather than maximize surface area and, therefore, should only be used for marching or in unusual circumstances (e.g., when you must hold a narrow pass for a certain length of time, or you are so certain of victory that you want to use an extremely conservative formation).





CHAPTER THREE

RABBLE

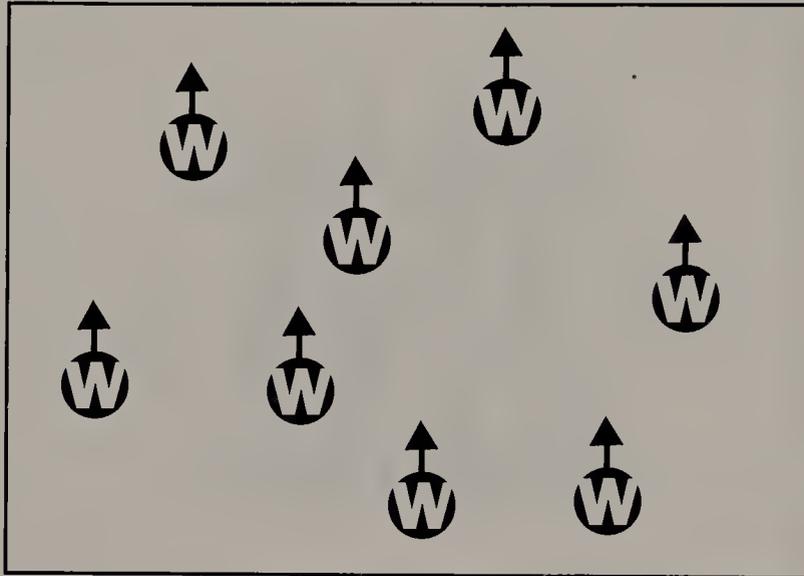


Fig. 3-10. Rabble Formation.

The rabble formation spreads your troops out into a sprawl over a wide area. This formation is bad for pitched battles, but it can be useful in certain situations. As with the loose line, this formation can help protect against enemies that are dangerous to tight formations (Dwarves, wights, and Fetch).

Ghòls can travel effectively in rabble formations. The formation's looseness makes it more difficult for the enemy to pick a central spot to attack, making it easier for Ghòls that aren't directly attacked to veer around the attackers and, hopefully, make their way toward a more appetizing target.





STRATEGY AND TACTICS

SHALLOW ENCIRCLEMENT

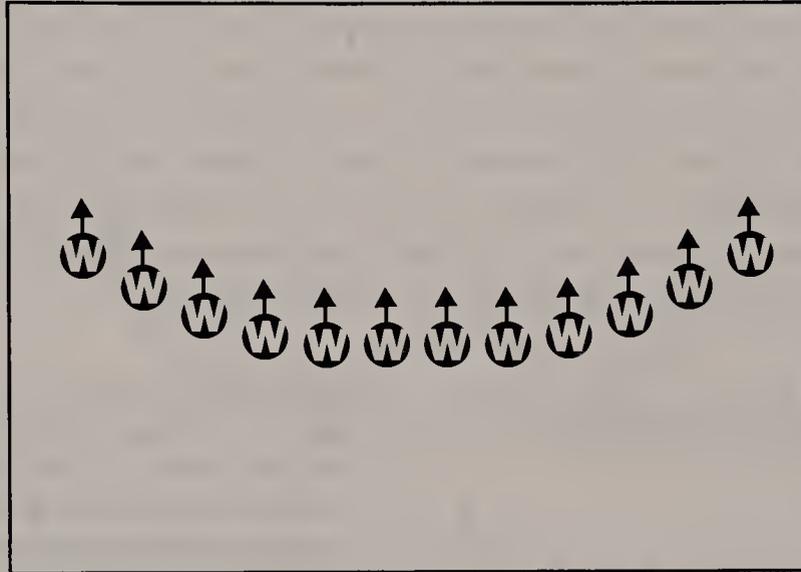


Fig. 3-11. Shallow Encirclement Formation.

If you face a long line of enemy infantry, you should match it with a line of at least equal length. What if you need your line to be even *longer* than the line created by the long line formation? The answer is a shallow encirclement formation, which places your men in even better position to collapse on (and thereby flank) the enemy infantry.

Use shallow encirclement formations to contain the enemy and when your forces are so numerous that even a long line results in several rows of troops. An unlimited number of men can stand abreast in an encirclement, as opposed to a long line of eight men in a row. Encirclements are a great way to stretch your line of troops to their full extent. For example, if you have sixteen men, you can stand them sixteen abreast with a shallow encirclement instead of having two lines of eight in a long line formation.

The main drawback to encirclements is that you must be careful not to get flanked. Since your men are curved slightly inward rather than facing forward in a straight line, it is easier for flankers to “turn the corner” and move behind your men (figure 3-12). Also, since everyone stands in the front row — there are no second and third lines of troops — an encirclement is quite vulnerable to flankers once they manage to get into position.





CHAPTER THREE

Since encirclements put everyone in a single line, they're also vulnerable to collapsing in the middle. If your shallow encirclement of 16 Thrall gives way in the middle, the enemy can pour through the gap and move behind the remaining Thrall. If you had placed the Thrall in a long line formation, they would have been in a double row, and the second row could have filled any gaps left by the first row. Encirclement formations, then, are a bit of a tradeoff.

Ultimately, the shallow encirclement is a potent formation that lets you stretch troops (both melee and missile) into an extremely long line with all troops in the front. The length of the line and its inward curvature, however, make the formation vulnerable to flankers, not to mention enemies that burst through the center of the formation.

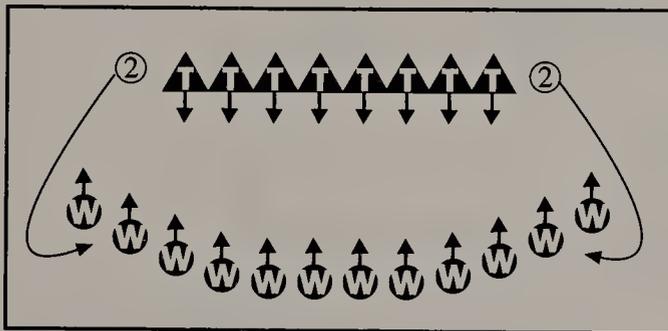


Fig. 3-12. Encirclement formations allow you to create longer lines of infantry, which are usually better than long line formations. The line's curvature, however, makes it easier for the enemy to flank (Lines 1 and 2), and the thin encirclement is liable to collapse if enough men fall.

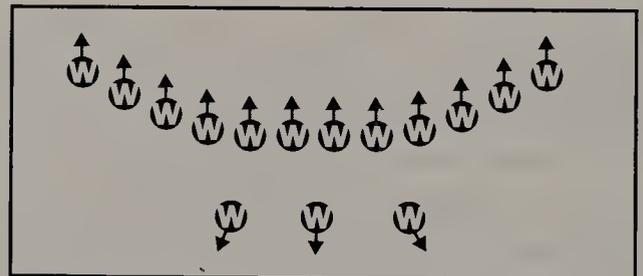


Fig. 3-13

TIP

Shallow encirclements work best with high-quality troops (especially warriors and Berserks) that don't collapse right away, compromising the integrity of the formation.

Also, keeping a few spare infantry behind the shallow encirclement (figure 3-13) can be beneficial, as you can use them to plug gaps in the wall and to deal with flankers.

If you wonder whether you should use a long line or an encirclement, remember this: an encirclement allows you to bottle up everything you've got. If you are evenly matched with the enemy and reasonably sure he will be unable to flank your troops, the encirclement is probably the better formation.

On the other hand, you should probably stick with the more compact, conservative long line if an encirclement would stretch so far that your men would be in danger of being isolated from one another, or if enemy troops are weak enough that you can handle them quite easily.





STRATEGY AND TACTICS

DEEP ENCIRCLEMENT

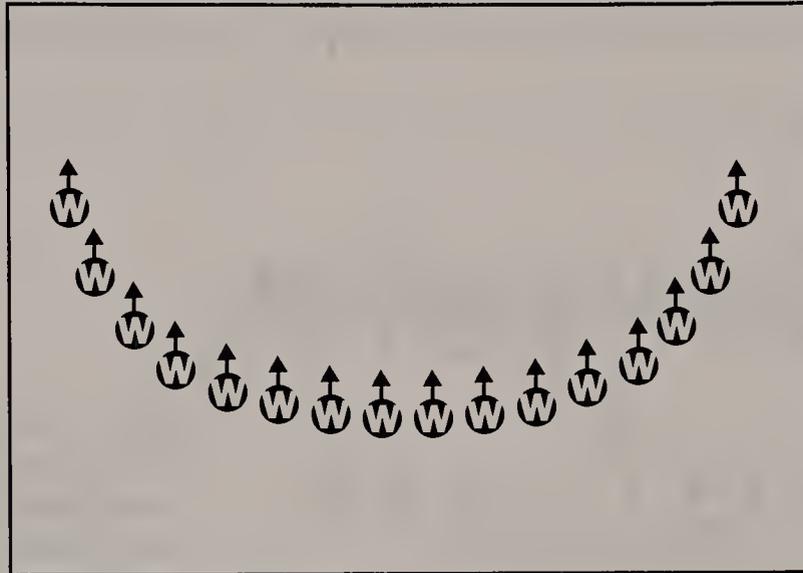


Fig. 3-14. Deep Encirclement Formation.

Deep encirclements are just like shallow encirclements, save that the formation bends inward even more dramatically. This means your men can easily envelop and wrap around a smaller force very quickly (figure 3-15). The extreme curvature of the formation, however, makes this formation extremely easy to flank, so you shouldn't use this formation against highly mobile enemies.

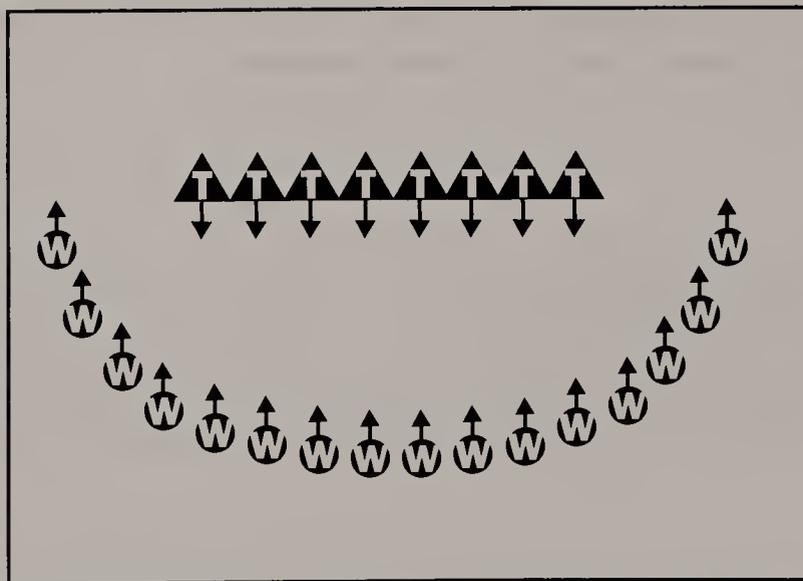


Fig. 3-15. Ideally, you should be able to trap enemy infantry in the "pocket" of a deep encirclement.





CHAPTER THREE

You should also avoid this formation when the enemy has roughly the same (or more) troops than you. If your deep encirclement can't "wrap around" the enemy army, it will cause your men to arrive at the battle individually instead of in a unified line (figure 3-16).

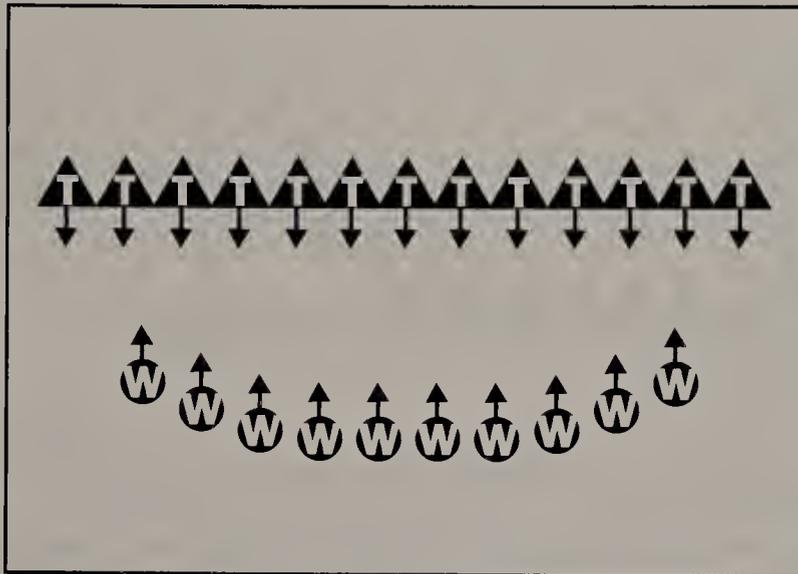


Fig. 3-16. The deep encirclement here is a bad idea because it is actually *shorter* than the enemy's straight line. The deep encirclement cannot envelop the army as it's supposed to, and the men on the ends of the encirclement will meet the enemy without any support from the lagging middle.

The deep encirclement is one of the most aggressive and least conservative formations you can select. Use it to collapse on a smaller enemy group or an enemy group packed in a dense formation.





STRATEGY AND TACTICS

VANGUARD

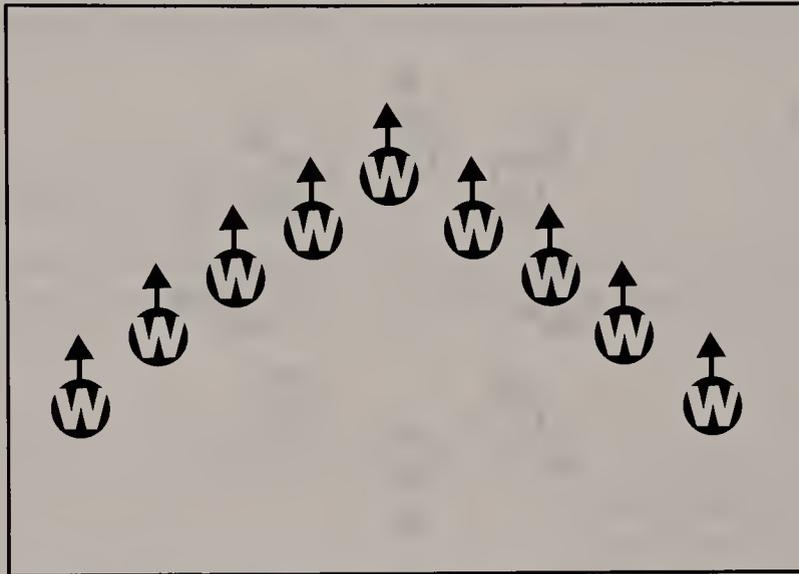


Fig. 3-17. Vanguard Formation.

The vanguard formation arranges your men in a “V” shape with the pointed end of the “V” facing the enemy. The vanguard is a conservative formation that works well for defense. It doesn’t bring as many men against an enemy line as quickly as some of the other formations, but it’s extremely difficult to flank. Archers and other long-range attackers can also hide “inside” the “V,” affording them a large degree of protection.

Experiment with vanguard formations for defense and in situations where you’re trying very hard to protect your long-range attackers. This formation is usually best during a fight’s early stages, when you aren’t exactly sure which direction the enemy will approach from. It covers all the bases and keeps your men close, so that they may assume a different formation as circumstances dictate.





CHAPTER THREE

CIRCLE

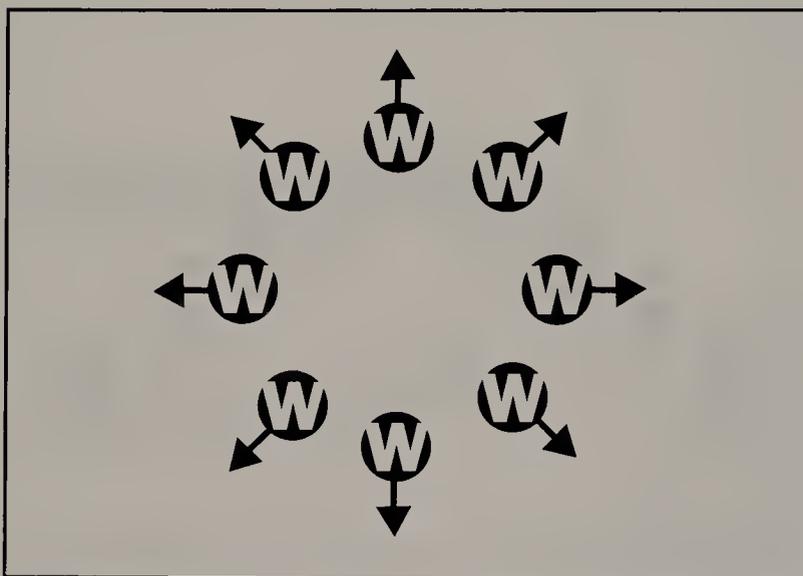


Fig. 3-18. Circle Formation.

The circle formation is rarely useful in single-player missions. Theoretically, it would be the ideal formation for a defense against an enemy that approaches from all sides. In practice, however, enemies can rarely manage an attack from more than two sides. If you have an auxiliary force ready to meet enemy flankers, your line or encirclement formation will do just fine.

Circle formations are traditionally used for all-out defense, as in multiplayer games where you must keep the enemy from touching a flag. In these games, it's common to circle warriors or Thrall around the flag, forming a tough wall that prevents fast units, such as Ghôls, from sneaking in and capturing it.





STRATEGY AND TACTICS

COMBINED FORMATIONS

Usually, you aren't just dealing with one group of units in a single formation, but an army of several groups in different formations. The situation varies depending on the scenario and the troops at your disposal. We have provided a look at some typical and effective ways to arrange your army.

THE STANDARD ARMY

The standard army looks much like figure 3-19. The backbone is a long line or an encirclement of infantry (warriors, Berserks, Thrall, etc.) that holds ground and acts as a wall until the enemy gets too close.

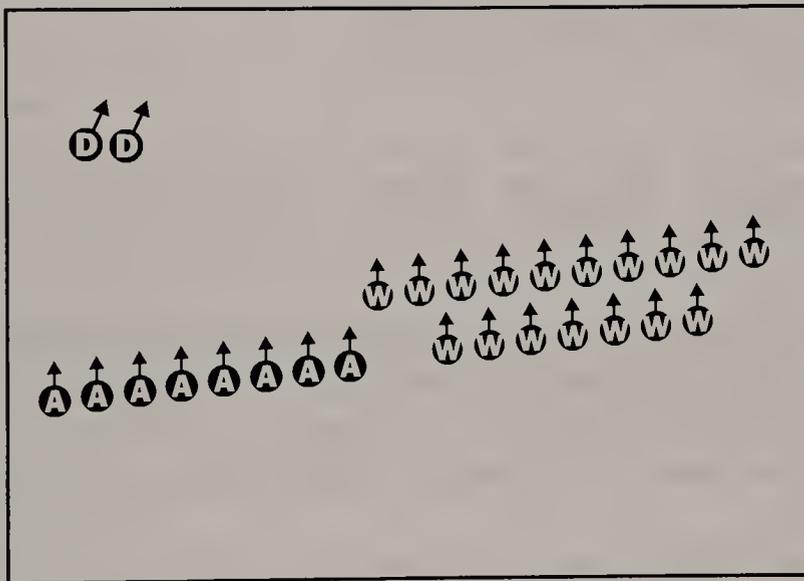


Fig. 3-19. This is a typical army configuration. The relative positions of the different groups change as the battle progresses. For example, the archers can slide forward to shoot at the approaching enemy and then slide back for protection as the enemy comes in close range.

A large group of long-range attackers (archers, Soulless, Fetch) supports this infantry group, destroying enemy long-range attackers and then concentrating on other enemy units. The long-range attackers typically assemble in a long line, a staggered line, or a shallow encirclement and establish themselves somewhat to the side of, and behind, the warriors. In this formation, the warriors can break from the line and protect the long-range attackers if necessary; better yet, the long-range attackers can retreat behind the infantry line.



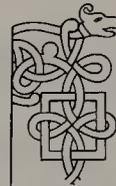


CHAPTER THREE

Mid-range attackers (Dwarves) usually rove in front of the main army, killing enemies and gradually retreating until they are close to the main army. At that point, they hide behind the infantry and look for opportunities to help with the fight. If the enemy has long-range attackers that can easily kill Dwarves, the Dwarves then must hide from the beginning of the scenario and look for opportunities to lob grenades during the main battle.

Scouts aren't part of this picture — and for good reason. Their job is to stay well away from the main army in order to reveal terrain and enemy forces. In some cases, they may rejoin the main army during a battle (hopefully) to flank the enemy. This is not necessary, though.

Special forces, such as wights, also operate away from the main infantry battle. Wights' huge blast radius makes it difficult for them to participate in the main battle without damaging friendly troops at least as much as foes.



TIP

If your enemy doesn't have any long-range attackers, you can actually send your archers or Soulless *ahead* of the main infantry line. This allows the archers or Soulless to take more shots at the approaching enemy. The archers should then retreat behind the infantry line when the enemy gets dangerously close.

THE STANDARD ARMY WITH AUXILIARY FORCES

The standard army with auxiliary forces is a standard army with a small auxiliary force that ideally consists of fast warriors (Myrmidons or Barbarians). It can also consist of scouts (Ghòls or Spiders) or — in a pinch — a standard infantry (warriors). Thrall are too slow to be effective as auxiliary forces. (Figure 3-20 illustrates this force.)





STRATEGY AND TACTICS

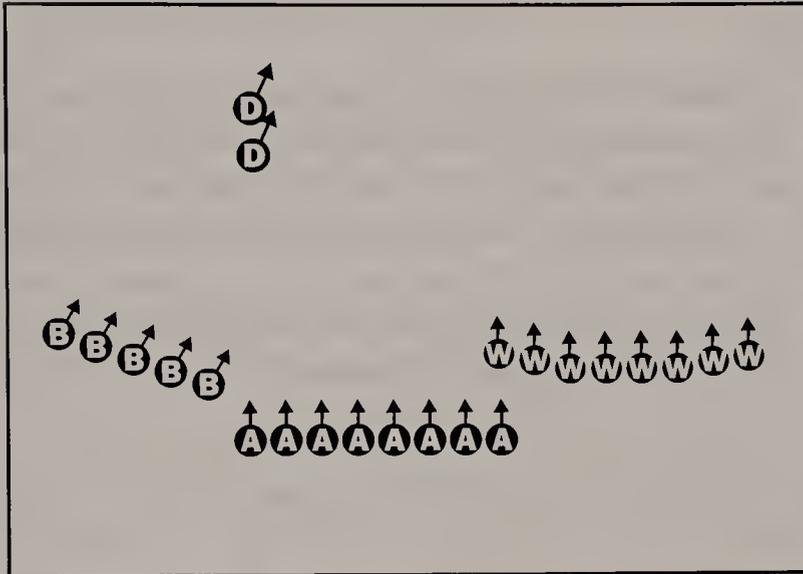
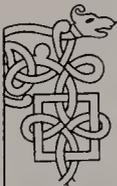


Fig. 3-20. This army has two melee groups: a main infantry line and an auxiliary force ready to flank the enemy or respond to other needs.

Use your auxiliary forces to exploit advantages and to fill needs on the battlefield. If the enemy flanks your main infantry, the auxiliary group can help out. If the enemy has an unprotected group of archers, the auxiliaries can sprint out to attack them. When the two armies' main infantry lines meet, the auxiliary force can circle around to flank the enemy's main infantry line.

Auxiliary forces are highly recommended, unless your army is so small that you cannot spare any able bodies from the main combat line. Without any auxiliary forces, your options are extremely limited. With them, you are much better prepared to deal with the unexpected and to keep the enemy guessing.

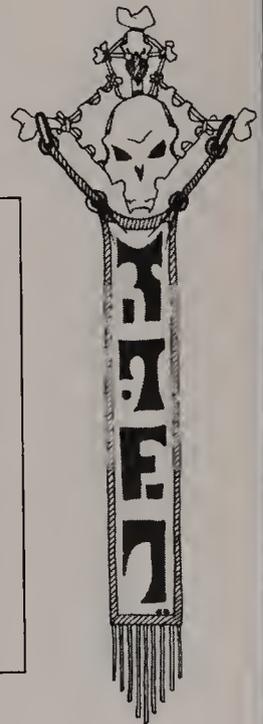


TIP

You usually don't need auxiliaries for defense when you fight the computer, which tends to be fairly predictable. On the other hand, they can really help out with flanking the enemy.

Auxiliary forces are more useful in multiplayer games where they can counter enemy tricks and attack in unexpected ways.

Sometimes you will want to use a variant of this army type and split your main infantry line into two equally sized fighting forces. These forces can flank your archer line at the start of the battle and can combine into one massive infantry line if necessary. Otherwise, one of the two groups serves as the main infantry line while the other acts as auxiliaries.





CHAPTER THREE

THE MELEE ARMY

An army without any long-range attackers is essentially a melee army. Melee armies tend to live and die by infantry battle. They are vulnerable to well-balanced armies with long-range attackers and must pick their ground in such a way to force the enemy to close in for an attack.

A melee army should have a main infantry line that uses encirclement formations to maximize its infantry's superiority and several small auxiliary forces to harass and cut down the enemy's archers or Soulless (figure 3-21). Multiple groups of auxiliaries are best here, as they can take on dangerous enemies, such as wights and Dwarves.

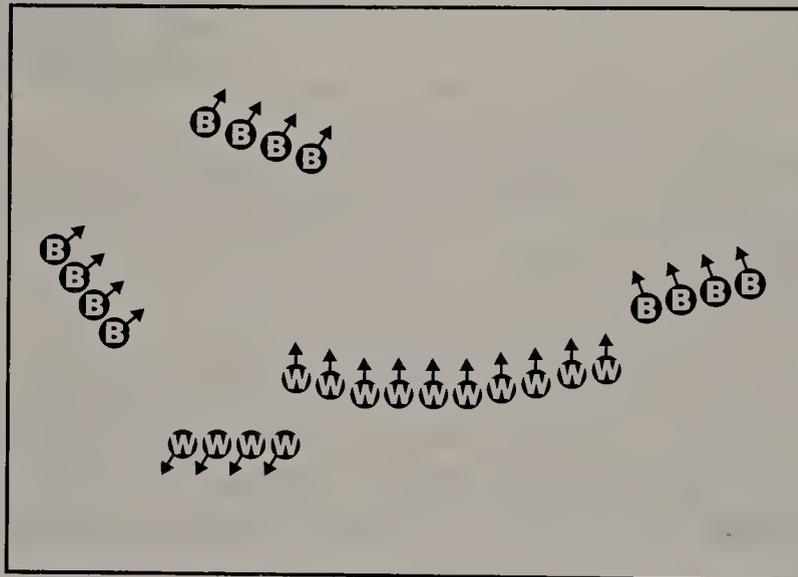


Fig. 3-21. This melee army is vulnerable to long-range attackers. Its multiple small auxiliary forces need to flank the enemy and charge long-range attackers to negate the enemy's advantages.

Pure melee armies are seldom an option in single-player missions. You can use them in multiplayer games, but when you give up your long-range attackers, you really give up a lot of options. When enemy archers or Soulless harass your melee army, your only real options are to flee or to rush in and attack — which can be bloody and ineffective.





STRATEGY AND TACTICS

THE SKIRMISHING ARMY

Skirmishing armies emphasize long-range attackers and fast, mobile melee units. When you have an army of this type, you must try to pick away at the enemy with archer or Soulless volleys and with fast melee attacks on vulnerable units. You should try to avoid large infantry confrontations, as your infantry — if you have any at all — is likely to be weaker than the enemy's.

There are several difficulties inherent in the skirmishing army. The main one is keeping its relatively slow-footed archers or Soulless alive. Since these units are a bit slower than most infantry, they have a hard time escaping after they fire a volley of arrows. A standard army solves this problem with an infantry wall that the archers or Soulless duck behind. The skirmishing army, however, lacks this wall and either needs to use terrain to help its units escape or use flank attacks to distract (or damage) the enemy continually as it tries to pursue your archers.

For a skirmishing army, long lines and scatter formations are good for long-range attackers and melee troops, respectively (figure 3-22).

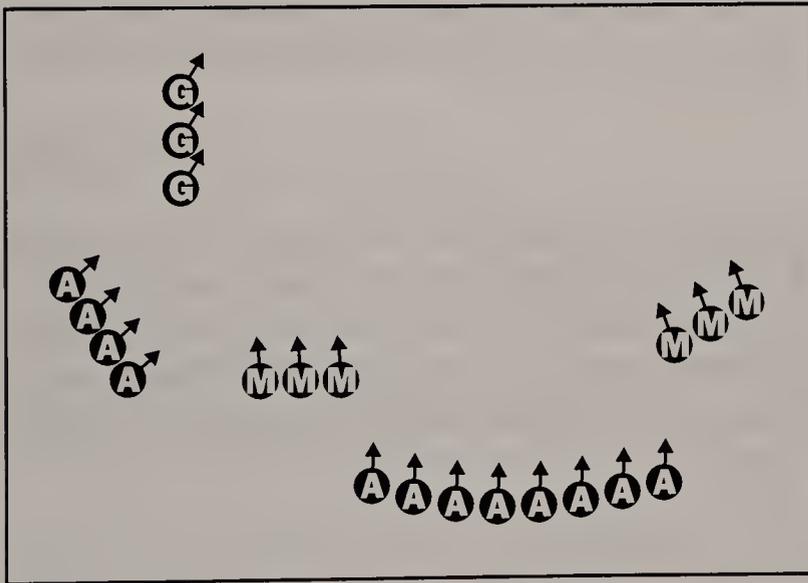


Fig. 3-22. This skirmishing army features lines of archers that harass enemy infantry. It also contains scattered scouts and riders that range the battlefield, picking on the enemy's flanks and harassing its specialized units.

Skirmishing armies are at their best when they face slow armies with few long-range attackers. A skirmishing army must take out the enemy's fastest units and long-range attackers first because these units represent the enemy's only way of effectively fighting a skirmishing army.





CHAPTER THREE

THE TRAVELING ARMY

While your army is on the move, it probably will not hold any particular formation with much success. Instead of micromanaging your army's movement, try to keep groups more or less together and make sure that no unit is left too far behind. You can then assume new formations quickly upon reaching your destination.

Moving in small increments is the best way to travel.

UNIT MATCH-UPS

We didn't spend *too* much space in the last section on how you should arrange your army because, to some degree, that changes from scenario to scenario. The important thing is that you know which formations each unit type works best in and which units are most effective against certain other units. With that knowledge in mind, you can arrange your forces in a way that best handles the enemies you must face.

We have already looked at the "formations" half of that equation, so let's proceed with a summary of unit match-ups. The following pages examine the preferred targets of every common unit type and, conversely, how to defeat these units if you have to face them yourself.

THRALL

By far, Thrall are the most numerous enemy you will face in single-player missions. They are also fairly common in multiplayer games due largely to their extremely low cost in points. Thrall have many weaknesses but can be a strong force if used correctly. The trick is to bring their melee skills down on the enemy. Since most opponents are faster than Thrall, the Thrall are extremely vulnerable to hit-and-run tactics.





STRATEGY AND TACTICS

PREFERRED TARGETS

The Thrall's preferred target is anything it can reach! Thrall do well in large groups against just about any foe. Using them correctly is really a matter of getting them close enough to fight an enemy — whatever it may be.

If the enemy is in a skirmishing frame of mind, you can't do much with Thrall — other troops will have to go in instead. Thrall see the most action in situations where:

1. There is a full-scale battle. (In these situations, the enemy will not retreat its entire army because of a band of Thrall. It's reasonably certain that the Thrall will see combat here.)
2. You defend an area that the enemy needs to reach. (This happens frequently in multiplayer games, and again, it ensures that your Thrall will see action.)
3. You attack an area either defended or pursued by your opponent(s).
4. Your opponent thinks that it is to his advantage to fight your Thrall.

With high numbers, Thrall are good against just about any enemy. The key is to get them into a situation where they can fight.

DEFEATING THRALL

The easiest way to defeat Thrall is with Dwarves. Fetch can also rip through them very quickly. Archers and Soulless aren't quite as good at Thrall-killing because it takes several arrows to kill one Thrall; however, the archers can run away and shoot from afar and *then* run away again as the Thrall get closer. Basically, *any* unit with a long-range attack can get the better of Thrall as long as it has enough room to keep running away.

If you have no long-range attackers and still must fight (and defeat) the Thrall, try to match them with as many infantry as possible. By approximating their numbers with higher-quality units — such as warriors — you can ensure victory.

Don't forget that flight is always an option when you face Thrall! In single-player and multiplayer games, you will encounter numerous situations where you can completely avoid a pack of Thrall and still win the mission or scenario.





CHAPTER THREE



TIP

Trow or Forest Giants can also destroy Thrall with ease. We won't bother mentioning Trow or Forest Giants too frequently in this section because they are so big, fast, and powerful that it goes without saying — they can kill just about anything! The only situations that Trow and Forest Giants *shouldn't* enter are large groups of infantry, vast groups of long-range attackers, dense knots of Fetch, or groups of enemy Trow or Forest Giants that outnumber them.

WARRIORS

You will face a fair number of warriors in multiplayer games, though not as many as you may expect. Many players prefer the faster Berserks or Myrmidons over warriors; hence, very few players pick warriors.

PREFERRED TARGETS

Warriors are good at dispatching enemy infantry. They are vulnerable if they are outnumbered — but then, what unit isn't?

Warriors are also great for hacking through Dwarves, archers, and other long-range attackers if they can get into position. Their limited speed advantage, however, makes careful maneuvering necessary if they ever hope to exploit these advantageous match-ups. In general, you will fight other infantry with your warriors despite all your efforts to move them near softer targets.

DEFEATING WARRIORS

Just like Thrall, warriors are vulnerable to Dwarves and Fetch. The difference is that they move faster than Thrall and, consequently, can avoid damage by these unit types more easily than the Thrall can.





STRATEGY AND TACTICS

In practice, the most you can usually hope for when fighting warriors is to lob a couple of Dwarf grenades at them and to fire a few arrows before the main showdown. Unless you're quite skillful or the attacking warriors are few, these preliminary actions won't be enough to keep enemy warriors away. They will reach your army eventually, and, at that point, your own infantry must deal with them.

The bottom line is that any time you can get free shots on warriors with your long-range attackers you should rejoice and take them. But, unless you are quite skilled at evasion, the warriors eventually will catch up. When that happens, you need enough melee power (i.e., infantry) to finish them off.

MYRMIDONS, GHÔLS, AND CAVE SPIDERS

To some degree, Myrmidons, Ghôls, and Cave Spiders are all the same — they're all raiders. All three are fast, fragile, and — potentially — highly effective against certain types of opponents. Myrmidons are the most durable and least mobile of the bunch, while Cave Spiders are the most fragile. Myrmidons can be used as infantry in a pinch, while Ghôls and, especially, Cave Spiders fail miserably in this role.

PREFERRED TARGETS

The preferred targets of raiders include any unit with a long-range attack. Archers, Soulless, Dwarves, Fetch — all these units are vulnerable to raider attacks. Of course, if gathered in sufficient forces, these units can whip Myrmidons, Ghôls, or Cave Spiders before they are within striking distance of enemy long-range attackers. Unless there's an overwhelming number of defenders, these raiders should be able to get close enough to make their mark.

You won't command these forces in single-player games, and, in multiplayer games, your opponents often load up on so many long-range attackers that they can cut down Ghôls, Myrmidons, or Cave Spiders before they get too close. In this case, the key is to use stealth, to hide behind obstacles, and to attack from the rear or when the enemy is distracted. Remember that all three types of raiders cost less than an archer or a Soulless, and they all cost *much* less than a Dwarf or a Fetch. A one-to-one kill ratio, therefore, definitely favors the raiders.





CHAPTER THREE

DEFEATING MYRMIDONS, GHÔLS, AND CAVE SPIDERS

If it's possible, use long-range attackers with infantry support to kill raiders. Your infantry makes it impractical for raiders to charge and attack your archers or Soulless.

Without this combined-arms attack, your second best alternative is simply to attack the raiders with infantry. Unfortunately, your infantry is slower than these raiders, so you can't pick and choose the time of battle. If you keep your infantry close to the fragile units that raiders are most likely to attack, your infantry can usually attack marauding Myrmidons, Ghôls, or Cave Spiders without too much difficulty.

BERSERKS

Berserks are frequently on your roster mid- to late-game in single-player missions, and they turn up all the time in multiplayer games. They are undeniably the best infantry units in the game, and players naturally like to select them.

PREFERRED TARGETS

Berserks match up well against almost any unit in the game, save for the Trow. In sufficient numbers, they can use their speed to close the gap and demolish enemy archers and Soulless. Also, their speed lets them nearly keep pace with scout or raider units and, sometimes, lets them destroy scouts or raiders, too. Essentially, any match-up where the Berserks are not outnumbered is a good match-up — except for battles with Forest Giants or Trow.

Berserks must carefully approach Dwarves, Fetch, and other units capable of damaging multiple units with a single shot. They need to scatter before approaching these units or approach in a loose formation, lest they are all destroyed as they charge in for the kill.





STRATEGY AND TACTICS

DEFEATING BERSERKS

How can you deal with Berserks? From a distance, arrows or Dwarf grenades can lay low small groups of Berserks, but you must aim grenades carefully due to the Berserks' excellent speed.

The best counter to Berserks, however, is more Berserks, Trow, Forest Giants, or a group of infantry that outnumbers enemy Berserks. If you lack infantry in a confrontation with Berserks, you definitely have a problem. Berserks' speed allows them to catch up with fleeing long-range attackers; infantry is necessary to establish a defensive wall.

ARCHERS AND SOULLESS

Archers and Soulless are similar units. Archers do have the edge in range, but Soulless can traverse difficult terrain. These long-range attackers are a mainstay of any good army. Armies without both unit types usually face serious problems.

PREFERRED TARGETS

Archers and Soulless need to defeat enemy archers and Soulless as soon as they come within range, mainly because enemy archers or Soulless almost definitely will try to do the same. Thus, the early part of most battles is a wild rush to crush the enemy's long-range hitting power. Once one side has lost all of its Soulless and archers, the other side is free to rain destruction on enemy infantry without fear of aerial retaliation.

Enemy Soulless and archers shouldn't *always* be the first target, however. Dwarves, wights, and Fetch are usually much more of a threat to your army, and your archers and Soulless are great at destroying these potent units from afar.

In general, your Soulless and archers should target Dwarves, wights, and Fetch if they are within range, followed by enemy Soulless and archers. Infantry and other melee attackers should be targeted last.





CHAPTER THREE

DEFEATING ARCHERS AND SOULLESS

The two basic ways of defeating archers and Soulless are to attack them with their own kind (as previously mentioned) or to rush them with fast melee units. The first method is preferable if your long-range attackers outnumber the enemy's. If not, the second method is often better. Ghòls, Myrmidons, and Berserks are typically used as archer-killers because of their speed and power. Cave Spiders are rather fragile for this goal, and warriors are a trifle slow; but, in a pinch, you can use these unit types, too.

DWARVES

Dwarves let your army decimate enemy infantry formations in seconds flat. These specialized units are great against certain opponents and horrible against others. Here's a look at how to handle them.

PREFERRED TARGETS

Dwarves' primary target is infantry of all kinds. The slower the infantry troops, the easier it is for Dwarves to handle them. Fast infantry and scouts pose problems for Dwarves in that they can rush in and attack at melee range, a situation in which Dwarves fall quickly.

Dwarves need to stand somewhat apart from friendly infantry for safety's sake, but they need to be close enough to offer support to infantry.

Clean grenade shots on enemy infantry are common in single-player games but hard to achieve against skilled human players, who like to maneuver their archers and Soulless in such a way as to ward off Dwarves.

DEFEATING DWARVES

The easiest way to defeat Dwarves is with archers, Soulless, or Fetch. These units can kill Dwarves at ranges where Dwarves simply can't do much in return.

If long-range attackers are unavailable, you can use fast units — Ghòls, Myrmidons, Cave Spiders, or Berserks — to rush Dwarves. Cheap units, like Cave Spiders, are the best for this, since at least one unit probably will be blown up in the process of hunting down Dwarves. These units need to approach in a loose formation or attack from multiple directions, so that they are not all taken out by a single grenade.





STRATEGY AND TACTICS

WIGHTS

Wights can destroy or severely damage just about any unit in the game. The trick is to get them close enough to deliver their payload — that's the essence of using wights properly.

PREFERRED TARGETS

Wights are so slow that they can't outrun anything — they simply cannot hunt down their quarry. Using terrain such as deep water or the opponent's distraction, they have to sneak up to hit their mark(s).

Like Thrall, wights are good against any target that they can get their explosive claws on. It's just a matter of getting wights close enough to their targets.

DEFEATING WIGHTS

Archers and Soulless are the best way to destroy wights; Fetch can also destroy them with ease. Dwarves, on the other hand, cannot always destroy wights from a great enough distance to prevent collateral damage, but sometimes they can pull this trick off.

When missile troops are unavailable, you should send a lone "sacrificial lamb" out to meet the wight. This results in the loss of one of your units but removes the wight's threat for good.

FETCH

Fetch are extremely potent long-range attackers although their effective range is somewhat shorter than archers' or Soulless'. Their lightning bolts can damage several targets simultaneously and are fairly indiscriminate about whom they hit.





CHAPTER THREE

PREFERRED TARGETS

Fetch are excellent at destroying any enemy unit, especially in groups with other Fetch or in teams with several Soulless. Infantry is usually their target of choice, as a Fetch's destructive lightning blasts can damage entire groups at once (as Dwarves' grenades do). Fetch are also very good at eliminating long-range attackers, but this is risky since it involves moving the Fetch within the range of these units.

Lone scouts and small groups are particularly vulnerable to the Fetch.

DEFEATING FETCH

Large groups of archers or Soulless are effective at defeating Fetch. Try to scatter your archers or Soulless, so that Fetch lightning only damages one or two of your units at any one time. If you cluster archers or Soulless in a dense mob, the Fetch almost certainly will get the better of the confrontation.

Scouts and fast infantry can charge a Fetch (preferably from a scattered formation to minimize collateral damage). If you *really* want to minimize collateral damage, you can have two fast units charge the Fetch from different directions; hopefully, one of them will reach the Fetch before it is destroyed.

When moving close to a Fetch is impractical, you can use the Fetch's own troops as a shield. If you can make the Fetch fire while enemy troops are between it and your own men, its shot often results in some roasted enemies.

