MANUAL


KING ARTHUR II
THE ROLE-PLAYING WARGAME
TEEN
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CONTENT RATED BY ESRB
paradox INTERACTIVE
NEOCORE GAMES

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Background – A Mythic Britannia

"You are all familiar with the tale of the Once and Future King, aren't you? You've all heard how young Arthur, the rightful heir of Uther Pendragon pulled the enchanted sword out of the stone and changed the world with it; how he defeated the petty kings and united the war-torn land of Britannia; how he gathered the Knights of the Round Table and dealt with the faerie lords who had returned from the lands of twilight. And finally peace and prosperity returned to Britannia. King Arthur ruled in Camelot with the might of the Holy Grail.

This is where most stories end.

But our tale begins right here. When something ancient and powerful awakens beyond Britannia and reaches hungrily for the Holy Grail. When strange magic destroys this mighty artifact. When Arthur, trying to protect the heart of his kingdom, suffers a wound that will never heal.

You might also have heard the legend: if the high king of the land suffers, the land suffers with him.

So Arthur Pendragon became the Maimed King and his kingdom suffers similarly… and greatly. Verdant forests have turned into barren fields and ashen clouds cover the sky. Camelot is in ruins, the Knights of the Round Table have disappeared or turned against each other. Monsters roam the land and kings battle again for the chunks of the former realm. Sometimes those kings are not even mortals and their provinces are far from ordinary lands.

And this is only the beginning.

Can King Arthur save Britannia this time?"



CAMPAIGN MAP

What is the Campaign Map?

The campaign map of *King Arthur II* is the fabulous island of the mystical Britannia, a fully three dimensional map with rivers, forests, marshlands, towns and legendary places. You can also see the borders of the different provinces, but the opposing armies are hidden until you get closer. The Campaign Map is where you lead your heroes with their armies to explore and recruit, to visit locations where they can embark on adventures in a turn-based system. This is where they will meet other armies, and when they clash, the real-time battles will take place on the battle maps unique to the province where they currently are.



Game Menu

You can reach the Game Menu by ESC or by clicking the icon in the top right corner of screen. You can Save or Load your game any time only with one exception: During Quests only Load is allowed. In Battles neither Save nor Load are available.

The beginning of the game

BACKGROUND

YOU ARE KING ARTHUR, the Once and Future King.

His legend is as ancient as the realm of Britannia itself. It tells of the arrival of a great king who unites the warring kingdoms of the land and brings peace and prosperity to all.

It was an old tale though, and most people had ceased to believe in the Once and Future King – at least until Arthur had pulled Excalibur from the stone, starting the miraculous changes to Britannia and uniting all provinces to the south of the Sidhe forest called Bedegraine.

THEN THE ONCE and Future King ruled from Camelot with the might of the Holy Grail. It was a time of peace and prosperity, after Arthur had already united the war-torn lands and claimed his rightful place on the throne.

Catastrophe struck without warning, when on a fateful night someone tried to assassinate King Arthur in the sanctuary of the Holy Grail.

The king, miraculously, was spared, but he is barely alive, with a gaping wound in his side that just won't heal. The Holy Grail was shattered, and a blinding light swept through the provinces like an ill-fated omen.

In the first days following these events Camelot was in chaos, still reeling from the shock of the unfathomable incident. But when the first messengers began to arrive from all corners of the realm, everyone in the court began to realize that the King wasn't the only victim of the crippling blow: the land of Britannia was deeply wounded as well.

SO IT'S TRUE what they say: when the high king suffers, the whole realm feels his pain.

Camelot is crumbling apart. Townspeople flood the streets in terror; rumours and lies lead to looting, violence and mad bloodshed. And when the first refugees appear at the gates, shrieking about monsters ravaging the countryside, everything seems to be lost. Britannia needs King Arthur more than ever

He has to leave Camelot out of reach of possible further assassination attempts and the approaching monstrous hordes. When the

Knights of the Round Table scattered all over the land, fighting this new threat, the Royal Guard took the wounded, unconscious king to the last safe place in Britannia, to the legendary Forest of Bedegraine.

Bedegraine used to be a magical wilderness where the Lords and the Ladies of the Sidhe lived. It remained a mystical woodland with enchanted glades and pathways that lead friends to safety and enemies to their demise: it is truly the safest place in Britannia right now.

IMPORTANT NOTE: *you, the player, are King Arthur. As an omnipotent, all-seeing, all hearing leader you rule over Britannia, your vassals and your knights. You don't participate in actual battles and you send your heroes to represent you everywhere. King Arthur doesn't appear in the game as a controllable character.*

THE FIRST STEPS ON THE ROAD

AFTER THE CATACLYSM you, King Arthur got a foothold in the Sidhe forest of Bedegraine, the last safe place in a kingdom which is crumbling apart. The monstrous hordes harass your former provinces, new threats have arisen in the north, some of your former allies have turned against you and the whole of Britannia has become a land of nightmares and chaos.

You must gather armies, fight battles and rebuild the former glory of your kingdom. Destroy your enemies, find new vassals, negotiate alliances and find a cure for your mystic wound.

The only hero who is alive and remained faithful to the crown is your son, heir of the Pendragons. Lead his way through the mayhem and awe and prove that you are the Once and Future King, the true ruler of Britannia.

Movement on the Campaign Map

CHOOSING ARMIES: *left click* on the banner of the chosen army or the icon that symbolises the army leader hero on the top of the screen.

MOVEMENT AND ATTACK: *right click* on the target. One right click will show the road leading to the target, the next click sets the army moving. A right

double click will do both these actions in one. If you left click the Campaign Map, the army will stop. If you find the army movement too slow, you can reset the army speed in the Options.

POP-UP INFORMATION: When you move, or "hover" the mouse over something, you'll see relevant information. If you skip the tutorials, the pop-ups will be your source of information.

ARMY PANEL: When you choose one of your armies the Army Panel appears in the lower right corner of the screen. You can examine your units and heroes here and by left clicking on any of them a management screen appears.

NOTIFICATIONS: you'll frequently get messages about the important events in the game, that appear on the left side of the screen while you are on the Campaign Map. Click on one of these messages to open screens giving more detailed information. E.g. when you get a notification about a new quest, you can click on the message to go to the quest on the map and get more detailed information there.

Seasons

The Game Play on the Campaign Map is turn-based. One turn equals one season. All four seasons are radically different from each other in terms of visual representation.



You can see the current season in the upper left hand corner. Press End turn (lower right corner) to move on to the next Season.

