

Amarok's
Seven Kingdoms II
Strategy Guide

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1 The Story (Origin by Steve Liebe)

Veiled eyes, he thought.

He sat back in his saddle and looped a leg around the pommel, the horse beneath him shifting slightly to crop another tuft of the tough plains grass. The shade of the rockpile behind him fell over his shoulder. They stood just off the main roadway, the hard-packed surface showing few signs of recent use. Only last summer, the traffic of incessant caravans had kept back the creepers and weeds now fraying its edges.

Now, however, it was a lucky day that saw more than a half-dozen camels treading the burnt and dusty switchback off the Almorian Plateau and down into the valley behind him. Formerly, the greedy merchants of a dozen races had eagerly awaited their turn down the steep path, all the while trying to foist this ware or that on any luckless travelers similarly waiting for a chance on the narrow road. This had been a busy place. Last year.

Today, only one group occupied the flat area at the top of the descending road. A gentle tug of the reins was enough to turn his mount to get a better look at them. A dirty lot, he thought again, with veiled eyes.

It was obvious that, despite their panniers of goods, these were not merchants. They stood in the hot summer sun, checking and rechecking the straps and girths of the beasts; their animals were skittish and unruly, and far too heavily laden. What was their purpose?

They hadn't expected to see him here, that much was obvious. As they approached and his lone figure on horseback became apparent to them through the shimmering summer air, they had visibly hesitated. After a long moment of shouting to each other, they had come on. The wind had only carried snatches of conversation to his ears, but it was clear that their tongue was foreign.

One had taken out a pick, and was overcarefully examining the foot of one of the camels. His experienced eye had told him the animal would soon come up lame, but not because of the foot the man was checking.

The sun was low in the west, almost touching the opposite rim of the valley. Soon, it would be dark. Fryhtans liked the darkness, and some had been seen in previous weeks. Which was why he was here. As a Warder, his duty was to seek out and destroy any threat to his city. He had done

this for many, many years, and had come to rely on his intuition. It was this which only this morning had urged him to visit the edge of the plateau.

His horse shied, startled, and on hearing the clattering of stone on stone he looked down to see a sharp rock come to a stop in the dirt beneath him. At first, he thought one of the supposed merchants had thrown it, but the angle was wrong. Then, when he looked up to spot the culprit he saw they were all looking behind him. Over his shoulder, in fact, with terror in their eyes. The camels, and his own mount, were now prancing anxiously.

Never much of a cavalryman, his first reaction was to slide off onto the ground. At the same time, the animal bolted, throwing him to the earth. Rolling to a stop, he whipped out the sword at his back and looked up.

Now he saw it. A Fryhtan Ordo, looming almost silently from a hole in the rock tumulus. A hole that had not been there before. Quick as a thought, the Fryhtan leapt to the ground from the rockpile, and was followed by at least a dozen more.

“Run!” he shouted hoarsely at the merchants, circling to the left with the sword held warily before him. He couldn’t spare them a glance - not with this thing only a few yards in front of him.

He was surprised by a sharp pain in his chest, and the warm wet feeling of blood inside his jerkin. He couldn’t ... couldn’t seem to catch his breath now, and the pain was spreading. He dropped to his knees, too weak to stand. The sword slid from his grasp. He tried to feel his chest with his hands, but they would not obey. He must have fallen forward, as the road came up and lay against his face.

In his crumpled view, he saw the Ordo lurch toward one of the other men who had, oddly enough, not fled. It was the foot-checker, no longer holding his pick. As he succumbed to the darkness, the last thing he saw was the man kneeling before the Fryhtan.

++++++

In ages long past, a great Empire covered the land. Bearing the jewels from its seven component kingdoms, the Imperial diadem lay gently on the brows of all of its citizens. From the high marches in the West, to the plains of the East, pax Imperium reigned. It was a Golden Age of art, literature, philosophy and music. The races – which were many – mingled in the streets of the Imperial Cities without acrimony or anger. People traveled without fear, and the entire Empire prospered.

But prosperity is rarely enough for some. The Imperial Court was rife with intrigue as factions formed and dissolved with increasing frequency. Power, riches, fame; these were the currencies of the elite who strove mightily to be favored by the Imperial mandate.

No one really knows when the decline began. Perhaps a jilted suitor struck in a heated moment. Or a noble, denied, decided to take matters into his own hands. In any case, the Golden Age ended in bloody murder. A Prince was killed, retribution was excessive, and riots tore the peace asunder.

Almost overnight accusations flew and the Empire, which had stood for a thousand years, teetered on the brink of anarchy. The Empress, a woman of impressive skill and acumen, brought the situation under control by main force of will. It was she who stood before the fuming nobles and declared their arguments terminated. It was she who stood before the rioting people and told them to return to their homes. It was she who buried her son, the Prince, and declared the crisis ended.

But a plant uprooted is never as strong again.

In the East, scheming Generals placed their own puppets of in the four Satrapies, and fought brutal private wars over boundaries no longer important in the Capitol. In a short span of years, the Generals began styling themselves as Dukes, even Kings. In the far-flung reaches of the East, the Empire remained only as a pleasant memory, too often obscured by the antics of ragtag armies behaving little better than bandits.

In the West, both of the Marcher Barons stayed loyal and true. But horrific stories of the Fryhtans began to filter back to the Capitol. Monsters they were that had been used for centuries to scare small children before bedtime were now made real. They erupted from the ground throughout the Marches, without warning, to ravage the surrounding area. If not immediately contained, they quickly built a lair in which to breed. Dark foreboding places, these lairs became harder and harder to wipe out. The Marcher Barons ran low on troops and supplies, and eventually even their castles began to fall before the implacable Fryhtans.

Eventually, even the people of the Capitol acknowledged that a curse had fallen over the land. The religions of the many peoples were as varied as their skin colors. The Great Powers that were worshipped had been rumored to actually appear and help the people in ages past, but were now only a legend.

The despondency of the Capitol reached its nadir at the Empress' death. With no succession, the warlords in the East each declared themselves the legal inheritor of the Imperial Mantle. Some

argued for peace, but their arguments fell on deaf ears. The Generals and their descendants waged ceaseless wars on each other over the prostrate corpse of the Empire.

The Marcher Lords were gone beneath the rising tide of evil; none could stop the madness in the East, and Fryhtans roamed at will across the land. The tale ends in chaos and despair.

Until now. You could be succor for our people, and return us to that Golden Age. Everything the Empire had has been lost. Can you rebuild the prospering towns? Can you beat back the Fryhtans? Once their mindless horror has been exterminated, can you then defeat the psychotic warlords that seek nothing but bloody conquest and power? Can you believe the legends that have come to us from our great-grandparents of mystical beings and magical energies that come only when we can worship once again at the long-lost Seats of Power? Can you rebuild the technologies that made the Empire strong and healthy, and kept it safe?

The Northern and Southern Marches lie leaderless, the four eastern Satrapies have been ground into dust, and the Heartland lies in ruin. Can you restore life to the Seven Kingdoms? Make it strong and safe once more?

2 Welcome to Seven Kingdoms II

Welcome brave king!

Maybe you just started playing Seven Kingdoms II (7K in short), or you've played some local games or some internet games, or maybe you are experienced and one of the top players of the official 7K Tournament (KoK, *see links*)! Whoever you are, you will find useful information here. Even top players will be able to compare their strategies against other time-proven strategies.

In the last years, I gathered much information about the predecessor of the game by playing, experimenting and learning--and occasionally infiltrating spies into the Enlight kingdom! You will read secrets even Enlight is not aware of! It's all written here!

The goal of this document is not just to help you to master 7K's economy, espionage or military models, but to be able to manage them all at once. In addition, I explain the difference between humans and Fryhtans to you – which are playable in the sequel finally and offer plenty of new strategies. It will give you a very complete overview of the playing styles, techniques, tactics, strategies, game bugs and player secrets I have uncovered. You'll also find suggestions and ideas for further experiments, because 7K playing styles are constantly changing!

Writing a strategy guide about 7K is a difficult thing, because 7K is not a simple game by far. A good strategy is required, but the ability to recognize a changing situation and altering your strategy to fit it is essential. You must also keep cool in the heat of battle, maintain an overview of a dozen things happening at once, organize simultaneous activities to keep your opponent on his toes, and so on. Even intuition comes into play. But don't worry, it's possible to learn all these things and this guide will help you.

„Time is the best teacher, unfortunately it kills its pupils..“ This statement never had more meaning than in 7K.

Whatever you read on the following pages, always keep in mind that nothing is written in stone and, like chess, there is no rule a grand master has not yet broken!

Here's how this strategy guide is set up: The guide is divided into three major chapters and four appendixes. There are chapters for this introduction, humans, Fryhtans and general stuff.

Chapter 2 includes the human section. The first section will give you an overview of 7K features and general stuff. After learning the basics we will continue to the next section and observe how to

construct buildings most efficiently and how to get things moving. Then we work on controlling our own kingdom and figuring out how to expand it and capture new villages. In section 2.4, we analyze research strategies. Finally we go Fryhtan hunting for a source of income and especially to increase our reputation. This will be our first fighting experience. After that we'll be ready to start a *real* fight. One section is devoted to the military aspects of 7K.

You've heard the talk, you seen the commercials, and maybe you even know someone who uses them--but what about spies? In the espionage section we look at spies and what they can do to help you win. Even though war is a key element of 7K, we'll look at alternatives to fighting in a later section. The race appendix will help you to find the right nationality to fit your playing style.

Chapter 3 discusses playing as a Fryhtan. Here, you will find sections that cover general strategy that can be followed when playing as a Fryhtan, then sections that discuss the beginning, middle and end game play.

Chapter 4 covers the Scenario Editor. Chapter 5 covers a few miscellaneous issues. Appendix A provides a description of all of the human races. Appendix B describes the SOPs (Seats of Power) and GBs (Greater Beings) for all of the human races. Appendix C contains espionage statistics. Appendix D lists all of the items and their effects. Appendix E lists the starting treasury amounts for each of the treasury option settings. Appendix F is a technical how-to for playing on-line. Appendix G lists the human unit combat statistics with and without research. Appendix H lists the special combat capabilities possessed by human units with a combat level greater than 200. Appendix I contains acknowledgements to the many people who helped with this project.

3 The sequel of the guide and the authors

This is now the updated strategy guide for Seven Kingdoms II. Due to the even increased complexity of the sequel I decided to write the new Seven Kingdoms II strategy guide with additional help from some guys I know for a long time already and which have shown their skills of 7K II to me (and some newcomers). So the new group contains Augustine, the editor for this guide (checking grammar etc.), me, Tekman, who is known for his great Fryhtan knowledge and Reno, who is almost feared for his incredible painstaking statistics about 7K nationalities though Adun did do a great job on the statistics this time. I think we got some great guys together to write down a lot of knowledge about Seven Kingdoms II. Keep in mind that this game is very new. Than we begun to write this guide it was even not yet released, so in opposite to the predecessor, this is meant to be a continuing guide which will be updated by us frequently as our experience grows and we find the time to write down all we know. This guide is meant to be for free and for all addicted Seven Kingdoms II players. If anybody has some ideas and some knowledge he wants to share, we are glad to add it and list him in the credits. The intention of this strategy guide is to become the bible of Seven Kingdoms II as the predecessor was for Seven Kingdoms. Help us to achieve this!

The authors of this guide have their individual focus on some special parts of this guide. While the Fryhtan Master Tekman is involved in the Fryhtan chapter, Reno is doing the Race chapter for the guide and me (Amarok) is explaining the depth of playing as human with his favorite section Espionage and adding here and there some stuff. Further more Augustine is responsible for the scenario editor manual and there are several *guest appearances*. The whole strategy guide is based on the 90 page predecessor of this guide, that was written by me (Amarok). It has been updated where necessary. We also took into account all the new features of Seven Kingdoms II. Especially, it includes the new ability to play as Fryhtan, which not only leads to totally new strategies for players who play them, but also for human players as several aspects of the game changed with this extension of the original game play.

3.1 Amarok

Who am I? I'm a 24 year old guy from Cologne, Germany. I study economy with mathematics and computing. Besides playing strategy games and RPGs my interests are badminton, writing music (Logic Audio Users welcome!) and many other things. I'm addicted to Seven Kingdoms (7K) and that's why I still play it so often even when my many other interests, jobs and study compete with it

for my time.

I bought 7K in November of 1997. After playing the game via the Internet as one of the first people (along with WindyCloud, Shadow Lord and Dionysus), I was introduced to the 7K gang. Soon I was beta tester of Seven Kingdoms: Ancient Adversaries (7K:AA) and finally got an offer to join the 7K2 Helper Program. Constantly in touch with Enlight and especially Casablanca (a member of the Enlight team), I was able to get answers to my many questions--a very important factor in why I am as good as I am, and why I still love to play the game. The feedback from Enlight is really great. Besides programming a masterpiece, they have done an incredibly good job of supporting 7K players.

I won several Seven Kingdoms tournaments, including the "7K king of all time" at KoK. In my entire career, only a very few players have ever beaten me and only three players were able to beat me twice in a one-on-one game. Being able to play a variety of different styles has saved my butt many times.

At 7K there was only one player that had a good game statistic against me, TheSmith. I played most strong 7K2 players yet again in all variations and it seems that nothing did change yet, but I can see some new promising players though. So take your chance and read all my knowledge to beat me frequently. If you lose to me, check the guide and find out why. You can find the answer here. Some top (human) players use the information I gave them during our games yet so it's about time to make it public for everybody to have more top (human) players soon.

Enough boring background. Let's get to the facts. As you will discover, I haven't kept any secrets for myself and have put everything I know (that I remember!) down on these pages to make 7K even more fun for everyone--because the most fun is having seven highly skilled players in a free-for-all match!

3.2 Fryhtarok

I was born this year October. I was spinning around in Amarak's brain for a while, but finally escaped a month ago. I don't care for humans and I won't contribute to the guide a little bit to defeat Fryhtans. The sense of my life is enslaving humans. Don't ask for sportsmanship or any other silly human stuff if we play. I want to defeat you, nothing else.

3.3 Tekman

3.4 Reno

Who am I? I am a student at the Eindhoven University of Technology. I study Industrial management there. I am 21 years old and live in a student's dorm in the city of Eindhoven, The Netherlands. I like playing RTS and RPG computer games, playing and watching soccer (I am a fanatic), drinking beer and going to bars and discos in Eindhoven. Like Amarok, I am also a 7k-addict.

I rolled in the 7k-world about 9 months ago. I did not have a good internet connection then, so I had to focus on scenario contests and single play at 7k.gamestats.com. 5 months ago I started playing 7k multiplayer and joined the Kingdoms of Kontention Tournament in the 10th phase. I fought some great battles there, with JiZo, Wilcrek, Adun and a few others being the most challenging opponents. I ended up second in phase 10, and won phase 11. While this was going on, I became a regular visitor of Realms of the Kingdom and met some great people there. Blake, Chris, Windycloud, Drakos and others became friends and a month ago I was given the chance to become co-webmaster at Realms of the Kingdom with Windycloud. This great honor I gladly accepted and we are working on realms to get the site ready for 7k2.

My favorite 7k race is the Greeks and my best qualities are concentration, information and determination. These three factors have given me many victories.

The encyclopedia of 7k was something I did not trust. Somehow the numbers were all wrong, so I did a „Great test“ as it was labeled later. I also send a copy of this test to Amarok to see if he liked it. The test also ended up at Enlights desk, and so I was asked to do a similar test for 7k2. A time-consuming work it would be, but I think it is/will be worth it.

Even though I tested everything as fully concentrated as possible, errors are human. If you test something and find very different results, please report them and they will be checked again and changed when necessary.

3.5 Augustine

So you want to hear my story do you? Hehe, the old gray beard cackled as he scratched his grizzled beard. He eased back into the weather-beaten old chair, which screeched in protest.