TROW AND FOREST GIANTS

Trow and Forest Giants are true kings of the battlefield. The key to using them correctly is to realize that they are not invulnerable.

Trow and Forest Giants pop up in the later missions of the single-player campaign and are big favorites in multiplayer games as well.





STRATEGY AND TACTICS

PREFERRED TARGETS

TIP

In single-player games, distract the computer opponent away from your Forest Giants by sending other units closer to the enemy. In multiplayer games, this really doesn't work because the Trow command such attention that opponents are unlikely to lose their focus. In multiplayer games, count on your enemy ignoring all your *other* troops, while the Trow or Forest Giant receives all the attention.

Trow and Forest Giants work well in defeating any unit not in a dense pack. Dense packs of Berserks are particularly dangerous to these units, as the Berserks' fast rate of attack lets them seriously damage the Trow or Forest Giants if Berserks swarm them.

Dense packs of archers or Soulless are also quite hazardous to Trow and Forest Giants, although, once the Trow or Forest Giant closes in on these units, it has a field day of swatting them around.

Dwarves can be dangerous to Trow and Forest Giants, too, but all things considered, these two units can and should defeat just about any other unit in small or moderate groups. The trick is not letting them stray into large enemy groups without backup support.

DEFEATING TROW AND FOREST GIANTS

The single best way to attack Trow or Forest Giants is with other Trow or Forest Giants. Ideally, you should have more Trow or Forest Giants than your opposition, so you can get in extra shots quickly. If you and the enemy have an equal number of Trow or Giants, you can still win by a landslide with nearby support troops (Berserks, Soulless, archers) that chip away at the enemy Trow or Forest Giant, while your own big guy fights with it.

If you must face a Trow or Forest Giant without any of your own, your next best recourse is to attack with throngs of Berserks or mobs of archers or Soulless. The key to the Berserk attack is to move them all against the Trow at once. This way, they get in their hits even though the Trow or Forest Giant quickly swats them. With long-range attackers, the key is to start firing early and often. If you have enough javelins or arrows hitting the Trow or Forest Giant in rapid succession, it will turn to stone with surpassing speed.





CHAPTER THREE

STANDARD SINGLE-PLAYER GAME PROCEDURES

Although we have already discussed match-ups and tactics you need in single-player and multiplayer games, you probably still don't know what a typical single-player mission is like. Here's an outline of the techniques that are useful in many single-player missions.

ARMY FORMATION

In a typical *Myth* mission, you start with a mixed force that typically includes archers, perhaps a Dwarf or two, and a bunch of warriors or Berserks. Essentially, you have the trappings to build the standard army (described under "Combined Formations"), which you should build immediately. Depending on what your mission goals are of course, start to move cautiously across the map to discover the terrain.

If there's a defensible spot nearby, you may want to camp your army there for a few minutes and see if any enemies bother to attack. If not, you've lost nothing; if so, you're in good shape to defeat them.

SCOUTING AND LURING

As your army slowly moves across the map, you may want to designate a lone "scout" unit (one of your fastest) that ranges well ahead of the main force.

Scouts are valuable for several reasons. The main reason is their ability to uncover enemy threats while keeping your main army far away. This gives your army more time to arrange and prepare itself for an attack. If you didn't use a scout, you would have to rush into a defensive position.

Sometimes enemies won't attack your army immediately. In this case, you may want to try to lure them in by sending your scout close to the enemy and then having him run back toward your army. Sometimes, this works; other times, the enemy stays in place, forcing you to go on the offensive.





STRATEGY AND TACTICS

DWARF BOMBARDMENT AND ARCHER VOLLEYS

Many early missions feature Dwarves and archers to a great degree. They pit huge mobs of Thrall against your army or harass you with Soulless. The only way to deal with these threats effectively is with Dwarves and archers, respectively.

In this kind of mission, warriors are to some degree expendable, but losing a Dwarf or a few archers can derail the entire mission. Do your best to keep these units safe, and target individual Soulless with your archers to kill them more quickly.

FINISHING OFF THE STRAGGLERS

As mentioned earlier in this chapter, small bands of Ghòls, Soulless, and Myrmidons are likely to hound your army. Try to destroy these small bands, unless you're quite certain they pose no threat. This makes later battles easier because you don't have to worry about these stragglers attacking from the rear.

SEEKING AN EXIT

When your mission objectives are largely completed, the mission sometimes ends of its own accord, but sometimes you must seek an exit for your army. In the latter case, you should do some preliminary scouting *before* achieving your main objective. That way you'll know where to go when you're finished with the mission.

Scouting for the exit is particularly important in missions where a big band of enemies shows up at the end. Knowing where to go lets you evade these enemies. If you're unsure what to do, you usually will have to fight them.





CHAPTER THREE

COMMON ERRORS IN SINGLE-PLAYER GAMES

Before delving into the specific mission briefings in Chapter 4, we thought we'd take a quick look at some of the most common mistakes that beginners make in single-player scenarios. There are common threads in all *Myth* missions, and certain errors tend to be repeated time and again. We hope to illustrate these errors here.

Bear in mind that there isn't necessarily anything wrong with your strategy just because you lost a mission. When you lose a mission, you can sometimes chalk it up to carelessness or unfamiliarity with the terrain. The loss, however, may also be a fundamental mistake in your technique. Save your mission films and study them for fundamental errors.

FAILURE TO EXPLOIT MATCH-UPS

From the very first mission (Crow's Bridge), you are forced to exploit advantageous match-ups. In Crow's Bridge, the key match-up is Dwarf vs. Thrall, a match-up that you'll have to exploit time and again in single-player missions. If you fail to blow up enough Thrall with your Dwarf or Dwarves, you will put far too great a load on your warriors, which in turn causes major breakdowns. Warriors are usually the troops that suffer most as a result of bad match-ups because they are general-purpose units that clean up enemies that passed your more specialized attackers.

A simple rule of thumb is to make sure that you attack the enemy unit with the best unit for the job. (See the Unit Match-Ups section earlier in this chapter if you're unsure which enemies to attack with which units.)

OVER-AGGRESSIVE BATTLES

Even when you're on offense, don't be wild and off-balance. You can usually trick the computer AI into attacking you instead of trying to attack *it*. This allows your troops to choose a good location on high ground and arrange themselves in a solid formation. They then wait for the enemy to crash into their defenses. The result is fewer losses on your side, and a much greater likelihood of winning the mission.





STRATEGY AND TACTICS

In the typical single-player mission, you have better long-range attackers than the computer opponent has, but you're fairly light on infantry. This situation only heightens the need to stay back on defense! Charging in with all your infantry shortens the time you can hang back and shoot arrows or hurl grenades. You want to prolong these opportunities as much as possible, not abridge them.

Even when you *are* on the attack, you don't have to charge in wildly. Just advance to a point where the enemy must deal with your units and then reassemble your formations to carry on from there.

ARCHER MISTAKES

Archers usually need to be protected, but that doesn't mean they should always be at the rear of your army. A key to winning many battles is moving your archers out in front of your warriors, gaining a few extra shots on the enemy. You can then have your archers retreat to a safer spot once the enemy gets dangerously close.

Indeed, it's important that you learn the limits of your archers. Just how long can you wait before having them retreat from an attacking enemy? Just how far can they shoot? Anything you can do to squeeze out a few extra shots is useful. It's fine if you lose a few battles testing these waters because you will gain a greater understanding of how much your archers can get away with.

WILD-GOOSE CHASES

Even enemies that are slower than your units can lead you on a wild-goose chase. AI-controlled Soulless, for example, have a penchant to turn and flee when enemy warriors chase them. While the warriors are marginally faster than the Soulless, they gain on the Soulless very slowly, and they cannot cross certain terrain that the Soulless can pass over. Chases of this kind often result in your warriors moving way out of position, leaving your archers vulnerable to attacks from other enemies.





CHAPTER THREE

In cases like these, you should use your archers (not warriors) to kill the Soulless. If the enemy outnumbers your archers, use warriors to help out — but, instead of sending them to chase the Soulless (which only makes them run away), have them stand between the Soulless and your archers. The Soulless are then likely to target your warriors, instead of your archers. This results in damaged warriors but allows your archers to pick off the Soulless with little or no collateral damage.



TIP

Generally speaking, parading a few warriors around enemy Soulless is a great idea. The warriors are likely to draw the Soulless' attention, keeping your archers safe as they shoot the Soulless into oblivion. You easily win the long-range shoot-out and preserve your valuable archers.

This technique doesn't always work in multiplayer games because your enemy likely knows the importance of archers and Soulless. Therefore, unless your warriors present a direct threat to his archers or Soulless, he'll simply ignore them. In fact, in this situation, the key is to attack the enemy instead of simply entering the general area. In this way, you present a legitimate threat that the enemy cannot ignore.

LACK OF PATIENCE

Most missions are not timed. You can be as slow and as cautious as you want, exploring the map inch by inch and figuring out where major terrain features are. In many cases, this is a good idea.

The only missions where you need to hurry are those where the enemy is doing something major to rush you — like trying to hunt you down with search parties. In these missions, running from one point to the next with minimal waiting is best.





STRATEGY AND TACTICS

OVERLOOKING MISSION FEATURES

Many missions provide unique opportunities that make your job easier or present absolute obstacles that *cannot* be beaten — no matter how much you try. Recognizing these features and obstacles is pivotal for victory.

For example, an early mission provides you with a Journeyman and several archers. If you fail to use the Journeyman's healing powers on the archers, you're wasting a big opportunity. Another mission features rival bands of enemies that fight each other if they are given an opportunity. In this mission, you will make your job much easier if you contrive a way to have these enemy bands meet one another before encountering you. Yet another mission features a hidden artifact that comes in handy during a tough battle later on. Recognizing such opportunities is pivotal if you wish to beat the enemy and succeed at these missions.

An example of an insurmountable obstacle is a Myrmidon wall in one mid-game mission — you must avoid this wall. Avoiding the wall is the only good option here, as the Myrmidons would destroy your army in seconds flat.

Remember to keep your eyes open at all times and to maintain a sharp lookout for obstacles or opportunities.

MISSING THE POINT

Sometimes you will fail at a mission because you didn't pay enough attention to your goal. For example, you need to assassinate a turncoat mayor in one early-game mission. You must fight a number of enemies in the process, but when the mayor finally appears, you better be prepared to attack him and to ignore the enemy multitude that surrounds you. If you don't, he'll escape. There are so many enemies near the mayor that killing them all simply isn't feasible. You want to get straight to the point of your mission, rather than beating around the bush by attacking secondary threats.





CHAPTER THREE

FAILURE TO SAVE THE GAME

Many players prefer to play a mission straight through, never saving the game in the middle. That's great if you can handle it, but for those of you who don't want to keep replaying the same parts of a mission over and over again, frequently saved games are the answer. Give your saved games logical names, so that you can easily remember what they were.

Saved games give you the power to explore possibilities. If you think there may be some merit in taking an alternate path or in trying some risky move, saving the game first allows you to give it a shot without wasting your entire previous effort. For many players, the net result is a lot more fun.

Using saved games to test your theories also lets you quickly clue into special features like the ones described under "Overlooking Mission Features." If you suspect that two enemy groups may fight one another when they meet, just save the game and then try to lure them together. If it turns out that they don't fight at all but attack *your* men instead with a deadly combined force, you can always reload the game.

ON TO THE MISSIONS

The next chapter provides detailed strategies for *Myth's* single-player missions. Each mission description provides unique tips on solving particular scenarios. Remember that general strategies found in this chapter are necessary, too. Only with a solid foundation in *Myth's* battlefield tactics can you hope to succeed at the entire campaign.





MYTH

CHAPTER FOUR SINGLE-PLAYER MISSION WALKTHROUGHS

Legend for Diagrams

- | | |
|------------------|--------------------|
| A rcher | B erserk |
| S oulless | D warf |
| W arrior | M yrmidon |
| T hrall | G hól |
| ● friendly | J ourneyman |
| ▲ enemy | |
- arrows (↗) indicate which direction the unit is facing.





CHAPTER FOUR

This chapter provides detailed strategies for beating *Myth*'s single-player missions. Undoubtedly, as you play, you'll come up with your own strategies, some of which will differ completely from the ones in this chapter. That's okay! The strategies provided here simply give you one way of winning each mission. They are, by no means, the only path to victory. *Myth* is a dynamic, real-time game with certain unpredictable specifics. For example, you may ask, "When will that roving pack of Ghôls decide to attack? How many wights will get in your way as you run for the bridge?" As you read these strategies, bear in mind that any number of slight variations may occur in a mission as it's being played, and that any number of small adjustments may be necessary on your part. If your archers are overrun, you'll have to scatter them and seek a new position. If the enemy flanks your line of warriors, you'll need to send reinforcements to deal with the situation. If your Dwarf keeps missing the bad guys, you'll have to adjust your aim. Only experience will teach you how to deal with all these things. You'll get better the more you play.

It's recommended that you play from saved games, rather than continually selecting New Game from *Myth*'s main menu. (This procedure is explained under "Veterans Ease the Way" in Chapter 1.) Saved games allow you to use veterans from previous missions; starting fresh every mission gives you inexperienced, ineffective troops.

Remember that you can pause a single-player mission at any time—the better to survey the landscape and to give orders to your troops. You can't do this in multiplayer games, but you can—and should—use this technique in the toughest single-player missions. You also should save the game frequently, so that you don't have to keep starting the mission over.

Finally, we recommend that you first play through the campaign at the Normal difficulty setting and then try the harder difficulty levels. The strategies provided in this chapter are fundamentally sound and can work (with some variations) at all difficulty levels, but your proficiency at *Myth*'s subtle tricks won't be strong enough for you to beat the harder difficulty levels your first time through. Many players will *never* be able to win at the Legendary difficulty setting, even with all the help in the world. If that's the case, don't feel bad. The computer is almost impossible to beat on the Legendary setting unless you devote several months of your life to nothing but *Myth*.

Now let's dive into the missions.





SINGLE-PLAYER MISSION WALKTHROUGHS

CROW'S BRIDGE

While the main battle takes place in nearby Madrigal, your small contingent of soldiers has been assigned to defend the small village of Crow's Bridge. At first this seems like a pointless exercise designed not to gain strategic advantage but to assuage the villagers' irrational fears. But soon an army of Thrall emerges from the depths of the river, followed by two small packs of Ghòls and waves of Soulless archers. The battle is at hand!

STARTING FORCES

- * 10 Warriors
- * 4 Archers
- * 1 Dwarf



NOTE

As this is the first mission, there are no veteran troops. Your forces start the mission scattered: two warriors guard the bridge, another four guard the road into town, and the remainder of your forces start in the village proper.

MISSION OVERVIEW

This is a mission of pure defense. Your forces are greatly outnumbered (even at Normal difficulty). The key is to make the best use of terrain and formations. Beginners will be surprised at how difficult this mission is compared with the first mission of most strategy games.

The key to victory is to assemble your forces in a solid defensive formation in a good location and then let your Dwarf kill most of the enemy Thrall. The Dwarf truly is the key to this mission, as the Thrall greatly outnumber your warriors and—despite the Thrall's sluggishness—can overwhelm them. Only the Dwarf has the firepower to destroy multiple Thrall at once, which also lessens the load on your warriors.





CHAPTER FOUR

STRATEGY

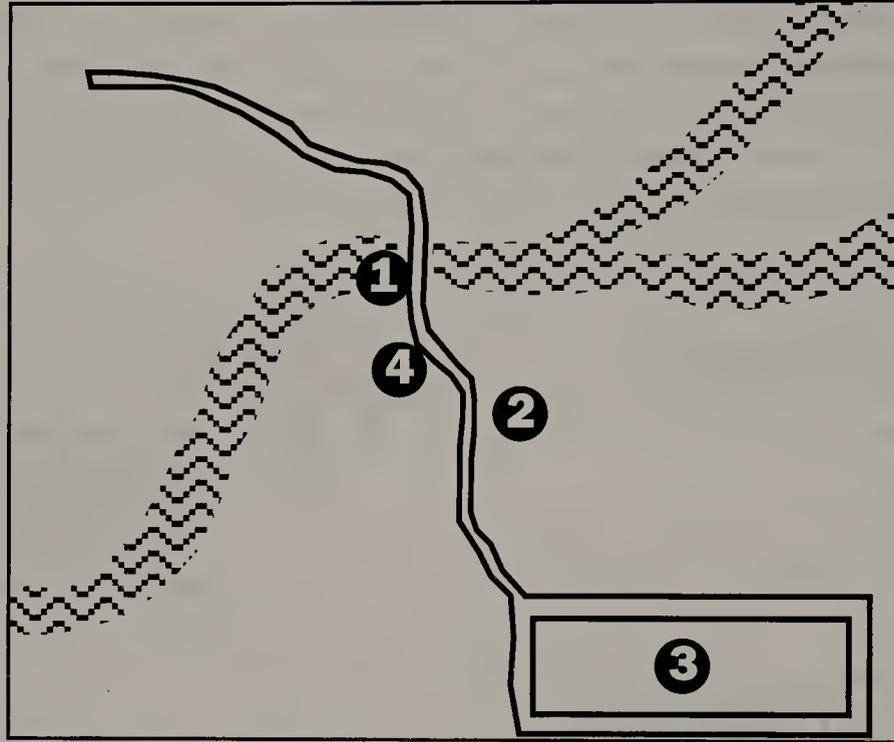


Fig. 4-1. Map of Crow's Bridge

Your forces start at Points 1, 2, and 3. Immediately select all your forces and move them toward the low hill at Point 4. This hill is located slightly to the south of the bridge and provides a good vantage point on the soon-to-be attacking undead.

TIP

Cardinal directions, such as north and south, become clear if you look at the small map in the upper right-hand corner of your screen. Your main view can be swiveled and rotated, but the little map always keeps the same perspective. "Up" on the little map is always north for our purposes.

While navigating, you may find it helpful to rotate your viewpoint (shown as a yellow trapezoid on the map), so that the largest part of the trapezoid is parallel to the northern edge of the map. That way the main view and your map are in perfect alignment, and it's quite easy to figure out where your units are heading.





SINGLE-PLAYER MISSION WALKTHROUGHS

As the mission commences, you'll notice a large force of Thrall milling around near the bridge at Point 1. These Thrall are docile unless provoked. Keep your men well away, and the Thrall won't attack them for quite some time. The Thrall are waiting for reinforcements from the north, which eventually arrive in the form of more Thrall and several small groups of Soulless. Once the whole gang has shown up, the entire undead army moves south to attack.

Meanwhile, two groups of Ghôls run across the bridge and start to scamper through the southern part of the map. They tend to avoid large concentrations of warriors, attacking stragglers and archers instead. If you start to move *all* your troops toward Point 4 from the very beginning, they won't have to worry about the Ghôls for a while.

When all your troops have reached Point 4, split your warriors into two groups of five men. Have each group form a shallow encirclement and face the Thrall army at the bridge. Then line up your archers in a long line formation between these two groups near the top of the hill. Finally, break two warriors off the ends of their formations and line them up, behind the archers, facing south. (See figure 4-2 for details.) Have everyone Guard their spots (ⓐ on the keyboard), so they don't leave their posts.

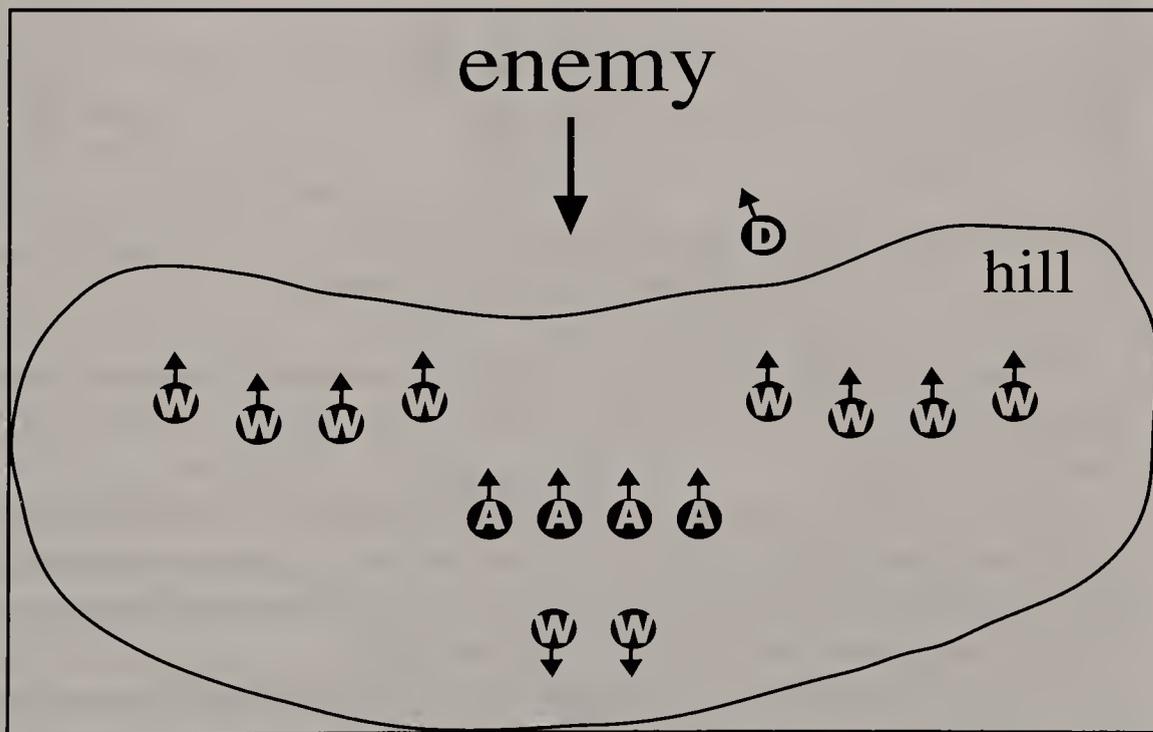


Fig. 4-2. This is a good defensive formation.





CHAPTER FOUR

This formation works well for several reasons. Your archers are on high ground with no one directly in front of them to block their shots. Your warriors to either side are ready to catch advancing Thrall and Soulless. If the enemy approaches from straight ahead, your warriors can slide into a central position to stop the charge. If the enemy attacks either warrior group head-on, the group that wasn't attacked can flank the enemy, as seen in figure 4-3. And if the Ghôls roaming around to the south decide to attack your archers, the two warriors assigned to rear guard duty can hold them off until you send another warrior or two to help out.

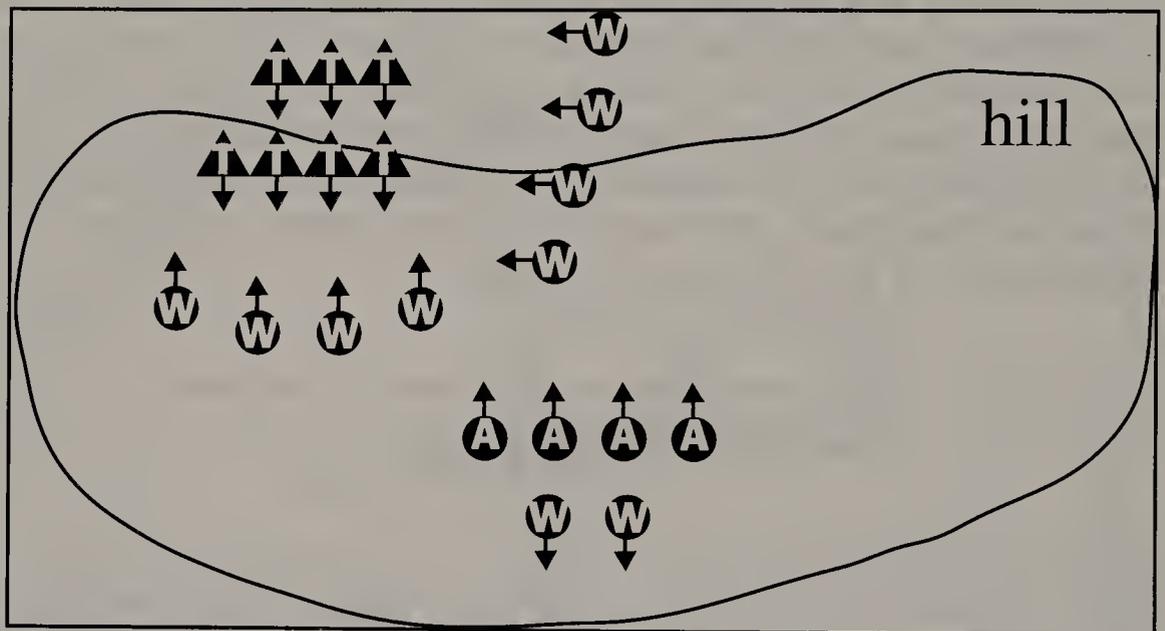


Fig. 4-3. Flanking the enemy is often a good policy.

If you assumed this formation as quickly as possible, your men should be in place before the undead reinforcements show up and before the Thrall attack. *This is good!*

Now that your men are arranged as shown in figure 4-2, send your Dwarf north toward the Thrall at Point 1. Have him drop a few satchel charges along the way by hitting the **T** key. These satchel charges are like mines—be sure not to put them too close to your other troops!

Have the Dwarf start lobbing grenades at the Thrall. They'll start to chase him, but he's faster than they are. Have the Dwarf retreat toward your formation, periodically pausing to lob grenades at his pursuers. Remember, Thrall are very slow, so your Dwarf can easily get away from them! Using





SINGLE-PLAYER MISSION WALKTHROUGHS

grenades and satchel charges, the Dwarf should be able to destroy most of the Thrall. Archers will lend fire support, and any stragglers that reach your warriors can be cut down immediately.

Another wave of Thrall and Soulless soon appears from the north. Have your archers target the Soulless first, and send a lone warrior to pester the Soulless. Don't have the warrior attack them—just have him run around near them. This distracts them, so they don't shoot your archers, allowing your archers to pick them off. Meanwhile, your Dwarf should throw grenades at the advancing Thrall.

If your Dwarf kills lots of Thrall with his grenades, and if your archers destroy all the Soulless, your warriors should have little difficulty dealing with the surviving Thrall.

If you inflict enough damage on the undead army, the remaining undead retreat across the bridge. Just let them go—you've won.

STUMBLING BLOCKS

If you fail to get your forces assembled very quickly at Point 4, you may be overrun by the Thrall before establishing your formation. Ideally, your forces should be assembled in formation as quickly as possible, so that the Dwarf has time to harass the Thrall before the undead take the initiative.

Roving bands of Ghòls can also be a problem. They like to attack when you're busy tending to other matters, and they can make quick work of your archers. Always watch the map carefully and assign warriors to combat the attacking Ghòls. Warriors always beat Ghòls in single combat.

Finally, you need some experience with Dwarves to succeed in this mission. The Dwarf is the most potent unit in your army and the hardest to use, too. It takes patience, practice, and foresight—plus a little luck—to destroy hordes of Thrall with the Dwarf's grenades. Practice makes perfect.

A TRAITOR'S GRAVE

The mayor of Otter Ferry has sold out to the Fallen Lords, and he plans to betray the Nine. Your task in this mission is to locate and root out the traitor with the assistance of a helpful villager. You will encounter several enemies along the way, and you need to make the most of your limited resources to get the job done. Remember, you don't need to destroy every undead unit you see—just kill the mayor. Only fight when necessary.





CHAPTER FOUR

STARTING FORCES

- * 6 Archers
- * 1 Dwarf
- * 1 Journeyman



NOTE

Your forces start at Point 1 near a great sandy patch on the map. Archers are highly vulnerable, so exploiting the wide-open terrain for easy shots is vital. If your archers or the Dwarf survived from Mission 1, their experience will help you win this mission.

MISSION OVERVIEW

This mission requires that you fight for a goal and stick to your mission. The Dark forces are too much for your small band, but the mission ends as soon as the turncoat mayor is killed, so you don't have to fight everything in sight.

The keys to this victory are skillful management of your archers and your Dwarf *and* timely use of the Journeyman's healing powers. The Dwarf needs to soften up the Thrall and Ghôls to the point where your archers can clean up. While the Dwarf is busy with this, your archers must eliminate Soulless javelin throwers as quickly as possible.

STRATEGY

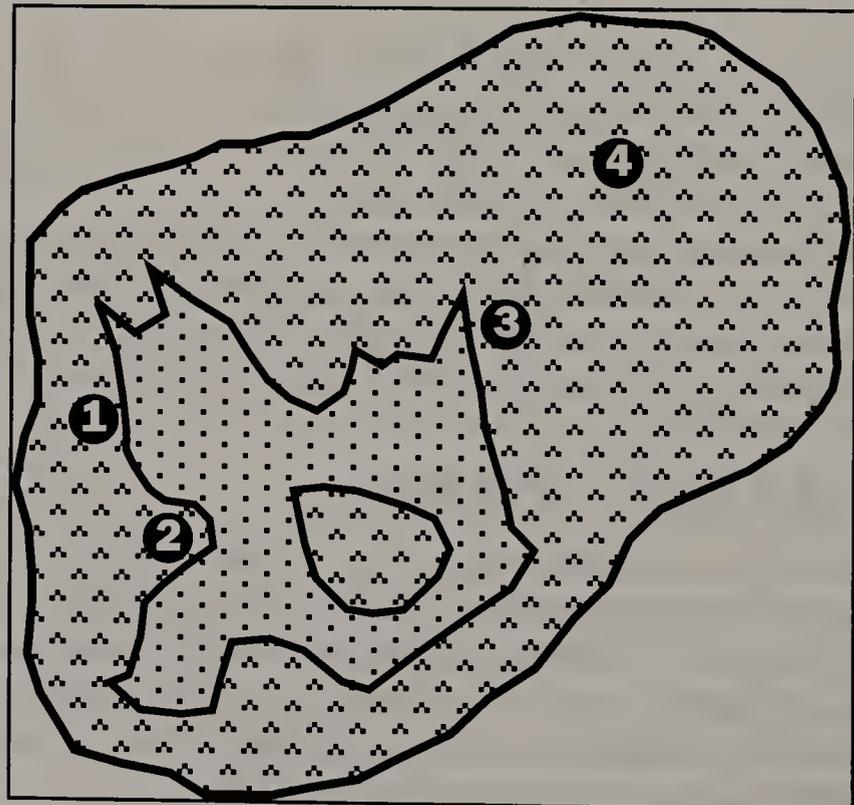


Fig. 4-4. Map of A Traitor's Grave.



SINGLE-PLAYER MISSION WALKTHROUGHS

Your forces start at Point 1 on the map. A helpful villager appears nearby and offers to lead you to the turncoat mayor. Instead of rushing after the mayor in a frenzy, have your archers establish a long line formation at Point 2, a promontory overlooking a flat sandy area. Position your Journeyman behind the archers, so that he may heal the archers as necessary. Meanwhile, the Dwarf should follow the helpful villager.

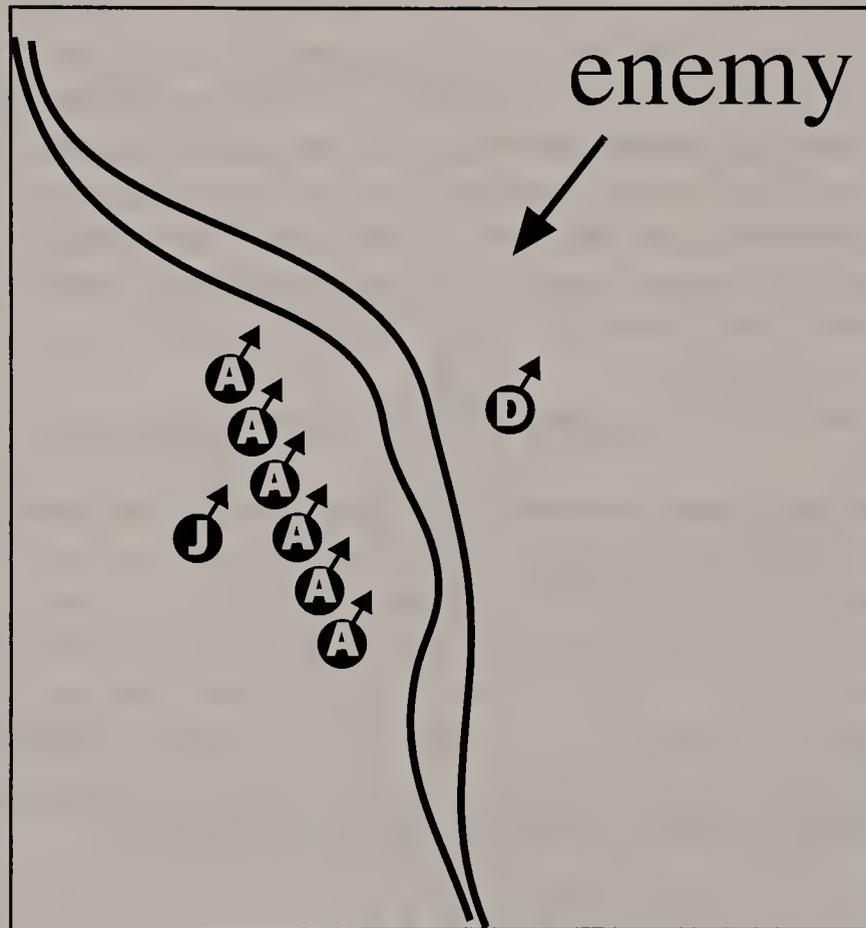


Fig. 4-5. This is a good defensive formation.

A stray Ghôl or two prowl the vicinity around Point 2, but your archers should have little trouble taking care of him (or them). Your Dwarf eventually discovers a number of Soulless and Thrall in the vicinity of Point 3. As soon as the enemy appears, the helpful villager turns and runs away. Have your Dwarf do the same, heading back toward your archers at Point 2. Drop a satchel charge or two when the Dwarf is close to the archer formation.





CHAPTER FOUR

Your archers should target Soulless exclusively and ignore the Thrall altogether. Have them target one specific Soulless by double-clicking him (as opposed to single-clicking him, which targets the entire group). The archers' concentrated fire brings down Soulless faster than fire that targets a whole group. Meanwhile, the Dwarf should run in front of the archers and lob grenades at the Thrall. Have the Journeyman heal anyone who needs healing, and have him step up to attack any stray Thrall that get too close to the archers.

When this wave of enemies is dead, heal any severely injured troops, and have everyone follow the villager again. (If the villager has died, simply proceed east toward Point 3.) As your forces head for Point 3, they will encounter a few scattered Ghôls and another wave of Ghôls and Thrall. Establish the same formation as before with a long line of archers facing the enemy and the Journeyman in back. Use the Dwarf to destroy clusters of enemies.

Eventually, your troops get very close to Point 3. To the south, you will see a stone monument, which the mayor and a number of Thrall are gathered around. (Note that, to reach Point 3, your men shouldn't follow the villager too closely. Have them proceed somewhat to the north of the villager instead.)

As your men reach Point 3, several Thrall also appear from the east, and a few Ghôls appear in the forest.

Station your troops at Point 4 in the woods to the north of the monument next to a dirt path that leads north. Line your archers and Dwarf up, so that they face the dirt path. The mayor now proceeds due north along the path—right past Point 4. A circle of Thrall surrounds him for protection. Have your Dwarf and archers target the mayor, not the Thrall. The Thrall will absorb some of the arrows intended for the mayor, but a few will penetrate the defensive circle. Also, your Dwarf's grenades will make short work of the mayor. The undead turn and run once the mayor dies, even if they're pounding your troops at the time.

STUMBLING BLOCKS

It's important to start shooting at enemies from a *long way off*, thus exploiting your archers' superior range. It's also pivotal that the Dwarf breaks up clusters of Thrall and Ghôls because neither your archers nor your Journeyman can handle more than a few of these enemies at one time—especially when they're mid- to close range.

Ghôls are the wild cards of this mission, as they tend to roam around and attack unexpectedly. Watch the map for them at all times, as you'll need to position both your Dwarf and archers ahead of time to deal with their attacks.





SINGLE-PLAYER MISSION WALKTHROUGHS

When you make your final stand at Point 4, have your Journeyman distract any Ghôls that show up to attack your archers. Otherwise, disregard all other enemy units, except for the mayor—the Thrall to the east and the Thrall surrounding the mayor mean nothing.

If you're too slow to reach Point 4, the mayor's procession takes off without you. If you reach either Point 3 or Point 4 and can't see anyone near the stone monument, you're probably too late. Try again and hurry up this time!

THE SIEGE OF MADRIGAL

While the bulk of the Light army prepares for the battle at Madrigal, your forces have been assigned to distract as many enemies as possible from the main battle. Your task is to cross a bridge into a small village and to lure an enemy army back across the bridge. You don't need to kill this army—it's impossible. You just need to lure it across the bridge.

STARTING FORCES

- 18 Warriors
- 8 Archers



NOTE

Your forces all start in a group at Point 1. Veteran archers from Mission 2 are carried over into this mission.

MISSION OVERVIEW

You'll fight several small battles before encountering the main enemy force. These enemies come in several distinct phases: Ghôl bands, a small army of Thrall and Soulless, and scattered wights, which threaten to blow your army sky high. This mission requires patience, thoroughness, and careful observation of the map. A single wight can ruin the mission for you—proceed with caution!





CHAPTER FOUR

STRATEGY

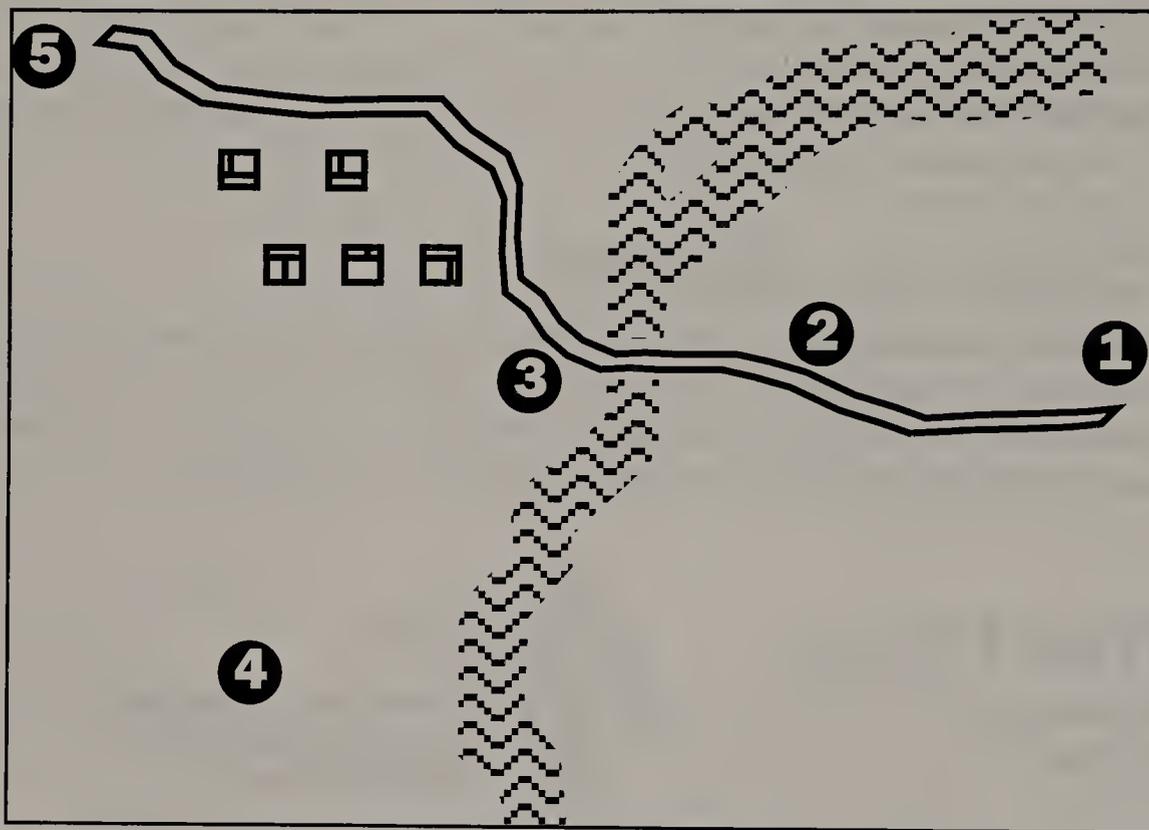


Fig. 4-6. Map of The Siege of Madrigal

Your forces start at Point 1. Immediately advance to Point 2 and establish your archers in a long line formation facing the bridge. Have your warriors remain in two groups, one to the north of the archers and one to the south. There are three groups of Ghôls in the vicinity: one attacks from the north; one attacks from the south; and one just sits on the bridge. Have your northern warrior group attack the northern Ghôl group in an encirclement formation. Your warriors' numbers let them carry the battle with no losses. The southern warrior group should likewise attack the southern Ghôls.

When the roaming Ghôls are dead, have your archers approach the bridge and shoot the Ghôls sitting on it. They'll retreat to the other side. A few Souless then will float over the bridge; shoot them with your archers, too.





SINGLE-PLAYER MISSION WALKTHROUGHS

At this point, you should cross the bridge to Point 3 with your archers in the lead. Establish the archers in a long line formation near Point 3, and have them target the nearest Soulless at all times. Never let them shoot at the Thrall. Have your warriors destroy the Thrall nearest the archers; your warriors should approach the Thrall in encirclement or line formations. The enemy army is comprised of three sub-groups of Thrall and Soulless, as shown in figure 4-7. Try to keep your warriors close to your archers, and use them exclusively to kill Thrall. Chasing Soulless with warriors often results in wild-goose chases. Let your archers handle the Soulless (unless a warrior happens to be in great position for a kill), and keep sending your warriors against the closest Thrall.