There is one special season, the winter turn. During the winter season your heroes and units can be upgraded. This is the only time you can give orders to build or research. Neither armies nor heroes can move in the winter.

Resource

GOLD

THIS IS THE BASIC resource that is used for buying new units, structures, upgrades and when want to you fill up the ranks of depleted units.

There are several sources from which to gain gold:

- *Trading artifacts*
- *Diplomacy*
- *Accomplishing quests and objectives*
- *Loot from the victorious battles*

Armies

Our definition of an army is a group of units and heroes on the Campaign Map that moves as one. An army can contain a maximum of 18 units, counting regular units and heroes together. The heroes have their own retinue and they count as one unit together. Armies cannot move without being led by a Main Hero.

ON THE ARMY PANEL you can see the hero(es) and the unit(s) of the army. You can select any hero (and his retinue) or any unit by left clicking on their portrait, which opens the Hero or the Unit Management screen.

MOVEMENT

Armies have a certain number of movement points every turn which is modified by:

- *skills (of the heroes in the army)*
- *artifacts held (by the heroes in the army)*
- *terrain*
- *diplomacy*

THE CAMPAIGN MAP is a web of numerous hexagonal areas which are invisible to the player. Crossing a "hexa" requires a certain number of movement points, depending on the particular terrain type (e.g. a swamp or a mountain area requires more, roads require fewer movement points)

HEROES IN THE ARMY

UP TO 3 HEROES can join an army but one of them must be a Main Hero and without him or her the army cannot move. Two abilities (*Leadership* and the *Magic Shield*) of the Main Hero determine the characteristics of the army.

TIERS

TIERS REPRESENT the upgrade level of your units. 5 Tiers are available in *King Arthur II*.

Units of a lower Tier have very little (if any) chance against more advanced units.

MILITARY ADVANCEMENT

CLICK ON THE Military Advancement button on the left side of the screen and you can see the level of advancement of your units and when they will reach the next tier. After accumulating the required number of Military Advancement Points, your units automatically transform into upgraded units.

RECRUITMENT AND FILLING UP THE RANKS OF YOUR UNITS

RECRUITING NEW UNITS and filling up the ranks of depleted units is only available in your own provinces.

You can form an army by selecting from the available units and paying the cost of their recruitment so the army will be available by the beginning of the next turn. Until then the army withdraws into a tent and cannot move.

A click on the "Recruitment" button on the left side the Army Panel will take you to the recruitment screen where you can buy units as long as you have free slots left. You can see the currently available units there and by selecting one of units you can hire them by paying a certain amount of Gold.

At the beginning of the game the number of available unit types is pretty limited, but as there are changes to your Morality, upgrades are unlocked and special events happen more and more unit types become available. Some quests and other events grant units which are not yet available in the recruitment phase.

The locations on the Campaign Map are sometimes dedicated to one of the arms. This does not influence recruitment but gives some bonuses to that unit type under certain circumstances.

The "Fill up Unit" button is available on the Unit Management Screen. Pressing this will bring a selected unit back up to full strength, while the "Fill up all Units" button on the Army Panel will replenish all depleted units.

THE COST OF FILLING up the vacant positions of lost soldiers in a unit is relative to the number of lost soldiers. The filling up cost of experienced units is higher but they always keep their experience level.

Recruitment and filling up the ranks of your units always takes one round, which means that you will begin your next round with the recruited and / or filled up units.

Some locations (villages and towns) are dedicated to one of the arms. These don't affect recruiting or filling up the ranks. The available buildings inside give certain bonuses to the given arm.

LAIRS

LAIRS ARE SPECIAL locations on the Campaign Map. You can occupy them or they become available as a result of special events or of your progress on the Morality Chart. These special locations offer you the chance to hire unique creatures through the regular recruitment process.

Morality related Lairs require not only the building of the necessary buildings in the Lair location but also that you have a certain number of Morality points (which differs for each creature).

Units

ARMS

THERE ARE SEVEN different arms in *King Arthur II*: light infantry, heavy infantry, spearmen, archers, cavalry, flying creatures and unique creatures. They all have their own strengths and weaknesses.

LIGHT INFANTRY: Light infantry units are useful in forests or on uneven ground since they don't use formations, which is a benefit on those terrain types. They are weak against ranged attacks from archers and they will lose in open battles against units moving in formation.

HEAVY INFANTRY: Heavy infantry units can use formations that give them a real edge over a horde, but it also makes them vulnerable in forests where they can't move in formation. Heavy infantry units bearing shields are well-protected against archers.

SPEARMEN: Spearmen are highly efficient against cavalry and also work well against flying creatures if engaged.

ARCHERS: Archers inflict damage from a distance and they are highly effective against flying creatures. They also have a flaw: they are very weak in melee combat.

BALLISTIC SHOOTING: the archers continuously target a particular area, which means that they might cause injuries both to the hostile and friendly units there.

CAVALRY: Cavalry units are fast and they can trample their opponents. Their greatest hindrance is that spearmen can easily stop their charge, so you might want to avoid engaging spearmen when sending your horsemen into battle.

FLYING CREATURES: Flying units are unique. They can fly over obstacles, avoid enemy units on the ground and you can make them attack any target. You should protect them from archers who can hit them from afar.

UNIQUE CREATURES: Creatures with a special appearance, unique skills and abilities and various advantages and disadvantages. Most of them are powerful and very hard to fight against.

UNIT MANAGEMENT SCREEN

THESE STATISTICS DESCRIBE the background and the strength of the unit. You can also fill up the ranks of the unit individually or disband the unit here if you don't need it anymore for whatever reason.

TYPE: The arm of the unit.

BACKGROUND: The culture of the unit, which can be important for special hero traits.

RECRUIT COST: The amount of Gold required for the recruitment of the unit.

UNIT SIZE: The maximum and current number of soldiers in the unit.

RANK: The level of the unit, reached by gaining experience.

DAMAGE: The damage dealt in melee combat.

SHOOTING DAMAGE: The damage dealt in ranged combat if a missile hits the enemy soldiers, (only for ranged units).

SHOOTING ACCURACY: The accuracy of the missile shot, only applicable to ranged units.

NOTE: *The combination of Shooting damage and Shooting accuracy indicates together the ranged fighting capability of a ranged unit. E.g. Even though a unit's missiles might inflict high damage a low level of accuracy makes the unit an unpredictable force, although it might be effective against heavily armoured units.*

HIT POINTS (HP): The individual, maximum health of the soldiers in the unit. When the HP reaches zero in a battle the soldier dies.

