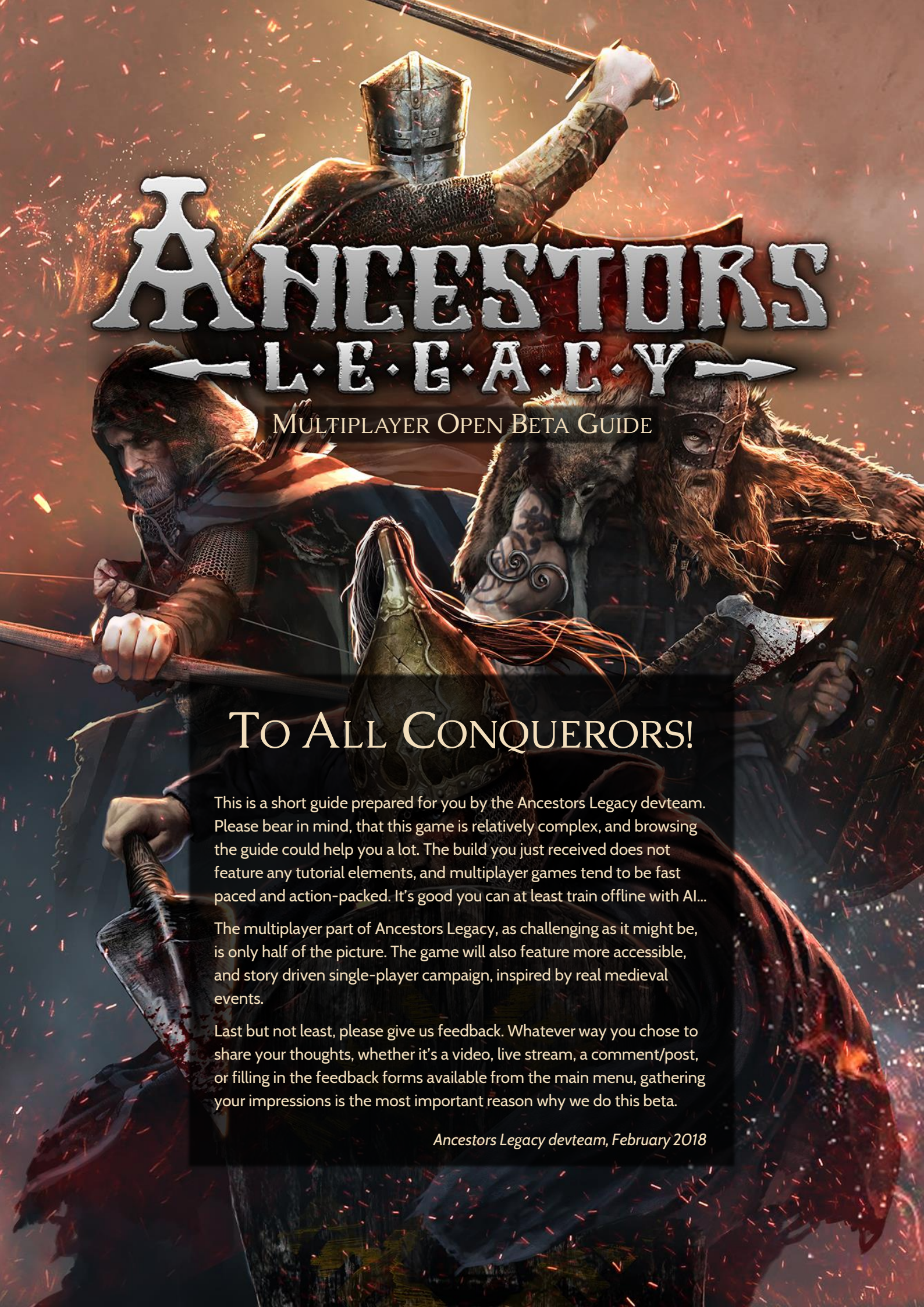


The background of the entire page is a dynamic medieval battle scene. At the top, a knight in full plate armor, including a helmet with a visor, is shown from the chest up, holding a sword aloft with his right hand. Below him, two other knights are engaged in combat. The knight on the left is wearing a dark tunic and a hood, holding a long sword. The knight on the right is wearing a fur-trimmed cloak and a mask, holding a battle-axe. In the center, a dragon's head is visible, breathing fire. The scene is filled with sparks and a sense of intense action.

ANCESTORS — L · E · G · A · C · Y —

MULTIPLAYER OPEN BETA GUIDE

TO ALL CONQUERORS!

This is a short guide prepared for you by the Ancestors Legacy devteam. Please bear in mind, that this game is relatively complex, and browsing the guide could help you a lot. The build you just received does not feature any tutorial elements, and multiplayer games tend to be fast paced and action-packed. It's good you can at least train offline with AI...

The multiplayer part of Ancestors Legacy, as challenging as it might be, is only half of the picture. The game will also feature more accessible, and story driven single-player campaign, inspired by real medieval events.

Last but not least, please give us feedback. Whatever way you chose to share your thoughts, whether it's a video, live stream, a comment/post, or filling in the feedback forms available from the main menu, gathering your impressions is the most important reason why we do this beta.

Ancestors Legacy devteam, February 2018



Introduction

Game World:

Ancestors Legacy is a game set in medieval times, and aims to depict the harsh and brutal reality of those days. It tries to be historically accurate, which means there is no magic in this game, or any other elements typical for a fantasy setting. The factions that you can play with, are based on how the actual warriors from the medieval lands of Europe looked and fought. Having said that, since it still is a game, and we want it to be fun to play, we might have „gamified” some of the historical aspects, so please don't expect Ancestors Legacy to be 100% free from anachronisms. We tried, though.

Factions and squads:

As in most historical RTS games, the squads you can command have been designed to represent the historical nature of each nation. It includes not only the visuals, but also statistics, economy, skills and nations' unique squad types. For example, some are fast and agile, but less durable, with settlements that don't last long. Others, more cavalry-focused, can be very tough, but their upkeep cost is reasonably higher...

There are dedicated sections of this guide that cover squads' strengths and weaknesses, combat effectiveness, skills, experience, maneuvering, unlocking conditions, etc. It was all described with as much detail as we could, for an unfinished game.

