

# HOT KEYS

## Icon Shortcuts

The Letter in ( ) is the Hot Key for that function. For a Hot Key to function, conditions in the game must be the same as if a command icon were to be used. For example, the Hot Key for Training a unit functions when that unit is in the appropriate structure to receive training. The Hot Key to command a unit to attack functions when that unit is selected.

### ► GENERAL

(M)ove  
(A)ttack  
(S)top  
(B)uild  
(D)rop  
(U)nload  
(G)roup move  
(C)ast spell  
Battle Cr(Y)  
Round (O)f drinks  
(W)ork land  
(R)epair  
(T)ake resources  
Retur(N) resources  
Researc(H)  
B(I)e-upgrade  
(L)earn spell  
Train (U)nit

(S)end away  
(H)ire  
(J)ump  
(T)reatment  
(W)orker conversion  
Option screen (ESC)

### ► BUILD

(C)ourthouse  
(I)nn  
(H)ome  
(W)ar college  
(T)echnical facility  
(A)rcanery  
(L)and mine  
(S)olid wall  
(O)ffensive wall  
(R)ock road  
Scout (D)rone  
Attack dro(N)e

(P)aved road

Truc(K)

Bar(G)e

Cr(U)iser

(B)ridge

### ► SPELLS

C(L)airvoyance  
Mental (B)last  
Compulsive (F)ear  
(M)ind shield  
(C)ommand voice  
(F)iery bolt  
(C)rumbling  
(B)lood boil  
(P)hantasm  
(L)and vision  
(G)round friend  
(T)ree growth  
(R)egenerative touch

(M)eteor storm

(N)ature's voice

(S)eer

(H)ealing

(I)nsight

(P)ersonal vision quest

s(U)mmoning

### ► BIO-UPGRADES

(S)trength

St(E)alth

(V)ision

S(P)eed

(R)esilience

### ► TRAINING

Train (W)arrior

Train (S)cout

Train (M)age

Train (A)dvanced worker

### ► PLAY SELECTIONS:

(Shift) + mouse: Add units to group

(CTRL) + mouse: Bring up shared icons by units in party

(ARROW KEYS): Scroll screen

(ENTER): Send messages, activate cheat statements

(+)and(-) : Changes the game speed

(<)and(>) : Scrolls through the sound track

(SPACE BAR) + (LEFT-CLICK): units or unit will attack target in hand to hand combat

(SHIFT) + (NUMBER KEY): Saves a group of units as a number.

(NUMBER KEY): Recalls a saved group and centres them on the screen

(I): Activates the inn button on the interface for as long as it is held down

(I): Activates the projects button for as long as it is held down

(HOME): Centres on the leader

(END): Goes to the most current battle

(BACKSPACE): Selects all units on the screen

(F1): Starts online tutorial

(F9): Attracts more Mercenaries to the Inn than Workers

(F10): Attracts more Workers to the Inn than Mercenaries

(F11): Attracts a balance of Workers and Mercenaries

(F12): Attracts Heroes (assuming all other Scenario conditions for attracting Heroes are met.)

(ALT) + (LEFT-CLICK): Allows you to define the path your units will travel (Rubberbanding)

(ALT) + (LEFT-CLICK on another unit): Selected unit(s) will now follow the clicked upon unit as assigned to be its bodyguard.

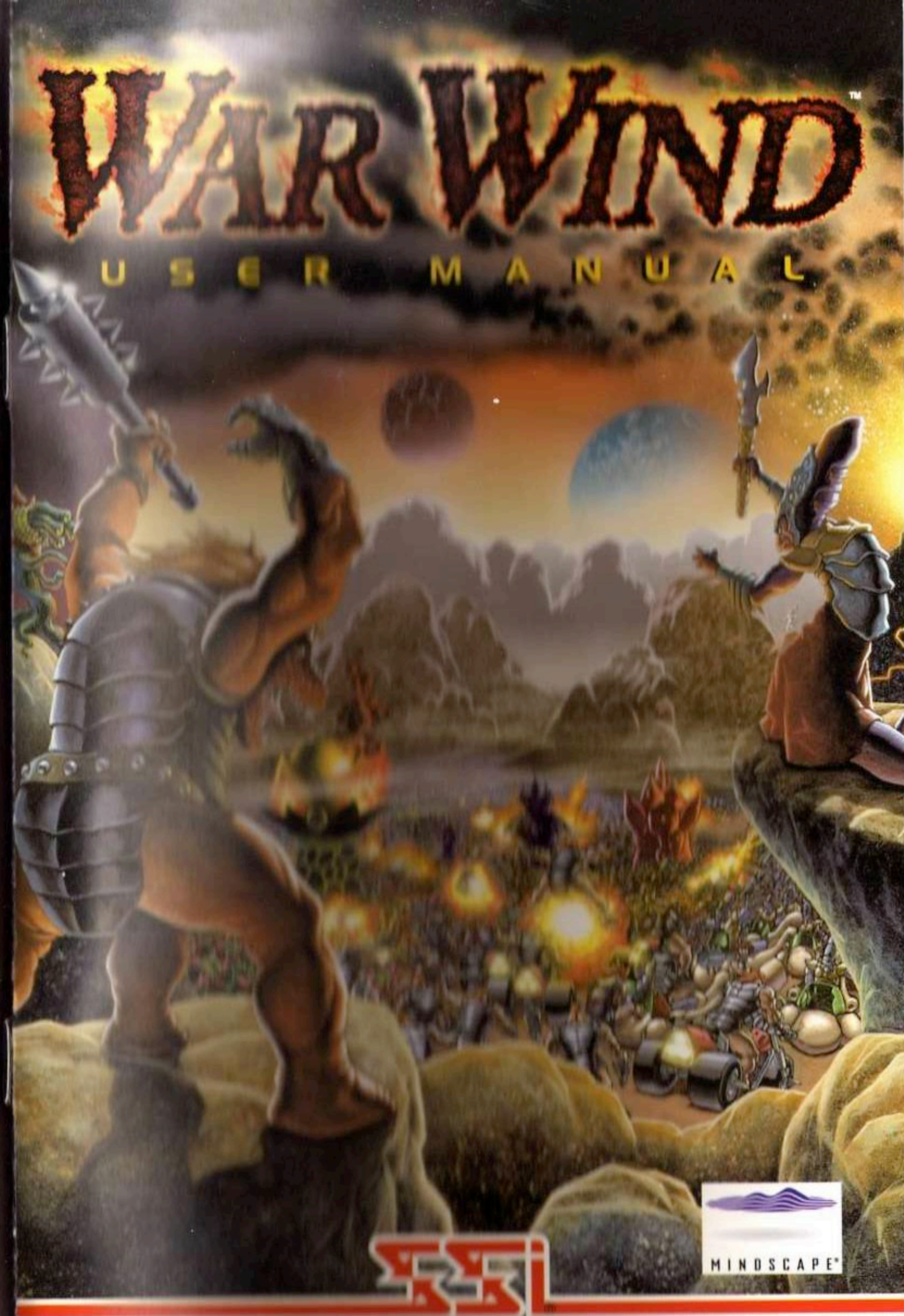


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# WELCOME TO YAVAUN, THE WORLD OF WAR WIND™



**S**omewhere out in the turbulent voids of space there hangs a brilliant jewel in the firmament: the distant planet Yavaun. It is a mysterious and foreign world, a realm of strange, alien beauty, and mystical enchantment. A place where each struggle for freedom ends in swift and deadly combat. Here the final battle for domination has just begun. Populated by four separate and diverse races, Yavaun lies entangled in revolution, in a war where each race must fight for its own survival.

## The Races



**Tha' Roon:** The serpent-like Tha' Roon, towering figures of a once invincible race. Feared for their cruelty and deadly battle skills, they struggle to reinstate the crumbling remains of their Empire.



**Obblinox:** The stolid Obblinox, imposing and mighty-thewed beneath their tough, elephantine hides, once served as the backbone of the Tha' Roon military. Now they use their knowledge of battle in open rebellion against their Tha' Roon overlords.



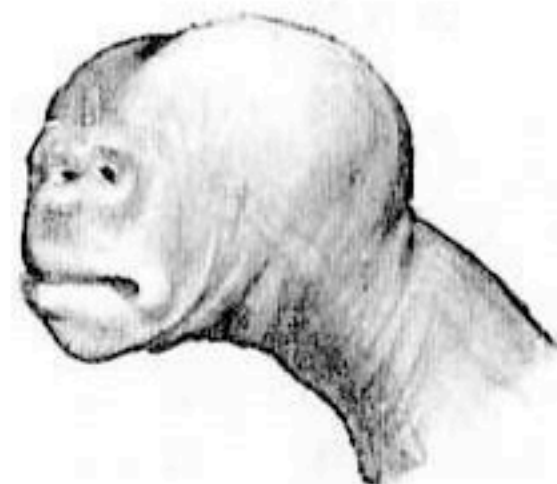
**Eaggra:** Sentenced by fate to suffer enslavement under the Tha' Roon, the plant-like Eaggra fight to end centuries of bondage. Gathering in vast numbers, using their intimate knowledge of the land and their tremendous endurance, the Eaggra hope to win freedom by holding out against the superior warriors of the other races.







**Shama' Li:** Relying on ancient, mystical wisdom and a knowledge of the martial arts, the Shama' Li strive to defend themselves from the madness sweeping their world. Their ultimate goal is not only to protect the weak but to bring the four races together in a just and unified brotherhood.



Each of the four races boasts its own strengths and strategies, battling through its own series of campaigns to overcome the collapse of Tha' Roon rule. Following a single leader, each race attempts to acquire resources, recruit the legendary Heroes of Yavaun to fight on its side, and train its units. They build vehicles for land and water transportation, lay mines to trap their enemies, develop potent magic spells, and fight the dangerous beasts of Yavaun in quests for domination. They Research "Bio-Upgrades" and use their powers to enhance combat abilities. In the end, only the acts of one heroic clan shall decide the fate of Yavaun.

## The Goal

Choosing one of the four races, you lead an elite clan through a campaign of seven scenarios. Select a different race and experience the campaign anew as the plot unfolds from the viewpoint of that race. You can choose to play against the computer or take advantage of network play and test your skills against several friends.

The world of WAR WIND combines the intricacy of a tactical combat game with a compelling story backed by a solid strategy system. Success hinges upon learning, then perfecting, the art of protecting your Clan Leader while trying to meet various goals and eliminate the threat posed by your opponents. The game provides a number of balanced strategies which can be utilised in any combination, thus giving you the chance to develop a personal and unique style of warfare.

Designed with the intricacies of such classic games as Chess and Go in mind, united with the rich, visual qualities of table-top miniature war gaming, WAR WIND provides the sense of animating a miniature campaign by putting you in charge of tactical combat, strategic planning, and resource management, so that you are actually living it!

WAR WIND is a game of epic strategy on a distant world, where life or death battles rage across an alien landscape and the fierce, decisive tactics needed for victory are limited only by your imagination!

## What Comes with This Game?

Your game box should contain this User Manual, a CD-ROM, a quick-reference card, and a data card. This User Manual explains game commands and contains useful information on the races, creatures and characteristics of Yavaun, the world of WAR WIND. To play the game, install your CD-ROM according to the instructions on the data card.

## Using the Mouse

In this book, the term "click" means move the cursor to the desired area on the game screen and press either the left or right mouse buttons. "Left-click" means move the cursor to the desired area and press the left mouse button. "Right-click" means move the cursor to the desired area and press the right mouse button. "Double-click" means move the cursor to the desired area and press the left mouse button two times in quick succession.

## Online Tutorial

During gameplay press the **F1** key to view the online tutorial. In it, are definitions for menus, units, and buildings, as well as dependency charts.



## THE CHRONICLES OF NAGAROM



*Heavy is my heart and weary my mind, for the day I have long dreaded has come. Ah, my children, what can I do but watch and wait? Your fate is your own, to do with as you will. Your destiny is what you make of it.*

*Our distant, dangerous world: Yavaun. A bright jewel in the fabric of the universe, it shines as an example to those who aspire to its beauty and grace. Yet, as in the distant past, war and terrible conflict threatens all that is precious, all that is good.*

*You, my children, the clever Tha' Roon, the brave Obblinox, the ardent Eaggra, and my wise Shama' Li, you have reached an important nexus in your lives. Your civilisation rests on the brink of destiny. It is up to you to decide which path you shall follow. Will you struggle on to the next stage of evolution, or fall back into barbarism and chaos?*

*Though I may not interfere directly with your fates, I set down here in my chronicles my hopes, my dreams, and my visions of what may come to pass.*

*My ingenious Tha' Roon, your keen minds have brought great triumph in many fields of science and technology yet you prove blind to the affairs of the heart. Never shall you learn to temper the power of the mind with mercy. For you, the years ahead hold only battle. To restore the empire is your only course.*

*Noble Obblinox, you struggle to fathom your own pride and purpose. With loyal constancy, you have served the Tha' Roon, upholding their rule across all Yavaun. Yet, in order to grow, sometimes we must allow the old ways to die, just as the trees allow their leaves to wither and fall with the changing seasons. If it no longer serves, it is not worth serving. Remember your true intent to be honourable, for then you shall never waver from the path you have chosen.*

*I am sad to see how long you have suffered, my Eaggra. For a thousand years, the yoke of bondage and slavery has been yours to bear. Your spirits burn with the hope of freedom; you taste the sweet promise of it in your dreams and it wells up in your hearts. What price shall you pay for your desire?*

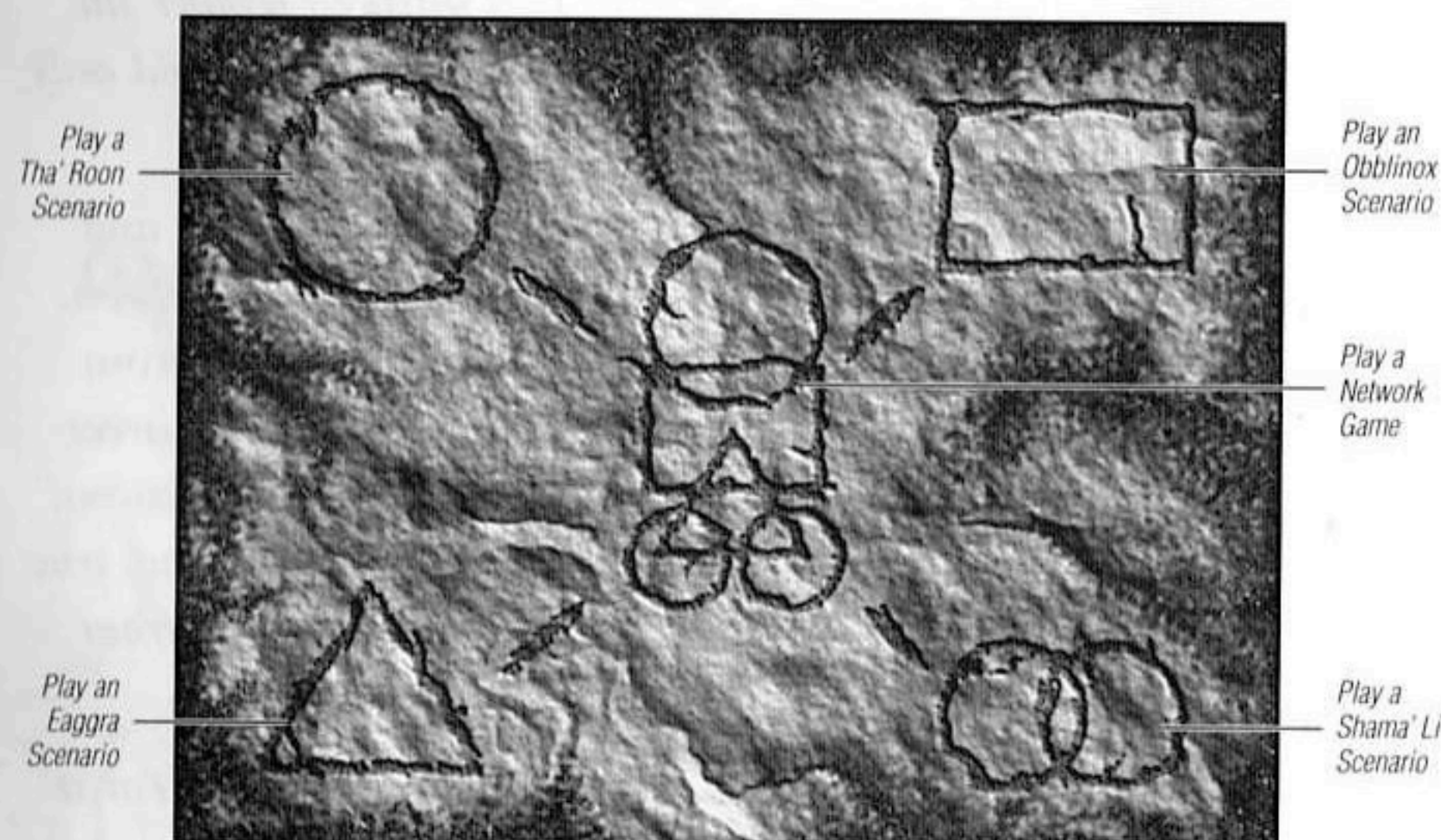
*Mystical Shama' Li, wisest of my children, caretakers, and seekers after life's fiery spirit you alone see the whole. You guard the secrets of the past, protecting the forgotten sites of power and magic. Guide the others by your example, yet allow them to choose for themselves. Knowledge, honour, and independence are gifts that must be accepted or rejected freely. Yours is the hardest burden to bear, for you alone might yet unite the races of Yavaun as one.*

*Thus have I, NagaRom, the Original One, set down the truths of each of Yavaun's children. Destiny calls to you, it sings to you of the future. It is in your power to choose the song you sing, the song that decides the fate of all Yavaun.*



## GETTING STARTED QUICKLY

### Using the Menu System to Start a Single Player Game



Upon starting the game, an opening cinematic begins high above the world of Yavaun. It introduces the world of WAR WIND and the four races which struggle to achieve their individual goals. If you choose to bypass the introduction, press the space bar or left-click with the mouse. After watching or bypassing the opening cinematic, the Main Menu appears. This screen, a stone tablet etched with five geometric symbols (four at the corners and one in the centre), represents the five choices for playing the game, either as one of the four races, or playing a Network session.

Left-click on the race of your choice to go to the Race Menu. Before starting a campaign, you may wish to click on VIEW IDEOLOGY to learn more about the race you have chosen to play.

Left-click on BEGIN NEW CAMPAIGN to begin the campaign scenarios for that race. This takes you to the Hall of Heroes screen. Here, one left-click on the check mark in the lower right-hand corner brings up the Scenario Goal. A second left-click begins the scenario. During the game you may hit the Esc key to bring up the Options screen, where you may choose to adjust game settings, save or quit the current game.

All campaigns begin centred on your Clan Leader. Right-click to bring up the options currently available to the Clan Leader. Unit option buttons are defined in the "Details of Play" section beginning on page 54. The last icon to the right for the Clan Leader is a computer icon representing the Options screen where the following options may be selected:

SAVE CURRENT GAME  
LOAD A SAVED GAME

CHANGE SOUND LEVELS (also allows you to select music to play during the game.)  
CHANGE GAME SPEEDS (allows you to select opponent difficulty and cinematic subtitles.)  
RESTART SCENARIO  
REVIEW SCENARIO GOAL  
RETURN TO MAIN MENU  
RETURN TO GAME  
QUIT GAME

For more information on the Options menu, see the section "The Menu System" beginning on page 10.

#### Mission Objectives

*"Nothing is so difficult as to achieve results in this world while filled with great tolerance and appalling kindness. The one who achieves must generally be a single-minded individual, concentrated entirely on one great idea, and ruthless in his aspect toward other peoples and ideas. Any Tha' Roon can acquire accomplishments or he can become an animal, whichever he desires. The gods make the animals, a Tha' Roon makes himself."*

— attributed to **G'hloral-orkln**, Tha' Roon Minister of the L'chorkarl Laboratory, addressing students on their first day of training

*"Tha' Roon can climb to the highest summits, but cannot dwell there for long."*

— old Eaggra proverb

Each of the four races of the world of Yavaun, the Tha' Roon, Obblinox, Eaggra, and Shama' Li, have a set of seven scenarios, or missions that they must complete in order to be declared victorious. The overall goals for each race are given next.

#### Tha' Roon Campaign

**Overall Goal:** Tha' Roon mastery and total domination of the other races. Destruction of the Shama' Li, who are a threat to their power.

#### Obblinox Campaign

**Overall Goal:** Loyalty masks deceit as the Obblinox launch covert operations against their Tha' Roon Overlords. Soon their secret war breaks out into a full scale assault.

#### Eaggra Campaign

**Overall Goal:** Liberate the entire Eaggra race. Establish independence through revolution, uprisings, seizure of weapons, and building of bases. Finally, launch an all-out war to achieve freedom and the establishment of the Eaggra Homeland.

#### Shama' Li Campaign

**Overall Goal:** Seek out and preserve the ancient sites and history of Yavaun. Protect the weak and gather the knowledge of the races so that the civilisation of Yavaun does not collapse into chaos. Of the four races, a special destiny awaits the Shama' Li which shall transform their kind and all of Yavaun.



## Walk Through/Quick Start for a Single Player Game

Your first objective in familiarising yourself with the game is to understand what must be done to gain the units and resources needed to complete each of your chosen mission scenarios. Each race is captained by a Clan Leader who is the uniting force for all of your units. You also start every scenario with an established number of troops (or units). During game play you must add to these in order to ensure that your clan survives the encounters they may face. In order to accomplish this, resources must be gathered from the abundant rock formations and forests in the surrounding territory.

Use your work force to collect these resources and to construct buildings to store resources, train units and attract others to the base. Workers not involved in mining can be utilised to build such structures as a Courthouse (necessary to store resources), an Inn (a gathering place where new units can be recruited), Homes, and centres for learning, such as an Arcanery (to gather magical knowledge), a War College (to learn battle skills), and a Technical Facility (to acquire skills in the sciences of construction and bio-mechanics).

Each race has its own name for the six types of buildings. These are detailed in the section "Hierarchies for Building and Training" beginning on page 40.

During this time, your clan may encounter enemy units or monsters. Often they must defeat these to complete their goals. To acquire greater combat units, you can train regular units into advanced units by training them inside War Colleges, Technical Facilities, and Arcaneries. Units may also perform Research in order to make spells, some advanced units, and some vehicles available to the clan.

**Note:** Advanced units may always be downgraded at no cost in a Technical Facility. This is valuable to know if many of your Workers have been eliminated by your opponent, your Inn destroyed, and there is no one left to Build or Gather Resources.

## What Can You Do During a Scenario?

Listed below are some of the actions available during the game. Be aware, however, that your opponent(s) are working against you. By building and upgrading too much, your clan might not be at the ready when it is suddenly set upon by an enemy attack. Too wide a range of exploration and scouting may leave your home territory unguarded or inadequately defended.

In a scenario, you can:

Move units singly or in groups	Attack enemy units or creature
Gather resources	Build buildings, walls, bridges, or roads
Build vehicles	Steal from and/or send resources to another player
Cast spells	Destroy enemy buildings
Recruit and train units	Repair structures and vehicles
Send messages to another player	Research upgrades and advances

These actions are explained in the section "Details of Play" starting on page 54.

## THE MENU SYSTEM

### The Main Menu

This screen, a stone tablet etched with five geometric symbols (four at the corners and one in the centre), represents the five choices for playing the game, either as one of the four races, or playing a Network session.

Left-clicking on the race symbol of your choice, either the Tha' Roon, Eaggra, Obblinox, or Shama' Li, leads to the Race Menu screen for that race. Clicking on the centre symbol begins a Multi-Player/Network game.

### The Race Menu



For the single player, the Race Menu screen offers the following choices:

**LEADER'S NAME** Left-click the available field to enter the name of your Clan Leader.

**CLAN'S NAME** Left-click in the available field to enter the name of your clan.

**LOAD A SAVED GAME** allows you to resume a previously saved game.

**LOAD A BUILT-IN SCENARIO** randomly loads one of the non-campaign scenarios available for single-player play. Each race has three additional adventures apart from their campaigns.

**CHANGE GAME SPEEDS** allows you to adjust game speed (the speed at which Building, Training, Research, and units appearing in the Inn occur), unit movement speed, screen scrolling speed, opponent difficulty, and cinematic subtitles.



MUSIC SELECTION MENU allows you to select music for the game and toggle or adjust volume for music and sound effects.

VIEW IDEOLOGY shows the ideology and historical perspective for the chosen race.

VIEW EARNED CINEMATIC allows you to review cinematics for previously won scenarios.

VIEW CREDITS shows the credits for the game.

QUIT GAME quits the game.

BEGIN NEW CAMPAIGN takes you to the Hall of Heroes screen.

PREVIOUS SCREEN takes you back one screen to the Main Menu screen.