DEFENCE: A combination of resistance, armour against melee attacks and armour against ranged attacks. Reduces the effect of all non-magical attacks in a percentage system.

WILL TO FIGHT: Combination of morale and stamina. In combat, fatigue and the loss of many soldiers lowers this factor, while resting or healing your troops raises it. In the battles a low *Will to fight* level causes reduced fighting capabilities.

CAPTAINS: Sometimes in battles the best soldiers become Captains (+100% damage and HP) but only up to 10% of the maximum number of soldiers in the unit.



ADVANCING LEVELS

UNITS GAIN experience in the battles and will advance through the ranks (up to 15) when they gain a certain amount of experience.

By levelling up, 1 point can be allocated to the unit's General abilities and at the 5th, 10th and 15th levels a new skill can be chosen from a pool, which is different for each arm.

GENERAL ABILITIES

ALL UNITS HAVE all the General abilities. Every time a unit advances a level, 1 point can be allocated on the Unit Management Screen to one of the abilities below. All abilities have up to 4 levels.

DAMAGE: +5% melee damage / level
HIT POINTS: +5% / level
DEFENCE: +1point / level
SHOOTING DAMAGE: +5% damage /level
SHOOTING ACCURACY: +5% accuracy /level
WILL TO FIGHT: +5%

SKILLS

AS THE BASIC setting all units have an initial skill level of 0-3 depending on the unit type.

Passive skills can improve the unit's performance both in the battles and on the Campaign Map, active (with a cool down) and other skills that can be turned On and Off are also available in the battles. These On /Off skills always have advantages and a disadvantages, so the usage of these is always a tactical decision.

Heroes

CLASS

THE CLASS OF a hero defines his basic ability levels and some of the skills available to him (there are two skill trees for each hero: a skill tree unique to each class and a personal skill tree for each hero).

All the heroes have a powerful retinue of soldiers accompanying them and together with these troops the hero is considered as one unit. On top of this each class has a special characteristic in the inventory: different classes can be equipped with different artifacts.

CHAMPIONS have superior fighting capabilities and only they can carry shields and two handed weapons.
WARLORDS boost the statistics of the army in general or within a range of them in battles. Only they can carry banners.
MAGES are better at using magic and their spell based damage is much higher, their unique artifact is the staff.

HERO TYPES

MAIN HEROES are the backbone of each army and they are required for accomplishing quests and Objectives. Their skills and abilities are exceptional. Without them the army cannot move and only they have two unique abilities:
LEADERSHIP is the limit of the number of unique units which can be in an army.
MAGIC SHIELD is the army's protection against the magical attacks of the enemy.

GENERAL HEROES are your second most important vassals in *King Arthur II* (right after the Main Heroes). Their fighting and magical capabilities might turn the outcome of any battle in your favour.

HERO MANAGEMENT SCREEN

THESE STATISTICS describe the class, strength and other characteristics of the hero. You can also fill up the ranks of the hero's retinue. There are three tabs available: General, Skills and Artifacts.

DAMAGE: The damage dealt in melee combat.
HIT POINTS (HP): The maximum and current health of the hero. As the HP reaches zero in the battle the hero falls (can't fight further) and becomes injured. This is indicated by a red bar on the hero's icon in battles.
DEFENCE: The combination of the hero's resistance, armour against melee attacks and armour against ranged attacks. Reduces the effect of all non-magical attacks in a percentage system.

MANA: The maximum and current number of Mana points of the hero (used for casting spells in battles). Indicated by a blue bar on the hero's icon in battles.
SPELLPOWER: Boosts the damage dealt by magical attacks in a percentage system.



TRAITS

TRAITS ARE COLLECTIVELY the virtues and flaws of a hero: they might be positive or negative. Each trait has a unique effect on the gameplay.

FIEFDOMS

LIEGE LORDS are heroes entrusted with the leadership of a province. A hero can have a maximum of 3 fiefdoms. The traits of the liege lords and his wife may give bonuses or bring negative effects to a province. Each fiefdom boosts the Loyalty of a hero to a different extent.

WIVES

A HERO CAN marry the lady of his choice. Marriage has various benefits, as a wife will bring her dowry to her husband. Spouses also have

positive or negative traits that work like the traits of the various heroes. Potential wives mostly appear in the quests.

RETINUE

THE BODYGUARDS of the hero are always exceptional, elite soldiers. Their statistics are similar to regular units.

ARTIFACTS

THERE ARE EIGHT major categories of artifacts: One-handed Weapon, Two-handed Weapon, Staff, Banner, Shield, Armour, Amulet and Ring.

You can equip the hero from his or her inventory by dragging and dropping an artifact to the available slots on the silhouette, but any hero can carry any non-used artifact in his inventory.

Artifacts are magic items and grant various bonuses to the hero. The class of a hero may preclude or limit the usage of certain artifacts, but a hero may have such artifacts in his inventory and may give them to other heroes when they meet by a single drag and drop.



Some artifacts grant unique abilities but only if certain conditions are fulfilled (eg. winning 10 battles / slaying 20 heroes / etc. with the given artefact). Cursed artifacts work similarly, but in that case you have to meet the given requirements to lose the negative effect.

Heroes don't necessarily need to meet on the Campaign map to give artifacts to each other. Heroes can drop any artifact at special artifact forging locations (Artifact Forge) and the artifact will then become become available in all (!) similar locations.

FIGHTING CAPABILITY

HEROES FIGHT as units within the same system as regular units, but at a much higher level. Furthermore, the heroes have special Mana points, used for spells in the battles.

ADVANCING LEVELS

HEROES GAIN experience in battles and quests and advance up after they have accumulated a certain amount of experience. The level of the hero is indicated on the upper left side of the Hero Management Screen along with progress to the next level.

There is a level limit of 99 in the King Arthur II however this is far more than a hero can reach during the campaign.

Although a hero can reach a new level from spring to autumn allocating points is only available in Winter.

If the hero advances a level you can allocate 3 Skill points: you can decide if you want a new skill or raise the level of a previous skill up to 2-4. New skills and higher levels of skills which a hero already possesses require different numbers of Skill points for different Skills.

Furthermore, when advancing a level, various special bonuses become available, which mostly boost the hero's General Abilities. You can select one of them at each level advance.

SKILLS

AROUND 100 UNIQUE skills are available, spells included. A hero can get 18 skills and a skill can have a maximum of 2-4 in levels.

1st level heroes have very few skills but they soon get new ones by advancing levels and they can also raise the level of their previous skills.