Well now, I could tell you stories about the early days that would give your memory chips parity errors. My first computer. Now that was a thing of real beauty. It was a single board computer, with an 8 bit processor clocked at a blazing 2 Mhz. It had a 20 character LED display and an onboard 20 character thermal printer. The mass store device was an audio tape recorder. Why, I don't think it even took 5-10 minutes to load one of those massive 32K adventure games. I was more into hardware back then. I designed and build a color video display controller, the floppy disk controller, and bought an off the shelf 32 Mbyte memory expansion card. Wait a moment! The old gray cells are no longer working as well as they used to. That was a 32 Kbyte memory expansion card. I wrote the drivers, then burned them into EPROM, using a burner I designed and built. Why back in those days, any old game that you wanted, you just went out and wrote it. None of this appliance operator stuff of just going down to the local supermarket and buying a machine and the software right off the shelf. The old man glared at me angrily, as if it was all my fault.

Uhh. Ya want to know where the name came from? He cackled crazily for several seconds, then gasped for breath. Well now. I can thank my Maw for that. You see, I was named after Saint Augustine. My Maw, why she had great hopes for me. She finally gave up after several years, right after she caught me playing as one of those devil creatures from Seven Kingdoms II.

The old mans voice trailed off, and his head sank to his chest as he dozed off. A buzz saw snore emanated from under the brim of his dust covered hat. I saw his fingers twitch, and heard him mutter something about those doggoned Fryhtans that were attacking his market. As I crept silently off the porch, I shook my head, ruminating about the tall tales the old man had told me.

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1 General Techniques

Before you even start playing 7K it helps to have a basic understanding of how 7K works. You can divide 7K into three parts: economy, military and espionage (with diplomacy influencing and being influenced by all three things). It is *easy* to concentrate only on one part and such a strategy can be useful early on, but to become a master of 7K (and finally „The King„) you must be able to use them all in one game. With the help of the following techniques--and a lot of experience--you can increase the odds in your favor.

During your online career you will meet several players who try to let you think that it is indeed possible just to focus on one part of the game like military (early rushes), but you will find all necessary information to prove them wrong inside this guide.

First of all, try to make things orderly. *Each part has to be orderly.* For example don't just construct buildings anywhere, but with a special pattern or intention. Don't put units of all different kinds of skills in one place, segregate them so you can keep track of who's where (i.e. Greek special units and Greek normal units). Just as in real life, when you've trained yourself to do things in a certain way, you experience the benefits of not having to re-think and re-evaluate the same process every time you do it just to come up with a decent reaction. Especially in the heat of a fight, you appreciate that you don't have to think about certain things--you just do them.

In the beginning you won't understand why it's so important, but in a long running game, you will learn to appreciate having simplified things.

Even if it is slower or more expensive, take the easier way to handle things rather than the cheapest way, if the cheapest way means you have to think about it a lot. This saves you time, which you can use for the really important things. If you don't simplify and organize things well, you won't be able to master all three parts in one game. Most players are only good in one or two parts, but we want to become a master in all.

Never forget: *The most expensive thing in 7K is concentration!* Do everything to have as much free as possible.

Because of this, one of the primary tactics recommended is to gather all your units and buildings into one geographical location, referred to in this document as your "home base". You can think of your starting home base as your first village and fort--the one the game starts you off with. (It may be more practical to move that village and its people to some other place on the map, of course.)

The main thing is to limit the area of the map that you're required to focus on. This will help you to discover spies as well as improve your flexibility and defense ability.

1.1 Game Options

Three options are recommended for getting the best overview during the game. You need to see where your units are headed on both maps (set "Show Unit Paths" to "Both"). Also you want to know the identities of your units, so "Show Unit Identities" to "True". Finally we need the best overview on the world map, so set it to "Villages and Units Map", which is the default setting of the game.

1.2 Buildings

You will need space around your home base to construct all necessary buildings. Keep in mind that if you don't die quickly, you may acquire several villages. They will all need a market but, with planning, you can build a single market that delivers to multiple villages. (How you get more villages will be covered in a later version of this document).

There are downsides to having just one market, however, will be covered in a later version of this document.

1.3 Taxes and Grants

A good setting for auto tax (auto tax is a must have!) is about forty. Why forty? The first things to understand is that it seems like it doesn't matter much whether you set your taxes to forty or ninety loyalty. It seems like the minor difference between the two is that if you set it down to forty you have a one-time income boost from extra taxes (their loyalty drops incrementally down from one hundred to forty and you'll be taxing them at each drop). After that, it's the same game as if you'd set it to ninety. You have to wait until your villages reach the loyalty threshold, and you always lose ten loyalty points whenever taxes are levied.

However, this is only as long true as loyalty grows from 50 to 60 as fast as it grows from 80 to 90. Investigations have showed that this is *not* a matter of fact! Actually loyalty increases from 30 to 40 much faster than from 80 to 90. It's so much faster that in just the first year the tax income is almost for 3 times higher with taxing at 40 instead of 90. If you now imagine how much the effect is in a long game with many towns you can see the potential of this little option. Somebody could get into temptation to tax at 40 forever, but I have to warn you about the problematic and risk it causes.

If the loyalty of towns is never higher than 40 they are susceptible to any agitation from enemy spies. Also any rebellion can quickly result in a rebellion in all towns as reputation goes down very fast with each killed rebel. Further more, once a king dies the loyalty in each town will go down by a certain number. I strongly recommend to tax at 40 only in the first years, but at latest when a kingdom declares war on your kingdom or any rebellion begun it's better to tax at a higher number like 50 or 60. For further details on taxing read the sections about tax and loyalty. Also check the section about how to survive a rebellion.

Note that each year in January you will collect one time extra taxes from your villages and this will *not* affect their loyalty.

There is another reason, beside the tax income why somebody shouldn't tax at ninety or one hundred. If you capture new villages with a different nationality as your own your citizens won't ever reach one hundred (especially if your general has a low leadership).

Another reason why somebody shouldn't tax too low is to be on the safe side. In case you mess up your economy somehow and you need money very quickly. You can still demand some taxes manually without causing your peasants to rebel. It has saved my life several times.

The last thing you should consider about taxing is the fact that you can't simply recruit a civilian from a town if loyalty is always below 40.

Following the idea of making everything easy to handle and to avoid forgetting to set taxes for new villages, set auto tax for *all* villages by right-clicking on the tax level instead of left clicking!

Before you consider to set auto-grant for all towns, be aware of the fact that Fryhtan players prefer to attack your towns and not your buildings so you can quickly run out of money, because some people really die for gold and keep fighting as long as you grant them.

2 Starting a Working economy

This is the proper procedure to be safe from any early rush. Of course there are better ways to begin a game, but if you want to be 100% sure that nobody can rush you, then you should consider the following procedure. It's like a basic guideline that you can adjust where necessary in a special situation or depending on the settings as well as opponents.

First, build a wall for your town (one level), recruit at least four civilians and then fill up your fort by training civilians of your town, no matter what the game settings are. Then construct at least four inns and a research tower. Research advanced infantry close combat first. Only after you have constructed the inns and the research tower, construct the first mine, factory and market. This will be clearer after you read the Fryhtan section for humans, because at inns you can hire mercenaries that will help you to survive any Fryhtan rush in the beginning of the game. After you set up these buildings you should go on and build your Seat of Power. Before you build your Seat of Power consider what the benefit is! Not for every nationality it's best to build a Seat of Power in the beginning. One example is the Carthaginian Seat of Power. It will give you only a food advantage which you surely won't need the first year, but it costs a lot each year. Also consider that you need prayers inside to be able to invoke the Greater Being. In the beginning you don't have enough peasants to fill a research tower, mine, factory and a Seat of Power. However, to gain the general benefit from a Seat of Power there must be at least one prayer inside. Just the building has no effect, there must be one prayer inside. You can ensure this by adjusting the slider of the building.

Sometimes it's better to build more than one research tower even before you build a mine in order to make sure that your peasants will go to work at them and not any other buildings, but this is part of a special strategy which will be discussed later.

If you build these mentioned buildings and set auto-tax you will have a constant income and no economy problems at the beginning. This is the basic set up to build a mighty empire in a long lasting game.

After your civilians constructed all buildings you can send most of them back into your town, but it's a good idea to have two or three civilians always outside your towns so you don't have to recruit some for constructing new buildings later. Keep in mind that each unit you recruit in a town leads to some loyalty loss!

2.1 Building Structures and Their Proper Positions

In general, it's always good to let all peasants work in the beginning as you have enough food and you don't need any peasants for making food – workers will increase your economy. Research towers are a way to put your peasants to work other than "baking", i.e., providing food for you. There is always something to research in general. Besides giving you an advantage in developing new technologies, they'll also buy more goods in your market than plain peasants, making them useful long after you've run out of things to research!

If you examine the screenshot above carefully you can see that it has a lot of space for expansion. It's quite easy to create another village to the south that has a link to the market. It would also be possible to create another village to the northwest. The most important thing is that all villages will have a link to each other so you can easily transfer units if one village is about to reach the one hundred population limit. The example shown in the picture is not the only or best possible one, but one which works pretty well. Also you can see that it will be easy to move units through the kingdom (very important for quick defense).

2.2 Recruiting and Hiring Units

Hiring is the only way to get some good generals of other nationalities beside yours, but not only this makes inns so important, it's also the fastest way to get some really good fighters, generals and especially spies of any nationality! An inn has only very low maintenance costs that make them quite attractive and should let you build at least 4 inns right in the beginning, because of the wider choice of units. Other than for Fryhtans, this is a military resource that will give you military units immediately. You only need the necessary gold. It's important to understand this effect as it's a part of many strategies, e.g. to survive a Fryhtan rush.

Many things compete for your gold in 7K, so you have to balance the population and skill increasing worth of hiring versus other needs:

- How much money do I have right now?
- Do I need spies?
- Do I need money for generals to capture villages?
- Do I need money for soldiers?
- Do I need money to grant a town and capture it?

You will need to build on your own experience, but with treasury set to medium or higher, you can hire several cheap fighters in the beginning. You will need to buy some generals as well, but how many depends on various things that will be covered in the following sections.

Whenever you have surplus money, hire units! That's much more important than you may realize now, but a big part of the *"doing all things at the same time"*. Many people forget or refuse to hire units regularly for various reasons. They shouldn't then wonder why someone else has a much bigger population or military. Even if you don't have time to move them all to the proper buildings, villages or forts, hire them first and sort them out later.

The units you hire today will improve their skills (spying, combat, and leadership) for tomorrow, so it's like making an investment into units. On the other hand you don't get any interest for your gold! You can also decide to train units of your own population, but this means also less possible workers and peasants that are both important for a healthy kingdom. Each unit you hire as soldier will let remain one more civilian in your towns. Keep this in mind and you know why you should use your gold to hire units whenever you have some gold left.

If you hire units there are some special terms for units you can hire. One is called „cheap fighter“ which means that you hire a soldier with a good combat skill and thus many hit points, but with a very low leadership. Also there exist a term called „cheap general“ which means that you hire a soldier with a good leadership skill, but a low combat skill, which means he has only a few hit points. The price for each unit is determined by its combat, leadership and spying skill. If you don't need a unit that is good in all, look for a cheap unit that fits to your demands. Never buy more than you original want to, e.g. if you want to capture a town there is no need to hire a hero with 200 combat skill which will let you pay about 3000 gold probably. If you save this gold you can hire even another general or use the gold to grant a town, so it will surrender faster.

3 Expanding the Kingdom: Capturing Independent Villages

After setting up a working economy at your home base you have to capture new villages to make your kingdom more powerful. New civilians can be useful as new workers in war factories, as soldiers or just as peasants to guarantee the minimum food for your kingdom. Most important is the fact that you need to have a town of a specific nationality to be able to research their special structure and hence train some special units. Also, if you got lucky and captured a scroll of a foreign kingdom, you still need a town of that nationality to build their Seat of Power and to get some prayers.

There are two different ways to capture independent villages in general.

3.1 The Usual Way

In games where you don't have a lot of money you need to capture villages the "usual" way. Look for a village with the same nationality of your king if possible, otherwise you will have to hire a general of the nationality of your targeted village. Send a civilian to the village and construct a fort. While he is on the way let your king join the route, but wait until the construction worker has a little lead. It's ok to promote any simple soldier to general to take the place of the king at your home village because you just need someone there to collect taxes and keep control over the town! Even a general with a leadership of 20 will allow you to secure taxes and recruit units.

In general you need a very good general with a high leadership and the same nationality as the target town you want to capture, but once you captured it, almost any general will keep their loyalty up, but not as high as it's possible.

3.1.1 Example Sequence: Sending a King to a Fort

Possible sequence: Send a Civilian to construct a fort. Sortie your King's troop and promote one of his soldiers to general. You should send the new general into the old fort and select the remaining King's troop again by right-click on the king or any other unit of his troop. Send the troop close to the fort you are building or in case it's already finished directly inside. If it's not finished you have to check the fort later and send the units inside.

Keep in mind that we said simplifying is the most important factor in big games. In order to achieve this there are two possibilities. The first one is just to wait at home till your forts are build and to send your whole troop right into the finished fort, but this wouldn't really mean any improvement.

A better idea is to send your King to the desired fort and let him build the fort. Then he will automatically go inside the fort after it's constructed and he won't lose any time on lowering the resistance of the target town. This will only work, if you leave his soldiers at home or you send them not too close to the place where you want to build the fort or your units will prevent your king from building the fort (they will be next to the king and taking away the necessary space for the fort)! That's why you want to send only your king directly to the fort and the other troops nearby. If you already have another fort with a general and a link to the home town (the town which your commandant is leaving), you can leave the king's old fort empty if you want.

3.1.2 Remote Versus Local Villages

The next important question is: Where is the village? Is it far away or close? If it's close you should construct a market right after your civilian finishes building the fort. When the market is constructed create a caravan (to pick up goods at a nearby market). Now construct a science tower or a war factory. If the game is far along you should construct a war factory probably. Constructing both will speed their surrender, but it's quite usual to construct either a science tower or a war factory, with a few exceptions to keep things simple.

Beside the question whether to build a market or not you should take care of the kingdom positions of your opponents! Are they closer to the target town as you? When you can expect most likely an attack by them if you don't have a treaty with them and especially if it's a Kwyzan. Also, be aware of the fact that some Fryhtans like Kerassos or Bregmas are extremely fast and can reach any place on the map within a few seconds. So if you send your King far away, meaning that your main military troops can't join to help him quickly, you should make sure that you don't build a „trap“ for your own king as he won't be able to just flee when the fort is surrounded by some Fryhtans. Hence, a player should prefer to capture towns which are quite close to his home base. If not, he must have a very good espionage network, which lets him see all activities on the map very soon so he has some time to react (with "fog of war" on in game settings).

If you plan to capture towns quite far away from your home base you should consider to arm the towers of your fort with archers which you use to capture the town. This will give you some additional defense and time for your soldiers at your home base in case you are under attack.

3.1.3 Independent Village Resistance Level

One thing you should keep in mind before you start to construct anything: How high is the resistance of the neutral village? If it's higher than fifty you shouldn't construct a war factory or

science tower, *but* only a market (if any)! It always takes time for a Caravan to travel from your home base to the new market. However, you can construct other buildings whenever resistance is close to 50.

Once the resistance is below 30 (not equal!) you can attack the village and no peasant will defend, but you will lose several potential peasants (the town defenders) for the resistance points you try to battle down and even more important, you will lose reputation. *Reputation has almost a one-to-one influence on all resistance on the map!* So if you have a reputation of fifty, you can capture new villages very fast. Killing Fryhtans will help to increase your reputation the best.

However, if resistance is lower than 30 the town will surrender to you very soon.

You can notice that resistance goes down from 50 to 30 much faster than from 100 to 50 if you offer the townspeople some jobs. It's a good idea to build 3 research towers to capture towns in the beginning. There is always something to research and the towers are quite cheap. The idea of having more than one tower is that more people will go to work at the same time as they would with just one tower. Note not only will the overall sum be higher than the 20 possible slots in one research tower, but also within one month more units will go to work at 3 towers.