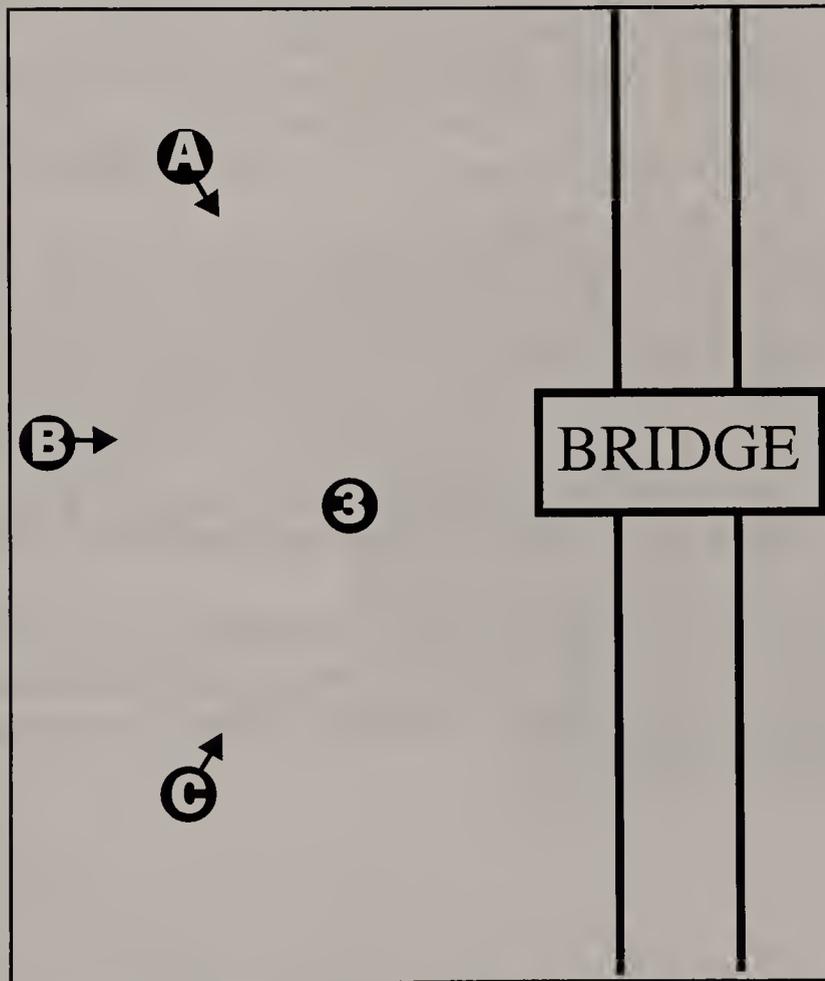


Fig. 4-7. The attacking undead approach in three groups, labeled A, B, and C. The "3" represents Point 3 on the map.





CHAPTER FOUR

Once your archers have shot all the Soulless, have the archers target the Thrall instead. Your warriors will have taken a beating from the Soulless javelins, but take a beating they must. That's their job in this mission.

When the enemy army has been defeated, most of your archers should still be intact. Your warriors will be battered, and many will have fallen.

Send your entire group west to Point 4, a very steep hill. Have them wait there for a while. Eventually, wights start approaching from all angles. Have your archers target the nearest wights, detonating them before they get too close. If the wights are reluctant to approach, send a lone warrior down to bait the wights to come closer to the archers. Turning your archers' backs to the wights is also a good trick; making the wights think that the archers can't see them encourages them to approach. Be thorough, and kill as many wights as you can before taking the next step toward completing the mission.

Once the area is free of wights, proceed northwest toward Point 5. You'll see a group of frolicking Ghòls to the northeast of Point 5. Due north of Point 5, you'll discover the main Soulless and Thrall army you've been looking for. Your soldiers inform you that you have found the main army and then tell you to run for it...

Run for it! Send your entire group southeast toward Point 4 and then east toward the bridge. This route keeps your men well away from the northern village (where buildings can hide wights) and some distance from the army you're running from. Watch the map, as there are new wights to deal with! Have your archers shoot any wights that get in your way. Also, at some point, the Ghòls you saw frolicking near Point 5 will catch your army—you'll have to deal with them, too. Use a line of warriors with a line of archers behind them. Face the two lines toward the Ghòls and kill them.

Closely watch the map and quickly kill any wights in your path. You eventually reach the bridge. Cross the bridge as if you were going to return to Point 1, and the mission ends as a success. At Normal difficulty, you should win with at least five archers intact.





SINGLE-PLAYER MISSION WALKTHROUGHS

STUMBLING BLOCKS

This mission's first major battle requires discipline. Don't let your warriors chase distant Soulless. This counterproductive measure sends the Soulless out of your archers' range. Keep your warriors between the Soulless and your archers at all times, so that your warriors draw the Soulless' fire. Your archers are much more important than your warriors—they must survive the battle!

Wights can ruin the mission instantly by killing large numbers of your men. Scour the map thoroughly and kill all wights before you approach Point 5 to trigger the game-ending sequence. If you let many wights live, they will get in your way as you dash for the bridge in the mission's final moments.

Again, don't try to fight the big army near Point 5. Run from it, only stopping to kill the Ghòls in front of the enemy army. They're the only units fast enough to catch your men.

HOMECOMING

An ancient tome called the *Total Codex* is the focus of this mission. This valuable book will help your cause, but the last party to seek it never returned. It now has fallen to your band to retrieve the book. Only the Journeyman can hold this artifact. Guiding him safely to your destination is of the greatest importance. This job is part treasure hunt, part battle, and part defense.

STARTING FORCES

- 17 Warriors
- 8 Archers
- 2 Dwarves
- 1 Journeyman



NOTE

Your units appear in bands through a teleporter called a World Knot. The warriors appear first, the archers and Dwarves second, and the Journeyman last. Veteran warriors and archers from the last mission will carry over to this afternoon.





CHAPTER FOUR

MISSION OVERVIEW

This mission is not too difficult. The key is to proceed slowly and methodically, eliminating stray enemies that harass your army at the beginning and, then, setting up your forces for a big battle near the ruined cathedral.

Archers are the mainstay of your attacking force throughout much of the mission. For the most part, your enemies are scattered Ghòls and Soulless using hit-and-run tactics.

STRATEGY

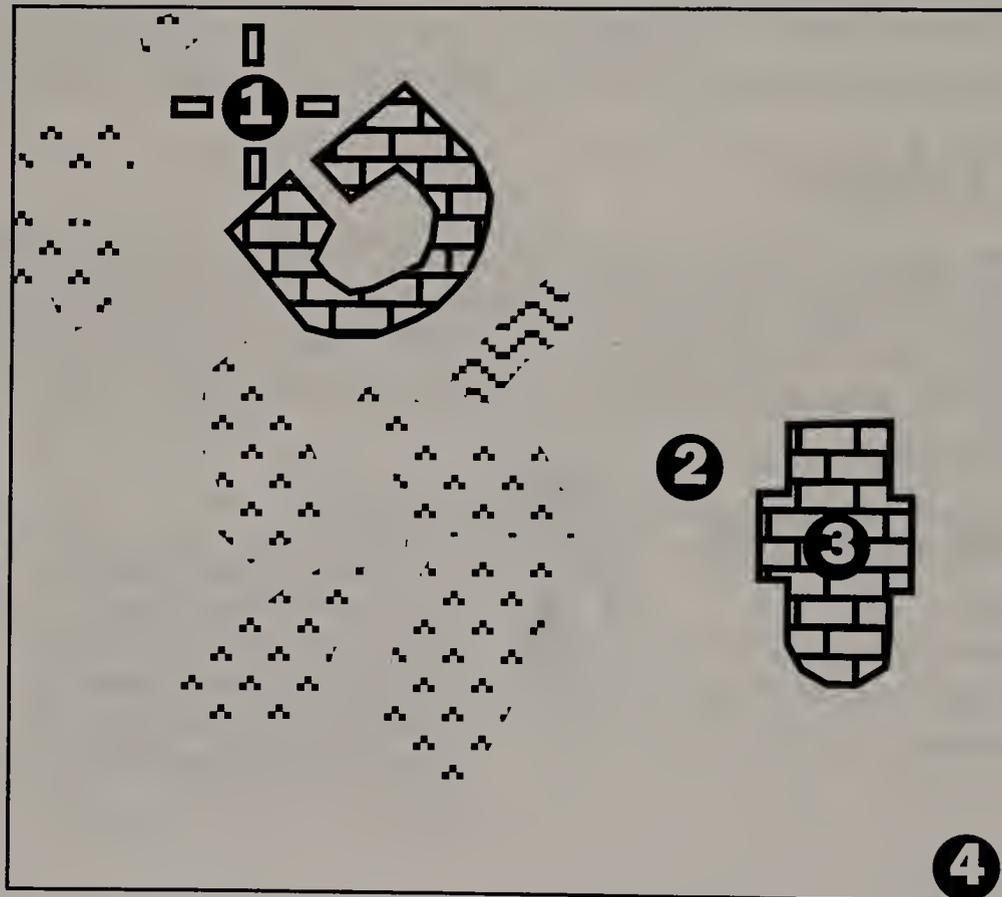


Fig. 4-8. Map of Homecoming





SINGLE-PLAYER MISSION WALKTHROUGHS

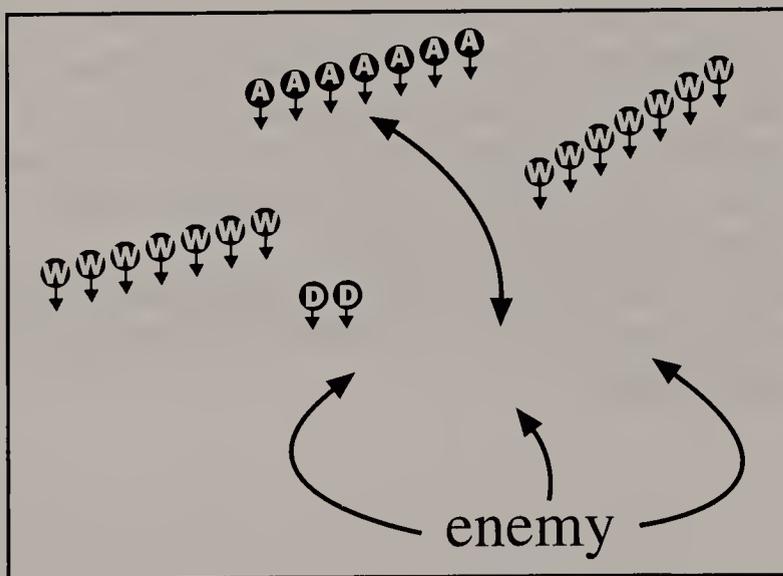
Your forces appear in waves at Point 1 in the following order: first, your warriors; second, your archers and Dwarves; and third, the lone Journeyman. As each group appears through the World Knot, send it north onto the plains (away from the amphitheater where the Ghôls and Soulless prowl). Have your archers establish a long line near the World Knot and pick off Soulless first and Ghôls second. Clean up the stragglers in the vicinity of the amphitheater—if you don't, they'll follow your army and make your life miserable.

Since Ghôls and Soulless like to hit and run, a good trick to play is to turn your archers' backs to the enemy, wait for them to come into arrow range, pivot, and then fire a volley at them. Repeat as necessary until the enemy units are dead, and don't try to chase them—it's counterproductive.

Once the area is clear, head southeast toward Point 2, a spot slightly to the northwest of a ruined cathedral. Depending on how quickly you get there, you may hear or see a battle inside the cathedral. On one side of the battle are undead troops, and on the other side is the first party sent to recover the *Codex*. The undead always win—there's nothing you can do to save the humans.

Establish two long lines or shallow encirclements of warriors facing south near Point 2, with your Dwarves slightly ahead of your warriors. (See figure 4-9.) Have all of your units Guard their spots. Send your archers in front of these two lines, and have them target the Soulless to the south and to the west. A large number of Thrall accompany the Soulless; ignore them until they get near your archers.

Fig. 4-9. This is a good formation for dealing with Thrall and with Soulless. Send the archers behind the warriors when the Thrall get too close.





CHAPTER FOUR

Have the archers retreat behind the warriors when the Thrall start to get close, and have your Dwarves lob incendiaries into the incoming mobs of Thrall at the same time. When the Thrall get too close for comfort—and when grenades would risk your own men—send the Dwarves to the north to wait with the Journeyman. Let your warriors handle the remaining Thrall.

When you destroy this undead army, you'll have the cathedral all to yourself. The tome is located at Point 3 inside the cathedral. (It's a brightly glowing book that you can't miss!) Have the Journeyman pick up the book, and the computer assumes control of him. He starts to walk on his own to the southeast toward Point 4—follow him.

As your troops approach Point 4, they will have a run-in with a few Soulless and a few Ghòls carrying "pus packs" (decayed, detonated wights). By keeping your archers near your other troops, you should be able to scare off Thrall and destroy Soulless before they get close enough to cause much damage. You don't need to kill these enemies anyway—the mission is won once your men reach Point 4. The computer assumes control of your men when you arrive at Point 4 and marches them off the screen.

STUMBLING BLOCKS

This isn't a terribly difficult mission if you methodically kill all the Ghòls and Soulless near your starting point and if you establish your army correctly for the big battle at Point 2. Again, the proper use of Dwarves is key. Fail to use them, and the Thrall's greater numbers will overwhelm your warriors.

The Journeyman should be kept back from action at all times. Sending him far away from your troops doesn't work, however, as Ghòls can pick him off. Keep the Journeyman fairly close to your warriors, but always to the rear. Have him heal archers and Dwarves during lulls in the action. Remember that he can also heal his own injuries.

Try to avoid wild-goose chases. The hit-and-run Ghòls and Soulless have a tendency to lure your men well out of position, leaving your forces scattered and vulnerable.





SINGLE-PLAYER MISSION WALKTHROUGHS

FLIGHT FROM COVENANT

Your forces have obtained the *Codex*, but The Watcher (one of the Fallen Lords) is bent on wresting it from you. He undoubtedly will try to block your flight from Covenant with his superior forces—it's essential to pick a good path. Your flight ends at an ancient tunnel, which promises safe passage from the region. It's difficult to find this tunnel, but find it you must—it's your only hope of escape.

STARTING FORCES

- * 18 Warriors
- * 8 Archers
- * 2 Dwarves
- * 1 Journeyman



NOTE

Your units start in a cluster at Point 1. All types of veterans from the last mission may be imported into this mission.





CHAPTER FOUR

MISSION OVERVIEW

A large, tough battle opens this mission. You need to win this battle without sustaining too many losses and then pick your way across the swamp in the northern part of the map. Why the swamp? There's a huge Myrmidon force guarding the main road that leads to the east. If you provoke them, your forces will surely be crushed. These Myrmidon won't budge from their posts unless you venture too close. One key to this mission is sticking to the swamp.

Wights are a constant menace in this mission. You'll need to keep on your toes and watch the map.

STRATEGY

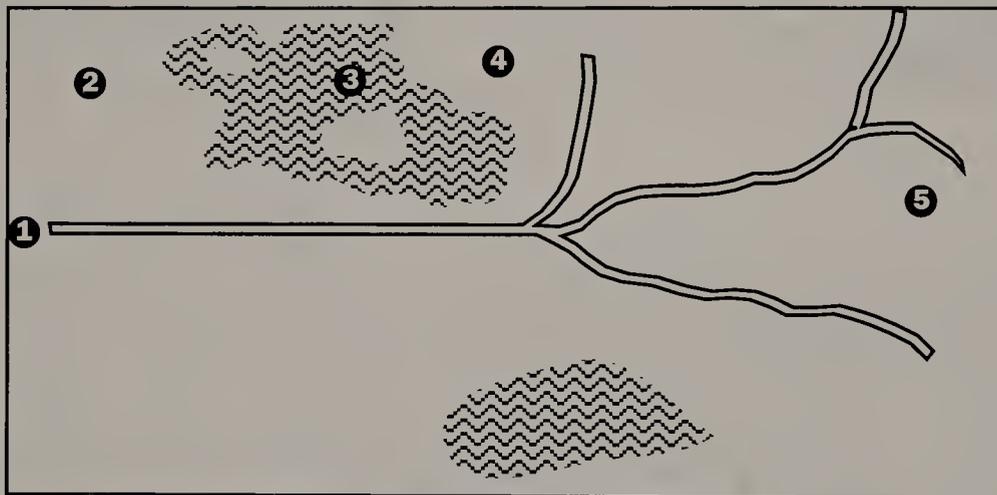


Fig. 4-10. Map of Flight From Covenant

Your forces start at Point 1. Retreat to the west. Establish a defensive formation that has a line of archers flanked by a group of warriors to the north and to the south; put your Dwarves out in front of the entire formation. (See figure 4-11.) Have your archers and warriors Guard, holding their positions until you command them to do otherwise.





SINGLE-PLAYER MISSION WALKTHROUGHS

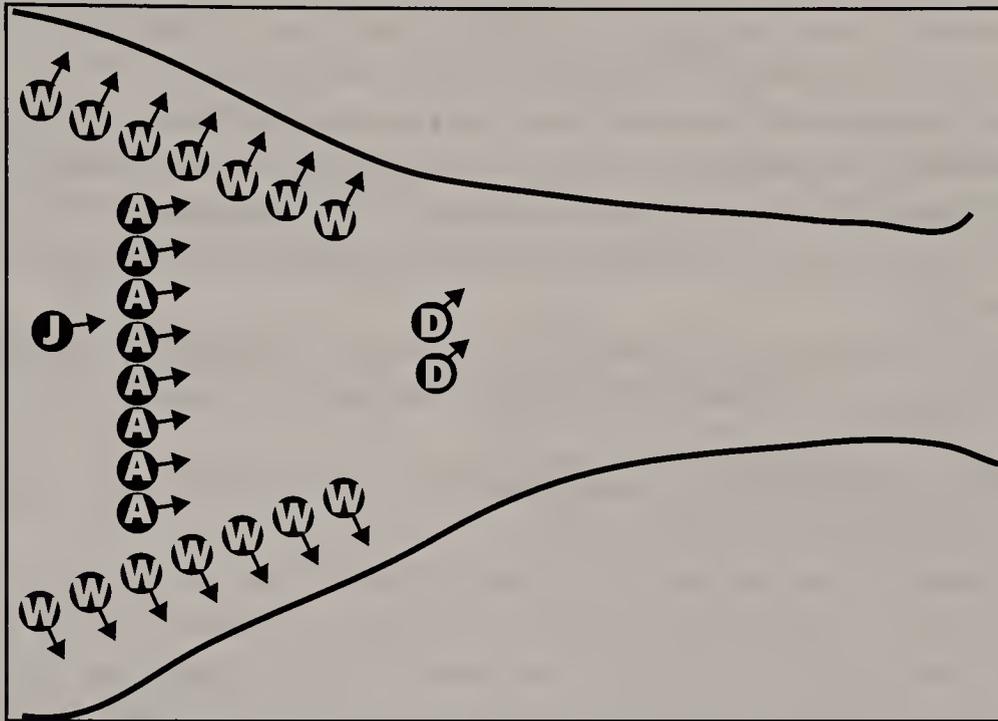


Fig. 4-11. This is a good formation for the initial battle.

Send your Dwarves eastward, and you eventually find an army of Thrall. This army approaches your men from the east, northeast, and southeast. Have the Dwarves destroy as many Thrall as possible with grenades and satchel charges, but concentrate on the Thrall coming from the east. The Thrall that approach from the northeast and the southeast should be shot by archers and met with the appropriate warrior brigade whenever they get too close. Dwarves should help out with the Thrall from the northeast and the southeast *if* they're in position to do so without harming your men.

A couple of wights are mixed in with the Thrall from the northeast and from the southeast. Watch for them! Ideally, you have your archers shoot the wights, but since your archers are in a central position—far from the northern and southern fringes where the wights come from—this can be tough. If your archers can't hit the enemy wights, send a lone warrior down to attack each wight, detonating it far from the rest of your troops. It's a good sacrifice, especially if you manage to eliminate some Thrall in the explosion.





CHAPTER FOUR

When the battle is over, heal all of your injured units and save the game. If you lost many archers or both of your Dwarves, you should start this mission over.

If you have enough units left to continue, head northeast to the gap in the wall at Point 2 and then east through the swamp. Your units can wade through the swamp since it isn't too deep. Proceed slowly through the swamp toward the east, keeping all units together and traversing dry land whenever it's possible. Do not venture too far to the south, or you'll awaken the Myrmidon army.

The swamp is infested with wights. Watch the map, proceed slowly, and keep your units close together. Have your archers kill the wights before the wights move too close to your troops.

Near Point 3, you will discover some Thrall in the water. Attack them with your archers, and you should be able to destroy them easily.

Proceed eastward, and your units will emerge from the swamp. Several waves of Thrall will attack your men as they approach Point 4. Use a line of archers to soften up these Thrall, and have your remaining Dwarf or Dwarves destroy them with grenades. This is quite easy since there are no Soulless to pick off your Dwarves. Have your archers run if the Thrall get too close. Use warriors and your Journeyman to kill the remaining Thrall.

The entrance to the tunnel is at Point 5. If you have viewed the action from the angle I usually recommend (with the trapezoid representing your viewpoint parallel to the map's northern edge), the tunnel is almost impossible to see. Rotate your view, and the tunnel entrance will be much easier to see.

You may have to face a few more scattered wights and small Thrall bands from here on out, but there's no major resistance. Use your archers to kill wights and Dwarves to kill Thrall.

Send your men toward the tunnel entrance; the computer will do the rest.

STUMBLING BLOCKS

The initial battle is tough. You *must* use either your archers or a lone, suicide warrior to attack and kill the wights before they move too close to your units. The wights in the swamp are manageable if you're patient and thorough. Shoot 'em all, and pause the game frequently to catch your breath.

The Thrall on the other side of the swamp are easy to kill *if* you use your Dwarves effectively. There's a lot of open ground over there. If you're overrun, have your men run away from the slow-footed Thrall, occasionally turning and unloading arrows or grenades until all the Thrall are dead.





SINGLE-PLAYER MISSION WALKTHROUGHS

FORCE TEN FROM STONEHEIM

The armies of Light are establishing their defense in the mountains, but there may be a hitch in the plan—a World Knot capable of teleporting the enemy *behind* the mountains. You must destroy this World Knot, lest hordes of undead teleport to the rear and flank the Light army in the confusion of battle. Your task is to destroy the World Knot.

STARTING FORCES

- * 8 Archers
- * 8 Dwarves
- * 5 Berserks



NOTE

Your forces start out together, but you should separate them rapidly. The Dwarves must stay well away from each other, or one unexpected grenade misfire could ruin your day.

MISSION OVERVIEW

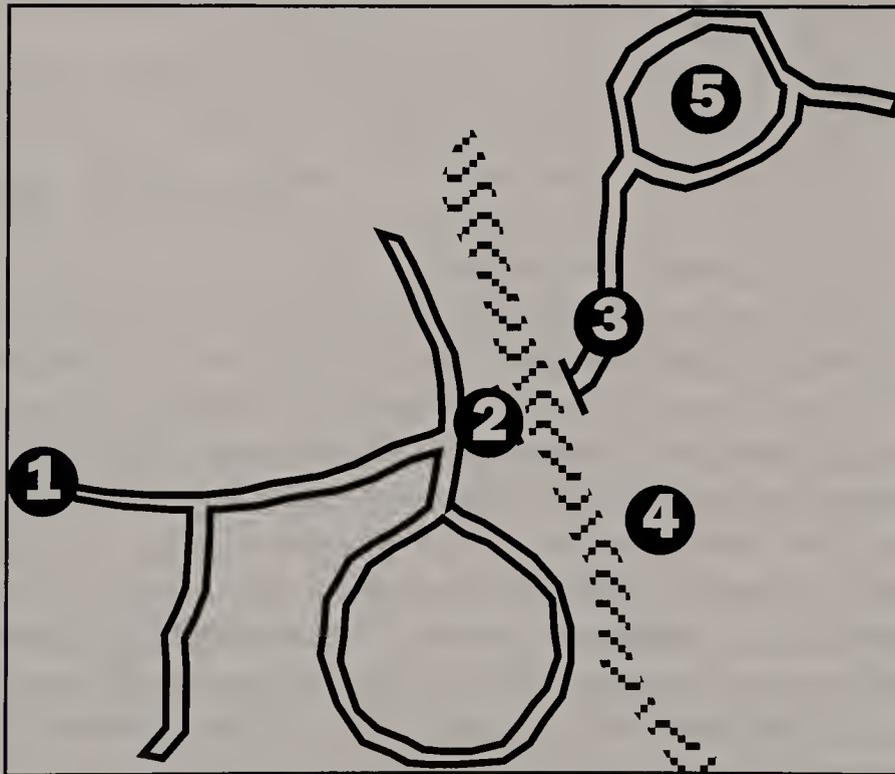


Fig. 4-12. Map of Force Ten from Stoneheim





CHAPTER FOUR

This is a mission of slow advances and frequent skirmishes. Full-bore attacks tend to end in failure. You want to lure a few Thrall and Soulless from the army that guards the World Knot, finishing them off as they approach and then luring more.

This mission is not too difficult if you are patient. Perhaps the toughest part is avoiding friendly fire from your Dwarves.

STRATEGY

Your forces start at Point 1. Group your Dwarves, Berserks, and archers into three separate groups and climb the big hill to the southwest of Point 2. Note that there are roaming Ghôls near Point 3 and that the main enemy force of Thrall and Soulless is divided into several small factions near Point 4.

Have your Berserks roam around the hill, while your archers establish a long line formation facing north at the top of the hill. The first wave of Thrall and Soulless eventually approaches from Point 4 and, along with a pack of Ghôls, victimizes the villagers that follow your army. These undead are distracted by the villagers; use your archers and Berserks to cut them down as they give chase. Keep all your Dwarves well away from combat, except for, possibly, one. This cautionary measure reduces the risk of misguided grenades.

Once you have killed this initial mob, your next job is to establish a formation at Point 2 that faces Point 3. Have your archers establish a long line, and have your Berserks cluster in a short line to the north or south of the archers, ready to take on Ghôls or Thrall that come too close to your archers. Keep your Dwarves well back, except for one or two.

The forces arrayed near Point 3 are reluctant to attack unless you get extremely close to them. The trick is to send your archers across the frozen river ford to attack the closest Soulless. Realizing that they're under attack, the Soulless back up. Have your archers pursue them. Eventually, a cluster of Thrall and Soulless decides that they've had enough and tries to attack. When this happens, have your archers retreat to Point 2, reestablishing the long line formation. While the archers shoot at incoming enemies (remember, always target the Soulless first), a Dwarf or two can blow up the approaching Thrall. These Thrall must traverse the fairly narrow river between Points 2 and 3. It's quite easy to hit them with grenades. Clean up any surviving Thrall with your Berserks.





SINGLE-PLAYER MISSION WALKTHROUGHS

You must repeat the following process several times: while they fire, advance your archers until you provoke an attack; retreat and re-form your long line formation; and destroy the attackers. If you have trouble with the Thrall, you can send your Dwarves east of Point 2 and have them establish a long line formation. Have your Dwarves drop satchel charges, and then hide your Dwarves again (except for one or two). The next time a horde of Thrall approaches, detonate these charges to take out an entire line of Thrall!

When most of the Soulless and Thrall are gone, cross the frozen ford and slowly advance your entire army toward Point 5, which marks the location of the World Knot. Be careful as you do this because Ghôls from Point 4 like to sneak up from behind. But they won't attack if you keep your Berserks nearby to protect your archers and Dwarves.

Before getting *too* close to the World Knot, establish a long line of archers facing the Knot. Send a lone Dwarf in to drop satchel charges near the closest of the World Knot's four pylons. If he succeeds, send him back and have another Dwarf drop more charges. As you do this, a wight comes through the Knot and immediately explodes; a small force of Soulless and Thrall follows the wight. These newcomers shouldn't be so tough that you can't handle them, especially if your archers are in position.

When you have smashed all resistance, blow up the World Knot's pylon by detonating the satchel charges with a grenade. If the pylon cracks but doesn't fall, you need to pile more satchel charges near its base and to detonate them—that should do the trick.

STUMBLING BLOCKS

Common reasons for failure in this mission are a lack of patience and incautious use of Dwarves. Slowly pick away at the army near Point 3 to wear it down; you should only draw out a few attackers at any one time, instead of charging in and getting ripped apart by the Soulless and the Thrall. Be sure to keep most of your Dwarves away from combat, using only two or three at a time for an attack. It's too difficult to control them all simultaneously while keeping your other troops safe!

You can cross the river at a waterfall in the southern part of the map. Feel free to do this instead of fighting the main enemy forces at the Point 2 river crossing (as outlined in the Strategy section). If you have problems with the river crossing, just follow the river south and cross at the waterfall instead. This should provide you with a better position to handle the enemy Thrall and Soulless.





CHAPTER FOUR

BAGRADA

A patrol in the mountains has failed to return. Your unenviable task is to venture into the snowy wastes and to find out what happened to them. This mission will prove to be one of the most exacting to date.

STARTING FORCES

- * 8 Berserks
- * 5 Warriors
- * 4 Archers
- * 2 Dwarves
- * 1 Journeyman



NOTE

Your forces start as one cohesive unit. Veteran archers, Dwarves, and Berserks from the last mission may be transferred to this mission. You receive reinforcements later in the mission.

MISSION OVERVIEW

This mission has several small battles, numerous skirmishes, and one final confrontation that will give you fits if you don't prepare for it—and even if you do, it won't be easy. You need to conserve your forces during the early game and avoid sustaining too many losses; otherwise, you'll be in dire straits for the final battle. In particular, you need your Dwarves for the end of the mission. You probably should restart the mission if one of your Dwarves dies early on.





SINGLE-PLAYER MISSION WALKTHROUGHS

STRATEGY

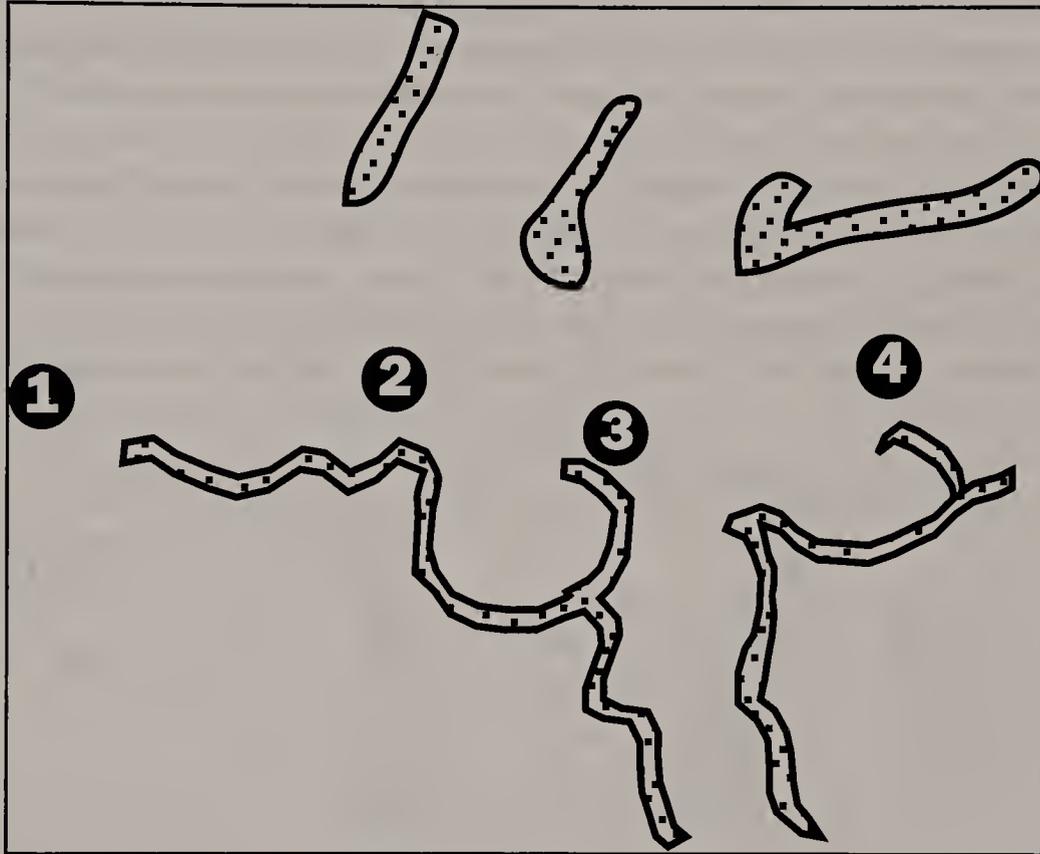


Fig. 4-13. Map for Bagrada

Establish a typical defense at Point 1 where your forces begin. (This specifically involves placing archers in a straight line facing the enemy *and* positioning warriors on either side of the archers ready to defend them. Set all of these units on Guard. Place your Dwarves ahead of this formation, and have them lob grenades if there are no missile troops to contend with. Your Dwarves should retreat behind the line when the enemy pressures them). Use this formation to face a few roving Myrmidon and a small band of Soulless and Thrall.

After defeating the bad guys, proceed due east. You will encounter several bands of Myrmidon (but only a few at a time, so they're easy to kill), Soulless perched on cliff tops, and bands of Soulless and Thrall. As before, kill the Soulless with your archers, and the Thrall with your Dwarves. Use the Journeyman to heal Dwarves and archers, and be sure to save the game at regular intervals.





CHAPTER FOUR

When your forces reach the vicinity of Point 3, they receive reinforcements similar to your starting band—a few warriors, a few archers, a Dwarf, and a Journeyman. Send these new troops north to join your old ones as quickly as possible, and merge the two groups. Myrmidon, Thrall, and Soulless will pester you at this point, but sending warriors and Berserks after the Myrmidon (and shooting Soulless with your archers) should serve you well.

When the coast is clear, continue eastward toward Point 4. You will see a smoking wreck to the east of Point 4, which marks the spot where the previous search party's camp was situated. Establish a formation at Point 4 with a line of warriors and Berserks to the south, a line of archers with a Journeyman behind them slightly to the north, and your Dwarves just behind the center of the line of warriors. (See figure 4-14.) Set the warriors and archers on Guard.



Fig. 4-14. This is how your troops should line up to prepare for the final showdown. Note the Dwarves *behind* the warrior line; be sure to use the space bar, so that the Dwarves don't start throwing grenades.

The Dwarves should now make a pile of satchel charges in the snow just behind the center of your line of warriors. (This spot is marked with a star in figure 4-14.) Have your Dwarves stack satchel charges on top of one another in a neat little pile, saving a single satchel charge for each Dwarf. Then have two Dwarves retreat well behind the warrior line, and leave one Dwarf standing right on top of the satchel pile. Use the space bar to prevent your Dwarves from throwing explosives for now.





SINGLE-PLAYER MISSION WALKTHROUGHS

A large army now filters in from the east. First come a few Myrmidon that will try to flank your archers, which is why three warriors guard them. Next come the Soulless followed by the Thrall. Destroy the Soulless with your archers (as always), and have the Journeyman heal the wounded. The Thrall can then be shot with arrows, while your warrior line occupies any remaining Thrall.

A Trow behind the enemy army slowly advances on your troops as you kill his undead servants. He's your biggest threat, and he's practically indestructible. As he approaches, have your archers fire exclusively at the Trow. If the Trow approaches your archers, have them retreat behind your line of warriors and Berserks, and then have them start shooting again.

Your line of warriors will defeat the Thrall easily, but the Trow approaches the line when the Thrall are almost eradicated. Have your warriors fight the Trow as best they can, circling and flanking him if possible—although, in all likelihood, the Trow will crush them. If you have enough warriors in an encirclement formation, however, you have an outside chance of killing the Trow without using satchel charges.

If and when the Trow breaks through your line of warriors, he encounters the Dwarf standing on the satchel charge pile. When he kicks this Dwarf, who still holds one satchel charge, he may set off the pile. You should also try to have your other Dwarves throw grenades at him at the same time. The grenades will set off the charges if the kicked Dwarf does not. The result is a massive explosion that destroys most of your warriors and severely hurts the Trow. A few more shots from your archers probably will kill the Trow, which is the way you win the mission.

STUMBLING BLOCKS

The early battles of this mission shouldn't be too hard for anyone who's gotten this far. Just be patient and be careful with the Dwarf grenades! Keep your Dwarves alive and try not to lose more than a few other troops. (Remember that warriors and Berserks are less valuable than archers.)

The final battle probably will require several tries; therefore, be sure to save the game frequently. The snow tends to extinguish grenades, and the kicked Dwarf doesn't always blow up. You can't always be sure of a win, even if you execute your plan skillfully.

If you keep retrying—and failing at—the final battle, you may have lost too many soldiers during the mission's early stages. Start over and try to retain more troops for the final confrontation this time.





CHAPTER FOUR

You can also try to kill the Trow by using your Dwarves in a more conventional fashion than the trick with the satchel charges. In this case, the key is to have all your surviving warriors attack in a deep encirclement, so that at least some of them get in shots on the Trow.

AMBUSH AT DEVIL'S OVERLOOK

A huge army of Soulless is about to cross a frozen lake. It's your job to stop it with Dwarves and a few Berserks. Regardless of how this mission turns out, you can bet that it'll be short—a big explosion decides the outcome...one way or the other.

STARTING FORCES

- * 13 Dwarves
- * 5 Berserks



NOTE

Your forces start near a big pile of satchel charges, which can be gathered to augment your Dwarves' current, ample supply.

MISSION OVERVIEW

This is a very short, simple mission—in theory, at least. You begin the mission with lots of Dwarves and a large pile of satchel charges. It's up to you to build a big enough minefield to destroy most of the oncoming Soulless. Due to pyrotechnic mishaps, this mission may require a few tries. This mission is quick and should be fun if you do it right.





SINGLE-PLAYER MISSION WALKTHROUGHS

STRATEGY

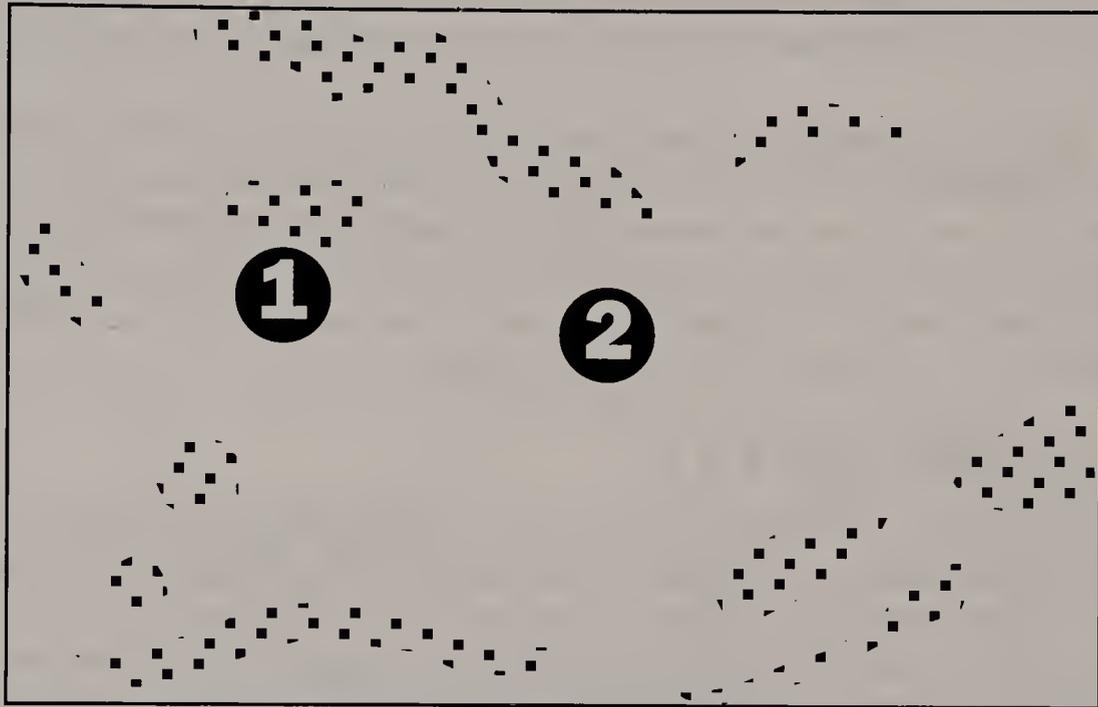


Fig. 4-15. Map for Ambush at Devil's Overlook

Your forces start in the vicinity of the minefield at Point 1. Select and group your Berserks. Next, have the Dwarves nearest to the minefield grab a few extra satchel charges each. Meanwhile, the other Dwarves should start dropping satchel charges in a grid pattern near Point 2, where they have dropped a few already. Try to place the charges about three or four satchel-charge lengths from each other in a grid, which should be roughly square. (Perhaps the grid should be a bit longer along the east-west axis than along the north-south axis.) An easy way to make this grid is to select several Dwarves; place them into a short line formation and have them march ahead, dropping charges at regular intervals.

When your scout walks across the lake toward your men, send your Berserks due east across the lake. Have them attack any early Soulless that float ahead of the pack to prevent them from arriving before the rest of the enemy and from ruining your plans. Meanwhile, your Dwarves should keep building the grid of satchel charges.





CHAPTER FOUR

Your Berserks will be killed when they meet the main body of Soulless troops floating across the lake. Finish your grid, making sure that everyone's away from the charges. Move your Dwarves as a group to the west of your satchel-charge grid. They should be far enough to the west that the Soulless must approach right to the near edge of the grid to shoot their javelins.

The huge Soulless army eventually floats up to the grid. Lure them until they are directly on top of the grid—try not to rush!—and then have all your Dwarves run toward them. The Dwarves hurl grenades at the nearest charges. Javelins will cut down many Dwarves, but many more will live. When the grenades detonate the first satchel charge, the rest blows up, too. If you built a wide enough grid, and if enough Soulless were on top of it, the “surviving” Soulless will turn and flee—you've won the mission!

STUMBLING BLOCKS

If your grid is too small, or if you don't manage to get the bulk of the Soulless army onto the grid before detonating it, you'll lose. Any incendiary mishaps—such as letting your Dwarves get blown up while they're standing near the grid—can spoil the mission, too.

This mission should be fun. If you fail at first, try again. If you build the grid properly but keep making mistakes at the last minute (such as throwing grenades too early), then save the game after building the grid but before the Soulless get too close to you. With these saved games, you can try again without repeating the tedious grid-building.



THE FIVE CHAMPIONS

Five champions have been sent to rescue Alric, an Avatara who mysteriously vanished while undertaking a quest. Your job is to control these champions on their quest to find Alric while taking care not to lose *a single* champion. Should any of the five heroes die, the mission is considered a *failure*.

STARTING FORCES

- * 2 Berserk Heroes
- * 1 Archer Hero
- * 1 Dwarf Hero
- * 1 Journeyman



NOTE

As mentioned previously, you must preserve all your units. Careful use of the Journeyman's healing powers is essential.



SINGLE-PLAYER MISSION WALKTHROUGHS

MISSION OVERVIEW

This mission is much like a logic puzzle; for your resources are limited, and the key to victory is matching the correct hero against the enemies he's best at killing. Frequent saves and careful observation of the map make this a reasonably easy mission.

For the most part, formations are irrelevant here due to the relatively low number of units you control. In general, you should just send forward the unit best suited to killing the enemy you're facing, while the others stand well out of the way.