Skills can be either active or passive. Active skills can be used in the battles with a certain Mana point requirement and a cool down time.



INJURIES AND CURSES

AN INJURED HERO (who fell in the previous battle) won't participate in the next 1-2 battles, although moving and adventuring is allowed. A small icon shows his injured state and a number indicates how long he will stay that way.

Cursed or otherwise harmed heroes also have a small icon which shows the state and a number indicates how long he will stay that way. The exact disadvantage appears in the pop ups of the Hero Management Screen.



Locations

In King Arthur's Britannia each province has multitudes of very important sites: these are the Locations, which are represented by unique markers on the Campaign Map.

CONQUERING A PROVINCE

IN TERMS OF strategy, Locations are the most crucial elements of the Campaign Map – those who have conquered all the Locations in a province have conquered the province itself. When there is more than one ruler in a province, with armies scattered all over the various Locations, the province doesn't belong to anyone yet.

After you have destroyed the hostile armies in a province you have to occupy all the Locations to conquer that piece of land.

TYPES OF LOCATIONS

EACH LOCATION HAS a unique effect, depending on the type of the Location. You can find many unique locations on the Campaign Map. These locations grant special effects: you can read a detailed description on the Location Screen.



The available Location types are Village, Town, Castle, Stronghold, Trader, Artifact store, Stone Circle, Guild of Outlaws, Cathedral, Wanderers tower, Infested village, Lair and Ruin.

Ruins are special, hidden locations. Your army has to get close to them before they are revealed, and when they are you can get certain benefits there such as units for hire.

DEVELOPING LOCATIONS

CLICKING ON A LOCATION will bring up the list of available constructions you can build. Choose a building with a left click and click on Start to begin constructing it. Beware: some buildings will preclude the construction of other buildings. On the left you'll see the building tree that shows you all the buildings available to you; you can also start constructions from here instead of from the location.

Reserve units

If accomplishing an Objective or Quest grants a unit then that unit will appear in your Reserve units and a message will arrive telling you about it. By clicking the message you can immediately add the unit(s) to your army if you prefer. Later you can reach these units by visiting any (!) Castle location on the Campaign map.

Morality Chart

Morality is the amalgamation of Faith – that can move along the axis of Faith (between the poles of Old Faith and Christianity) – and Virtue (somewhere between being a Tyrant or Rightful). Morality is constantly changing, due to your decisions. You will change the Morality trait primarily by accomplishing objectives, but the adventures and political games also offer dozens of decisions which can change your Morality status.

In the role of King Arthur, you determine the fate of the Once and Future King. Morality reflects possible gaming styles and unlocks

various special content. Morality works like a third, more abstract kind of resource: players who reach certain milestones either on the Faith or Virtue axis get unique rewards, like new units or spells.

King Arthur's Morality is always based on your choices and also has an effect on the different aspects of the mythology. You can make King Arthur a Rightful and Christian king, but, on the other hand, it is entirely possible to change the whole Arthurian universe by making him a devoted follower of the Old Faith or a ruthless monarch.

Your Morality can move between Old Faith and Christianity, and at the same time it can also be somewhere between Tyrant and Rightful. Your current Morality is represented by a white marker on the chart. Your decisions constantly change your Morality and unlock unique Units or Spells. If a reward is between two axes, you must reach the necessary rating on both axes to unlock it.



Lore

Locations grant Lore points which represent the level of knowledge of the realm. Higher scores make more advanced buildings available. You can research these building in the Lore panel which is available on the left side of the screen.



Research can only be carried out during Winter. Click on the icon and set the desired tasks you want to have researched: choose a task with a left click and click on Start to begin. You can also queue up tasks. Research will unlock more development options in your Locations.

Objectives

The main goal of the game is the conquest of the whole of Britannia, but the story-based campaign is made up of Objectives that set you various long- and short-term goals that also fit together to paint a grandiose picture of an unfolding storyline.

Objectives are particularly important tasks that influence the way events will go. Completing objectives will benefit your cause.

The Campaign is divided into 5 chapters, like a chronicle, each with a unique tone and theme. Some of the Objectives are compulsory, but some of them are optional.

The objectives are structured into a tree-like system. Apart from some stand-alone objectives, in most cases your tasks are related to each other, because some objectives represent the two sides of one story. By completing one you naturally exclude the other.

Specific campaign objectives have fixed adventures tied to them, usually Adventure Quests, Battles or Diplomacy.

The chapters are not closed books and players can even begin several different chapters at once, at the cost of facing an overwhelming and perhaps confusing tide of events. The important goals that make up the overall storyline follow each other chronologically, but the optional objectives can be accomplished at any time. **You can have more than one chapter unlocked at the same time, but you'll have to face the unfolding events simultaneously!**



Quests

Knightly Quests are the essence of King Arthur's world, crossroads where you can choose between the pathways of the storyline or take decisions that change his Morality. In practical terms quests are short stories where one of the Main Heroes has to make decisions. Some adventures end in real-time battles on specially created and story-driven battle maps.

During the campaign you will play through several of these quests that have a serious impact on the storyline and on the Morality of Arthur. You might also find the most powerful artifacts in these quests.

A Quest Screen is very simple: you get a description of the situation at hand and several options about the given circumstances.

QUEST TYPES

THERE ARE TWO Quest types. In the first group you'll find quests that appear on the Campaign Map and you decide when you want to deal with them. The other kind of quest requires your immediate attention: these pop up as messages and you have to deal with the situation in that round.

In Battle quests you have to fight a battle against someone. Diplomacy quests outline certain political situations where you have to make decisions: the sub-screens contain the various paths you can take to solve a problem. Right below your possible choices you can see the resulting consequences: if you only see a question mark, it means that the outcome is unsure.

Adventure quests work very simply: you get a description of the situation at hand and several options you can take in the circumstances.

Diplomacy

In the war raging for Britannia there are various participants both mortal and otherworldly.

Click on the Diplomacy button on the left of the screen. The Rulers tab gives you a list of the other kings and queens, while the colour of their names shows you your current relationship with each ruler. Clicking on a province will bring up the active diplomatic actions. Under Active actions you'll see the list of available actions (left click to begin).