Also you can consider attacking any town to battle down its resistance, but this is a very bloody way and will let you lose reputation and probably some units. On the other hand it will let you capture the town in the fastest possible time and gives your units some experience points by defeating defenders of the town.

Your overall strategy plays a big part in your choices here, as we will see in section XXX.

However, in general it's a good idea to build the job offering structures like research towers even long before the town reaches resistance of 51 just for one reason: saving concentration and in general time. Keep in mind, this might cost more gold, because you build the structures earlier than anybody can go to work at, but you save the time to check all towns if they are close to resistance 50 now.

3.1.4 Independent Village Surrenders: Unite New Village With Home Base

Once a village surrenders you have many options. In general, *unite all newly conquered villages with a few very big villages at your home base*. In that way all workers and peasants will be able to buy products which will give you a significantly higher income. Also, from a military and security standpoint, it's much better to have all villages very close together. The main problem with close-knit villages is that they can restrict your mobility, but that's mostly an organizational problem. Just as some players

deliberately use "walls of buildings" to reduce their enemies' ability to invade their home base, "accidental" walls can arise from positioning buildings too close together, and limit your ability to move your own troops out!

In order to unite your captured town with your home base you only need to create some wagons and send them to your home base. Note that the loyalty of the town, where you created the wagon will go down a little bit. Anyway, a just surrendered town has about 50 loyalty, which is enough to quickly create all necessary wagons to move your whole town by a few clicks on the wagon symbol. In case the loyalty of a wagon is too low (less than 30), grant it before it will join your town or you will have an unpleasant surprise, because your townspeople might rebel!

If you don't have a town of the specific nationality you need build a new town with your first wagon.

In case your just captured town is not too far away from your home base you can consider to leave it there and build a market instead of moving the whole town. This gives your people the opportunity to keep working at their places. It might be a good idea to research the new possible special structure of the new nationality and then to build it and train some special units. This depends on your military strategies and will be discussed later. However, in general, if you researched the special unit of any nationality you should always prefer to train such a unit instead of just a simple soldier in a fort, in case you want to train some military units.

Another thing you should consider during a game that lasts long is the fact that you need food! Probably you built 3 research towers to capture towns very quickly, but this means that there is no peasant to produce some food so you didn't get anything for your „food production“. Hence, you should consider selling some research towers after „they did their job“ or your kingdom will most likely starve sooner or later. Just keep your food amount in mind and check it from time to time. Take a last thing into account, if you tax all towns at 40 you should recruit necessary civilians (if any) right after capturing a town, because loyalty is 50 then. If you don't recruit them fast they will pay tax and the loyalty will go down to 30-40 and recruiting becomes quite difficult as the town always loses loyalty with each recruited civilian or wagon. If take care of this there is no need to change tax to 50 in order to recruit units from new towns, but you have to hurry up if you want to avoid granting.

3.2 "Buying" A Village

3.2.1 The "Buying A Village" Concept

This alternative became quite popular in Seven Kingdoms, the predecessor. Indeed, the top players all started suddenly buying villages. Let's see what the idea was and how some parts of it are still valid for Seven Kingdoms II.

The idea is to have plenty of money and use it well for capturing new villages. How to get lots of money is another question and was answered in Seven Kingdoms by a cheap way how you could get a lot of gold by defeating Fryhtans, which is not possible in the sequel anymore.

However, it's always worth thinking about granting money to peasants to win them over.

If you give peasants in a neutral village gold, the village resistance will decrease by ten points the first time you do it. The second time you do it, they'll lose eight to nine points of resistance. If you press it a third time, they'll lose maybe five to seven points of resistance! In other words, you get less for your money with each grant. But this can be counteracted.

The following is the exact sequence people used to buy all the villages in a game, keeping in mind that the matter of obtaining the money is not the point right now as there is no cheap way anymore, either you play with large treasure or you are just lucky enough to have plenty of gold (like in Seven Kingdoms II, very large treasure supports such an unworthy playing style still).

Anyway, it can be existential to grant a town sometimes just to capture it before your opponent will do or just to have more possible peasants to train as soldiers as soon as possible. So, whenever man power is more important than gold, grant the town if time is an important factor.

As resistance of 50 is the magic number to offer the townspeople jobs you should consider to grant a town in case your general is not able to lower it that much. So you can even use a bad general and let him lower resistance to 60 and then granting the town. The rest can your research towers do.

3.2.2 How To Buy Villages

Only send a general of the same nationality as the village. Let him construct a fort (using civilians for each fort may slow you down and complicate things, if you repeat this procedure for many villages). Right after you have a link to the village, immediately press the grant button twice, no matter what your general is able to do by himself (with his leadership ability, here is a variation possible if you choose a general with the same nationality as the town has)! Wait a little bit. How long? If you have four or five villages that you are trying to buy, you can just cycle through them all, granting twice

and moving to the next village. Enough time will have passed so that by the time you've come back to the first village, you will be able to repeat the process and get the full benefits. Simple, isn't it? Apart from the money issue, it's strange that no other person used this strategy so ruthlessly as me and The Smith did. Most players waited until the general was able to lower the village's resistance somewhat, or waited to buy a general with the same nationality! That all is senseless if you have enough money: just buy the biggest village!

After the villagers surrender to you, you can exploit them using the other strategies outlined in this Chapter.

3.3 The “cruel” way

A third variation is to build a fort and send a general inside, build some research towers even if resistance is very high still. Then destroy, if exists, all town walls and attack the town with one unit. You will see that several town defenders pop out and follow your soldier while the town resistance goes down by several points. If it's below 51 the citizens will go to work. This is a trick. In fact the towns defender have the highest resistance value and as they are out of town the town resistance is quite low and let it surrender while the poor defenders will come back later just to see that the town did surrender meanwhile! In order to not losing any reputation just attack the town without walls by one archer preferable. Let all defenders follow that archer, but don't let him kill any defender. While you run away the resistance will go down of the town and surrender to you. The disadvantage of this very creative tactic is the fact that less peasants are surrendering to you. When the town surrenders to you the town defender will leave and look for another neutral town to settle down. This tactic has been invented by a very creative 7K II newbie, Cynthia.

3.4 Capturing Enemy Villages

To capture an enemy village you must first destroy all your opponent's forts that are linked to it. Then (or better before) construct your own fort and place a general whose nationality matches the village. If you haven't killed too many civilians of the same nationality as the village, you have a chance to capture the town, but often they will first rebel. If you killed too many civilians of that nationality even a resistance of 0 won't necessarily result in a surrender.

Anyway, wait until the loyalty to the original kingdom is below 30 and attack it then (make sure that there isn't a resistance indicator, but rather a failing loyalty to the other kingdom!). Often they surrender immediately, other times you'll have to fight them down to 0 and they still don't want to

surrender. You can „help“ the townspeople to lose their loyalty by giving them some gifts.

4 Research for humans

There are many things to research in 7K and you will hardly research them all in just one game so you need to decide which projects are for you the most important and helpful ones.

In general you have to decide between games where you most likely or at least it's realistic that somebody will attack you early in the game and games where you don't have to expect any attack soon.

Usually the first type of games are 1on1 games and the second one are multi-games. However, if you play with AI in multi-games and you set it to aggressive you must expect early battles too.

If you want to be always on the safe side do the following research projects in the beginning:

- Infantry Close Combat I
- Infantry Close Combat 2
- Infantry Defense I
- Infantry Defense II

How much the difference is between units which have those experiences and which have not check the human unit statistic appendix. In case you have a nationality which has a range attack right from the beginning you should take Range Attack I + II instead of Infantry Close Combat I + II. In both cases I wouldn't research all 3 types of military advances right in the beginning just enough to survive a early attack.

In most cases you did capture a town meanwhile. Probably you want to research the special unit of the nationality of the town. As you might plan to train most of peasants of the new town as special units (instead of sending all back via wagons and train them then at home) it can be even better to research the special unit before you capture the town in case you have one town of that nationality before so you can immediately begin to train the peasants as special units. If you do so in the beginning and ignore all military projects there is a chance that someone will attack you early and have success. However, this is exactly the point in multi-games. Usually nobody begins a war in the first 1-2 years so you can probably research special units before you care for military, but don't count on it. There is always a risk that somebody will attack you.

After you did capture your first town and you finished the special unit project you have to decide which tree to follow next. Probably it's best to research the third military project which you did leave in the beginning. Then you must choose a new research tree. There are production, spying methodology and war machine research projects.

Here comes your strategy into account. Do you want to use spies, do you want to go for war machines yet or do you want to produce more products for your people?

Well, production makes only sense if you can't fulfil the demand of the markets at the moment, you did research a war machine and want to produce it faster or you have a shortage of food. If none of these is the case you shouldn't choose any production project.

Espionage is something you can and should use right from the beginning. Hence it's advisable to research spying methodologies as soon as possible. If you did research the military projects and the special unit of one nationality it can be the right moment to research some spying methodologies. If you do so, only research till advanced assassination as these are the most used spy actions. You can research the other projects later if you wish to research war machines. However, advanced bribing, assassination and counter-spy improves your spies a lot so don't think about espionage without having researched them! You can check the espionage appendix for further details.

When is the right moment for war machines? Read through the military section for further details, but you should go for war machines as soon as everything else is fine and you are not in military score behind compared to your opponent. If another player is leading clearly in military score and you can expect a battle soon don't waste your time in war machines as you will need to train your possible workers as special units or infantry anyway. If your military is one of the strongest and your economy as well as your food is fine go for war machines! Right after you did research level II of any war machine switch to production and research advanced war machine production and research both levels. Then come back to war machines and continue to research some new war machines (and finish the one you left at level 2). When you are doing so check your food again. You plan to use more peasants as war factory workers now so your food income will be much lower than right now. Is the number in the brackets behind your food indicator red? Then you are already going down in food and will starve soon or later. Hence, usually it's better to research one war machine, research then advanced war machine production and right after advanced farming. After you did this you are on the safe side and can fully concentrate on war machines.

5 Military in Seven Kingdoms

Though Seven Kingdoms offers much more than other real-time strategy (RTS) games, which offer few options *besides* military, war is still a big part of the game, especially in big multi-player games and occasionally it's even a war only game. Sometimes it's not necessary to have the strongest military, but to have one that doesn't make you „*attractive*„, for other players to come over and capture your villages. This is even more important since Fryhtans have their own behavior in Seven Kingdoms II now.

The difference between 7K and other RTS games is that in 7K the military part is more or less equal to the diplomacy, economy and espionage parts, for example. The other things are not just add-ons like in many other games, but really important, and you will have to attend to them to survive in 7K. Anyway, only one player can win. Though I've (*Amarok*) had some games where I didn't attack any units and the opposition gave up, that's not very common. You have to lead very clearly in statistics for your opponent to just give up.

So now we will exercise our military muscle.

5.1 Building a Strong Military

5.1.1 Meaning of Military in Seven Kingdoms

As we just said, military is a part of Seven Kingdoms and it's important not to neglect it.

Besides the *power* of the various military units you must also keep in mind that there are many maintenance costs. The evil in military (besides the obvious one) is it drains your resources merely by existing. (You can reduce that problem by attacking an enemy, losing some of those expensive machines and weakening him in the process, fortunately)

It happens very often that human players underestimate the maintenance costs for war machines. So whenever you see one person constructing war factories like crazy, don't worry, just be patient.

Another side effect of creating many war factories is that the person doesn't have enough peasants left over. The result will be a shortage of food. This can be even worse than a lack of gold, because when you don't have gold you can always sell some buildings quickly, demand some extra taxes and reduce your maintenance costs by destroying machines. Food is often a scarce commodity and there is no button for „*extra food*„.

Always keep an eye on the military score overview and make sure that nobody is leading clearly.

Especially in 1on1 games it's most likely that your opponent will attack you then soon or later. If you see that somebody is leading clearly, do whatever is possible to increase your military score.

5.1.2 Mixture of Human Units and War Machines

Using only human units or using only war machines will not win a fight. Therefore you should consider them both as an important part of your job as king.

At first, no war machines are available. You can't build weapons, so you must hire soldiers or recruit them to increase your military strength. Later it becomes much easier to build more catapults than train or hire highly skilled soldiers. (inns become increasingly empty during the game.) That's why it's always a good tactic to use your war machines against other kingdoms which have a human-dominated military. Any units he loses will be much harder for him to replace than it will be for you to replace your war machines. This is especially true if he's using a "home base" strategy, and keeps most of his human military close to his main villages. You can lose more units (catapults and other war machines) than he but his losses will still be more profound.

In general *I suggest having a lot more war machines than soldiers*. Either way, good generals are the most important units! In a long game, your troops can consist of nothing but generals commanding war machines! However, it's only possible to have more war machines than soldiers in really long games. *War machines that are grouped by a general in a fort will attack with the same bonus that human soldiers would gain*. That's very important to know. Many players collect all their war machines outside their villages. Don't do that: they will fight with as little as half of the power they could.

You see, every good general is valuable, and grows even more so in later stages of a game. Killing your opponents' generals is worth much in a long game. Even if you waste eight catapults killing only one enemy general, it might be worth it.

Some players prefer to assign war machines to generals in a fort / camp first and put the whole troop, including the general, outside immediately after. In this way they save the gold it would cost to have many forts / camps.

There are different philosophies and one says that it is always good to know more than your opponent, so you should not show him how many troops you have--and even more important how many of your units are war machines. In a very long game you might prefer to imitate the other strategy, because money can become a very serious problem--but otherwise *hide* your units and camps are a quite cheap way to do so!

5.1.3 Human Units

At the beginning of the game you should recruit one troop of soldiers for your king. Later you can recruit another troop, but it's better to hire them and use all your peasants as workers rather than soldiers.

Anyway, you have to consider the *"here and now"* factor. It won't help you to work up to the best economy and military system in twenty years, if prior to that you look like an easy target! Good players can get an idea of your relative strength by checking the scores! Thus *you* have to check statistics frequently and decide on the best strategy. Sometimes it's critical to hire many more units as soldiers than you normally would, for example, if someone decides to "rush" you.

If you check the statistics of units in an inn, there are always some units that have a very bad leadership value. They are often not very expensive. Check their combat skill. They are often good fighters and this becomes a very cheap way to create a new troop of experienced fighters.

Never forget to group your soldiers with a general even if he is not experienced. Putting the same nationality together keeps loyalty up, but is not very important, because in a fort it won't go down too much anyway. Outside forts they will go down more, as they will with a general of the same nationality, but it's not such a big problem in the praxis. If you get into a really long fight, you'll want to grant all generals and the best soldiers before the fight begins to avoid desertion, anyway.

5.1.4 War Machines

Well, we've covered the basics of war machines already. They must be grouped with a general to gain the same attacking bonus which human units gain. Also, they can become very expensive and it's often hard to forecast their costs, but they are the most easily obtained and replenished military resource in long games. Twenty catapults or even cannons can be a devastating military force. Once you have such a war machine force you should check how strong the war machine force of your opponent is. (There is no automatic way to do this: You must base your guess on observation, espionage, and simple calculation of how long his war factories have been running)

If he has mostly (or only) soldiers and the same military score as you, it's a really good idea to attack him. Just twenty catapults can wipe him out easily if he has the same military score as you, and that score is based entirely on soldiers.

There is no *right time* for when you should research war machines, but once you do make sure that you research advanced war machine production right after researching one war machine up to level 2. As special units are very powerful in 7K it might take a while till you will go for war machines. If

you don't want to rush your opponent you should try to research war machines as quickly as possible, but always consider what your opponent is doing. If his military score is higher than yours you must sacrifice some peasants as soldiers or special units to be strong enough to survive an attack. On the other hand, if your opponent is not leading or only a little bit you can consider leaving your peasants in their towns and let them build war machines. Whenever you begin to produce war machines there will be a delay till your military score grows as much as the one of your opponent did meanwhile. The reason is the fact that he trains his special units immediately while your war factories will slowly begin to produce so in the beginning your military score grows slower. However, as he trains soldiers his peasant deposit goes down step by step while your war factory will keep producing.