Customizing your multiplayer game:

The ways to start a multiplayer game from the menu, are:

- Quick Match: the player can either chose to be connected to a totally random match, or use a limited array of filters to customize it. Suitable for hasty warriors.
- Server Browser: players can view the available game servers and, to some extent, sort it by various parameters. Suitable for specialized warriors.
- Host New Game: player can host a server of his own, selecting the mode and size. Suitable for natural born leaders.

The two modes available in this version are:

- Annihilation: traditional RTS skirmish mode, where victory is determined by destroying enemy's settlements.
- Domination: time-based mode, where the victory is bound to the amount of time, each team or player possesses vital points on the map.

There is one map per each match size available: one for 1v1, one for 2v2 and one for 3v3 - all working well both in Annihilation and Domination modes.



Available Maps

There are three battlegrounds included in this version of the game:



1V1: „LOST HERITAGE”

This land was once ruled by proud nobles who worked hard and kept it prosperous. After numerous raids that left the area ruined and plundered, the rulers decided to move away, leaving settlements and townsfolk in chaos.

- Two player bases.
- Five villages.
- Winter theme.



2V2: „ABANDONED VALLEY”

There have been many conquerors lured here by all the natural resources that this valley holds. It is cut off from the rest of the world by picturesque mountains, so the world usually forgets this place. Tragedies go unseen.

- Four player bases.
- Six villages.
- Summer theme.



3V3: „AUTUMN RISE”

Calm and resourceful island will become a blood-soaked battleground. Multiple tactically important bridges can serve as chokepoints. Villages' hillside location will lay ground for the body count of military advancements.

- Six player bases.
- Six villages.
- Autumn theme.

Game Modes / Meta-Score

Annihilation:

Classical skirmish mode familiar to all RTS players. The victory is determined by destroying enemy base. Each player that loses ALL of the key buildings in his base, is eliminated from the game. Here's a list of your key buildings; make sure that at least one of those is operational at any given moment: **Townhall, Barracks, Archery, Blacksmith, Stable (Germans and Slavs only).**

Domination:

Key to winning, is maintaining control over the villages. The match starts with points being distributed evenly, and each time a player owns more villages than the opponent, he „steals“ the points from him. The match ends when one of the opponents reaches zero points, or when the conditions from the Annihilation mode are fulfilled.

The scoring is displayed in the appropriate interface element. Top row shows each player's points income per minute, while the bottom one shows amount of points each player gathered.



Please note that most maps have even number of villages, so it is not uncommon for the score to stand still for some time. Also, the Domination scoring system is independent from the actual resources that players gain and spend during matches.

Meta-data:



This build features the beta implementation of a meta-leveling system. Each nation has its own experience pool, for matches played with it. The total experience sums up towards the meta-level of your Steam profile. Good luck!

Last but not least, upon completing a match, the game shows a detailed statistics screen. Information like squad recruitment/casualties, villages capturing/losing, and resource income is presented both in forms of tables and charts. Very handy, very detailed, and very nerdy.

Resources / Buildings / Map

Each player can recruit and maintain up to ten units at the same time. Current limit depends on numbers of „operational“ (built and not currently destroyed) houses. It is represented by Population variable (House icon in the Resource Bar). Other resources, Food, Wood and Iron, represent the amount of owned resource and its change per minute. With too many squads recruited, it is not uncommon to have a negative Food income. Dismissing a squad can help.



Each nation can recruit their own set of units. The list of available normal units can be found on next pages of this guide. Each unit is available from the appropriate building (apart from Townhall, the building needs to be built first).

There are also two types of siege machine squads - Ballista and Catapult. Both can be recruited at the Blacksmith, but their availability depends on factors like Nation and Technology Tier, etc.

There is a total of 8 building types that the player can possess in his base: Townhall, Barracks, Archery, Church, Blacksmith, Stables, Houses and Shoot Towers. Some are available from the get-go (Townhall). Some need only resources to be build (Houses). Others have more specific requirements (Technology Tier, Blacksmith operational, etc.). There are also those, that depend on the Nation (only Germans and Slavs have Stables). Shoot towers are available from the start, and their number (3) does not change (note: it works differently in single-player).

The mini-map, apart from showing the overview of the battlefield, also contains additional information in form of icons. It is considered by many to be the most important source of information about the match progress. Some of those icons show Squads, Owned buildings, Villages, Resources, Traps, etc., while others are messages and hints left by your allies (check Controls pages for key bindings):

Generic ping message

„Follow!“

„Attack!“

„Retreat!“

„Defend!“

Villages / Resource Points

Taking over and maintaining villages is the core of strategical play in Ancestors Legacy. Villages are NOT player base settlements. They are the settlements that are always neutral (grey on map) at the start of the match. Number of resource points around the village determines the number of peasants that the village hosts. Also, resource points can be small (three peasants), and large (six).

Number of peasants determines the strength of the village, which is indicated by the frame around the village's health frame/bar:

BARE: NO DEFENSE

SILVER: MODERATE DEFENSE

BRONZE: LIGHT DEFENSE

GOLD: HIGH DEFENSE

The amount of village's defense indicates how fiercely the village will physically attack back at units that attempt to burn it. Here's a breakdown of all additional actions that the player can take, once he owns the village:

Recruit peasants to start work at selected resource points.



Recruit peasants start work at all resource points.

Better Defense: recruit extra peasants only for defense, (they won't work in resource points).

Alarm all peasants to stop work and defend the village. Note: they won't automatically get back to work, you need to call the alarm off (click this button again)

NOTES:

- Even neutral villages can have enough peasants (thanks to amount of resource points) to fire back and cause casualties within squads that attempt to capture it.
- Your enemies can kill peasants working at resource points, and force you to recruit them again to keep your supplies running and maintain village's defences.

Skills / Banners

Skills and actions that are universal for all squads (or squad types):



Area Attack (Siege Machines only) – attack the assigned area.



Change Formation (toggle, melee only) – switch between aggressive and defensive stance (defensive: DEF up, speed down, can detect and avoid traps, can block enemy charge).



Dismiss – permanently remove a squad (click second time to confirm).