Selecting BEGIN NEW CAMPAIGN brings up the Hall of Heroes screen. This screen appears at the beginning of each scenario. In the first scenario of the campaign, options available here include buttons to start the scenario, save and load the game, and return to the

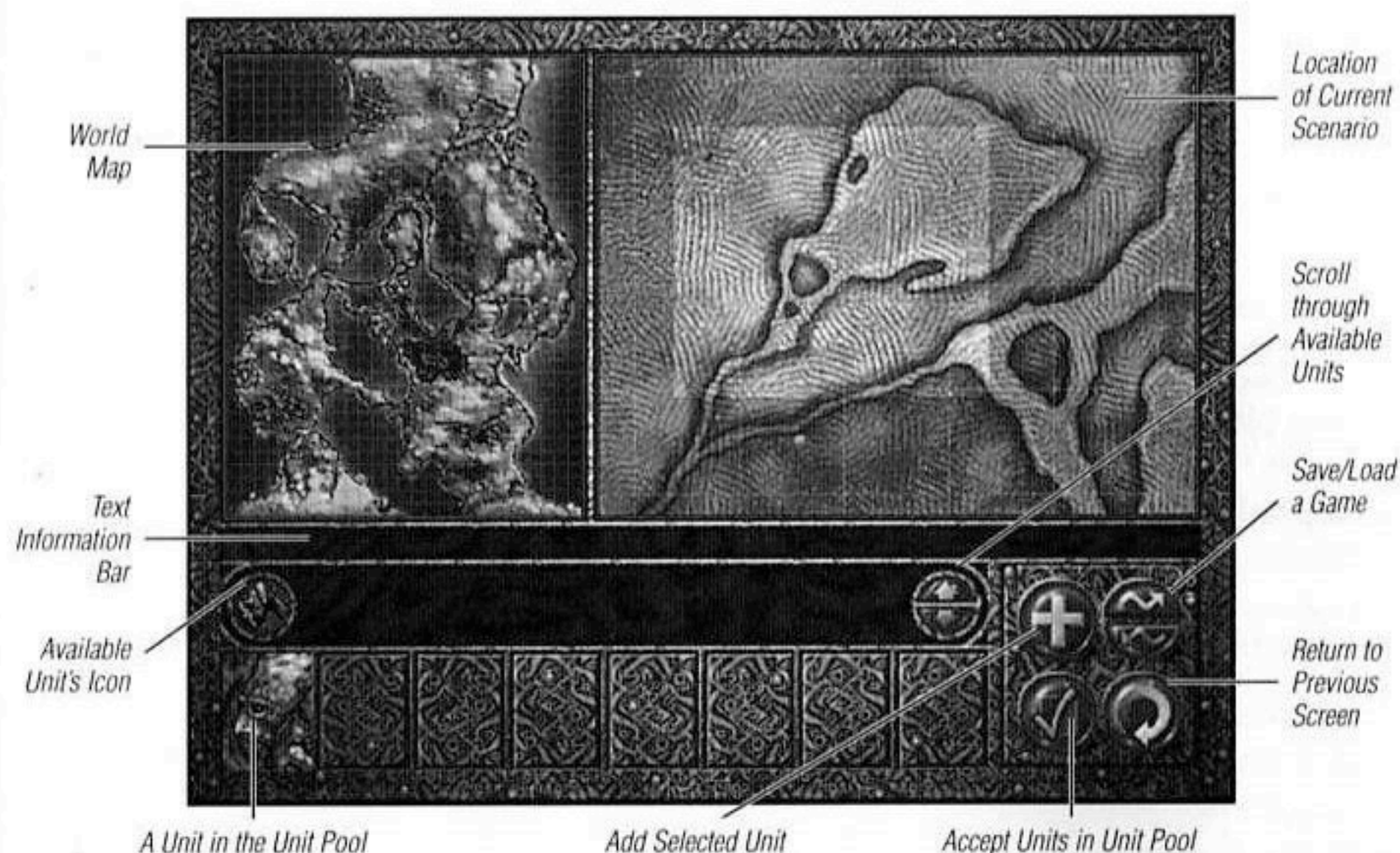
previous screen. In the remaining scenarios of the campaign, the Hall of Heroes provides the opportunity to take trained and advanced units from one scenario to the next.

A left-click on the check mark brings up the Scenario Goals for the scenario. Left-click again to remove the Scenario Goals and play the scenario. A cinematic appears in which the ancient and wise NagaRom counsels you regarding the current situation, and then the game begins.



**Note:** To review Scenario Goals at any time, bring up the Options screen by pressing the Esc key on the keyboard, as does selecting the Options icon from the Clan Leader's list of available actions.

## The Hall of Heroes



This screen appears at the beginning of each scenario. The Hall of Heroes is a roster of your best units; they have been trained and upgraded or have survived to be carried over into the next scenario. They can be chosen by clicking on the ADD SELECTED UNIT button on the Game screen.

*The Hall of Heroes screen includes:*

- ◆ A text information bar displaying relevant text for items pointed to by mouse cursor
- ◆ Character slots displaying the portraits of units selected
- ◆ A unit statistics text bar displaying relevant unit information
- ◆ A control for scrolling through available units (up and down)
- ◆ A choice to add selected units to the unit pool. This allows the player to add units from previous scenarios to the current scenario
- ◆ Save and Load options
- ◆ A choice to accept the units assigned to the units pool
- ◆ A choice to return to the previous screen



### **Resource Number/Total**

Displays the amount of resources currently accumulated by the clan. This number increases when resources are gathered and decreases when resources are expended (on Building, Training, Research, etc.)

### **Universal Window/Mini Map**

Displays the World Map and expands to display the Project Roster and Units at the Inn. During play this window shows a Mini Map of the current scenario.

### **World Map**

Right-clicking anywhere on this Mini Map moves the Game Screen view to that position.

### **Project Roster**

One of two buttons below the Universal Window. Left-click and hold down this button to display the current status of units in training and buildings under construction.

### **Units at the Inn**

One of two buttons below the Universal Window. Left-click and hold down this button to display the current number of units available for hiring at the Inn.

### **Unit Identity Slot**

Displays the identity of a selected unit or group of units.

### **Inventory Slots**

Displays what, if anything, a selected unit is carrying in one of two available inventory slots.

**Unit Portrait and Unit Information:** Displays the portrait of a selected unit or group of units. Right-click on the Unit Portrait and hold the mouse button down to bring up information regarding that unit, such as whether it is good at ranged attacks, what its Stealth level is, armour level, and other useful details.

### **Unit's Health Meter**

Displays the Health level of a selected unit.

### **Unit's Magic Meter**

Displays the spell points available for a selected unit.

### **Bio-Upgrade Mannequin**

Displays any Bio-Upgrades acquired by a selected unit.

### **Text/Message Bar**

Displays help text when the cursor is over interface or other icon controls. During single-player games this bar displays information such as an alert when insufficient resources exist to complete actions, and other useful details.

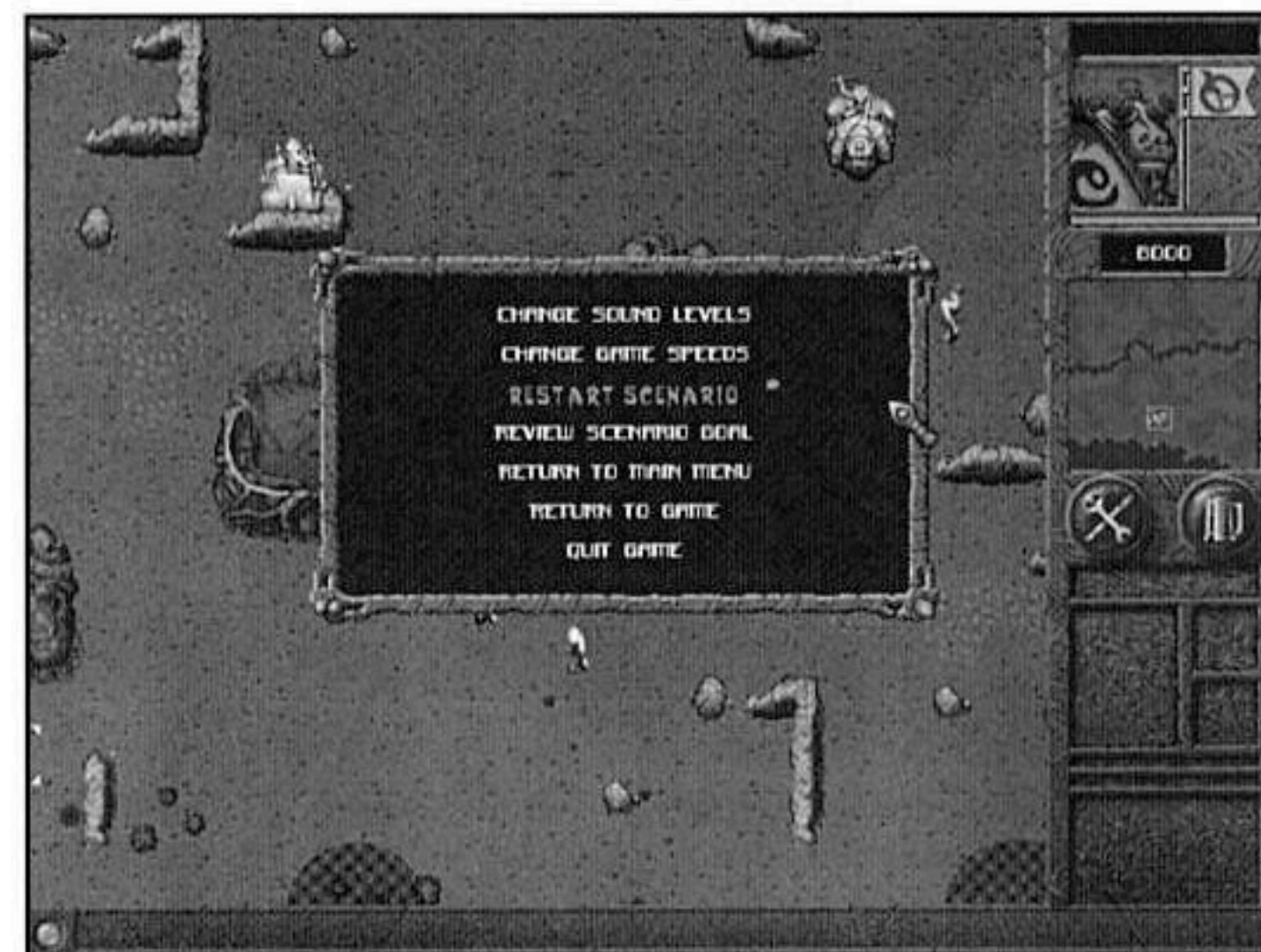
### **Network Chat Text Area**

The upper-left corner of the Game Screen is where information, alerts, and chat messages appear during network games.



## **Options Screen**

Pressing the Esc key on the keyboard brings up the Options screen, as does selecting the Options icon from the Clan Leader's list of available actions.



Of the available options, the following allow special selections:

**CHANGE SOUND LEVELS** (allows you to adjust SFX and music volumes, or select specific music to play during the game.)

**CHANGE GAME SPEEDS** (allows you to adjust game speeds, opponent difficulty, cinematic subtitles and unit health bars.)

## **Network/Multi-Player Menu**

By clicking on the middle icon on the Main Game Screen, the Windows® 95 MultiPlayer Wizard box appears, inviting you to set up a Multi-Player game. Clicking on the "Next" button then takes you to the box that allows you to select the service provider you will use to connect with other players from the following choices:

- ◆ Modem Connection for Direct Play
- ◆ WinSock IPX Network for Direct Play
- ◆ WinSock TCP Network for Direct Play

**Note:** One CD is required for the first three players. A second CD is required for players three to six, and a third CD is required for the last two players in an eight-player game.



## Connection Methods

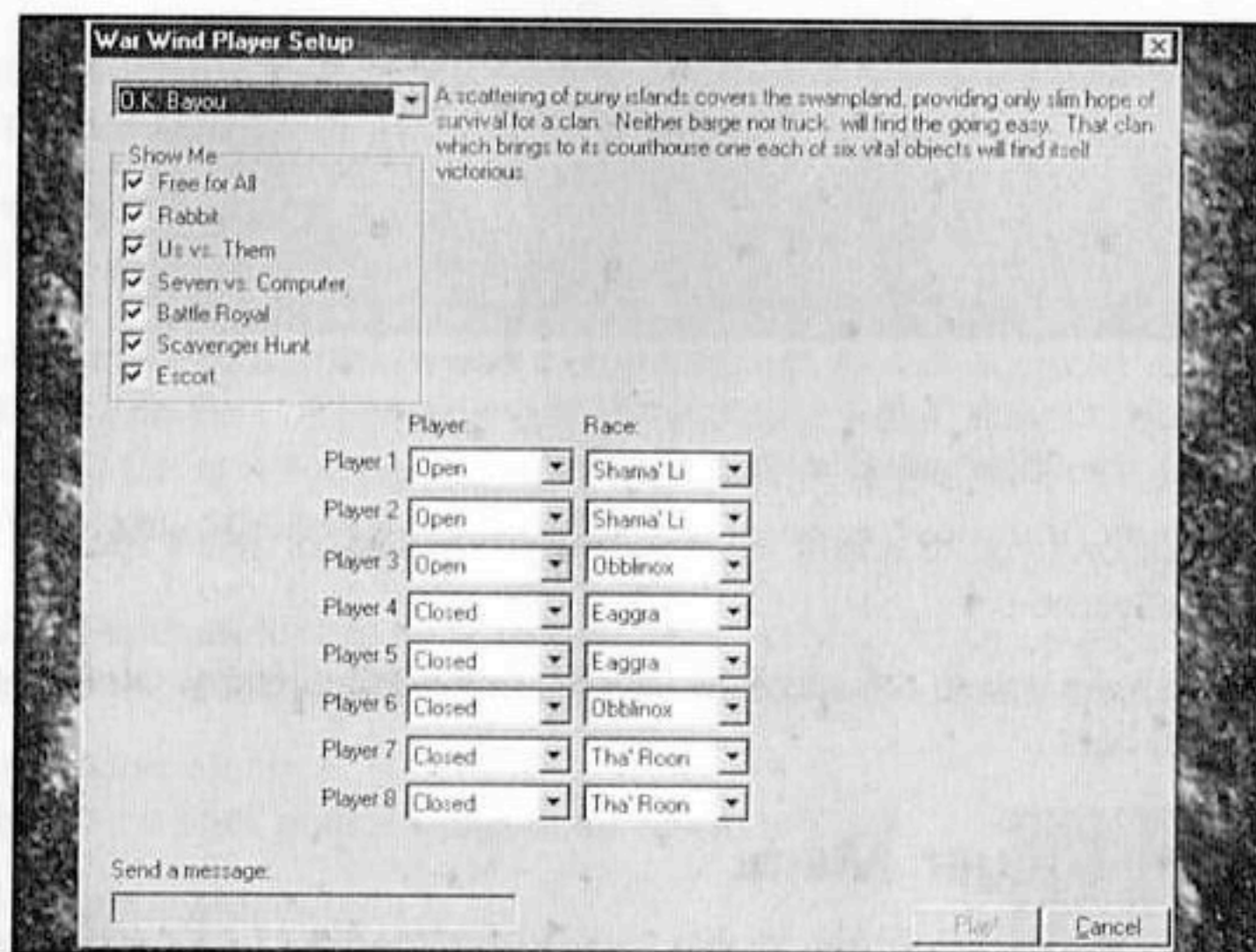
WinSock IPX Network or TCP Network — *A Connection that Supports Two to Eight Players*

After making your service provider selection, a new window appears, prompting you to either connect to an existing game or to create a game.

To connect to an existing game, select the gaming session from the ones presented, and enter the password if one has been assigned. Enter the name you wish the other players to see as their opponent. You will then be taken to the Multi-Player setup screen and can enter the game.

Once you have selected to create a game, the next step is to enter the **Name** you wish to identify as the creator of that scenario. You are then prompted to name the scenario you are creating and, if you would like, to enter a password. A password is only needed if you are targeting your scenario for specific Player(s).

Next, you are shown the WAR WIND Player Set-Up window.



Here you can choose from the following:

### Game Type

#### *Free for All*

With no objective other than your own survival, try to destroy any and all opposing forces you encounter. The Heroes and creatures available are random. Negotiation and deals to form alliances figure into your success in these scenarios.

#### *Rabbit*

Struggling not only against up to seven opposing forces, but also a set time limit, you must keep your forces alive and eliminate another Clan Leader to win. Nevertheless, you do have a slight edge in this type of scenario: your clan's units are better trained or upgraded than those of the opposing clan's, and you also begin with a better tactical position. Again, Heroes and creatures appear at random.

#### *Us vs. Them*

Four players choose their Races and begin with varying sized clans. Having determined their allies, they attempt to find and destroy the other two enemy forces. Any technique necessary can be used to complete the goal. Heroes and creatures may aid or hinder your goal.

#### *Seven vs. Computer*

While working with your opponents, you must overcome overwhelming odds from renegade clans, beasts, and disasters. The computer takes the role of the land of Yavaun in this scenario, and each player, leading one of the four races, work to survive the situation. Heroes and creatures provide a heightened challenge in this game type.

#### *Battle Royal*

An extremely tough situation where you and a number of allies must work in concert to defeat the opposing side. You begin with a large force of various citizens, Heroes, mercenaries, items, and vehicles. You then move across the land, seeking out and engaging your opponents, battling until only one of you remains to claim the victory.

#### *Scavenger Hunt*

This scenario type requires your troops to seek out and find various objects or treasures. Your clan has a list of items to acquire in order to defeat your opponents, who are also on their own treasure hunt. You must return all the items on the list back to your Courthouse. The first one to get one of each item wins. No construction is possible in this scenario and no Heroes come to your aid, but fortunately, dead units regenerate at your Courthouse after a time. Creatures and monsters roam the land, adding another risk to your challenging goal.

#### *Escort*

This is, quite obviously, a goal-oriented situation, where a convoy of warriors must safeguard a unit or a group of spell casters through hostile territory to a safe haven. Or, you may choose to play the stealthy units that are attempting to eliminate those under escort.

### Game Map Type

Displays those maps available for the type of scenario you have chosen.



## Race Type

Determines which race to play (Tha' Roon, Obblinox, Eaggra, Shama' Li) and whether that Race and its Units are Active, Passive, Defensive, or Aggressive.

Active units scout and attack in response to enemy attacks.

Passive units remain in place and attack in response to enemy attacks.

Defensive units attack enemy units on sight.

Aggressive units scout and attack on sight.

## Number of Players

Determines the number of players (up to seven) that are available to play with you.

Once all of these selections have been determined, you may follow the prompts to connect to the Network and begin play.

## Sending a Message

There is also a slot that is used to send a message, threat, or taunt to the other players you are facing. Type in the text you are sending and then hit Enter. The other players will see the text appear next to your race slot.

## Modem Connection

*A Connection that Supports Two Players*

When selecting modem play, Windows Pop-Up boxes take you through a series of selections to set up your modem connection. Selecting your game choices is the same as establishing a network game. See the "Network/Multi-Player Menu" section beginning on page 16.

## Custom Maps

Custom Maps made with the WAR WIND Scenario Editor are saved to the same directory in which Multi-Player maps appear. When selecting Multi-Player maps, your Custom Maps appear along with the others in the list.

If you wish to play a customised map on your own, enter a Multi-Player session and choose "WinSock IPX Network for Direct Play." Assign the computer to play the opposing forces on the map, and choose yourself as the player number of the clan you wish to control. Player Numbers are assigned to units on customised maps using the INFO button in the WAR WIND Scenario Editor.

For more information on making customised maps, see the section "WAR WIND Scenario Editor" beginning on page 81, and "Info Button," on page 88.

# THE RACES: INSIGHTS AND DIFFERENCES BETWEEN THE FOUR CULTURES OF YAVAUN

## THA' ROON: Majestic Masters of the Citadel of Spires

*"Tha' Roon, proud Tha' Roon, dressed in a little brief authority, you are most ignorant of what you are most convinced. Your vitreous essence, like an angry snipe, plays such grotesque tricks before high heaven, that you do but make the stars to weep. Know you not, as it is on all worlds: Pride goeth before destruction, and an haughty spirit before a fall."*

— ascribed to the Eaggra poet and playwright **F'Irat-kobba**, in his work *The Last Spire of Morning*

## History

"Hear my words, for in this time of war and conflict, only the Empire can hold the races together. It is our destiny to lead, and so we must take back upon our shoulders the burden of leadership. Without the proper guidance and knowledge, those who seek to rule themselves do more harm than good. This war causes irreparable damage to themselves, this precious land of ours, and to us—the Tha' Roon, who were born to conquer and to rule. That fact alone speaks out to us, as clear as the Thousand Years of the Empire, as central as our faith in logic. Civilisation has but a single name: and that name, is Tha' Roon.

For the Empire's Thousand Years, the staunch Obblinox have served as our soldiers and enforcers, and by force of arms, they have maintained the Empire. Loyal soldiers, the Obblinox are that power against which all rebellions falter and break, as waves falter and break against a sea wall. Hear me my brethren, we must depend upon their loyalty, for if they too are infected by this petty rebellion, then the battles ahead shall become all but insurmountable. Yet, if they too are afflicted by this disease of sedition, then we must be prepared to strike them down swiftly and mercilessly. They are our creatures and so they shall remain.

Rebellion. Insurrection. Revolution. This ailment of the mind, by whatever title it chooses to cloak itself with, is still nothing more than contemptible dissension and revolt. Why it has infected our wayward child-like servants, the Eaggra, is unimportant. The only cure for such misery, is to cut it away, as a infected limb is shorn away to save the body. And the body of the Eaggra is too important to lose, for without them, our servants and builders, the Empire is lost. We must learn to master the skills which they have so long provided for us; to build and to work with our own hands. In this way, we crush the spirit of those who feel that we cannot exist without them. In this time, the only mercy is to have no mercy. Today, the only Eaggra worthy of life, is the Eaggra loyal to the Empire.

The Obblinox and the Eaggra, though willful and misguided servants, are not the true source of our grief. It is the Shama' Li, they who for so long seemed nothing more to us than insects, concealing from us an evil, savage intelligence, are the true root of this world-spanning revolution. Therefore, trust not the Shama' Li. These primitives, these simple followers of the ancient ways, are blind to the threats we face. Accept no aid. Let nothing deter you from your course, we must point our resources and equipment towards the immediate elimination of these abominations. Destroy without question any Shama' Li. For it is they who stand between you and your ultimate goal, your ultimate good—the restoration of the Empire."

— Prime Minister of Death



## Tha' Roon Strengths and Weaknesses

### What advantages does this race have?

- ♦ Best all around combat units of the four races
- ♦ Wealthy race with pre-constructed villages
- ♦ Usually starts with key strategic positioning
- ♦ Powerful technological advances

### What disadvantages does this race have?

- ♦ Small numbers
- ♦ Poor construction ability
- ♦ Expensive training and advancements

### What special units can this race build?

- ♦ The *Assassin*, who has high level stealth and deadly combat abilities.
- ♦ The *Psionic*, who has strong mental attack and mind control skills.
- ♦ The *Jump Troop*, which has short-range flight ability, tougher armour, and strong combat skills.

## Tha' Roon Units

RANKING:	THA' ROON TITLE:	THA' ROON ADVANCED RANKING:
Clan Leader	Minister	None
Worker	Servant	Architect
Mercenary	Rover	None
Scout	Rogue	Assassin
Warrior	Executioner	Destroyer
Mage	Psychic	Psionic



**The Minister:** The Minister is a political office in the Tha' Roon government, representing a clan. These unique individuals must have a Psionic background. They exhibit leadership initiative, great mental abilities, and an enhanced combat Training.



**The Servant:** Servants gather resources and build many basic structures. Without the continual efforts of Servants, the warrior and magic classes of the Tha' Roon could not support themselves. Because Tha' Roon Servants are better in combat than any of the other races' workers, their work habits suffer from their pride. Tha' Roon Servants are slow and can neither build nor destroy equipment and buildings as easily as the other races.



**The Architect:** The Architect has a superior understanding of the principles of physics, and, therefore, provides advanced construction capacity. Of course, they can as easily destroy a building as make one. To acquire an Architect, you must have a total of five Servants and Train one at a Laboratory.



**The Rover:** Renegade families of Tha' Roon who have lost their Minister become Rover clans. These clans offer up their warriors for hire to other Tha' Roon families. They are fast-mounted units, who utilise hover technology and energy swords, racing about the land of Yavaun like futuristic knights. You must possess a Grande Parlor to attract a Rover.



**The Executioner:** Executioners are the elite guardsmen of the Tha' Roon palaces. Their numbers are small, but they are fast and deadly. An Executioner may be created by Training a Servant in an Academy.



**The Destroyer:** Rare and vicious, Destroyers are more heavily armed and armoured than their faster underlings. With three Executioners in play and the proper Research completed at an Academy, one Executioner may be Trained to become a Destroyer at a Laboratory. Destroyers have the ability to group and command larger squads of Executioners.



**The Rogue:** These feared members of Tha' Roon society are stronger in combat than most scouts. They have long range attack capacity along with greater speed. They possess the Stealth level "Masked," and so do not appear on opponents' minimaps. A Rogue can be developed by Training a Servant in an Academy.







**The Assassin:** The Training that creates a Rogue from an Assassin turns a fearsome unit into the stuff of nightmares. Superior in speed, combat, and of course, deception, Assassins are fairly skilled in the arts of espionage, and possess the stealth level "Disguised." To produce an Assassin, Research must be conducted at an Academy, four Rogues must be in play and one of the Rogues must be Trained at a Laboratory.



**The Psychic:** Training a Servant at a University produces a Psychic. These members of Tha' Roon culture have cloistered themselves in the pursuit of mental powers. Their Research can give them such abilities as Clairvoyance and Mental Blasts. Powerful from a distance, the Psychic is not meant for close-combat.



**The Psionic:** A few Psychics possess the ruthless ambition and thirst for power necessary to become a Psionic. A class clouded in secrecy, Psionics are taught not only to martial their inner power, but also to command the minds and abilities of others. Psionics have access to higher level spells than do Psychics. If four Psychics are in play and you have Researched at the University, one Psychic can be promoted into a Psionic. Also, Psionics possess the "Masked" level of Stealth ability.



**The Jump Troop:** An Assassin who has acquired all five Bio-Upgrades and whose clan has achieved the same dependencies as a Cruiser, can transform into a Tha' Roon Jump Troop. These troops have limited flight ability, making it possible for them to avoid obstacles and outflank enemy formations with greater agility than any other unit. See the section "Race Specific Units," beginning on page 50 for more information on the origin of Jump Troops.



## Construction Notes for the Tha' Roon

The Citadel is the most important building in a Tha' Roon settlement, and is typically the first structure built if one does not already exist, providing a place to process resources. Building a Grande Parlour is the next logical step, for as with the other races, the Tha' Roon's basic units such as the Servant and the Rover are found frequenting this structure. Tha' Roon Heroes may also offer themselves for hire there. Finally, for every four Tha' Roon units in play, a Manor must be built, and it is a good idea to build enough housing for future units, should the resources become available.

In order to build other structures necessary for success an Architect must be promoted. For this reason the Laboratory should be built next. As long as the Tha' Roon have an Grande Parlour in play, a Laboratory may be built. When the Laboratory is standing and five Servants are in play, one of the Servants may be trained there as an Architect.

Now armed with an Architect, your Tha' Roon clan may continue to build. An Academy should be built next so stronger military units can be created. As long as a Citadel is standing, the Architect can build one, and the same criteria apply for the construction of an University. After the Academy is finished have the Architect get right to work on a University so spell use is soon available.