STRATEGY

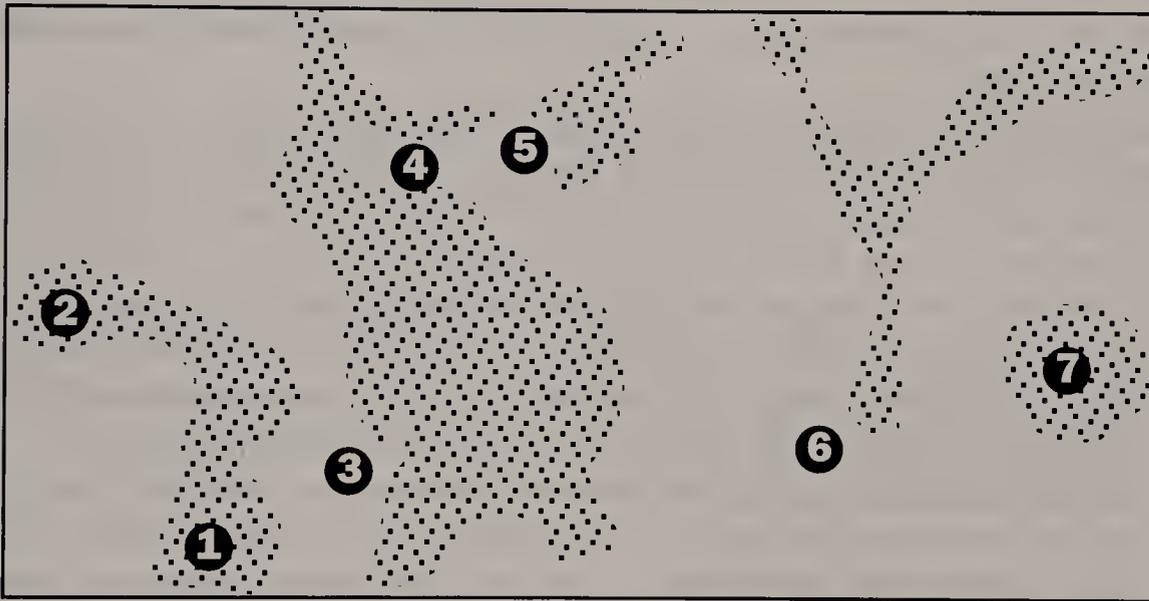


Fig. 4-16. Map for The Five Champions

Your forces start in a canyon at Point 1. Your archer must pick off some nearby Soulless to the north. After doing so, proceed west to Point 2, where you'll find a few Soulless, Ghôls, and a band of Thrall that slowly moves in from the north. Kill the Soulless with your archer while your Berserks handle the Ghôls. Have everyone retreat toward Point 1, except for the Dwarf, who bombards the Thrall. Have the Dwarf retreat from the Thrall, occasionally turning back to pitch an occasional grenade.





CHAPTER FOUR

Now save the game and take everyone north out of the canyon from Point 2. Proceed due east. You will encounter a few stray Ghôls—the Berserks can handle them—and a scattering of Soulless. Your archer takes on a couple of the Soulless, and either your Dwarf or your Berserks handle the other Ghôls. Keep your Journeyman well away, healing anyone who is badly injured. (Don't heal heroes with mere scratches. You should only heal the heroes in dire need; that is, the ones with red health bars).

Proceed southeast to Point 3, where a winding path leads down into another canyon. Stop there and station the archer at the canyon's edge. The Dwarf should place a couple of satchel charges at the base of the path and then rejoin his companions. Two large hordes of Thrall will work their way up the path slowly. Blast them with grenades and arrows. If any Thrall reach the top of the canyon, simply have everyone retreat, occasionally turning around to lob grenades or fire arrows until the Thrall are dead. There's ample space for a retreat—there's no excuse for being overrun by the Thrall.

Go down into the canyon when all the Thrall are dead and head due north. At the northern lip of this canyon (Point 4), you'll find a line of Soulless. Use your archer to pick off the Soulless one by one, forcing them to retreat behind the cliff wall. Keep moving your archer back; otherwise, he tends to creep forward within the range of the Soulless' javelin. Once all the Soulless have moved into a position where the archer can no longer hit them, have the archer go up and stand flush with the northern canyon wall. He can occasionally shift his

position and find "sweet spots," where he can fire at one Soulless at a time. Your archer probably will require a healing or two during this process.

Next, climb up to where the Soulless were, and head east to the bridge at Point 5. After crossing the bridge, have your Berserks and archers kill the band of Ghôls to the south. Meanwhile, an army of Thrall attacks. Have your whole party retreat across the bridge, pelting the Thrall with grenades at regular intervals. Keep retreating and throwing grenades until all the Thrall are gone.

Now continue to the southeast to Point 6, where you need to slide eastward along the southern edge of the map (because a canyon blocks the middle section). A band of Thrall roams through the bottom of this canyon, but they pose no threat to you. Lob a few grenades down at them for fun.

A band of Soulless is now the only thing that stands between you and Point 7—your final destination. Your archer should attack these Soulless, and your Berserk should charge in and finish them off quickly. Proceed to Point 7, where Alric floats imprisoned in a magical field. Have your Berserks destroy the four pillars around this field by hacking them to bits. This frees Alric, and the mission ends as a success.





SINGLE-PLAYER MISSION WALKTHROUGHS

STUMBLING BLOCKS

Conserve your healing, using it only on seriously injured heroes. There's a fine art to this, and it may take several tries to tread the line between healing too frequently (which depletes your healing abilities) and healing too late (which causes you to lose a hero).

This mission's biggest threats are probably the Thrall and the band of Soulless you encounter at the very end. Remember that you can always run away from the Thrall, which will buy you time so that you can turn around and throw grenades. There's no reason to die from Thrall attacks! As for the Soulless, just be sure your Berserks are in good health before you rush after them.

OUT OF THE BARRIER

Having rescued Alric from his prison, the five heroes must now escape the canyon they find themselves in. You face superior forces as usual, but some help comes in the form of an ancient artifact. Still, this is not an easy mission even though it is somewhat shorter than the previous one.

STARTING FORCES

- * 2 Berserk Heroes
- * 1 Archer Hero
- * 1 Dwarf Hero
- * 1 Journeyman



NOTE

These are the same five heroes you had in the previous mission. Alric follows you throughout this mission. You don't control him, but he does a fairly good job of hanging back and keeping himself away from combat and injury.

MISSION OVERVIEW

This mission's ultimate goal is to escape from the canyon. Along the way, you will face a few inconsequential skirmishes and a large, multi-wave battle. This battle is tough no matter how you slice it, but your archer can find an artifact that makes it somewhat easier. You probably will want to save the game before this battle, as you may have to try it several times.

In terms of difficulty, the entire mission ranges somewhere between medium and hard. Proper use of the artifact is essential.





CHAPTER FOUR

STRATEGY

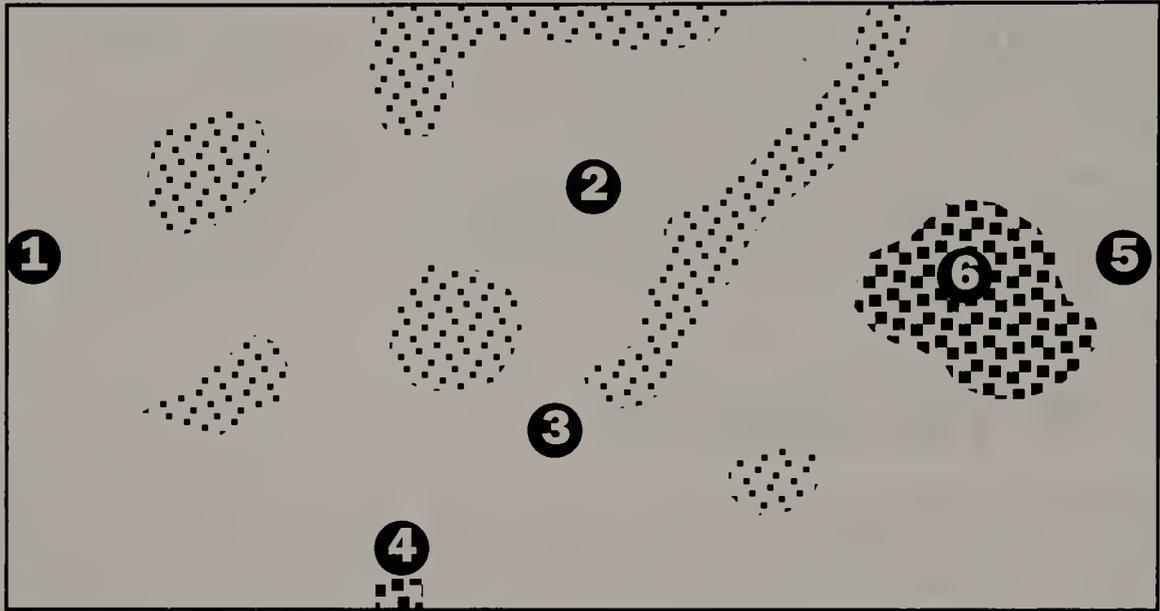


Fig. 4-17. Map of Out of the Barrier

Your forces start at Point 1. A number of Ghôls scampers around nearby. Stay where you are, and have your archer fire at the Ghôls while they continue to mass. The Ghôls eventually spread out and attack from several directions at once; however, this should not be a problem as long as you keep your Berserks near your Dwarf and archer. Use the space bar to keep your Dwarf from blowing up his companions.

Proceed due east toward Point 2 after you have killed these Ghôls. A number of new Ghôls attack along the way, and a few stray Soulless attack from the hilltops. Ignore the Soulless outside of your range of fire, but kill the Ghôls as quickly as possible with your Berserks and your archer.

From Point 2, head south toward Point 3, where a band of Soulless and Myrmidon is waiting. Use your archer to soften them up, and have your Berserks rush at this band when the Soulless are within javelin range.

Now head for Point 4. You probably will encounter another band of Soulless and Myrmidon along the way—deal with them as you dealt with the last group. Point 4 marks a cave that houses a powerful bow. (You may need to swivel your view to see it properly.) **Beware—there's a pack of Ghôls inside!**





SINGLE-PLAYER MISSION WALKTHROUGHS

Have your Berserks and Journeyman approach the cave first to kill the Ghôls, and then have your archer retrieve the bow inside the cave. This bow turns enemies into stone; you can use it 12 times. (Press **T** every time you want to use it.)

Return to Point 3. Two major bands of Myrmidon and Soulless are to the east—one lies to the northeast, the other to the southeast. Save the game and heal everyone. Position your Berserks and Journeyman in a line with your archer, which is nearby on a high point. If you send one of your troops—perhaps the Dwarf—northeast from Point 3 and have it hug the cliff's edge to the north, he can get the northeastern base of Soulless and Myrmidon to follow him. Have the Dwarf retreat, perhaps throwing a grenade or two. (Be careful, though, as Myrmidon are fast.) Unless you set a satchel-charge trap, however, your Dwarf is more or less useless in this fight.

As the Myrmidon approach your band, select your archer and press **T** to select the magic bow. Shoot the nearest Myrmidon and then the next nearest Myrmidon. In total, shoot two or three Myrmidon, so that only a couple of stragglers get through. Let your Berserks handle the rest. Have your archer handle the Soulless, which come after the Myrmidon. You probably don't need to use your artifact bow on the Soulless, especially if you stayed back far enough not to provoke the army to the southeast.

If you manage to kill the northeastern army without provoking the southeastern band, realign your troops and send someone out to goad the southeastern band into attacking. When you fight this band, use your special arrows like there's no tomorrow! This is the last major battle of the mission. If you fail, try again, but set up a satchel-charge trap between your army and the enemy the second time around.

When you have won this battle, head northeast to Point 5, where a big army is assembled. Clearly, you cannot beat them...but never mind! Approach slowly without attacking. Alric approaches this army of his own accord, exchanges a few words with its leader, and then blows them all up!

Next, follow Alric up the slope to Point 6. An army of Soulless and Myrmidon suddenly appears all around the circular mesa as you ascend. You need to hurry—or you will face a hail of javelins! Once you reach the top, gather everyone around Alric. He teleports the group away, and the mission is a success!





CHAPTER FOUR

STUMBLING BLOCKS

Invariably, the main stumbling block is the big fight to the east of Point 3. If you find that both the northeastern and southeastern groups are attacking simultaneously, try again with your men further back. Be sure that the lone Dwarf or Berserk who provokes the northeastern group stays as close as possible to the northern cliff wall.

Use the magic bow to kill most Myrmidon in a group, but not all of them. Your Berserks can dispatch groups of three or fewer Myrmidon with ease. Use the bow to thin out groups, but don't use it to eradicate them.

For an amusing trick, shoot your own troops with the special bow. They turn to stone, but the game engine doesn't immediately recognize that you have killed a friend and doesn't terminate the mission. You can then play on for a while, even though one of your party members is a statue! (You can't win the mission this way. Everyone must be close to Alric in order to teleport away.)

SILVERMINES

Your task is to retrieve the severed arm of The Watcher, one of the Fallen Lords. The Arm's value is not readily apparent, but presumably it will give your army an advantage when you fight The Watcher.

The Deceiver, another one of the Fallen Lords, also seeks the arm. In order to retrieve the arm, you must evade or destroy his patrols.

STARTING FORCES

- * 7 Berserks
- * 4 Archers
- * 2 Dwarves



NOTE

No veterans are forwarded from the last mission. Your party includes a Journeyman, who isn't under your control, until you reach the Arm. (In fact, the Journeyman guides you there.) After you have retrieved the Arm, the Journeyman is under your control as well.





SINGLE-PLAYER MISSION WALKTHROUGHS

MISSION OVERVIEW

This is one of very few missions where combat varies. If you plow into every enemy patrol you meet, you will fight at least three bands of the Deceiver's servants—all of them are fairly tough. But if you're sneaky, you can get by with fighting only one. The exact location of the patrols can't be pinpointed with any degree of accuracy since they tend to move around. If you follow the strategy outlined in the next section, however, you likely will find the patrols in the same spots where we found them.

STRATEGY

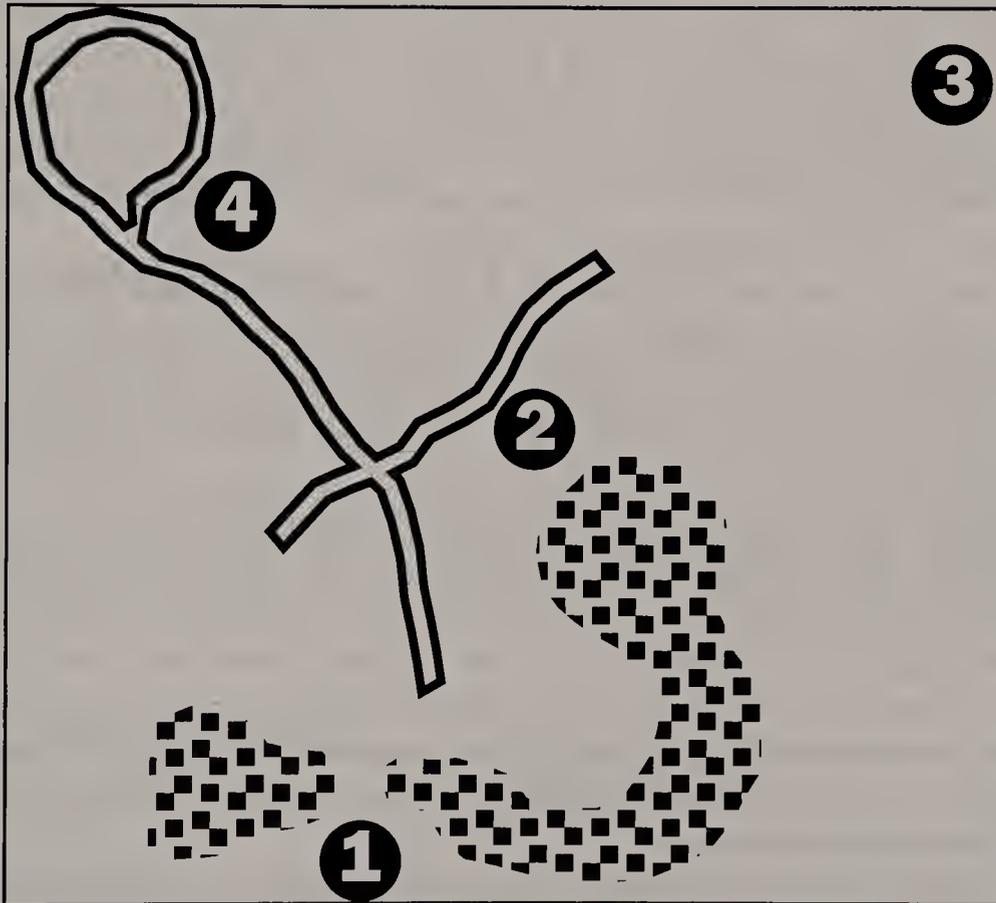


Fig. 4-18. Map of Silvermines





CHAPTER FOUR

Your forces start at Point 1; a computer-controlled Journeyman leads the way north—follow him to Point 2. Near Point 2, you will see enemies on the map, and the Journeyman will utter a warning. Pull your men back slightly to the south, keeping the enemy's red dots on the very edge of your map. When the dots disappear—signaling that the search party has moved on—proceed quickly northeast toward Point 3. Be sure the Journeyman comes with you! Send a lone Berserk to “activate” him if he plants himself somewhere and refuses to move.

You should be able to reach Point 3 without a fight. The Journeyman locates the Arm here—it's sitting in plain view. Once the Journeyman takes the Arm, he's under your control.

You probably will need to fight a search party at this point. The party approaches from the west, which is the direction you need to head for to end the mission. You can either establish a defense near Point 3 or proceed west to meet the party on the open plains.

The search party includes a Fetch, a few Soulless, a few Myrmidon, and several Thrall. If you meet the search party near Point 3, a few Berserks can hide behind the shed. The shed can't protect your units against the Fetch's lightning, but sometimes it blunts the strikes. No matter where you fight, you should have your archers target the Fetch *immediately*. Place a few scattered Berserks between the Fetch and your archers. If you don't, the Fetch will fry your archers quickly, or the Myrmidon will overrun them.

Try to use Dwarves to lob projectiles at the Thrall and Myrmidon before your line of Berserks clashes with them. If any Berserks break through the search party's line of Thrall or Myrmidon, have one or two run after the Fetch. Fetch are fairly slow and fragile—this is a viable way of killing them. Have your Berserks target Soulless after killing the Fetch.

Assuming that you protected your archers with Berserks and killed the Fetch quickly (either with a running Berserk or with archer fire), you should have escaped this battle with over half your troops still intact. Gather everyone, including the Journeyman (remember, you now control him), and proceed due west toward Point 4. Keep your troops together.

As you approach Point 4, you may notice another search party ahead of your army. This party proceeds west along its patrol route if your men stay back and follow it at a distance.

There is a base with a natural ramp leading upward at Point 4. A third search party, which is probably to the south of Point 4, is stuck in an awkward position south of the ridge; it cannot immediately attack your party. You can try to fight this group, but the easier method is to send your men up the ramp as quickly as possible and then to have them run toward Point 5. The lone Fetch in this





SINGLE-PLAYER MISSION WALKTHROUGHS

search party may fry a few of your men, but, if they ascend the slope at a good speed and ignore the enemy, they can reach Point 5 without sustaining too many casualties. Only the Journeyman needs to reach Point 5 for the mission to be a success. Feel free to bait the search party with the rest of your group while the Journeyman runs to Point 5 by himself.

STUMBLING BLOCKS

This mission's main stumbling block is failing to kill the Fetch quickly enough when you fight the first (and only) search party. Kill it quickly at all costs—either with a running Berserk or with a hail of arrows. It is, by far, the deadliest enemy in this search party. Remember that, if you keep enemy troops between your Berserks and the Fetch, the Fetch may accidentally blast its own troops with surprising frequency. Use this knowledge to your advantage, and try to protect your units closest to the Fetch with its own allies.

The other significant hurdle is fighting too many search parties. You can get by in this mission with only one big fight, as detailed in the Strategy section for this mission. Fighting additional search parties can be costly; you should avoid extra combat if possible.

SHADOW OF THE MOUNTAIN

In your first mission of pure defense, you must guard the army's baggage, including The Watcher's severed arm. Mighty legions will attack you, but you have the tools to push them back. As often is the case with battles of this magnitude, individual skirmishes either go smashingly well or fail miserably. If you manage to hold back the Thrall and Myrmidon, you'll come through with very few casualties. If you fail to stanch the flood, however, there will be trouble.

STARTING FORCES

- * 12 Berserks
- * 11 Archers
- * 3 Dwarves
- * 1 Journeyman



NOTE

Your forces start on the hilltop that you must defend. Veterans from the last mission are a possibility.





CHAPTER FOUR

MISSION OVERVIEW

There is a certain randomness as to where the enemy attacks in this mission. Sometimes it attacks from the south, then from the east, then from the south again, then from the north.... Other times, the enemy attacks in two waves from the south, then the east, and then the north. The strategy for this mission, therefore, must be somewhat general.

No matter where the enemy attacks from, your strategy should be the same. You always will see a buildup of red dots on your map in the appropriate location before an attack. You should always be able to realign your men to combat the enemy from any number of directions.

STRATEGY

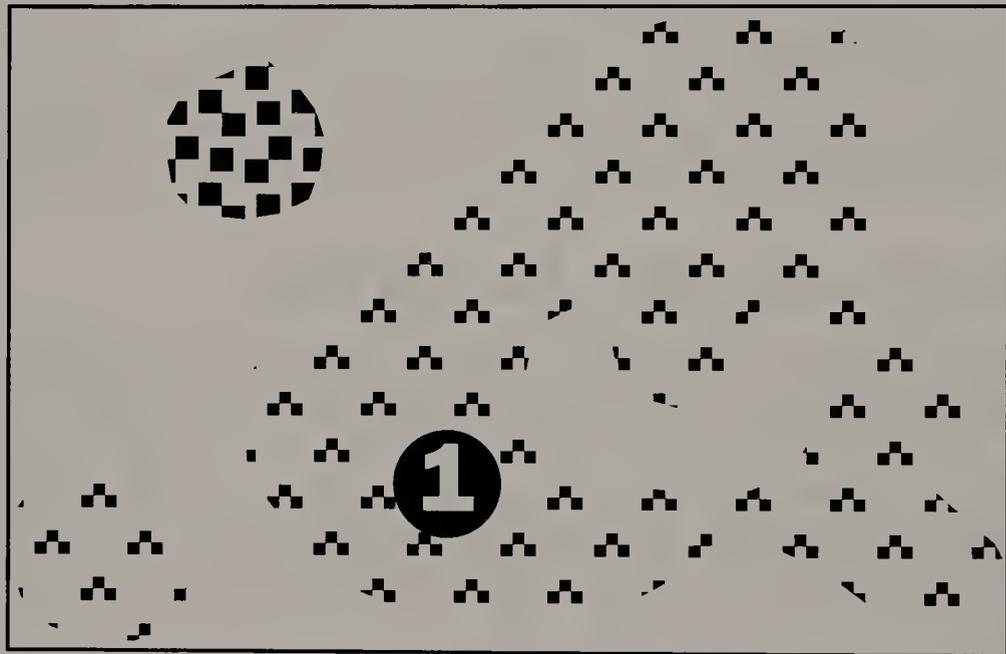


Fig. 4-19. Map of Shadow of the Mountain

Frequent game saves are recommended for this mission.

Your forces begin scattered around Point 1. Quickly assemble them into a defensive formation that faces south. Figure 4-20 shows you a useful defensive formation. Note here that the Berserks were set on Guard to hold their positions. A few of them were ordered to attack any stragglers that got through to the archers, but after that, they were ordered to Guard once again. Also note that only one Dwarf was used in the formation, while the others were held in reserve on the mountaintop.





SINGLE-PLAYER MISSION WALKTHROUGHS

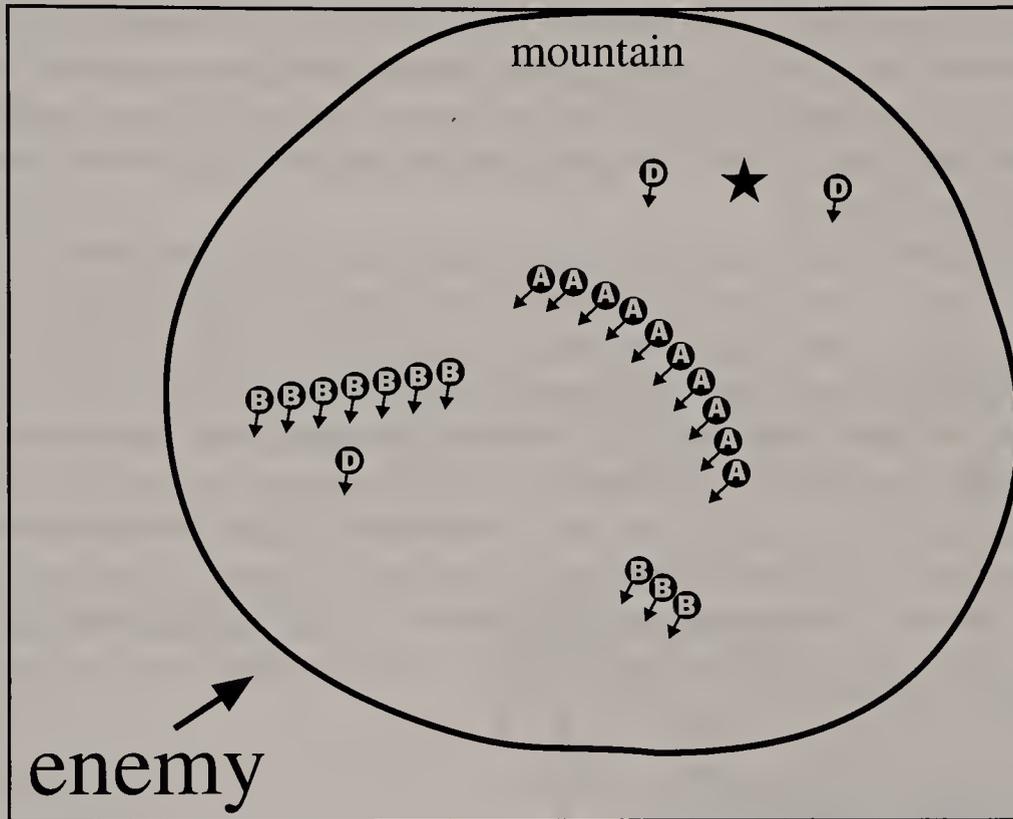


Fig. 4-20. This formation allows the archers and Dwarf to pelt enemies, while the Berserks stand ready to Guard them.

The key to winning these battles is to make sure that you use your Dwarves correctly. This point is illustrated with the first wave of attackers; which includes evil Dwarves, followed by Myrmidon and Thrall. The Dwarves are by far the biggest threat, and you should use your archers and your own Dwarf to kill them as they climb the slope. Gravity is on your side—you should be able to blow them up before they reach your men. Use a lone Berserk to take on any Dwarves that draw uncomfortably near.

Have your Dwarf continue to run around in front of your main army, throwing grenades at Thrall, Myrmidon, and—especially—at evil Dwarves that try to get close. Your Dwarf should retreat behind the Berserks when the enemy gets too close. Have a few Berserks cut down any Thrall or Myrmidon stragglers that get through your defenses. If too many Thrall or Myrmidon get through, you should start over—and this time, try to hit more of them with your Dwarf.





CHAPTER FOUR

After you have cut down the first wave of attackers, you face subsequent waves from the south and the east (not necessarily in that order). These subsequent waves add archers to the mix. As always, target enemy archers with your archers, and look for opportunities to pick off enemy archers during the lulls between ground attacks. Your defensive plan should otherwise remain relatively unchanged.

There is a difference, however, between defending the southern and eastern approaches to the mountain. The east features two approaches; the south has only one. When you defend the east, you should place your archers way back after they kill all the enemy archers with their initial volleys. Station your Berserks *between* the two approaches, so that they may respond to crises at either spot. You should also place a Dwarf at the top of both approaches, so that they can lob some lethal grenades into the hordes of Thrall that swarm on either side. Also, placing satchel charges on both approaches beforehand make defeating the Thrall much, much easier.

No matter what order the attacks come in, the last attack always comes from the north and features evil Dwarves, Myrmidon, and evil archers. Defeat the Dwarves with your own Dwarves, and the archers with your own archers. Your remaining Berserks should clean up the Myrmidon.

STUMBLING BLOCKS

The effective use of Dwarves never has been more critical than in this mission. It is particularly difficult to control two Dwarves at different locations when you defend the eastern edge of the mountain, but it's absolutely necessary to have one Dwarf at each eastern approach. Watch the map closely while you defend the eastern edge of the mountain, lest you fail to notice an attack on one approach while you're busy with the other one! Pause the game frequently if things are getting a bit out of hand.

Satchel charges make a big difference in this mission. There isn't much time or need to use them against the first wave of attackers, but after that, you should liberally apply mines to the approaches on the mountain, especially the eastern ones. Remember that your Dwarves can pick up satchel charges—dead enemy Dwarves come in handy if their munitions don't explode when you kill them.





SINGLE-PLAYER MISSION WALKTHROUGHS

When enemy groups start to line up to prepare for the attack, you can usually target their archers before the main ground attack is underway. Do so, targeting individual archers and using your Journeyman to heal your wounded archers. By destroying enemy archers quickly, you make the battle much simpler. You can then let your Dwarves roam the battlefield without fear of shots from afar.

SEVEN GATES

The Scaripant, one of the Deceiver's Shades, is trapped somewhere on this map. Your forces must find and kill him. This mission is complicated by the fact that both The Deceiver's and The Watcher's henchmen are in the area. You can—and should—however, turn this to your advantage by letting them attack one another.

STARTING FORCES

- * 10 Warriors
- * 8 Archers
- * 1 Journeyman



NOTE

Your forces are inadequate if you fail to approach this mission correctly. If you follow the strategy outlined in this section, you shouldn't lose more than three or four units. Veteran units carry over from the last mission.

MISSION OVERVIEW

This is not a difficult mission if you're patient and if you understand the basic premise. That premise is to allow large enemy bands to attack each other instead of involving your party in the fray. Frequently, you must retreat for a short time, giving rival enemy bands the opportunity to battle each other, not your men.

Once you find the Scaripant, you can kill him with relative ease—if you handle it right. Shades are capable of decimating an entire army if you fail to attack properly.





CHAPTER FOUR

STRATEGY

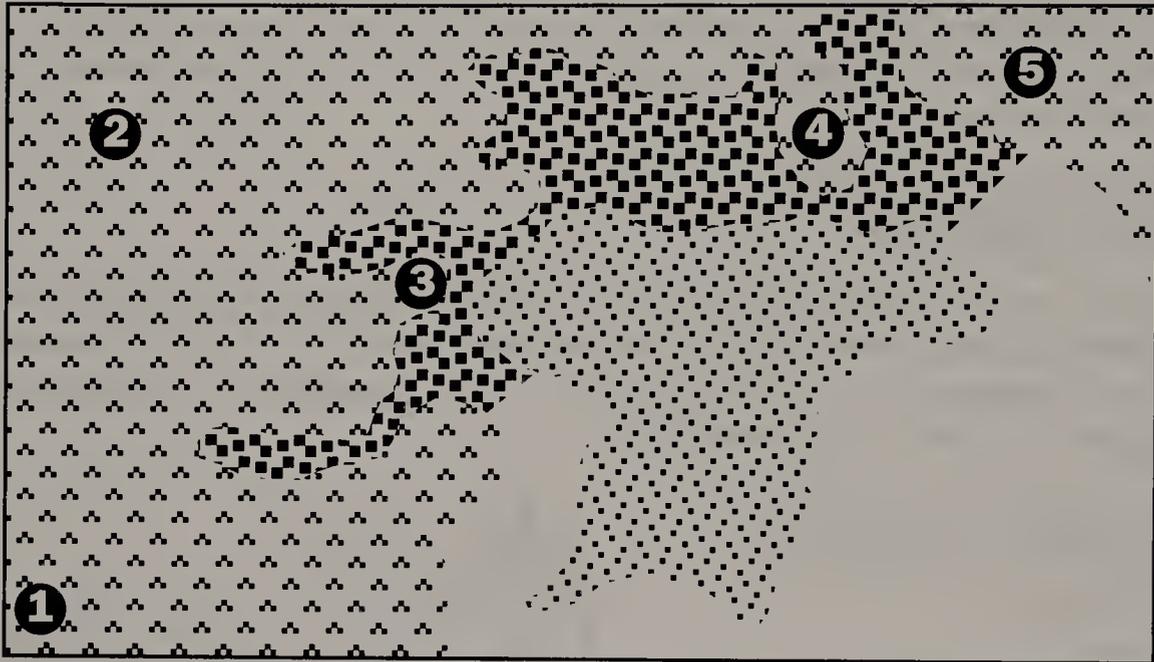


Fig. 4-21. Map of Seven Gates

Your forces begin at Point 1. A number of skirmishing undead is to the north of your position. **Do not kill these enemies; instead, allow them to kill each other.** Clean up any survivors with your archers.

When the area is clear, send everyone north toward Point 2. Have a lone warrior venture ahead of the rest of your army.

At Point 2, make your army halt. Send one warrior due north from Point 2 and another due east. Each warrior should encounter an army of approximately equal proportion. These armies immediately start to march toward your men at Point 2. Have your men, including your scouts, retreat to the south of Point 2. Keep moving them southward until you're certain that they are out of range of the two armies. These enemy armies should clash at Point 2 and should decimate each other. Since one army consists of Thrall and Soulless and the other has Thrall and Fetch, the Fetch are likely to be the only remaining unit after the fight. Clean up the survivors with your archers and head east from Point 2.

Stop your army at Point 3. Send lone warriors to scout the southeast and the northeast, one on each side of a big red rock in the middle of the map. Undead armies are situated to the northeast and to the southeast. Again, have everyone—





SINGLE-PLAYER MISSION WALKTHROUGHS

including your scouts—retreat to the west of Point 3. Allow two new enemy groups to collide. As before, clean up survivors with your archers.

Now proceed northeast toward Point 4. You will find a few enemy bands along the way—none of these enemy bands is as big or as coherent as the armies you met before. As usual, try to make the enemies fight each other. Failing at that, retreat slowly and have your archers kill Fetch or Soulless. Ignore the Thrall until you have eliminated the Fetch or Soulless since all your units can easily outrun the Thrall. After taking out the Fetch and the Soulless, you can then pick off the Thrall with your archers.

At Point 5, you find the Scaripant. You may want to save the game before venturing too close!

Shades are slow-moving creatures that float along the ground. Their “detonation” attack is incredibly devastating. Essentially, it causes enemies to explode in a series of magical explosions. You have seen this effect before in *Out of The Barrier*. In that mission, Alric uses this power to destroy an enormous army.

The key to handling the Shade is to have a single warrior approach it. Send a line of archers *well behind* the warrior. The warrior should try to get within the Shade’s melee range, while the archers fire at the Shade from the very limit of their range. In most cases, the Shade either uses his magical detonations on the lone warrior—allowing your archers to finish him off—*or* tries to engage the warrior with his sword—which again gives the archers time to shoot at him. Note that you must be sure that your archers are *way* back. If they are anywhere in the warrior’s vicinity, the Shade’s detonation attack destroys everyone.

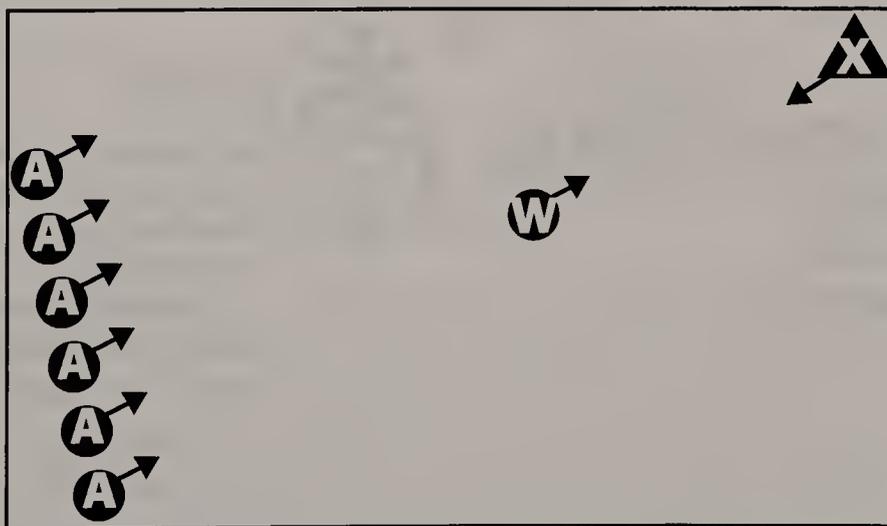


Fig. 4-22. This is how to approach a Shade. The Shade is represented here with a big “X.”





CHAPTER FOUR

STUMBLING BLOCKS

This mission's obvious stumbling blocks include failure to let The Deceiver's and The Watcher's armies duke it out and improper handling of the Shade at the mission's end.

All things considered, this mission is quite easy if you know how to proceed. The only tough part is learning how to bait armies into killing each other and learning how to deal with Shades.

If you have difficulty with enemy armies, restart the game. Be sure to avoid combat with all the major undead armies, letting them fight each other instead. Also, remember that you may have to do a better job at retreating. Some players have a problem with retreating, but it's a vital skill in many missions, especially when your enemies are the slow-footed Thrall.

Finally, if you have trouble with the Shade, remember that it has a limited number of detonation attacks. The Shade is reluctant to use these powerful attacks on lone enemies. That's why it may not use this power on a lone warrior. Once the warrior is actually fighting the Shade, the Shade cannot use its special attack—so, let loose with the arrow volleys!

FOREST HEART

Soulblighter's army is on the march and is threatening Forest Heart. Your unenviable task is to find and to kill his four Trow generals. Fortunately for you, you have three Forest Giants of comparable power on your own side.

STARTING FORCES

- * 18 Berserks
- * 11 Archers
- * 3 Forest Giants



NOTE

Most of your troops start near Point 1. The Forest Giants start somewhat to the west. Veteran archers from the last mission carry over to this mission.

This list excludes the scout patrol that gets slaughtered at the beginning of this mission.





SINGLE-PLAYER MISSION WALKTHROUGHS

MISSION OVERVIEW

This mission requires patience and proper use of your Forest Giants. Generally speaking, your Giants should deal with enemy infantry and Soulless as little as possible; your regular troops should handle those enemy units. Keep your Forest Giants alive for their confrontations with the Trow!

Never split up your Forest Giants—a good rule for this mission and in most multiplayer games.

STRATEGY

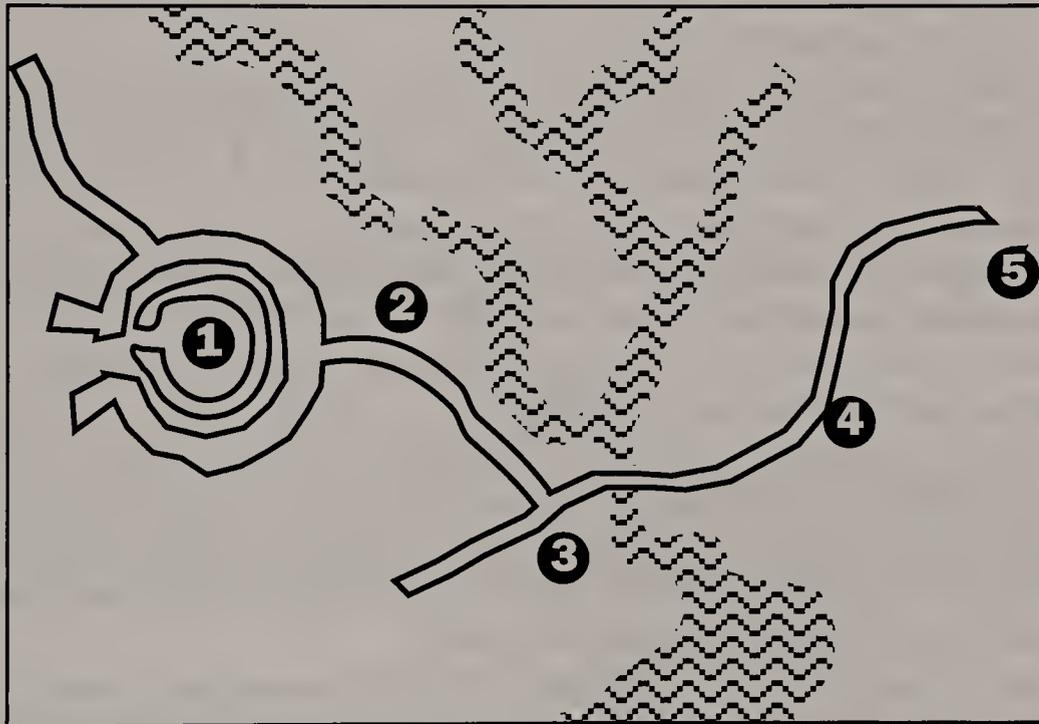


Fig. 4-23. Map of Forest Heart

As the mission commences, you find yourself watching a band of Myrmidon and Trow near Point 5 slaughter your scouting party of Berserks and archers. Don't worry about them—there's nothing you can do to save them.

When the entire scouting party has died, the view automatically shifts to Point 1. A few Myrmidon east of Point 1 try to attack your forces. Gather your Berserks and crush them. Meanwhile, move your Forest Giants into the vicinity of Point 1.





CHAPTER FOUR

Next, take your entire army and move it eastward to Point 2. Have your archers take care of the Soulless that float above the river to the north of Point 2. At the same time, have your Giants cruise the area slightly to the east and northeast of Point 2. A Trow eventually appears from the northeast. Have your Giants kill the Trow, preferably in the river where Myrmidon cannot interfere with the battle. Be absolutely sure that your three Giants are very close together when they attack the Trow. That way they all meet the Trow at the same time. Have them start punching the Trow immediately to kill it; your Forest Giants should sustain very little return damage.

Send your Forest Giant trio directly to the north of Point 2. As they march due north from the bridge, a wave of Myrmidon and the second Trow general attack from the north. Kill the Myrmidon with a few Giant swats, and then deal with this Trow as you did with the last one—with concentrated attacks from all three Giants.