Hold Fire (toggle, ranged only) – equivalent of „Change Formation”, toggles the automation of attacks for ranged units and trap spotting and avoidance.



Healing Camp – start healing, ATK/DEF down, movement blocked.



Retreat (and  Long Retreat) – send the squad towards its own Townhall. It choses the shortest path, and its run cannot be interrupted. The distance of Retreat depends on the morale level, while Long Retreat sends the squad all the way back to the Townhall.



Torch – sight distance up, but easier to spot (even under Fog of War).



A squad gains Experience upon killing enemy's warrior. With enough of it, the squad automatically gains a new level. The first time it happens (and only then), the player can chose a specialization, a specific boost to its statistics. Melee squads have different specializations than ranged ones. Both the level and specialization are visualized by appropriate icons in the bottom-left and bottom-right corners of its banner.



The topmost grey bar above the squad indicates the morale level. Below it, is the HP bar, split into as many chunks, as there is warriors in the squad (each chunk is colored based on the individual warrior's condition). The icons on the sides are the squad's Status Effects (details – next page).

Squad Status Effects

Small icons on sides of the squad banners are its Status Effects. They can heavily influence squad's combat efficiency and maneuvering capabilities. Right side of the banner can contain only statuses that directly influence the stats:

	Morale boost		Ranged fire rate modifier
	Health modifier		Ranged accuracy modifier
	ATK modifier		Ranged DEF modifier
	DMG modifier		Sight distance modifier
	DEF modifier		Speed modifier
	Ranged ATK modifier		Movement blocked
	Ranged DMG modifier		Retreat blocked
	Range modifier		

NOTE: modifier icons are graded. Effect can be positive  or negative .

Also, each modifier can have three strength levels, indicated by the background:   .

The left side of squad's banner contains general statuses, related to environment, formation, etc., indirectly influencing your squad's capabilities:

	Unit with Veterancy unlocked		During Retreat
	Defensive formation		During Medcamp
	Offensive formation		Water/Swamp (speed reduced)
	Rain / Heavy Rain (burning down is tougher, movement is slower)		In the Bushes (hidden, with reduced range of sight)
	Snow / Heavy Snow (same as Rain)		Forrest (range of sight reduced, ranged DEF increased)
	During Defensive Circle		During Spear Wall

Vikings

Unit (recruitment)



Norse Archers
(Archery)



Berserkers
(Barracks)



Shieldbearers
(Barracks)



Scouts
(Townhall)



Spear Raiders
(Barracks)

Skill #1



Intense Fire
Fire rate up.



Throw Axes
Throw spare axe while charging.



Pin Down
Enemy retreat blocked.



Fear
Engaged enemy morale down.



Chase
ATK, DEF down, ranged DEF, speed up.

Skill #2



Stay And Fight
ATK/DEF/morale up.



Frenzy
ATK/speed/DMG up.



Raise Shields
ATK/DEF down, ranged DEF up.



Pin Down
Enemy retreat blocked.



Defensive Circle
ATK down, DEF up, can't move.

Unit Veterancy



Norse Archers – fire rate up, accuracy up.



Shieldbearers – DMG up.



Scouts – HP, DEF, ATK, DMG up.



Spear Raiders – HP up.

Nation Technology Advancements



Stronger Buildings – more durable buildings.



Prosperity – all resource income up.



Supply Storage – lower upkeep cost.



Cult of Odin - unlocks Frenzy skill for Berserkers (available in Barracks).

Nation Prayers



Loki Worship – buildings burn down faster.



Odin Worship – ATK up.



Thor Worship – movement speed up.

Nation Technology Tier Effects



Tier II – more base income, unlocks Berserkers, Blacksmith, and Archery.



Tier III – more base income, unlocks Shieldmen and their Veterancy, unlocks top-tier technologies at the Blacksmith.



Community Guide (Vikings)

This factions guide was prepared by our community member George48. „W” stands for „Wood”, and „Fe” stands for „Iron”. First, Vikings:

When you're a Viking you don't rush, you raid. This is a civilisation that can shine in the early game and take control of the match, but also can make a real comeback at the end.

- Civ features: -40% building cost except for traps, 15 upkeep per squad(8 for Scouts and 3 for Ballista), can recruit Scouts from the Town Centre.

Now, I know what you guys are thinking of when you saw the last line. Nope, it's not that bad, you just have to play the game on rush. Good thing your Spearmen, your basic unit, get just that, which is very useful early-game against the Anglo-Saxons. Yes, the Vikings can also recruit Scouts, but that unit, despite being cavalry and a nice charge is only made up of two people. Yes, you have to use those guys very wisely especially since they can pin enemies down. Be wary of the Slavs though.

- Town Centre: Scouts: 50W and 20 Fe

Although at your Barracks you can get the legendary Berzekers, one of the top units in the game. They can not only slaughter any shieldmen, but also throw axes whilst charging. The Cult of Odin tech further buffs them up. Their main weakness is the fact they are more stubborn than Tolkien dwarves and thus cannot retreat once in a fight.

Your army in general can be vulnerable to archers until you get the Shieldbearers. This unit is going to be your friend against archers as well as able to pin enemy units down.

- Barracks: Costs 50 W and 20 Fe ➤ Spearmen: 50 W, Berzekers: Requires tech level II, 75 W and 25 Fe, Shieldbarers: Requires tech level III, 100 W and 30 Fe

Speaking of archers, your archery range units limit you just to foot archers, although you have the option of upgrading their fire rate, as well as an ability that does that. In a battle, Viking archers can prove quite deadly.

- Archery Range: Requires tech level II, 50 W and 50 Fw | Archers: 85 W and 20 Fe

Playing as the Vikings is like playing against the clock on when will you run out of food. However, there are ways to compensate for this at the Blacksmith starting from Tech level II.

The first upgrade compensates for what I noticed is a slight lack of HP on in Viking buildings. The second one is exactly what every Viking needs, reduced upkeep and an escape from the food clock.

The third one, asking for a hefty amount of iron offers increased income for your war machine.

The Viking armour upgrades are amongst the most expensive and you will probably have to wait till the late game to get them.