Now the Tha' Roon clan may begin to train Servants for promotion up through the ranks of military service. A Servant may be trained at an Academy to become either a Rogue or an Executioner. Also, a Servant may be trained at a University to become a Psychic.

To promote these units to a more advanced status requires Research in all three cases. Research at an Academy with four Rogues and a Laboratory in play allows for one of the Rogues to Train as an Assassin. Training an Assassin takes place in the Academy. The Destroyer is developed in the same manner, except that only three Executioners are needed before one may be promoted. And finally, Research at a University is necessary before one of four Psychics in play can be Trained to become a Psionic. Training for Psychics takes place in a University. Research at a University must be done in order for both the Psychic and Psionic units to learn and gain spell use abilities. Psychic units are granted the lower level spells and the Psionic units are granted the higher level spell capabilities. For more information on Tha' Roon spells, see the section "WAR WIND Spells — L'Lorsse's Guide to Conjuraton and Spellcraft" beginning on page 71.

Do not neglect non-unit structures when planning your community's growth. With a Laboratory in play, clan workers can construct other structures such as Bridges and Trucks. An Architect can build Offensive Walls and Paved Roads. If an Academy is in play and Research at Laboratory is conducted, an Architect can build Land Mines. A Barge can also be built by an Architect if successful Research has been done at a Laboratory. Once a Truck or Barge has been built, if a University is in play and successful Research at a Laboratory has been conducted, an Architect can create a Cruiser.



# OBBLINOX: Followers of the Path of Faith and Honour

*"There are few creatures more superstitious than Obblinox soldiers. They believe, after all, that they are those who live closest to death, and so look upon death as either as a friend or as a god. Truly then, we Tha' Roon shall show them the true face of death, as an unyielding agent of our cause. Death to all Obblinox traitors!"*

— proclamation delivered by the Tha' Roon High Council

## History

"From the very moment of our creation by the Mothering Spirit of the Highest One, loyalty is the only code we have ever known, and honour the only path. The Clan Mothers have since the dawning of history handed down the law to us, and the law is fidelity, integrity and constancy. Our strength and size has maintained the structure of the world for the Thousand years, for we are the living embodiments of Yavaun. We are Her protectors, and so we wear the trinkets and rudimentary jewellery we mine from her skin with pride, for they have become the signs of the glory of our accomplishments.

It is a time of strife and trouble, it is a time of Revolt. The Eaggra rebels must learn their place, for they are workers. They are the labourers and builders. It is their value. The place of the Eaggra has always been fixed in the natural order of things. So it is as we have always believed. Time has, however, weighed heavily upon us, as we wait for the day of unification. We find it had to justify the ruthless acts of aggression and injustice recently asked of us by the Tha' Roon. We have been told that our weakness is our slow minds and slow bodies. We know this to be our strength, for in time and with patient confidence and force, all things bend before Obblinox might. For as the old Yavaun proverb goes; "When Obblinox have finally put their minds to something, then even the very stars and moon make way."

We Matrons and Elders of the Clans, have recently begun to doubt what the Tha' Roon ask of us, and what we doubt is this—that the Obblinox are ordered to destroy Eaggra rebels without mercy. War without mercy is a task without honour. And we Obblinox are warriors, noble fighters with a long, illustrious history, trained and disciplined for the hardships of battle. Above all others, we are best suited and equipped for both open conflict and covert manoeuvres. The Eaggra fall too easily before us, and there can be no honour in the slaughter of innocents. Into what future our path leads us, and what code of honour we must follow, now seems uncertain. We must consider very carefully which course of action we take. Shall we continue to listen to the Tha' Roon without question? Can there be honour in hunting down every last Eaggra rebel? Or must we, to save our honour, turn against our age-old masters, the Tha' Roon, to whom we have made that pledge of honour? In the end, must Obblinox integrity finally use the tools and weapons of deceit to preserve the balance of the world?

And what of the Shama' Li, those mysterious outsiders? The Tha' Roon have labelled them as evil, tribal wizards who work to bring about the annihilation of the world. That we must battle them as well seems certain, for no matter the course we choose, they are certain to interfere. These are times of trial, when what is right and what is wrong are by no means certain, but what is certain is this: that action must be taken, and taken now. Only our confidence, strength and honour can keep the others from destroying the world."

— Eva the Old

# Obblinox Strengths and Weaknesses

## What advantages does this race have?

- ◆ Great warriors
- ◆ Best equipped for war
- ◆ Very high attack strength
- ◆ Fairly good construction ability

## What disadvantages does this race have?

- ◆ Weak mastery of magic
- ◆ Slow Movement

## What special units can this race build?

- ◆ The *Agent*, who has good stealth and a sturdy endurance.
- ◆ The *Biker*, who is a motorised mercenary. He combines speed with strength.
- ◆ The *Colossus*, which is a motorised tank-like warrior, combines devastating combat and speed.

# Obblinox Units

RANKING:	OBBLINOX TITLE:	OBBLINOX ADVANCED RANKING:
Clan Leader	War General	None
Worker	Worker	Engineer
Mercenary	Biker	None
Scout	Agent	Spy
Warrior	Veteran	Captain
Mage	Sorcerer	Warlock



**The War General:** Awesome combat ability, along with dangerous cunning, make the War General a treasure to the clan. In addition, they have combat leadership skills and cyber-enhancements that are reserved for this unique position.



**The Worker:** Good in both work and war, the Obblinox Worker is famed for his versatility. His structures tend to be sturdy yet not very advanced. By their tireless, faithful service, Workers make it possible for the Obblinox military to devote its attention to the arts of war. True to their warrior nature, an Obblinox Worker can quickly demolish a structure as easily as build one.





**The Engineer:** To acquire an Engineer, you must have a total of four Workers and Train one at a Garage. Engineers build more advanced structures, such as Cathedrals, Land Mines, and Flying Drones. In war, they can destroy buildings even more swiftly than Obblinox workers.



**The Biker:** This freelance mercenary of the Obblinox is commonly seen as a symbol of freedom among the other clans. Bikers travel about in search of the perfect adventure. This unit has a fast movement rate and a strong close-range combat ability. Build a Mead Hall, and Bikers will come.



**The Veteran:** The various militia and police that make up the Obblinox army are found in the ranks of the Veterans. These warriors are skilled marksmen and strong cyborgs. Their fighting skill is the greatest in Yavaun. To acquire a Veteran, you must Train a Worker at a Military Base.



**The Captain:** Vastly superior in melee combat and more heavily armoured than the Veterans under their command, Captains are the tactical coordinators of the Obblinox forces. They possess the ability to organise and control formations of other troops. To acquire a Captain, you must have a total of three Veterans plus a Garage, and you must Train one of the Veterans at a Military Base.



**The Agent:** With a heightened balance, as well as a keener understanding and control over the body than any other race, the Agent is the ideal scout. A more combat-oriented scout than any other, the Agent is still quite good at remaining stealthy. To acquire an Agent you must have a Captain and Train a Worker in a Military Base. Agents possess the Stealth ability level "Hidden," and so appear translucent to enemy units and do not appear on opponents' minimaps.



**The Spy:** To acquire a Spy, you must perform Research at a Military Base, have four Agents, a Garage and Train one Agent at a Military Base. Spies are advanced level Agents with the Stealth level "Disguised," and when infiltrates opponents' strongholds, appear to your opponents as friendly units.



**The Sorcerer:** This warlike class of wizard, although more resilient than most magicians, is not the most powerful of spell casters. What abilities they do possess lie in the realm of destructive spells. The of a Sorcerer requires you to own a Military Base and Train a Worker at a Cathedral.



**The Warlock:** Learned manipulators of mind and body alike, Warlocks possess more advanced spell abilities than Sorcerers. To acquire a Warlock, you must Research at a Cathedral, have a total of five Sorcerers, and you must Train one Sorcerer at a Cathedral.



**The Colossus:** A Captain who has acquired all five Bio-Upgrades and whose clan has achieved the same dependencies as a Cruiser, can be transformed into an Obblinox Colossus. These units have tremendous fighting ability, making them formidable juggernauts in an Obblinox line of attack. Unfortunately, their one weakness lies in a low magic resistance, due to their battle rage and weakened intellect.



See the section "Race Specific Units," beginning on page 50 for more information on the origin of the Colossus.



## Construction Notes for the Obblinox

The Stronghold is the focus both for the defence of an Obblinox settlement and the organisation of its resources. Its construction should be a priority for your Workers, followed by the establishment of a Mead Hall, so that additional Workers and Bikers will present themselves for hiring. Obblinox Heroes may also show up at the Mead Hall from time to time, depending on the scenario. To accommodate growth, Dormitories should also be built, one for every three Obblinox units, as well as additional housing, as resources permit, to accommodate new hires from the Mead Hall.

Next on the priority list are a Military Base, which allows the clan to train workers into more powerful military units, and the construction of a Garage, as it permits you to Train a Worker as an Engineer, provided you have a force of at least four Workers in play. After Researching at the Garage, and so long as your Stronghold is secure, an Engineer can build a Cathedral. When all three of these structures are complete, your clan has the option of focusing its time and resources in one of two directions, or of developing equally both aspects of military growth.

The more obvious direction is to add to your complement of warriors by Training Workers at the Military Base to become Veterans. With three Veterans and a Garage in play, one of the Veterans can be promoted to the rank of Captain. With the leadership that a Captain can provide your Obblinox community, an intelligence network can be established, with Workers Training at the Garage to acquire an Agent's necessary skills. More advanced arts of espionage can be Researched at a Military Base, after which one of at least four Agents can be sent to a Military Base to become a Spy.

Alternately, you can choose to encourage your community's investigation into the realm of magic. With both the Military Base and Cathedral in play the clan can begin to promote Workers into Sorcerers. When five Sorcerers are in play and Research has been conducted at the Cathedral, one of the Sorcerers can be trained to become a Warlock. Additional Research at the Cathedral will provide both the Sorcerer and Warlocks access to spell abilities. For more information on Obblinox spells, see the section "WAR WIND Spells — L'Lorsse's Guide to Conjuraton and Spellcraft" beginning on page 71.

While concentrating on building your army, do not neglect other structures which may add to the success of your clan. An Engineer is vital for erecting Offensive Walls, and its presence also enables your troops to acquire the Stealth Bio-upgrade. With a Military Base in play, the Engineer can build Land Mines, and Research at a Garage enables the Engineer to build a Barge, or if a Truck is in play it may build a Cruiser. The common Worker is also useful for constructing the Walls which protect your community, as well as the Bridges and Roads which tie it together.

## EAGGRA: They Who Burn with Freedom's Fire

### History

"Open your eyes, weedling. Look around you. Every home, every spire, every bridge bears the mark of our tools, the loving handiwork of your ancestors.

We Eaggra are the most abundant of all the races of Yavaun. Our nature is like that of the very land we work, as strong and resilient as the trees. In the blood of our veins flows the very energy of the earth itself, the flood of feelings in our hearts is the heartbeat of the world around us. This is what drives us to do the work we are given, not the lash of the Tha' Roon. The Tha' Roon rule by use of Obblinox militia, and it is only the brutish and cruel strength of those warriors that has stemmed the tide of revolution. For the Thousand Years, we have toiled under the heartless, iron fist of the Tha' Roon and their fawning war-dogs, the Obblinox. By our hands, through the weary labour of a thousand years, we have fashioned the bones and sinews of the Empire. All that has been built is the work of Eaggra Artisans.

Yet freedom and liberation are not enough. If we are to be truly free, where then lie our own towns and our own settlements? Where are the homes in which free Eaggra can raise their children? Slavery is the name of our condition, and evil the word to describe our twin slavers—the Obblinox and the Tha' Roon. To be in our own land, our own country, where we are finally free, this is our dream.

It is the Tha' Roon who thought to enslave us, and their loyal hounds, the Obblinox, who carry out the crime. Where is freedom? In what valley awaits our Homeland, the land of which we sing, that place of first memories which haunts our dreams?

Strike out! Fight! A slave fears neither failure nor death, for the pain of this life is greater still. A slave is alone, for he has no one and nowhere left to turn. One by one we must come together, to ensure that slaves become free, and our taskmasters are thrown down from their thrones and seats of power. It is a time of Eaggra against the world.

Stand strong against all enemies! We are like the leaves and trees of the forest, innumerable and uncountable. We must make our own way. Even those self-professed defenders of the weak, the Shama' Li, cannot be trusted, for if they were truly our allies, they would join us without question. Although it was the Shama' Li who provided the subtle inspiration for change that now has set Yavaun aflame, it was the Eaggra who took the first actions towards change. And it shall be the Eaggra who emerge victorious!"

— Tolk Barkborn



## Eaggra Strengths and Weaknesses

### What advantages does this race have?

- ◆ Large numbers
- ◆ Great construction ability and efficiency
- ◆ Most powerful scouts
- ◆ Resistance to terrain movement modifiers

### What disadvantages does this race have?

- ◆ Weaker attacks
- ◆ Inferior starting tactical positions
- ◆ Fewer starting structures

### What special units can this race build?

- ◆ The *Scrub*, the most skilled and functionally versatile worker of the four races.
- ◆ The *Druid*, a natural spell user manipulates nature, the most violent, chaotic force in Yavaun.
- ◆ The *Grenadier*, an armoured artillery unit with long range attack capability.

## Eaggra Units

RANKING:	EAGGRA TITLE:	EAGGRA ADVANCED RANKING:
Clan Leader	Prime Maker	None
Worker	Scrub	Artisan
Mercenary	Weed	None
Scout	Scout	Ranger
Warrior	Squire	Knight
Mage	Druid	Arch Druid



**The Prime Maker:** The Prime Maker is a unique title within the Eaggra clans. Not only does he have clan leadership skills, he assures the construction of stronger structures. The Prime Maker is also a very fast worker with a fair combat ability. His position in the work camps is one of honour and respect.



**The Scrub:** The Eaggra Scrub is so accustomed to construction that he sets to work quickly and accurately. This is the backbone of the Eaggra race, and the most honourable position within it. Without them the Eaggra community could neither grow nor advance. Not only are their numbers great, but they can boast the highest quality work in the land. It is also within a Scrub's power to quickly disassemble any building.



**The Artisan:** With age and experience, Scrubs that survive can be promoted to the honoured role of Artisan. No longer a simple worker, Artisans can direct the construction of vehicles, advanced buildings, and Land Mines. It is within their power to disassemble buildings with even greater ease than an Eaggra Scrub. To create an Artisan, you must have a total of three Scrubs and a Plant (Technical Facility).



**The Weed:** Certain wild Eaggra have mastered control over the land. These wild Eaggra, or "Weeds," are rugged individualists who have earned a home in the tough ecology of Yavaun. They sometimes appear from the wilderness riding large Slinck Weeds. On these occasions most clans leap to employ them as guides or mercenaries. To attract a Weed to your clan you must have a Garrison and a Watering Hole. Weeds have the Stealth ability level "Masked."



**The Squire:** To acquire a Squire, you must have a Plantation, and Train a Scrub in a Garrison. Established with strict codes of honour and belief, the finest Eaggra Squires hope to never strike a blow in anger. Unfortunately, in a world at war, it is an ideal rarely achieved.



**The Knight:** To educate and develop a Knight, you must have a total of five Squires, as well as having successfully done Research for a Knight at a Garrison, and you must Train one of the Squires at a Garrison. Knights possess the ability to move bodies of troops. Although they make fine warriors, their order is new and thus rare, making their Training expensive. In addition they are slow by nature, but physically very resilient.



**The Scout:** Acquiring a Scout only requires the Training of a Scrub in a Garrison. A natural result of living so close to nature, the Eaggra are skilled trackers and guides. Using intrinsic abilities of speed, stealth, and ranged combat, an Eaggra scouting party is a deadly force. Scouts have the Stealth ability level "Hidden."







**The Ranger:** The way of a Ranger can not be found without a total of four Scouts, one of which must be Trained a Garrison. The profession of scouting comes naturally to the Eaggra, and the Rangers are rumoured to be the most deadly marksmen on Yavaun. In fact most Eaggra clans rely more on their Rangers to protect them than their Knights. Rangers are advanced scouts, and have the Stealth ability level "Invisible."



**The Druid:** A Scrub Trained at a Conservatory can become a Druid. While only average in battle, the Druid is in touch with the natural spirits of Yavaun. Their range of power spans from environment-affecting spells, to communion with nature and command of its beasts. The Druids are a simple kind, and their vision is true. They have a deep wisdom that even the Shama' Li have sought. Druids can cast lower level spells.



**The Arch Druid:** To acquire an Arch Druid, you must possess a total of four Druids, have successfully done Research for an Arch Druid at a Conservatory, and you must Train one Druid at a Conservatory. Having a deeper communion with nature than their lesser counterparts, Arch Druids can cast higher level spells.



**The Grenadier:** An Artisan who has acquired all five Bio-Upgrades and whose clan has achieved the same dependencies as a Cruiser, can transform into a Grenadier. These troops have tremendous, long-ranged firepower, providing the Eaggra with a means of projecting deadly artillery fire.



See the section "Race Specific Units," beginning on page 50 for more information on the origin of the Grenadier.

## Construction Notes for Eaggra

The Plantation is the heart of every Eaggra community, and is the first structure that should be built, should one not exist. A Watering Hole is needed to hire more Scrubs, and it is possible that Eaggra Heroes will also become available there. Be sure to build enough Greenhouses, at least one for every four units, to house not only your current population, but your projected immigrants as well. Eaggra communities can grow quickly.

Once the three main structures are built, an Artisan is needed in order to progress any further, so set your Scrubs to erecting a Plant, and once you have at least three in your work force, send one to the Plant for Training and advancement. With an Artisan in your arsenal, you can then begin to build a Garrison and a Conservatory, which opens the door to creating more militarily advanced, and useful, units like the Scout, Squire, and Druid.

A Scrub can be sent to the Garrison to become a Scout, and with four Scouts, one can return there to be Trained as a Ranger. So long as the Plantation is maintained, a Scrub can also be trained at the Garrison to become a Squire. However, due to the lack of Eaggra experience in such matters, to promote a Squire, Research must be done at a Garrison, and five Squires are necessary to Train just one in the skills of a Knight.

The mystic arts come more naturally to this race, and any Scrub can train at the Conservatory to become a Druid. With Research, and a fellowship of four Druids in play, one can be selected for advanced Training at the Conservatory, to become an Arch Druid. For lower level spell use, a Druid may perform Research at the Conservatory, higher realms of the art require the time and study of an Arch Druid. For more information on Eaggra spells, see the section "WAR WIND Spells — L'Lorsse's Guide to Conjuraton and Spellcraft" beginning on page 71.

The Plant, Artisans and Scrubs are primarily used for further construction. Artisans can create Land Mines, always useful in setting up a defence, and with a Plant, they can construct Barges. Additional Research at a Plant will allow Cruisers and Drones to be built. Trucks can be created by two or more Scrubs, as can Bridges, so long as a Plant is in play. Scrubs are also skilled in the construction of Roads and Walls.



## SHAMA' LI: The People of the Dawning Places

### History

"We sing the songs of mystery, songs of long ago. Forgotten Days when all was one and Peace was known. Return to the ancient ways, find the calm at the centre. Aye, that is the Heart's great task – that is the Shama' Li."

The sun is setting on the era of Tha' Roon rule and a sad time of great tribulation approaches. As the night and darkness falls, the Eaggra grow afraid. We have heard the sorrowful wailing of Eaggra hearts, which cannot rest in their separation from freedom. We understand their legendary Homeland calls out to them for return. Alone, all the world is their enemy. None who have always been free can understand the terrible fascinating power of hope – of the idea of freedom to those who are not free. No being has received from nature the right to give orders to others. Freedom is a gift from the Original One, and every individual of the same species has the right to enjoy it. Take special care in your dealings with the Eaggra, for a wounded heart strikes out blindly, tearing at both hunter and healer with equal force.

Tha' Roon Overlords too, have become familiar with fear, not fear of the approaching darkness, which is as black as their own hearts. Theirs is the fear of the Eaggra revolution and forever losing their place in the light. Calling upon the strength of their mighty army, upon the power of the mailed fist – loyal Obblinox soldiers, they hope to stem the tide of the unstoppable waves of Eaggra rebels. Commanded to hunt down the desperate Eaggra, the Obblinox have begun to find fault with the wisdom of their Tha' Roon masters. They have begun to see that the fire of rebellion cannot be so easily quenched. And though it is sad to report, very soon Obblinox shall fight Obblinox, and the Tha' Roon shall find themselves surrounded by enemies on all sides, as all the world falls to warring.

Do not forget the ancient teachings: It is not we, the puny Shama' Li, who will bear this burden that threatens to crush a sick and diseased world. Nor to rage against the chaos of war. We must be the calm of the storm's eye, to be the haven and sanctuary to all who are wounded and torn. We must stand strong and patient in the midst of this maelstrom, this War Wind, until we see the dawning of a new age that will regenerate all that has fallen and been lost.

We have but a single goal: to preserve what must be preserved, the ancient sites of power and the secrets hidden within. It is not Tha' Roon dominance which must be saved, nor Obblinox honour, nor the Eaggra's thirst for freedom, but the wisdom of each race. It is wisdom that decides the fate of the nations, not force of arms. We alone have been given the task of handing down the memories of the ancient past, and bring about our return to the days of the Great Kingdom. We must hold to our most ancient values: fight to defend the weak, preserve the old and hallowed sites, strive to make the ancient dream come true. Let this light of NagaRom's wisdom guide us. It is our destiny to find a way for the races to survive this night of battle, until the dawn of wisdom arises once again."

– Jyo the Helper

## Shama' Li Strengths and Weaknesses

### What advantages does this race have?

- ◆ Highly magical race
- ◆ Awesome hand to hand attacks
- ◆ Masters of Stealth
- ◆ Cheap training and advancements

### What disadvantages does this race have?

- ◆ Weak cybernetics
- ◆ Weak ranged units
- ◆ Low endurance

### What special units can this race build?

- ◆ The *Disciple*, a unit who combines the finest stealth ability with competent magic and combat skills.
- ◆ The *Shaman*, the only unit who can cast healing spells.
- ◆ The *Elemental*, units whose magical energy has been channelled into tough armour and damaging attacks.

## Shama' Li Units

RANKING:	SHAMA' LI TITLE:	SHAMA' LI ADVANCED RANKING:
Clan Leader	Shadow Dancer	None
Worker	Initiate	Designer
Mercenary	Cavalier	None
Scout	Disciple	Grand Master
Warrior	Defender	Templar
Mage	Shaman	Guru



**The Shadow Dancer:** This unique class is a mix between magic, hand combat, artful stealth and strong leadership. The Shadow Dancer is a living artistic expression of the Shama' Li concept of "excellence in all things." The hypnotic grace of the Shadow Dancer is the complete integration of magics, defence, and dexterity, which makes them a powerful force on Yavaun



**The Initiate:** A Shama' Li Initiate marks the beginning of a long path. For this reason the Initiates are treated with much care, but are also charged with the more mundane duties of Shama' Li living. While an Initiate may become a Guru some day, the Shama' Li believe it is the common duties that give him his roots. The Initiates are moderate workers capable of average construction and deconstruction.







**The Designer:** Skilled in both the creative and technical aspects of architecture, Designers can make advanced buildings and vehicles, and are capable of moderate construction and deconstruction. To acquire a Designer, you must have a total of four Initiates and a Guild House.



**The Cavalier:** The Cavaliers are a noble and proud faction of Shama' Li who travel the land to assist fellow families in the defence of their sacred sites and villages. To produce a Cavalier you must have a Temple and a Hostel. They ride wild Bonca, whom they use to charge and trample opponents.



**The Defender:** Using the mystic martial arts of hand-to-hand combat, the Defender is the ultimate in unarmed combat. By focusing personal strength, the Defender can use an opponent's aggression against him. To acquire a Defender, you must conduct Research at a Temple, and Train an Initiate in an Outpost.



**The Templar:** Templars are a powerful defensive force, with an almost unstoppable command of martial arts; however, their slow foot speed and lack of long range capabilities makes them poor offensive units. To acquire a Templar, you must have a total of four Defenders, have successfully done Research for a Templar at an Outpost, and you must Train one of your Defenders at an Outpost.



**The Disciple:** This rare and wondrous class of Shama' Li weaves the elements of mysticism and combat into a fine braid. Disciples are controlled and subtle. This, in combination with great speed, stealth, and martial arts makes them the finest scouts on Yavaun. Disciples have the Stealth ability level "Disguised." To acquire a Disciple, you must Train an Initiate in an Outpost.



**The Grand Master:** Skilled in the arts of magic, melee and manipulation, to produce a Grand Master, your clan must conduct Research at an Outpost, have a total of four Disciples, and one of those Disciples must be Trained at an Outpost. There they are taught advanced control over their focus and inner strength. Grand Masters have the Stealth ability level "Invisible." In addition, they have the power to project energy forces from their fists, allowing them to strike foes from a great distance, and they possess other spell casting abilities, as well.



**The Shaman:** The Shaman is the only true healer of Yavaun. While other professions require facilities, the Shaman can focus his powers on damaged organics in order to cast healing spells on sight. The way of a Shaman can be walked by Training an Initiate at a Temple.



**The Guru:** Mystical experts and spiritual advisors of the highest power, Gurus possess more advanced spell capabilities than Shamans. To develop a Guru, you must have a total of four Shamans, and you must Train one Shaman at a Temple.



**The Elemental:** A Guru who has acquired all five Bio-Upgrades and whose clan has achieved the same dependencies as a Cruiser can transform into an Elemental. These forces of nature possess awesome combat ability and become entirely preoccupied with matters of attack and defence. They are therefore the most uncharacteristic of all Shama' Li.



See the section "Race Specific Units," beginning on page 50 for more information on the origin of the Elemental.



## Construction Notes for the Shama' Li

If they do not exist at the beginning of a scenario, your Initiates should build a Sanctuary and Hostel, to attract more Initiates and possibly Heroes. A Temple is the next logical step, since the Shama' Li are very mystical, magical beings, and as such the Temple is the lynch pin of this odd race. One should be built as soon as the resources become available. This opens the door for more advanced units and other needed buildings such as the Outpost and the Guild House. Cavaliers will now be attracted to your Hostel as well. Do not forget to build Shelters for every five Shama' Li units you may wish to hire.