Forging artifacts

Artifact forges are available on the Campaign Map: these are unique locations where you can craft your own magical items. On the right side of the screen there are 3 slots – this is where you put your artifacts. The slots determine the type and quality of your forged artifacts. The first slot determines the type of your future artifact, namely if it's going to be a weapon, a ring or a banner. The items you put into the second and the third slot determine the attributes of the forged item. All three items in the three slots have an affect on how powerful the forged item will be: if you want a really powerful item, you have to sacrifice some of your best artifacts. After placing the items in the slots, click on the Forge button. By creating a new artifact, you lose the ones you have used in the forge.

UNIQUE ARTIFACTS

YOU CAN USE unique artifacts in the forge. If you place these special items in the second or the third slot, they grant unique effects on the forged item. These unique items cannot be used by themselves - they are more like special raw materials for the forges.

Your heroes may find descriptions of ancient and extremely powerful artifacts during their adventures. By using these descriptions you can forge these artifacts. Just collect the required items and place them in the right slots. But if you don't have the description, you can guess, as well…

Skirmishes

Approaching armies which are close enough to each other on the strategy map are able to launch attacks on each other. You can choose the "autobattle" option or you can fight your own battles, or even retreat, but it will unavoidably result in losses.

AUTOBATTLE

WHEN YOU CHOOSE the "autobattle" option, the losses on both sides are calculated automatically, which decides the final outcome of the battle in an instant.

WEAKNESSES: losses will be considerably higher if the hostile army had units that are stronger against a given unit type in the player's army (by the stone-paper-scissor method; spearmen vs. cavalry etc).

BATTLE

THE HUGE, FULLY three dimensional battlemaps offer terrains typical of the given province. If the battle is part of a quest you might come across special battlefields with pre-determined conditions.

REWARDS

THE VICTORIOUS ARMY gets numerous rewards: mostly in the form of gold, while the units and the heroes get experience points, or sometimes rare magic items or a unit from the defeated army will also show up among the rewards.

On this screen you'll see the statistics of your current battle, the losses on both sides and the rewards if you are victorious.



BATTLE



Deployment phase

Battles start with a phase where you have to decide on the starting positions of your units. You can only place them inside the Deployment Zone, which is an area designated by a row of blue posts. The enemy has a deployment zone too, surrounded by red posts. As units start the battle from their deployed positions, it is advisable to scroll over the terrain first to explore all the topographic details and the important locations.

To move a unit within the zone, simply select it and place it in the desired position with the right mouse button. If you move a group of units this way, they will keep their relative positions to each other.

You can also change the direction the units are facing in by keeping the right mouse button pressed down and moving the cursor in the desired direction. You can create CTRL groups, change formation or set the unit behaviour here (you can also change these later in the battle, too).

When you are satisfied with the setup of your army, click the Finish Deployment button to start the battle.

Victory Conditions

Your primary goal is to eliminate the opposing army.

Victory Locations

By occupying Victory Locations (VL) you gain control of these special areas, which give you a huge advantage over the enemy. The occupied VLs grant you powerful (active) spells or passive benefits, so by conquering and keeping these points of interest you can defeat the enemy more easily, without suffering such deadly losses. However, if the enemy is better at capturing VLs you can easily find yourself in a dangerous position.



At the beginning of a battle a short, automatic overview will show all VLs on the given Battlemap. You can skip this phase by pressing ESC, so you jump to the Deploy phase immediately.

Most Battlemaps contain some VLs. Each of these has a certain active or passive ability that becomes available after a short contested period after occupying the VL. The ability is also reflected in the form of the VL, for instance a mighty cathedral will grant you a healing spell.

The VL spells have unlimited range when you cast them, you can select a target anywhere on the battlefield. Passive effects also grant you bonuses all around the battlefield.

AT THE BEGINNING of the battle all VLs are basically neutral. Capturing VLs is very easy: you only have to send at least one unit there (within the circle that is displayed when you hover the cursor over the VL) and this will capture the given VL in a short space of time. When the bar is full, the VL flag will change to your colour on both the battlefield and on the minimap. Note that if there are enemy units within a VL circle this will prevent you from capturing that VL.

If the VL grants a useable ability, it will appear on the left edge of the Battle Army Panel.

Remember that your units are free to leave that location. That will not make you lose the area; however, if any enemy units arrive at the VL, after a short contested period it will then belong to them. Sometimes you cannot benefit from capturing VLs if you fail to defend them.

Minimap

The Minimap displays important battle information, such as the location of units and VLs as well as the general terrain. Your own units are shown as blue dots and the ones currently selected as white dots. The red dots represent the enemy.

The Victory Locations are displayed as icons, and the colour of their outlines shows who their current owner is.

Left clicking on the minimap will move the camera to that location on the battlefield, and right clicking will send the currently selected units there.

Terrain types

The outcome of the battle also depends on the current terrain type, which will also have a huge influence on the skirmish. Some battlegrounds are plain fields, good for horsemen and archers. Light infantry is more effective in forest and rocky terrain while scrub-

lands are heavy going for heavy infantry units. Spearmen will stand their ground on any terrain as long as they can keep their formation.

Terrain types will not only influence the abilities of the units but even their visibility to the players. Units standing in a forest, for example, can be detected only from close range.

OPEN FIELD: Ideal for Heavy Infantry and Heavy Cavalry. Unsuitable for Light Infantry. Movement speed is unmodified, with a small in decrease Will to Fight. Zero defence against Archers.

FOREST: The ideal battlefield for Light Infantry. Heavy Infantry, Spearmen and Cavalry are at a huge disadvantage. Movement speed is slower, Will to Fight decreases at a medium rate. It offers a very good defence against Archers. Archers shooting from forests also suffer penalties. Hides units.

SCRUBLAND: Acceptable battlefield for Light Infantry and Spearmen. Heavy Infantry and Cavalry fight at a disadvantage. Movement speed is slower, Will to Fight decreases at a medium rate. Moderate defence against Archers.

ROAD: Ideal for Heavy Infantry and Heavy Cavalry. Light Infantry fight at a disadvantage. Movement speed is fast, Will to Fight decreases very slowly. No defence against Archers.

REEDS OR SHALLOW WATER: Acceptable terrain for Light Infantry, Light Cavalry and Spearmen. Heavy Infantry and Heavy Cavalry are at a huge disadvantage. Movement speed is very slow, Will to Fight decreases very quickly. No defence against Archers.

HILLSIDE: Acceptable terrain for Infantry. Cavalry units are at a disadvantage. Movement speed is slower, Will to Fight decreases at high rate. No defence against Archers.

DEMONIC TERRAIN: Huge advantages for the daemonic Fomorians and huge disadvantages for anyone else.