- Research ➤ Wood: More building HP, Mixed: Reduced upkeep, Iron: Increased income, Armour: 60 Fe for level I and 80 Fe for level II

In your quest for victory, blessings are important and will sometimes have to be micro-managed. These blessings cover all war related situations: you can get a boost to burning buildings down for your raiding, an increase in movement speed for the voyage ahead as well as a bonus to attack for battles.

- Place of Cult: Requires tech II, 50 W and 20 Fe ➤ Blessing 1: Increased attack against buildings for 25 of each resource, Blessing 2: Increased movement speed for 50 W, Blessing 3: Increased attack for 50 W and 20 Fe

The Blacksmith units are quite lacking for the Vikings, fielding just a Ballista and furthermore encouraging you to raid the villages before they have the possibility of becoming heavily fortified.

- Blacksmith ➤ Ballista: 75 W and 5 Fe

Playing the Vikings is not for easy and requires more than just brute force, with all your elite axe units unable to run from battle and the food clock. If you manage to overcome them, enjoy hearing the amazing battle music, building up slowly until it reaches the epic proportions from the first gameplay trailer and then you know, you are playing exactly what you watched on that trailer: a game about epic war.



Anglo-Saxons

Unit (recruitment)



Longbowmen
(Archery)



Huskarls
(Barracks)



Shieldmen
(Barracks)



Slingers
(Archery)



Spear Guards
(Barracks)

Skill #1



Accurate Shot
Accuracy, ranged DMG/ATK up.



Fear
Engaged enemy morale down.



Battle Prayer
DEF/morale up.



Chase
ATK/DEF down, ranged DEF, speed up.



Call To Arms
Nearby allies DEF, ranged DEF up.

Skill #2



Covering You
Nearby allies ATK and ranged ATK up.



Rage
ATK/DMG up, DEF down.



Raise Shields
ATK/DEF down, ranged DEF up.



Guerilla Tactics
Sight distance, fire rate, shot range up.



Spear Wall
ATK down, front DEF up, can move.

Unit Veterancy



Longbowmen – HP up.



Huskarls – ranged DEF up.



Shieldmen – DEF up.



Spear Guards – ranged DEF, speed up.

Nation Technology Advancements



Combat Training – ATK up.



Supply Storage – lower squad upkeep.



Profiled Ranged Weapons – ranged fire rate up.



Longbows – unlocks Longbowmen (available in Archery).



Celtic Traditions – unlock Guerilla Tactics skill (available in Archery).

Nation Prayers



Luck – melee and ranged DEF up.



Welfare – all resource income up.



Order – recruit cost and time down.

Nation Technology Tier Effects



Tier II - more base income, unlocks Barracks and Blacksmith.



Tier III - more base income, unlocks catapult, Huskarl unit, Church, Call To Arms skill, top-tier technologies at the Blacksmith.



Community Guide (Anglo-Saxons)

This factions guide was prepared by our community member George48. „W” stands for „Wood”, and „Fe” stands for „Iron”. Below, Anglo-Saxons breakdown:

When you play the Anglo-Saxons you commit: no cavalry, and we start with only archers. Hope that slow and steady wins the race but always have a cunning plan. Think about such plans whilst getting melancholic because of the music.

- Civilisation features ➤ -40% trap build costs, Cosumes 10 food per squad, Starts with Archery Range

One of the slower starting civilisations, not only because of the limited squad space but also because of the lack of infantry. You can build only an archery range at tech I, and recruit only Slingers. The Celtic Traditions tech is required to make them very good with micro-managing, especially at night and with the Speed upgrade. Although they are cheap at only 40 wood, you can also research Longbows for quite cheap and get access to recruiting Longbows. In fact, they are not just archers, but ANTI-ARCHERS-ARCHERS. Yes, although initially having a slow reload rate those units shred through unarmoured and unshielded unit with their first ability. Their second one even inspires your nearby troops and boosts attack.

However in ant stage of the game, traps are your friend with the Anglo-Saxons, despite the fact that wood will be scarce early on.

- Archery range: Costs 50 wood ➤ Slingers: 40 wood, Archers: 60 wood

After a risky or slow early game we come to the second tech which unlocks the Barracks. For now you will have unlocked the basic infantry of sword and spear.

- Barracks: Requires tech level II and costs 100 W and 30 Fe ➤ Spearmen: costs 75 W and 40 Fe, Shieldmen: costs 100 W and 10 Fe, Huskarls costs 75 W 50Fe

Your Shieldmen will unlock their last upgrade by building a Church whilst you spears will have to wait till the next technology level. The Huskarls will come in the next age as well, where you will finally gain your axes. Not only they are very armoured but can also scare the enemy and with all those buffs from friendly squads and become Berzeker-like.

- Church: Requires tech II and 150 wood ➤ Blessing 1: Recruitment time and cost (20 W 100 Food 20 Fe), Blessing 2: Defense of all units increased (50W and 20 Fe), Blessing 3: Increased income (50 of each resource and tech III)

The Church itself has a nice set of blessings including a way to squeeze even more money for the war machine. In case you feel the armour upgrades and buffs are not enough you also have a general defense one, just in case.

The surprises keep coming with the Blacksmith and research. Now, the first research lowers upkeep, by 10% each time, asking just for some wood in exchange of giving you an insanely low squad upkeep. The second one gives another bonus to your units by making them stronger in combat.

The main weakness of slingers and longbows is easily overcome, once you research the third one, which increases their fire rate. This comes at the cost of only iron and in great quantities making it more of a late-game thing.

- Research ➤ Wood: Reduced upkeep, Mixed: Increases Melee Attack, Iron: Increased Fire Rate, Armour: 50 Fe for first level 70 for the second

The Blacksmith has an other surprise for you in being able to recruit both a catapult and a ballista for your siege gameplay.

- Blacksmith: Requires tech II and costs 75W 40 Fe ➤ Catapult: 100 W and 10 Fe, Ballista: Costs 50W and 5Fe

I find the Anglo-Saxons to be an incredibly fun civilisation to turtle up with, and they do have very nice looking armour upgrades. All in all, it is the civilisation you want if you want to relax, as your longbows and elite infantry takes care of the rest. It's not like you are in a rush, with not cavalry to your name.