With the creation of the Temple, an Initiate can be Trained there to become a Shaman, and with four Shamans in play, one can be sent back to the Temple to become a Guru. One Shaman with the help of an Initiate can build an Outpost, and from there the promoting of Initiates into stronger military units may begin. Initiates are trained in the Outpost to become Disciples, and with four of these scouts, one may receive further instruction at the Outpost to become a Grand Master. Additionally, after Research at the Temple an Initiate can be sent to the Outpost to become a Defender, and later, with four of these mystical warriors in play, one of them may be sent to the Outpost for further instruction in the arts of a Templar.

In conjunction with promoting your units, Designers, trained at the Guild House from one of four Initiates, can build several things to boost the war effort, such as Paved Roads or a Truck. With Research at an Outpost, Land Mines can be built, and with an Outpost in play, if Research is conducted at a Guild House, a Barge can be constructed. A Cruiser can be built if an Insight spell is cast while a Barge and a War College are in play. Also, Bridges can be built by an Initiate after Research is completed at a Guild House.

## HIERARCHIES FOR BUILDING AND TRAINING

*"Whatever thy hands find to do, do it with all thy might; for there is no work, nor device, nor freedom, in the grave wither thou goest."*

— Old Eaggra proverb

*"You poor Eaggra workers! First you are beaten, then, as if that weren't enough, you thank those who beat you! Tha' Roon work is a curse. It gathers no honour. It does little but strengthen our oppressors. Work instead for freedom! Look at me, Eaggra — I will no longer do Tha' Roon work! And I don't care if they burn me. I shall not work!"*

— Attributed to **Tywald Chainbreaker**, upon striking the first blow of the revolution.

The basis for success in most of the scenarios of WAR WIND, involves the construction, maintenance, and defence of various structures, as well as the training of units to advanced stages. This section details what units and actions, such as Research, need to be accomplished in order to train more powerful units or build more complex structures.

**NOTE:** Units trained from Workers can always be demoted back to workers should a critical need for Workers arise. Units can be demoted by choosing the command icon for demotion after the unit has been placed in a Technical Facility. War Machines, Clan Leaders, and Mercenaries cannot be demoted to Workers.

## Unit Rankings and Building Titles: Quick Reference Charts

### Unit Rankings

RANKING	LEADER	WORKER	MERCENARY	SCOUT	WARRIOR	MAGE
Tha' Roon	Minister	Servant	Rover	Rogue	Executioner	Psychic
Obblinox	War General	Worker	Biker	Agent	Veteran	Sorcerer
Eaggra	Prime Maker	Scrub	Weed	Scout	Squire	Druid
Shama' Li	Shadow Dancer	Initiate	Cavalier	Disciple	Defender	Shaman

### ADVANCED

RANKING	LEADER	WORKER	MERCENARY	SCOUT	WARRIOR	MAGE
Tha' Roon	None	Architect	None	Assassin	Destroyer	Psionic
Obblinox	None	Engineer	None	Spy	Captain	Warlock
Eaggra	None	Artisan	None	Ranger	Knight	Arch Druid
Shama' Li	None	Designer	None	Grand Master	Templar	Guru

### Building Titles

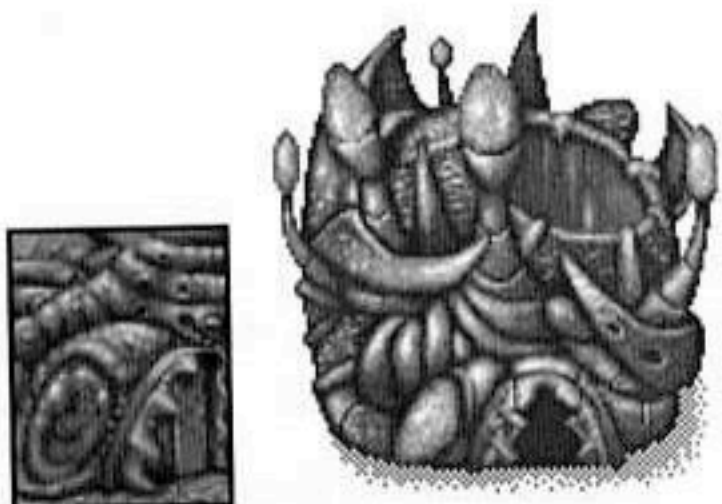
BUILDING TITLE	COURTHOUSE	INN	HOME	ARCANERY	WAR COLLEGE	TECHNICAL FACILITY
Tha' Roon	Citadel	Grande Parlour	Manor	University	Academy	Laboratory
Obblinox	Stronghold	Mead Hall	Dormitory	Cathedral	Military Base	Garage
Eaggra	Plantation	Watering Hole	Greenhouse	Conservatory	Garrison	Plant
Shama' Li	Sanctuary	Hostel	Shelter	Temple	Outpost	Guild House



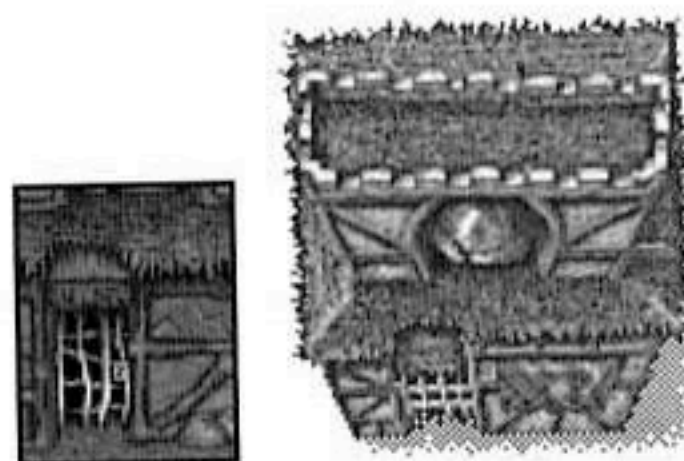
## Buildings

When the game begins each player is in control of the backbone of their forces: the common Worker. A Worker can be trained and upgraded into many types of useful units, however, what the Worker does best is build. The Worker and its Advanced counterpart can erect several different types of structures. The exact requirements for erecting each of these buildings varies according to the race.

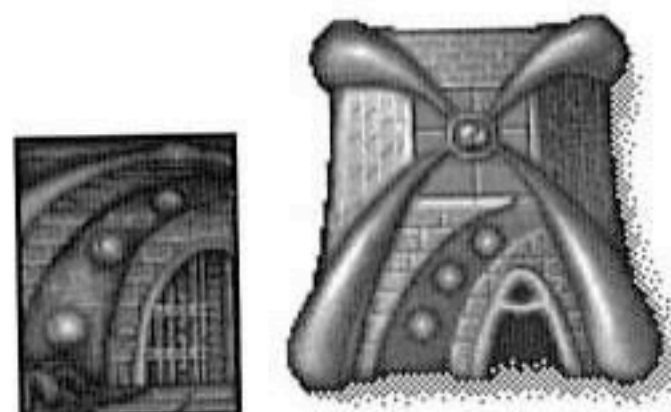
### Courthouses



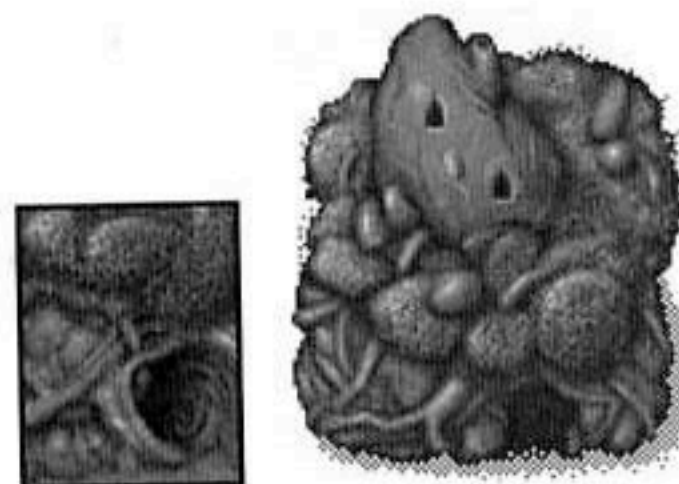
*Tha' Roon Citadel*



*Obblinox Stronghold*



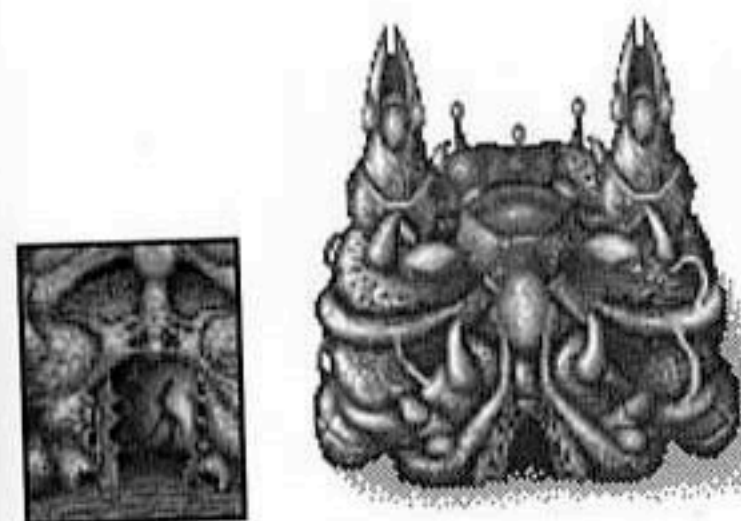
*Eaggra Plantation*



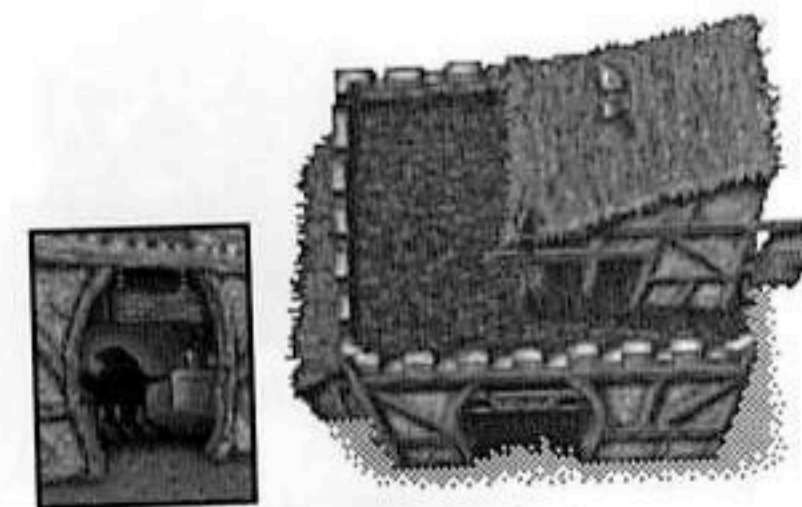
*Shama' Li Sanctuary*

The Courthouse is the most important building in the game and is typically the first structure built if one does not already exist in the scenario. This provides a place to process resources throughout the game. These resources are used to acquire all other units and buildings.

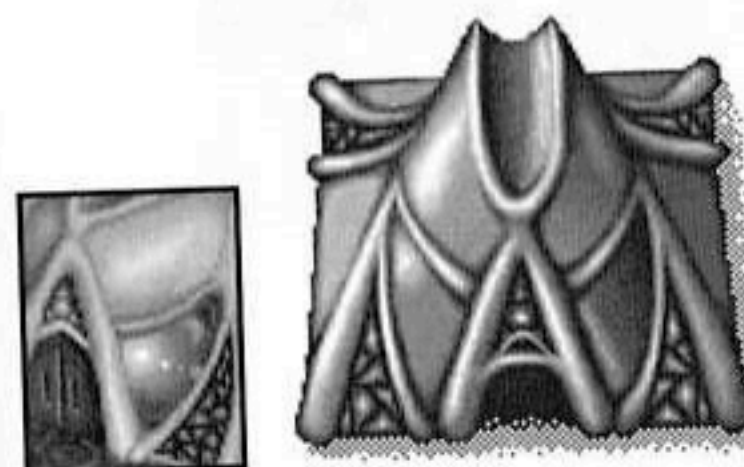
### Inns



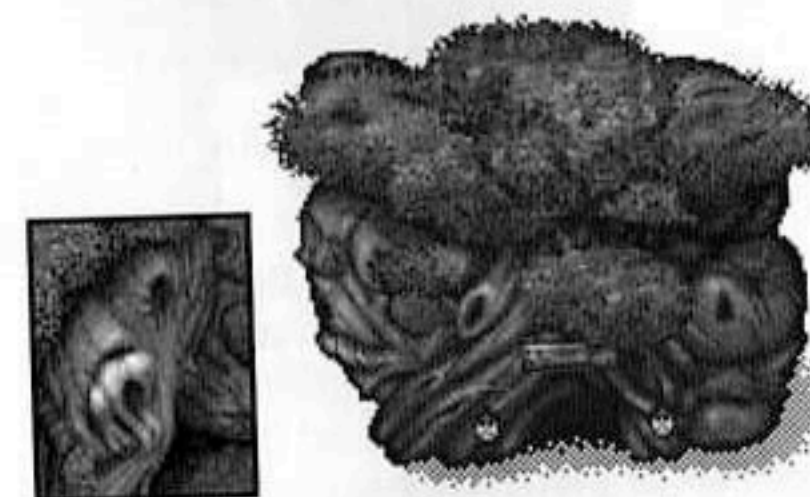
*Tha' Roon Grande Parlour*



*Obblinox Mead Hall*



*Eaggra Watering Hole*



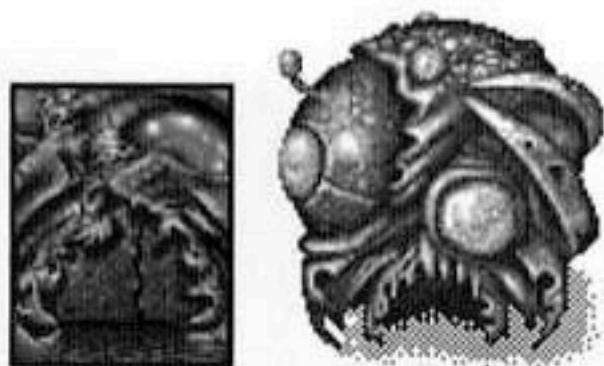
*Shama' Li Hostel*

Basic units such as the Worker and the Mercenary are found frequenting the Inn. Heroes may also show up at Inns from time to time, depending on the scenario. Building an Inn is the next logical step after a Courthouse is in place.

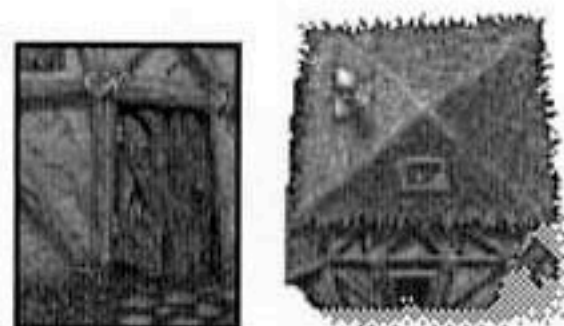
**Note:** Building more Inns increases the number of units which appear for Hire, as each Inn has its own rate of occupancy.



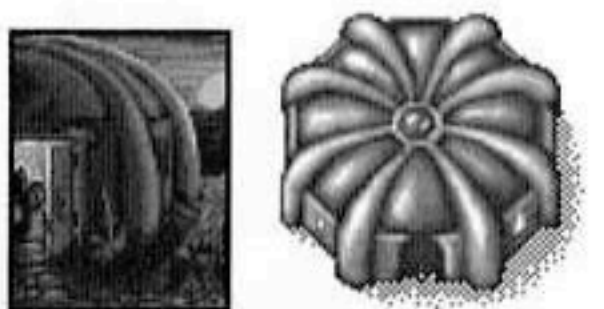
## Homes



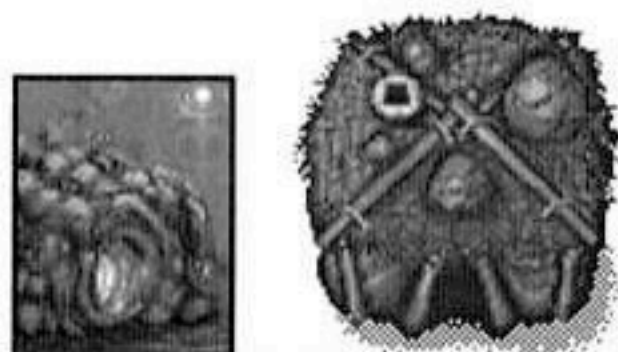
*Tha' Roon Manor*



*Obblinox Dormitory*



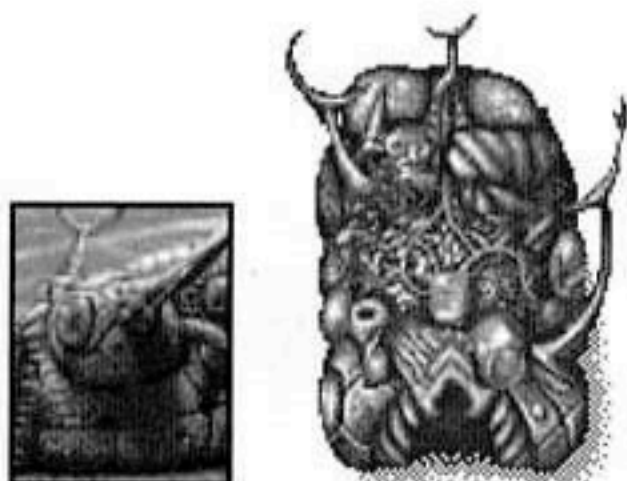
*Eaggra Greenhouse*



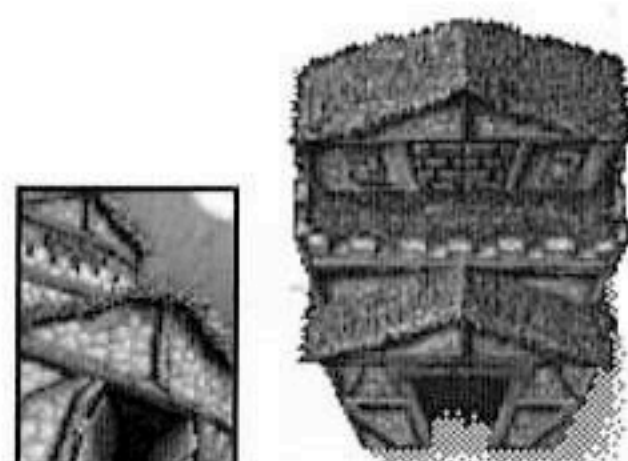
*Shama' Li Shelter*

For every three, four or five units in play, depending on the race, a Home must be built. When the resources become available, build Homes for all of your units, and to accommodate units you may wish to hire in the future.

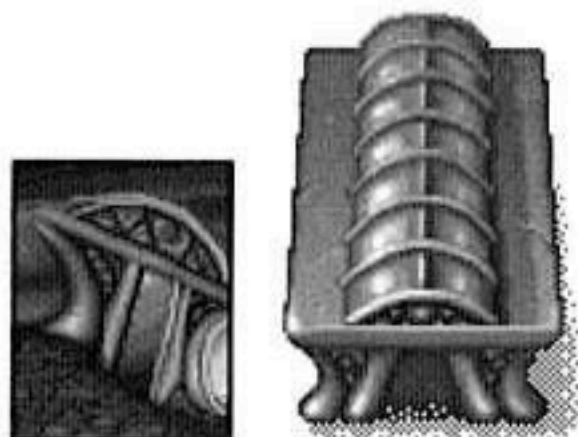
## Technical Facilities



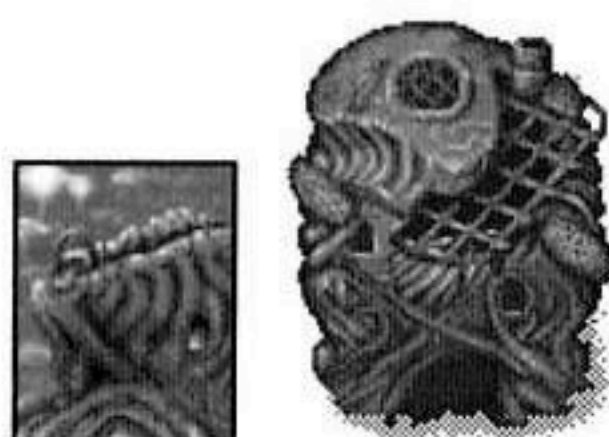
*Tha' Roon Laboratory*



*Obblinox Garage*



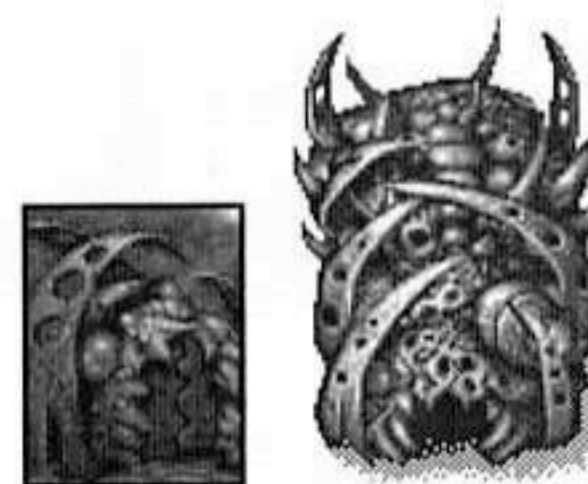
*Eaggra Plant*



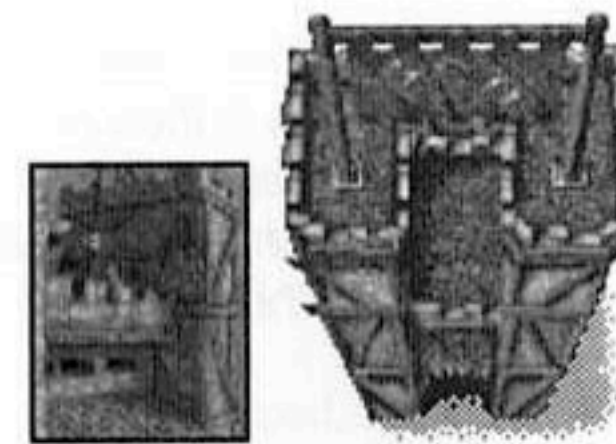
*Shama' Li Guild House*

Advanced Workers must be trained in a Technical Facility in order to build some structures, good roads, and complex machinery such as drones. In addition, Research at a Technical Facility may also provide your units with access to Bio-Upgrades.

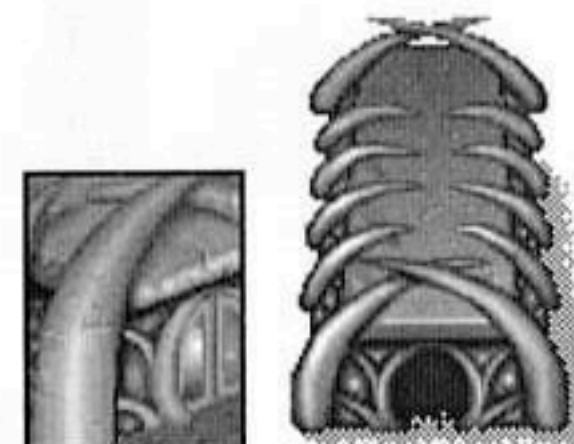
## War Colleges



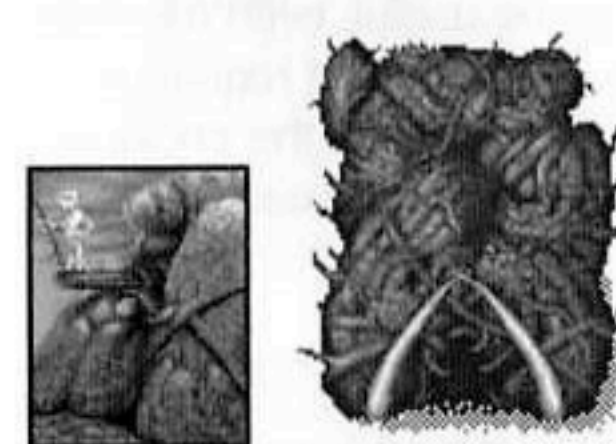
*Tha' Roon Academy*



*Obblinox Military Base*



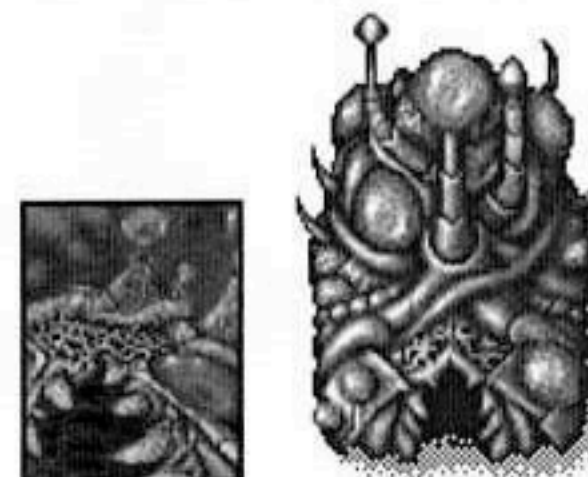
*Eaggra Garrison*



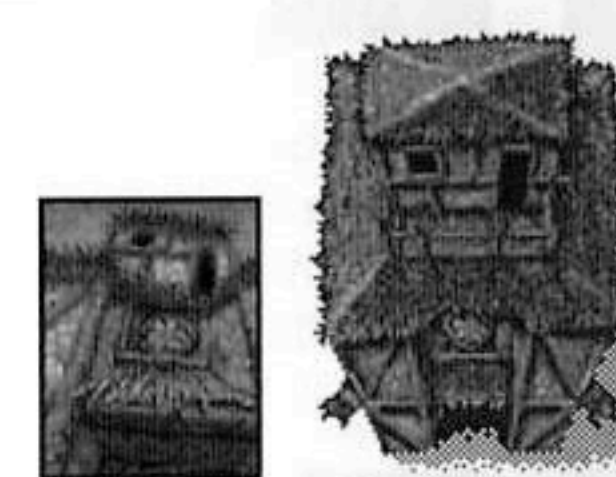
*Shama' Li Outpost*

War Colleges are necessary to Train your Workers into Warriors. With Research and Training, your Warriors will become formidable tools. A War College should be built quickly, so that your clan's knowledge of military science can be advanced, and stronger military units created.