Weather

Battles are fought under different weather conditions that may even change during the battle itself. The current weather is displayed as an icon at the top of the screen. If you hover the

mouse cursor above that icon, a popup text will explain what effects the weather has on your army.

Formations

Each Formation has its benefits and drawbacks. A unit in a loose formation, for example, is relatively safe from the arrows of archers but very vulnerable in a melee. Generally speaking, loose formations are good for marching and exploring, while closed formations are better for melee battles. Stronger and more useful formations are only available to experienced or elite units. Certain units or formations are more effective when fighting against other units or formations. The key to success is to learn what formation types are effective against which formations.



HORDE: Good defence against archers. Small melee attack and defence bonus for all units. Very weak against cavalry charge. Fast movement.

CLOSE ARRAY: 1st row gets medium bonuses for attack and defence. Medium defence against cavalry charge. Easy target for archers. Fast movement.

SHIELD WALL: Front row gains very high defence bonus in melee. Medium defence against archers. Weak against cavalry charges. Slow movement.

DIAMOND: Units on the edges get high attack and defence bonus in melee. Strong against cavalry charge. Weak against archers. Slow movement.
WEDGE: Very high melee bonus for the units on the edges. Weak defence against archers. Medium movement.
TURTLE: Units on the edges get a very high bonus for defence in melee. Very strong defence against archers. Good defence against cavalry charge. Very slow movement.

Spells

The heroes of Britannia are no ordinary warriors. Chroniclers praise their legendary deeds, how they fight with incredible vigour or how they smite down their enemies with terrible blows. Some heroes perform heavenly miracles or have learned the ways of ancient wizardry. They possess abilities that affect everyone in their vicinity or even the whole army.

Hero skills can be passive, which means that they always grant benefits or active, meaning they cost Mana.

CASTING HEROES

TO ACCESS THE heroes' spells, select a hero (or even an elite unit) with a magical ability and look for the magical ability's icon above the Battle Army Panel on the user interface. Clicking on this icon will cast that spell.

Some abilities require target selection. When you activate these, the cursor will change into a magical wand. You must move it over a target and then click the left mouse button a second time to use that ability. If you want to cancel the target selection, right click anywhere, or left click the icon of the ability again.

If the activated ability has a limited duration, its icon will appear in the 'Own Abilities in Effect' list at the side of the screen, with a countdown timer showing its remaining duration.

All abilities have a cooldown value, which determines how soon they can be used again. This is displayed as a countdown timer in the activation icon.

SOME OF THE more powerful abilities require time to be fully activated. These spells cannot be cast while the hero is involved in melee combat. The hero casting this kind of spell cannot move and a magical effect appears on him or her, unique to the type of the spell. Examine it wisely and you will see if the enemy hero wants to boost his or her own soldiers' fighting powers or wants to attack your fellows.

When an enemy hero begins using this kind of magical ability, (or in other words, casting such a spell), you will receive a notification, and a bright magical effect will be displayed over the hero on the battlefield. Another notification will appear when the spell comes into effect.

If it has a given duration, its icon will appear in the 'Enemy Abilities in Effect' list on the side of the screen, with a countdown timer showing its remaining duration.

BREACH

SPELLS AND SKILLS that have a casting time can be breached. If the caster or skill user is interrupted while activating the spell or skill, he won't be able to finish it. The caster is only affected if he suffers a hit that equals at least 20% of his HP. If this happens the caster stops weaving the spell, the spell doesn't take effect and the spell's Mana cost is also lost.

Spells with zero casting time cannot be breached and they can also be used in in melee combat.

THINGS TO CONSIDER WHILE USING MAGIC:

RANGED SPELLS CAn cause considerable damage if you are patient and you wait for – or create – the perfect opportunity, when there are many hostile warriors in the given area. Those spells that don't inflict HP damage but destroy a given percentage of the soldiers in the unit are more beneficial when used against very strong units.

Try to find out the possible spell combos that can make you very powerful in battles.

Magic Shield and Spell Penetration

The Magic Shield is a global force field that protects you from spells. Different spells have different Spell Penetration ratings. This rating tells you whether a spell can break through the Magic Shield. Even if your spell couldn't break through the enemy's Magic Shield and the spell fails, it still reduces their Magic Shield.

In the two upper corners of the screen you can see both your and your enemy's Magic Shield. The shield icons indicate how powerful the spells are that these Magic Shields can stop. If one shield is visible, it shows that your Magic Shield is only effective against spells with Low Penetration, 2 shields means it is effective against Normal Spell Penetration, 3 shields can resist High Spell Penetration, while 4 shields can withstand Very Hard Spell Penetration. The Magic Shield rating can change, in which case you lose or gain shields.



Units in battles

SKILLS

UNITS POSSESS CERTAIN skills that make them different from the others and give them special benefits during the battles. A particular

unit with a special ability might be very effective against a given challenge, so it is wise to keep track of these unique skills.

Skills can either be passive (which means that they always grant the benefits,) or active in which case the effect is granted for a certain duration (with a timer around the icon) with a certain cooldown, or else they can be switched On or Off.

WILL TO FIGHT

WILL TO FIGHT is the combination of morale and stamina. In combat, fatigue and big losses of soldiers lowers it, while resting or healing raises it. In the battles a low *Will to fight* level causes reduced fighting capabilities.

UNIT BEHAVIOUR

UNITS IN BATTLE can choose from 3 different unit behaviour types, which are like standing orders to the troops about how to react. Unit Behaviour can be adjusted on the right side of the Battle Army panel. Aggressive units will attack hostile units that get close. In Hold mode they will stand their ground, even if they suffer from ranged attack, although they will engage if they are attacked in melee. A Defensive unit will try to avoid battle and move out of ranged attacks.

You can set the archers to No Fire, in which case they won't begin shooting on their own but wait for your commands. If you choose the Don't Shoot into Melee option, they will only target units that are not engaged in melee, so you don't inflict damage on your own units. If you choose Fire at Will, they will try to inflict as much damage as possible, even if it means possibly injuring friendly units.

FLYING UNITS

FLYING UNITS CAn fly over any obstacle, including enemy units. Ground units – with the exception of archers – are not able to directly attack them. However, when a ground unit is attacked from above, the soldiers will automatically strike back at the diving flyers.



CAVALRY, CHARGE, MOMENTUM, TRAMPLE

THE POINT OF this is to give an important tactical role to the cavalry. Cavalry becomes something more than a fast and strong unit, but also one requiring careful and smart tactics (more than a simple melee unit). The reward for this extra work is that you gain one of the best and most powerful unit types on the battlefields.