Germans

Unit (recruitment)



**German Archers
(Archery)**



**Panzer Cavalry
(Stable)**



**Crossbowmen
(Archery)**



**Cleaver Infantry
(Barracks)**



**Panzer Spearmen
(Barracks)**

Skill #1



Awareness
Sight distance, shot range up.



Fear
Engaged enemy morale down.



Chase
ATK/DEF down, ranged DEF, speed up.



Frighten
Force Retreat on engaged enemy.



Intimidation
Engaged enemy: ATK down and Retreat blocked.

Skill #2



Hold The Line
Ranged ATK/DMG, DEF, accuracy up, can't move.



Sacrificial Craze
ATK/DMG/morale up, Retreat blocked.



Victorious Spree
Boost morale of all own units nearby.



Holy Fury
Lower the DEF of engaged enemy.



Spear Wall
ATK down, front DEF up, can move.

Unit Veterancy



German Archers – DMG up.



Panzer Cavalry – ranged DEF up.



Cleavers – DEF up.



Crossbowmen – HP up.



Panzer Spearmen – HP up.

Nation Technology Advancements



Cheaper Construction – building cost down.



Movement Speed – speed up.



Drill Training – recruitment cost down.



Crossbows – unlock Crossbows at Blacksmith.



Imperial Steel Supply – unlock armor upgrades at Blacksmith.

Nation Prayers



Fast – squad upkeep down.



Victory – ATK, DEF up.



Welfare – all resource income up.

Nation Technology Tier Effects

Tier II – more base income, unlocks Catapult,



Ballista, Panzer Spearmen, Hold The Line skill, Crossbows, Imperial Steel Supply, second-tier Blacksmith techs.



Tier III – more base income, unlock Stables, Church, Panzer Spearmen Veterancy and top-tier Blacksmith techs.



Community Guide (Germans)

This factions guide was prepared by our community member George48. „W” stands for „Wood”, and „Fe” stands for „Iron”. Below, Germans breakdown:

Cavalry, crossbows, armour, all you could ever want. Start strong with cleavers and end wild with knights. Try to relax though, even though the music gives the impression you are either a mighty empire of the Teutonic Order.

- Civilisation features ➤ +1 starting squad space, Armour upgrades unlocked via research, Consumes 10 food per squad, Cheapest Armour upgrades

Now, I find this civilisation to quite strong all-rounder. In the early game you can recruit Cleavers, which are counted as axe infantry and can counter most other civilisations in an early rush due to their ability to scare enemy units. The Spearmen you will get after you research tech II. These guys will be you main battleline as you do not have shielded infantry. They can form a spear wall and can even make enemies incapable of retreating, so quite Intimidating. You are vulnerable to archers and spears but here comes the best that the Germans have.

- Barracks: Cost 90 W and 10 Fe ➤ Cleavers: costs 50 W and 10 Fe, Spearmen: requires tech level II and 75 W and 25 Fe

Now, firstly, you do get the possibility to go for archers early on too. Although the German archers are not the best, there is more that awaits on the Archery Range. The word we are looking for is Crossbows. The incredibly thing about these units, is not only their stopping power, but also the fact that they can shoot instantly(although reloading takes a while). You can use them to completely shred through any enemy spamming unarmoured archers or spearmen.

- Archery Range: Costs 50 W ➤ Archers: costs 75 W, Crossbows: costs 50 W and 30 Fe, Research Crossbows: Requires tech II, 100 W and 50 Fe

The other power of the Germans is the cavalry. Recruited at the same cost as spearmen, these guys will shred through archers, infantry, and may be a good answer to siege and cavalry archer spam. Not only they are well armoured but also pack a punch and have abilities that scare the enemy, although the other literally makes them go Berzerk.

- Stables: Requires Tech tier III and 100 W ➤ Knights: costs 75 W and 25 Fe

Speaking of armoured and armour, the Germans also have a unique mechanic. Now, you can only give your units armour if you build a Blacksmith, be at least at tech level II and research the tech called Imperial Steel Supply for quite a hefty price. After you do you however unlock the cheapest armour upgrades in the entire game. With a good economy, you are capable of fielding units with top tier armour, at all times.

- Blacksmith: Costs 50 W ➤ Imperial Steel Supply: 200 W and 100 Fe, Catapult: 90W and 10 Fe, Ballista: Costs 75W and 5Fe

The Blacksmith also offers an other pleasant surprise with the possibility of recruiting both a Catapult and a Ballista. This, together with the spearmen and crossbows can be used in slower paced game.

- Research ➤ Wood: Reduced building cost, Mixed: Increased movement speed, Iron: Reduced recruiting cost, Armour: 20 Fe for the first level 40 Fe for the second one

The research that can be done at a Blacksmith however defines the feel of the faction. Thus, the first one reduces the building cost, including for traps. The second one is especially useful late-game as it increases movement speed and nullifies some of the inconveniences of having armour on at all time. The third one steps up the game a notch, offering you a discount on recruitment for some of your iron.

The 3 upgrades available in Church, really define how the faction feels and in my opinion is meant to be played. The faction feel big, like a sleeping giant awakening. Every bonus is geared towards making you hard to kill and easy to recover, as if you are just a part of a mightier empire. Your troops will be always better equipped and in the late game, just more of them.

- Church: Requires tech III and 200 wood. ➤ Blessing 1: Upkeep decreased for 50 W, Blessing 2: Increased attack and defense for 50 W and 50 Fe, Blessing 3: Income increased for 50 of each resource

The music does a lot to elaborate on this, as well as the the way buildings look, down to a nice replica of a German Church. In it you can choose what specialisation to set for your empire. You can focus either on decreasing upkeep, increasing the stats of your squads or just your income.

All in all, this is a very fun faction to play with, one that makes you feel like an powerful empire.



Slavs

Unit (recruitment)



**Slavic Archers
(Archery)**



**Mounted Archers
(Stable)**



**Cavalry
(Stable)**



**Shield Warband
(Barracks)**



**Spear Warband
(Barracks)**

Skill #1



Eyes Sharp
Sight distance, ranged DEF up.



Focus
Accuracy, range up, can't move.



Eyes Sharp
Sight distance, ranged DEF up.



Chase
ATK/DEF down, ranged DEF, speed up.