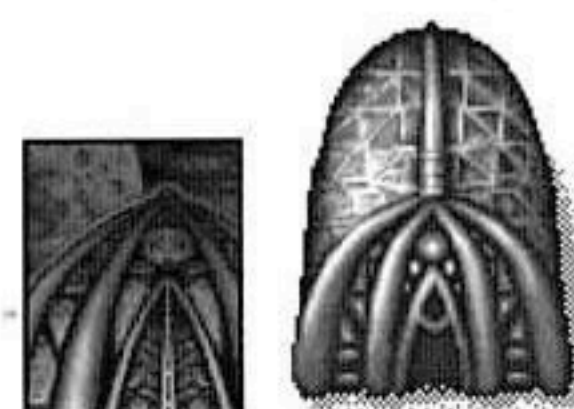
## Arcaneries



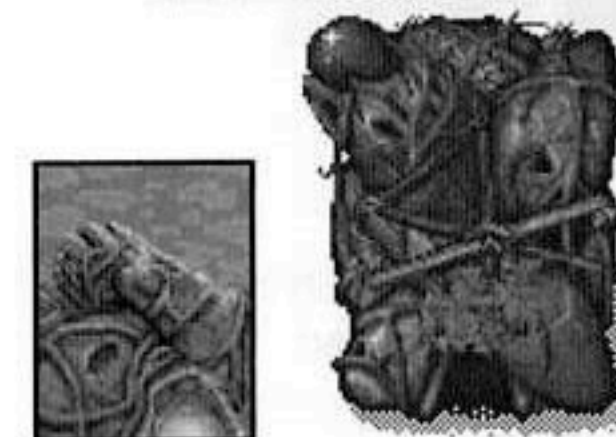
*Tha' Roon University*



*Obblinox Cathedral*



*Eaggra Conservatory*



*Shama' Li Temple*

Repositories of the mystical knowledge of each race, Arcaneries are necessary to develop and promote Mages. Further research at an Arcanery may also be required to make certain spells accessible to your units. After the War College is finished have your Workers get right to work on an Arcanery so spell use is soon available.



## Other Constructions

*"We shape our buildings: thereafter they shape us. Eaggra architects, Eaggra painters, and Eaggra sculptors must recognise anew and learn to grasp the freedom that exists in the very act of building. Only then is their work imbued with the very nature of our spirit. . . . Together then, my brethren, let us desire, conceive, and create a new structure of the future. We must embrace architecture, sculpture, and painting as one with Yavaun, which will one day rise toward the heavens from the hands of a million Eaggra workers!"*

— **Anerrea**, Eaggra Artisan

Buildings are not the only structures which can be built by your Workers. Walls, Bridges and Roads can be useful, even necessary additions to your homeland in order to further your clan's goals. The exact requirements for building each of these structures varies according to the race. See the enclosed "Hierarchies for Building and Training" for the dependencies required by each race.

### Walls

These are hard to breach constructs of synthetic origin consisting of either Solid Walls or Offensive Walls.



**Solid Walls:** These structures are made from anything the four races can mine/refine from the planet's surface (earth, wood, stone, or iron). They are used as barriers to keep things in or out, to surround towns, villages, and supply centres, or as obstacles for approaching enemies. They are tough to demolish and immovable once placed.



**Offensive Walls:** These walls are constructed for an improved defence against invasion by hostile forces. They are constructed with extra features that take shape as harmful energy fields. They can be passed through, though this inflicts significant damage upon those foolish enough to breach an offensive wall.



### Roads

Each road feature allows travelling units using them to move at a modified rate that is faster than its normal speed. These structures are classified as follows: See the enclosed "Dependency Charts: Hierarchies for Building and Training," for the dependencies required by each race.



**Rock Roads:** A cheap, easily constructed road that allows units to travel fairly rapidly.



**Paved Roads:** A more advanced type of road, smoother and easier to traverse. It allows faster movement than can be accomplished via either rough terrain or a rock road.



**Bridges:** Structures which allow individual unit or troop movement over terrain features such as rivers. They are defensible and capable of being destroyed. Structures of this type are also 'held,' or controlled, by the strongest force in the area, becoming objects of dispute in skirmishes over territory.



**Land Mines:** Land Mines are explosive devices that can be created and used by units who engage in combat. Land Mines placed by your units are only visible to you; your opponents cannot see them.



**Ruins:** Ruins are the remains of ancient buildings. Though they do not cause any hindrance to movement per se, they require a fair amount of zig-zagging in or around them in order to navigate through the area in which they are found. Ruins cannot be built directly by your Workers.



## Vehicles and Mechanised Divisions

In order to accomplish various goals, it may be necessary for your clan to construct or utilise the following units, whose capabilities are colourfully described by the Obblinox Captain, Boroxxa. The exact requirements for assembling each of these vehicles varies according to the race.

*"Heads up, you miserable excuses for sludgeslincks So, you fancy yerselves loyal Obblinox warrior material, eh? Phah! Ain't none of ya worth the trainin'! Alright ladies, get a rift on them gun-belts. Definitely shine 'em, my little 'Noxle-headed mama's boys. In my army, if you're marchin', buildin' or warrin', you're gonna do it with clean belts and buckles on. But just ta show ya I ain't all that harsh, as ya polish them wonderful boots till they shine, I'm gonna let youz in on some of the secrets of our Mech Units... SO LISTEN UP, YA PITIFUL BUNCH OF JARHEADS Cause I'm only gonna say this once..."*

— **Boroxxa**, Obblinox Captain, K'lornal Clan.



**Transports (Battle Trucks):** *"Most Battle Trucks in the field were designed by Obblinox engineers, and theys the units yer gonna be fightin' against. The trucks may look diff'rnt than the trucks yer gonna be drivin', but believe me, inside their all the same. The enemy ripped off our transport design, but what matters most and what you grunts gotta*



*remember is what these vehicles can do... As you can plainly see, each truck is outfitted with a ram which can do substantial damage in hand to hand situations. My advice? You want to live — Stay outta their way, ya primitive screwheads!"*

Battle Trucks hold a maximum of four units. They cannot be selected or moved until at least one unit is aboard them. To place a unit aboard a Battle Truck, select a unit and choose the Battle Truck as its destination. To unload units from a Battle Truck, select the "Unload Icon" from the Battle Truck's list of actions.



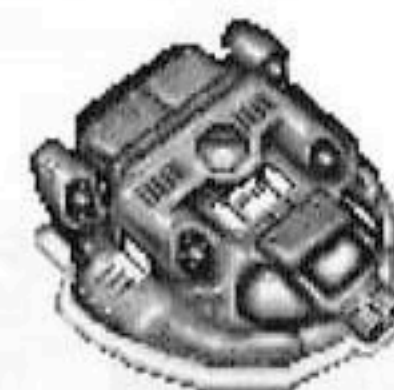
**War Barges:** *"This here's the War Barge. She's fitted with twin, Tha' Roon designed machine guns that pack a rapid fire rate, though only over a short range. Take care o' her, and she'll take care of you. Got it?! Good."*



War Barges hold a maximum of four units. They cannot be selected or moved until at least one unit is aboard them. To place a unit aboard a War Barge, select a unit and choose the War Barge as its destination. To unload units from a War Barge, select the "Unload Icon" from the War Barge's list of actions.



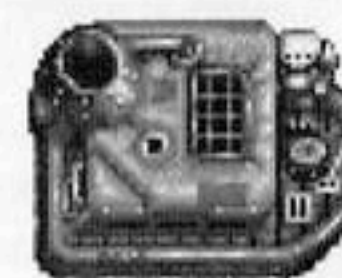
**Attack Cruisers:** *"Ah! Now this one's my favourite! Pay attention you mugs, ya might learn somethin'. These here units got a missile platform with a lethal range, and though she may fire slowly, believe me, it packs a wallop on the other end. Its guaranteed to ruin your enemy's day, if ya take my meanin'."*



Attack Cruisers hold a maximum of four units. They cannot be selected or moved until at least one unit is aboard them. To place a unit aboard an Attack Cruiser, select a unit and choose the Attack Cruiser as its destination. To unload units from an Attack Cruiser, select the "Unload Icon" from the Attack Cruiser's list of actions.



**Ferries:** *"What's a ferry? Where were you born, 'Noxlehead? Under a Eaggra leaf-hut? Sheesh. They're boats-for-hire, got it? Ya use 'em to cross bodies of water, carry troops and cargo loaded onto them for money, see? What a waste of a grunt you are. On your face soldier, drop and give me three-hundred"*



Ferries hold a maximum of four units. A Ferry cannot be selected or moved until at least one unit is aboard it. To place a unit aboard a Ferry, select a unit and choose the Ferry as its destination. Units in a Ferry are automatically unloaded when the Ferry reaches its destination. Ferries are not built by any race, but are pre-existing units which only move between two docks. The cost to have a Ferry transport units is 100 Resource Points.



## Airborne Divisions

*"Of all the inventions that have helped to ally the Tha' Roon Clans, perhaps the attack drone is the most outstanding. Its ability to annihilate troops and structures over great distances has been in direct proportion to its simultaneous achievements in assisting to annihilate suspicion and misunderstanding among provincial officials far removed from one another or from the seat of a territorial government. He who controls the skies controls the world."*

— attributed to **Bjrid'knahn** the Tha' Roon general moments before he perished when an enemy drone crashed into his War Room

The four races having mined enough resources and built the necessary structures, can then build flying vehicles. These new units are of two types, combat and observation. Again, each is designated by a different title, and described by Obblinox Captain Boroxxa:

See the enclosed "Dependency Chart Reference Card," for the dependencies required by your race in building flying units.



**Scout Drones:** *"All the races' gots scoutin' units, little droners that fly across the sky and recordin' the information they gather, then transmitin' it back to TACOPs command. They's designed to travel zig zag patterns, hoping to stay outta range of enemy guns while conductin' searches along the ground. Movin' back and forth on their chosen flight path for a bit o' time, they can soon give ya a good view of what yer up against. Downside is, once they run out of fuel, scoutin' drones have a tendency to drop like a rock. 'Course they do cause damage to anyone stupid enough to be caught underneath. You listenin' ta me, Private Bherkn'kam? I'd hate to see ya get yerself pancaked, ya good-fer-nuthin' Slug."*



**Attack Drones:** *"Hear that sound, that high wooshin' noise? Watch now, comin through that bank a clouds just over that hill... see it? That's one of ours... Aerial Attack Drones, they calls 'em. They's built to fly over great distances, to zero in on a designated target and explode without warning or invitation. I like ta call them Slammers, 'cause you'll know when one slams into ya. These weapons cause massive damage, though their area of effect is only about as big as they are. An added bonus is that the A-A-D's can't be targeted when they're streaking through the sky toward their target."*



## Race Specific Units

### War Machines

*"I do not know what effect these things have upon the enemy, but, by the Original, they terrify me."*

— **Hryss-Jkran'po**, Shama' Li soldier and shaman., speaking of the Elementals.

The four races have the ability to transform certain units which become equipped with all five Bio-Upgrades and have also met the Dependency requirements for a Cruiser (See the enclosed "Dependency Chart Reference Card,") into War Machines. These new units are a unique cross between mechanised and living beings. Each one is designated by a different title, and described by Obblinox Captain Boroxxa:

### Tha' Roon "Jump Troop"

*"The Tha' Roon's gots a buncha warriors they say volunteer to get themselves fused into specially designed suits of armour, what they call Jump Troops. What them scaly chicken-neck 'Roon scientists have done is grown that cellular-metal skin onto these crazed Assassins o' theirs and then attached a jet engine and guns. Once they get this new equipment fused to their skin, these freaks can then hop a short flight over walls, buildings, even rivers and chasms. I know what you're thinkin': all that new bulk's gotta slow 'em down... they're easy pickin's. Wrong! While they are only vulnerable to attack when on the ground, those Jump Troops are as mobile as you or me....though in your case, that ain't sayin' much Private Gaurkas, ya fat Bonca! Remember troops, keep yer eyes peeled. The 'Roon Jump Troops is a very mobile and deadly aerial and ground combat unit, and ya could get a serious case o' bushwhackin'."*

### Obblinox "Colossus"

*All you grunts remember comin' across that lieutenant the other day, his head been squashed in ta the mud by those wide tread tracks? Poor slob got caught too near one our own A M dash C's: Attack-Mech — Colossus. These big hulkin' lovelies are the pride of the Mech Division. They's a blend of deadly robot parts we've "acquired" from those lunkhead 'Roon's slag piles and then some of our gals (Captains that is) have them bolted onto themselves. Their legs get a complete overhaul, replaced with treads, and a couple of good guns are mounted on 'em fer good measure — so they becomes enormous, devastatin' combat unit, one helluva speedy foot soldier. Now pay attention my little sweethearts... unless ya want to end up with yer brains squished into a mud omelet, ... the gals who volunteer for Attack-Mech duty have little remainin' of their mind once they been changed into these flesh and steel monsters. They get half-crazed from the pain of the transformation and the ache to see battle all the time. And after convertin', a Colossus's gray matter also suffers the annoyin' side-effect of becomin' real 'sceptible to magic, and so's their weak minds are easily controlled. See, once a Colossus, yer always hungerin for a fight... and it don't always 'member, or care, who's on who's side, if ya get my meaning..."*

### Eaggra "Grenadier"

*"Though none of ya's seen any action yet, I'm sure ya heard of the Grenadier. Seems as though the Eaggra learned a lot more from the Tha' Roon slave pens than they was supposed to. In the last few months we've been getting reports about those little weeds new Mechs... a division of their best artilleryists, dedicated to the memory of a slain leader of their Freedom Movement. They've gone an' sacrificed their Artisans to procedures that's similar to*



our own Mech development. These volunteers forfeit their normalcy and allow their scientists to attach huge phase-fire cannons onto their backs. This makes 'em terrible slow, but on the up side, they can fire long range missiles, supportin' their troops from great distances. Keep yer eyes peeled, grunts, or a stand a trees might suddenly turn into a blazing hail o' death."

### Shama' Li "Elemental"

"Don't ask me much 'bout no Shama' Li, private! I ain't no bio-whatsit... We gotta nuff things to worry about than havin' to spend our time worrin' 'bout a bunch a freaky, painted crazies. But I will tell ya what our Recon teams have to say... They claim those little pudgy bodies know secret ways of talkin' to the earth, and are able to transmute the Gurus of their race into purely Elemental forms. They say they're enormous earth golems, twice as big as normal and havin' great strength. The reports were vague, 'cause they came in while our Recon was under attack. They kept sayin' that the things were real slow and awkward, but that they was deliverin' soopanat'ral amounts of damage, poundin' our units ta dust in toe-to-toe fights. The last message we were able to decipher was that these Elementals were brainless, that they had lost all other earthly concern, except for combat and defence. So don't ask me no more about those freaks. They gives me the heeb-bee-jeebies."

### Heroes of Yavaun

Though they may appear on the map at the beginning of a scenario, as with any worker or mercenary, other Heroes require the construction of an Inn, where they will appear for hire. Each Hero has a set requirement that must be met in order for them to have a chance of appearing. Hiring usually costs a certain amount of wealth or influence, and this cost *must be paid* in order for the wanderer to join. Certain Heroes refuse to join certain races, and certain scenarios either cause Heroes to automatically appear or prevent them from appearing. **ALMOST ALL HEROES REQUIRE THE CLAN TO HAVE A CERTAIN AMOUNT OF INFLUENCE IN ORDER TO MAKE AN APPEARANCE.**

### Tha' Roon Heroes



**Ptasha Selver:** This adroit female assassin joins any Tha' Roon group for the right price. She leaves any non-Tha' Roon group if she becomes severely injured. Her skills are fair, though her presence can aid in the morale of the group. In order for her to join, you must have amassed a large amount of treasure.



**Taybius o'Mort:** This advanced psychotic cybernetic slayer can join any clan. He is deadly in combat but his presence has a morbid affect on any clan, resulting in a reduction of influence. To attract him to your Inn, you must have killed ten units or more in that particular scenario.



**Prime Minister of Death:** This Grand Master of Execution appears as an apparition. He is the ruler of the Tha' Roon. In scenario play he may appear only in the seventh and final Tha' Roon scenario, depending upon your clan's success in that scenario. He carries the "Scepter of Menta", an ancient artifact that bestows knowledge of the land's layout. He is extremely tough in combat.



### Obblinox Heroes



**Eva the Old:** This sage woman is one of the pioneers of Obblinox dissension. Her battle techniques are awesome in scope and her combat abilities are quite strong as well. Her presence raises influence. To attract Eva the Old to your Inn, your clan must have suffered many deaths and have a small number of units left.



**Ramita Abad:** This young Obblinox renegade is a wizard who possesses very strong combat abilities as well. She has an energy claymore that is brutal in hand-to-hand combat. To attract her to your Inn, you must have an Arcanery. Hiring her costs a significant amount of resources.



**Haggus JheroFreed:** This woman is a great, legendary Hero of Obblinox mythology. Her presence raises influence, while her departure drops it below what was gained upon her arrival. Haggus only appears in the final Obblinox Scenario. She comes at a set time to join the Obblinox Clan that has suffered the most casualties, as she loves to support the underdog. Using a powerful laser-rifle which resembles a form of gatling gun, she is an extremely deadly foe. If she dies in combat, she explodes, destroying anyone in the vicinity. In addition, she can activate the battle song of the clan she joins, even if it has been previously used.



### Eaggra Heroes



**Jynni Creeper the Sovereign:** Jynni is a famed and skilled tracker of the treacherous Wild Lands. Her abilities are greater than most rangers, however, she is not the best of warriors. She carries an organic dart launcher. To attract her to your Inn, you must have at least thirty units in the village. She also costs a fair amount of resources.







**Tolk Barkborn:** This travelling druidic bard is not a very great spell caster, nor a very potent warrior. Tolk's strengths are his radiant personality and his fantastic stories and songs, all of which tend to raise a clan's influence level. He won't stay in one area for long, preferring to aid other clans who may also be in need of him. He does not cost resources to hire.



**Tywald Chainbreaker:** An Heroic liberator that leads troops at a higher influence ranking than the clan's current leader, Tywald can bring Researching insight as well as a high degree of combat skill. Tywald fights with an enormous rock pick.



Furthermore, he can work at three times the rate and efficiency of any other worker. This fabled Hero of the Eaggra is said to be the worker to strike the first blow against the Obblinox, thus bringing about the start of the Revolution. His strength is mighty and his endurance is great.

## Shama' Li Heroes



**GrandMaster 'leo Cay'Shue:** Known also as the Monk of a Thousand Furies, Cay'Shue is a rotund, wizened sensei who brings a higher influence to the Shama' Li with whom he serves. He also helps lower the cost of clan training. Should he "die" in combat, his body disappears, rather than actually falling to the ground. This Hero appears if you have been playing the Scenario for a while but do not have very many Disciples.



**Jyo the Helper:** Jyo is a travelling "Good Samaritan" who assists the weak and defenceless. He charges nothing for his services, but doesn't tend to stay around very long. He is a capable defender, who can externalise his Ki and therefore strike blows to opponents up to thirty feet away. In addition, Jyo can cast some of the Mystic Arts of Healing. This Hero appears if you have a small number of units.



**NagaRom the Original One:** This strange being has been foretold by the Shama' Li Seers as the "One Who Would Come As Many." NagaRom is the combination of all the finest parts of the four Races. He represents the past and the future of Yavaun. An extremely powerful and enigmatic being, his appearance is said by some Shama' Li legends to herald the end of the struggle and conflict. He only appears at the Dawning Place in order to read the Tablets of Unification.



Dawning Place in order to read the Tablets of Unification.

## DETAILS OF PLAY

### Selecting Units and Giving Commands

Select units by left-clicking on them. *Right-clicking* brings up an icon menu of available commands. The meaning of the icon is displayed in the text bar at the bottom of the screen. Sub-menus of available commands appear where necessary.

#### Unit Command Options

	Move		Attack		Stop
	Build		Drop		Unload
	Group Move		Raise Influence		Work Land
	Steal Resources		Return Resources		Cyber Upgrade
	Upgrade Unit		Decline Unit to Hire		Accept Unit to Hire
	Downgrade Unit		Options Screen		Jump
	Train Warrior		Train Scout		Cast Spell

#### Build Options

	Courthouse		Inn		House
	War College		Tech Facility		Arcanery
	Land Mine		Defensive Walls		Offensive Walls
	Rock Road		Paved Road		Truck
	Barge		Cruiser		Bridge
	Scout Drone		Attack Drone		

Units perform simple, intuitive tasks without being given specific orders. For example, a worker sent toward trees or crystal deposits automatically begins recovering resources. Any unit sent against enemy units or creatures automatically attacks once within range.



## Moving Units

Select units to be moved by left-clicking over the unit (selecting a single unit). Multiple units may be selected by left-clicking and dragging (clicking with the left mouse button and then "dragging" across the screen while holding down the mouse button.) This draws a large box around the various units to be selected. Release the mouse button to select the units.

Single units may also be moved by selecting the Move command icon from their list of command icons.

Units may be stopped from completing a given command by selecting the unit and choosing the Stop command icon (the only command icon that will appear while a unit is engaged in a previously assigned activity).

### Deselecting a Unit

Units can be *deselected* by right-clicking on an 'empty' area of the map or by selecting another unit.

### Adding Units to a Selected Group

If you have selected a group of units and you wish to add additional units to the group, hold down the SHIFT key and left-click over the unit you wish to add to the group.

### Deselecting Units From a Selected Group

If you have a selected group of units and you wish to deselect specific units from that group, hold down the SHIFT key and left-click over the unit you wish to deselect from the group.

### Single Unit Portraits

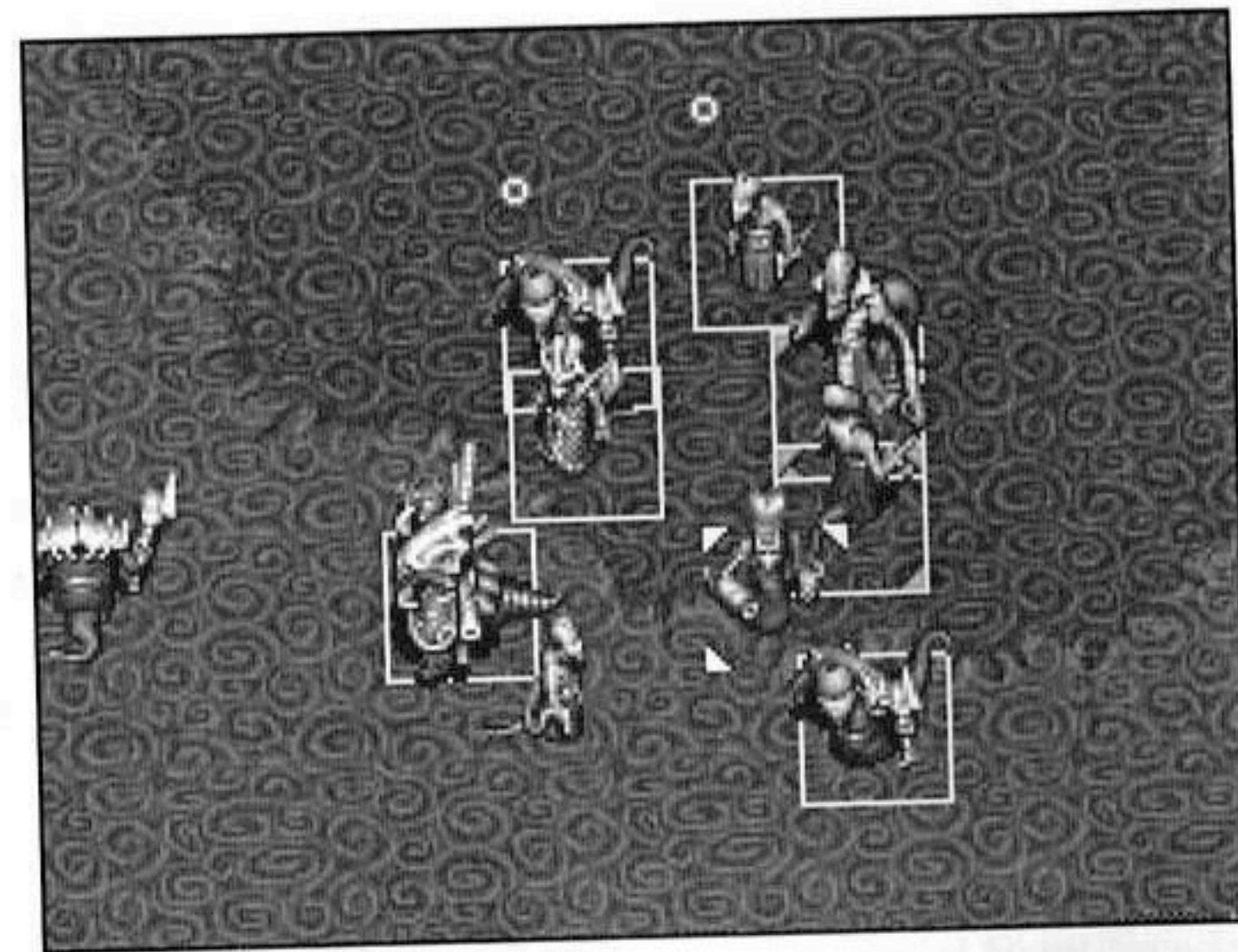
The identity of selected units, both their portraits and their identity (name, rank, health, inventory items), are displayed in the bottom half of the Interface along the right side of the Game Screen.

## Formation Movement

There are three different ways of grouping units and issuing commands to these groups: Shift-left click, Clicking and dragging, and Formation Move.

Shift-left-clicking, or clicking and dragging the cursor across the map, enables you to draw a box around the units you wish to select. This group can then be ordered to a certain destination by left-clicking on the specific area of the map that you want them to go. Once a group is selected, left-clicking on an opponent's unit or group of units commands the group to attack that unit or units.

Advanced Scouts and Advanced Warriors in each race have the ability to move pre-determined formations of units across the map. To do this, first set up the formation of units you wish. Each Advanced Scout or Advanced Warrior can hold three other units in formation. A Clan Leader can hold two other units in formation. Once the formation is selected, Shift-right-click over the unit you wish to anchor the formation. Select the Group Move command icon and choose the destination of the units. Upon reaching their destination the units reform around the anchoring unit.