Look at it like a long-term investment vs. direct buying. Of course the long-term investment is better in overall, but you need to be liquid meanwhile the investment doesn't pay off. Now transform this into 7K the money are military resources and you will get the picture.

So war machines look more healthier than training soldiers, because you decrease your peasants in towns which would pay tax otherwise and buy products as well as work for you. This is not totally correct as I said before you must consider the *here and now* factor, before you can begin to produce war machines. Also, special units are very strong and they gain experience points and hence improve their skills, a war machine doesn't do so!

Well, in 7K there are several possible war machines you can research. If you use them well they help you a lot to win a battle. It's very important to know the different advantages and disadvantages of all war machines. For example Catapults are best against forts, but they are not good against any moving target like cavalry for example. Invisible Porcupines give you much freedom to experiment with, Spitfire are very strong in close combat and Porcupines will destroy anything within a few seconds.

5.2 Fighting Tactics

An experienced player can derive all the special tactics from the techniques explained here and the other general 7K knowledge offered in this guide. There is no intent to write down special maneuvers as 7K is such a fast game you will hardly find the time to follow it exactly.

Fights in 7K are simply *that* varied. There are only a few basic things to know, but many ways to mix them. Because of that, fights are even more interesting than most other RTS games--where you may have to know many things, but you have only a few real options to mix them.

5.2.1 General Fighting Tactics

There are a few ways to differentiate warriors. One is to divide the combating units into long range fighters and close combat fighters. Also the ratio of your units to your opponent's determines your ultimate choice of tactics and especially the experiences of your units as well as if they are assigned to a good commandant.

In general, always try to kill any visible generals. It's not very easy find generals, but if you are attacked by a troop of Greeks and one unit is a Mongol you can bet that he is the general. Also, if one unit has very different statistics it's most likely the general or even King.

Also remember that all units of one nationality generally fight at the same level. Their attack and delay is always the same (not 100% valid though). That means that it's better to kill weak (low hit point) units first and go for the strong ones last!

Another general note, always look for the right terrain for your fights. For example, if you are very strong you should try to find an open place to be able to attack with all units at the same time, otherwise avoid battles in such places. Obstacles are very helpful if you have mainly Long Range Weapons and so on.

My (Amarok) experiences showed me that most players have problems with either defending tactics, finding the right targets or distracting things I did. Hence, even if it might look simple what you will read next, it is exactly that simple, but you have finally to *do* it in a fast 7K game to win and that's where most players fail. Try to make this simple theory intuitive for yourself and you will win battles which seemed lost, survive any rush and win games where your military score is much worse.

5.2.2 Defending tactics

One of the most important tactics are to try everything just to get your fort towers into action. Also, never try to attack a fort which has armed towers! That's only wasting units.

Often it happens that your opponent caught you in a bad moment. In such a moment you are not prepared to stand a fight or maybe your military is too bad anyway. Then you have to use any possible method to improve your defense in order to survive. These methods are simple, but will make it much harder for your opponent to defeat you. If you are good in defending your opponent won't be able to defeat you even if you are 30% in military behind. The simple reason is that you are defending yourself at your home base and that you can have forts with armed towers! It's important to know what your and your opponents advantages and disadvantages are. Then try to focus on your strength, minimize your disadvantages, avoid the strengths of your opponent and use his

disadvantages. So what does it mean in the case that your opponent is attacking you at home? Let's check this step by step. Your disadvantages or weakness are hard to defend buildings like your Seat of Power which is quite expensive for you to rebuild (check next section for further details). They are not movable like towns or units. Another weakness can be your towns if you don't have any town walls. Then anybody can just attack the town and decrease loyalty dramatically. So this one can be prevented by just building one town wall though if your opponent uses plenty of war machines to destroy your town walls there is nothing you can do, except fighting. These are your weaknesses now let's check what your advantages are. Well, you fight at your home base so your supply will be able to get into the battle very fast. You can do so by either hiring units in inns or by training more units. Training will take more time though, but if you can't effort enough gold it's the only possible way.

In both cases make sure that your units are assigned to a general before you send them into a fight, if there is enough time left. Don't forget how much better they would fight with a good general assigned so it's even worth to do that extra micro-management during a hot battle. You can do so by setting fort to defense so no unit will pop out if a structure close to the fort is under attack and send all hired units into the fort. After all units are inside the fort you can change the mode to aggressive again or sortie the troop. Most players only hire units and let them all fight immediately. They don't only lose the bonus of a general, but also it's sometimes like fighting with units in a row. You hire one unit, send it into war. The unit dies of course. You hire another one and do the same. It would be smarter to hire all units and gather them inside a fort or camp to fight with them all together at the same time. This is another common mistake by players. A fort or camp is something like a butter zone which gives you some time to organize your soldiers. However, if time is essential there is no way to just throw them all into the battle immediately.

You have another advantage fighting at your home base, your forts with armed towers. There are still plenty of players who lose many units just because they don't care for the forts and this is true for both sides, attacker and defender. *In general it's best to set all forts behavior to defense.* If your units miss to go out and defend something you can do so anyway without any big loss, but if your units pop out on their own and it's not your desire you will often have lost them before you had any chance to send them back into the fort. You will need to change fort behavior first and then send them all back. To avoid this stress I suggest to set all forts and camps to defense always. Also this can be a nice surprise for your opponent sometimes when he thinks that nobody is at home. In cases where you would have to battle in a clear minority you should keep them all inside your fort

and wait for your supporting troops. This means that you save your time at this place and use it to train units at another place while your opponent will be busy watching his units attacking your home base. As you can see, often it is possible to do several things at the same time in 7K you only have to do it. Most players are often like paralyzed when they are under attack. However, don't watch, act! Also don't care for worthless things like hiring one soldier or something like that. First do the training stuff as they need the most time and then care for the quicker things like hiring soldiers. Let's assume that you are not clearly outnumbered. In this situation change the fort behavior to aggressive to ensure that your soldiers will go out to defend your buildings. If you have armed towers your forces will be very powerful and only if your opponent has a clear majority he will be able to defeat all of your soldiers. But be careful, if your opponent retreats a little bit to entice your soldiers send them back to the fort or close to it, otherwise your forts won't support you anymore, because you are too far away.

If your opponent is nothing attacking which let your soldiers automatically pop out you have to think about how important that structure is for you. If you sortie on your own you won't get any support from your fort towers!

I want to note here that some players like to destroy their own buildings when they think that they will be shot down soon anyway. Well, this makes sense for very expensive structures like a mine or a Seat of Power, but this will also take away the time your opponent is busy. It's just another butter zone which you shouldn't through away that easy. Sometimes that butter zone is a problem for your own, because you can't attack your opponent very well due to too many objects. Then consider demolishing the structures. A good example how good a left building (though senseless for your kingdom) can be is a fort with armed towers at a captured town. Even if you did send away your peasants by wagons and your general as well, maybe leave it and let your opponent destroy it all. It will cost him a lot to do so (time and soldiers, because of your towers) and if he is smart he won't try that, but you can support this idea a little bit by leaving 10 or 20 peasants in the town so your opponent thinks it's worth to shoot down the fort and everything else around the town.

Now we discussed your advantages and disadvantages as defender. Now, let's have a look at the attacker. His biggest disadvantage is surely that he won't have any steady supply at your home base. He would also always need to switch between your home base and his to do some micro-management stuff which takes away a lot of concentration. Another weakness is the fact that he doesn't know in which forts which troops are if any as well as armed towers. Finally, it's quite easy to infiltrate a kingdom with spies which is busy fighting. However, maybe he plans to do the same at

your kingdom and is attacking something special to get your attention away from a fort where he wants to infiltrate one of his spies.

These disadvantages make it clear that an attack is usually always time limited in the meaning that he can use all his troops and once they died their is no support. He will need to gather new troops again at his home base which will give you some extra time. The time limit thing should also encourage you to give your best to survive that time (though it's more units than time).

On the other hand the attacker has also advantages. He can choose his targets and use a *hit & run* technique to annoy you a lot and to destroy some specific objects. If you play with fog of war on he can send a first wave to the north of your home base just to attack then with the main force from the south. Spies in independent towns can help a lot to see such tactics early.

We will look at possible targets for the attacker in the next section so let us now discuss some typical defense scenarios.

Sometimes your opponent attacks your home base, but you have one or more captured towns a little bit away. In this case try to build 2 or 3 special structures of the nationality of that town and train as many special units as possible (often you see your opponent going to your home base so you can do this even before you are under attack). To do so doesn't take much time, but it will be very important in big battles to have suddenly one or two more troops joining, even if it is at the end of the battle. Most players forget to do so. They only defend and forget to train new units in their other towns, because they think they can't help them right now anyway. That's true, but they will a few minutes later. Also you can use such a troop to annoy your opponent at his home base as we will discuss later.

This is a quite typical situation where your home base is too weak, but you can train many special units or normal soldiers at other towns. Then your only goal is to defend your home base till your supporting troops arrive. However, another mistake many people make in this situation is to send each new troop immediately to the home base. Often they get just slaughtered. First of all, make sure that you did assign to that troop a general and then gather your new troops all a little bit away from the battle and let them all join at the same time, except every second counts or your opponent is not in the majority.

Another note, don't forget to repair your buildings which are under attack. If you make a right-click on the repair icon *all* damaged buildings will be repaired! Repairing will make it also harder for your opponent to destroy your structures and hence give you some extra time.

As you can add the influence of all commandants on the loyalty of all linked town it's advisable to have to each town one fort and one camp to keep loyalty up even in bad times (check loyalty section for further details). The best situation is where your King is linked to most towns from a center position like while there are camps or forts at the outside of your home base linked to all towns. This will ensure the highest loyalty rates. Also, if you have two commandants for each town it's much easier to take away one with his troop.

5.2.3 Good targets

The home fort has always towers, but many players don't care for their new forts so check them. You can do so by using one archer. If any arrows shoot on him retreat immediately. Never attack a fort with armed towers except the fort is very important or you have plenty of military units. Try to attack the most important buildings of your opponent. These are mines, markets, war factories, camps, forts and of course a Seat of Power. You can also count a town itself if it's without walls. If you go to attack your opponent check if one of those buildings are far away from any fort so no units can help to defend it and even get the fort tower bonus. If you don't plan a total elimination you should go with a troop of cavalry and try to destroy a mine for example or a market. These two structure will hurt his economy significant if he is losing one of them. On the other hand you can try to let a town rebel by attacking one fort which has no armed towers and is the only building connected to the town. Those towns should be your preferable ones to attack. Another attractive target is a town which has no walls. Hit the town for one time and retreat then. Don't kill any civilian or you will lose reputation and maybe cause a rebellion even in your own kingdom. Keep in mind that it's ok hit a unit, but not to kill it. Defending peasants can be very annoying and confusing for your opponent so while he is busy or watching his defenders you can take advantage of it (spies are just one way to do so).

Attacking is not such a big secret once you make yourself clear that it's not wise to attack forts in general and you think about which buildings are really important for your opponent. So, avoid forts, keep running and attack all important structures of your opponent. Don't waste units.

5.2.4 Importance of Majorities in battles

Never waste units except you need some time for your real military to join the battle and there is something worth to defend and sacrifice units. Many players do this mistake soon or later, they accept fights where the opponent has the better troops. A majority is defined not only by the number of soldiers, but also by their strength and experiences. For example a very experienced

troop of Mongol cavalry will easily shoot down 2 troops of Egyptian soldiers if used wisely. So take into account how strong your troops are and the troops of your opponent. If you are weaker, avoid the battle.

5.2.5 Tactics in an Equal Fight

Try to keep all units very close together as one big unit. Never let your opponent get a majority at any position of the battlefield. Try to get such a majority for yourself anywhere you can.

5.2.6 Tactics in a Majority Fight

When you already have a majority, try to encircle your opponent's troops and prevent them from running away. Once encircled, your opponent will have difficulty using all of his units to attack only one of yours, unless he has archers. Also his units will suffer a punishment from being attacked from behind.

5.2.7 Tactics in a Minority Fight

Hit-and-run is a good tactic to use when you have the disadvantage. Try to concentrate all your units on one or more of your opponent's units that have been separated from the main crowd. If his other units reinforce those stragglers, retreat and attack a little bit later or at another position.

Entice his units to follow you. Provoking an opponent is always a good idea. You can use a small harassing troop to draw your opponent's forces away from your main troop, allowing you to attack with your main force relatively unchallenged.

Espionage is important here, because it can both reveal to you where your opponent is weakest and also reveal to him what *your* plans are!

5.2.8 Close combat

Try to get your close combat fighters into a close combat as soon as possible. Many units have a long range attack soon or later, but their close combat skills are always better. You can get your units into close combat by sending them right in front of the troops you want to attack. If your units are inside a fort or camp don't let them pop out too early. Wait till the troops are next to the building so you are immediately in close combat. However, if your troops have also long range weapons you should only consider to get into a close combat if you have the better close combat values of course.

5.2.9 Range Combat

A good mixture of close combat units as a block or *human wall* in front of a range combat troop will give you a really powerful military force. Units with a range attack have a very special advantage over close combat units, while their attack is weaker than the one of the close combat units they have the ability to attack all together the same unit! Never underestimate this power. Egyptians and Persians have range attack right from the beginning and they can hurt especially Fryhtan players really bad right in the beginning if 16 trained Egyptian soldiers are aiming on one Croul and kill in that way one after another. Special units with cavalry can do so even better. You can shoot with all units together on one target and then run away. They are too fast to follow.

5.2.10 Berserk Attack

Combined with range attack you can use the tactic described before to use the berserk attack most efficient. You need to know that your units do usually normal damage to their opponents, but if they have their berserk ability they will use their berserk skill instead of their normal attack every X time units. Now you need to know that they always use their berserk attack immediately once the time delay is over. This makes clear how powerful for example a Mongol cavalry can be, if they have their berserk attack and you just attack for one time and run away again, wait till they have their berserk attack again and come back.

5.2.11 Heroes, Generals and Leadership

Check the Hero appendix to see what special skill each hero has once he reached a combat level of 200. This knowledge is very important and shows how strong hero's are in 7K. If you have a hero who is able to reflect all missiles like arrows for example he can almost take out a whole fort on his own or a troop of Egyptians. Also a hero with freezing ability will make your battles much easier. If you can effort the gold to hire a hero make sure he has a combat skill of 200 or close to. Then assign him to a troop. Another thing you should consider is the ability of hero's to have a leadership skill higher than 100. If you have a hero with a leadership of 200 he will let attack all assigned soldiers double as good as any other soldier assigned to a general (only in case the general has 100 leadership anyway). Imagine how strong such a troop is. It's almost like having 31 Mongol cavalry instead of 16 (not counting the hero itself). I say almost, because they will fight better, but their endurance won't change.

5.2.12 Distract your opponent

Don't use all of your units to fight in one big battle. Always try to have a troop or half of a troop left and use it to annoy your opponent. Most players become really confused if they have a big battle and suddenly a troop is knocking at their home town's wall. Just one troop can be devastating for your opponent if he send all his units into the battle. Preferable that one troop is a troop of special units like the Mongol or Persian cavalry. They are very fast and strong, so you can easily use a *hit & run* pattern to annoy him a lot. However, even then avoid forts if they have any defense. Try to look for his mine and his Seat of Power. If he realized too late that he is under attack he will easily lose a 2000 gold building like his Seat of Power. Most players will get in panic and suddenly retreat with all their units to defend the home base. Take advantage of this chaos by attacking them from behind. Also, in big battles you should use your spies, because your opponent will be surely buys with other stuff.