Chase
ATK/DEF down, ranged DEF, speed up.

Skill #2



Arrow Rain
Fire rate up.



Arrow Rain
Fire rate up.



Heavy Blows
ATK/DMG up.



Raise Shields
ATK/DEF/sight dist. down, ranged DEF up.



Defensive Circle
ATK down, DEF up, can't move.

Unit Veterancy



Cavalry – ATK up.



Shield Warband – HP up.



Spear Warband – HP/DEF up.

Nation Technology Advancements



Tougher Lamellae – DEF, ranged DEF up.



Prosperity – all resource income up.



Composite Upgrade – ranged ATK up
(requires Composite Bows)



Composite Bows – Mounted Archers fire rate up,
unlocks Arrow Rain skill (available in Archery).

Nation Prayers



Mokosh Worship – upkeep down.



Perun Worship – ATK up.



Veles Worship – recruit cost down.

Nation Technology Tier Effects



Tier II – more base income, unlocks Cavalry,
Spear Warband, Veterancy for Spear Warband
and Cavalry, Archery, Place of Cult.



Tier III – more base income, unlocks Blacksmith.



Community Guide (Slavs)

This factions guide was prepared by our community member George48. „W” stands for „Wood”, and „Fe” stands for „Iron”. Below, Slavs breakdown:

Flexible faction with fast paced gameplay in multiplayer. One that is in my opinion one of the most micro-intensive, a missclick due to being distracted by the combat music with nice corals reminiscent of the Witcher 3 can be a disaster.

- Civ features ➤ +1 base squad space, 15 food per unit, CAN BUILD BOTH STABLES AND BARRACKS AT TECH I

Although you get the same problem as the Vikings in term of food you do start with quite some nice units. Firstly you have the option of going for early on play with the Shielded Infantry with the Rush ability. This can counter both Vikings and Anglo-Saxons. For a more fast-paced gameplay you can also open with the Stable and recruit the Cavalry-Archer. This is after the Composite Bow upgrade one of the most powerful units with a good micro-managing. It is however vulnerable to being shot but you can also opt to just roam around the map like a ping pong ball and pillage all the enemy villages. Infantry just melts when you can shoot whilst moving. Unfortunately, it doesn't have any unit upgrades for itself, but it is probably better for balancing reasons.

- Barracks: Available at tech I and at: 75 W 10 Fe ➤ Swordsmen: 50 W 10 Fe, Spearmen: Requires Tech II and 100W 20 Fe

Spears and Cavalry are available at tech II, although the former are very expensive compared to other civilisations. As you do not have any axe infantry, enemy Shielded Infantry will be problematic and cavalry would be recommended.

- Stables: requires 100 W ➤ Cavalry: 100W and 10 Fe, Cavalry archer: 50W and 10 Fe

During this period you can also built the Archery Range and get the Composite Bow upgrade, a must have for any Slav player. It activates an ability that lets you missile units shoot VERY fast for a short while. It is the Archers can sometimes counter Cavalry ammount of crazy. There you can also recruit foot archers, who are also very suited for the front line. Because of how fast you shoot you can perform the classic: shoot approaching enemies and order your infantry to charge before their reach your archers. With all the civ upgrades, there archers can do that AND engage the enemy missile units.

- Archery range: II: 75W-10Fe ➤ Archer 75w-30fe, COMPOSITE BOW: 100 W and 50 Fe

When I say praise the fully upgraded Slavic archers, is due to the first upgrade which increases missile damage and costs just wood. You can also increase you income by up to 30% with the second upgrade, researchable at the blacksmith for both iron and wood. The most expensive upgrade that you will probably get is the third, which increases defense. Coupled with the cheap 40 iron level I armour upgrade available from the beginning you can end up dominating the game with clever tactics and godlike micro.

- Upgrades ➤ Iron: Increased Defense, Mixed: Increased Income, Wood: Ranged damage, Armour: 40 Fe for level I 80 Fe for level II

The Slavic weakness in terms of squad upkeep can be partly nullified at with the second blessing, at the classic cost of 50 wood. Recruit cost can also be reduced with the first blessing. At the third tech you will unlock the final blessing, which increases attack and can complement the final blacksmith upgrade very well.

The reduction in upkeep is a literal blessing for any Slavs players, as you will find yourself spamming it to avoid famine for your people during you new offensive.

- Cult: Tech II required and 100W 20Fe ➤ Blessing 1: 20W 50Food 20Fe: Recruit cost reduced, Blessing 2: 50W: Reduced upkeep, Blessing 3: Tech III required: 50W 50 Fe and Increases Attack

The said upgrades however come at a very high price. However if in the late-game you find yourself in the situation your economy can easily pay that off you can also recruit the Catapult and slow down the game by laying siege to some stubborn villages.

- Blacksmith: Costs 150W 20 Fe(!!) ➤ Catapult: 100 W 10 Fe
- 

Interface Overview

Please zoom in for details. Press „/“ (Keyboard) or LB+RB (Gamepad) in-game to see this hint screen.

Keyboard & Mouse



Gamepad

Controls: Keyboard & Mouse

BASIC CONTROLS



Move camera (w/SHIFT - faster)



Zoom In / Zoom Out



Select



Attack / Move



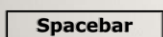
Action Camera



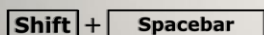
Unit Skills



MISCELLANEOUS



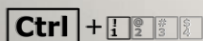
Show walking routes



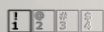
Jump to Event



Ingame Menu



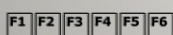
Set Control Groups



Select Control Group

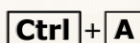


Mini-Map Size Toggle



Toggle tabs in Tab Menu

ADVANCED SELECTION



Select All Visible Squads



Select All Squads



Add / Remove from selection

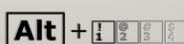
MULTIPLAYER



Team Chat (w/SHIFT - public)



(In Chat) Toggle Team/Public Chat



Message Ping
(1-Attack, 2-Defend, 3-Follow, 4-Retreat)



Generic Ping ("?" icon on map)