For a faster Group Move, merely select a group of units (including Advanced Scouts, Advanced Warriors, or the Clan Leader), then Ctrl-left-click on the destination. Upon reaching their destination the units reform around an anchoring unit chosen by the computer.

Faster and slower units will keep their own speeds, but will attempt to renew their original formation at the destination point.

## Vehicle Movement

Vehicles are selected and moved in the same way as units. Vehicles, however, do not move unless occupied by units.

Select a unit and left-click over a vehicle to command the unit to enter the vehicle.

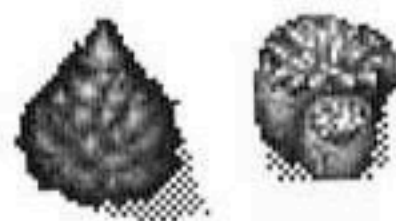
Right-click over a selected vehicle to bring up the vehicle's command icons. To unload units from a vehicle, select the Unload command icon from the vehicles available command icons.

Each type of vehicle holds up to a maximum of four units.

Vehicles are not race specific. Any race may occupy a vehicle, regardless of which race built the vehicle; however, units of only one race may occupy a single vehicle at a time.



## Acquiring Resources



Before resources can be accumulated, a Courthouse must exist. Depending upon the scenario, a pre-existing Courthouse may be in place. If one does not exist, one must be built before resources can be successfully acquired. For more information, see the "Buildings" section starting on page 41.

You can start a Worker mining resources by *selecting* it and left-clicking on nearby trees or crystals. The unit then enters a cycle of mining, filling its two available inventory slots, and returns the resources to the clan's Courthouse. Mining is also one of the options available from among the worker's command icons.

Worker units may mine the forests of Yavaun, which yield a consistent amount of resources, or break land crystals to yield up a variable amount of resources. Where forest mining is predictable, crystal mining may yield higher resources, if luck is with you. Resources can be used for construction, training, hiring, repairs, or advancements in knowledge of training, building, and acquiring Bio-Upgrades.



### Bio-Slag

Units having acquired Bio-Upgrades leave "*Bio-Slag*" behind when they are destroyed. Bio-Slag can be picked up by other units. It adds to a clan's total resources, as does working the land for trees and crystals.



### Treasure

As your clan explores the wilds of Yavaun, it may happen upon treasure, or capture treasure from various opponents and creatures. Treasure acquired by units is added to the clan's total resources. Treasure adds more than do trees, crystals, or Bio-Slag.

## Stealing Resources

You may attempt to gain resources by capturing your opponent's resources. This can be done by using a stealth protected unit to enter an opponent's Courthouse and remove the opponent's resources for your own. For more information on stealth units, see the section on "Stealth", starting on page 64.

## Acquiring and Hiring Units

*"The Original One didn't think we should be knowin' who's the best cut out fer bein' a general, or who's best at bein' just a grunt. Ya gotta slog it out in the field to learn yer place,... if yer still standin' at the end of the day, ya just might have the makin's of an officer."*

- Obblinox philosophy of War

Additional units, or wanderers, are acquired by building an Inn. Units appear at the Inn from time to time and can be Hired or Sent Away based on the resources available to you. The base chance for attracting a wanderer is somewhat low. However, if a wanderer comes the odds are 60% that it is a **Worker**, 30% that it is a **Mercenary**, and 10% that it is a **Hero**, if Heroes are available for that particular scenario. Thus, multiple units and unit types may appear at the Inn until the Inn is full. If selected, then the options to "Hire" (Thumbs Up) or "Send Away" (Thumbs Down) are shown as their command icons.

To change the types of units which can appear at an Inn, a Clan Leader has a Recruitment icon. With it you can choose to call for Workers, Heroes, Mercenaries, or have recruiting be balanced.

Some units can be "Rescued" or "Hired" outside of an Inn on the Game Screen. When available for hire, the Thumbs-Up Hiring Icon will appear. Select the Thumbs-Up icon to hire the unit. Hiring a unit requires a certain amount of Resources, depending upon the unit. Rescuing a unit costs no resources. If a unit is not for hire, but can simply be rescued, move one of your units next to the unit in need of rescue. The rescued unit now responds as if part of your clan. It can be selected and given orders.

## Unit Characteristics

Each characteristic is listed below, beginning with a word or two in parenthesis to describe how they are represented in the game. The underlined text at the end of the description states which unit possesses these characteristics.

### Life

A bar indicating a unit's Health. With inorganic units this amount shows the amount of structural damage the unit can sustain before it is rendered unusable and must be repaired.

### Stealth

A unit's stealth is a function of their class. It is the way in which the unit appears to the opponent. Most units have a normal stealth, while units in the **Scout** class and **Clan Leaders** have an advanced level of stealth.

**Masked Units:** The unit appears "as is" to the opponent but does not appear upon their Minimap. Your own "Masked" units display *red* triangles at the corners of their selection square.

**Disguised Units:** The unit appears as the opponents own, but shows up on their Minimap. Your own "Disguised" units display *yellow* triangles at the corners of their selection square.

**Hidden Units:** The unit is not on the Minimap and appears to be translucent to your opponent. Your own "Hidden" units display *blue-green* triangles at the corners of their selection square.

**Invisible Units:** The unit is totally unseen by your opponent on both the Minimap and on the game screen. Your own "Invisible" units display *white* triangles at the corners of their selection square.

**Note:** - once a unit attacks it has NORMAL stealth until an amount of time has passed after the last attack. For more information on stealth, see page 64.

### Visual Range

This is the distance a unit can see. It is best shown as the distance around a unit in which the Fog of War is dispelled. There are three ranges: short, normal, and long. Most units are normal. Mercenaries and workers are short, while warriors are normal. Scouts, buildings and vehicles have long range vision.



### Damage

This is the amount of damage an attacking unit inflicts per hit. Very few hits cause enough damage to directly destroy a unit. When a unit is selected, the Hit Point bar below the unit's portrait shows the amount of damage it has taken.

### Hitting

The advantage or disadvantage that the unit has when attempting to hit another unit. Many factors affect hitting, such as class of the attacker, as well as movement, cover, size and visibility of the target. These modifiers are individually slight but compound to affect situations moderately.

### Attack Range

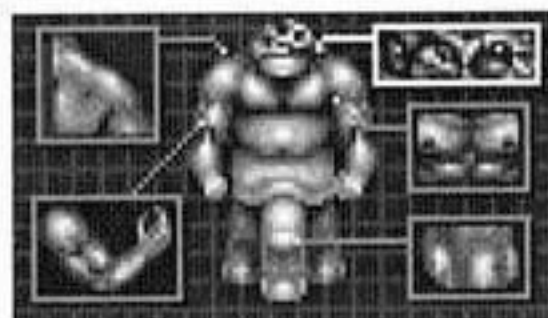
Every combat unit has one of three attack ranges. They are: *Hand to Hand*, *Short*, and *Long*. *Hand to Hand* is for workers and warriors who must be next to another unit in order to hit successfully, *Short* is for units warriors who have a distance attack, and *Long* is for units such as scouts or vehicles that can shoot opponents from afar.

### Rate of Fire

This characteristic is the amount of times a combat unit can hit in a given period of time. The three rates are slow for scouts and spells, average for most attacks, and fast for some short range weapons and most hand to hand attacks. The slowest rate would be just over half as fast as the fastest rate.

### Carrying

This is how many objects a unit can carry. Units can carry a maximum of two objects. Workers are most often seen carrying two bags of Resources from land where forests or rock crystals have been harvested. Non-Worker units can carry only one item at first, but with a Bio-Upgrade for Strength can carry two items. The Eaggra Clan Leader and the Eaggra Hero Tywald can both carry two items.



**Bio-Upgrades:** Bio-Upgrades improve the strength, stealth, vision, speed, and armour of your units. When acquired through Research, a white line appears in the Bio-upgrades box, linking the Bio-Upgrade acquired to the figure representing the body of the unit.

## Bio-Upgrades and the Technological Advancement of the Four Races

### Bio-Upgrades

Bio-Upgrades are various weapon enhancements which can be acquired by doing Research in a Technical Facility. If Research for a bio-upgrade is successful, an icon appears in the unit's menu of Icon(s) to select and acquire the bio-upgrade Researched. Bio-Upgrades acquired at a Technical Facility are effective for any units except for Heroes and mercenaries. Bio-Upgrades fall to the ground when a unit dies. This piece of fallen Bio-Slag contains precious materials and is thus worth Resources when returned to your Courthouse. Each race receives the same advantages from various upgrades; each of the Four Races has a different philosophy or technological type for the five Bio-Upgrades they can create.

### Tha' Roon—Organic Cybernetics



*"We were created in the image of grace and nobility, tall, agile, and slender as the ancient Lords themselves, surely a sign of favour from the High One that we were born to dominate and rule. Our intelligence and has led us to the discovery and use Organic Cybernetics, and this is the surest sign that we are the ones whose destiny shall shape the future of Yavaun. Who else but we could fabricate the semi-organic materials and fuse them into our bodies? We have mastered all of Yavaun, even down to the molecular level. Only Tha' Roon ruthlessness and cunning, in the pursuit of knowledge and the good of the lesser races, could have accomplished this."*

- ◆ Strength — Mesh-Exo-Skel
- ◆ Stealth — Cloaking Skin
- ◆ Vision — Infra-Visor
- ◆ Speed — Reactionary Muscles
- ◆ Resilience — Vitua-Ventrical



## Obblinox—Mechanical Amputations



"We Obblinox have long been the faithful servants of the Tha' Roon militia. The wisdom of our Tha' Roon masters has built this civilisation known as the Empire. In their generosity, they have taught us the knowledge of their science, and by their science we adopted the hallowed Mechanical Amputations. Through rite of passage, in holy ceremony and supplication, we soon achieved the holy blessings promised by the ancient writings. It is through this pain and loss that our Obblinox warriors make the journey to manhood, and become more than what they were. These implants, the fusion of our flesh with the flesh of Yavaun itself, have brought us

the promise of nearness with the High One. Though the mechanical cybernetics have little grace and elegance, and lack the electronics, advanced hydraulics and fine integration used by the Tha' Roon, still they have brought us glory and honour. By our efforts, in thanks for this lore they have given, we have preserved their rule."

- ◆ Strength — Mech-Arm
- ◆ Stealth — Blur Pack
- ◆ Vision — TeleOptic
- ◆ Speed — Iron Stump
- ◆ Resilience — The Chest

## Eaggra—Chemical Enhancements



"The technology, science, and chemical bio-machinery that the Tha' Roon grafted into our flesh are exactly what allowed us to rise up against our oppressors. The equipment and devices meant to increase production and to keep us in line, were the very items that instilled within us the desire, intense emotions and awareness that cried out for us to rebel. Equipped with the complex Tha' Roon systems of Chemical and Cybernetic Enhancements; pharmaceutical based technologies tapping directly into our brains and body chemistry, pushing our physical capacity to a dangerous thresholds, we find

the courage and fortitude to attack Obblinox guards and give spark to the fire of liberation that burns over all of Yavaun."

- ◆ Strength — Hyperbold Injector
- ◆ Stealth — Pigment Modifier
- ◆ Vision — Sensory Taper
- ◆ Speed — Adrenal Accelerator
- ◆ Resilience — Invigora Juice



## Shama' Li—Spirit Energy Links

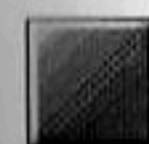


"The people of Yavaun were not meant to be other than that which they are. It is not within our right to tamper with the forms given to us by the Original One. While the other races use bio-engineered tools to enhance themselves, to us this is abominable and unnatural. Metal and electricity, no matter how organic or constructed, should not taint the flesh. We are born pure. Why would we want to alter the beautiful forms that we have been granted? Yet, we have been able to compensate in our own way, to combat the mechanical and chemical enhancements of the Tha' Roon and other races. We have honed the natural materials of the land: rock, earth, and wood. It is these we integrate into the muscle and tissue of our bodies, in ancient ritual patterns. These natural prosthesis focus the forces of nature to enhance strength, act as armour, and aid in stealth. These Spirit Energy Links, as we have come to call them, were crafted by our most talented artists from the lost knowledge and mystic arts hidden in the ruins of the most ancient sites."

- ◆ Strength — Lode Stones
- ◆ Stealth — Mystic's Root
- ◆ Vision — Crystal Eye
- ◆ Speed — Feather Rods
- ◆ Resilience — Focus Stones



**Strength:** *Strength* adds +3 to damage and allows a unit to carry 2 items like a worker unit.



**Stealth:** *Stealth* allows a unit to upgrade its stealth by one level, or it provides an otherwise "normal" unit with a *Masked* status.



**NORMAL** - The unit appears "as is" to both you and your opponent.



**MASKED** - The unit appears "as is" to the opponent but does not appear upon their Minimap. Your own "Masked" units display *red* triangles at the corners of their selection square.



**DISGUISED** - The unit appears as the opponent's own, but shows up on their Minimap. Your own "Disguised" units display *yellow* triangles at the corners of their selection square.



**HIDDEN** - The unit is not on the Minimap and appears to be translucent to your opponent. Your own "Hidden" units display *blue-green* triangles at the corners of their selection square.



**INVISIBLE** - The unit is totally unseen by your opponent on both the Minimap and on the game screen. Your own "Invisible" units display *white* triangles at the corners of their selection square.



**Vision:** *Vision* increases a unit's visual range by +1 and causes all *stealth* units to appear as "normal" within the unit's vision-enhanced sight range.



**Speed:** *Speed* increases a unit's speed by +1



**Resilience:** *Resilience* increases armour by +1, and allows a unit to regenerate at half the speed of technical facility healing. Unit also suffers a -1 to speed. **(Special note on Resilience** - damage cannot be reduced below 1. Therefore a unit always receives damage from a successful hit, despite reductions.)



## Conducting Research



**Research:** "There are not many who appreciate the knowledge accumulated by those obscure, unseen investigators who, in lifetimes of intensive study, may never see any practical use for their findings, but who go on nevertheless, seeking answers to the unknown. They, however, do no more than lay the foundation. Only we of the High Council are wise enough to see how Research may be applied to further the glory of the Empire."

— The Tha' Roon Prime Minister of Death

Units perform Research so that the clan may acquire the ability to advance units into certain rankings, acquire Bio-Upgrades, and learn spells. Research is done in War Colleges, Arcaneries, and Technical Facilities. **Any unit which received its training in a particular type of building can perform Research in that type of building.** The results of Research are up to chance. A unit does not Research for a particular spell or ability, but performs "Research" in general. The results of the Research are then made available to the clan.

Research costs 4000 Influence plus an amount of Resources unique to each race, but ranging between 1000 and 2000 Resources.

### Tha' Roon Research

#### *Research in an Academy*

A Tha' Roon Rogue can Research an Assassin in an Academy. A Tha' Roon Executioner can Research a Destroyer in an Academy.

#### *Research in a University*

A Tha' Roon Psychic can Research all Low Level Spells plus the ability to train a Psionic. A Tha' Roon Psionic can Research Low and High Level Spells.

#### *Research in a Laboratory*

All Tha' Roon units, with the exception of the Rover and Jump Troop, can Research Bio-Upgrades in a Laboratory. A Tha' Roon Architect can Research Land Mines, Barges, Cruisers, Jump Troops, and Flying Drones in a Laboratory.

### Obblinox Research

#### *Research in a Military Base*

An Obblinox Agent can Research a Spy in a Military Base.

#### *Research in a Cathedral*

An Obblinox Sorcerer can Research all Low Level Spells plus the ability to train a Warlock. An Obblinox Warlock can Research Low and High Level Spells.

#### *Research in a Garage*

All Obblinox units, with the exception of the Biker and Colossus, can Research Bio-Upgrades in a Garage. An Obblinox Engineer can Research Barges. If a Truck has been built, an Engineer can Research Cruisers, Flying Drones, and the Obblinox Colossus.

### Eaggra Research

#### *Research in a Garrison*

An Eaggra Squire can Research a Knight in a Garrison.

#### *Research in a Conservatory*

An Eaggra Druid can Research all Low Level Spells plus the ability to train an Arch Druid. An Eaggra Arch Druid can Research Low and High Level Spells.

#### *Research in a Plant*

All Eaggra units, with the exception of the Weed and Grenadier, can Research Bio-Upgrades in a Plant. An Eaggra Artisan can Research Cruisers, Grenadiers, and Flying Drones.

### Shama' Li Research

#### *Research in an Outpost*

A Shama' Li Disciple can Research a Grand Master in an Outpost. A Shama' Li Defender can Research a Templar in an Outpost. A Shama' Li Designer can Research Land Mines in an Outpost.

#### *Research in a Temple*

A Shama' Li Initiate can Research a Defender in a Temple. A Shama' Li Shaman can Research the Personal Vision Quest Spell in a Temple. A Shama' Li Guru can Research the Summoning Spell in a Temple.

#### *Research in a Guild House*

All Shama' Li units, with the exception of the Cavalier and Elemental, can Research Bio-Upgrades and Bridges in a Guild House. A Shama' Li Designer can Research Barges in a Guild House.

## Fog Of War

*"Listen Initiates, and learn of how NagaRom veiled the world from evil. The ancient scrolls tell of a time, many thousands of seasons ago, when the land of Yavaun was open and visible to us all, that it was a gift bestowed upon us from the Original One, and that we were free to explore and reap the harvest of bounty that its crops, forests and oceans presented the Four Races. The scrolls also tell of a dark time, when all the world was suddenly plunged into gloom and eternal night. A great black cloud of hate and shame, created from the animosity, greed, and rancour between the Races, as though the world itself were covering its eyes to block out the atrocities being committed on its soil. Looking down on his creation, NagaRom, the Original, grew fearful for the world he had created, and sad at the crimes and evils of his children. He drew in his breath, pulling in all the hateful, vicious feelings that were fouling the air of Yavaun, and for a moment he held it all in his great lungs. Then, sickened and disgusted, he blew it back out, an awful explosion of bitter, black and vile air, a cloud of black fog that soon spread over the face of the whole world. In this way, by hiding all, NagaRom hopes we might see a way to peace, by cleansing the world of this awful Fog of War"*

— Miyo, Shama' Li Guru



As should be obvious from the game's outset, the lands of Yavaun are overcast with a thick, almost impenetrable Fog of War. In order to collect the necessary resources to accomplish your objectives, you must at some point, venture out into the darkness that surrounds your encampment. As you move outward, the Fog dissipates and any information about that area then becomes available to you on the Game Screen and the Minimap. This lifting of the Fog of War occurs within the visual range of the unit selected. Certain units possess a greater visual range than others, and certain spells, such as *Clairvoyance* can lift the Fog of War over broad areas.

If a unit leaves a newly explored area, the Fog of War returns. On the Game Screen, things appear as they were last seen by the unit. A building or bridge discovered by your units remains visible under the fog in the last state it was seen. However, when you explore this area again, you may find new damage or items newly constructed by your opponent.

### Unit Visibility Inside and Outside of Forests

Troops that enter into Forests, become hidden from other units, unless those units are near the edge of the forest or have enhanced sight Bio-Upgrades. Those units within the forested area are likewise hampered in their visual range capabilities, being unable to see clearly through the tree-line. While these troops are visible from the air with the use of *Scout Drones* and *Jump Troops*, those units with *Stealth* enhancements will remain invisible.

## Influence

*"The secret of my Influence has always been this: We live in a world which is full of miserable and ignorant entities, and the plain duty of each and every Tha' Roon is to make every corner of the world subject to his influence, subjugating the miserable and ignorant so that they will work and follow him wherever he may go. As is well known among our kind, — Power will last at most ten years; Influence more than a hundred."*

— Ty'rkall, Tha' Roon Executioner speaking before the Academy

### What Influence is and How it Works

Influence is a gauge that ranges from 0 to 5000 points, measuring the prestige and renown of a Clan Leader. This gauge, which is represented by the flag on the Leader's portrait, can never dip below 0, nor can it rise above 5000.

If your Leader's Influence drops below certain levels (see charts for details), then any Research you wish to do, or the special abilities such as the **Battle Cry**, are no longer available to you.

### How Influence Increases

Your Influence rises each time your clan kills an entity that is not of their clan.

Certain Heroes also raise clan Influence. This is a one-time bonus, received when the Hero joins your clan, and that is not necessarily subtracted when the Hero leaves the clan, or dies.

Clan Leaders can convert Resources to Influence. You accomplish this conversion by selecting the Star command icon from the Clan Leader's menu bar of available actions. Each race sees this action differently. For the Tha' Roon, increasing influence is seen as a bribe, while for the Obblinox it is a matter of honour. The Shama' Li bless the clan, and the Eaggra enrich the clan. In each case, using the Star command icon costs 1000 Resource and increases Influence by 1000.

### How Influence Decreases

Any Research done by your clan reduces your Influence by the amount of 2000 points.

The use of a clan's **Battle Cry** lowers Influence by a full 5000 points. Therefore, in order to make use of the Battle Cry, Influence must be at its maximum.

The Influence flag falls if any of your clan's units have been killed. The Influence of your clan will drop the number of that unit's maximum life points.

## Repair and Mend

*"Those who don't know how to keep themselves healthy ought to have the decency to get themselves buried, and not waste any more time about it."*

— attributed to K'Iralfk-maln, Tha' Roon Minister

During the course of the game, your troops will incur heavy casualties and damage. In order to keep your units and structures intact, it is necessary at times to mend and repair them.



**Repair Structure:** Most buildings and structures can be repaired by selecting a worker and ordering them to repair the damaged structure by clicking on the unit's Repair icon and then clicking on the structure you need to have repaired. You can speed repair time by having more than one unit attempt the repair simultaneously.



**Healing a Unit (at a Technical Facility):** Units can be healed in a Technical Facility. To do so, place the unit in the Technical Facility and select the Heal icon. (Mercenaries and War Machines are the exception to this rule and cannot be healed in a Technical Facility.)



## COMBAT AND THE ART OF WAR: THE RULES OF BATTLE FOR YAVAUN

*"The General Order is to remorselessly hunt the enemy until it is completely, utterly, and mercilessly destroyed. Anything less shall be considered complete failure, and met with the extreme punishment."*

— T'hakiis-mhor, Chief Executioner to the Tha' Roon Prime Minister of Death

To fight, select a unit and left-click on the enemy or object you want to engage. Your unit then marches off to attack the intruder. Eventually one is the victor. If your unit should win, your Influence (indicated by the flag on the interface) increases, and you can continue on. Attack a house or building by left-clicking on an outside wall with one of your units selected.

### Base Chance to Hit

All units have a base chance to hit of **70**. This means that if an Obblinox biker were to engage a Tha' Roon Executioner, each unit would have the same chance to strike the other, modified by any Bio-Upgrade enhancements, special weapons, or spell effects that each unit may or may not have on them.

#### Modifiers to Hit

Following are the modifiers for Attacking Units: **Moving targets** are -10% to hit; A unit that is classified as a stealthy unit is -10% to hit; A **Building** is +10% to hit; Units are -10% to hit in a **Forest** area; At **Ranges** of **4** or greater units are -10% to hit; Units have + 10% to hit in **Close** combat

Certain **Bio-Upgrades** and **Spells** affect to Hit percentages (see respective sections on pages 59 and 71 for details). The **Battle Cry** also modifies attack values.

### Battle Cry



For a duration of thirty (30) seconds, when the **Battle Cry** is sounded by the Clan Leader all trainable units (including non-leaders, mercenaries, and Heroes) fight with newfound energy, zeal, and frenzy. They receive the following bonuses (and penalties): 10 points of Life are **Healed**, +2 to **Damage**, +1 level in **Rate of Fire**, +1 to **Speed**, Units lose the ability to use spells, Units have -10% to Hit penalty.

### Combat Movement

All units move at their regular movement rates unless they are *modified*.

#### Modifiers to Movement

The Movement modifiers for Attacking Units: -1 movement in **Forests**, +1 on **Rock Roads** (to a max. of 9), +2 on a **Paved Road** (to a max. of 10). Units cannot move through rock, water, other units, or buildings. **Battle Cry** grants Speed as do certain **Bio-Upgrades** and **Spells** (see sections on pages 59 and 71 for details).

### Damage

Damage is indicated on the unit's statistics. Damage can be modified by **Armour**, **Spells**, and **Bio-Upgrades** attached to that particular unit.

#### Armour Modifier to Damage

Damage is **reduced** by the amount of protection afforded by a unit's armour rating. Armour can be modified by **Spells** and **Bio-Upgrades**. Armour allows a unit to subtract its rating number from the damage inflicted down to a minimum of 1 point.

### Ranged Attack

Units with ranged attacks **pause** after firing at their standard *rate of fire*. During this pause, no other action may be made by that unit. Another pause occurs when a ranged unit is ordered to move. After the delay, the unit resumes its normal *rate of speed*. If a unit is not within the range of its weapon when ordered to attack, it automatically moves to within firing range.

### Rate of Fire

*Rate of Fire* determines how fast a unit's attack can be repeated. A unit that is a *close combat* unit suffers no delays and always operates at full speed. Units with *ranged combat* pause between the firing of volleys. There are three ranged attack speeds: Slow, Medium, and Fast.

### Walls and Structures

Units cannot fire through walls and structures. If a unit is targeted beyond a wall or structure, then the attacking unit plots a path around the obstacle to continue its attack.

### Worker Damage to Structures

Worker units, trained as they are in engineering and construction, can cause damage quickly to buildings and walls if ordered to attack them.

### Vehicle Combat

Vehicles engage in combat in the same manner as other units. They move to within range of the unit selected as the target of their attack, and then pound into them with their guns or battering rams. War Barges fire upon units on the shoreline, but only up to the extent of their range.



## WAR WIND SPELLS: L'LORSSE'S GUIDE TO CONJURATION AND SPELLCRAFT

This section describes the various spells used by each of Yavaun's four races and a breakdown of their effects, as described in an ancient text of unknown origin, found by the learned Teacher/Guru, **L'lorsse** of the Shama' Li.

*"Foolish is the one who claims to control the secrets of the Earth. The Elements serve no cause, and only allow their power to be held for a short time. Search your own heart, student of the Path, for within lies the answer, and there you shall know the true spirit of magic."*

L'lorsse

### Spells

Spells are Researched by Mages and Advanced Mages in an Arcanery. If Research for a spell is successful, that spell becomes available for Mages and Advanced Mages to learn. Once learned, the spell can be cast.