Your main army should still be camped near Point 2. Have your Forest Giant trio head due east of Point 2, killing Soulless along the way. North of Point 4, they will find a horde of Myrmidon. Have the Giants retreat through the water toward Point 2; the Myrmidon will follow. The Trow can wade the deep river to the east of Point 2 to rejoin your main army—the Myrmidon cannot. They will *try* to swim across to Point 2 but will fail miserably. They end up milling around in confusion as your archers tear them apart. (Note that this Myrmidon trick is not necessary to win. If your Giants fail to lure any Myrmidon toward your army, just relax and proceed with the rest of the mission).

Now take your entire army east to the bridge near Point 3. But watch out! Thrall lurk in the waters near the bridge. You want to send one or two Berserk scouts across the bridge to bring them out. Finish the Thrall off with archer volleys or Forest-Giant swatting. Have your Berserks clean up any stragglers if your Forest Giants' health begins to wane.

Cross the bridge. You will encounter more Myrmidon and a small army of Soulless and Thrall on the eastern side of the bridge. Establish archer lines protected by Berserk lines; have your archers target the Soulless; and have your Forest Giants flank the enemy if necessary. (It shouldn't be necessary, however.)

Proceed eastward. Your army should encounter the third Trow general somewhere near Point 4; it may be supported by Myrmidon. Again, be sure that all your Giants attack the Trow simultaneously. You shouldn't lose any of your Forest Giants although you can lose one and still win the mission (assuming that the other two are still in good health).





SINGLE-PLAYER MISSION WALKTHROUGHS

After the Trow falls, slowly move your army north toward Point 5. Another Myrmidon army is somewhere in the vicinity of Point 5 and is bolstered by the fourth Trow. With your Forest Giants off to one side, set up the usual archer lines defended by Berserks. Inch forward. When the Myrmidon and Trow attack, have your Giants avoid the Myrmidon—they should go right for the kill on the Trow. Have your other forces deal with the Myrmidon. Your Giants should be able to kill the Trow before your units sustain too many casualties.

When you kill the fourth Trow, Soulblighter himself appears and teleports your hapless army to the next level. Congratulations, you've won the mission!

STUMBLING BLOCKS

This mission's chief danger is the tendency to overuse your Giants. It is quite tempting to have the Giants smash infantry and Soulless alike; however, they will gradually get nicked up in a massive slaughter. This method eventually will lead to disaster. Try to use them as sparingly as possible against small, common opponents—save their health for the big fights with the four Trow.

If you're conservative with your Giants and keep them together *at all times*, this mission should result in a reasonably easy victory.

HEART OF THE STONE

Soulblighter has trapped a number of your men inside the sulfurous caverns known as the Tain. It's your job to get them out alive! This won't be an easy task, as it involves manipulating four magical obelisks to make a bridge appear.

STARTING FORCES

- * 6 Berserks
- * 2 Archers
- * 1 Dwarf
- * 1 Journeyman



NOTE

Your forces start together at Point 1. Veteran Berserks from the last mission carry over to this one. Two groups of reinforcements appear mid-mission to make your job a little easier.





CHAPTER FOUR

MISSION OVERVIEW

The map for this scenario is a big, squarish cavern with an obelisk in each corner. These obelisks are marked as points 2, 3, 4, and 5 on your map. Point 1 marks your units' starting point.

A big pool of lava is in the center of this cavern, and a phantom bridge leads from Point 6 to the exit situated right in the middle of the lava lake. The only way to transform this phantom bridge into a solid, functional bridge is to control all four obelisks simultaneously. By *control*, we mean that you should have someone stand next to each obelisk with no living enemies nearby. When you control an obelisk, it glows green; the green light fades, however, when you don't control it.

This cave is filled with Spiders, Ghòls, and a few Fetch. The Spiders will attack Ghòls and Fetch on sight. Your best bet—*especially* with the Fetch—is to run away from your enemies. Let the Spiders take care of them or—at the very least—soften them up.

STRATEGY

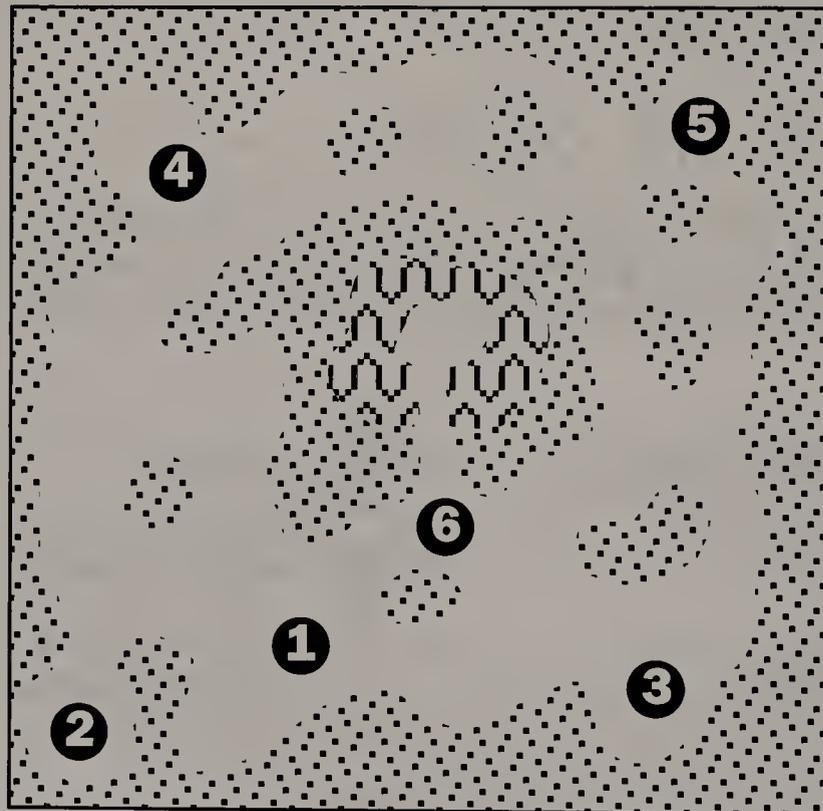


Fig. 4-24. Map of Heart of the Stone





SINGLE-PLAYER MISSION WALKTHROUGHS

Read the Mission Overview for a sense of how this level is organized.

Your units start at Point 1. Immediately send two Berserks to stand together at Point 2, and then send the rest of your party east toward Point 3. Keep the Berserks *well in front* of the rest of your party.

A few Spiders soon will drop on the heads of your two Berserks at Point 2, and bands of Ghôls and Spiders will appear simultaneously to the east of your main party. Your Berserks at Point 2 can handle the Spiders by attacking them quickly. Your main party, however, should retreat toward Point 1, only killing Spiders that get too close to you. If you flee quickly enough, the Ghôls and Spiders will attack each other instead of going after you. You only have to clean up the remaining Spiders after the enemies battle each other.

If you have managed to lose none of your units to the Ghôls and Spiders, save the game. Have the main party resume their march east toward Point 3. As they near Point 3, a bunch of Spiders—along with Ghôls and Fetch—appears from the north. Hide behind the big rock near Point 3, and the Spiders will take care of the Fetch and the Ghôls. This is tricky, but you can't afford to fight a Fetch! Reload the game if you find yourself facing a Fetch, and try to flee faster next time. That way the Spiders should eliminate the Fetch and some of the Ghôls.

Save the game after this interlude, and then send your main party back to Point 1. Remember that you still have two Berserks at Point 2—leave them there!

Your main party should now be at Point 1. Send them north from Point 1 as if they were going to Point 4. Proceed slowly, again with your Berserks well in front of your other units. About halfway to Point 4, a bunch of Spiders drops from the ceiling. At about the same time, a party of Ghôls teleports into the cavern. Again, have everyone flee, so that the Ghôls and Spiders will fight it out. Also, around this time, reinforcements—just a couple of Berserks and archers—teleport into the cavern near the fighting. Use them to finish off any remaining Ghôls and Spiders.

Integrate the newcomers into your party and send them all north to Point 4. To the east of Point 4, there is a party of Fetch and Ghôls, along with some Spiders. As usual, send your Berserks ahead to view these enemies and then retreat, so that the Spiders kill the Fetch and the Ghôls. Clean up any surviving Spiders and move on.

Next, send your party east to Point 5. You will fight a few Spiders along the way, but another band of reinforcements pops up near Point 5. Again, integrate the newcomers into your main party.





CHAPTER FOUR

Now proceed south from Point 5 as if you were heading back to Point 2. Kill the straggling Spiders that you meet along the way.

At this point, all four obelisks should be free of enemies. Save the game, and send a pair of units to stand near the obelisks at points 3, 4, and 5. (You should still have a pair of Berserks at Point 2.) Send the rest of your party toward the bridge at Point 6. Be sure that there are at least two Berserks in this party.

At Point 6, you encounter some token Spider resistance. Kill the Spiders with Berserks, and then march your troops across the bridge to the north of Point 6. If the bridge isn't there, check to see if you have at least one unit next to all four obelisks. Also, be sure that all four obelisks glow green.

Send everyone from your main party across the bridge, and then start taking units away from their posts at points 2, 3, 4, and 5. (Leave only one guard at each obelisk.) Send these units across the bridge. The mission ends after a certain number of units has crossed the bridge.

STUMBLING BLOCKS

If you don't let the Spiders take out enemy Fetch, you'll lose. Your forces are no match for these Fetch! Always proceed with caution, and be sure that you lead with your Berserks well in front of your other units as you enter new territory. Run away when the Fetch or Ghôls appear. Use big rocks to hide behind, and be sure that the Spiders do all the dirty work for you! Only kill Spiders that get too close to you.

You can't expect Spiders, Fetch, and Ghôls to annihilate each other. You always will face a few stray Ghôls or Spiders—just be sure that you don't face any Fetch.

This mission is not an easy one, mainly because—if you don't move your armies cautiously—enemy Ghôls and Fetch have a tendency to attack your men before the Spiders can kill them. Save the game frequently and be patient! Watch the map closely for Spiders, and you'll be in much better shape to handle *all* your enemies.





SINGLE-PLAYER MISSION WALKTHROUGHS

THE SMITHS OF MUIRTHEMNE

Your men still aren't out of the Tain. Again, you must solve a logic puzzle to get them out. As before, the puzzle isn't terribly difficult, but it's different enough from the last one to give your army a nasty surprise.

STARTING FORCES

- * 14 Berserks
- * 5 Archers
- * 3 Dwarves
- * 1 Journeyman



NOTE

Veterans from the last mission are available here. Soon after the mission begins, a few reinforcements trickle in at the starting point.

MISSION OVERVIEW

Like the last mission, this mission takes place in a cavern with four obelisks. These obelisks, however, work differently from the obelisks in the previous mission. Move a man close to an obelisk and it lights up—move him closer and the obelisk fries him! These four obelisks guard the entrances to four Spiders' lairs. How can you get past them? Simple. When one obelisk is on "alert"—that is, when one of your men is close to a lit obelisk—the other obelisks are temporarily rendered useless. The key, therefore, is to have a man stand next to one obelisk while your army passes through a different one. The man at the first obelisk neutralizes the other three obelisks as long as he stays in place, thus assuring your army safe passage.

Each Spiders' lair contains a Magical Shiny Thing. Your task is to enter each lair, kill the Spiders inside the lair, and have a Dwarf take the Magical Shiny Thing. Once you have collected all four Magical Shiny Things, a teleporter is activated and your army can leave.





CHAPTER FOUR

STRATEGY

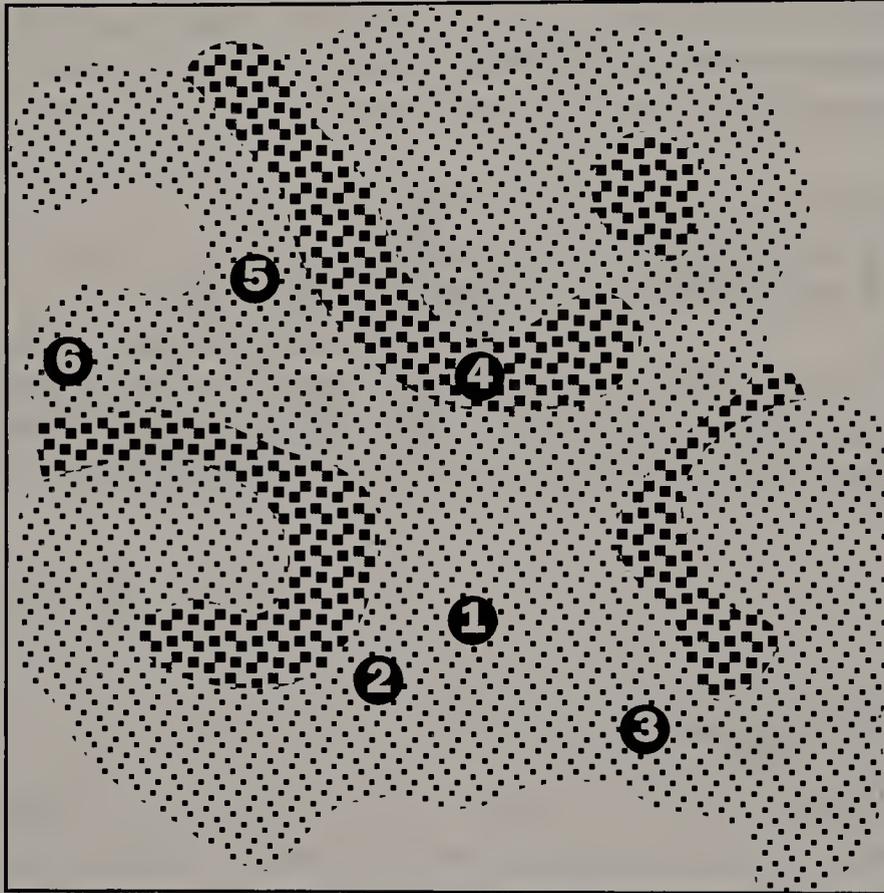


Fig. 4-25. Map of The Smiths of Muirthemne

Your forces start at Point 1. Have them kill all the roving Spiders in the area. A Myrmidon horde presently approaches from the north, but your Berserks can easily handle them.

Send a lone Berserk toward the obelisk at Point 2. As soon as the obelisk lights up, have him stop and keep him there for now.

Form the rest of your army into Berserk, archer, and Dwarf groups. Send them east to the obelisk at Point 3. The obelisk is nonfunctional thanks to your lone Berserk near Point 2. Use archers to clean up the Spiders to the east of the obelisk, and then send your Berserks into the cave that the obelisk defends. A number of Spiders and a single Queen Spider are inside. Essentially, Queen Spiders are large Spiders that can paralyze a man with their bite. They're fast and durable, but if you swarm them with hordes of Berserks, they go down quickly.





SINGLE-PLAYER MISSION WALKTHROUGHS

After emptying out this cave, send the Dwarves in to search for the Magical Shiny Thing. They'll find it lying on the floor—it's hard to miss since it glows. Have one of your Dwarves pick the Magical Shiny Thing up.

Send the Dwarf with the Shiny Thing to Point 6, where he'll find a stone arch. When he gets close enough to this arch, he automatically throws the Shiny Thing onto the ground in front of it. Good work—you're one fourth of the way through this mission.

Next, send your entire army to the obelisk at Point 4. Again, use archers to clean up the Spiders near the entrance, and then send your Berserks into the cave to clean out the remaining Spiders and their Queen. Have your Dwarves collect the Magical Shiny Thing inside, and then send them to Point 6 to drop it off near the stone arch.

Now send your army to the obelisk at Point 5 and repeat the entire process. (Kill everything outside and inside the cave, collect the Shiny Thing, and drop it off at the stone arch at Point 6.)

The final Spiders' lair lies beyond the obelisk at Point 2. Remember the lone Berserk near the obelisk at Point 2? Have him back away; the obelisk darkens. Send a lone Berserk to stand next to one of the other obelisks (your choice) and make it light up. This deactivates the obelisk at Point 2.

Send your army into the lair beyond the obelisk at Point 2; kill the Spiders; take the Shiny Thing and send the Dwarves to Point 6 to drop it off. You now have collected and dropped off four Magical Shiny Things. The arch has been magically converted into a safe teleporter; send someone through the teleporter to win the mission.

STUMBLING BLOCKS

In terms of combat, this mission is very easy. Your Berserks are so numerous that they overwhelm pretty much anything on their own. You even have a Journeyman to heal the wounded. The only real trick lies in figuring out how to deactivate the obelisks, so that they don't zap your men.





CHAPTER FOUR

SONS OF MYRGARD

You control a force of Dwarves bent on saving their homeland from Ghôl incursions. Their task is to clean out the Ghôl caves that riddle the area. In light of the Ghôls' speed and the fact that you have no other support units to defend the Dwarves, this is a difficult task.

STARTING FORCES

* 1 Invisible Dwarf



NOTE

No, we're not kidding about the invisible Dwarf!

No veterans are available, but ten reinforcements appear later in the mission.

MISSION OVERVIEW

This tricky mission requires you to use Dwarves effectively in combat. Groups of three or four Dwarves are generally sufficient to get the job done, but even one grenade mishap can ruin the entire mission.

Watching the map is truly the key to this mission, as the Dwarves' slow speed and projectiles cannot react to split-second attacks. You must watch the enemy from afar and prepare to throw grenades at just the right moment. That's why this mission is difficult from a combat standpoint—if not from a conceptual standpoint.





SINGLE-PLAYER MISSION WALKTHROUGHS

STRATEGY

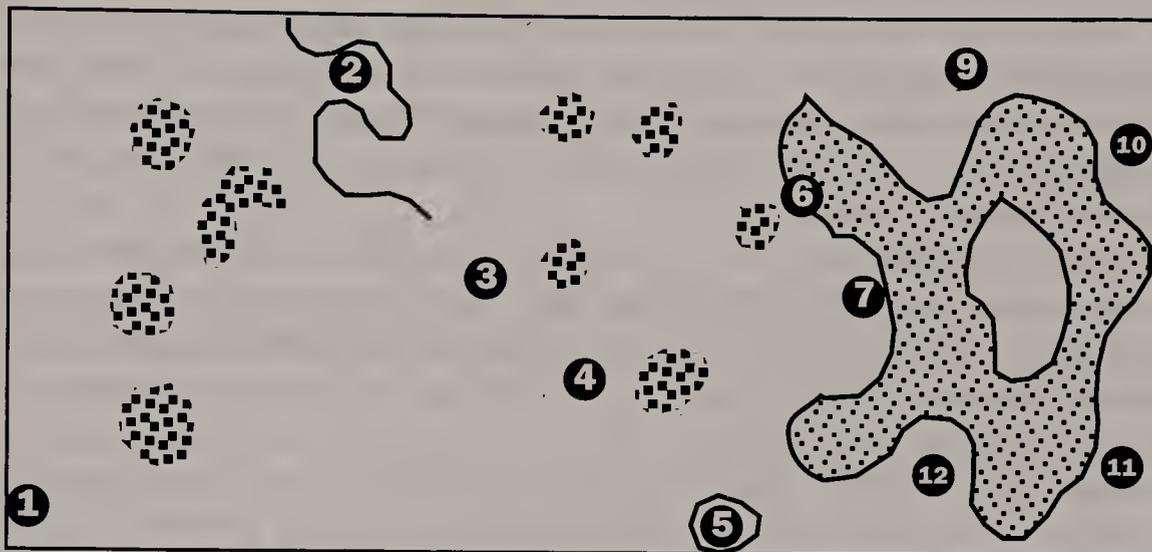


Fig. 4-26. Map of Sons of Myrgard

Your Dwarf starts at Point 1. Send him due north along the western edge of the map. Have him walk only when the Ghôls are relatively far away, and carefully watch the Ghôls' movements. When they seem to head right for your Dwarf, have him stop. The Ghôls may get dangerously close, but they won't attack your Dwarf unless he moves when the Ghôls are nearby.

Send the Dwarf north to the edge of the screen, and then move him due east to Point 2. At Point 2, have your Dwarf climb the rock ramp and head for the gates at Point 3. Be especially slow and cautious as you send your Dwarf through the gates, which are protected by Soulless fairly close to the entrance. Move your Dwarf in small increments.

Once your Dwarf has passed through the gates, have him proceed a short distance to the east. (Point 4 represents the general area he should head for.) From there he should throw his special grenade with the key. This grenade renders him visible but also drops ten Dwarf reinforcements in the area.

You need to move frantically from one Dwarf to another to kill the Ghôls and Soulless in this area—you also need a bit of luck. A few reinforcements are bound to be killed, but you shouldn't bother continuing the game unless at least eight Dwarves survive.





CHAPTER FOUR

Once you have killed the nearby Ghôls and Soulless, divide your Dwarves into groups of three or four. Send one group to blow up the cage pen of wights at Point 5, and use the other Dwarves methodically to approach and kill the other scattered Ghôls to the north. You can build a line of satchel charges that lead to the wight pen, lengthening the distance from which your Dwarves can detonate it. Alternately, select the previously invisible Dwarf and press **[T]** to call in artillery strikes (no joke!). These artillery strikes are extremely slow, so they're only useful against stationary enemies.

Next, send all of your groups northeast to the gate at Point 6, and pass through it. You're now in a place where—aside from the immediately visible, roaming Ghôls—you have to deal with the Ghôl caves. These caves tend to spit out a stream of Ghôls whenever your Dwarves draw too near. The caves are numbered 7, 8, 9, 10, 11, and 12 on the map, and we recommend that you approach them in that order.

The easiest way to destroy a Ghôl cave is to approach it from a fairly straight angle, as shown in figure 4-27. Then stop your advance and start heaving grenades. Keep throwing grenades until Ghôls no longer emerge from the cave.

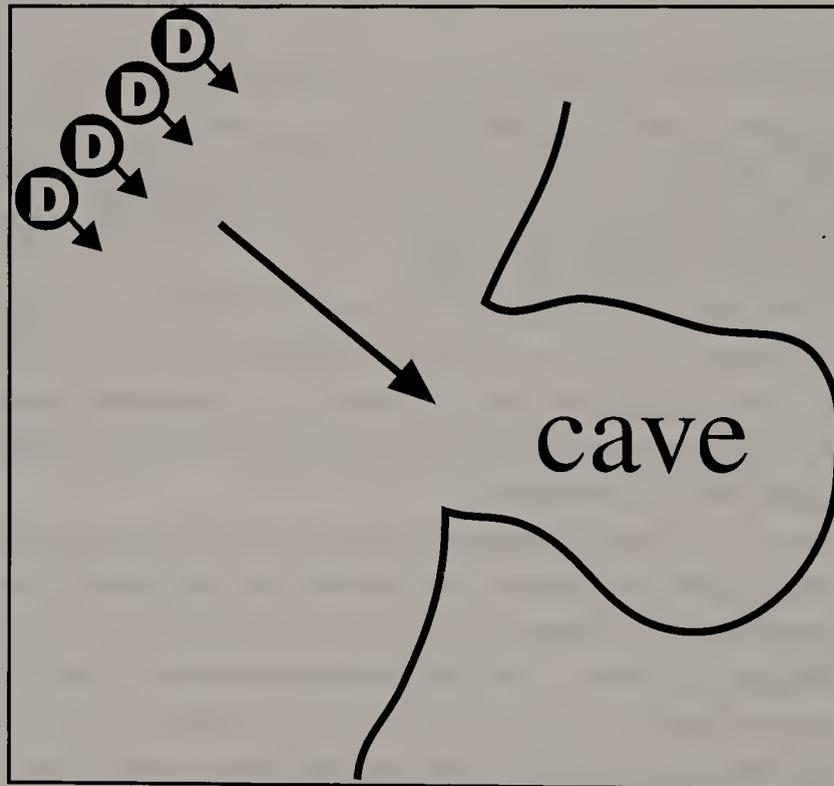


Fig. 4-27. Approach a Ghôl cave with several Dwarves in a line. Walk in a relatively straight path toward the cave.





SINGLE-PLAYER MISSION WALKTHROUGHS

It's best to send only one group of three Dwarves to destroy each Ghôl cave; the other Dwarf group(s) should be situated nearby to defend the first group against roaming Ghôls that may otherwise interrupt the first group's mission.

A few bands of sedentary Ghôls sit around outside the cave. You can kill these Ghôls with the same tactic—that is, advancing with three Dwarves—or with artillery strikes. You should note that a band of Ghôls sits in a hollow in the ground near Cave 11; this band has “pus packs” and will throw them at your Dwarves. You should either use artillery on them or approach them with only one Dwarf at first, thereby minimizing potential losses.

Cave 11 is special because it also houses a wight. This wight emerges from the cave long after the usual flood of Ghôls. (In fact, you may be tempted to think that you have cleaned out the cave.) Build a line of satchel charges that lead out from the cave after you kill all the Ghôls. Use these charges to detonate the wight from long range once it appears.

Your mission is a success once you have cleaned out all six caves.

STUMBLING BLOCKS

The obvious problem in this mission is killing speedy Ghôls with Dwarves. Learn to aim for the ground ahead of the Ghôls with the **CTRL** key, instead of firing at the Ghôls themselves. This measure allows you to throw grenades more accurately than you would do otherwise.

Take this mission slowly and patiently, and be sure to save the game frequently. Remember to swivel the camera, so that you can see inside those pesky Ghôl caves—you'll see what's coming out a bit sooner than you would if you left the camera in place.





CHAPTER FOUR

A LONG AWAITED PARTY

This secret mission is accessible from Sons of Myrgard. While playing Sons of Myrgard, approach the cave at Point 11 in figure. 4-26. After the initial rush of Ghôls comes out of this cave, followed by a lone wight, your Dwarves can run inside. Once they get in there, the mission ends and you can play A Long Awaited Party.

The goal of this mission is to destroy the huge rock worshipped by the Ghôls. The mission is very similar to Sons of Myrgard, in that it requires you to skillfully control a large group of Dwarves while avoiding grenade mishaps. This is definitely no easy task, and the mission ranks among the very hardest you'll encounter.

STARTING FORCES

- 10 Dwarves



NOTE

Dwarves from the last mission carry over. One of your Dwarves is Balin, who carries signal grenades instead of satchel charges and can hurl grenades farther than the rest of the company.

MISSION OVERVIEW

If you're serious about beating this mission you should save the game with almost ridiculous frequency. This is your best bet for avoiding frustration. Specifically, save the game after every incidental victory in which you lose no Dwarves. Some later encounters are tough enough that losing one Dwarf is acceptable; losing more than one Dwarf in a single fight isn't.

This is one of the tougher missions you'll encounter, though you'll probably still find it entertaining. All those grenades and satchel charges add up to a fun and explosive scenario.





SINGLE-PLAYER MISSION WALKTHROUGHS

STRATEGY

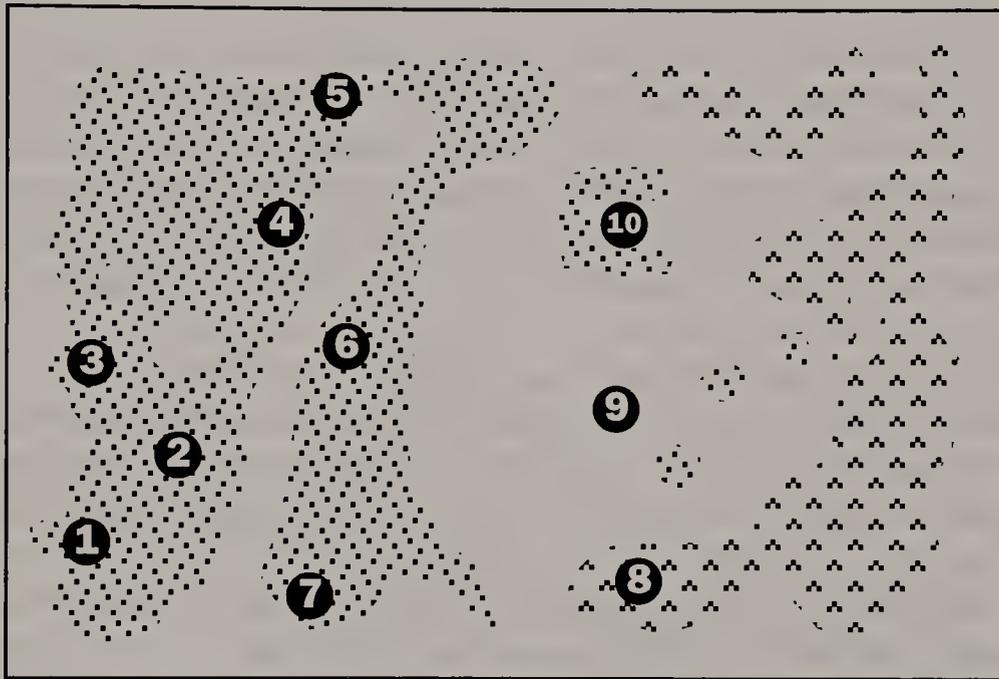


Fig. 4-28. Map of Long Awaited Party

Your forces start at Point 1. Assign them to three groups with the **(ALT) +** number keys; one group should contain five Dwarves, one should contain four, and the last should contain Balin (the leader Dwarf).

Have a group of Dwarves arrange themselves in a line near Point 1 after placing a few satchel charges on the ground to the north. A pack of Ghôls will presently appear from the north. Use concentrated grenade fire on the ground near the Ghôls to destroy their front line, then clean up the remainder with more grenades. Remember that targeting the ground is generally more accurate than targeting individual enemies, but regardless of how you kill these Ghôls you'll need to be skillful. Pause the game frequently with the **(ESC)** key and assign new orders to your Dwarves, and use this timeout to react to any Ghôls getting dangerously close.





CHAPTER FOUR

After killing these Ghôls without sustaining any casualties, save the game and head toward Point 2. There, another pack of Ghôls will approach from the north. You should be able to handle them with the same strategy, using a line of Dwarves and perhaps a satchel charge or two to blast the Ghôls into oblivion. Don't worry if you have to try this several times! Just save the game when you've beaten this pack with no casualties.

Now send five Dwarves over to Point 3, a Ghôl cave. Destroy the mob of Ghôls that emerges from this cave, and again save the game if you've managed to avoid casualties. It may sound impossible to beat these Ghôl packs with no casualties, but in reality, Dwarf vs. Ghôl battles are notoriously one-sided affairs. If you manage to put enough grenades under the Ghôls' feet before they reach your Dwarves, the Dwarves can win with ease. But if even a single Ghôl breaks through and gets into the Dwarves' ranks, there's bound to be trouble.

Save the game and proceed northeast to Point 4. Here you'll find a largely empty Ghôl cave. Kill the lone Ghôl outside, and send your army north to Point 5.

At Point 5 you'll find a narrow canyon with a pack of Ghôls on the other side. The Ghôls will attack if provoked, but will eventually retreat if their attacker retreats. This makes the Ghôls difficult to ambush. Furthermore, these Ghôls carry pus packs capable of paralyzing Dwarves and detonating carefully laid fields of satchel charges.

Save the game and establish a line of about five Dwarves facing the Ghôls. Then designate one Dwarf as a sacrificial victim. Send him out in front of the others. Have him get just inside the range where the Ghôls start to attack, then retreat back toward your line of Dwarves. Try to lure the Ghôls close to the line. The sacrificial Dwarf will in all likelihood be paralyzed as the Ghôls hurl their explosive payload at him. The Ghôls will then approach him for the kill. Have your line of Dwarves capitalize on his misfortune by hurling grenades, thus detonating the sacrificial Dwarf and a bunch of Ghôls at the same time. Pause the game and use concentrated grenade fire to finish off the remaining Ghôls. Save the game if you get past this spot without losing more than one Dwarf.

Send your Dwarves south toward Point 6. Here you'll find a pack of Soulless and Ghôls carrying pus packs. Have Balin venture toward this group and use his superior grenade-lobbing range to blow up the Ghôls. This is tricky, but if he's fast he can throw his grenade and then immediately run from the Ghôls' thrown packs. If he manages to throw his grenades before the Ghôls throw their own projectiles, he can detonate those projectiles in the Ghôls' hands and make his job easier. Once the Ghôls are dead, Balin can kill the Soulless with a few well-placed grenades from long distance. He will undoubtedly be injured





SINGLE-PLAYER MISSION WALKTHROUGHS

from several javelin hits by this point, but he should still be very much alive. Save the game. South of here, at Point 7, you'll receive a couple of additional Dwarf reinforcements and you'll find a pile of satchel charges. Take a few charges, but leave at least six of them in place. Look to the east. You'll see a huge band of Soulless floating in a perpetual tour of duty. They move in a clockwise circle from Point 8 up to Point 9, then back to Point 8. When the Soulless are approaching Point 9, have a line of Dwarves run to Point 8 and lay down a grid of between sixteen and twenty-four satchel charges. Then send them far to the west of Point 8, leaving only Balin in the area. As the Soulless float toward Point 8, have Balin keep edging west so that he stays out of their javelin range, then have him suddenly advance and detonate the charges when the Soulless are right over them. If you time it right, Balin can kill all the Soulless in one mighty blast. This is difficult, however, so don't be discouraged if it requires several tries.

Note that a lone Ghôl near Point 9 and a lone Soulless east of Point 8 might try to interfere as you build this grid of satchel charges. Have a single Dwarf stand northwest of Point 8 to watch the Ghôl and make sure he stays away, and have Balin dodge and retreat from the lone Soulless' attacks until the rest of the Soulless arrive. Only then should he advance and throw a grenade to detonate the charges.

Save the game if you manage to kill the Soulless. Then pick up the satchel charges east of Point 8 *if* they weren't destroyed in the blast that killed the Soulless. If they were, however, you should still be capable of winning.

Build another grid of satchel charges, this one on the ramp northwest of Point 8 that leads down onto the plains. Use up all of your Dwarves' remaining charges. (Remember, there should still be six charges left on the ground near The Road North.)

An archer hero, who carried a powerful magic bow, has been slain in the north. Your party must retrieve this bow and return to the starting point. This is not a terribly difficult task, except that the relatively small number of warriors at your disposal makes caution a must.

STARTING FORCES

- * 5 Warriors
- * 3 Archers



NOTE

There are no veterans in this mission.





CHAPTER FOUR

MISSION OVERVIEW

This mission is not hard, but it does require a certain degree of patience. Once you have retrieved the hero's bow, the mission becomes even easier, as the weapon's powerful lightning attack wreaks havoc on any enemies you encounter.

STRATEGY

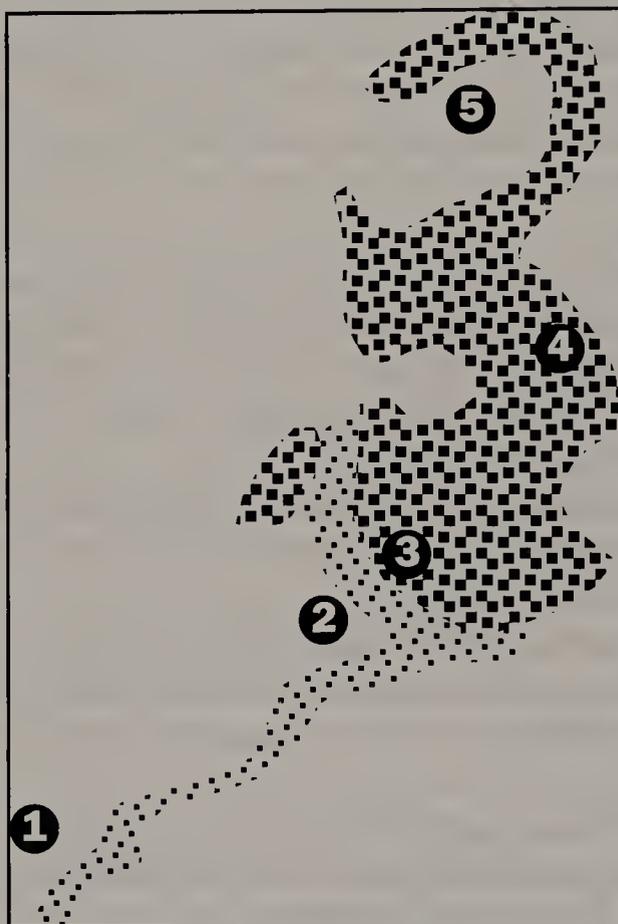


Fig. 4-29. Map for The Road North

Your forces start at Point 1. Have them proceed eastward, following the river toward Point 2. They should walk in a tight group with your warriors relatively close to the archers.

On the way to Point 2, you'll be surprised by a few Thrall that literally emerge from the ground near your units' feet. Have your warriors gang-attack these Thrall. Meanwhile, a lone Souless floats up from the north and attacks. Have all your archers fire at this Souless until it's dead.





SINGLE-PLAYER MISSION WALKTHROUGHS

When your men reach Point 2 (a peninsula that juts out into the river), have them cross the river to Point 3. At Point 3, a few more Thrall emerge from the ground—kill them. Send your men northeast to Point 4 and then north to Point 5—the magic bow’s location. (Note that there are periodic blood patches on the ground that lead straight to the bow; therefore, these directions aren’t strictly necessary.)

On your way to Point 5, you’ll encounter a few more small bands of Thrall that sprout from the earth. Have your warriors kill them quickly.

At Point 5, the magic bow, which shoots lightning when you press the **T** key, glows brightly—it’s unmistakable. Have a single archer take the bow, while your other archers and warriors stand back somewhat. As soon as the archer has the bow, a smattering of Thrall appears around the archer who took it. A large band of Thrall also appears from the north. Your warriors and regular archers can handle the scattered, local Thrall, while the archer with the magic bow should fire one or two shots at the northern Thrall band. (Again, use the **T** key to do this.) This shot—or these shots—will decimate this band, leaving only stragglers for your warriors to pick off.

Head back south toward Point 4 and then toward Point 3. As you approach Point 3, a band of Soulless with a single Fetch appears. Use the lightning bow to shoot the Fetch and to decimate the Soulless—two lightning shots should be more than sufficient.

Cross the river to Point 2. A few Thrall sprout from the ground, while a scattered group of Thrall simultaneously appears from the southwest. Have your warriors eliminate the Thrall that rise from the ground. Your archer with the magic bow can pulverize the oncoming Thrall with two shots. Allow the Thrall to get within medium range before firing the bow, as this gets them closer together and makes the bow shots more effective.

After these Thrall, a few ragged waves of Soulless come along; one of these waves has a Fetch, too. A single shot from the magic bow is usually enough to take out an entire wave.

When all the visible enemies are dead, return to Point 1. You will find one Fetch and many Thrall, which stand on the hillside. (The Thrall are not a threat.) Shoot the Fetch with the magic bow, and keep moving toward Point 1. The computer eventually assumes control over your men—the mission is a success!





CHAPTER FOUR

STUMBLING BLOCKS

This isn't a tough mission, especially if you watch the map carefully. The magic bow destroys entire enemy groups before they get within attack range. If you fail to see the approach of large groups of Soulless (or a lone Fetch), however, you will have some serious problems.

If the archer who carries the magic bow is killed, the mission doesn't automatically end. Instead, the bow appears where the archer was slain. Another archer can pick the magic bow up. The bow will have a full complement of magical energy, even if the previous archer used most of its shots. The new archer can blast away with impunity.

ACROSS THE GJOL

This is a purely defensive mission. Your task is to defend the bluff overlooking the Gjol River from enemy onslaught. Your men are greatly outnumbered, but your good mix of troops and strong position allow you to win the day with minimal casualties.

STARTING FORCES

- * 13 Warriors
- * 8 Archers
- * 6 Dwarves
- * 1 Journeyman



NOTE

Your forces all start in a close formation. Veteran warriors and archers from the last mission may carry over into this one.





SINGLE-PLAYER MISSION WALKTHROUGHS

MISSION OVERVIEW

Your forces start on a bluff at Point 1. Most of your enemies approach from the vicinity of Point 2 and Point 3, crossing the river and generally trying to get behind the bluff.

As the mission begins, you should arrange your forces with your archers overlooking the center of the bluff, a group of Dwarves and warriors at each end of the bluff, and a small reserve of warriors and the Journeyman in the center. (See figure 4-30.)

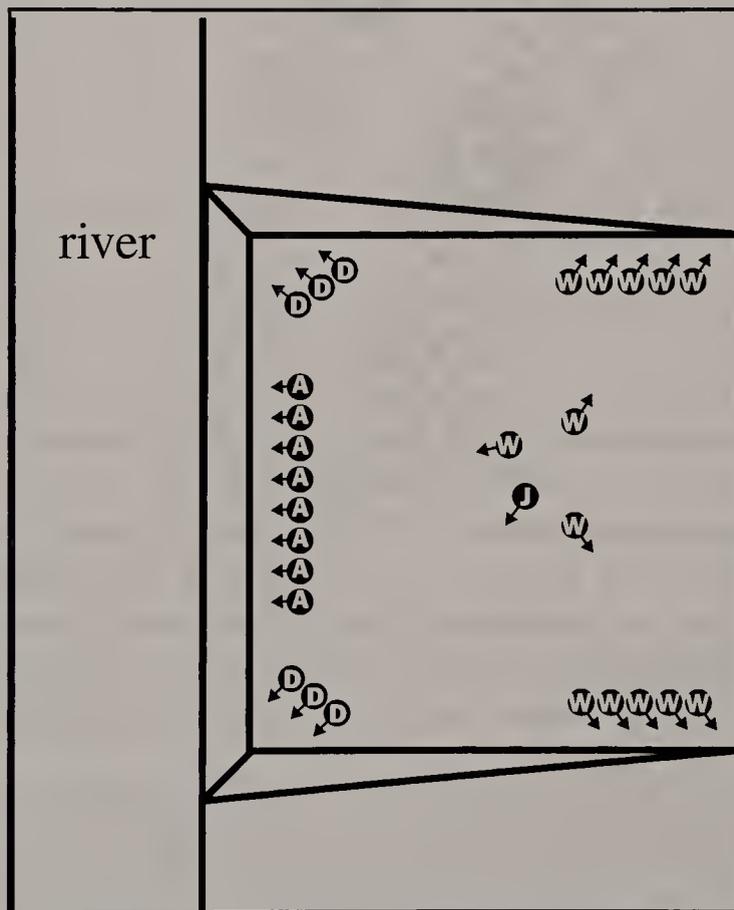


Fig. 4-30. Use this arrangement for your men on the bluff.