Trample is when the cavalry charges with a huge momentum into a formation and rides over it. No melee combat occurs but they kill (trample) some of the opposing soldiers. This immediately inflicted damage is much higher than the damage inflicted in a simple melee fight.

- *If the cavalry charges a light armoured archer unit, the archers will be broken with heavy losses and the cavalry rides onwards with minimal losses.*
- *If the cavalry charges a wedge of spearmen, the momentum of the cavalry will be broken. Many of them will die in the first moments then the rest of the unit will not be able to move forward and a melee will start.*

IF A CAVALRY UNIT is moving "through" an enemy unit (when it is not given an "attack" order but an order to "move" to a point beyond the enemy!), then it will try to trample it. Then the momentum of the cavalry and the resistance of the opposing unit (against a charge) are compared. If the cavalry is better it will successfully trample the enemy. During this event two processes occur at the same time: 1.) the soldiers attack each other and 2.) the cavalry loses some of its momentum. If the momentum of the cavalry falls to less than the resistance of the enemy (during the "collision") it stops and cannot ride through but starts a melee fight.

All cavalry units have a maximum momentum rate. The current amount of momentum is zero if the unit is standing, and slowly increases (up to the max) if the unit starts to gallop. A faster gallop means a faster increase in the momentum – it grows even more quickly when the cavalry rides down a hill (compared to riding up a hill). The momentum is reduced if the cavalry stops, rides at normal pace (stops galloping), moves through a swamp/deep forest, suddenly turns or tramples.

The current and maximum momentum is always represented on the icon of the cavalry by a brightly lit bar.

A heavy cavalry can trample 2-3 rows of archers or 2 of light infantry or 1 row of heavy infantry but (mostly) cannot trample spearman and has no chance of trampling another cavalry unit.

There is no melee fight in a trample, but there will be immediate damages to both sides. The damage (caused and received) in a trample is affected by the current damage status of the cavalry and the type of the opposing unit.

Technically the cavalry receives zero or minimal damage if it tramples archers or light infantry, but causes huge losses at the same time. This ratio is not so good against heavy infantry (the cavalry also suffers heavy damage) and the outcome can even be fatal against spearmen.

Camera settings

You can choose different camera settings in the Options.

DEFAULT CAMERA: Use the keys "WASD" to move the camera front and back and strafe left and right or use the mouse (move the pointer to the edge of the screen). You can rotate the camera with "Q" and "E". You can also set the direction of the camera if you hold down the mouse wheel (an icon appears in the middle of the screen) and you can rotate the camera in any direction. You can point up our down by using the mouse wheel. The minimap displays the current view angle and the direction of the camera to help with orientation.

Controls

You can move your units by a single right-click on where you want them to go on the battlefield, or you can even click on the Minimap. Obstacles or impenetrable terrain types like rocks, water or building cannot be selected as destinations. A double right click on the destination makes the unit run. By holding the right mouse button down you can set the destination and direction of the selected unit(s) at the same time. Note that this will also make them run.

Running makes the units move faster but tires them quickly and lowers their Will to Fight. Fatigue slowly disappears if the units stop to rest for a while.

Right click on an enemy unit: this is the attack command. Your soldiers will march towards the enemy. A double right click will order them to run. If one of your units attacks an enemy unit (or it is under attack), then its status is considered as "engaged in battle". A special marker appears on the unit icon.

SELECTING UNITS

LEFT CLICK ON the unit or on the unit icons in the Battle Army Panel at the bottom of the screen. The selected unit icon gets a red frame around the bar and an arm icon appears above the units on the field. You can select more than one unit at the same time by holding down the CTRL button and left clicking on the required units (or on the icons of the units) or by drawing a loose rectangle with the mouse around the units on the battlefield. Pressing down CTRL+A selects all units and heroes.

You can also add units to an existing selection by holding down the SHIFT or CTRL key, and clicking on the units you want to add. Removing units from selection is done the same way. Finally, if you want to deselect all, simply draw a rectangle on empty terrain.

CONTROL GROUPS

IF YOU WANT the game to remember the selection of a particular group of units, you can put them into a Control Group. To do that, select the units, hold down the CTRL key and press one of the number keys from 1-9. This will put the selected units into a control group, and move their unit icons next to each other on the Battle Army Panel as well. Furthermore a sign of the same colour appears on all the unit icons in one group. You can recall a control group by pressing the number key you assigned it to. You can create up to nine control groups, but each unit can only belong to a single group. You can re-allocate your units to different control groups whenever you wish.

STRATEGIC SETTINGS

STRATEGIC SETTINGS CAN be found in the upper side of the screen (the "eye" icon). You can create the setting most convenient for yourself by selecting from the available options, such as: show units behind trees, archers' range, unit flags, unit's trail and many more.

AMBUSH

FORESTS ARE A special terrain type where your units can hide. Hiding units don't appear on the Minimap and their flag is also hidden, although for sharp-eyed observers it is still possible to locate them on the battleground. You can see on your unit's icon whether it's hidden or not (a special marker appears on the unit icon).

Hiding units can ambush the approaching enemy (if the opposing forces get close to them) and during an ambush they get significant bonuses to their attack ratings (for approximately one minute). This bonus applies both to melee and archery damage.

GAME SPEED



YOU CAN ALTER the speed of the game by clicking on the +/- buttons on the Minimap Frame, or by pressing the respective buttons on the numpad of your keyboard. Pressing Space, or clicking the Game Speed button will pause the game. Pressing Space again will return the game to its previous speed.



SCENARIO

A Scenario Battle is a single gameplay mode that is not part of a Campaign. These are instant battles against the AI where the player can set the conditions of the battle (including the layout of the armies, the battlefield, etc.) as they wish. All units and many battlefields from the campaign will be available in a Scenario as well.

BATTLEMAP

YOU CAN CHOOSE from more a large pool of battle maps. Try as many as possible: each terrain is unique and requires a different army setup or tactics.

BATTLE MODE

YOU CAN SET the victory conditions here.

BATTLE SIZE

YOU CAN SET the amount of Gold allocated to buy units for your army (unlike in the Campaign, Gold is the only resource here). You can play very small battles with one or two units or you can recruit huge armies to fight.