If you plan to use this tactic make sure that your troop sneaks to the opponents home base. Don't send them in a way that your opponent can see them coming. Send them close to the home base, but far away enough so he can't see them. Also don't leave them in the middle of the way he will take to attack your home base or what ever his target might be. Leave them at a place where he most likely won't send any unit to soon. Then wait till the battle begins and in the right moment use your troop to begin distracting him.

Sometimes it's a good idea not to hide the troop if you want to avoid a battle! Let him think that he can't leave his home base or he will be immediately under attack. Some players even try to catch the troop, but as long as you use cavalry you don't have to worry. While you just send them away and change their direction if his troops are coming too close he will be surely busy hunting your troop. Again, use the confusion for spies and to prepare your real military for a big battle.

This tactic did not only save my life for one time I even did win that game by just one troop of Mongol cavalry! So this one troop did kill a kingdom with 160 military score and 300 population score. Isn't that incredible? You can see how much it helps to annoy your opponent not only in such a situation, but even in the beginning you can go and attack the fort your opponent did build to capture a town or send some units to his home base just to attack his mine. Whatever you do, it will annoy him and most players lose control about what is really important and what they better should ignore! If you want to become a real successful 7K player you will need a lot of experiences to know what is the important part which you shouldn't neglect and care for.

To come back to the amazing game where one Mongol cavalry troop did kill my opponent. His military score was double as good as mine and I expected a war soon or later. I decided to attack him on my own which did surprise him quite a lot. In 7K it's like who gets the initiative first and then everybody follows that player (though this is not smart, it's just typical human behavior). This means, once you begin a battle at a specific place the opponent will only care for that battle suddenly and discard it's own plans like attacking your home base. That was exactly what I did, I moved the place of war to his home base. I shot down all of his 4 war factories, because there has been an earthquake before and they all got damaged quite a lot and it took him really a lot of time to react on my surprising attack. Than I saw his troops coming I did run away. First he followed them, but then he decided to send his troops to my first town between his and my home base. I used the time to send my cavalry into his home base from the backside where he didn't expect it. I did destroy a fort, some lonely units and finally made my way to a town with just one fort connected. If you see only one fort connected to a town you should try to destroy this one fort if it's without any towers like it was in this game. I tried it out and nothing did shoot back. I destroyed the fort and the king popped out. That was a nice bonus, but anyway he was so confused that he forgot to send all his peasants into wagons. A few seconds after I killed his king his town did rebel, because there was no fort with a general linked to the town anymore. This rebellion did lead to huge rebellion in his whole kingdom and the game was won for me.

There are several things we can learn from this scenario. First of all it shows how much it helps to annoy your opponent even if you are down in military score clearly. Then it shows how much efficient it can be if you destroy the right building. These buildings are in general mines, Seats of Power, war factories, camps or forts. Let the people of your opponent rebel is a very worthwhile goal. There are several ways how you can achieve this. Keep in mind how easy towns rebel if they don't have a fort linked with a commandant. Spies can help here a lot too, because in big battles you might miss the message that one of your generals have been assassinated by a spy and not by a soldier! If you miss that and the general was controlling a town which loyalty is going below 30 now the player will soon have a rebellion.

A last note how you can really make your opponent upset and I hope that this will be fixed one day, because it's just unfair: You can attack an independent town and some town defenders will pop out. Once they go back the town the resistance of that town will be 100% again! On the other hand, meanwhile the peasants left in the town will go and work for you if you did build some research towers and their resistance fell below 51 so after the towns defender come back to the town the

resistance goes down very fast again and sometimes they even would never went down to 50 before that nasty attack so you could almost thank that player, but in general this is a very annoying trick which only works if the town has no town walls.

On the other hand it's a proper way to annoy your opponent by attacking his towns by archers (preferable cavalry). This will only work if he didn't build any walls. The most loyal units will pop out and go to defend the town so the less loyal units are left in the town which leads often to a loyalty average below 30 then! This can lead to a rebellion if the opponent doesn't react very quickly. In all cases it will confuse your opponent which gives you time for spies and other things.

Note that you don't lose reputation as long as you only shoot on civilians, but not kill them!

A final note about distracting your opponent. Usually any distracting action will take more time and concentration of your opponent than yours!

6 Fryhtans vs. Humans

Humans are quite different compared to Fryhtans. It's very important to understand the tactics, strengths and weaknesses of them to be successful against them. Therefore you should study the Fryhtan Chapter of this guide even if you don't want to play them ever. A few basics here though. Most units of Fryhtans are quite valuable and you can't substitute them as easy and quick as humans can do. There are two reasons why it's much easier for humans. First of all, humans can, whenever they want, train new soldiers from their towns (in forts and special structures). There is a pool of potential soldiers that they can use whenever they want to. As Fryhtan you have to breed each unit one by one unless you build many lairs, because in every lair you only can breed one Croul at one time.

The biggest advantage of humans over Fryhtans is the inn for humans! It's very important to understand the power and advantage of this building. An inn let you, whenever you want to, transform gold into military units. Not only this, you get them immediately and best of all, you can even hire a very good commandant which is the worst part for Fryhtans, because they often have a weak Ordo (equivalent for a human general). Keep in mind the bonus each fighting units receives if it is assigned to a good commandant and you see how big the disadvantage of a bad commandant is. You can get a good Ordo only by fighting, which will take time and means that they are always weak first (and the same is true for it's troop). So it's not possible for a Fryhtan player to expand very fast in the beginning and having always a good Ordo assigned to his Crouls.

The fact that inns are very cheap, to setup and to maintain, should be reason enough to build several inns always. Not only at your home base also at foreign or captured towns, so you have a supply whenever and wherever you need it. Think about an inn like a pool of military units where you can get soldiers whenever you want to and thus it's a military building actually!

Finally, whenever a unit of you is about to die, never let the Fryhtan player get the life points. If you can't retreat in time, just execute him! This will give you a little loss in reputation, but as long as you are not doing this with dozen of your units and you are doing some more honorable things usually you will just annoy your opponent as he never gets the reward (life points) for the work he did.

The most valuable goods of Fryhtans are their slave towns, beside their Crouls. Other than humans they can't move their towns! This means that a Kwyzan has his towns all over the map often and hence it's quite difficult to defend them all well. Also you can use some Greater Beings to attack the

slave towns without losing any reputation. Keep this always in mind and try to hit your opponent always where it hurts the most.

6.1 Surviving a Fryhtan rush

As long as you don't play with more than medium treasure, it's impossible for fryhtans to rush you. Let's see how to survive a Fryhtan rush in general.

- First of all, train as many units as possible at your beginning fort.
- Next click on „build town wall“. Make sure you have level 2 very soon.
- Set auto-tax
- Recruit 6 peasants.
- Let 2 of them build 2 research towers and research „advanced infantry combat“ and then „advanced defense“ (range attack is not so much important against a rush).
- Use the other four peasants to build 4 inns (build more inns soon).
- Next build a camp
- Hire as many units as possible and assign them to a general inside your camp. Only hire cheap fighters!
- If your Seat of Power has an advantage like the Indian one, which let you research faster or the Viking one which gives you a military bonus, build it as well, but keep in mind that you use 2000 gold which you would use for hiring units otherwise! Don't let anybody go and pray at your Seat of Power, you need any peasant for researching at the beginning and you gain the bonus just by the existence of the Seat of Power.
- Next you should build up your mine, factory and market, but if you build all suggested research towers and the Seat of Power you won't have enough peasants for the offered jobs. It's up to you how much you want to be sure that nobody is able to rush you...

If you managed to do this sequence successful you are inviolable. However, if your opponent is very close to you, you won't be able to do this without any interruption. As long as your opponent isn't Exovum you should be able to survive the fight without moving your home base though. Keep in mind that it's very important to get the archers of your forts into the fight. If ever an Exovum player gets the idea to build a Mage Tor right next to your town in the beginning, just move your whole town by wagons. Wait, before you do this, so he used his life points and gold for building the

mage tors, but don't wait too long or the other player will be able to shoot yet. A general trick is to build some more towns in the beginning and whenever one town is under attack just move all peasants to the other town (without using a wagon). Meanwhile you can continue to build inns and defend yourself. The Fryhtan player will be busy with attacking each new town as the townspeople are moving around your fort. This means, that you most likely won't be able to research anymore, but you will be able to train units inside your fort (set it to „defense“ so you can wait for the right moment before you sortie) and hiring units. Soon or later his rush will die.

After a Fryhtan player failed to rush you, consider to counter-attack him! If your army is strong enough, go and kill those monsters.

6.2 Rushing Fryhtans as humans

So Fryhtans think they can rush human? What about rushing them yourself? The higher the treasure in the game settings has been set the bigger your chance, because as human you can transform their gold into military units much faster than any Fryhtan player will be able to do (this is not true if you play against an Exovum player, because just 2 Mage Tors will defend him against any rush, it would be just suicide). In the section right before we learned how to survive a Fryhtan rush. You can use the same strategy not to survive a rush, but to rush the Fryhtan yourself!

So just do the same as described before. If you play with medium treasure option you can go and attack the Fryhtan player right after you filled up your first camp with some good soldiers and one general and your fort with your king is full. Make sure that one simple soldier will leave at home and keep control over your towns (promote him to a general). Don't build any walls in this case, because walls cost a lot and you can use the gold for hiring more mercenaries. A Seat of Power is also doubtful, however, you have to find it out for yourself. Something you really should appreciate researching advanced infantry combat and then defense. This will let your units fight much better. Hence you should build maybe even 3 research towers just to research faster if you really only want to rush. After you have 2 nice troops, one with your king and another one with just hired units you can go and attack the Fryhtan player (even if you didn't finish research yet, it might be finished till you arrive at his lair). He most likely won't expect your rush and is probably about to capture a town – take your chance and surprise him!

However, don't neglect your other goal – to expand your kingdom! Hence, it's maybe a better idea not to use your king to go into the battle, but another hired general and send the king to any independent town with the same nationality as he has. Also send a civilian to build some research

towers at the independent town. While you are attacking your opponent you are still capturing towns which won't be possible for the Fryhtan player. Also hire more soldiers and generals during the fight and try to capture more towns or just send more soldiers into the battle to help you out.

6.3 Independent Fryhtan lairs

Though independent lairs seem not to be as attractive as they have been in the predecessor of this game, they are still more than worth an attack for several reasons. In Seven Kingdoms 2, reputation has a much higher influence on the game than it has in the predecessor. Most important of all is the fact that heroes can join you and they do this only if you did some really glorious things. One of these things is to destroy a whole Fryhtan lair or just to kill a lot of those nasty monsters. You will quickly find out that there is no way that can compete with attacking independent lairs to reach a high reputation for your kingdom. After you destroyed a whole lair you can be almost sure that at least one hero will join your forces. But even more important maybe, your units will all improve greatly their combat and leadership skill (in case it is a general). The best way to get experienced fighters is to fight and the best way to get really good generals is to let them lead a troop during a battle. Hence, whenever your military score is good enough to attack an independent lair, go for it and attack it! Maybe you only want to use an experienced troop to kill all Crouls and the All High King, but then you can use any non-experienced units to destroy the lair and give them a great experience boost. You might prefer to attack Kerassos lairs rather more than Kharshuf as Kerassos are weak fighters, but you can find it out by yourself. Make yourself clear how much high reputation helps and you will try to attack an independent lair as soon as possible. Beside the reputation you will also get gold from the defeated fryhtans and especially from any All High King or Ordo. As you can see fryhtans are, even if they look ugly, quite attractive for many reasons.

7 Espionage: The Other Way to Play Seven Kingdoms

For some players, espionage is the most enjoyable part of the game while others say that they don't like that micro-managing at all and it's not worth all the time and patience required to maintain a good spy network (not to mention that spies have a maintenance cost!).

Which is true? Well, if you have a whole troop with combat skill 100 led by a general with leadership skill, you can consider yourself fortunate. Other times the only way to quickly get highly experienced soldiers is to bribe other generals! 7K's artificial intelligence (AI) is particularly vulnerable to losing its soldiers this way.

Another positive thing spies can do for you is give you a better view of the world map--and especially the activities in other kingdoms, if they are in remote villages or buildings (and Fog of War is on).

Finally they can help you to defend yourself against spies from your opponent. Overall you will discover that spies can help you a lot in „real“ games (but considerably less in games that focus on war machine building and early rushes).

But why do some players not care for them much or even say that they are worthless? Well, espionage is not that easy, especially at first. You need time to get a feeling of how to use your spies. The following tips are offered to help you to get more and more familiar with those tricky guys.

Learn how to use spies effectively or you will miss most of the fun!

7.1 Unit Joins: How To Uncover Spies

From time to time "independent" units join you or enemy units defect to your side. Then you have to decide whether you trust them or not. On the one hand, free new units for nothing are always welcome because they pay taxes and may have good skills, but on the other hand you don't know if an opponent has sent you a spy. Therefore you have to check some things before you trust a joining unit:

- What is your reputation? Is it low in comparison to other kingdoms? If so, suspect every joining unit.
- Where is it from? If a unit joins go immediately to it. You will get the message at the bottom of the screen and there is a small icon, too. Click on the icon to locate the new unit. Now, is the unit close to a village with the same nationality? If not, execute it.
- This is critical: Where does the unit want to go? Every unit that tries to get into one of your

forts is *always* a spy. If it isn't clear where it's going, make sure you have the options set to show unit paths. Be careful! Sometimes a unit wants to go to a village that is *near* one of your forts, or is headed just *outside* a village, and that unit is not necessarily a spy! Highly skilled units won't just walk into one of your villages for a good reason. (They'd become peasants and lose their skill!)

- Another thing you can do is to let the unit stay for a while outside of any buildings. If it moves, it's a spy. This method is risky since you have to wait a moment before you really can be sure about his true nature, if ever--and the game won't stop meanwhile.
- Another thing you can check are his skills. Is it an experienced fighter? Then he is not a spy maybe, but some players will send you even such spies. However, most human players never send spies by an official announcement to you so you can trust them usually except AI is in the same game.

7.2 Counter-Espionage Methods

In multi-player games with more than two human players, it's impossible to discover every spy. Therefore you need some methods to prevent spies from capturing your forts or bribing your generals. Check the espionage appendix to see how much better your counter-spies are once you did research advanced counter-spy. Here some methods now:

- If you discover an independent unit close to one of your villages, write his name down or maybe even attack him to be sure.
- Send some spies of your own into camps and forts which have a troop not recruited from your home town in the beginning. The more spies you send into a fort, camp or town and the better their skill is, the better will be their counter-espionage ability. Keep this in mind you can almost add their values!
- Don't waste your money on counter-espionage if it's not worth it. Don't send into each town and building several spies, it's more important to be sure about your forts. But you should consider keeping a spy in your villages because you may forget to check your loyalty regularly and that could result in a lot of missing taxes if a spy sneaks into one and uses his „agitate“ skill. Also, you can bet that some of your opponents never put counter-spies into their villages so you can sometimes just „sow dissent“ and wait! Everything depends on what other players attend to the most. Find out and use their weaknesses in your espionage!
- It's very advisable when training new forces to send all soldiers to your king, because nobody can bribe him, and it's quite hard to assassinate him, on the other hand it would be a really big

loss! You'll also want to send new units to your king and *not* to a general, because the king is the best teacher you have. If the soldiers of your king are very experienced take them away and put them under one of your other generals, while sending new soldiers to the king. So better keep one or two very good spies for counter-espionage in your king's fort.

- If you have a fort with units you can't be sure whether one of them is a spy or not always try to hire a spy general. Mostly you won't find one with a better leadership than 40, but he will improve by time. In long games where you did capture several towns and you have more forts than troops you should fill the forts with just the general by a spy general. You can give him some units to train and improve his leadership skill.
- Always send 2 counter-spies into forts with new troops if you can't find a proper spy general or if you have a very good general you want to keep like a hero for example. Then make sure that nobody can bribe him and send 2 counter-spies to his troop. Spies are not very expensive and sometimes you can buy the cheap one and just let them improve by time, however the effort you put into these actions will avoid several surprises. You will meet players who love to use spies and if you don't use this method there is always a high risk that someone will be able to bribe your general and get your whole troop.
- In the beginning, if you don't want to send always 2 spies to each fort send only the general inside your forts to keep control over your towns. If a spy sneaks into his fort he will assassinate him, but probably not bribe him. That's better than having a black sheep among your soldiers. However, some forts will be filled with infantry or special units. Put at least into these forts 1 or 2 counter-spies.