CHAPTER FOUR

STRATEGY

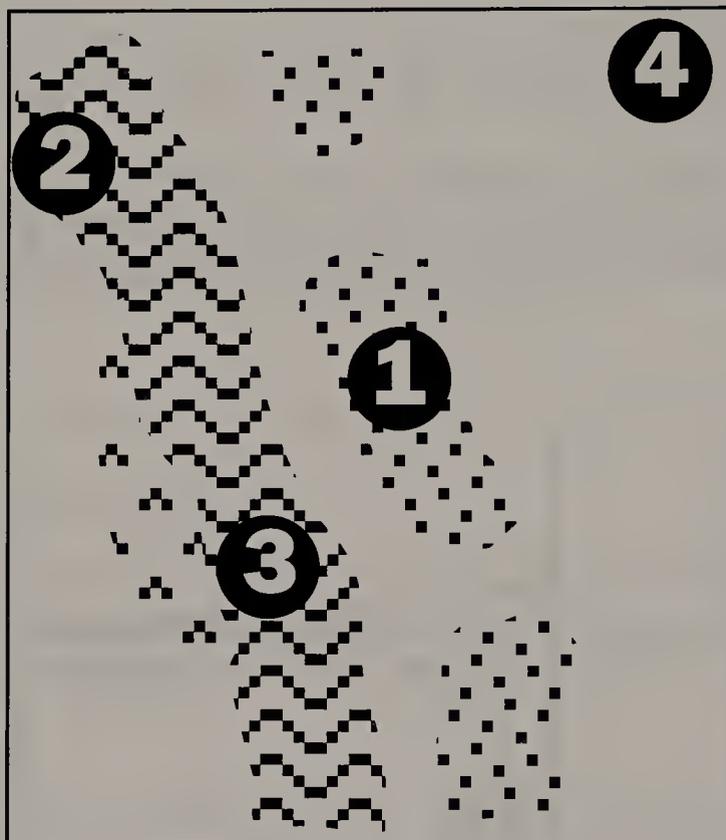


Fig. 4-31. Map of Across the Gjol

Arrange your men on the bluff as illustrated in the Mission Overview.

The first wave of attackers is the Thrall. One large group approaches from Point 2, and one comes from Point 3. The three Dwarves at each end of the bluff should pelt these Thrall with grenades as they approach, decimating them to the point where few, if any, manage to circle around the bluff and engage your warriors.

Next comes a line of wights from Point 2 and Point 3. A couple Fetch also advance from somewhere between these two points. A line of Thrall appears at Point 4 soon after the wights and Fetch arrive on the scene.

Have your archers split into two groups. Assign the northern group to kill the northern wights, and the southern group to kill the southern wights. Target the lead wight in each group by double-clicking on it, thus concentrating your archers' fire. When one wight blows up, the rest should follow. (Your Dwarves can also pelt the wights if they get too close to you.)





SINGLE-PLAYER MISSION WALKTHROUGHS

Once the wights are gone, have your northern Dwarves pelt the Thrall group that approaches from Point 4; your warriors can clean up any stragglers. (A light rain starts at this point, but the Dwarves' grenades should still be fairly potent.) Meanwhile, your archers must focus their efforts on the Fetch crossing the river. Always have your archers target the closest Fetch first.

A lull in the action ensues. Have your Journeyman heal your wounded archers and Dwarves, and have the Dwarves at the southern end of the bluff lay a minefield with their satchel charges. Place this minefield by the river near the southern end of the bluff. Then have the Dwarves retreat somewhat.

A large group of Thrall advances from Point 2, and a large group of Thrall *and* Soulless approaches from Point 3. On the northern end of the bluff, the Dwarves can handle the approaching Thrall with grenades. The Dwarves on the southern end need to detonate their minefield with grenades when a fair number of Soulless has floated onto it. Your archers should target the Soulless, too. There are enough Soulless here to kill your archers *unless* you use the minefield to reduce their numbers! If you have time, use the Journeyman to heal your archers during the battle.

When you have killed these two enemy waves, large groups of Thrall again appear from points 2 and 3. The rain intensifies, often extinguishing your Dwarves' grenades. Your Dwarves, however, remain the best way of killing the Thrall. Starting as early as possible, hurl grenades as quickly as possible at the Thrall. Have all your Dwarves target the same area. That way, grenades that go out sometimes will be detonated by live grenades thrown into the same general area. This causes larger explosions and helps you kill the Thrall.

When the Thrall are all dead, you have won the mission.

STUMBLING BLOCKS

Save frequently. Dwarf grenades are key to this mission, and mishaps—especially in the rain—are common. Start pelting the Thrall from above as soon as they are within a Dwarf's range. Keep hitting them as they try to circle the bluff. Only stop throwing grenades when they endanger your own men.





CHAPTER FOUR

By far, the most difficult wave of attackers is the wave of Thrall *and* Soulless. Laying a minefield and using the Journeyman to heal archers help in this part of the game. Also, you should have your archers target individual Soulless by double-clicking on them. If you don't help yourself in these little ways, the Soulless will kill all your archers, leaving you more or less defenseless against their javelins.

After you have played this mission once, you'll have a better idea of where to place the minefield and when to detonate it. Be sure to save the game before the wave of Thrall and Soulless appears!

THE WATCHER

The Watcher, one of the Fallen Lords, has been turned to stone. He isn't dead, though—well, not yet anyway. Your task is to locate the stone Watcher and shatter him before help arrives. You can destroy him forever by smashing the stone.

STARTING FORCES

* 18 Berserks



NOTE

You will receive periodic reinforcements throughout this mission.

MISSION OVERVIEW

This mission requires careful attacks on Shades. A Shade's only weakness is its desire to conserve magical attacks for large groups. By sending lone Berserks to engage Shades in melee combat and *then* sending the rest of your party in for the kill, you can usually avoid a Shade's deadly detonation attacks.





SINGLE-PLAYER MISSION WALKTHROUGHS

STRATEGY

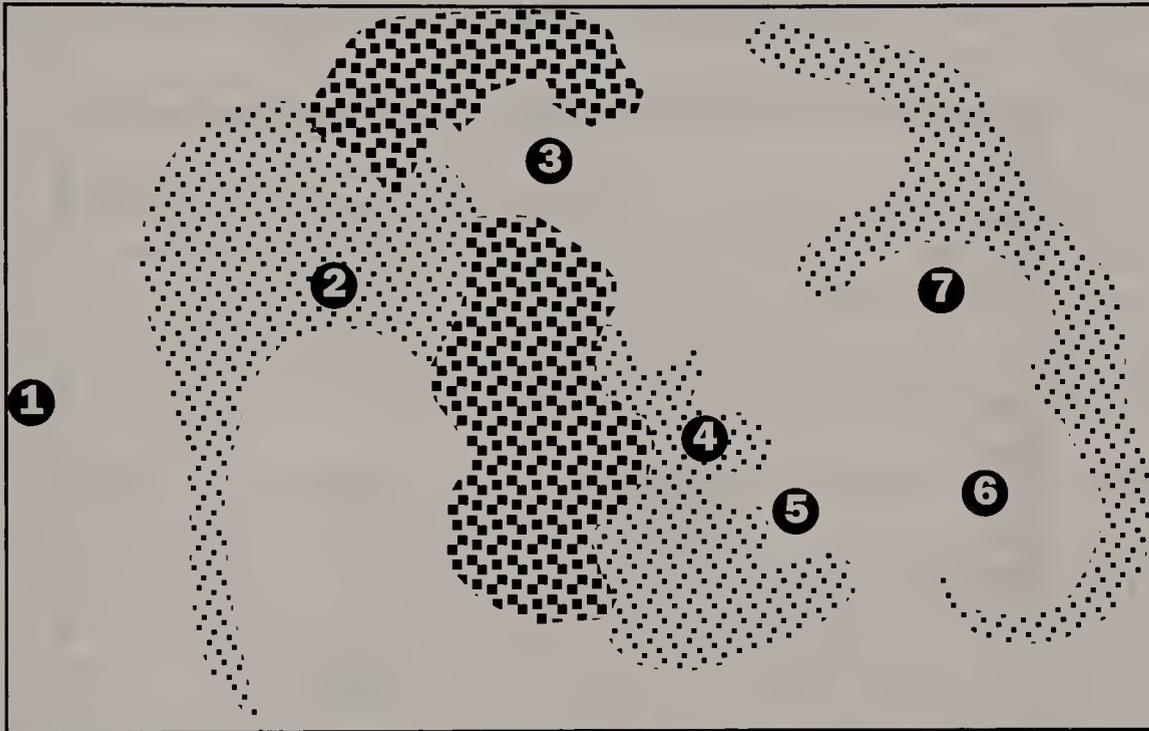


Fig. 4-32. Map of The Watcher

Your forces start at Point 1. Have them proceed northeast across the bogs toward Point 2. As they cross the bog's southern fringe, they will encounter a few token Thrall. Cut these Thrall down with gang attacks, and proceed cautiously toward Point 2.

At Point 2, there is a Shade with several Ghôls protecting him. As mentioned before, Shades can kill whole armies with their magical detonation attacks; however, they're reluctant to waste such attacks on a single opponent. Thus, rushing the Shade with a gang of Berserks never works. You have to bait him with one Berserk, get him to engage in combat with his sword, and then send in the rest of your party while he fights with this one Berserk.





CHAPTER FOUR

To deal with a Shade, arrange your forces into three large groups as shown in figure 4-33. Put a single Berserk out in front and have him charge toward the Shade. One of the Ghôls nearest the Shade will throw a “pus pack” at the Berserk; hopefully, he will miss. (If the Ghôl hits the Berserk, the Berserk dies. You then will need to try this routine again with another Berserk, or start the mission over.) The Berserk then engages the Shade in one-on-one combat.

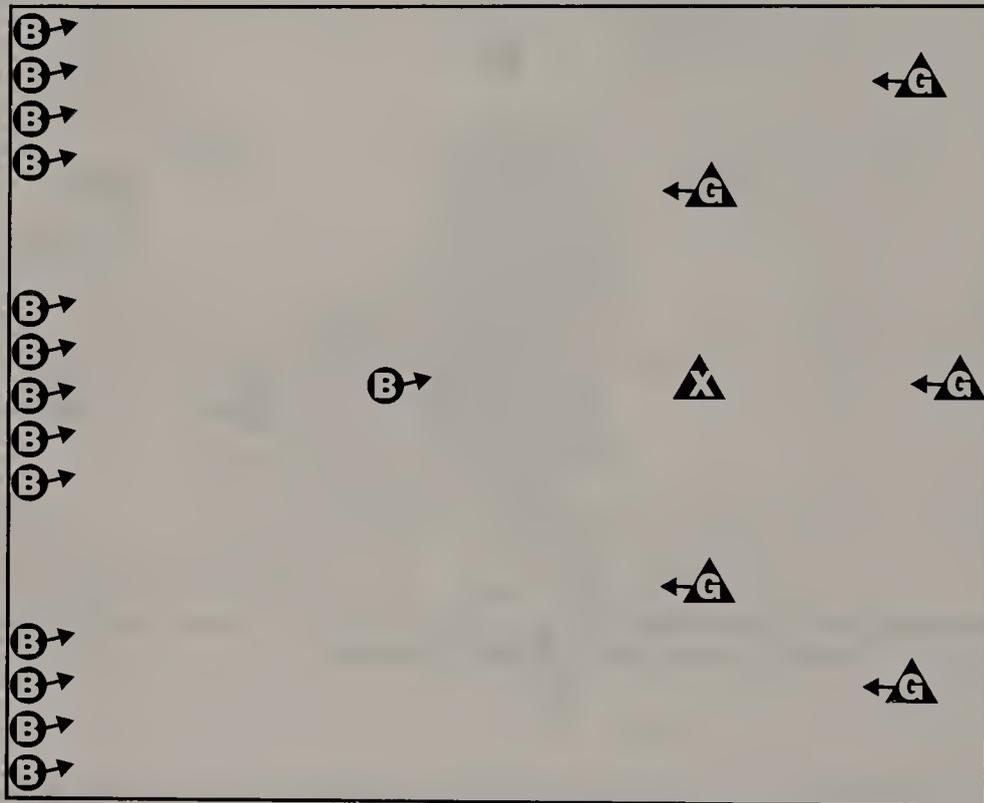


Fig. 4-33. This is how to rush the Shade. The lone Berserk in front must engage the Shade in combat before the rest of your units can charge in.

The instant it becomes clear that your lone Berserk will get through and will be able to attack the Shade, the other three Berserk groups should attack, too. The top and bottom groups should engage Ghôls, while the large middle group gang-attacks the Shade. This strategy results in a few losses, but it prevents the Shade from using his “detonation” attack, which would kill all your men from the very beginning.





SINGLE-PLAYER MISSION WALKTHROUGHS

With the Shade eliminated, proceed east toward Point 3, where you'll find a group of Soulless flanked by Ghôls. Attack this party in a long encirclement formation or in three groups—one to attack the northern Ghôls, one to attack the southern Ghôls, and one to attack the Soulless. Again, be wary of “pus packs.” You may want to have one or two Berserks precede the others to bear the brunt of the Ghôls' projectiles.

After cutting down this group, turn south and fight another group of Ghôls and Soulless in much the same fashion at Point 4. Six new Berserk reinforcements arrive near Point 3 after you have destroyed all the enemies at Point 4.

Send your men due south. Another Shade with Ghôl companions eventually appears near Point 5, to the east. As before, send a lone Berserk ahead of the rest of your units to charge the Shade. Bring the remainder of your Berserks forward to attack, while the Shade is involved in melee combat. Clean up the Ghôls around the Shade. Be careful to keep your men apart in case any Ghôls throw “pus packs.” Another small band of reinforcements shows up after this combat has ended.

Next, send your men east to Point 6, where they must kill a band of Soulless. As usual, gang-attack the Soulless to finish them off quickly.

From Point 6 it's a straight shot north to Point 7, where the statue of The Watcher sits. A front line of Soulless guards this statue, while an outer ring of Ghôls and an inner ring of Thrall encircle the statue. Have your men pursue the Soulless first, staying away from the ring of Ghôls. Send one or two men close to the Ghôls, and the Ghôls will throw all their “pus packs” at him (or them). Bring the remainder of your men in an encirclement formation to swarm the Ghôls and Thrall; pound them into submission.

When all the enemies around the statue are gone, beat on the statue until it explodes. You've won the mission!

STUMBLING BLOCKS

This mission's key is to approach the Shades (and Ghôls with “pus packs”) with a lone Berserk first, followed by a mass of Berserks to clean up afterwards. Sending a dense mass of Berserks to attack Ghôls with “pus packs” results in many wounded Berserks, and attacking a Shade with an army results in total annihilation of your men by an earth-rending detonation. *Always engage Shades in combat with a lone Berserk first, and then send in the rest of your units while the Shade is engaged in combat.*





CHAPTER FOUR

RIVER OF BLOOD

Enter the city and take control of a bridge over a canal inside the city. A vast army stands in your troops' way. You must avoid this army if you hope to succeed. The forces you will encounter are still formidable, but certainly not insurmountable.

STARTING FORCES

- * 16 Berserks
- * 8 Archers
- * 4 Dwarves
- * 3 Forest Giants



NOTE

Veteran Berserks from the last mission carry over into this mission.

MISSION OVERVIEW

This mission is not too difficult if you follow our directions. There's a big mob of enemies in the middle of this map, including a huge pack of Trow that could obliterate your men in seconds. Occasionally, you will see patrolling Trow stomp around in the middle of the map as you proceed through the mission. Ignore them; fighting this army is a sure-fire recipe for disaster!

STRATEGY

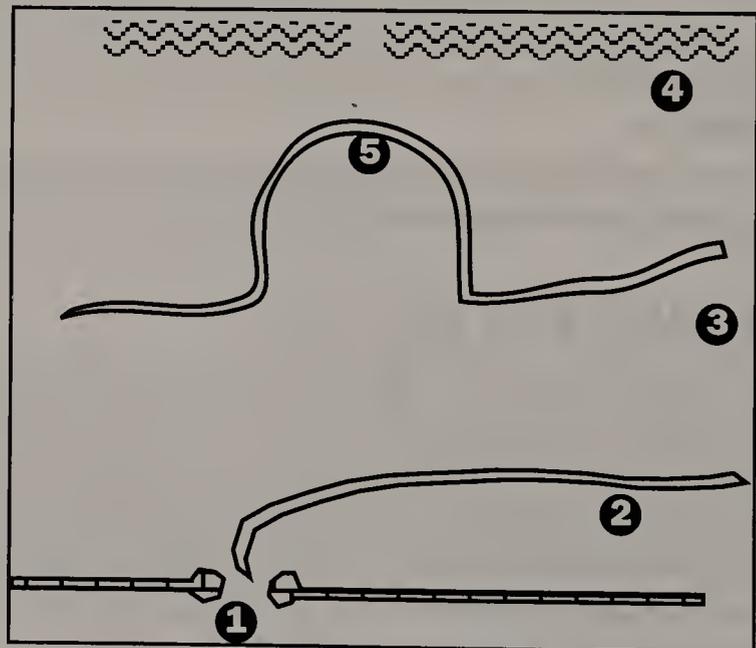


Fig. 4-34. Map of River of Blood



SINGLE-PLAYER MISSION WALKTHROUGHS

Your forces start at Point 1, south of a gate made of vertical wooden posts. Have your Dwarves demolish this gate with their grenades.

A band of Myrmidon stands to the north of the bridge. Send a line of archers north into firing range, and have them shoot the Myrmidon. When the Myrmidon are sick of being pelted by arrows, they'll charge in. At this point, your Forest Giants should maul them.

Another group of Myrmidon stands just to the north of the Myrmidon you just eliminated. This second group has a Trow among them. Let this band approach your army. (Don't charge them.) Have your archers aim for the Trow as soon as it is within range. In the meantime, have your Giants kill the Myrmidon before they reach your archers. The Trow hangs back until you have destroyed most of the Myrmidon. When the Trow finally moves in to attack, your Giants should focus their full attention on destroying it.

Once all your enemies are dead, send your entire army due east toward Point 2. They should be inside—that is, to the north of—the broken gate at Point 1. It's absolutely vital that your units don't venture too far north as they head for Point 2. If you look to the north as your army marches, you may see a gigantic horde of Fetch and Trow marching around.

At Point 2, you'll find another band of Myrmidon surrounding a lone Trow. Again, use your archers to bait the Myrmidon, and then have the archers retreat. This lets your Giants and Berserks clean up the Myrmidon as they arrive. (The Myrmidon are likely to attack in two distinct groups—one attacking the northern part of your army, the other attacking the southern part.) When the Trow finally joins the fray, have your Giants team up on him once again to destroy him quickly.

Now send your army northeast toward Point 3. To the north of Point 3, you will encounter a large band of Fetch. If this band were to rush at your army in a big mob, there would be nothing you could do to stop them. Fortunately, they attack you in ones and twos instead, allowing your archers to pick them off before they get too close. Slowly advance on the Fetch when it looks as though none are approaching. Retreat if too many Fetch approach at once. If you haven't lost more than one archer yet, you should be able to handle a single Fetch with ease.

Once you have eliminated all the Fetch, start moving your army north again. Two enemy groups—each with a Fetch and several Myrmidon bodyguards—are likely to attack you as you proceed north. Archer volleys easily kill the Fetch, and your Giants can handle the Myrmidon.





CHAPTER FOUR

Your army eventually reaches Point 4, where your men can see the canal. It's bright red since it literally has been transformed into a river of blood. Send your army west, skirting the southern edge of this river, until it reaches the bridge at Point 5. Don't venture too far south, as this leads to the massive, deadly army in the center of the map.

An army consisting of a Trow, a few Fetch, and the usual complement of Myrmidon guards the northern side of the bridge at Point 5. Position your Giants and Berserks near the southern side of the bridge, and put your archers on the bridge itself. Have them shoot at the three Fetch on the other side. The Fetch will advance. Keep shooting the Fetch until you have killed them all. (Remember to target individuals!)

The Trow now lumbers onto the bridge. Let your archers fire at the Trow until it's dangerously close, and then have your archers retreat. Have all three Forest Giants gang-attack the Trow; they should kill it with ease.

Finally, the Myrmidon run south across the bridge. Meet them with a combined force of Berserks and Giants. The mission ends when all the Myrmidon are dead.

STUMBLING BLOCKS

If you avoid the huge army in the middle of this map, this mission is not too tough. If you follow our strategy, you will be able to avoid it entirely, dealing only with the scattered forces we mentioned in the previous section. As always, protect your archers, and don't expect *too* much from your Giants. Whenever it's possible, keep the Giants for the fight with the Trow, and let your Berserks help fight the Myrmidon.

The curious thing about this mission is that, even though you avoid the main army in the map's center, certain groups of enemies—most notably the Fetch near Point 3—could still obliterate your army if they attacked as a group. Fortunately, they attack your army individually. (This assumes that you aren't foolish enough to charge in and attack a group of enemy units yourself.) This strategic error on your enemy's part allows you to win.





SINGLE-PLAYER MISSION WALKTHROUGHS

POOLS OF IRON

This mission puts you in charge of Alric, one of the Avatara. His task is to approach a nearby World Knot and to teleport the remainder of your army through it. The combined forces then march on Balor's fortress, which lies across a lake to the west.

STARTING FORCES

* Alric



NOTE

Obviously, no veterans are carried over from the last mission.

MISSION OVERVIEW

Controlling Alric is a formidable challenge. Alric is much like a Shade in terms of his abilities. He possesses a "detonation" attack similar to that of the Shades, but he can only use this attack four times during this mission. Alric must, therefore, conserve this power for large bands of enemies. His sword-fighting ability is also great; he can deal with lone enemies quite skillfully without the help of his magic.

When you use the detonation attack, press **[T]** and then select the nearest enemy in a group. Selecting the furthest enemy causes the chain of detonations to approach Alric, and it may even injure him. Choosing an enemy in the middle of a group usually makes you miss several members of the group. Therefore, target the front member of an enemy group to achieve the best effect with his detonation attack.





CHAPTER FOUR

STRATEGY

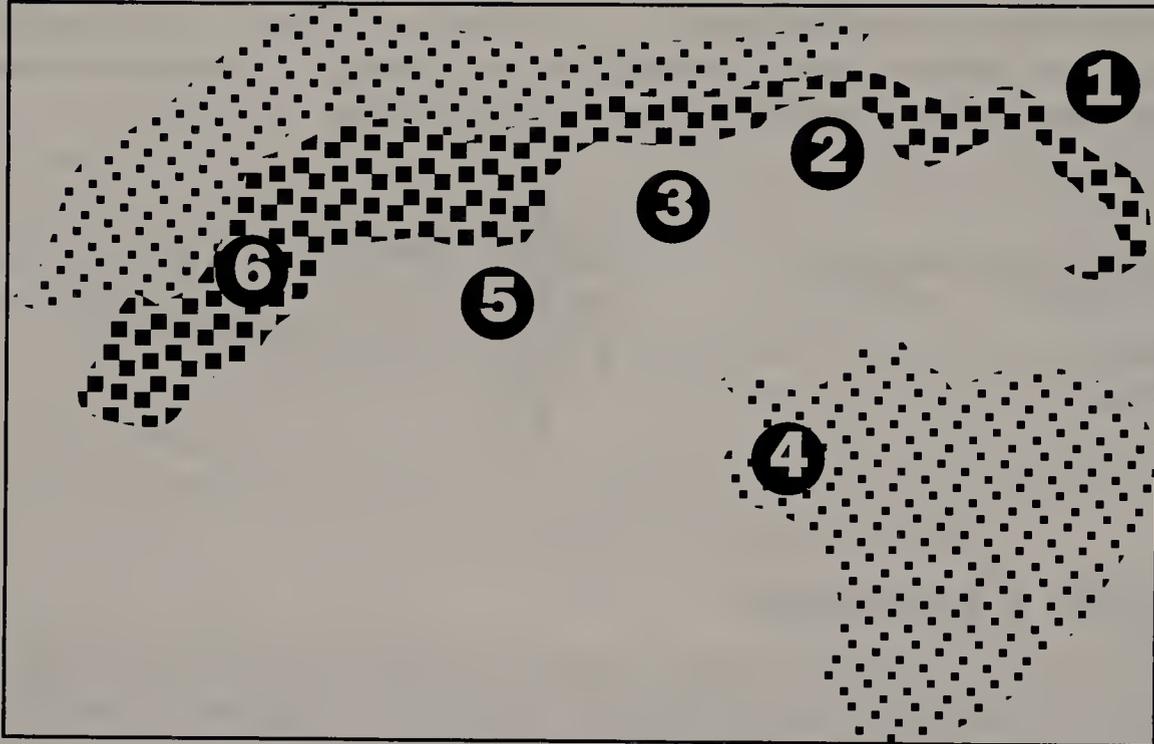


Fig. 4-35. Map of Pools of Iron

Alric starts at Point 1. Send him due west across the desert, fighting the occasional Myrmidon that approach him. These Myrmidon attack alone, and Alric can kill them easily without sustaining any significant return damage.

Alric encounters the first sizable band of Myrmidon near Point 2. Use the detonation attack (the **T** key!) to target these Myrmidon while they're still reasonably far away. Kill any stragglers with Alric's melee skill.

Have Alric continue west toward Point 3. Along the way he encounters yet another band of Myrmidon. Alric must destroy this band with another detonation attack. A few stragglers will survive, but Alric can kill these enemies conventionally. Have Alric turn his back to the stragglers if they're reluctant to approach him directly. Then spin Alric around, hacking the Myrmidon to bits when they try to stab him in the back!





SINGLE-PLAYER MISSION WALKTHROUGHS

Next, send Alric south to the World Knot at Point 4. You will notice that one of the Knot's four pylons is broken. Alric must stand next to the rubble in place of the broken pylon in order to make the World Knot work. Standing in the middle of the World Knot does *nothing*.

When Alric stands next to the crumbled pylon, twenty-three Berserks, seven archers, and two Journeymen automatically teleport through the World Knot. They appear in two waves, so be patient!

Now assemble your forces into an army with the Berserks in front and with the archers and Journeymen (and Alric) in back. Save the game. Proceed west toward Point 5, where a number of broken columns sit on a patch of elevated ground. You will encounter a pair of Trow here. Have your Berserks swarm the Trow.

As your Berserks battle the Trow, two hordes of Myrmidon approach—one from the north, the other from the south. Have Alric destroy the major part of these groups with his two remaining detonation attacks, and have the Berserks clean up any stragglers. Your Journeymen should heal any wounded now.

Proceed up the ramp onto the elevated ground from which the Trow attacked. Send your army west on this elevated patch. Eventually, they will see a red lake to the west. A mob of Thrall mills around near the lake at Point 6. Use your archers' elevated position to hammer the Thrall into submission. Next, put your Berserks in a long line formation, and have them swarm the Thrall when they get too close to your army. After the battle, heal the Berserks with your Journeymen.

Cautiously approach the red lake with your Berserks. As they get close to the water, a second line of Thrall rises from the depths. Have your Berserks swarm the Thrall and kill them. Then have your Berserks, along with the rest of your army, wade as far west into the red lake as possible. (Hint: rotate your view so that you can see the very edge of the map.) The computer assumes control of your units as they move quite close to the map's edge—you have won the mission.

STUMBLING BLOCKS

This mission is fairly tricky since it requires the precise use of Alric's detonation attack. You can't waste any of these attacks on small groups of enemies—you have to save them for times when they really count.

Save the game frequently after killing each enemy group.





CHAPTER FOUR

The toughest battle comes in the middle of the mission when your Berserks fight the Trow and when Alric must detonate the Myrmidon that approach from both sides. Careful observation of the map pays off in this battle. Train yourself to scan the map even during the roughest battles. This will make you much less vulnerable to sneak attacks, like the ones the Myrmidon mount.

This is another mission where long line formations serve you well. They allow your Berserks to get in multiple attacks at once and help you avoid receiving too many blows in return. If the enemy is inexplicably mauling your Berserks in combat, try to use longer lines of Berserks to attack the enemy. During a battle, be sure that most of your Berserks fight at any given time—don't have them waiting behind other Berserks.

THE LAST BATTLE

Your first task is to lead a group of reinforcements to Alric and the rest of your army. Once the reinforcements are in place, it's time to fight Balor. This battle stretches across several locales and tests the combat skills you have honed in earlier missions.

STARTING FORCES

- * 12 Berserks
- * 8 Archers
- * 4 Dwarves



NOTE

Veteran Berserks from the last mission carry over to this one. Alric is present in this mission, but he is not under your control.

MISSION OVERVIEW

This is an extremely tough mission, even if you know what to expect. You need your Dwarves to kill the Thrall with great effectiveness, and your archers must kill the Fetch with equal skill. You should save the game at multiple points, especially if you survive a round of combat relatively unscathed. You probably will have to try this mission several times!





SINGLE-PLAYER MISSION WALKTHROUGHS

STRATEGY

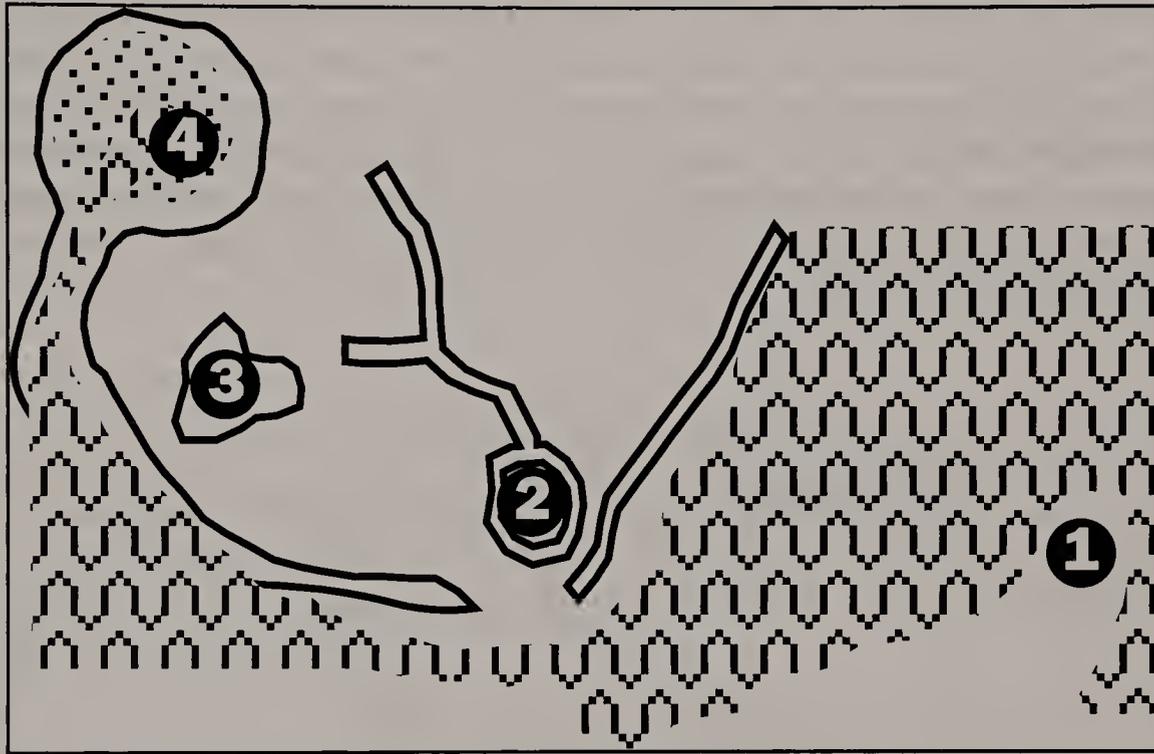


Fig. 4-36. Map of The Last Battle

Your forces start at Point 1. Have them wade northwest into the red lake. A couple of lone Fetch appear from the north and the west, while another Fetch approaches from the south. Keep your forces compact, and try to kill the nearest Fetch first. Remember to watch the map closely!

When the Fetch are gone, send your entire army due west through the lake. They eventually wade to shore, where they can join Alric, four Berserks, and three archers. These units stand on top of a hill; there's a battle standard (essentially, a big flag) there, too. This spot is Point 2 on the map.

An army of Thrall and Myrmidon now appears to the northwest of the hill at Point 2. This army will not attack unless it is provoked. Send everyone but Alric to stand on the southeastern side of the hill. Only Alric—whom you can't control in this mission—should stand on the northwestern side of the hill and should face the enemy. It's important that your units don't try to attack Balor or his army, and that they don't stand too close to the battle standard.





CHAPTER FOUR

Balor himself now approaches and exchanges a few words with Alric. **Don't let anyone attack Balor!** He eventually detonates the battle standard with a lightning attack and retreats. (We sure hope that you followed our advice and kept your men away from the battle standard.)

Once Balor has left, have your army assemble on the northwestern edge of the hill and face the enemy. Have your archers form a line, and flank this line with Berserks on both sides. Send the Dwarves forward in two groups, one on each side of the army. The Dwarves should throw grenades at the Thrall and Myrmidon as they approach; then have them retreat. Bring your Berserks forward to swarm the survivors. Figure 4-37 shows how to arrange your men on the hillside before the battle.

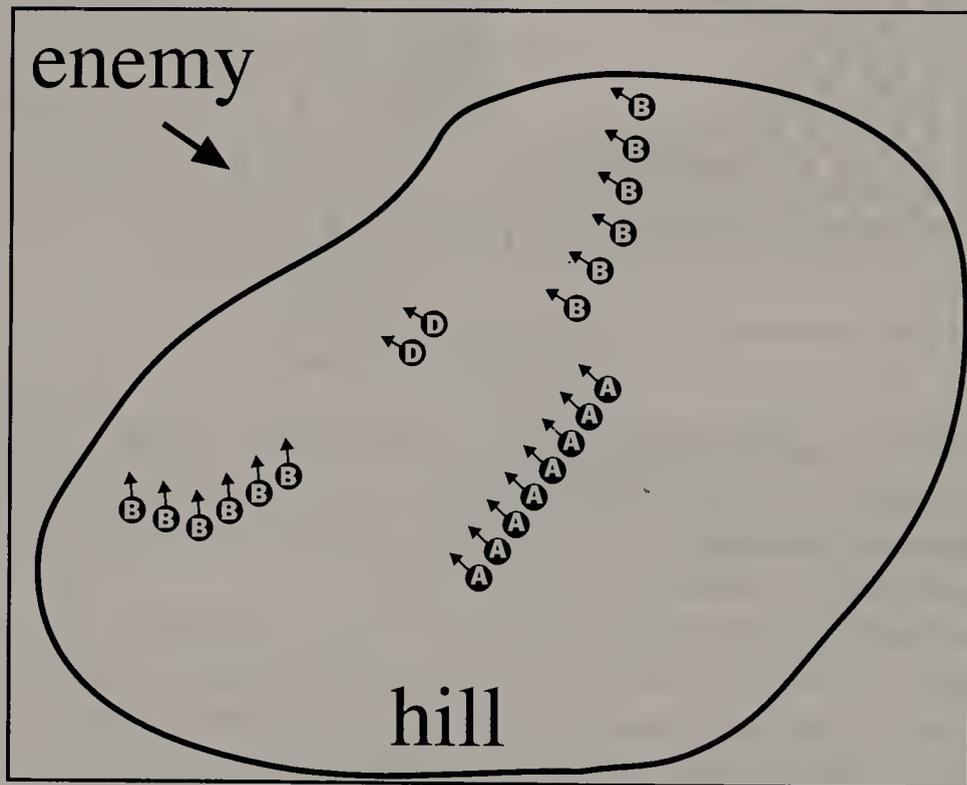


Fig. 4-37. This is how you should arrange your men before the battle.

A few Fetch approach from the northwest at the end of this battle. Watch the map for them, and have your archers kill them as soon as they are within range.





SINGLE-PLAYER MISSION WALKTHROUGHS

After killing this wave of attackers, Alric sets off to the west, where Balor and another band of Thrall, Myrmidon, and Fetch wait at Point 3. Save the game, and have your men follow Alric at a distance.

At Point 3, Balor has some words with Alric and then retreats again. Alric responds by killing the front Myrmidon line and also retreats, leaving the remaining Thrall and Fetch to your army. Have your Dwarves range ahead of your main army to kill the Thrall, while your archers target the Fetch. Have your Dwarves retreat when they're dangerously close to falling within the Fetch's range. Clean up the surviving Thrall with your Berserks.

When all these enemies are dead, Balor once again sets off to the west. Save the game, and have your men follow him closely. His destination is Point 4, a semicircular arena where Fetch and Myrmidon line the cliffs. Once again, Balor waits.

As soon as your men reach Point 4, have your archers start shooting the nearest Fetch. Also, have your Dwarves and a few Berserks advance across the pool of blood. *Keep at least ten Berserks well away from the fray.* Again, Balor speaks with Alric and retreats, leaving the Fetch to attack the motionless Alric. The Fetch ignore your men and target Alric. Have your Dwarves, archers, and a few Berserks attack the Fetch at their best speeds. If you aren't fast enough, the Fetch will kill Alric.

After you have killed a fair number of the Fetch, they finally realize the threat your men pose, and they begin to attack your men instead. At this point, you are likely to lose all your Dwarves and archers; however, you still have ten Berserks that you kept away from action earlier in this mission. Send five of these Berserks ahead to kill the Fetch—and Myrmidon, which now begin to arrive. Alric starts to fight at this point, too. All your Berserks need to do is to kill or to distract a few enemy units to keep them from completely swarming Alric.

When the Fetch and Myrmidon are all gone, Alric says, "We must follow him!" Have your last five Berserks follow Alric at a safe distance. Alric approaches Balor and freezes him with a spell. Have your five Berserks charge ahead at their best speed and swarm the paralyzed Balor. Your Berserks should all attack Balor simultaneously, making sure that none of your Berserks are stuck behind other Berserks. The Berserks eventually cut off Balor's head. Balor may kill the Berserks in his death flailings, but Alric survives.

The mission ends as an army of Myrmidon advances on Alric and as Alric prepares to blast them.





CHAPTER FOUR

STUMBLING BLOCKS

This is a very tough combat mission. It requires all the skills and battlefield savvy you have learned as you progressed through the previous missions. In particular, you need to watch the map closely and strike a fine balance between sending Dwarves ahead to kill Myrmidon and Soulless *and* sending them *too* far where they get blasted by Fetch.

Several cataclysmic events, usually involving Balor himself, can end this mission prematurely. Follow the directions in the Strategy section, and you should come out all right.

Don't worry if you have to play this mission a few times to win, even with the strategies outlined here. As mentioned previously, it's a tough mission that requires good combative skills even if you know what to expect.

THE GREAT DEVOID

Your forces have killed the evil Balor, but they aren't quite done yet. They still must cast Balor's head into the Great Devoid, from which it will never return. If you fail to accomplish this final feat, Balor's threat may never truly be cleaned from the world.

STARTING FORCES

- 8 Archers
- 7 Berserks
- 4 Dwarves
- 1 Journeyman



NOTE

Veterans from the last mission are available here.

MISSION OVERVIEW

This is by far the toughest mission you face. As with the last mission, simply knowing what to expect doesn't assure you a victory. Each combat is a complicated affair, and tiny things—such as having your archers a few feet too close to the Fetch—can throw off your strategy. Save the game many times, especially after killing a wave of enemies without sustaining any return losses. You'll thank yourself for it!

You probably will have to try this mission over and over before you finally get it right. Don't worry—that's to be expected!





SINGLE-PLAYER MISSION WALKTHROUGHS

STRATEGY

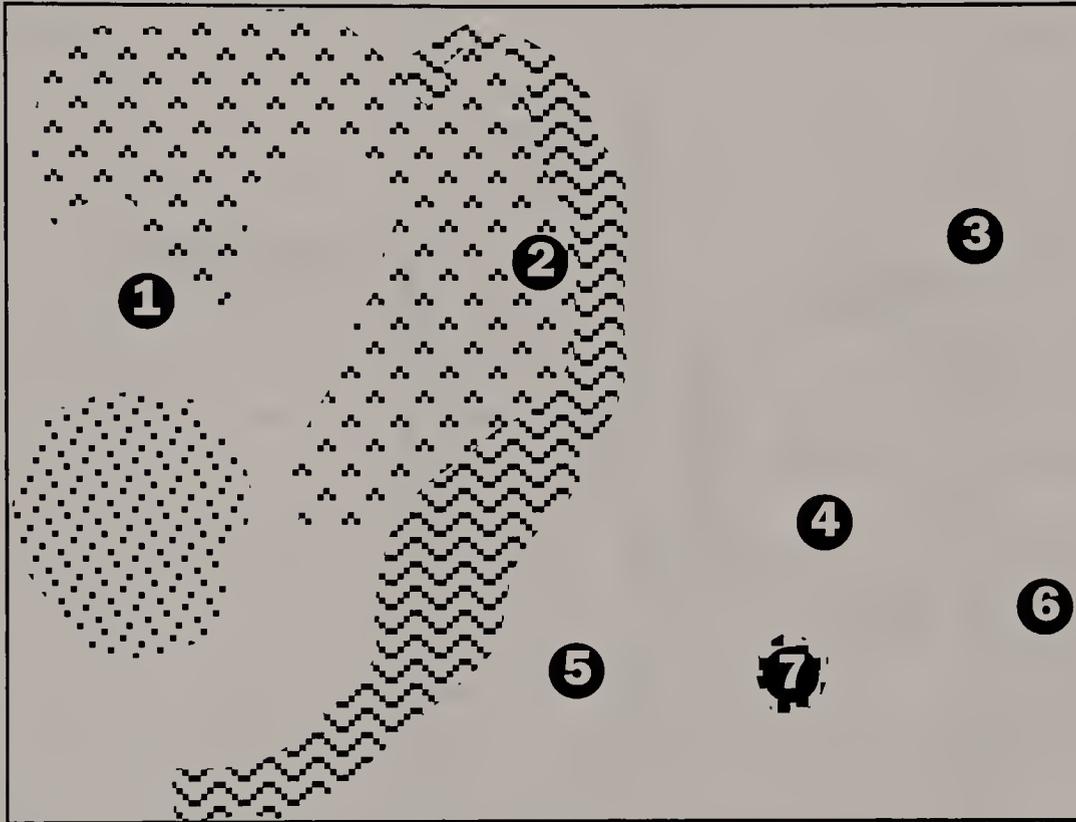


Fig. 4-38. Map of The Great Devoid

Your forces start at Point 1. Have your men explore the land as much as possible *without* going too close to the river. Then save the game.

Approach the river at Point 2, and arrange your men as shown in figure 4-39. Several Soulless and Fetch are on the other side of the river. Don't attack the Soulless or get within their attack range yet. Speed up the game and watch for wights. Slow the game down and shoot the wights whenever they appear. (Be sure to keep the Soulless out of range.) There are lots of wights here; patience is a must. Save the game after killing a number of wights, and wait long enough to determine that there are no more wights on the way.