Controls: Gamepad



BASIC CONTROLS

- Move camera
- + Faster camera movement
- Zoom In / Zoom Out
- (on squad) Select squad
(on terrain) Select all visible units
- Deselect All
- Attack / Move
- Jump to selection
- Fast travel to squad on the left
- Fast travel to squad on the right
- Action Camera

MISCELLANEOUS

- Jump to Townhall
- Jump to Event
- Main Menu
- Control Groups (Hold to set)
- + Map Bookmarks (Hold to set)

MULTIPLAYER

- + Enter Quick Chat
- + Quick Chat: Pings (Team)
- + Quick Chat: Positive (Team)
- + Quick Chat: Negative (Team)
- + Quick Chat: Reactions (Public)

ADVANCED SELECTION

- + (on squad) Select same-type units
(on terrain) Select all owned units
- + Add to selection
- + + Add the same type to selection
- + Remove from selection
- + + Remove the same type from selection
- + Paint Select
- + Paint Remover
- + Top Banner

SQUAD SHORTCUTS

- Left Shortcuts
 - + Skill 1
 - + Med Camp
 - + Skill 2
- Right Shortcuts
 - + Change formation
 - + Retreat
 - + Torches

COMMAND MENU

- Enter Command Menu
- Select
- Confirm
- Back
- Cancel



Sharing Your Gameplay

There are no restrictions whatsoever, regarding sharing the gameplay from this version of the game. Actually, we love the content our community creates. Like, for example, this [very nifty breakdown](#) that our friend Darren from [RepublicOfPlay](#) has prepared! Thanks, we're humbled.



Us And Our Games

Ancestors Legacy is a Real-Time Strategy (RTS) being developed by [Destructive Creations](#) (Poland) and published by [1C Company](#).

The game is inspired by real historical events of Middle Ages (10th-13th century). Instead of fantasy approach, it aims to make a realistic depiction of medieval reality, with combat being the main means to achieve your goals. The game features four factions (Vikings, Slavs, Anglo-Saxons and Germans), each having their own single-player campaigns, as well as playable within multiplayer modes.

Most important game features:

- Inspired by real medieval events.
- Larger scale strategic battles combined with tactical stealth missions.
- Accessible gamepad controls, without streamlining the Keyboard+Mouse.
- Fully controllable Action Camera with detailed battle close-ups.
- Gameplay-relevant day/night and weather dynamics.

The game is being developed for PC and XBOX One, and is planned for release on May 22nd, 2018.

You can use web forms to [REPORT BUGS](#), and/or [GIVE FEEDBACK](#).

All promotional assets are available here: <http://bit.ly/2luls2U>

Find us on: [Facebook](#), [Twitter](#), [Discord](#), [Steam](#)



Changelog (old)

Version 38397 (first open beta build):

- Two new maps.
- New loading screen and loading time improvement.
- Rain reduces the range of projectiles for ranged units.
- Space shows the routing for pathfinding now.
- Menu sliders are now usable with mouse, yay!
- AI bots now can partake in public games.
- AI rebalance – easy is actually easy, while hard is super-hard.
- AI insane difficulty added, you nerds.
- Meta-experience rebalance.
- Tweaked/fixed the end-screen showing the XP gained after the match.
- New player profile interface.
- General balance tweaks. Like, a lot. No, really, too much to list out.
- Network traffic optimizations and bugfixes

Version 38700:

- [Tweak] Domination score is now added / removed fluently, instead of 5 second jumps. Works similar to how we handle resource income.
- [Tweak] Matchmaking logic now searches for more servers (increased from 20 to 100). This should allow for a faster search.
- [Tweak] Easy AI has been nerfed, it should be much easier to win a match with it now.
- [Bugfix] Multiple fixes regarding avatars and player experience not showing up properly in lobby and on loading screen.
- [Bugfix] Fixed a rare case where HUD would block and never increase the displayed resource numbers. Good catch.
- [Bugfix] Host was able to overcome 30fps clamp in lobby by going into options and changing the FPS limit option. We're sorry, but host in lobby must have that clamp.
- [Bugfix] In some cases traps costed twice as much (we were taking the resources twice). Shame on us.
- [Bugfix] Do not allow the player to join server twice without leaving it - happened when you spammed the server browser join button.
- [Bugfix] Do not show "Leaving Game" messages when the match has already finished.
- [Crashfix] Our avoidance algorithm caused some issues with dead soldiers. If you're dead, you don't need to avoid other soldiers while walking.
- [Crashfix] Enumerate all available adapters, not only the current one - this is the fix for resolutions crash on laptops. Dedicated GPU sleeps (battery life) when game starts up and so does not report any resolutions at all.
- [Crashfix] Fixed a crash when a peasant wanted to build a building on client, but while that information was received by the host, the building was already cancelled by the player.
- [Crashfix] A ballista projectile decided to crash the host, because the client owning the projectile left the game while the shot was mid air, shooting at a squad. Insane timing.
- [Crashfix] Multiple cases of non-existing player (because he's leaving the game) but still owns some squads and buildings.
- [Crashfix] Multiple cases of peasants working in player's base - repair and build, as well as extinguishing burning buildings - with higher pings and packet loss.
- [Crashfix] When a client tries to Replenish a squad that is in his base, but that base is already being destroyed.
- [Crashfix] Do not set material parameters on the sky if the sun is already destroyed, because we're leaving the map.
- [Crashfix] Many, many more that are really hard to explain.
- [Info] Added multiple more fatal crashes, so we can learn more information when some of them happen.