7.3 General Methods For Uncovering Spies

By turning off a spy's surrender notification, you can change his color to your enemy's without your enemy getting a notification of "his" new unit. This allows you to sneak your spy into his buildings rather than waiting for him to assign a peasant spy (for example) to a town you want to get inside. Of course, *other* kingdoms can employ the exact same tactic, so you need a way to detect units who are already or *may become* spies!

- If a unit (neutral color) is standing in the wilderness for a while and not doing anything at all, you can expect him to be a spy, unless it's a troop of soldiers waiting for more troops to attack you soon.
- Whenever a unit is running around and you can't say with certainty that you sent the command

to mobilize it, execute it! Especially units which don't like to follow your commands!

- After every fight when you send back your soldiers, look first at their forts. Sometimes you will find a soldier inside already. (Human players like to use battle time to put spies into your forts). Execute him.
- Check your forts frequently. If one unit has a totally different skill than all others, it is probably a spy, unless you just sent it to that fort.
- If you see one spy or uncontrolled unit coming *out* of one of your forts you have a big problem. That fort at a minimum has probably „lost„ its general. You must hurry then. Quickly move the general out of the fort, but only the general. After that you can still choose whether to execute him or not, but at least the other human player has no chance to get the whole troop (the assignation has been lost right after removing the general from the fort). Most players will only bribe generals so you don't have to worry too much about the other units. Now you still have the problem of finding out whether the other player was able to bribe another general or not. Use all the tactics covered in this Chapter to "security check" the rest of your forts, but this might be really difficult then.
- A different way to disturb other players when they try to sneak into your towns is having some units next to your villages (spies likely) which will prevent spies from changing their color just right in front of your village so they can sneak into it. (A spy cannot change color if an enemy is "in sight".)
- There is a quite secure way to avoid spies, after you captured a new town, but it's not worth the work in general. You can train all new units in a espionage college, because 7K doesn't allow double-agents, if someone is an enemy spy and you try to train him to be your spy, he will pop out and show his true nature. Kill him then. Once all units are trained just cancel their spy mission, because you have to pay for each spy maintenance costs. Be careful, some players are very clever and will pop their spies out on their own, and avoid the "spy training program"! The spies of other kingdoms pop out last generally speaking, and human players will try to do it manually to avoid detection, so keep an eye on your village.

7.4 I Discovered a Spy: Now What?

There are many things you can do with an opponent's spy, but if he's from a human (non-AI) kingdom, you'll have to execute him. (Espionage against the AI is totally different than espionage against human player.) Anyway, in multi-player games you can use AI spy-soldiers as fodder against a

human kingdom.

- First nice thing you can do with AI spies: Send them all to one „*spy-village*„ and let them pay taxes. Their high loyalty is always very helpful. They even buy your products. AI will leave his spies alone for a while after you've discovered them, but a human player probably won't. Keep that in mind.
- If you managed to accumulate a whole troop of enemy spies, you can use them to attack Fryhtans or other kingdoms. Attacking a village with just one unit can be especially fun if it's not your own unit that is attacking. Most players will mobilize their troops to take out that annoying unit and you can attack with your real troops at another position. Anyway the loyalty of his civilians in that village will go down as long as the spy is attacking, so he must react in some way.
- Foreign spies (and not only foreign) are good scouts because they never lose loyalty.
- Finally you can execute him and the other king will lose reputation, but it's more fun to send AI spies to human kingdoms just to observe him or to attack some villages. What ever you do with them, you don't have to worry about them--they are not yours!

7.5 What Can I Do With My Spies?

With your own spies, your first priority is to get into the other players' forts to bribe their generals. This way you can sometimes get a very experienced troop of soldiers for 2000-4000 gold. Check the espionage appendix for further details!

But spies are useful for other things as well. If you have a spy in one of your opponent's villages you can see what he is doing and that's very helpful if you're playing with the Fog of War option on.

If a player forgets to demolish one of his old forts or camps, you can easily go into that fort and use your spy skills (for example stealing technology or create incident). So never leave a fort if you don't need it anymore. It costs gold and it gives your opponent a chance for spy actions.

The most important factor in being successful in espionage is to have a few greater than 80 skill spies close to your opponent's buildings. Keep in mind that spies improve their skill even if they're not doing anything in foreign villages. By keeping them near to your opponent's buildings, you can sneak them in at any opportunity without having to send them all the way from your home base (which the other player may be watching anyway!).

Spies are especially good to see when people want to attack you or just to find out where his units are (especially whether he is trying to infiltrate your ranks with a spy). Send spies of whatever nationality to the proper neutral towns which are strategically important. For example a spy in a

town right next to an opponent's home village in the direction of your kingdom can help you see incoming spies or rush attacks very early. The thing is that you even don't have to worry whether your opponent is able to see the spy sneaking into the town, because what can another player do against your spy in a neutral 40 peasant town even if that spy is obviously there? Kill them all to get to yours?

- In general, of course, send only spies of the same nationality as the units in the building (fort or camp) or village (in this case a must) you are infiltrating.
- If you want to kill a general you don't have to worry about the spy's nationality.
- If your spy does have a different nationality from the units in the building he has infiltrated, a human player will be able to discover him easier.
- Depending on your spy's skill and the general's loyalty it's often possible to bribe him with less than 3000 gold. Another thing you have to consider is the reputation of both kingdoms, but check the espionage appendix for details.
- All suggestions mentioned here are only guidelines which should work, but as mentioned earlier, counter-espionage is an unknown factor which can let a spy mission fail, even if it was the best spy of your kingdom.
- Sometimes it's advisable to send a spy to a village which you're trying to acquire to „*sow dissent*“, but *not* if you can lower the resistance down to 50 with just a general. In general, a spy needs too much time to lower resistance. Two spies work better, but you should always prefer to use a good general rather than a good spy for such a job. Spies do other things better.

7.6 How to Get a Spy into a Village or Building

It's often very important to know which forts or buildings are full and which not. You don't want to find that out with one of your 100 skill spies by changing his color for a moment. There is always a chance the other player will see this and kill your great spy. You can figure out if an opponent's building is full by having a spy change to the opponent's color and watching the cursor as you move it over various buildings: If the cursor indicates your spy can enter the building, you know it's not full.

Train a new spy or hire a cheap military(!) spy. He is not worth that much. Move him to the edge of the world map or whatever will afford you at least some protection against being detected.

Change his color there and look at every building. If you move your mouse cursor above a fort for example you will see if you are able to get into or not, even though you are maybe far away from it.

Change the color back to neutral again after you checked all the buildings you're curious about.

Never forget: *Don't change your color earlier than you need to because from that moment on your opponent is able to see you!* (At that point, your spy is one of his troops)

Another point is that you can even change the color of one of your spies if you are standing right beside a fort--but on the other hand your opponent will see that a white unit is standing there and may take action. You can improve on this if you send the spy to the backside of a fort for example, because then he is hard to see.

The next two sections contain suggestions on how to use your spies successfully.

7.6.1 If Your Opponent is a Human Player

- First, *always* change the color of all new spies to neutral (with one exception, which will be discussed later).
- Don't just send a spy to a desired target. Good players will almost always be able to detect and kill your spy (unless they are very busy!). There are better ways.
- Send spies close to your opponent's villages / buildings, but far enough away that he can't see them. Be sure that they are not in a path that he will use to attack another kingdom or Kwyzan or along caravan routes. Look for a good place to hide them like a tree, a rock or a neutral village (or behind buildings). Leave them there or in a neutral village.
- Wait until you are sure that your target kingdom is busy. Maybe he is fighting a Kwyzan or other kingdoms or simply on the way to capture a new village: just figure out when the other player might be looking away from the area you want to infiltrate.
- Send them close to the desired target and change the color at the last possible moment.
- Go into the building (fort or camp) / village. Pray!
- Maybe you want to be sure that the other player is busy. Attack him just for fun at another place on the world map or begin a chat with him right before! Every dirty trick is allowed here. The second time you chat or attack, he will probably have caught on, but you don't have to do this every time. Wait three or four tries and then do it again. Psychology is very important. To be very successful with spies you have to change your strategy a lot. Only by surprising your opponent will you get a chance to get your spy into his buildings. The work and danger is worth it when you finally make it. But never forget to always keep some spies close to your opponent's buildings/villages. You have to be prepared for every chance you can get.
- Find the next village your opponent will probably try to capture (whether he already has a fort

there or not). But don't try to sow dissent, it's not worth it, just let him stay there. Sometimes it's just good to have a spy in a neutral village close to the kingdom of an opponent just to have a better view of his activities (like a watchtower) and sooner or later somebody will capture the village, anyway. As civilian spies are very cheap often (around 150 gold) you should try to send as many spies as possible into independent towns which have the same color as one of your opponents or at which towns one of your opponents did build a fort. During the first years people prefer to train special units so your civilians have a very good chance of getting into a fort in this way. Later they will prefer to build war machines and it gets more and more difficult to get any spy into a fort.

- More and more players are uniting all villages using the "home base" strategy described in this guide. That means that it's much more difficult to get a spy into their forts and towns because they have a better overview of all their forts and villages. Not to mention that some players like to construct defense walls by building inns (or other buildings) very close together around their home base. You can still get a spy into such a player's villages by planting a spy in a village he's about to capture. The player will send all the civilians of that village to his home base when they surrender.
- It can still be very difficult to get a spy into the village your opponent is trying to capture because he still has only two different areas that he has to concentrate on. In this case, you can sneak into the group he will send from his captured village to his home village. Therefore you have to position your spy close to the path his new peasants and wagons will probably take to get home. At the half-way point along that path is a good place to join that group. When you've joined them, you have to follow very carefully where exactly the group is going because you have to control your spy by yourself. Follow them and, if you plan to infiltrate a building, you can change your spy's course right before they arrive at their destination. But it's often advisable to join that new village. This method has worked pretty well so far!
- As it seems that nobody announces a spy which defects to another kingdom nobody expects this in a game with only human players. Take advantage of this. Send a spy with some skills above average to a town with the same nationality. Then announce his defection and see if your opponent accepts him. Don't do that in the beginning of the game as it's not usual that any unit will join at that time, but after 2 years this is a promising alternative. You can do the same during battles and let one of your spy soldiers surrender to him! He will surely think that his loyalty was too low or he did surrender, because the player killed the general of this soldier.

- Another very interesting method is to send a spy into your own inn! All units in inns “travel” through all inns of the game after a while (not only the one of the player himself). In this way he will be suddenly in one of the inns of your opponent (Scottie: “beam me”!).
- A funny way to “sneak” into an opponent's village is to send an independent unit (your spy) to one of his buildings or villages, but don’t change the color. Some players will just let him stand there. Well, your opponent will eventually tire of waiting for the spy to change color, so you can (after a while) simply change your spy's color and go into the desired building/village. (Obviously, if you see independent units loitering outside your buildings or villages, you should kill them and not let your opponent to do this to you!)
- Now one of my favorite methods: Hire many civilian spies of one nationality based on the nationality in your opponent's town. Send a couple of them with neutral color to one village of your opponent and another couple to a second village, also his. Then change the color of all the spies next to one village and try to enter. You can change their color all at once if you group select them first. If your opponent reacts quickly he will select all your spies as well and use the execute button. You will lose them all at the same time, but you have still the other troop of spies at the other village. While your opponent tries to select and execute all your spies at one village, select your second troop, change their color and enter *that* village. With a little luck you will always be able to get some spies into one of the two villages, and at a minimum you’ll have much fun watching him scramble to execute them all.
For example: Make sure that your spies are coming from every side of the village to make it more difficult to select them. Wait before you start your action. If he tries to attack your spies he'll be occupied and you can go to the other village to finish the job. The only really good way to prevent you from doing so is to put a unit outside the village to make sure that you can't change the color right before the village, but you won't find many players who do so (at least until now).
- You can use the idea above to get into forts as well. Send one spy close to a fort, but make it very obviously that he is a spy trying to sneak into that fort. Wait till the player pays attention to that foolish spy. Then let the spy walk around a little bit so the other player will follow him and watch him. At the same time use another spy to get into one of his forts at a totally different place. Use the method described earlier to figure out which forts and camps have some slots free.
- Many players like to capture neutral villages by sending a lone general into a fort. That makes it

easier to get a spy into his fort! Don't try to bribe one general without any units. You can expect that he will have one day a whole troop, but that will take a while. Often it's advisable just to kill the general. It's cheaper and if you have a good skill (70) you're more likely to succeed. The loss might be really big for your opponent and this is one of the most useful methods in big multi-player games. The best way to do so is to research advanced assassination and hire a spy cavalry with either a good spy skill or many hit-points as both factors are very important for assassination (check espionage appendix for further details). Your spy cavalry can quickly reach any fort and especially AI is weak against such a spy and you can easily even kill his king if AI did send just the king to build a fort first.

- Even if all of your opponent's forts are full don't worry: you can still send some spies to his villages. That's often even easier because players worry more about their forts, but one day your spy will become a soldier (maybe). That's more likely than you may think. In games lasting for more than 5 years, you will experience that a lot. So don't worry that you *only* made it into a village. Anyway you have a *very* good view at that village and you can see a lot of your opponent's activities. Finally you can move on from that village and go to a fort by yourself at anytime.
- In case your opponent discovers your spy and you can change the color to any of the players change it to the color of a friendly kingdom of him. First of all he will think that the spy came from him and probably ask that player (and lose concentration). Another positive aspect is that he can't attack the unit unless he declares war on that kingdom which can have some funny results if the player didn't ask whether this spy is really from the other kingdom or not. This works also great against Mage Tors. If you change the color to a friendly kingdom of that Exovum player the Mage Tor won't hurt the unit. Just do so when you hear the sound of it. This is true for any kind of attack, so if you want to annoy your opponent keep changing colors.
- Deriving from the idea given right before it's even worth to send a spy with the color of another kingdom to a specific player. That player will surely think it's a unit of that other kingdom and the player of that kingdom will hardly notice this unit as all this is not happening in his home base. If you use this idea in some variations you can easily provoke a war declare between 2 kingdoms without using create incident.
- Another funny way how to get a spy into forts is to send it to an inn of your opponent! Change color and wait. Most players will soon or later take this spy and think they did hire him! Just leave the spy with the proper color at the bottom of the inn where hired units pop out usually.

7.6.2 If Your Opponent Is the AI

- Because the AI almost never discovers spies, it's very easy to get into any building.
- Just send your spy (same nationality) to a fort that is not full and bribe the general.
- If every fort is full, send your spy into one of his villages and you will sooner or later end up in one of his buildings.
- You can easily bribe a lot of his generals. Just go to the first fort and bribe the general and move on. (As long as you have the gold for it.)
- Usually don't change a command the AI has just given your spy. Even the AI can catch that (though really seldom) and execute your spy! Wait a little bit or change the color to neutral and come back a minute later. That always works.
- Don't forget how easily you can get a new troop of soldiers by bribing the AI. He is a good source for soldiers/units in long games if you have enough money.
- If you don't want to start a war with the AI, don't capture his forts (or other buildings). Wait until all units are outside before changing your spy-general's colors. All the general's soldiers will defect with your general and the AI won't declare war on you.
- If you play with spying methodologies researched you can send a spy cavalry right in the beginning to the fort which AI will build to capture a new town. AI sends always first his King in the beginning so take advantage of this and assassinate the king and get the scroll!

7.7 I Infiltrated the Enemy's Buildings: Now What?

Having infiltrated the enemy's buildings, you'll be eager to get a new fort or camp with its soldiers. But it's not always advisable to capture a fort immediately for various reasons.