CHAPTER FOUR

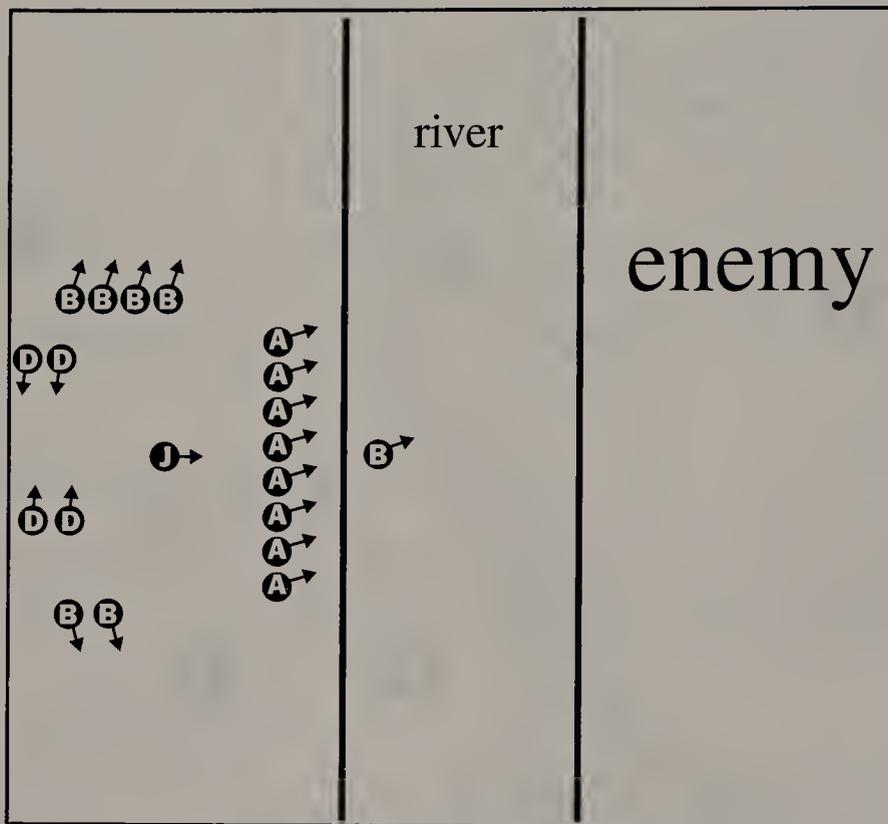


Fig. 4-39. This is how you should prepare for the big fight at the river.

The Soulless on the other side of the river tend to attack when your archers get fairly close. When you're reasonably sure that all the immediate wights are gone, slowly advance your archers (with the Journeyman behind them) until they can start shooting at the Soulless. (Your archers should still be on land. If they're in the water, they have gone too far.) The Fetch on the other side of the river should *not* attack at this point; your archers just need to worry about the Soulless. Stray wights that enter the picture can mess up your plans. A single wave of arrows, however, is usually enough to remove this threat, so that you can concentrate on the Soulless again.





SINGLE-PLAYER MISSION WALKTHROUGHS

As you battle the Soulless, have a lone Berserk run ahead of the archer line and walk around in the water. Don't have him run past the middle of the river—which may trigger the Fetch—but instead, have him run around in the shallows to draw some of the Soulless' javelins. This measure protects your archers. Also, have your Journeyman heal your badly injured archers. By using the Berserk and Journeyman properly, you should be able to kill all the Soulless without losing a single archer. If this seems difficult, it *is*! Remember to pause the game with the (ESC) key and to give orders when the game is on pause. This gives you time to survey the battlefield and to make small adjustments, which are all-important in this mission.

This procedure is complicated by the fact that wights occasionally appear. The best thing you can do about wights is to speed up the game and to watch for them during the quiet times between battles. While the battle itself is raging, watch the map carefully, and stop the game whenever one appears. Send a volley of arrows in the wight's direction—this is usually enough to kill the wight or to make it flee for the time being.

Once you have eliminated the Soulless, only a pair of Fetch is on the other side of the river. After waiting for more wight attacks, save the game. Have your archers advance and fire a volley at one Fetch. As that Fetch retreats, fire a volley at the other one. Don't chase either Fetch too far—they eventually turn around and rush your archers. Try to kill the Fetch with sustained volleys before they get within their own attack range. Save the game if you succeed.

Hot on the heels of these deceased Fetch comes another band of Soulless and Fetch from the east. Have your archers retreat back across the river, so that your men can reassume the formation shown in figure 4-39. Have three Berserks run at the new group of Fetch and Soulless. Be sure that the Berserks are separate and that they all run at slightly different targets. Pause the game frequently, and try to be sure that there is at least one Soulless between each Berserk and the nearest Fetch. If you position the Soulless properly between the Fetch and your advancing Berserks, the Fetch either fry some of their comrade Soulless as they attack your Berserk, or they don't attack at all. Ideally, at least one of your Berserks gets close enough to the Fetch to force them to turn around. Have the surviving Berserks attack the Fetch first, and then have them clean up the Soulless if they manage to eliminate all the Fetch. Meanwhile, your archers should target any Fetch that gets too close and then any nearby Soulless. Try to have your archers shoot at targets away from your Berserks, so that they don't shoot the Berserks accidentally. Save the game if you manage to get through this stage with only one lost archer—preferably, you still have all your archers—and with three or fewer dead Berserks.





CHAPTER FOUR

Another wave of wights now appears. Shoot them down with your archers; speed the game up to make sure that there are no more forthcoming wights; and save the game if you successfully shoot them all without any losses. Heal your wounded archers, but not the wounded Berserks (unless your archers are in excellent shape).

If the wights are not forthcoming—and if the other side of the river looks deserted—send a lone Berserk across to scout the area just on the other side. If enemies don't immediately pop up, have your army cross the river and head east to Point 3, where there's a fairly large crater in the ground. Arrange your army as shown in figure 4-39, and have them face east across the crater. Send a Berserk east to scout the area. Somewhat to the east, he probably will find another band of Soulless and Fetch. As usual, have two Berserks run ahead—they should be separated from one another by a good margin—while the archers target the Fetch. The Berserks probably will die, but at least they'll give the archers more time to kill the Fetch. If you're lucky, one Berserk will live and kill the Fetch himself. Your archers should then clean up the Soulless.

After you have killed this enemy wave, another (smaller) wave with only one Fetch and a few Soulless probably approaches from the east. Deal with these enemies as you dealt with the last wave. Save the game if you manage not to lose more than two Berserks and one archer during this whole confrontation.

After waiting to make sure that no more enemies are coming, march your entire army south to Point 4. This is the beginning of a scorched patch of earth that surrounds the big hole in the ground known as the Great Devoid. The Devoid is Point 7 on your map.

When your army is at Point 4, note that Soulblighter, one of the Fallen Lords, guards the Devoid. Don't send anyone too close to the Devoid, or he'll kill them! He won't attack anyone who maintains some distance from the Devoid, however.

You should save the game now and watch for wights. A veritable river of wights probably will come from the direction of Point 5, and a few may come from the north as well. Have your archers stand on the edge of the blasted area surrounding the Devoid, and kill these wights as they appear. Don't move your archers too close to the Devoid (for fear of Soulblighter), but don't put them so far away from the blasted area that the trees block their shots. If the wights don't appear, send your archers west toward Point 5, and they eventually will show up.





SINGLE-PLAYER MISSION WALKTHROUGHS

After the parade of wights is gone, save the game. Send all your archers and the lone Dwarf with Balor's head to Point 5. Wait there for a while, and have the archers shoot any stray wights that appear.

Have the rest of your party (Berserks, spare Dwarves, and the Journeyman) go east to Point 6. At this point, your units are split into two groups on roughly opposite sides of the Devoid. Save the game.

Now what? Well, the Devoid is a big hole in the ground guarded by a few Soulless on its eastern edge (nearest Point 6). A pair of Fetch walks circles around the Devoid in an endless patrol, and Soulblighter runs to any spot where he thinks that there may be an attempt to throw Balor's head into the Devoid. Soulblighter is your main concern here. He possesses no long-range attack, but he is very fast and attacks anyone who gets too close to the Devoid, especially Dwarves.

Your game plan is to wait for the patrolling Fetch to move to a point far from Point 5 and Point 6. (This is easy if you watch them closely. They patrol in a counterclockwise route from which they never deviate.) At this point, you should have a band of Berserks run from Point 6 toward the Devoid. After the Berserks, send one Dwarf, then another, then another. The Dwarves should not be bunched together; they should approach the Devoid in a loose line formation.

Pause the game frequently as you initiate this charge, and then locate and watch Soulblighter. Make sure that Soulblighter starts to run toward the charging units near Point 6. Then have your Dwarf at Point 5 (the one with Balor's head) make a break for the Devoid. You must make sure that Soulblighter is running toward the other Dwarves before you send in the Dwarf from Point 5!

Soulblighter now runs around the Devoid and starts to attack the Dwarves coming from Point 6. Keep the Dwarves scattered, but keep them all moving toward the Devoid. That way they are sure to keep Soulblighter's attention. Also, have your Berserks attack Soulblighter. After Soulblighter has finished killing all the Dwarves near Point 6, he wants to run around the Devoid and kill your other Dwarf. If your Berserks are attacking him, though, he has to deal with them first.

By the time your entire party at Point 6 has been slaughtered, your lone Dwarf from Point 5 should be fairly close to the Devoid. Have him keep moving toward the Devoid! He will throw the head into the Devoid automatically once he is close enough, but you can also trigger this throw with the **[T]** key. The Dwarf should be able to reach the Great Devoid's edge before Soulblighter manages to run all the way back to him. Throw Balor's head in the Devoid, and you've won the game!





CHAPTER FOUR

STUMBLING BLOCKS

There are numerous stumbling blocks in this mission because every phase is extremely difficult. You must save the game after every small victory and pause the game frequently if you want to succeed. Just bear in mind these few things as you play:

- There is no time limit for this mission. You should always speed up the game and wait for wight attacks during lulls in the battle action. Do yourself a big favor by killing wights before other enemies distract you.
- Your Berserks are only good for distracting Soulless and Fetch and for distracting Soulblighter at the end of the mission. (Occasionally, they can kill Fetch and Soulless on their own if they charge in individually.) Don't be afraid to use your Berserks as bait, especially in defense of your archers.
- You can't win the mission if your archers are killed. Only one or two archer losses during the whole mission are acceptable. Use Berserks to distract enemy fire from your archers, and have your Journeyman heal archers above all other units.
- Your Dwarves have no combat role in this mission. Protect them until the mission's end, and don't try to make them fight.
- Soulblighter can distinguish between Dwarves and other units. You need Dwarves to distract Soulblighter during the endgame. Just having Berserks charge in from one direction and Dwarves from the other won't work. Soulblighter always attacks the Dwarves first.
 - It may take several tries for you to get Balor's head into the Devoid. The key is to be sure that all three "distraction" Dwarves are relatively close to the Devoid, but separated from each other. This forces Soulblighter to run around and to waste time killing the Dwarves without Balor's head.

CONGRATULATIONS!

Myth's single-player missions are extremely difficult to beat, even with a little help from this book.

Congratulations on finishing the game! Now take the skills you've acquired here and apply them to multiplayer games on bungie.net.





MYTH

CHAPTER FIVE MULTIPLAYER GAMES





CHAPTER FIVE

Myth is a great single-player game, but it's also an incredible multiplayer game. If you have Internet access, you can connect to the bungle.net server just by logging on and launching a multiplayer game from the main menu.

Multiplayer games are fun, but they can be a little frustrating too, especially if you're getting pounded into oblivion. Fortunately for you, *Myth* doesn't allow too many "cheap" tactics. Veterans of the game can't exploit game flaws and bizarre quirks to pound you into submission. No, if you get beaten, it's for a good, legitimate reason.

This chapter is devoted to helping you improve your multiplayer skills. Be forewarned, however, that, to become a great *Myth* player, experience is necessary. There are a number of things you only learn with time — when to attack, when to hide, when to watch the action, when to contest the ball. Experience is the best teacher for these things, and only by playing quality opponents will you improve to their level.

One final note before we delve into this chapter: play through a reasonable number of single-player *Myth* missions before venturing online. If you go online without a basic knowledge of *Myth* combat and how it works, there's really no hope for you. Work through the single-player missions and then apply your knowledge to the multiplayer arena.

UNIQUE CHALLENGES OF MULTIPLAYER GAMES

Myth multiplayer games offer several challenges completely absent from single-player games. Here's a look at what to expect when you venture into multiplayer frays.

UNIT PARITY

Single-player missions typically have you fight a numerically superior foe. In multiplayer games, you face enemies either with the exact same troops as your own (if trading is disabled) or with a roughly equivalent force (more on that under "Unit Trading").

This overall parity changes the battlefield drastically. If you're playing a single opponent, you no longer have to pick away at the edges of his army due to your opponent's greater numbers. You can fight it out instead. If you face multiple enemies, however, you need to exercise caution and to pick your battles, much as you did in single-player missions.





MULTIPLAYER GAMES

MULTIPLE THREATS

In games where you face multiple opponents, it's important to remember that your opponents aren't out to get just *you* — they're out for (against) everyone. If you charge in and attack the first enemy you see, you're headed for disaster. A major part of multiplayer games is figuring out who to attack when, who to leave alone, and who to avoid. With all the enemies running around out there, you have to be conservative. You simply don't have enough troops to crush two or more opponents all by yourself — unless you're incredibly good, or your opponents are not particularly skillful.

HUMAN UNPREDICTABILITY AND COMPETENCE

Human unpredictability changes the face of battle. This unpredictability manifests itself in countless ways. Remember the single-player missions where the computer threw lots of wights at you? Perhaps you were taken aback at first, but then you said to yourself, "Aha, a wave of wights." There are no "waves" of enemies in multiplayer games, however. Skilled players sneak wights up on you when you aren't looking, flank you with Dwarves when you're fighting someone else, and hide Thrall armies at the bottom of lakes. They can hit and run much more effectively than the computer. For all these reasons, watching the map is even more vital in multiplayer games than it was in single-player missions.

Human competence also shapes the face of multiplayer battles. Single-player missions typically require you to destroy tons of enemies through clever, one-sided tactics. For example, the enemy has tons of Thrall and very few Soulless. You can simply pick apart the Thrall with a Dwarf. This doesn't happen in multiplayer games because players are smart enough to pick units that complement one another. Your opponents may very well be the ones with the Dwarves that throw grenades at your Thrall! Anything you do to the computer in single-player missions can be done to you in multiplayer games.

This competence extends to all phases of battle. For example, computer-controlled skirmishers tend to be ineffective, while humans know enough to hit you where it hurts. The computer allows you to set up your formations, while humans rarely give you that sort of time. The computer doesn't really distinguish between your formations, while human opponents can see when you're in disarray and can capitalize on it. Be prepared for tough competence when you go online!





CHAPTER FIVE

LESS OBVIOUS TACTICS

There's a finite number of tricks you can accomplish in multiplayer games. Units can only move so fast and cause so much damage; the game physics and units are fairly realistic. Therefore, you can only face so many bizarre and crazy schemes, but you should be aware of the ones that do exist! For example, every so often you'll forget about satchel charges because they're typically under-used. You will lose a whole army to them and — suddenly — remember. The same holds true for wights and other volatile units.

VARYING RULES

Myth multiplayer games don't always have the same goal. Body Count rewards the player with the most total kills; Steal the Bacon rewards those who touch a ball last; the victor of Territories is decided by whoever controls the most flags on the map when time runs out. It's imperative to understand the game you're playing fully before playing it; otherwise, you'll make all sorts of illogical, self-defeating moves.

UNIT TRADING

Most multiplayer games allow unit trading. Of course, there's always the option to disallow unit trading, in which case everyone is stuck with a preset assortment of units and must make do with what he's got. In practice, however, you'll find that almost *everyone* online prefers to enable unit trading (see figure 5-1). Unit trading allows players to customize their army to their personal tastes.



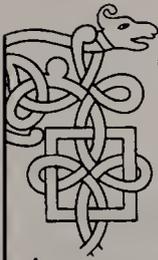
Fig. 5-1. This is what the unit trading screen looks like.





MULTIPLAYER GAMES

There's another reason that most players — especially good players — like unit trading. Unit trading is one of the main things that sets great players apart from mediocre players. Great players know which units are best for multiplayer games and which are best avoided, while mediocre players often select units that aren't terribly useful. The following pages explain which units you should choose in multiplayer games and why.



TIP

As you read the following tips, remember that much of what you read is opinion, not fact. It is, however, opinion based on exhaustive experience. These strategies have been proven in battle after battle on bungie.net and have resulted in countless victories (with the usual smattering of defeats). Nevertheless, your style of play may require different units than the ones recommended here. If you can win with unusual unit selections, more power to you! But we recommend following these general guidelines until you have racked up some experience on bungie.net. At that point, you'll be knowledgeable enough to make your own rules!

PERENNIAL FAVORITES

Some units are perennial favorites on bungie.net, and they always seem to get picked. In most scenarios, we recommend picking as many of these units as humanly possible! There are exceptions, of course. For example, in a Territories game where you need to defend flags, you may want to stock up on low-cost Thrall instead of high-cost specialty units. But by and large, these units give you the most options and the most bang for the buck. These are the “power” units that turn the tide of a game.

TROW AND FOREST GIANTS

Everyone wants these big monsters, and it's easy to see why. They're wildly expensive (24 points each), but they're worth the cost. They're like twelve warriors rolled into one — but that's not all. They are faster and stronger than a comparable number of warriors, and they cross rough terrain infinitely better than their warrior counterparts. They're also more compact (just one or two units), so you don't have to worry about keeping them in formation.





CHAPTER FIVE

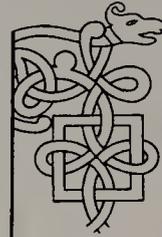
Trow and Forest Giants are the ultimate units. They have no real weaknesses, save that they *are* a big investment and must be protected accordingly. They're easier to manage than a comparable number of warriors or Berserks, and with their incredible mobility, you can use them as scouts, flankers, archer-killers, and flag or ball captors (in games with flags or balls) — all this in addition to their skills in melee combat, another area in which they excel.

Always trade for as many of these units as you can. This is a rule with few, if any, exceptions. Some players disdain Trow or Forest Giants, claiming that they remove a certain degree of strategy from the game. Perhaps it's true, but even if this is your belief, you'll only hurt yourself by not acquiring these units.

FETCH

We cannot recommend Fetch as unconditionally as Trow, but they're still a very good investment. Their lightning attacks are like toned-down Dwarf grenades in that they can damage multiple enemies; these lightning blasts are particularly tough on dense clusters of units. The lightning attack is weaker than grenades but has better precision. (Friendly fire is still possible since the lightning seeks out living units.) Also, it isn't susceptible to the vagaries of bad weather as grenades are.

Large groups of Fetch are formidable indeed. Ideally, you should also have Soulless or archers to keep enemy Soulless or archers away and enough infantry to protect the Fetch from enemy melee attackers.



TIP

If you have multiple Trow or Forest Giants, you should usually keep them together. Don't split them up, even in a team game. Your opponents are likely to have Trow and Forest Giants too, and the best way of dealing with them is to attack with an equal or greater number of your own Trow or Forest Giants.

In fights with multiple Forest Giants or Trow on each side, be sure that you have all your big guys target just one enemy Forest Giant or Trow at a time. This way they concentrate their damage on one lone colossus, knocking him out of the battle quickly.





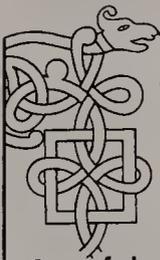
MULTIPLAYER GAMES

BERSERKS

Berserks are the best infantry available. They're fast and deadly in packs, and they can deal great damage. They can even be useful by themselves: a lone Berserk can sneak up on a pack of Soulless or archers and tear it to shreds.

Not only are Berserks great melee fighters, but they are great for flanking and archer-killing, too. If you anticipate a rough pitched battle, you may want to select lower-quality infantry to get more units, but this isn't always necessary. If you use the Berserks' superior speed to retreat from situations where the enemy's superior numbers are a problem, you can usually compensate for these numerical inequalities.

There are countless situations in *Myth* battles where speed is essential. Perhaps you're trying to chase down an enemy Dwarf, or your infantry is out of position and needs to get back fast to defend your archers. Maybe your infantry is fighting another player's infantry, but a third player comes along and threatens to sandwich your troops in the middle. In all these cases, you can benefit from the Berserks' superior speed.



TIP

One of the most important keys to success in *Myth* is picking your battles. Speedy Berserks allow you to pick battles easily, while slower warriors and Thrall often don't have the speed necessary to let you dictate the battlefield. Try to initiate a fight with a lumbering squad of Thrall, and watch as the enemy just laughs and runs away!

ARCHERS AND SOULLESS

Because of their fragility and their lack of speed, some may question the inclusion of archers and Soulless on the "Perennial Favorites" list. They're here, though, for a simple reason: without long-range attackers, your army is very vulnerable to wights, Dwarves, enemy archers, Soulless, Fetch . . . the list goes on.

Theoretically, your melee-only army can crush enemy missile attackers after closing the gap and moving inside their effective attack range. This rarely happens, however. In particular, Dwarves tend to mess up this equation. Usually your opponent has enough infantry to hold back your melee attackers for a little while — not too long, but for some time. This is enough time for enemy Dwarves to get behind your men and to lob a few grenades.





CHAPTER FIVE

Archers and Soulless, therefore, are an important component of most (though not all) armies. If you plan to trade for these units, you better trade for as many as possible because long-range attackers are most commonly used to battle other long-range attackers. You need more archers or Soulless than the other guy if you want to win that kind of battle with any regularity.

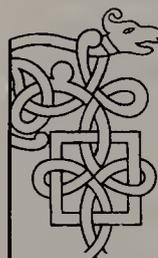
The bottom line is that you *can* win a battle without archers or Soulless, especially when you become good enough to exploit the advantages of an army consisting entirely of tough, durable melee troops. But until you master ways of covering such an army's weaknesses, you're better off with archers and Soulless.

CAVE SPIDERS

Cave Spiders are scouts and skirmishers, just like Ghôls. They're more fragile than Ghôls, but they can cross almost any kind of terrain. Also, they cost only half as much as Ghôls, which makes them absolutely ideal for scouting, rushing dangerous enemies such as Dwarves, and mounting suicide attacks against Fetch or wights. We prefer Cave Spiders to Ghôls and select them whenever possible.

Approach dangerous enemies, such as Dwarves and Fetch, from several angles with several Cave Spiders, and one of them is bound to break through. Assuming that it does, you have scored a coup by killing a six-point unit with a couple of one-point units!

The key to using Cave Spiders effectively is not to be suckered into fighting large groups. Cave Spiders are so fragile that they will wither under direct assault. If you are patient and continually look for opportunities, Cave Spiders can be a devastating force.



TIP

Cave Spiders may not overwhelm you at first, and you may wonder why we like them so much. If so, you probably aren't using them correctly, and you probably haven't considered their incredible price! Any one-point unit with a respectable shot at killing a six-point unit on its own (or in a group of two or three) is a unit to be feared and respected. That's exactly what a Cave Spider is — plus a great scout and a great throwaway unit for neutralizing enemy wights.





MULTIPLAYER GAMES

SAFE BETS

The next tier of troops can be referred to as safe bets. Just because they are not listed in the “Perennial Favorites” doesn’t mean that they are less useful in any given battle. It does mean, however, that they have certain drawbacks, and you shouldn’t load up on them in every scenario. Perennial favorites usually work best when you obtain as many as possible. Safe bets, on the other hand, usually work just fine when you only take a few.

To illustrate this point, consider the Dwarf. He’s a powerhouse and absolutely vital in many battles, yet he’s listed as a safe bet, not a perennial favorite. Why? Because you usually shouldn’t load up on the maximum number of Dwarves — it’s overkill. Also, it tends to lead to messy accidents where either several Dwarves are cut down at once, or one blows up and takes several others with him. The Dwarf is a powerful unit that should almost always be in your army, but you shouldn’t take tons of Dwarves. Hence, Dwarves are listed in this section.

WARRIORS

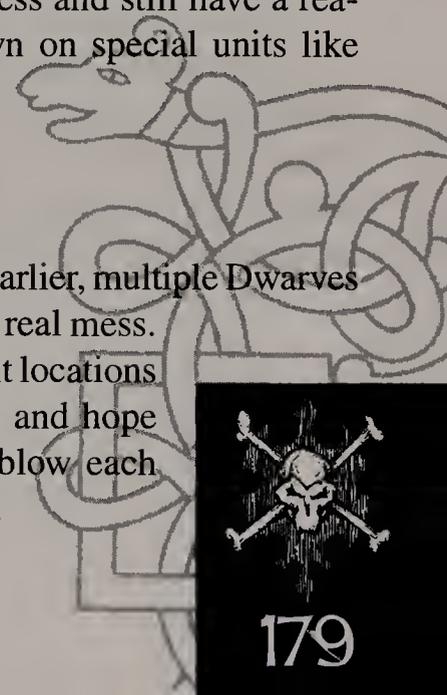
Warriors are solid units in any sort of game. They’re just not *great* units. A typical strategy is to take as many Berserks as possible and then to take warriors with your remaining points.

One dangerous habit is to take too many long-range attackers and not enough infantry, such as warriors. Just because warriors aren’t listed under “Perennial Favorites” doesn’t mean that you should skimp on them, while loading up on tons of wights or Dwarves in their place. You always need a reasonable number of infantry to protect your long-range attackers — unless, of course, you plan to engage in full-scale skirmishes.

You can usually take the maximum number of archers or Soulless and still have a reasonable infantry (Berserks or warriors), but you’ll have to cut down on special units like wights and Journeymen.

DWARVES

The Dwarf is another unit that is a near “must-have,” but as mentioned earlier, multiple Dwarves are difficult to handle. For example, six dwarves in one army can be a real mess. You either have to coordinate the actions of several Dwarves in different locations — which is really tough during battle — or lump them into groups and hope these groups aren’t overrun by Berserks. Worse yet, Dwarves can blow each other up accidentally, and that’s a sure-fire way to lose lots of points.





CHAPTER FIVE

We recommend two Dwarves under most circumstances and, at most, four. Have these Dwarves either operate individually or in groups of two. Groups of three or more Dwarves tend to blow each other up and are vulnerable to the quick speeds of Berserks, Myrmidons, and Trow. Since most units die after two grenade hits, two Dwarves should be sufficient. Three or more Dwarves don't necessarily add that much more punch to your Dwarf group, and lumping three or four Dwarves together tends to lead to diminishing returns.

GHÔLS

Ghòls are fast and capable of tearing apart archers. They are not substitutes for infantry, although they can be used temporarily to slow down enemy infantry.

In multiplayer games, your use of Ghòls varies depending on the situation. For example, you will encounter many temporary stand-offs in *Myth* battles, where both sides face each other but neither is prepared to fight — at least, not at that time. In these situations, use Ghòls to flank the enemy. A good opponent is aware of Ghòls and protects his archers and other fragile troops against their depredations. On the other hand, a less astute commander often arranges his infantry into a single line in front, leaving his archers or Soulless undefended in the rear area.

Even if you're playing a good opponent, Ghòls are useful in stand-offs. If it's clear that your opponent is aware of your Ghòls, use them to make him diversify his troop allocations. An enemy with no rear threat can afford to stack his entire infantry up front and maul you. An enemy that has to worry about attacks from several directions must split his infantry up to try to cover all his bases.

Once a full-scale battle has commenced, Ghòls are no less valuable. The chaos of battle — especially in games that feature more than two distinct sides — often gives Ghòls the opportunity to sneak in for cheap kills. For example, the enemy may place his archers or Dwarves in relatively undefended locations to get a better shot at your infantry. This is a good time to bring on the Ghòls to hunt down unprotected units. Your Ghòls can also pick off stragglers when two enemy players fight each other.





MULTIPLAYER GAMES

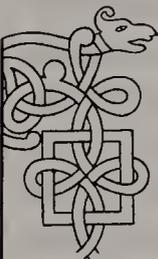
RISKY UNITS



TIP

Trade for enough Ghôls to make them a threat — four is usually sufficient — but not so many that they take away points from your infantry or archers. Remember that, while the skirmishing threat of Ghôls is valuable, Ghôls cannot replace the meat of your army.

If you can take Cave Spiders instead of Ghôls, go for it. They're less durable than Ghôls, but their low cost and all-terrain climbing ability more than make up for this deficiency.



TIP

The Journeyman is the *only* unit that we don't recommend for any battle. In our opinion, it represents the bottom of the unit barrel in multiplayer *Myth*.

The following units are not useless. A few of them are *extremely* useful in the right situation, and you shouldn't hesitate to pick them. The difference between a risky unit and a safe bet is that safe bets are usually useful in any scenario. Risky units may or may not help out, depending on what game you're playing and what sort of opposition you face. Read on for the low-down on these risky units.

JOURNEYMEN

The Journeyman is the one unit that many top players *never* use. Journeymen are costly, and their special healing ability requires considerable micromanagement — something that most players simply can't afford to bother with in the heat of battle. Furthermore, if the Journeyman falls before using his full complement of healing (which will likely happen), he's a waste.

The bottom line on Journeymen is that they require too much concentration and too much effort. You don't want to mess around with your Journeymen when you should watch for a flank attack instead!





CHAPTER FIVE

WIGHTS

Wights are the very definition of hit-or-miss. In general, they're either fantastically effective or completely useless. The main question you need to ask yourself before selecting wights is: "Am I facing a veteran player?" If the answer is yes, your chances of getting the wight into position for the big strike is slim. Sure, you may be able to sneak the wight underwater and ambush the enemy; sure, you may be able to march in the wight while the enemy is distracted. But the chances of this are very low against an aware veteran player, unless he's really, really distracted.

Again, we must stress that wights can be very effective against good players under the right circumstances. Maps with lots of water and games with several distinct sides are conducive to wights because they provide camouflage and distraction, respectively. And if you're particularly good at suckering opponents into traps, go for it! Wights are, by no means, useless. Just bear in mind that wights won't always work as well as you had hoped and planned, *especially* against high-quality opponents.

If you're playing a rank amateur on the other hand, wights assume a beauty unparalleled. You still shouldn't pick more than two of 'em because your opponent may know enough to avoid them. But if those one or two wights manage to get into a crowd and detonate, there's no better way to crank up your kill ratio on bungie.net.

MYRMIDONS

Myrmidons are somewhere on the edge of risky, and one could argue that, in many ways, they're more of a safe bet. The main reason we consider them risky is their lack of toughness. You can purchase Myrmidons in quantities suggestive of infantry, but in practice, they're much better skirmishers than infantry units. Sure, they perform adequately as infantry, but the danger is that you'll start thinking that they're tougher than they really are.

If you remember that Myrmidons lack toughness and try to exploit their speed, they can be fairly useful. Just take them in moderation, and don't make them your army's mainstay.



TIP

You may want to have a wight in your army just for the fun of it. Most other units are fairly predictable, but wights add some genuine excitement to the game. It's like playing a slot machine: you'll usually lose, but every so often — *boom!* You hit it big! There's absolutely nothing better than watching a wight eliminate three or four times its point value in hapless enemy units.





MULTIPLAYER GAMES

THRALL

Thrall can work well in defensive roles, so pick them freely in games such as Capture the Flag or Territories. Remember that skillful opponents are likely to retreat from your Thrall and pelt them with long-range attacks.

Speed is not much of a factor in many strategy games, but it is in *Myth*. Just be sure that you use Thrall defensively — either to protect a flag or ball or as a wall to sneak your archers or Soulless behind — and you'll get solid value out of them.



TIP

If it weren't for Dwarves, Thrall would be more of a perennial favorite than a risky unit, mainly because they're so cheap. But so many enemies use Dwarves so effectively that their value is substantially lessened in multiplayer games.

Furthermore, Thrall "telegraph" your intentions. Berserks can charge in and attack at a moment's notice; however, the slow, rumbling movement of Thrall armies attracts attention and makes it very easy for your opponent to see what you're up to and to respond to it accordingly.

THE BASICS OF BUNGIE.NET

The easiest way to play multiplayer *Myth* is on bungie.net. Just connect to your ISP (Internet Service Provider), launch *Myth*, and select Multiplayer Game from the main menu. If you haven't registered for bungie.net, you'll receive instructions on how to do so. If you *have* registered, you'll launch one of several chat rooms.

NAVIGATING CHAT ROOMS

Figure 5-2 shows you what you'll find when you log on to bungie.net. The names of currently logged-on players appear in a window to the left. Some players' names will be grayed-out, while others are bright. A grayed-out name means that the player is currently playing a game and is unavailable to chat. Everyone whose name *isn't* grayed-out is currently in the chat room and available to chat.





CHAPTER FIVE

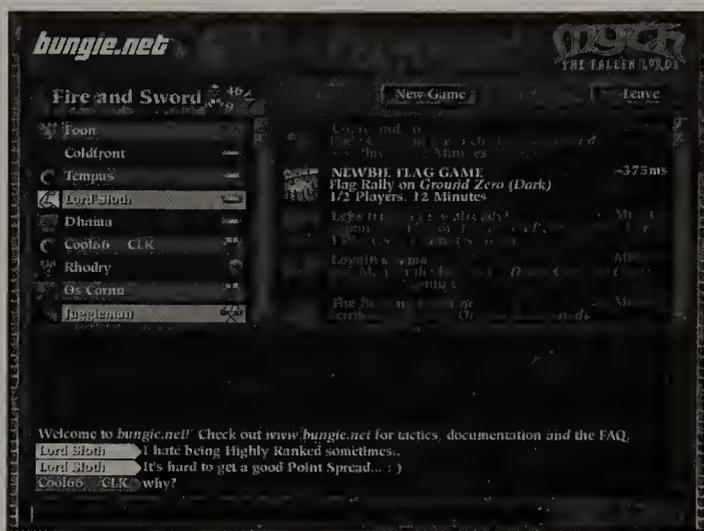


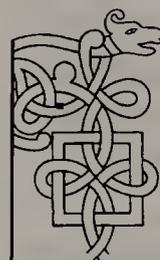
Fig. 5-2. You'll see a screen like this when you first log on to bungie.net.

There are several chat rooms on bungie.net. To move to a different chat room, click on the room name in the upper left-hand part of the screen. (In figure 5-2, it's the banner labeled Fire and Sword).

ENTERING GAMES

When you first start to play on bungie.net, you probably won't want to host games. Instead, join games that others have created. These games appear in a window on the right-hand part of your screen. As you can see in figure 5-2, some games (such as Come and Go and Logain's Game) are grayed out. This means they're full. You may enter games where the names *aren't* grayed out if you double-click on them, or click on them once and select Join Game.

A number beside each game tells you your *ping* in relation to this game. (We'll discuss ping under "How the Server Works"). If the game is actually in progress, this number changes. Instead of showing you your ping, it shows you how many minutes are left in the game.



TIP

The numbers beside each chat room's name tell you how many people are in that room. The top number shows the total number of people in the room, while the lower number displays the total number of games currently being played in that area. If you look at the numbers beside Fire and Sword in figure 5-2, you will see that there are presently 46 people in the chat room and nine games in progress.





MULTIPLAYER GAMES

Once you join a game, you're transported to a mini chat room with other players who have signed up for the game. Usually, you don't have to do a thing at this point — just wait for the host to start the game! If it's a team game, you can join a team by clicking on a team name and selecting Join Team.

PLAYER RANKINGS

The first time you log on to bungie.net, just experiment. Don't worry about who's playing. Just get your feet wet and learn the ropes.

Once you've become acclimated, you'll notice that every player has two icons by their name. One icon appears to the left of the name, while the other is on the right. For example, take a look at Foon in the player list of figure 5-2. Foon (who happens to be the author of this book) has a "lion rampant" icon to the left of his name. This icon has no real significance; it's just an icon he picked for himself. Everyone gets to pick an icon for himself when he first logs onto bungie.net.

The icon to the right of Foon's name is a regal crown. This icon represents Foon's player ranking. You see, bungie.net keeps track of your wins and losses as you play different opponents. It also keeps track of your kill ratio in terms of how many units you kill and lose *and* in terms of how many points these units are worth. Because it tracks these factors, it develops a ranking system that rates how good every player on bungie.net is in relation to all other players. Check out the bungie.net web site for a complete list of ranking icons and their significance.

THE HIDDEN EFFECTS OF PLAYER RANK

What effects does player ranking have on the game? There are two major effects. First, you receive more points if you defeat a highly ranked player than you would if you beat a low-ranked player. Conversely, you *lose* more points when you lose to a low-ranked player than when you lose to a high-ranked player.

How can you tell how many points you'll win or lose if you play against a particular foe? From bungie.net's main chat room, click on the name of the player you're interested in and type `[[.challenge]]` as if you were to say it out loud. You won't actually say it. You'll receive a reply showing how many points you'll win if you beat that player and how many points you'll lose if he beats you. We'll take a closer look at the repercussions of player ranking in the "Selecting Good Games" section.





CHAPTER FIVE

THE VISIBLE EFFECTS OF PLAYER RANK

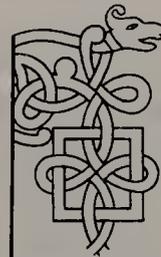
The second and more obvious effect of player rankings is that you get an icon that symbolizes your rank. You start out with a puny little dagger but gradually work your way up to combinations of swords, swords and daggers, shields, axes, and — eventually — crowns and astronomical symbols (such as the sun, the moon, and a comet). There are only a few astronomical symbols, so when you see someone with one of these icons, you know you're looking at one of the few top players on the whole system.

Icons are meaningless in terms of gameplay, but they're good for bragging rights. Take another look at figure 5-2. Did we mention that Foon is the screen name of this book's author? And did you notice his big, beautiful crown? Very regal, isn't it? He must be a pretty good player.

HOW THE SERVER WORKS

You may have the impression that bungie.net is a huge server that hosts all the games you play there. Not so! Bungie.net's server is only a *meta-server*. That means players log onto it to find one another, chat, and play games. But once they actually start playing a game, bungie.net's server doesn't host the action. Rather, the computer of the player who initiated the game hosts it. This is an important distinction! It gives rise to the following facts:

- If a player with a slow computer or slow modem hosts a game, the game likely will be slow and choppy. Avoid hosting games if your modem connection is questionable.
- When the game host quits, everyone else gets kicked out too. Therefore, you're obligated to stick with a game you're hosting out of courtesy to the other players — even if you are killed early in the game.
- Some games are hosted on ISDN or T1 Internet connections, which are faster than regular modems. These games are likely to be smooth and free of slow-downs.



TIP

To see your score represented numerically, type **.score** in bungie.net's main chat room. To see other players' score, select them with your mouse and type the same thing. You'll see their score sheets instead of your own.

To see the exact breakdown of rank icons and what they mean, visit bungie.net's web page.





MULTIPLAYER GAMES

Remember the “ping” number listed beside game names? In figure 5-2, for example, the game Newbie Flag Game has a ping number of 375 ms (milliseconds). This ping number tells you how much latency (i.e., slowdown) you’ll have to put up with when you join that game. It’s essentially a measure of your distance from the game’s host computer. Higher numbers are *bad*, as they mean you have a slower connection to the host.

Generally speaking, a ping number under 500 ms is acceptable. Ping numbers above 500 are *sometimes* acceptable, but you’ll probably be at a slight disadvantage. *Myth* doesn’t emphasize fast action as much as a game like *Quake*, so you can play a good game of *Myth* even without a particularly fast connection to the host computer.

SELECTING GOOD GAMES

How do you pick the best games? That depends on your definition of “best.” If you hate being a half-second behind all other players, you need to pick games with a low ping number (under 300 ms). If you’re interested in improving your rank as a player, you want to play opponents worth lots of points whom you can beat. (See “Advancing in Rank” for more.) And if you’re interested in playing a game that won’t lose or confuse you, select a game with simple rules (such as Body Count) or a game that you have played several times before.

ADVANCING IN RANK

Admit it — you want to improve your rank. Nobody likes being the low man on the totem pole, and *Myth* is no exception. How can you improve your score?

Playing the very best opponents is a bad idea, unless you feel you’re very, very good. The best *Myth* players almost never give up a fluke victory, and even though you lose fewer points by losing to them than to a novice, you still lose points quickly.

It’s safe to play against low-ranked players until your own rank is quite high (e.g., your icon is a crown). At that point, it actually becomes more dangerous to play against low-ranked players because you risk losing many, many points.

If you’re extremely protective of your rank, don’t play team games (unless you’re reasonably confident in your teammates). Team games can be very rewarding and fun, but if you’re hyper-concerned with rank, they will only lead to frustration. There’s nothing worse than watching your novice teammate get half of your army killed — and losing lots of points because of it!





CHAPTER FIVE

LEARNING FROM BATTLES

After finishing a battle in *bungie.net*, you're dumped back out into a mini[en]chat room. Select the Save Replay button before you exit this room to save a replay of the entire battle. Do this frequently, and review these movies! They show you what *everyone* was up to during the entire battle, including what players typed.

The most obvious reason to save these replays is to relive your greatest victories, but you'll become a much better player if you use them to study your very best opponents — especially the ones who beat the tar out of you! As you watch these replays, try to figure out what they're doing and what you're *not* doing. Saved films represent a unique opportunity to learn, and you shouldn't pass them up.

MULTIPLAYER STRATEGIES BY GAME TYPE

Multiplayer games are never completely predictable, but they tend to follow certain distinct patterns. Here's a quick look at the tactics you can expect from multiplayer games. We'll spend most of our time discussing the most common game types.

BODY COUNT

Body Count is a very common game. The player who deals the most damage to other players wins. Damage is counted in terms of points; killing an opponent's 24-point Trow is worth *much* more than destroying one of his two-point warriors.

HOW TO PROCEED

Body Count games are straightforward when only two players participate. When three or more players are involved, you have to guard against being sandwiched between two enemy armies. These wild melees result in considerable combat, but in this kind of situation, you'll lose men too quickly to emerge victorious.

The ideal scenario when you fight multiple opponents is to jump into battles already in progress. In these cases, your enemies are usually distracted enough for you to get in a few free Dwarf or wight attacks — or the occasional flank attacks — on battling armies.





MULTIPLAYER GAMES

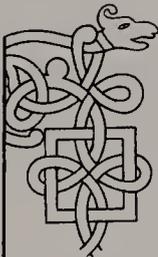
Remember that, even though this is the game that most greatly rewards head-on confrontation, you still need to conserve your forces and avoid battles that look too risky. Charging in with wild abandon seldom wins the day.