#### On the Learning and Using of Spells: The Yavaunian Schools of Magic



**Research:** With few exceptions, spells have to be Researched in order to be cast. Some spells can be acquired from scrolls found as treasure, while others are a natural ability of the Shama' Li.



**Learn:** Research is conducted in an Arcanery by Mages and Advanced Mages. The results of Research are random, but once a spell has been Researched, it need not be Researched again and is available for the magic users of the clan to learn. Mages and Advanced Mages may Learn spells made available by Research in an Arcanery. Once learned by individual units, these spells are available to Cast.



**Cast Spell:** Spells specific to one Race, cannot be learned by a mage of another race.

#### Lower Level Spells

These are spells that can be learned by any Mage specific to that Race.

#### Higher Level Spells

These are spells that can be learned by any Advanced Mage specific to that Race.

#### Things to Remember When Using Spells

Once Researched, spells require magic energy to cast. The level of magic available to a unit is shown by the yellow bar beneath the unit's portrait in the lower right of the interface. Once a spell is Researched in a given scenario, it is available for the appropriate units to learn and need not be Researched again. All spells, if cast "out of range" of the spell's normal range parameters, cause the casting unit to move towards the area until it is in range. Then the spell is cast. All spell points regenerate at a slow constant rate of about 1 per 5 seconds. All spell casters enter play with only 1/2 of their total spell point maximum.

## Tha' Roon Spells

*"The blackest and rather deadliest Psionic magic operates most effectively in the preconscious, frontal lobe areas of the brain. The Commanding Voice and the Fear the student of magic puts behind it, are the most effective tools of the Psychic."*

— as quoted in the Sacred Scrolls of Khulahn.



**Clairvoyance:** A Low Level spell. "By true manipulation of the eye within the mind, a large area is revealed unto you out of the Fog of War, as if you were standing on that spot. All are laid plain and clear before you: enemies, buildings, and vehicles. Though the duration is short, this shall give you the advantage you had not before. How you use that information is up to you, young psychic, though you would be foolish to ignore it."



**Mental Blast:** A Low Level spell. "A single enemy target within your sight shall feel a piercing bolt of pain within its mind. Ware ye, however, as this discipline only affects living entities. Armour of any type offers **no** protection. Continue to drive the spike of pain into the mind until the thing you are attacking falls dead at your feet. Relish in your conquest."



**Compulsive Fear:** A Low Level Spell. "The number of four entities shall feel the effects of your power if they are close to your position, fleeing from you in absolute terror for the spell's brief duration. Ware ye, student of the mind, that this discipline affects friend or foe alike."



**Mind Shield:** A Low Level Spell. "Any object or individual, whether it be vehicle, building or warrior, are rendered invisible to your enemies. This discipline has a medium range and duration, or until the affected unit initiates an attack."



**Command Voice:** A High Level Spell. "Any enemy unit that is up to 3 squares from you falls under the control of your clan with the magic of this discipline. The unit is now your personal slave. Only by an understanding of our magic shall any know that the unit is now under your control. The wary student of the disciplines is cautious when casting this however, as he will be stunned for a short duration after the casting."



## Obblinox Spells

"The most amazing thing about Obblinox spellcraft is its mysterious history. Many males, angry at the matriarchal limitations of Obblinox society, formed monastic universities on the outer fringes of Obblinox settlements. And although little is left of the records of that era, it is known that it lasted but a scant few generations. When these hermits emerged from their cabals, they returned with knowledge unknown on this world. They had looked into the void and somehow tapped into the dark forces of creation. Yet, they chose to return to the subordinate roles in Obblinox society, and even up to this present day, all Obblinox spellcasters are male, and their ways still steeped in the mystery gained from the void."

— quoted from the text: *Sacred Knowledge*  
by Adonna-Allil, Obblinox historian



**Fiery Bolt:** A Low Level Spell. "All organic life forms close to the caster shall suffer great and terrible damage from the fiery burst you create with this spell. No buildings or vehicles, however, suffer from the force of the bolt."



**Crumbling:** A Low Level Spell. "Having no effect on living tissue, the power of the **Crumbling**, affects all vehicles, walls, buildings, bridges, and other constructs within a medium range."



**Blood Boil:** A High Level Spell. "Any one unit that you touch receives both benefits and disadvantages from the power of this spell. **Blood Boil** bestows an additional armour, increases the damage a combatant can do, speeds movement, and doubles the combatant's rate of fire. During the time this spell affects the unit, it is not be able to cast spells of its own. Sadly, due to the incredible energy expended within its cells, when the spell energy is depleted, the unit under its effect falls to the ground and perishes. This spell may be used against foe as well as friend."



**Phantasm:** A High Level Spell. "The power of this spell allows the caster to create an illusion of a random creature type, one indigenous to the area, and to control it. The illusionary creature causes no damage, though it attacks until destroyed or dispelled."

## Eaggra Spells

"Let us first shut up. Still your tongues. Still all sound, all rustling, all thought. Yes. Now, within yourself, make still and quiet the rhythms of the body. . . Are you listening? Can you hear the Silence? This is the centre. From here, from this point all things ebb and flow. From here the forces of nature can be contacted by will and focus. And if you are calm, if you reside in the centre, they will respond to your call, as the leaf turns to the sun. If, however, you falter, if you are not balanced in the silent centre, then nature will know, and all is lost."

— lesson from the writings of the Eaggra  
Arch Druid, Hamaa-han-Maat



**Land Vision:** A Low Level Spell. "For a brief duration, the caster of this spell gains long range sight through the Fog of War."



**Ground Friend:** A Low Level Spell "For a medium duration, any unit or vehicle upon which the caster has cast the spell is able to move across any terrain uninhibited. The object of the druid's spell must be within visual range at the time the spell is cast."



**Tree Growth:** A Low Level Spell. "A powerful spell indeed is the **Tree Growth**, for it replenishes the land we work. Any clear area near the caster is affected by the energy of this spell. If however the area has not been totally cleared of trees, then the spell shall regenerate that portion of the area that is clear. The new trees are permanent until harvested."



**Regenerative Touch:** A High Level Spell. "Those that are touched by you, shall receive the benefit of life regeneration. The rate of regeneration is equal to that of your clan's current Plant. While under the influence of this spell, the unit may perform any action it is normally capable of doing."



**Meteor Storm:** A High Level Spell. "All living things within a large, random area receive a punishing amount of damage while they remain within the area affected. Use the energy of the storm with caution, youthful weedling druid. The casting range of this spell is short, thus placing yourself well within the area that may be affected."



**Nature's Voice:** A High Level Spell. "Any creature of Yavaun that is within the range of your touch, falls under the control of your clan. The creature remains under your control until killed or driven away. Only by an understanding of our magic shall any know that the unit is now under your control."



## Shama' Li Spells

*"Magic is the way of the artist, the creator. Its power sprouts first from the pain of existence, and the knowledge of limitation. It is then perfected by the realisation of the return, or as most see it, death. This release of the powerful spirit from the prison of the body is the root of Shama' Li magic and the light on the path to divine understanding."*

— as quoted by the Shama' Li Guru ElWee' L'issTann, in his treatise *The Power of NagaRom in all of Us*



**Seer:** A Low Level Spell. "By the benefit of the true vision of the mind's eye, a large area is revealed unto you out of the Fog of War, as if yourself were standing on that spot. The effectiveness of the spell energies, with the blessing of the Original, shall make plain and clear before you: enemies, buildings, and vehicles, even those that are within the confines of a forest. Any illusions in the area are revealed and removed."



**Healing:** A Low Level Spell. "Any injured organism within your range of vision that has the energy of life within benefits from the healing power of this spell. You shall and must continue to cast this spell, until either your energy fails or the injured creature is healed. That is the Way."



**Insight:** A High Level Spell. "By the divine wisdom of the Original One, the energy of this spell grants the clan the ability to Research one grade higher than normal. This benefit manifests as the ability to instantly build either a Temple, Guild House, or an Outpost. Due to the expensive drain on the personality of the caster, those that brave the expense shall give up their lives to the energy that needs to be replaced. This is the Way."



**Personal Vision Quest:** A Low Level Spell. "By the grace of the Elemental powers, those who receive the benefits of this spell regenerate all life energy, gaining strength in the attack, increased range of fire and sighting distance, greater speed, and the ability to "see" stealthy units as though they were normal. All illusions within the caster's visual range are dispelled."



**Summoning:** A High Level Spell. "With blessings bestowed by the wisdom of the Original One, a random creature indigenous to the land is summoned to serve the clan. Yet ware ye, Shaman. For whether you mean to or not, you may summon a creature that is more bane than good."

## ECOLOGY AND GEOLOGY THE LIFE FORMS AND LAND FORMS OF YAVAUN

All entries in this section are quoted directly from the Yavaunian text, *A Complete Guide to the Bionomics of the Empire* and the controversial *Necessary Dissolutions: A Treatise on Species Selection*, by the Tha' Roon sage, **Hra'kar Nmlir**. Though criticised for his imperialistic, racially slanted views supporting the Empire's dissolutionist theory (that those life forms that exhibit weakness or that serve no function that furthers the Empire should be eliminated), the thoroughness of his Research and extensive study of each species cannot be denied. When confronted with his extremist view of weaker species, the elderly scholar replied to his young critics: *"Life is, after all, a chain, and a chain is no stronger than its weakest link. However, we Tha' Roon have determined which links should remain, and which links are no longer necessary."*

Shortly before he was killed in the bloody skirmish outside the Imperial Ecologist Conference convened near Mount Caranei University, the Shama' Li Clan Chief and Shaman, **Khollyssa** WindWeaver, said this in detraction of the revered Dr. Nmlir's statements: *"This we know: Yavaun and its lands do not belong to the Tha' Roon; Tha' Roon belong to the earth. All things are connected like the blood which unites one family. All things, all life, all races — are connected. Whatever befalls Yavaun befalls those of Yavaun. Tha' Roon did not weave the web of life: he is merely a strand in it. Whatever he does to the web, he does to himself."*

### Bonca



*"The Bovinoceridea primigenius, or as it is more commonly called, the **Bonca**, tend to gather in large herds throughout most of the wild, untamed terrain of Yavaun. They are socially oriented animals with strong family ties. The 'social' behaviour of these animals is so strong, that they go so far as to bury their dead under piles of twigs and leaves, a practice which has no doubt given rise to the ridiculous fables and rumours of a immense Bonca Burial Ground. Many have sought this mythical place, hoping to reap a vast fortune from the rich mineral deposits contained within the carcasses of the dead Bonca. Though for the most part docile creatures, maintaining a discreet distance from strangers while they go about their normal feeding routine of devouring great quantities of rocks and minerals, the six legged Bonca does not hesitate to attack those that threaten, or appear to threaten their young. These creatures are extremely hard to kill, as their tough hide provides adequate armour against most conventional weapons and tools. They rise to a height of about ten feet at the shoulder and weigh up to 6 or 7 tons. They can live up to 75 years or more."*



## Bonca Fledgling



"The young *Bovinoceridea primigenius*, or **Fledgling Bonca**, are considered a nuisance and a menace to those who are cultivating the surrounding lands in readiness to build our communities. The tight packs of young Bonca feed on synthesised construction materials, (which, more often than not, are any buildings built too close to their feeding grounds). Where the young, long-eared Bonca is found, one can be sure that the adults are not too far away. They utter a high pitched wailing, or warning cry if attacked, summoning their furious parents to their rescue. If left alone they merely feed until content and then move on."

## The Countenance



"Fantastic anomaly or biological creature? Who can say . . . the thing has resisted all means and methods of study and research, as though it were above the natural order of life itself. The face-like creature, if indeed it is a life-form at all, has no seeming pattern to its movements or reason for existence, pressing its massive features up through the earth's crust at random locations and times of its own choosing. On the two times that I have encountered it, it has destroyed every piece of equipment that I had brought with me. Movement or construction is useless while the thing remains. I have heard superstitious tales of those who have been able to destroy or drive it away, and then experienced great losses, ill times, and believe they have fallen under a curse of nature itself. The half-wit Shama' Li believe that the **Countenance** (in their tongue, they refer to it as 'the Aspect of the First Pain', claiming it to be the world's remembrance of the first blow struck against their people) is a sign and symbol of the planet Yavaun itself, a physical reminder of her lament. Who can say?"

## Dinge Vermin



". . . I have had several interesting, if not annoying and frustrating encounters with the *Khyroptera Rlattuiea*, or **Dinge Vermin**. Translucent until they choose to reveal themselves, they have been classified by others as thieves and pack rats, as they steal items of brightness and objects of lustre. Though mainly weak in structure and composition, these vermin are extremely quick and agile. They travel with others of their kind and exhibit the strange habit of sacrificing one of their own so that the others may escape with the loot they have acquired. They often sneak into a Courthouse in order to conduct a "raid," though it has never been ascertained that they use any of the objects they acquire for a useful or constructive purpose. . . . and they seem to be nothing more than pests, a creature best exterminated by the tools of the Empire. If the High Minister shall but sign the order, I shall ensure that these menaces are wiped completely from the face of Yavaun."

## Foul Fess



"The territorial abnormalities commonly called the **Foul Fess** are, as far as I can determine, a byproduct of the genetic waste generated by our bio-mechanic factories, slough on which Psionic and magical experimentation has given a weird semblance of life or purpose. Rising up from the deep water of the swampy areas they normally inhabit,

they surprise and attack any life form out of malice and jealousy, somehow recognising themselves as "living" outside the normal cycle of life on Yavaun. Distinguished by their long, slender, misshapen forms covered in thick layers of muck and waste, they take their forms from varying tissue compositions, pulling themselves together from the cast-off materials and discarded from the factory pumps. The mindless aberrations take life from whatever creatures it is able to kill, adding the life-force of its victim to itself."

## Ionic Brakus



"Many of the lower life forms of Yavaun have proven valuable to us only after they are dead, giving up their remains for Research or other purposes. Such is the nature of the creatures known as the **Ionic Brakus**, or as it is called by the layman, 'the eater of a machine's soul'. In truth, the ion pulse that the beast generates is what brings powerful equipment and war engines to a grinding halt. No mechanised equipment can operate while within their field of influence, and either the beast must be destroyed or the machinery hauled away from the ion pulses' range before it can become activated once again. The Brakus is easily recognisable due to its small size and tick-like appearance, and from the varying copper colours of its exoskeleton, usually a shiny brass-bronze in hue. Though extremely hard to destroy, they are valuable sources of treasure, as their hard carapace can be utilised in various beneficial ways. Other than that, the Empire would be far better off if these irritating menaces were dealt with swift finality. Theirs is a necessary dissolution."

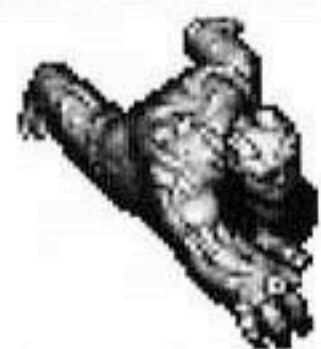
## Mondra'Harth



"Of all the beings I have studied, catalogued, and observed, the **Mondra'Harth** is by far the most fearsome and deadly of all. This terrible gargantuan is thankfully solitary and reclusive and therefore rarely encountered. Attaining a size and height comparable to large buildings, and weights in excess of 60 or more tons, this creature has lately become a symbol among the traitorous Shama' Li, a legendary representation of the ecological fortitude of Yavaun. Feared not only for their impossible size and strength, but also for their speed and cunning. Sharp tail spikes can be launched from great distances, while damaging raking attacks can be inflicted with their four-clawed paws. These horrible abominations also have the unnatural ability to regenerate themselves, thus working themselves into both Shama' Li and Obblinox mythology as beasts who serve the mystical Original One, or Creator being of Yavaun. These beasts also choose to inhabit ancient sites of power, never straying far from the lair in which they were born. The fact that the Mondra'Harth selects these sites of power as its lair, has also added to the mystical stories and tales sung about them. Their cave-lairs are vast treasure troves, though not by their own creation. Those foolish enough to attempt to slay such a monster usually leave the bones, weapons and equipment behind as a testament to their stupidity and thus add to the beast's great mass of wealth. Fairly docile unless provoked, I have had the opportunity to observe one for a distance for a number of weeks now, they prove quite unassertive unless attacked or threatened. They also become quite violent towards others of their species and any other intruder during their three month mating season, usually occurring in late summer...."



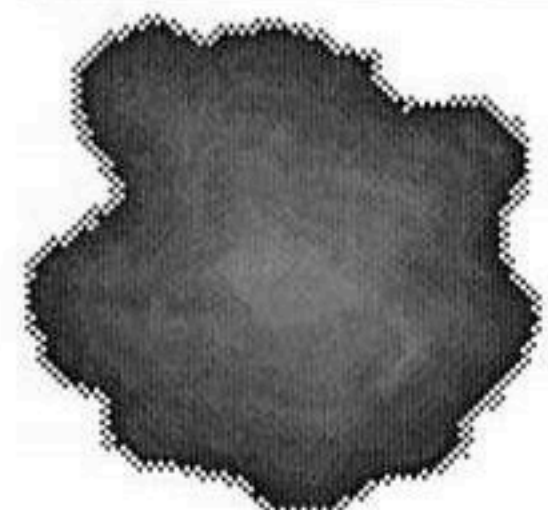
### Rubble Fiend



*"In the ruins of old and deserted cities, a dangerous life form has taken a firm foothold and to which the Empire would do well in exterminating totally if possible. These things, known commonly as the **Rubble Fiends**, or Urseas Sapiens Vulgaris, though I strongly hesitate to attach the term sentient to them, are beings which have the ability to fuse with rock, stone bits and pieces of walls and towers, bones etc. in order to give*

*themselves natural weapons and armour to use in hunting and combat. Roughly standing about the size of a mature Bonca, these crude and cunning beings lie still and silent in wait for unsuspecting beings to wander into their lair, and then detach themselves from their hiding places within the walls and corners of crumbling structures, mercilessly attacking with crushing clubbed fists. Their lair typically is unkempt and filthy, though it can contain a wealth of materials, treasure and equipment."*

### Ruin Smoke/ Retch Cloud



*"Believed to have been created as a byproduct of chemical experimentation by Tha' Roon biofusion in the breeding pits, this has yet to be proven either by myself or my colleagues. Still, others who are superstitious maintain that they are the spirits of the dead who have returned to exact vengeance on those who have wronged them, while others maintain that they are extensions of a giant invisible entity that is feeding on the land. Whatever the case maybe, the different hues and colours of these cloud-like forms are the only means of distinguishing their*

*powers and characteristics. The **Ruin Smoke** has an acidic nature which damages or corrodes those buildings and vehicles that it can cover with its oily mass, and the **Retch Cloud** exudes a deadly poisonous gas that destroys living, organic tissue. Their nature is indeterminate, only that they cause terrible ruin and destruction as they flow about slowly and at random, appearing and fading unexpectedly, following their own mindless whims."*

### Slinck Weed



*"With its chameleon-like ability to mimic local flora, the Plantae Vicionidea, or **Slinck Weed**, hides in waiting for its victim to approach within its range of attack. With alarming alacrity and power, they lash out in an attempt to drag their prey down quickly. Due to their excellent camouflage skills, it is impossible to detect and attack them with ranged weapons, as they do not reveal themselves until it is too late."*

### Snipethorn



*"The half plant, half animal, **Snipethorn** can be easily recognised by its squat shape. It is a nomadic creature with a wide hunting/gathering range and is normally encountered in a pack, or family of three to six members. They exhibit both predatory and scavenger behaviour and feed on almost any living matter they come across. Persistent hunters, they are able to produce within their internal structure a quantity of thorns which they then are able to fire at high velocity from their long proboscis, like fleshy arrows, and with deadly accuracy. I have seen a hunting pack of these creatures bring down an aged Bonca, firing their thorns and then moving away so that their attacks confused the beast."*

## Natural Terrain Features

### Chasms

These are deep tectonic grooves in the earth that cannot be passed over or into with vehicles, or on foot.

### Forests

Colourful canopies that are spread across the land of Yavaun. These conifer forests are used by all the races as a valuable stock of resources and minerals. Units outside of a forest cannot see units within a forested area, and in addition, units walking through forested areas have their visibility reduced for the time that they remain within the trees. Thus a unit receives good cover, but low visibility while in a forested area. Forests slow the movement rate of all races except for the Eaggra, who are naturally at home in wooded areas.

### Mined Areas

Once a Forest or Rock deposit has been mined, the mined area is rougher than the surrounding terrain and impedes movement.

### Plains

These are natural low cut **grasses** and **beaches**. They have no affect upon movement.

### Rocks

A large pile of stone and mineral which is not passable. They must be mined by Workers in order to yield the various mineral resources within them. Mining rock is a gamblers game, since their value is variable and unknown until worked.

### Water

This terrain feature, is of course, any feature consisting mainly of the pure, blue waters of Yavaun. Rivers, oceans, lakes, and streams being the most typical features. They are not passable without a water vehicle of some type, a bridge or a ferry system.



## WAR WIND SCENARIO EDITOR

*"To every one of the land's people, the land has been given on condition, handed down with reverence from the Original. Whether it be known or unknown, there is a Covenant, beyond the High Council of the Tha' Roon, beyond Obblinox sovereign loyalties, beyond the Eagggra nation's sweetest dreams of freedom, even beyond the sacred sites and institutions we work so hard to protect. This world, Yavaun — this land is the only thing in the cosmos that amounts to anything, for it is Home .... It is worth working for, fighting for, dying for — but not killing for."*

— Third Chapter, sixteenth verse, the Shama' Li Scrolls of Wisdom

Now that you have mastered the art of warfare by honing your skills against the computer, why not test them against real opponents? See if you really are able to out-wit and out-think enemies in real-time scenarios played directly over the Net! By creating your own scenarios to challenge others, testing their skills and tactics, you can add another dimension to the world of WAR WIND: your unique style and vision of the art of war.

In the WAR WIND folder into which the game was installed are separate icons for WAR WIND and the WAR WIND Scenario Editor. By **double clicking** on this icon you can call up the Scenario Editor which allows you to add terrain and place units or items. These maps can then be saved and used as the battleground for other Player(s) who are eager to face the challenges of a multi-player environment.

The Scenario Editor consists of two parts, one to build the basic structure of the scenario and one to choose and edit features of the map. The Scenario Editor is a separate Windows 95 icon from the game itself and cannot be accessed from within the game, nor can the game be accessed from within the Scenario Editor. Scenarios (saved map files edited with the Scenario Editor) can be imported into the game, both for single-player sessions and for use in multi-player environments.

The Scenario Editor's two sections are divided as follows:

Scenario Structure  
Scenario Maps

The combination of these two elements allows you to create new battlegrounds on which to build, test, and challenge yourself and other player(s).

**Note:** Both the Scenario Structure and Scenario Maps section of the Scenario Editor save different information to the map file. Make sure to SAVE in each when modifying your maps.

## Scenario Structure

The Scenario Structure section of the Scenario Editor allows you to set the parameters for the game session you create. In this way you can set the amounts and types of resources, units and creatures available. You are also able to name and define the scenario, whether as a simple search and destroy mission, or a more complex, goal oriented scenario, such as finding and capturing an enemy's treasure while using stealth to disguise your units as members of the opposing force.

When the Scenario Editor is first launched, a window appears with the following choices:

General    Player(s)    Alliances    Resources    Influence    A.I.

A "Browse" button allows you to choose the specific map you wish to edit. By left-clicking on these choices the following information is provided.

### General

Selecting General information will reveal a pull-down menu with the following options:

#### Game Type

- ◆ Free for All — With no other objective, other than your own survival, try to destroy any and all opposing forces your encounter.
- ◆ Rabbit — Struggling not only against seven opposing forces, but also a set time limit, you must keep your forces alive to win.
- ◆ Us vs. Them — Having determined your allies, find and destroy the enemy forces.
- ◆ Seven vs. Computer — While working with, or against our opponents, you must also deal with the computer's forces that have a mission of their own.
- ◆ Battle Royal — A tough situation, where you and a number of allies must work in concert to defeat the opposing side.
- ◆ Scavenger Hunt — This scenario type requires your troops to seek out and find various objects or treasures that will aid in the defeat of those enemy units that are also on their own treasure hunt.
- ◆ Escort — This is, quite obviously a goal oriented situation, where a convoy of troops must safeguard a unit or group of units through hostile territory to a safe haven.

#### Author

Either your name or a pseudonym that the player(s) will identify as the twisted genius behind that particular customised scenario.

#### Title

A short descriptive phrase that tells the Player(s) the nature of the scenario.

#### Description

A paragraph or two that describes the exact nature and goal of the scenario and any restrictions or special conditions that have been implemented to aid or deter the player(s).



### **Victory Conditions**

- ◆ Destroy Leaders — Find and eliminate the leaders of the opposing forces.
- ◆ Destroy All Units — Find and eliminate all opposing units.
- ◆ Get Hunt Items — Seek out and acquire specific treasure or magical items.
- ◆ Player One Exits Map — Player 1 reaches a specific destination on the Map.
- ◆ Any Player Exits Map — Any one Player reaches their designated End Marker on the Map.
- ◆ Limited Duration — The scenario must be completed within the set time limit in order to achieve a complete victory.

### **Map File Path**

Selecting this feature will allow you to find the specific map/scenario you wish to play and/or edit by using the Browse button.

### **Browse**

By clicking on the Browse button you will call up the following menu list:

- ◆ File Name — A selection of files by their assigned name.
- ◆ List Files of Type — A selection of map files by their assigned type (Free for All, Rabbit, etc.)
- ◆ Folders — Specific folder(s) into which the maps have been placed.
- ◆ Drives — The computer drive on which the map information is stored.
- ◆ Network — Takes player to the Network connection feature.

### **Player(s)**

A set of entry boxes with slots for up to eight Player(s) to enter the following information:

- ◆ Name — Player(s) type in their name, or the name of their Clan Leader, or mark the slot closed (unavailable.)
- ◆ Type — Player(s) select which option (Closed, Human, Computer, Either) for that particular slot.
- ◆ Race — Player(s) select which option (Any, Tha' Roon, Obblinox, Eaggra, Shama' Li) for that particular slot.

### **Alliances**

This option allows you to decide which player(s) you wish to be allied with or against. There are four Alliance Groups from which to choose, under which any players from Player 1 to Player 8 may be selected.