First, as long as you don't reveal that you have bribed a general, you have an advantage because the other player still thinks that he owns that fort. In the heat of a fight it can be very cutting when your best troop suddenly defects. If he knows that he lost one of his troops he will probably recruit a new one, but if he doesn't know that, he won't know that he needs to replace them. On the other hand, some players are easy to provoke and they will insist on getting *their* deadly revenge.

As long as you have a spy in one of his forts, you have the chance to watch some of his activities. In that way you can easily anticipate his next moves and more importantly you can easily infiltrate him with more spies because you know what he is actually doing!

However, if you made it into a fort of your opponent it's not always advisable to bribe the general.

If the other player uses many counter-spies this will be quite difficult anyway, but check the espionage appendix to get an overview on what influences what. If your opponent has only his general inside the fort it's often better to just assassinate him. On the other hand a fort costs 500 gold and a general between 500-X (Hero's can become quite expensive) so it might be even worth to bribe just one general if you can effort the gold. This will also help you to capture a new town. But consider the position on the map of the fort. If it's too close to your opponent you will have a new general, but most likely you will have to sell your fort and leave the town, because your opponent can easily attack and it's too hard to defend (armed towers can make this quite annoying for him though).

7.8 General Things About Espionage

There are some general points about espionage that we haven't covered that don't fit any other topic:

- Because a spy always has a very high loyalty, they are the best fighters and generals you can get (scouts, too, of course). Unfortunately their maintenance costs can make them less attractive for those purposes. Anyway spy generals are worth all the gold they cost. You can't bribe a spy general so you can be really sure about troops led by a spy general.
- To make a spy a tempting general, give him some soldiers so that he can practice his leadership skill. Units which are in the troop of a good general won't improve their leadership skill very fast. Especially not with your king as leader. Therefore, let them start with a new group of soldiers right after recruiting them. After a few years they'll have 40 leadership. Learning by doing is the solution!
- Another thing most players don't consider is the world map. Always use the "*villages and units map*". Why? Well, you have the best overview of all units on the map. It is much easier to see a "*new*" unit and therefore detect spies on that map. Also you have to consider color, because not every color is very easy to see on the world map and especially not in every map mode. For example, green units in a forest in the standard map mode are almost impossible to find.
- The AI always declares war on you if you capture one of his buildings.
- If the AI's fort is full you can attack another of the AI's buildings or villages near the fort to entice his soldiers out. (The thing you attack has to be close enough so they go out because of their Aggressive Mode.) After they exit the fort to fight you can infiltrate your spy into the fort. If the general left, too, you have to wait until all units come back (especially the general). Then

you have to hurry up and you need a little bit luck. You have to bribe his general right after he comes back to the fort. You won't have a lot of time do doing so, because when the last soldier arrives and fills the fort, you will automatically pop out! But with practice, you'll find there's enough time. In general, you can even use this tactic against human player. You can go into one of the forts where all soldiers are gone to battle and wait until they come back. Then bribe, bribe, bribe! Don't forget to change your spy's color after he pops out automatically. He doesn't deserve to be executed after such a great job.

- If a unit of yours defects because its loyalty was too low and there is no other computer kingdom to join, the unit will simply vanish! (It's not a bug. It's a feature.)
- Often you train most units of a new town as special units. Consider to build an espionage academy and train some of the units as spy special units. In this way you save money and time to find some counter-spies in an inn. Those spies won't start with a great skill, but you can train some more if you want to. In a long run this will make it easier for you to keep your forts free of any spies. Also this will help you to have one general with a troop of the same type of units (otherwise you would probably hire any military spies).

8 Diplomacy: Always war?

So far we've learned about economy, espionage and military so why do we need diplomacy anyway? Well, if you've ever read history books, diplomacy has played a big role in the world wars. But diplomacy is not only important once war has started, diplomacy is important to avoid war! When you are going for a "high-tech" kingdom with a very healthy economy you will at first be at a military disadvantage, probably. If you don't have a big army to fight with you must do your best to *avoid* a war against you and diplomacy is the way to do so.

8.1 With Computer

The AI doesn't remember that much all the gold and technology you've given him. It forgets very fast. But there are still some ways to avoid too many fights with him.

Once you understand when and why the AI attacks you, you will understand how to avoid it.

In general, always accept alliances. With human players, an alliance reveals things about your kingdom to him. But who knows what the AI *really* knows with or without an alliance and at least *you* stand to gain new information! (The 7K II AI, for example, doesn't seem to be affected by the "Fog of War". It always seems to know if there are vacancies in your forts and where a resource is, but it doesn't cheat in the way that it uses this knowledge against attacking units or in other situations).

In multi-player games it is especially important to accept alliances with the AI. You only stand to gain by the bigger range view.

A nasty way to take advantage of AI especially in multi-games is to have an alliance with AI right in the beginning and watch AI's king walking (that's a good tactic at any time, but especially in the beginning). Then move your soldiers to there and declare war on AI just to kill the King. This will give you just another scroll of power and a lot of gold which means a really great boost for your kingdom especially in games with small treasure settings. AI will go for revenge probably, but it will do so quite stupid in a row or without any good leader so you can easily defeat all coming soldiers. If you retreat to your fort with armed towers you can defend even easier.

8.1.1 Who the AI Prefers To Attack

First of all, *the AI prefers to attack the weakest (in military strength) human kingdom.* If you play a big multi-player game with some human and some computer kingdoms you should do your best not to have

the weakest military.

If you have managed to become a very strong kingdom, the AI won't attack you even if you play only with computer kingdoms, but don't start to construct your war factories too early. AI doesn't like war factories and forts (a good military score is not so attractive to him). He counts them as serious threats. If you start to construct war factories be sure that your military score is frightening enough.

8.1.2 Stop AI from Attacking Once He Starts

After the AI starts to attack you, there is no way to stop it. This is another way that 7K2 differs from 7K. Diplomacy works much better in 7K2. Even with AI controlled kingdoms you can consider paying tribute. Also, the AI *will* consider diplomatic status and not just attack you, so try to have some treaties with computer controlled kingdoms!

8.1.3 Last Chance: Offer a Cease-Fire

Whenever the AI is attacking, there is always a good chance for a cease-fire. Don't forget to offer it frequently. If he doesn't accept it at first, there is a good chance that he will after he destroys one of your buildings or if he lost many units, for example. Too many offers can't annoy the AI. It is not a human! Especially in big games avoid trying to destroy entire kingdoms. Try to get other kingdoms to do that. Only if you are really much stronger than the other kingdoms should you try to destroy it completely, but only then. On the other hand, don't let the scroll of the kingdom be captured by any other player. It's really worth some loss.

8.1.4 Games with a Shortage of Resources

In games with fewer resources, the human player kingdoms will have them close at hand, and then, only if some are left, will a computer kingdom get one. (In solo play, this is a difficulty option: to increase the difficulty you tell 7K not to put any resources nearby.) If you set the computer to "*very aggressive*" you can expect that one or two of the computer's kingdoms will go for your mine. You can fight for it or leave it for him and trade with him. That's not such a bad idea, because he will probably sell raw materials which you can use for your factories--and you have many other options for getting gold anyway.

If only one kingdom is attacking you it's reasonable to fight for it, but only if you don't have to fight against all his soldiers at the same time. Only experienced players should consider doing that, because you have to fight very smart to avoid big losses in your military and a lost game right from

the beginning.

Also, a very nice trick is to create a fort close to the village that emerges by the new mine workers. The AI won't have a fort very soon sometimes. Grant those civilians for a few times immediately and they will surrender to you. Use just any general for the fort. You won't pay much, because you only grant a very few villagers.

A last note, while the AI always declares war if you capture one of his forts (by a spy), he does the same if you build a fort next to a town a Fryhtan player is about to capture for example. Don't expect mercy then unless you sell your fort again.

8.2 With Human Players

Now we come to one of the most neglected topics in 7K. Even brilliant 7K players will lose multi-player games because they ignore diplomacy completely (and chats). Surely, sometimes you have no chance, because players may not be uniting for logical reasons, but solely to eliminate one player known to be a very good player.

After winning the first 2 phases (*Amarok*) of the official 7K tournament everybody was hunting for me. Nobody wanted to play one-on-one, but everyone wanted to play me in big multi-player games. Often I found out that there were teams right from the start. That's disappointing and doesn't make any sense. Always try to win a game and not to kill one special kingdom. Sure, during a game you might figure out that you won't have a chance to win anymore, but to become second maybe. Make that decision during the game and not before!

Also, too, I often saw people ally with other players though it was the worst thing for themselves. Always think what is the best for yourself. Do you really only want to not end up last?

With good diplomacy the worst player can finish better than last. If you are an average player you can reach much higher goals using diplomacy.

8.2.1 The Way to Appease Other Players

8.2.1.1 Make Alliances

There are many ways to make friends during games. *Indeed, it's absolutely essential to make friendships in games with four or more human players in order to win.*

Chatting is much more important than you may think. Even if you don't like to chat, start with a „hi,, or something like that if you don't know the player.

Try to make alliances with other players to find out what is going on. Also check all the kingdoms'

diplomacy status. You will find out that many players like to make alliances. It's the only real possible friendship treaty in 7K (a "friendly treaty" doesn't really have any impact on game play). By doing so you tell the player that you don't want to attack him but rather play with him.

8.2.1.2 Always Concentrate on One Special Kingdom for a Real Alliance.

Tell one player your intentions during the game. Make your goals very clear early on. Try to get him on your side by every kind of argument. Tell him that you want to win with him against the other players and you both will fight for first place then. Give that one kingdom some technologies you have researched. Ask him to split up research, the first step for a good alliance. If he needs money, give him some or just offer some if you are rich.

I (*Amarok*) didn't believe in the value of paying tribute until Adun *bribed* me in a game where my only goal was to win against him (because I couldn't get any points by beating the other players). I was just on the way to knock him out (my military was much stronger) when he started to give me gold, and lots of it! First 4000 gold. Some minutes later 3000 gold followed and even then, I didn't turn back. So he offered more gold. I „*couldn't*„, attack him after all. I had my fun when we had a brief „*lag*„, and I was able to accept the same gift twice until the program realized it. He was a very poor kingdom then, but alive!

8.2.1.3 Honesty While You Are Trying to Reach Your Goal

What ever you promise a player, try not to lie, but if you have to lie, explain why after! Imitate politicians by saying much and nothing at the same time. A player will remember if you told him that you wanted to help him to wipe out kingdom X and then failed to do so. But they won't be upset if you tell them that while you won't attack kingdom X, you'll support its destruction by donating money and technology--which kingdom X is unlikely to discover.

The diplomacy master Rugmaster (due to an accident, now known as Rugsmoker) enjoyed a game where he didn't have to fight anybody, because he gave the other two kingdoms lots of money so they could fight it out. He was paying them both frequently so it was always close and nobody ran out of money or food. I (*Amarok*) wish I could have seen it. In the end he had to decide who would win that „*little*„, fight, but who doesn't want to play god for a short moment?

8.2.1.4 Other Methods for Making Friends

Besides gold and technology, dividing the independent villages up between your allies is a good way to make friends. Talk with a player about it and decide who gets what villages. Tell him that you just

hired a special general, so you want to capture that Persian town or something like that. Ask him if it's ok when you try to capture the village right in front of his home base, otherwise you can expect that he won't let you.

Don't forget to divide Fryhtan lairs. You can even come to an agreement to attack some lairs together to improve your reputation.

As you can see, there are many ways to make friends. Sure, we all decide for ourselves and are egoists, but you can do so and still be friendly to other players. *Often an indirect path will lead you to your goal. Look at all players like they are possible partners who can help you to reach your Goal. That's strategy!*

8.2.1.5 Trade

Always try to trade with everybody. On the flip side, an embargo can have dramatic effect on someone's kingdom if everybody joins it. Send many camels to other markets. Camels are very cheap. In big games there is always a shortage of products. The demand will be always higher than any production (unless everybody did research advanced factory production). Therefore try to buy as many products as possible, raw materials are even better, but no human player should sell them.

8.2.1.6 Trick to Avoid Empty Markets

So you need products from other kingdoms, but you also don't want to sell products to the other human players, because there is always a shortage of products in the game. Well, unfortunately you can only make treaties for both markets, yours and your opponent's, but there is still a good way to get more products only for your kingdom. From time to time create a new market and send all new products from your Factories directly to that new market. Your opponent won't realize it very fast or maybe even not at all. But when his caravans go to pick up goods at the old market, it will be empty!

Also you can create many markets to confuse players, but don't forget that you probably will want to adjust your own camel routes as well then. The best way could be to divide the products among many markets, so your opponent has to organize his camels very carefully and no market has a big stockpile of products. Otherwise you will see players like Vibes (he was the first one to create „camel farms„) just buy every product at your markets.

8.2.2 Behaviors

Beside the already discussed behaviors about teaming up, there are many other guidelines for sportsmanship in 7K. What follows is my (*Amarok*) interpretation of good sportsmanship while

playing 7K. It's up to you to make up your own mind of course.

8.2.2.1 Teaming up

At the beginning of a game always have the goal to *win* the game and not just to finish second, third, or not last. Only when you are playing tournament games and can only get points by defeating a certain specific player is it good sportsmanship to have that specific player's defeat as your goal. In this case, the player will know that you are gunning for him and can prepare accordingly.

Otherwise, if you adopt this goal, tell the person *before* the game starts that all you want to do is to team up against him! Not everybody will want to play these kinds of games, but if you make an agreement for (say) no attacks until 1004, or set up some other rules to handicap the game appropriately, a good time can be had.

Secretly teaming up against a single player will basically remove the challenge--and fun--from the game.

8.2.2.2 Lost Games

If you have "lost" and you have no hope of building your kingdom back, just quit the game and don't surrender to anybody. Quit, because you have no chance to go on, and it's not the goal of the game to defeat the last unit of one kingdom. Only the computer is so dumb that you need to beat him down to the last man--but even *it* surrenders sometimes. Especially in tournament games, where the ranking is important don't annoy the other players by trying to stay alive for the sole purpose of trying to finish ahead of another kingdom which ends up dying before you are discovered. If that occurs in one of your games and you want to hang around to watch, let the other players know your situation and intentions, and they may all ally with you so you get a good view!

8.2.2.3 Suicide wars

A "suicide war" is something that inexperienced players like to do. Never go for a fight with all of your units if you can say with certainty that you won't be able to continue playing after the fight. Don't go to kill one kingdom if you are totally lost when the smoke has cleared. The other players will enjoy watching you both while you kill each other but you will have ruined the game for your victim. Even if you didn't manage to completely destroy that one kingdom, his military will be so weak that he can't stay in the game either. Think of *actually* being a king.

8.2.2.4 Closing Words About Sportsmanship

There is no need for rules in a tournament as long as everybody plays logically!

Because some players behave "illogically", in the sense that they deliberately do something self-destructive, a lot of rules evolved in on-line games to counter behaviors like "suicide wars". The need for rules can be completely circumvented as long as everyone plays logically.

If you play logically, it'll be easier for you to explain later to someone else why you had to attack his home base while he was off destroying another kingdom. In the context of the game, it may not be important for him to understand why you did something, but after the game is over, if he thinks you're just a foolish or destructive player, what are the odds that he is going to want to play with you again? He doesn't have to *like* what you did, of course, but if he thinks you just arbitrarily singled him out to mess up his day, why would he sign up for another game?

Not only that, if you expect to play a lot of on-line games, you'll need allies sooner or later. Don't get a reputation for doing things to spoil the game.

Whatever somebody tells you and even *gives* you during a game, keep in mind the general situation and decide what is the best for *your* kingdom. What if somebody gave you many things during the game and now only the two of you remain in the game? That is no problem. Try to defeat him!

When he gave you all those things, he did it with intention as well!