Version 38829:

- [Optimization] AI: Caching path lengths.
- [Tweak] Server browser visuals: sort servers (show ones with empty slots first), grey out full servers.
- [Tweak] Added some loading screen tooltips telling you that single-player campaign will be available in the full version of the game.
- [Tweak] AI: Don't be so quick to retreat if only capturing a village. Also, algorithm for recalculating already damaged villages slightly reworked.
- [Tweak] AI: Some fixes in internal state of bot's target mappings, AI should now choose his next steps a little more reasonable.
- [Tweak] AI: Easy bot will forget to call an alarm on his villages two of three times. Medium one - one of three.
- [Tweak] AI: Don't try to attack targets that are reaaaaally far.
- [Tweak] AI: Take your allies into consideration when planning next move.
- [Tweak] Black fade out during match end screen, so the player does not see broken camera view.
- [Tweak] Some improvements in our crash reporting tool, so we can get more helpful info from you guys.
- [Tweak] Many improvements for internal mechanics of matchmaking, such as travelling to full or non existing lobbies.
- [Tweak] Matchmaking will now search for far more lobbies, increasing the chances of finding a match.
- [Bugfix] Show proper message and leave the game if it was started without Steam (Yes, people were doing this. In MP beta. No questions).
- [Bugfix] If somehow player manages to get into already full lobby (should not happen, but well...) he/she will be kicked back to the main menu.
- [Bugfix] "Blind" fix for situation when state of village peasants on client was corrupted
- [Bugfix] Important change, that may help for characters going totally crazy (stucking, moving on water etc.) on clients
- [Bugfix] Fix for traps again - after last fix host could build traps for free. Not anymore!
- [Crashfix] Avoid accessing corrupted objects during clean up after match finished.
- [Crashfix] Potential fix for a situation with old HUD state.
- [Crashfix] (Hopefully) final fix for crashes in avoidance worker thread!
- [Crashfix] In very rare occasions (huge ping, massive packet lost) some characters-related code can be received on client in different order, that case is handled now.
- [Crashfix] Do not crash when a player has lost connection shortly before auto-ready check.
- [Info] Info about single-player mode coming in full version added to main menu. Also, "not representative of final quality" text added. Because its not 100% representative, obviously.

Changelog (new)

Version 38388:

- [Tweak] Added victory audio that plays when you win a match.
- [Tweak] Fix for "swimming" squad banners right after recruiting squads.
- [Bugfix] AI will no longer stop recruiting squads after a certain amount of time - there was a bug with killed squads counter.
- [Bugfix] Do not call server logic for "Player Left" event twice per player.
- [Bugfix] Proper message is now displayed when you are kicked from the game under some timing scenarios.
- [Bugfix] Fixed an issue where mouse cursor would not properly show up after leaving chat window, when the cursor was hovered over minimap.
- [Bugfix] Fixed an issue when player avatars were refreshed twice in the same frame.
- [Bugfix] Reworked the way match state is handled - there were many rare cases causing issues, this required a refactor.
- [Bugfix] Profile exp should no longer randomly reset to 0. If it does indeed happen, please report again.
- [Crashfix] Trying to update session data as a host when there is no world anymore, nobody cares about such session - it's an ending match.
- [Crashfix] Cache some player data instead of relying on current state which does get corrupted when players leave the match AI code did sometimes crash the host in such a scenario.
- [Crashfix] Do not try to update highlight effects for dead squads.
- [Crashfix] Kick players that do not have a possible slot in lobby. For some reason we have more than max players joining lobbies and matches. This is fixing the effect, but we'll need to go deeper to fix the root cause.
- [Crashfix] Fixed rare crash in path-finding code.
- [Crashfix] Fixed a crash when a worker tried to find a position to build, yet the building no longer needed any workers - it was already built.
- [Crashfix] Do not try to stop cheering when you're dead.
- [Crashfix] Several crashfixes regarding archers shooting at targets.
- [Crashfix] Do make sure that there are no nullptr workers in the resource point a squad is attacking.
- [Crashfix] A squad issued order to build a trap, but by the time this order reached the server, the squad was already dead. Timing nightmare...
- [Crashfix] Sometimes, when trying to load user's steam avatar, there is no local player on the machine. Very weird, but this will no longer crash.
- [Crashfix] If you used a map alert ping and disconnected very quickly afterwards, your remaining team-mates would crash. No longer an issue.
- [Possible Crashfix] Numerous crashes in HUD due to input being processed while on loading screen (the HUD does not exist yet, or exists no more).
- [Possible Crashfix] Our pawns still do crash when trying to avoid walking through one another. There is a possible fix, along with more info in case the crash happens again.
- [Possible Crashfix] Detecting available resolutions. Please keep reporting this if you do still experience it.
- [Info] More info on crash related toggling skills that do not exist for the given squad.

Version 39239:

- [New Feature] You can now queue orders while the squad is retreating.
- [Optimization] Anglo-Saxons infantry model now has proper LOD bone setup (reduces the number of calculations required when the camera is zoomed out, but the unit is still on screen).
- [Tweak] AI will no longer attack villages with too weak of a force to actually conquer them.
- [Tweak] Effect traps are cheaper and have increased effect strength.
- [Tweak] Selection color for banners have been changed. Let us know what you think :wink:
- [Tweak] Slingers and Longbowmen recruitment time is 10 seconds shorter.
- [Tweak] Anglo-saxon infantry units a bit cheaper.
- [Tweak] German Panzer Cavalry upkeep cost raised twice.
- [Tweak] Slingers now have better range.
- [Tweak] Day / Night cycle is longer now.
- [Tweak] New minimaps.
- [Tweak] You can now queue
- [Tweak] Arrow Rain duration has been reduced to 2.5 seconds.
- [Bugfix] Multiple bugfixes with regards to players disconnecting during loading screen - the AI will now take over. It will not if the player leaves in the middle of a game, unfortunately that is a bigger task.
- [Bugfix] Fixed issue with profile experience that could possibly lead to resetting the levels. If you do experience level reset, please let us know.
- [Bugfix] Players can no longer join games through invites that are playing on a different build version.
- [Bugfix] Do not play cheer animations on horses and siege machines.
- [Bugfix] The initial squad for AI was not registered properly, therefore AI could have 11 squads, and have 1 more than it would otherwise be possible.
- [Bugfix] Improved pathfinding and reduced desynchronization on squads and their movement. Please let us know if you see units teleporting.
- [Bugfix] Fixed several icons that were not displayed properly.
- [Crashfix] Match ends but there is no winner - this happened when a private match was hosted alone (this is fully supported for free roam or learning the game).
- [Crashfix] Skill state changed, but the squad was already dead on the client receiving the state update.
- [Crashfix] Fixed another way that detecting resolutions have caused a crash.
- [Possible Crashfix] Unit avoidance code still does crash, there are a few possible fixes in this patch.
- [Info] There are multiple places where we have added code that displays more information when a crash occurs. Please, report crashes it really does help us figure out what's wrong.