### **Resources**

An entry box for each Player(s), one through eight, that allows for the adjustment of starting resources. Starting resources can be adjusted in increments of 1000.

### **Influence**

An entry box for each Player(s), one through eight, that allows for the adjustment of starting influence. Starting influence can be adjusted in increments of 1000.

### **A.I.**

For player positions controlled by the computer, you select the Production Strategy and Stance desired for the Computer Opponent.

### **Production**

This refers to the type of units the Computer Opponent will produce and train.

- ◆ Balanced — Takes an even approach, training Warriors, Stealth units, and Magic units.
- ◆ Warriors — Concentrates on hiring Warriors and training them to their fullest potential.
- ◆ Stealth — Concentrates on producing Stealthy units.
- ◆ Magic — Concentrates on hiring Magic units and training them to their fullest potential.

### **Stance**

This refers to the type of activity presented by the Computer Opponent.

- ◆ Passive — Units neither move nor fight unless attacked.
- ◆ Defensive — Units attack and pursue the enemy on sight.
- ◆ Active — Units scout but do not fight unless attacked.
- ◆ Aggressive — Units scout and attack the enemy on sight.

### **File Menu**

**Note:** Under the File pull down menu in the upper left-hand corner, the choices are:

- ◆ New — Creates a New Map File.
- ◆ Open — Opens a specific Map File.
- ◆ Save — Saves a Map File.
- ◆ Save As — Saves the file by name and drive.
- ◆ Edit Map — Launches the portion of the Scenario Editor which allows you to modify existing maps, including the regular Race Missions of WAR WIND.
- ◆ Exit — Exits the Scenario Editor Program.

## **Scenario Maps**

This portion of the Scenario Editor enables you to load pre-existing blank terrain maps and then place on them the various units, buildings, resources, and objects available in the game, as described below. The terrain of the map can be cycled through the various types of terrain available, but you cannot reshape terrain or draw it from scratch. The maps serve as the palette on which you create your own map designs. Separate versions of all game maps are available for modification. For this purpose, these game maps have been wiped clean of everything but terrain, terrain overlays, and decorations (such as lily pads).

### **Playing Custom Maps**

#### ***Playing Custom Maps in a Multi-Player Scenario***

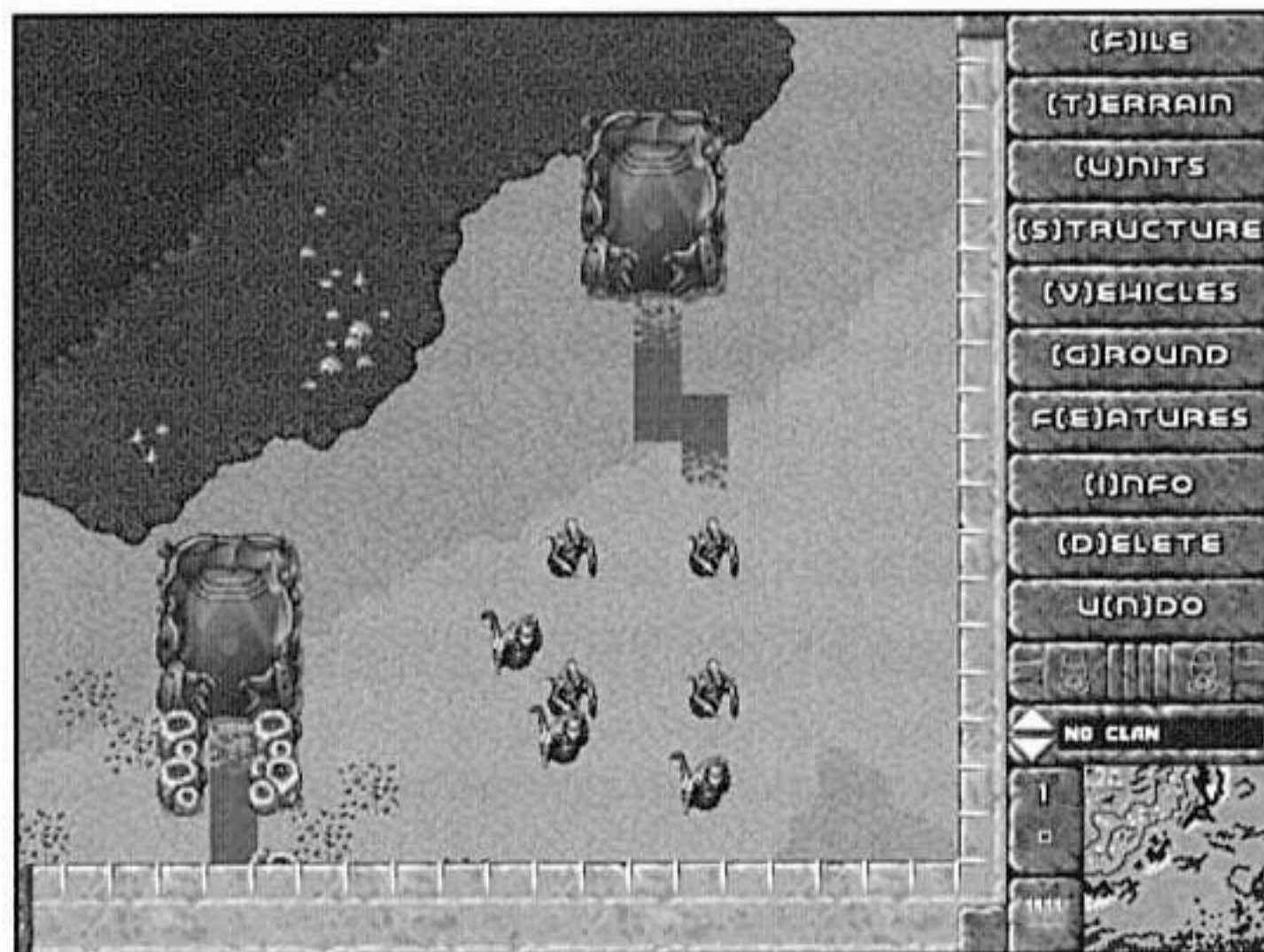
Custom Maps made with the WAR WIND Scenario Editor are saved to the same directory in which Multi-Player maps appear. When selecting Multi-Player maps, your Custom Maps appear along with the others in the list.

#### ***Playing Custom Maps in a Single Player Scenario***

If you wish to play a customised map on your own, enter a Multi-Player session and choose WinSock/IPX/Network for Direct Play. Assign the computer to play the opposing forces on the map, and choose yourself as the player number of the clan you wish to control. Player Numbers are assigned to units on customised maps using the INFO button in the WAR WIND Scenario Editor. For more information, see the section "INFO Button," on page 88.



## Controls and Their Function(s)



The **Text/Ruler Bar** can be seen along the bottom and right side of the screen when the editor starts up. Any helpful guidance, error messages, and explanations you need, appear in this bar and remain for five seconds. If you need to see the message again, simply repeat your last action.

Simultaneously, on the right side of the screen, the following features appear, stacked one over the other in descending order:

- ◆ A Minimap
- ◆ A Current Controller Text Bar
- ◆ A Text/Ruler Bar On/Off Toggle button
- ◆ A Change Brush Size button

### Minimap

The Minimap is always visible on the lower right-hand side of the screen. There are two buttons directly to the left of the Minimap. The first button controls the brush (cursor) size when placing features on the map. See section "Change Brush Size," beginning on page 89. The second button is the text bar toggle button. This toggles the text bar on and off.

The minimap is a small window that shows a scaled down view of the entire map and allows you to scroll around the map in the main window. On the minimap is a white view rectangle that indicates the part of the map you are currently viewing on the main window. You can click and drag the rectangle in the minimap, and the view on the main window will shift to this location as you indicate on the minimap.

To scroll around in the main window using the minimap.

- ◆ Move the cursor to the place in the minimap that you want to view in the main window.
- ◆ Left-Click on the minimap to go to that location.
- ◆ Release the mouse button.

### Current Controller Text Bar

This function shows the name of the current controller who is going to be able to manipulate what you place down on the edited map/scenario. Using the arrow keys to the left of the text bar, you can scroll through various choices. These choices include: "no clan," "passive hireable," "active hireable," "passive joiner," "active joiner," and "player 1" through "player 8."

### Interface Buttons

**FILE button:** Clicking on the File button brings up a menu consisting of a Clear button (deletes everything on map except terrain), a Load button, a Save button, and a Quit button.

**TERRAIN button:** Clicking on the Terrain button cycles through the types of terrain available for a given map, including Plains, Swamps, and Ice. All terrain and terrain overlays will change to reflect the new choice.

**UNITS button:** Clicking on the Units button brings up a menu with the following options:

- ◆ MONSTER button (brings up a menu offering all the monster types)
- ◆ THA' ROON button
- ◆ OBBLINOX button
- ◆ EAGGRA button
- ◆ SHAMA' LI button

The last four buttons each bring up a menu offering that Race's different unit types, including a HEROES button which brings up its own menu containing the Heroes (if any) available

**Note:** the scenario-specific heroes Adonna, Dui Green, and wounded Tha' Roon will not be available.

**STRUCTURE button:** Clicking on the Structure button brings up a menu with the following options:

- ◆ THA' ROON button
- ◆ OBBLINOX button
- ◆ EAGGRA button
- ◆ SHAMA' LI button

Each brings up a menu offering that Race's different structure types (the buildings each race can build). Some structures are unable to be placed on certain areas of the terrain, and in this case the cursor becomes an X.



**VEHICLES button:** Clicking on the Vehicles button brings up a menu with the following options:

- ◆ FERRY button
- ◆ DRONE button
- ◆ TRUCK button
- ◆ BARGE button
- ◆ CRUISER button

Choosing the Drone button brings up a sub-menu for Attack and Scout drones. Choosing the Ferry button brings up a sub-menu for either North/South Ferries or East/West Ferries.

When placing a Ferry, the Text/Ruler Bar will prompt you to click on the water, anywhere in the path of the bridge. Remember: vehicle controllers must always be delineated as "No Clan."

**GROUND button:** Clicking on the GROUND button brings up a menu with the following options:

- ◆ ITEMS button
- ◆ BRIDGE button
- ◆ ROADS button
- ◆ WALLS button

Clicking on the **Items button** brings up a menu with the following options:

- ◆ HUNT ITEMS button
- ◆ RESOURCE button
- ◆ TREASURE button
- ◆ BIO SLAG button
- ◆ LAND MINE button
- ◆ END MARKER button (only one End Marker may be placed on a map)

Clicking on the **Hunt Items button** brings up a menu with the following options:

- ◆ ARMOUR button
- ◆ TABLET button
- ◆ SCROLL button
- ◆ ROUNDS button
- ◆ EXPLOSIVES button
- ◆ WEAPONS BOX button (only one Weapons Box may be placed on any map; a text warning appears if you attempt to place more than one).

Clicking on the **Walls button** brings up a menu with the following options:

- ◆ SOLID button
- ◆ OFFENSIVE button
- ◆ RUIN button

Clicking on the **Roads button** brings up a menu with the following options:

- ◆ ROCK button
- ◆ PAVED button

Clicking on the **Bridge button** brings up a menu with the following options:

- ◆ VERTICAL button
- ◆ HORIZONTAL button

When placing a bridge, the Text/Ruler Bar will indicate if the location is not a proper location to place a bridge (the cursor also becomes an X if a bridge cannot be built at the chosen location).

**FEATURES button:** Clicking on the Features button brings up a menu with the following options:

- ◆ TREES button (\*)
- ◆ STUMPS button (\*)
- ◆ ROCKS button
- ◆ CRYSTALS button (\*)
- ◆ SHARDS button (\*)

**Note:** In this version of the map maker, trees and rocks can be placed neither in the water, nor on places where land connects directly to the water.

**Note:** Buttons with an \* after them have controllable cursor sizes, for placing down larger blocks of trees at once, etc. See the section "Changing Brush Size" beginning on page 89.

**DELETE button:** Clicking on the Delete button puts you in delete mode. This causes everything within the cursor brush to be deleted when a left-click occurs. This will not, however, delete terrain, terrain overlays, and terrain decorations like lily pads. You can also left-click and drag, drawing a rectangle around the area you wish to delete. Releasing the mouse button then deletes everything within the rectangle.

**INFO button:** Clicking on the Info button enables you to edit information about features already placed on the map. You may click on a unit, building, walls, roads, etc., or you may click-and-drag to include several units, after which a text window appears. The window includes information such as the unit's name, who controls the unit, what race it is, and what its A.I. is. Right-clicking will then integrate the changes you have made to the unit or units.

There are five different A.I. types available. These choices include: No Clan, Passive Hirable, Active Hirable, Passive Joiner, and Active Joiner.

The Passive Hirable or Passive Joiner A.I.'s do not engage in construction of any buildings or units. Your computer opponent will ignore these units on the map, seeing them as non-threatening. You can, when you encounter them, hire them or have them join your clan. Generally you will use this A.I. type if you are pre-placing a large force. For example, passive A.I. is ideal for a "storming the citadel" type of level.



Active Hirable and Active Joiner A.I.'s are all capable of building their own towns, training units, and launching attacks on the human player. The computer opponent will see these units as threatening and engage them in combat when it encounters them. They all differ in their attack strategy.

Information you can alter (including who controls the unit, what race it is, etc.) will appear in a different colour, and you can change these choices using arrow keys. If a group of units is selected, and, for example, the units are controlled by different forces, the info would say "various," but you could now make them all controlled by one player.

If you cannot select a unit, then that unit is not available to be edited.

**Note:** Multiple items on the map can be selected for information at once by holding down the Shift Key while selecting items. When the shift key is released, all information for the selected items is displayed. You can also left-click and drag to select multiple items while the Shift Key is held down.

**UNDO button:** This function undoes the last action or deletion.

#### *Text/Ruler Bar On/Off Toggle button*

This function displays or removes the Text/Ruler Bar from the screen.

#### *Change Brush Size*

Some functions, marked here with an (\*), utilise an adjustable brush (cursor) size. Clicking on this button toggles between three brush sizes, Small, Medium, and Large.

## HINT AND TIP SYSTEM

The WAR WIND Help and Hint System provides helpful tips and clues to quickly and efficiently guide you through the operating schematics of the game. Each time a new scenario begins, a screen appears showing the text of a specific Hint about the game, a button to view the next Hint, or a button to continue on with the scenario. Tips cover a wide range of information, from "Hot Keys" that enable you to perform many functions quickly to information about the cost and use of the various buildings.

When in play, Hints can be accessed by left-clicking on the button in the lower left of the Interface.

Tips appear in the Interface text bar whenever a command icon is chosen, or a particular event warrants attention. It is here that you find Hot Key clues, Building Costs, and warnings that Research has been completed, or that there are not enough Resources to complete a command, etc.

## TABLES AND CHARTS

### The Value of Harvesting Resources

Mining the conifer tree forests provide a constant 200 points of resource material.

Mining the outcroppings of rocks randomly provides one of the following:

50% chance of	.....100 resources
20% chance of	.....200 resources
10% chance of	.....300 resources
10% chance of	.....400 resources
10% chance of	.....500 resources.

This should be random for every one of the rocks each time that map is used.

Retrieving Bio-Slag provides between 100 to 500 resources. One hundred for each upgrade the victim had. These are units dropped by dead units who had Bio-Upgrades.

Finding treasure provides from 100 to 1000. These are found on maps, usually near a creature, or in his lair.

### Build Times

#### How Long It Takes

Anything that is purchased takes time to build or acquire. The numbers and time allotted are the same for each race and they are as follows:

1	..... is 1 second
2	..... is 5 seconds
3	..... is 15 seconds
4	..... is 30 seconds
5	..... is 45 seconds,
6	..... is 60 seconds
7	..... is 75 seconds
8	..... is 90 seconds
9	..... is 105 seconds
10	..... is 120 seconds

The seconds listed are approximate, depending upon the speed of your computer. The Build Time numbers of 1 through 10 are used in the charts which follow.



## What to Do with Resource Points (RP)

EXPENDITURE	RACE: THAROON	OBBLINOX	EAGGRA	SHAMA'LI	TIME TO BUILD
<b>CONSTRUCT BUILDINGS</b>					
courthouse	3000	2500	2250	2750	10
inn	1750	1500	1250	1500	9
home	650	600	550	600	5
war college	2000	2000	2000	2000	7
technical facility	1750	1750	1500	1750	8
arcinery	2000	3000	2250	2250	10
<b>HIRE PERSONNEL</b>					
worker	1000	950	900	900	1
mercenary	850	800	800	800	1
hero	1000 /1500/ 2000	0/ 1750/ 1500	900/ 0 / 1200	600/ 0/ -	1
<b>CONDUCT TRAINING</b>					
advanced worker	250	175	100	175	2
scout	125	150	175	150	2
advanced scout	100	125	150	125	3
warrior	150	100	200	150	2
advanced warrior	125	100	175	125	3
mage	150	300	200	100	3
advanced mage	100	250	150	50	4
<b>MAKE STUFF</b>					
mines	650	600	550	700	4
solid walls	60	50	35	50	2
offensive walls	125	100	75	100	3
rock roads	50	40	35	50	2
paved roads	85	75	60	75	3
truck	1250	1000	850	1500	7
barge	1750	1500	1250	1750	6
cruiser	2500	2500	2000	3000	9
bridges	400	350	300	350	5
<b>IMPLANT BIO UPGRADES</b>					
strength	75	125	150	150	3
armour	75	100	175	125	3
vision	75	150	150	125	3
stealth	100	150	200	75	3
speed	100	200	200	200	3
<b>TEACH SPELL USE</b>					
lower level spell	150	200	175	100	5
higher level spell	200	300	225	150	6
<b>CONDUCT RESEARCH</b>					
tech Research	1000	2000	1500	2000	4
war Research	1000	1500	2000	1500	5
arcane Research	1500	2000	1500	1000	6
<b>REPAIR &amp; MEND</b>					
repair structure	2/RP	1/RP	1/RP	2/RP	1/RP
mend unit (at technical facility)	2/RP	4/RP	3/RP	5/RP	1/RP

## Heroes Statistics

REQUIREMENT	LIFE POINTS	MOVE- MENT	DAMAGE	RATE OF FIRE	HIT MOD	HIT RANGE	VISIBILITY	SIGHT RANGE	SPECIAL	CARRY ITEM	ARMOUR	COST OR HIRING
<b>THA' ROON</b>												
Plasha Selver	60	7	7-16/10-30	fast	+	8	invisible	9	stealth	1	2	1000 RP
Taybius o'Mort	80	8	4-24/8-20	fast	+	8	normal	9	lower influence	1	4	1500 RP/10 killed enemies
Prime Minister	90	6	10-100	slow	0	close	masked	9	free clairvoyan leader Icon(s)	1	3	2000 RP (plus more for scen.)
<b>OBBLINOX</b>												
Eva the Old	95	5	4-40/3-30	ave.	+	3	normal	6	+750 influence	1	3	0 RP/but must have lost 20 & have 5 left
Ramita Abad	70	5	2-20	fast	+	close	normal	7	spell, 80pts	1	2	1750 RP/ arcanery made & 5000 RP total
Haggus JheroFreed	100	8	5-50/5-50	fast	+	5	normal	9	exploding death 10-20 to all around, +/- 1000 influence for join and go, leader Icon(s)	1	5	1500 RP, the clan who suffered the most casualties. (final Obblinox senario only)
<b>EAGGRA</b>												
Jynni Creeper	65	7	2-9/1-30	slow	-/0	7	invisible	9	stealth	1	2	900 RP must have 30 citizens
Tolk Barkborn	60	5	5-12	slow	0	close	normal	7	spell, 60 pts, 2000 influence +to join	1	1	0 RP/ you must have less than 20 workers
Tywald	85	8	4-40	fast	+	close	masked	9	+ 5000 influence artisan work ability, gain 1 insight immed x10 vs. built, leader Icon(s)	2	3	1200 RP
<b>SHAMA' LI</b>												
Grandmaster 'leo	65	8	10-25/10-25	fast	+	6	invisible	8	scout training now costs 1/2, stealth, spell 60 pts.	1	2	600 RP if you only has 2 or less scouts
Jyo the Helper	55	6	3-9/ 10-40	ave.	0	7	normal	8	spell 50 pts.	1	1	0 RP if clan is < 10 workers
NagaRom	NagaRom is only in scenarios not network, and only in last senario								See final Shama'Li senario			
<b>SENARIO SPECIALS</b>												
Addona	30	5	-	-	-	-	normal	4	no attack	2	0	-
Dui' Grien	30	5	-	-	-	-	normal	5	no attack	1	0	-

## Beasts of Yavaun Statistics

NOMENCLATURE	LIFE POINTS	MOVEMENT	DAMAGE	RATE OF FIRE	HIT MOD	HIT RANGE	VISIBILITY	SPECIAL	CARRY ITEM	ARMOUR
Bonca	90	7	2-12+2	slow	-	close	normal	passive	-	1
Bonca Fledgling	30	9	1-10* inorg.	ave.	+	close	normal	structural	-	0
The Countenance	500	0	3000(one time)	once*	(auto)	close	invisible	rise	-	3
Dinge Vermin	40	9	2-8+1	fast	-	close	hidden	eat gold	treasure	0
Foul Fess	120	8	2-16+3	ave	0	close	normal	water	-	0
Ionic Brakus	80	7	1-8	slow	0	close	normal	e-field	ore shell	3
Mondra'Harth	200	8	3-30+5	ave	0	long (6)	normal	-	-	2
Rubble Fiend	115	6	9	slow	-	close	masked	hide	ore slag	2
Ruin Smoke	-	4	7/sc inor.	-	0	close	masked	structure	-	0
Retch Cloud	-	4	3/sc orga.	-	0	close	masked	organic	-	0
Slinck Weed	60	7	2-20	slow	+	close	masked	hide	-	0
Snipethorn	55	8	2-6+1 (1-10+2)	fast	0	long (12)	normal	-	-	0



## Race Statistics

NOMENCLATURE	LIFE POINTS	MOVEMENT	DAMAGE	RATE OF FIRE	HIT MOD	HIT RANGE	VISIBILITY	SIGHT RANGE	SPECIAL	CARRY ITEM	ARMOUR	SPELL POWER
<b>THA'ROON</b>												
Minister	100	8	1-16/1-14	ave.	0	6	masked	7	spell, stealth	1	2	60 pts.
Servant	35	7	1-8	ave.	-	close	normal	3	x5 vs. built	1		
Architect	35	8	2-9	ave.	0	close	normal	3	x6 vs. built	2		
Rover	60	10	5-10	fast	0	close	normal	5		1	1	
Rogue	40	8	1-12/2-20	ave	0/+	7	masked	8	stealth	1		
Assassin	50	9	3-14/4-22	fast	+	8	disguised	9	stealth	1		
Executioner	70	8	2-16/2-16	ave	+0	5	normal	6		1		
Destroyer	75	7	3-17/4-18	fast	+	6	normal	7		1		
Psychic	45	5	1-6	slow	-	close	normal	8	spell, stealth	1		100 pts.
Psionic	50	5	2-7	ave	-	close	masked	9	spell, stealth	1		120 pts.
Jump Troop	75	10	4-15/5-25	fast	+	7	normal	7				

## OBBLINOX

War general	100	8	4-18/2-16	fast	+	3	normal	5		1	2	
Worker	50	8	2-8	ave.	0	close	normal	3	x6 vs. built	2	0	
Engineer	50	8	3-9	ave.	0	close	normal	3	x7 vs. built	2	0	
Biker	65	10	2-14	ave.	0	close	normal	4		1	0	
Agent	60	7	3-13/1-17	slow	0	5	hidden	6	stealth	1	1	
Spy	65	9	4-14/2-18	ave.	0/+	6	disguised	7	stealth	1	1	
Veteran	75	6	2-20/2-13	ave.	0/+	4	normal	5		1	2	
Captain	85	8	4-22/3-14	fast	+	4	masked	5	stealth	1	3	
Sorcerer	55	6	3-12	ave.	0	close	normal	5	spell	1	1	70 pts.
Warlock	60	7	4-13	fast	0	close	normal	6	spell	1	1	90 pts.
Colossus	100	7	4-15/5-25	ave.	0	close	normal	8			4	

## EAGGRA

Primemaker	115	8	1-12/4-16	ave	0	7	normal	8	building	2	1	
Scrub	40	8	1-10	slow	0	close	normal	3	x7 vs. built	2	0	
Artisan	45	9	2-11	ave.	0	close	normal	3	x8 vs. built	2	0	
Weed	55	8	3-10	ave.	0	close	masked	5	stealth	1	1	
Scout	50	8	2-9/2-20	slow	-/+	8	hidden	9	stealth	1	1	
Ranger	55	9	3-10/7-25	ave.	0/+	8	invisible	9	stealth	1	1	
Squire	60	6	2-16/1-12	ave.	+/-	5	normal	6		1	1	
Knight	65	7	4-18/1-12	ave.	+0	6	normal	7	group	1	2	
Druid	40	4	4-8	slow	-	close	normal	6	spell	1	0	120 pts.
Arch druid	45	5	6-10	slow	0	close	normal	8	spell	1	1	140 pts.
Grenadier	65	4	3-36	slow	-	15	normal	8			1	

## SHAMA'LI

Shadow dancer	115	9	5-18	fast	0	close	hidden	6	spell, stealth	1	1	50 pts.
Initiate	40	7	2-9	slow	-	close	normal	4	x5 vs. built	2	0	
Designer	40	8	3-10	ave.	0	close	normal	4	x5 vs. built	2	0	
Cavalier	55	10	3-18	ave.	-	close	normal	5		1	1	
Disciple	55	9	5-13/4-14	slow	+	4	disguised	6		1	0	
Grand master	60	10	6-16/6-16	ave.	+	5	invisible	7	stealth	1	1	50 pts.
Defender	60	7	6-20/ 1-10	ave.	0/-	3	normal	5	spell, stealth	1	1	
Templar	70	7	7-25/ 1-12	fast	+/-	4	normal	5		1	2	
Shaman	35	5	1-8	ave.	-	close	normal	7	spell	1	0	85 pts.
Guru	40	5	3-8	ave.	-	close	normal	9	spell	1	0	110 pts.
Elemental	110	8	3-30	slow	+	close	normal	5			1	

## DreamForge Entertainment Credits

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Rule Book Writer, Voice of NagaRom .....	David J. Fielding
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Programming .....	Chad Freeman
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