SUBTLE NUANCES

There are two very important rules to Body Count that you should always bear in mind. The first and most important is that you can't win if *all* your forces get killed. The winner of the game is the *living* player who dealt the most damage. If you deal tons of damage but lose all your forces, you probably will take second place thanks to the carnage you wrought. You cannot win first place, though. In the author's opinion, this is a bad rule that encourages "camping" (essentially, hiding your forces and not participating in battle).

You can, however, ensure yourself against obliteration by sending one or two small units to hide in the furthest reaches of the map. These units live even if your main army is annihilated, and with these few extra units, you won't necessarily get knocked out of the race for first place.

The other subtlety to remember is that killing your own troops does indeed count toward your kill total. In general, killing your own troops is self-defeating; it leaves you weak and vulnerable. But with this difference in mind, you can freely hurl grenades into a melee that your infantry is losing. This kills your own troops and the enemy's. At that point, you probably have to make your remaining troops flee, since you likely will have fewer troops than the enemy. Use the [[F7]] key to figure out who's leading in body count at any given time and whether to fight or flee.



TIP

You should usually send a few units off to hide, *regardless* of which game you're playing. Aside from saving you from complete elimination, these units can occasionally mount an attack at the end to win the game for you — assuming that other enemy players have nearly whittled each other down to nothing.





CHAPTER FIVE

STEAL THE BACON

The point of Steal the Bacon is to be in sole possession of the ball when time runs out. Your units can kick the ball around although controlling it is a little tricky.

HOW TO PROCEED

One strategy for this game is to go after the ball with a fast unit (ideally, a Trow or Forest Giant) to get it right away, take it back to your main body of troops, and establish a defensive perimeter to defend the ball. Typically, this strategy works fairly well if you can in fact get the ball back to your troops and if you can establish a strong defensive position. Conservative opponents often wait too long to attack you and then end up attacking each other in their rush for the ball.

Another strategy is to lay off the ball until the game's end and then make a rush for it. Other players probably will fight for the ball at the end too, so you need to be sure your forces are cohesive.

A final trick is to take the ball with a fast unit and to kick it somewhere difficult to reach; into a clump of trees, for example. Yet another trick is to find a cliff and kick the ball off its edge. Your pursuers can't reach it without taking a long, laborious path. This technique works great if your enemies didn't see it coming and if you time the kick to coincide with the game's final seconds.

SUBTLE NUANCES

Feel free to test all the strategies in the previous section to see which ones work best for you. Just bear this in mind: second, third, and fourth places are determined by who touched the ball last. If you were the second to last player to touch the ball, you come in second place. Even if you're in no position to hold the ball, you can try to touch it near the end of the game. Who knows? You may take second.

CAPTURE THE FLAG

In Capture the Flag games, each team has a flag. If the enemy captures your flag, your team instantly loses. You should *always* guard your flag of course, unless you want to suffer a quick, painful demise.





MULTIPLAYER GAMES

HOW TO PROCEED

Most players are fairly aggressive and attack you at some point if you don't show any sign of attacking them. You can use this to your advantage by sending a few scouts into the vicinity of the enemy flag and leaving most of your troops at home to guard the base. When the enemy attacks, he either brings most of his forces out to attack your base, leaving his base vulnerable, or attacks piecemeal, which may lead to his own destruction.

You usually shouldn't lie *completely* dormant, though. Send a few fast troops to seek out enemy stragglers, to scout, and generally to assess the situation.

Alternate strategies succeed if you execute them properly. If you want, however, to be reasonably certain that you won't lose, be sure to leave more troops at home than you send out to attack.

SUBTLE NUANCES

There's nothing worse than winning the battle and losing the game because you left your flag undefended or poorly defended. Never get so caught up in battle that you forget about that flag!

Also, remember that the best time to attack an enemy flag is when the enemy attacks *your* flag. The enemy likely will concentrate on the attack, not on defense.

TERRITORIES, BALLS ON PARADE

In games of Territories, there's a certain number of flags on the map. The player who controls the most flags when time expires wins. Territories is a challenging game for players used to Body Count and requires more strategy than most other games.

Balls on Parade is much like Territories, except that you capture balls instead of flags. You or your opponent(s) can move these balls around to hide them, to relocate them to highly defensible positions, or to collect them at some central locale.

HOW TO PROCEED

There are any number of ways to play Territories or Balls on Parade, and you likely would be confused if we tried to explain them all. The two extremes are to run around with many scout units in an attempt to capture flags or balls without





CHAPTER FIVE

fighting *and* to pummel the enemy, worrying about collecting flags or balls only once you have minimized resistance. Most successful players combine these two strategies to some degree, using a punishing army to beat up the other teams' small parties and having their own scouts keep track of other players and capture undefended flags or balls.

Generally speaking, you should try to have at least one large fighting force and several scouts at any given time. It's useful to have two or three scouts in a group because your scouts can beat up on any lone enemy scouts they may happen upon. Try to capture a couple of balls or flags early on, but also try to win the war of attrition.

When time is short in Territories, break your army into several smaller groups, and send each group to a different flag. If your enemy has kept his army intact, any units you send to a flag guarded by the army will die; however, the rest of your groups probably will survive, as they'll be tougher than your opponents' scouting parties used to guard the other flags.

In Balls on Parade, armies tend to have collected several balls at a central location. They then dig in to defend their hoard. Keeping your army together 'til the end is usually the best strategy here.

SUBTLE NUANCES

There are innumerable subtleties that can surface in a game of Territories or Balls on Parade. Instead of preparing you for any eventuality — which is impossible — here's one big tip: don't try to do too much too fast. Novice players inevitably scramble to capture flags from the very start and try to hold them the entire game. Veterans understand that holding a flag in the game's early stages is pointless. They more or less ignore flags until time runs low, and *then* they make their move. They understand that opponents can respond to any move they make too early in the game, while late-game moves tend to preclude some counterattacks. They often spend the early game beating up opponents, as though the game were Body Count.

If you ignore flags during the game's early stages, just bear in mind that a player who captures every flag on the battlefield wins automatically, regardless of how much time remains. You must be sure that your opponent does not control *all* the flags or balls at any given time, even if your strategy is to fight his army and to worry about flags later.



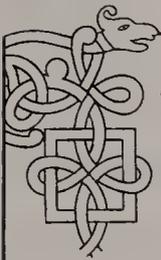


MULTIPLAYER GAMES

FLAG RALLY, SCAVENGER HUNT

These are two variations of the same game. In Flag Rally, there are a number of flags on the battlefield, and the first player to touch them all wins. It's unnecessary to hold the flags for any length of time — just touch each one once.

Scavenger Hunt is similar to Flag Rally, except that movable balls are used instead of flags.



TIP

It's often useful to place lone scout units *near* a remote enemy-held flag — but not *on* it. That way, if no other units are in the vicinity, your opponent thinks he has that flag all sealed up. As the game's last few seconds tick off, send the scout in to take the flag. At that point, your opponent can't do anything about it!

HOW TO PROCEED

You can use a wide variety of strategies in both of these games. The main difference between these games is that you can actually collect the balls and defend them all at a single location in Scavenger Hunt. Flags are immobile; you must move your units to them.

Why defend the balls or flags, you may ask? Good question. These games almost never turn out like the scavenger hunts they're named after. That's because the best way to keep your opponents from touching all the flags or balls first is to have your army defend one or more of them ruthlessly. The shape of most Flag Rally or Scavenger Hunt games then looks a bit like this:

1. Everyone sends scouts to check out the various flags or balls. These scouts touch undefended flags or balls and note the location of defended ones.
2. Meanwhile, the players' main armies sit at home, defending the flag or ball they started with.
3. After the initial scouting period, tentative attacks are made. The veterans usually try to sit tight on the flag or ball they're defending, hoping that other players will weaken each other.
4. A final chaos ensues, in which players designate a greater or lesser portion of their armies to offense and try to make raids on the opponents' well-defended flags or balls. A combination of fighting and stealth usually wins the day.





CHAPTER FIVE

SUBTLE NUANCES

Don't get too caught up with capturing flags right away in Flag Rally. The flags aren't going anywhere, and your opponents can't guard *all* of them. Take your time, perhaps sending your scouts in a big pack instead of splitting them up. This way they can pick on the other players' lone scouts!

In Scavenger Hunt, it's much more important to get a good start and try to get the balls back to your main army. The player who gets the most balls at the start has a good chance of digging in to protect them, especially in a two-player game.

In games with more than two players, however, you actually want to *avoid* capturing too many balls. Too large a collection draws unwanted attention and may cause other players to attack your forces blindly. In this case, you should try to touch as many balls as possible as quickly as possible, but don't maintain control of more than one.

MAPS AND STRATEGIES

Your strategies, of course, will be affected greatly by the map you play on. You will develop your own strategies for each map as you gain experience, but in the meantime, here are a few tips on what you can expect from every map.

THE DESERT BETWEEN YOUR EARS/ IF I HAD A TROW

This is a classic Capture the Flag map. There are two well-defined bases, one to the east and one to the west. Between the two bases a river runs north to south. You can cross the river via a land bridge in the center of the map, but you can also ford the river to the north and south of the bridge. Certain areas of the river are deep enough to submerge a wight completely, and the author has had great success using them to ambush enemies crossing the bridge.

The terrain is fairly wide-open on this map, save for a few rocky knobs sticking out from the ground in various spots. These knobs are impassable to most units, but Soulless can get up on them and fire at enemies with little fear of retaliation.

All in all, this is a simple map that you can figure out in a few moments. Just be sure to watch out for flankers! Beginners tend to head straight for one





MULTIPLAYER GAMES

another (crossing the land bridge in the middle of the map). Veterans, on the other hand, like to sneak north or south and cross the river where the enemy can't see them to position themselves in order to flank the opponent.



TIP

Note that several of these maps have two variants. For example, the maps *The Desert Between Your Ears* and *If I Had a Trow* are actually identical maps. The only difference between the two is the units available on each map. Light units are available on *The Desert*, while Dark units are available on *Trow*.



Fig. 5-3. Here's the map for *The Desert Between Your Ears* and *If I Had a Trow*.





CHAPTER FIVE

MUDPIT MASSACRE

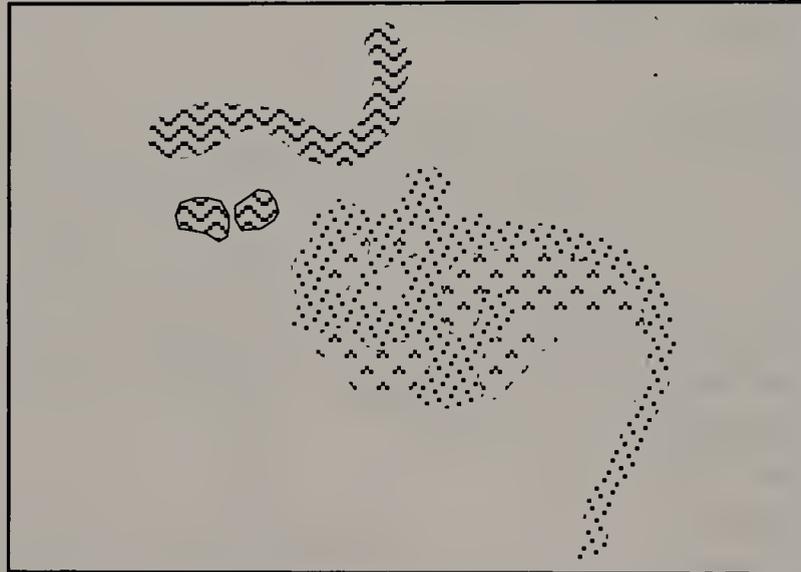


Fig. 5-4. Mudpit Massacre is a tough little map in its Light and Dark variants.

This map has both Light and Dark variants. It's a classic "Last man on the hill" map with a set of rolling hills in the middle to make things difficult.

The outlying areas of this map aren't terribly exciting. The middle is quite challenging because it combines low areas with dead-end high ground. Your troops may do well to get on the high ground, but they can easily be trapped up there, too. The big ridge to the south of the flag is a good spot to camp your army, as it offers room to run and affords a good view of the flag area. The areas to the north, east, and west of the flag are somewhat more complicated but can also be very rewarding.

Be sure that you have an auxiliary force of scouts or raiders on this map, as the complexity of the middle area is conducive to flanking and sneak attacks.





MULTIPLAYER GAMES

GROUND ZERO

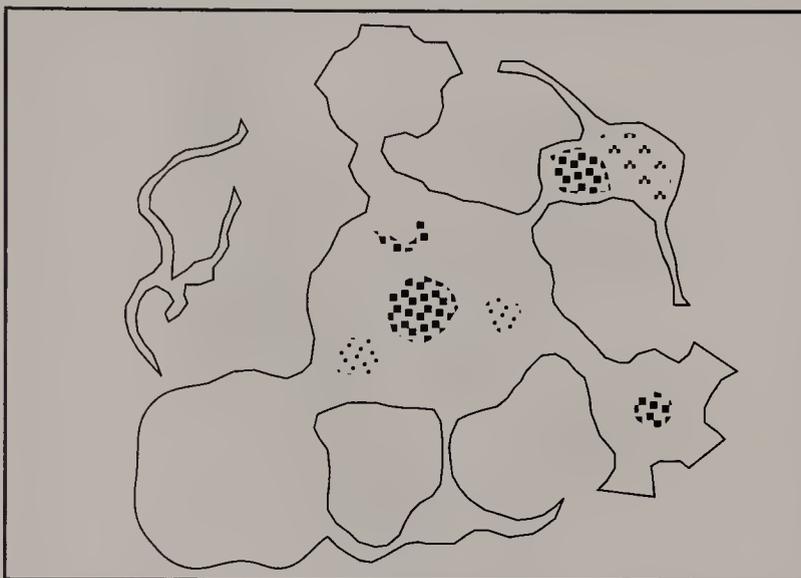


Fig. 5-5. Ground Zero is a map perfectly suited for three players.

As with the Mudpit Massacre, Ground Zero features both Light and Dark variants.

This is a perfect map for games with three players. It starts everyone out either with a straight shot to the flag in the center (if it's a Last Man on the Hill game) *or* equidistant to either enemy's base (in a Capture the Flag game).

Remember that your Soulless can easily float on and off the triad of elevated land in the center of this map. Use this ability to your advantage by having your Soulless snipe at enemies and then float onto the inaccessible ground.

The flag area in the map's center is actually not a hill, but a shallow pool. This makes it a difficult spot to defend, save for the fact that Dwarves can't do much to troops camped there. These games usually result in a stand-off with players fighting around the edges of the central pool and only venturing in when it's absolutely necessary.





CHAPTER FIVE

I'LL DANCE ON YOUR SPIDERWEB/GRAVE

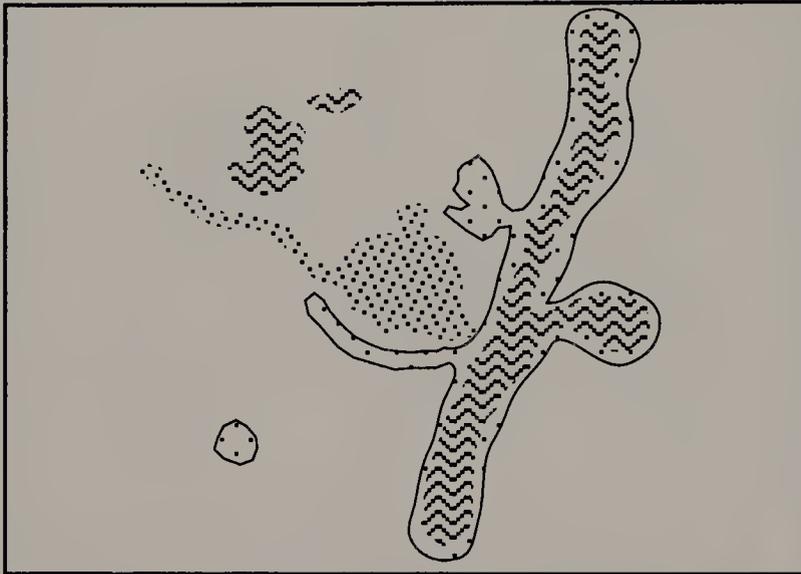


Fig. 5-6. The map's Light variant is called I'll Dance on Your Spiderweb, while the Dark variant is I'll Dance on Your Grave.

This small, bloody map is often used for Last Man on the Hill. The central flag area is quite flat, save for the slightly elevated ridge around it. This ridge makes it hard to defend the center because units on the ridge have a height advantage over units in the center. It's also difficult to get anywhere near the center while your opponents are camped out on the ridge. A good policy, therefore, is to stake out a piece of turf somewhere on the ridge as soon as possible and try to stay away from wholesale combat. This way you'll be in good position for the final showdown.





MULTIPLAYER GAMES

FOR CARNAGE APPLY WITHIN

This map, in both its Light and Dark variants, is perhaps the best map for games with more than three sides. It features a central flag area in a *deep* depression surrounded by steep ridges on all sides. In essence, the flag area is at the bottom of a basin. This basin is extremely

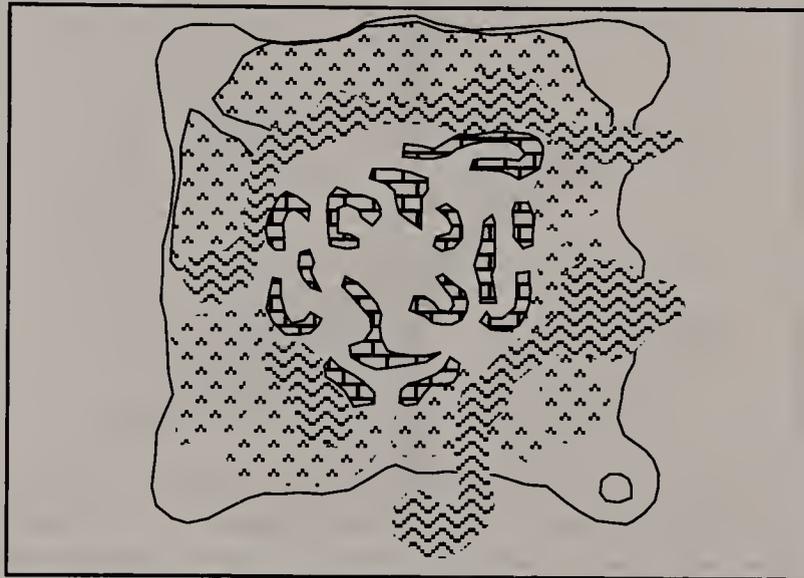
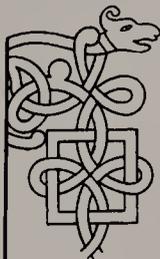


Fig. 5-7. For Carnage Apply Within is an excellent map for multiple players or teams.

vulnerable to archer and Dwarf attacks. It's important not to go down to the basin unless enemy long-range attackers have largely been destroyed, or you absolutely have to go there.

The ridge around the flag area contains several elevated crests perfect for perching Soulless and Fetch. These crests are only accessible from one side, but — as always — you must be careful not to get your forces trapped up there. Soulless are capable of gliding away in spite of these terrain limitations — they're the ideal occupants of these niches.



TIP

Wights can hide at various spots along the eastern river; otherwise, the river plays a small role in most battles on this map.





CHAPTER FIVE

CREEP ON THE BORDERLANDS

One of few maps without Light and Dark variants, Creep on the Borderlands features a slash of water that divides the map horizontally and a crumbling wall that divides it along the north-south axis.

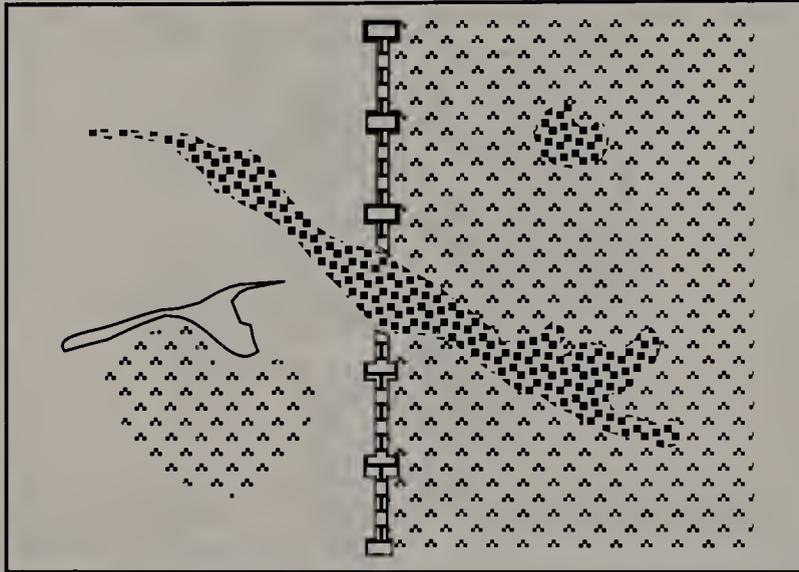


Fig. 5-8. Creep on the Borderlands encourages standoffs, thanks to the watery patch in the map's center.

Games that only feature two sides are common here; Capture the Flag and Body Count are the foremost on the list. The very center of the map is where armies tend to meet, and when they do, standoffs are quite common. Neither side wants to enter the water first because, aside from the wights that may be hidden beneath the surface, charging in first subjects your men to archer volleys and disarray (because the water is hard to traverse).

Prepare for many Ghôl raids, archer skirmishes, and tentative wight sorties followed by a huge battle near the middle of the map.





MULTIPLAYER GAMES

REST IN PIECES

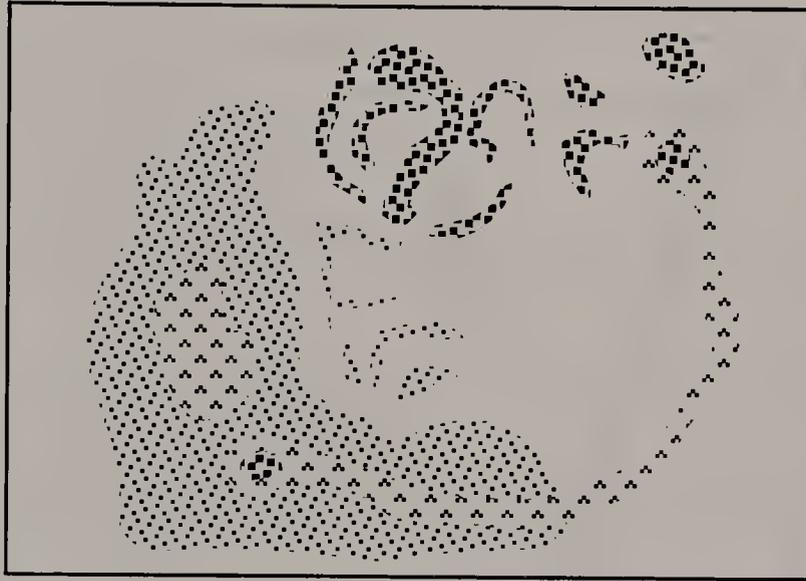


Fig. 5-9. Rest in Pieces is a real pain if you're unfamiliar with the terrain. If you do master it, it's a map where you can beat the tar out of less skillful players.

You'll probably either love or hate this map in its Light and Dark variants. It's extremely textured to the point where mobility is sacrificed. Steep ridges, high overlooks, ridges above ridges, and paths that don't necessarily lead where you thought they would — all these are featured in this map. You must use foresight and planning to get your armies into a good position on this map.

This map is commonly home to games of Territories or Steal the Bacon, where your inability to cross the landscape easily is even more of a hindrance. We recommend that you avoid this map until you've become acclimated to the simpler maps. If you leap right into this map, you'll probably find yourself more frustrated than entertained.





CHAPTER FIVE

DEATH IN THE DIRE MARSH

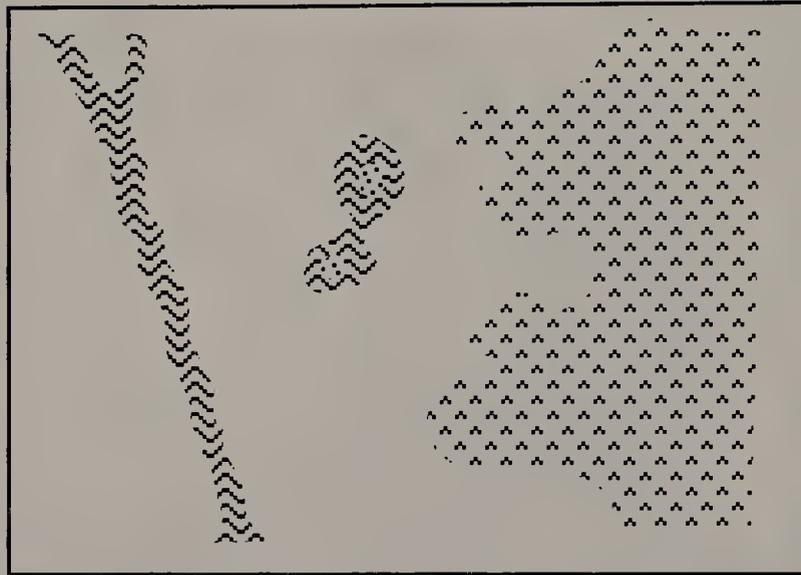


Fig. 5-10. Death in Dire Marsh has the distinction of being the least frequently picked multiplayer map.

This seldom-played map features several streams and lots of swamp. The main concern here is figuring out how to traverse the watery terrain where a wight may be hiding.





MULTIPLAYER GAMES

THE COMMANDMENTS OF MULTIPLAYER MYTH

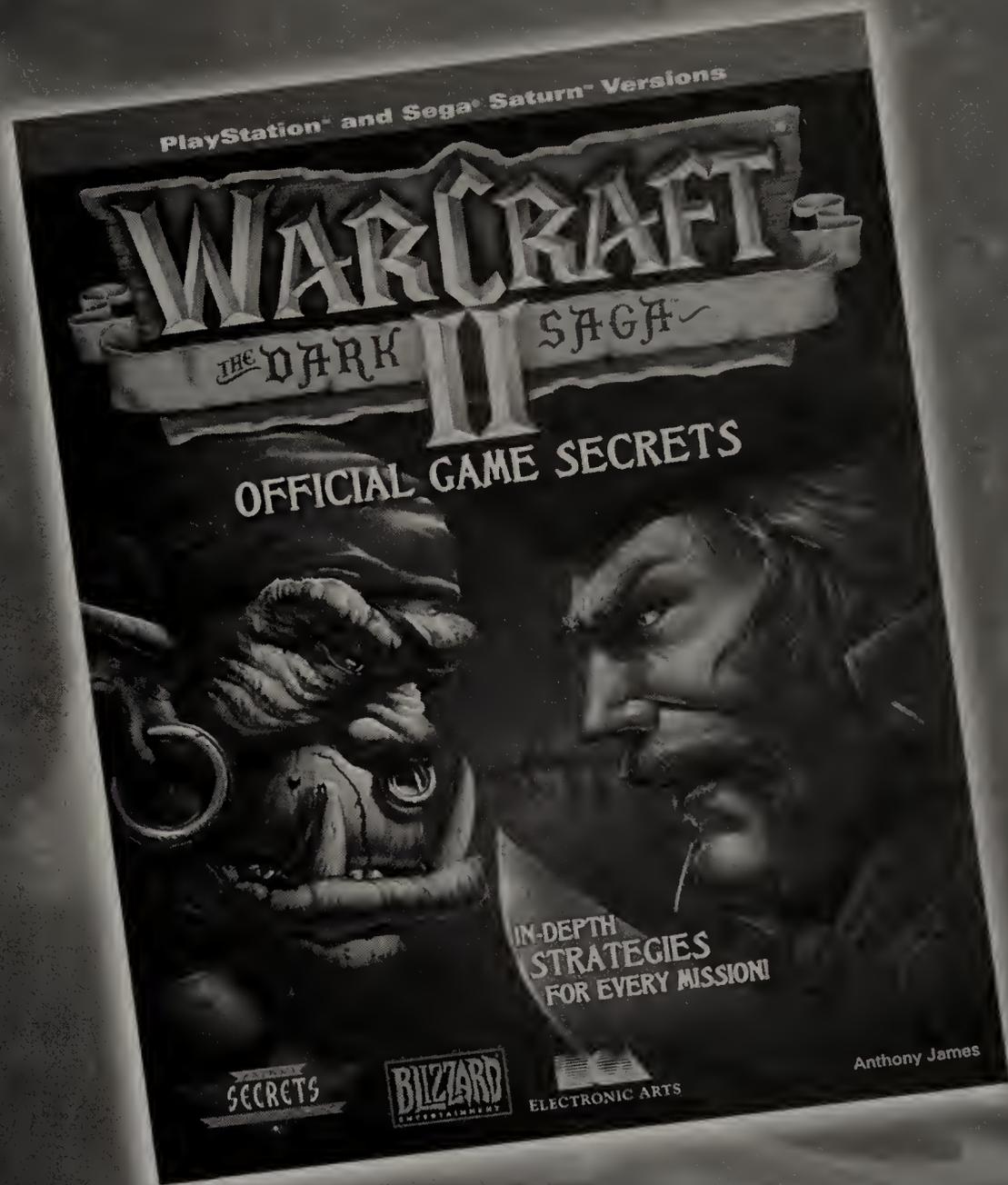
We'll close this chapter with a list of keys to success in multiplayer *Myth*. We like to call them the Commandments of Multiplayer *Myth*.

1. Play the single-player missions before leaping into multiplayer.
2. Watch the map closely at all times.
3. Pick your fights carefully.
4. Never be too eager to fight. The patient player usually comes out ahead.
5. Avoid teammates you aren't familiar with. You'll often lose the game because of them.
6. Always keep at least one unit back from the fray. Have it hide, so you won't get completely knocked out of the game.
7. Don't split up your Trow or Forest Giants. Support them with other troops.
8. Learn to target spots on the ground with your Dwarves' grenades, instead of firing them directly at enemy units.
9. Don't be afraid to run away. It's often the only way to get into better position.
10. Save and review replays of games you lost. Focus on the winner during the replay and analyze his actions. You'll learn a lot this way.

THE REST IS UP TO YOU!

Now that you know the very basics of multiplayer games, it's up to you to put what you have learned into practice. The key is to think and to observe as you play each game; keep tweaking your strategy to try new options. The moment you stop doing this is the moment you stop getting better. Good luck, and perhaps we'll see you online!





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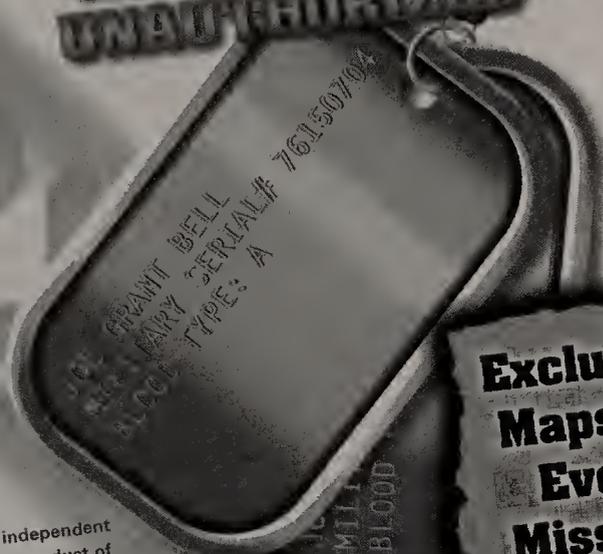
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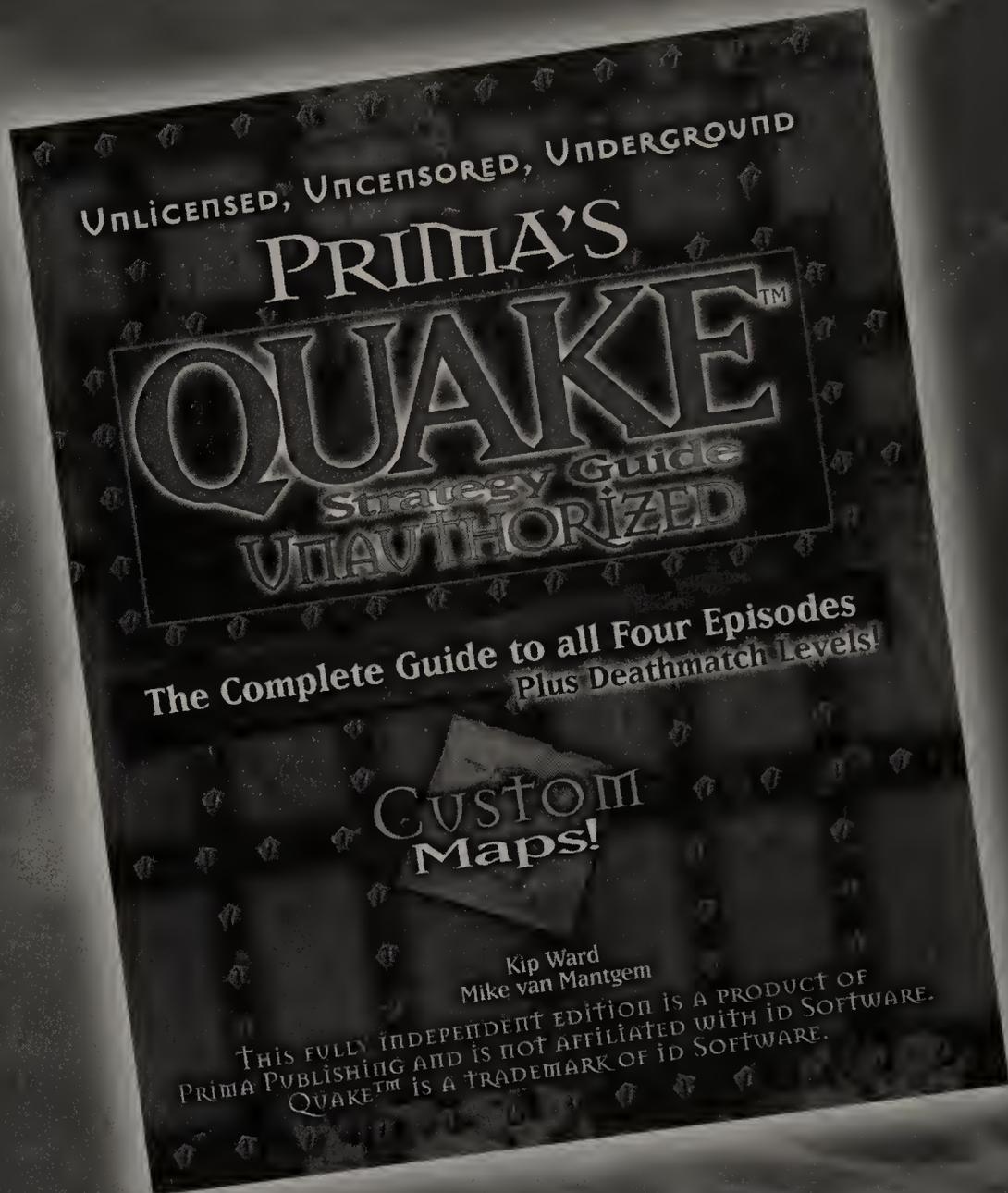
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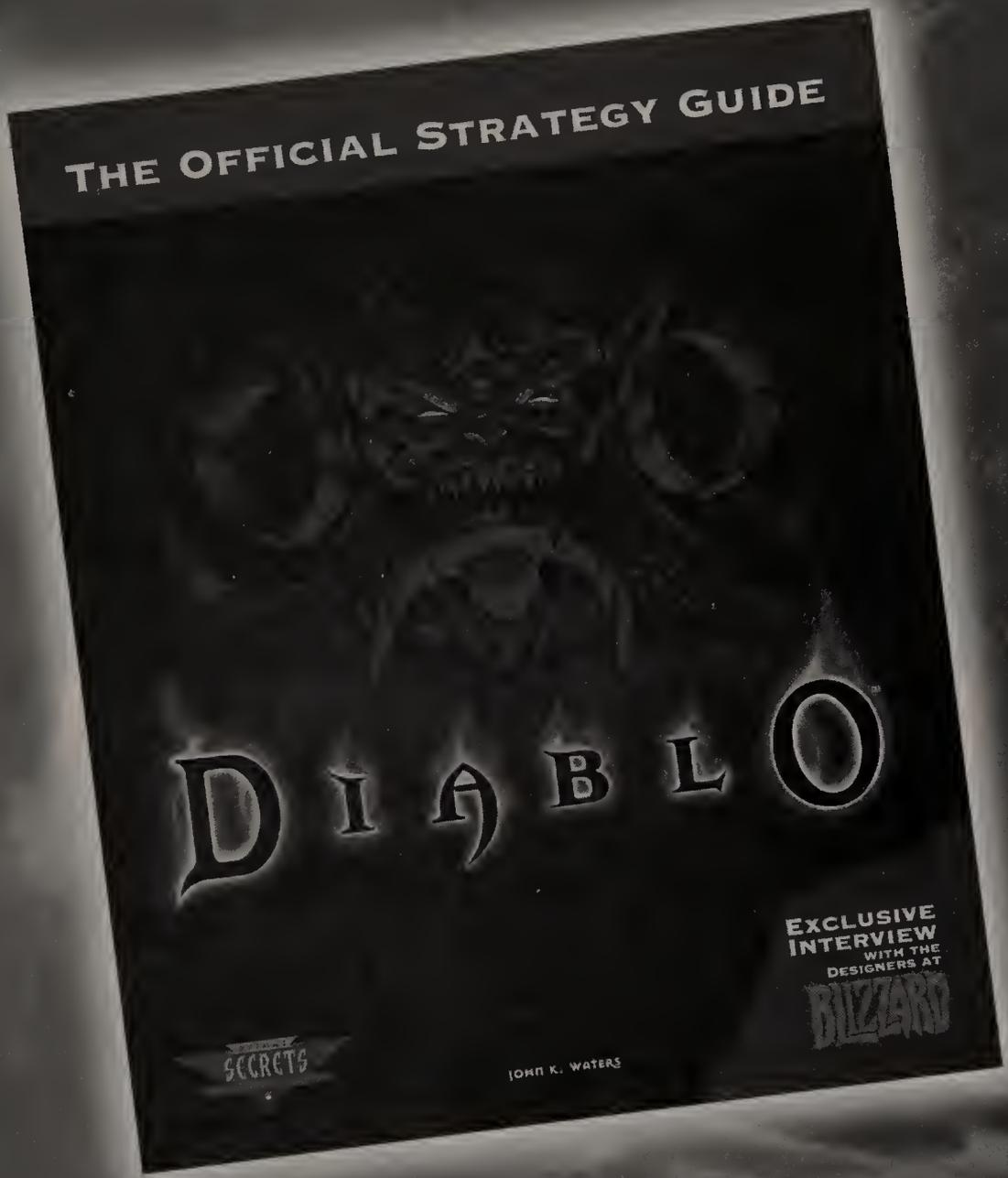
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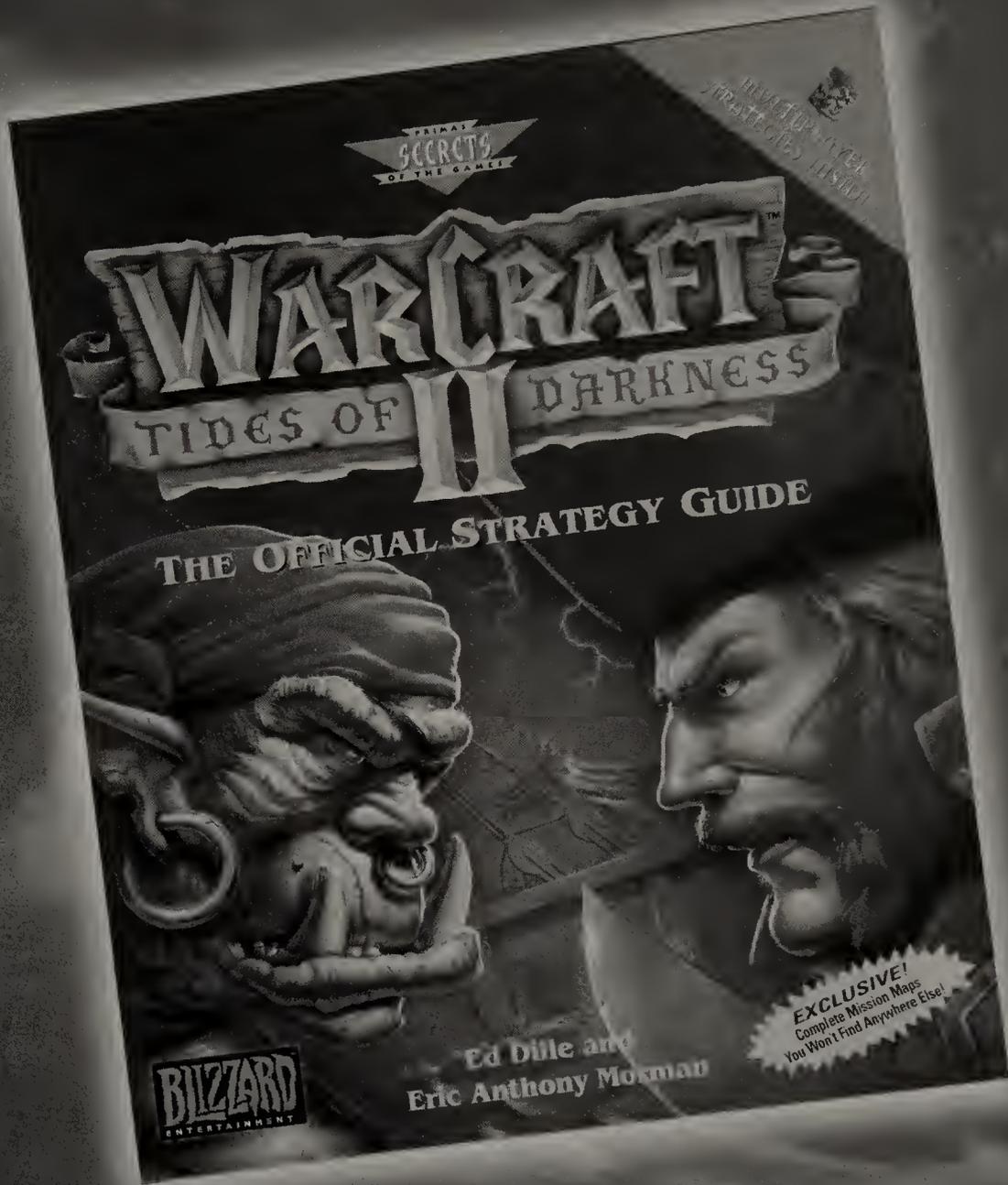
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