CHOOSING MORALITY

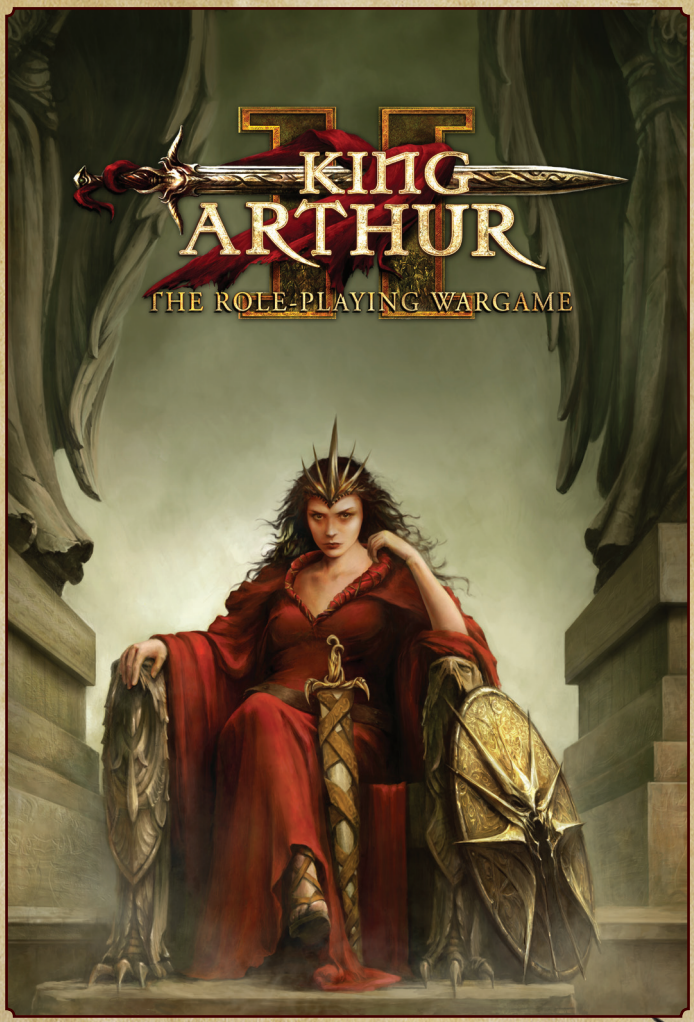
YOU CAN CHOOSE the Morality of both players, which will allow them to use the special units exclusive to that Morality. In *King Arthur II* there are no battles between the representatives of the same side, so you have to choose different Moralities.

Assembling the army

Your most important task before a battle is to create an army. You will see different panels for the units and heroes available to players of all moralities as well as those which are only available to certain moralities. You can switch between the two playing armies.

You can assemble your army by picking each unit one by one. You can also create random armies and you can save the current grouping for later use.

You can upgrade the assembled heroes and units just as it happens in the Campaigns. You pay for the upgrades from the same Gold pool you use for the whole army, so you have to decide whether you want a small but very efficient force or a large but not as experienced army.


KING
ARTHUR
II
THE ROLE-PLAYING WARGAME

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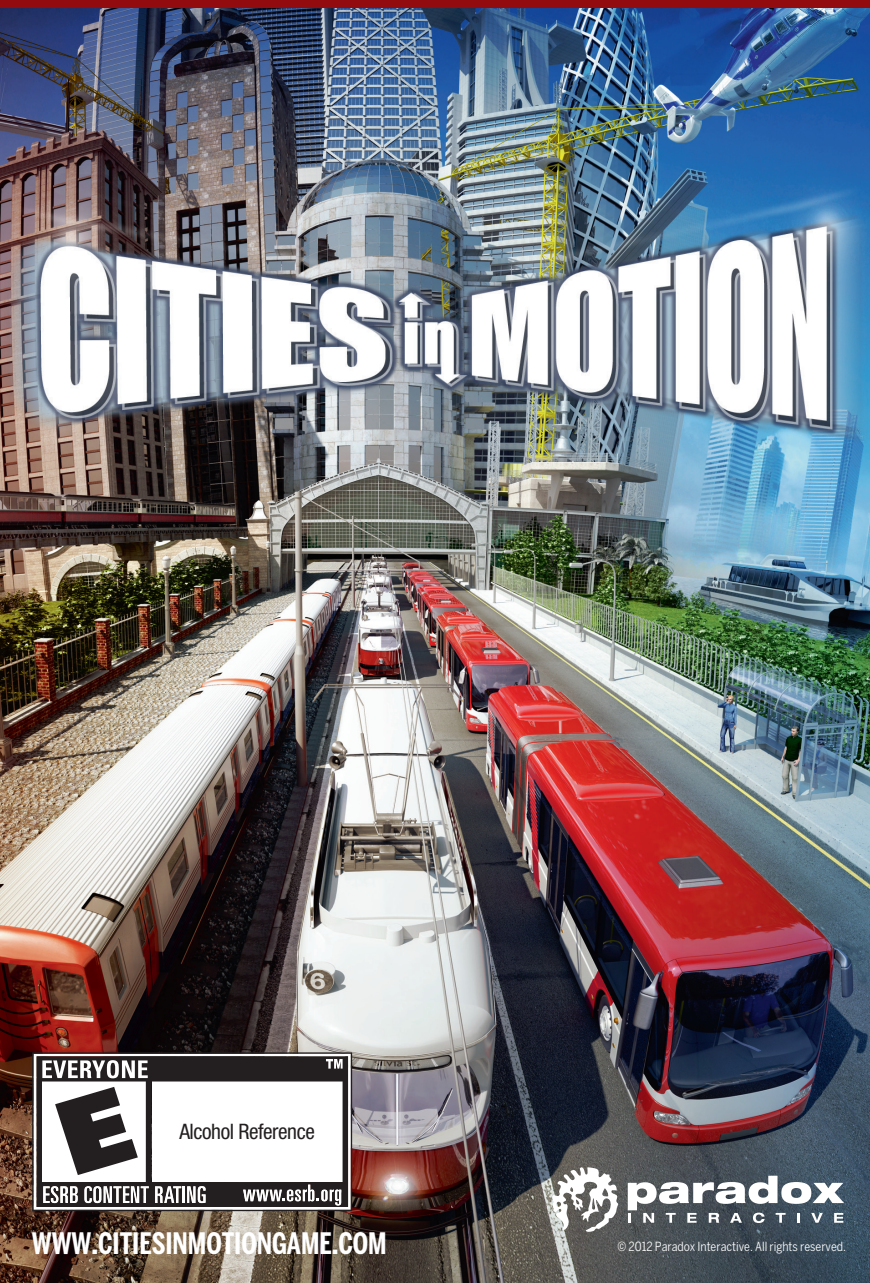
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