I (*Amarok*) can remember games where I had to choose between a safe second place or first place with the threat of losing totally. I always play for first place. I personally count every game as „*the only one game*“. Your game history is unimportant when you start a new game. Try to get the best result in that one game and don't worry about anything else (unless you have time constraints or fatigue or other real world considerations arise, of course).

Ok, that's enough about behaviors. Surely, all these things are just my (*Amarok*) personal opinions and you will have to find out for yourself what is fair or not and whether you want to play fair or only win. The 7K family is like few others on the net. It's up to you to join the friendly family or be an „*outlaw*“ and hunted by us. Anyway, during a game every dirty trick is allowed, but after the game is finished you should realize that it was only a game.

Enough morals by apostle *Amarok* for now. (And by they way, don't count on me to follow all this!)

9 Loyalty

9.1 Town Loyalty

9.1.1 Kingdoms Reputation influence

Next follows a sheet about how the reputation of the own kingdom has influence on the loyalty in the towns which belongs to someone. It makes clear how much reputation effects loyalty and therefore it's very advisable to keep it as high as possible. Let's have a look at the sheet:

Peasants	Loyalty (town with same nationality as kingdom)	Loyalty (town with different nationality as kingdom)	Reputation
20	30	10	0
20	55	35	50
20	80	60	100
20	5	0	-50
20	0	0	-100

As we can see, -50 reputation causes serious problems for all towns in someone's kingdom. In general nobody has such a low reputation except he kills many civilians. This happens usually only if someone has to defeat a rebellion. Now it's clear why one rebellion often causes a chain reaction. Especially all just captured towns are the first who like to rebel. But it's not just the kingdom reputation which has influence on the loyalty of a town. Let's see how much the influence of an assigned commandant is.

9.1.2 Commandant influence

Leadership skill	Same nationality	Loyalty (camp/fort)
100	No	26/33 (+7)
80	No	20/26 (+6)
50	No	12/16 (+4)
20	No	4/6 (+2)
100	Yes	32/41 (+9)
80	Yes	27/34 (+7)

50	Yes	19/24 (+5)
20	Yes	11/14 (+3)
King (100)	No	42/53 (+9)
King (100)	Yes	53/69 (+16)

A king is better than any other *normal* commandant as long as he has not a better leadership skill than 100. Also it's clear that at peace times and with a high reputation there is no need to have any good generals inside forts for taxing. Sure, you want to have good generals to train units, but taxing is possible even with any soldier with a leadership skill of 20. Even the nationality doesn't matter a lot. However, in bad times a good general can be the only solution to avoid a possible rebellion. Every loyalty point counts so it's advisable to have either a very good general inside a fort or, in case there is no one available in inns, just to build 2 camps / forts and set inside 2 average generals. Note, that each commandant counts fully! It's possible to just add the numbers of this sheet in case there are more than one fort / camp linked to a town. This leads to the idea to have more than one fort / camp linked to towns in times where reputation is very low. In addition, camps are cheaper than forts are.

9.1.3 Other positive effects on loyalty

The last possibility to get a good loyalty in towns means also expenses. However, there is another way to have high loyalty in towns and even earning gold meanwhile.

Reason	Loyalty effect
Goods on market	Plus 1-8 loyalty points for each good (24 maximum). Depends on whether the amount of goods satisfies all townspeople.
All peasants have a job	Plus 30 loyalty (linear function, means that if only a third of the citizens have a job the loyalty increases only by 10)

Knowing the effect of jobs and offered goods combined with the reputation influence underlines the statement that even a 20 leadership soldier can keep control over a town, but keep in mind that things can easily get out of control once reputation goes down drastically.

9.1.4 Summary

At the end an overview about things which have a positive influence on loyalty in towns and which have absolutely no effect.

Positive influence on townspeople loyalty:

- Town nationality same as kingdom nationality (bonus by 20 points)
- Kingdom's reputation
- Nationality of the commandant same as the nationality of the town
- Forts are better than camps
- King has the best leadership even better than generals with the same nationality as the townspeople.
- Number of forts/camps

Irrelevant:

- Killing civilians (rebellions) does not cause a special loyalty loss for the civilians of the same nationality. Only the general reputation loss causes rebellions in those towns easier.
- It doesn't matter whether the general is a special or an infantry unit
- Presentation of a fort or camp has no effect as long as no commandant is inside
- Number of soldiers inside a fort doesn't matter, just the general counts
- It doesn't matter whether people have something to do at their job (i.e. research towers with no technology to research)
- Offered job type doesn't matter (it's the same for citizens to work as researcher or to pray in a Seat of Power)
- Linked buildings which have no workers inside have no effect as well

10 Taxing

There is a significant difference between taxing at 90 and taxing at 40. Let's say we have a town with about 50 peasants and no buildings linked except a fort. This town will pay about 1100 gold tax within one year if tax is set to 90, but the same town will pay about 3700 tax in the same time if tax has been set to 40! Different tax settings have a significant effect. Let's take a look:

Population	Loyalty first	Tax	Leadership	Income after one year (incl. The one extra income after each year)
50	100	90	100	~ 1100
50	60	60	100	~ 2100
50	50	50	100	~ 2400
50	40	40	100	~ 2900
50	100	40	100	~ 3700

This sheet shows how big the difference of tax income within one year and just one 50 peasants town is. Now a kingdom has usually more than one town so it's clear how important the tax decision is. However, it's not necessarily best to tax at the 40, because such a kingdom is very susceptible to any rebellion. If a king dies, Fryhtans attack a town, some civilians have been killed or just some spies are in your towns and sow dissent, all this will lead to a rebellion much easier than ever before (also a click on *tax* by accident), so somebody should carefully decide at what level he wants to tax his towns.

The following sheet will show how fast the loyalty of a town increases from X to Y if there is no building linked to the town, except a fort with a commandant which is able to raise loyalty up to 100 (this is important as loyalty raises slower otherwise). This sheet also explains pretty well why someone has a higher profit when he taxes at a very low loyalty level; he can just tax more often.

Loyalty	Days	+day
30-40	22	0

40-50	27	5
50-60	32	5
60-70	42	10
70-80	62	20
80-90	92	30

11 Reputation influence

There are several things or events which have an effect on the reputation of a kingdom. Things that have a bad effect on your reputation include:

- If your King dies
- You kill a civilian
- You kill a rebel
- Another player kills one of your civilians
- You cancel a treaty
- You cancel a treaty with a Persian that has a SOP
- You kill the wrong soldier
- You kill the wrong civilian
- You sacrifice a strong fighter.

Things that have a good effect on your reputation include:

- Killing Fryhtans.

12 Surviving a rebellion

The best tactic to gain control over a rebellion is to use wagons for all towns with the same nationality of the rebellions (others are not much affected by a rebellion, only by the decreasing reputation). Just sending all people of those towns on wagons for the time the rebellion is out of control will help a lot to get quickly control over the rebellion and saves a lot of gold. It's almost impossible and especially very expensive to grant the townspeople as long as someone has to defeat the rebellions in order to stop them, because while the rebels are being killed, the loyalty of their countrymen will go down constantly. The reputation of the kingdom will go down by one point for each defeated civilian as well, but there is a significant difference between the global reputation and the "hidden" reputation to each nationality! Keep in mind that defeating independent fryhtan lairs might be a good source to improve reputation quickly again.

After the last rebels have been killed it's advisable to check the loyalty of the wagons before you send them back to their original towns and in case that loyalty is too low to grant them. Note that wagons won't defect, even with loyalty at zero, so it's much cheaper to grant at the end to "buy" 30 loyalty instead of trying to keep loyalty over 30 all the time.

Check the military fighting section and defense tactics. There is a good way to avoid rebellions by having more than one commandant linked to the same town. Check the loyalty section about this topic as well.

13 Human Buildings

Most buildings in Seven Kingdoms II have more than the obvious meaning / function. For example an inn is something which you could call also “military deposit”, because you can hire mercenary whenever you want to. That’s also called just-in-time (JIT) in the economy.

13.1 Inn

This building became one of the most powerful military structures in the sequel of Seven Kingdoms. While it was mainly used to hire generals and to hire skilled workers in the predecessor (note: there is no profession like worker in the sequel anymore) as well as to hire spies it has a special meaning in 7K now. You still hire good generals and good spies in inns, actually there is not really any alternative for doing this, but you also hire simple fighters in an inn or even an Hero or item.

It’s very advisable to hire units with a good leadership skill, but a low combat value and promote them to general in the beginning. This will save significant gold, because you always pay for both, the combat and leadership skill. Hence, if you only need one skill, “try to buy “as little as possible of the other one.

The opposite is true if you are looking only for good fighters. You should hire several good fighters in the beginning of the game to be safe from any early rush of an opponent, but don’t hire more than necessary, because you might want to have good generals to capture new towns. A good tactic is to have cheap fighters combined with a cheap general. If you can effort enough gold you might want to have a good combat skill for your general though, because it indicates the HPs (health points) your unit can have at maximum and a strong general is of course preferable.

Spies are the last type of unit you can hire in an inn.

14 General knowledge

14.1 Town walls

It doesn't matter how many peasants a town has, a town wall will be build always in the same time no matter if there is one possible peasant to do that job or 80, but there must be at least one!

14.2 War factories

The number of workers inside a war factory determines exactly the time it takes to produce one war machine (linear). So 10 workers need double as long as 20 workers to build one war machine.

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1 Fryhtan introduction

1.1 What You Will Need

To understand and fully use this Guide, you will need 3 things:

1. To have played the Fryhtan tutorials
- 2.. To have a basic concept of what each Fryhtan species does and what their special ability is
3. Have read Earl Young's guide and have some idea of those basic strategies

1.2 Introduction

Seven Kingdoms II: The Fryhtan Wars has many new features from the original, but most dramatic and game shaking is the ability to play as the Fryhtan's. These Fryhtan's are certainly a lot of fun to play even as a novice, but they make Seven Kingdoms 2 one of the most fun games to play once you learn how to use them well. That is what this chapter is for.

2 General Strategy

This section will explain the General tactics that should be used when playing Fryhtan's of any species. They are the core of the game no matter which species you play.

2.1 Beginning Game

The beginning game is the base you make for the rest of the game. Some games can be decided in the first ten clicks if you do it right. Generally, the early game is spent building a base for the future of your Kwyzan, acquiring those first few Independent towns and building those first few elite Lairs of Crouls. There are a few rogue tactics (i.e. rush, defensive) and its important to both know how to do these and how to counter these.

2.2 Building a Base for the future

Your first priority if you plan on building for the later game is building an economy that can last you until the end. In Seven Kingdoms 2, as in real life, you have to pay for everything, so your economy is very important. More important, perhaps, than when playing as Humans because you do not have to worry about population, if you have the *Money*, you can build.

So, how do you build a good economy? Well, it all depends on Independent Human villages. Enslaving them gets you both *Life Points* and *Treasure*. So, your first move when playing as Fryhtans should be to secure as many Independent villages as possible. Build a Lair for your All High's group between to villages if possible to double your profit. Take one of your starting Crouls and make him an Ordo. Then make another Lair with him (again between two villages if at all possible) If you have a choice between two pairs of villages, choose the ones near where you think your borders are going to be so you have strong troops on your perimeter.

Even if you plan on supplementing your ordinary Crouls with animal level fighters, make your first two Lairs all normal Crouls of your species. That way these two will become the crop of future Ordos. Don't worry if your potential Ordos have low *leadership*. Even guys of 20 are OK, because if you put them in a battle with troops under their command, their *leadership* will rise quite quickly (after two villages a 20 *Leadership* Ordo can be up around the 70's.) Don't attack any Independents until you have a total of around 800 hp in your Lairs (about 12 Bregma but 4 Grokken) Then take all two to four Independent villages you have you Lairs planted by. You should now have plenty of *Life Points* and the tribute from the Independents will do your *Treasure* well.

2.3 The Lair Policy

Always keep your Lairs on 'At Ease'. This way, when they are attacked they do not automatically sortie and get slaughtered because they lost their Ordo bonus. If you are attacked, keep your cool; pull out your forces from around the map (including Ordos for their bonus) and when reinforcements arrive, THEN empty the Lair that is being attacked.

2.4 The Rogue Strategy: Rush

This conventional economy building, Ordo cropping and future planning early game strategy is not the only way to go about things, though. Another way to go is the rush: This strategy's goal is to out build your opponent through the early stages and knock them off early. What you have to do to accomplish this is build many Lairs right off the bat (i.e. 4), which do not even necessarily have to be by Independent villages. Make four of your starting units Ordos and start making as many troops as you can as fast as you can (Ranging from full Lairs of Bregma to four Grokkens.) Around the year 1001 or even sooner, when your military score is more than double your opponents, send everything you have at your opponent. This strategy is risky in that if you lose the battle. You have lost the game, but this can be very effective, especially in one-on-one play.

2.5 How to stop the Rush:

When playing as Fryhtans against other Fryhtans or even Humans you have to be ready for the rush. Watch your enemies military score early (make sure to explore out there to find him so you can) and if you see it rising sharply, build everything you can as fast as you can. Once detected, defending against a rush has to take priority over long term economic planning. All treasuries are worth your Kwyzans survival. Build two or three extra Lairs without Ordos if you have to just to train troops faster. If your species' special ability will help, research it ASAP and get assistance in that form up and running. If it is a one-on-one game and you stop the rush, you win, but if it is a 3 player game or up, you have to start over and build your long term economy afterwards, so do what you have to and no more.

Another way to stop a rush in a 2-player game is through diplomacy: Offer a cease-fire. If that doesn't work, tell the other players you were rushed and most likely they will send something to help and you will be able to knock the rusher out early this way as well as have gained an ally for most likely the rest of the game.

3 Middle Game

The Middle Game is when you expand your empire not only in territory but also in economy, military and diplomacy as well. You have to push your empire into the new domains of the Fryhtan-Human Kwyzan and the Multi-species Kwyzan. Not only must you do all this, but also you must do it faster and better than a Fryhtan opponent and even faster against a population booming Human Kingdom. Also, don't neglect the idea of a middle rush, and remember to defend against one too.

3.1 Expand Your Economy

In order to keep the *Money* flowing through this expense demanding expansion, you will need to increase your economic capacity. In order to keep the *Money* flowing, as fast as possible build Lairs by all cities on your estimated borders, then fill in behind. This will keep the *Treasure* flowing through tribute. For *Life Points*, go find Independent villages that your opponents look likely to take and attack them. Even when they surrender to you and become a slave town, keep attacking until the village is destroyed. This not only gets you tons of *Life Points* but gives you valuable Human civilians (see Expand To The Human Side) AND destroys a potential slave town/village of your opponents.

3.2 Expand Your Military

Try to fill every Lair you have by Independent villages (Grokkens fill to half) Use animal level units to supplement your army with cheaper units. In Seven Kingdoms 2, numbers are very important in Battles even if the units are fairly weak. Your economy should temporarily suffer from this but you will reap the rewards in your military and your economy will bounce back soon enough. Make sure to be using the Special Ability of your Species no matter what it is in this part of the game (Build Mage Tor's, Hire animals, build Weapons etc.) If you find yourself with lots of *Money* and no more Independents, build two liars per town. You don't get any more tribute but the Ordo's and hence Croul's remain loyal because they are think they are ruling a town.

3.3 Expand Your Diplomacy

In a single player or multi-player game with more than 2 people in it, try to pick out early who you are going to attack first. It is important to know so you can try to ally or at come to an agreement of some kind not to fight. During Single Player, choose a Fryhtan Kwyzan to attack first because they

don't respond to diplomacy. Humans will usually accept a Friendly Treaty and not break it until you do after you are finished with the Kwyzan you chose to attack. In multi-player games, look for the Strongest player (excluding you) and reach out for an alliance or just friendship or even a "I give you my word" so you can ensure a peace while you knock out the weaker opponents. As Fryhtan's, your economy expands well with war so don't worry about losing ground when Player B has peace with the player your attacking and you don't. At the end of the middle game, if you have a relatively weak foe picked out and everyone else as a temporary friend, you're in good shape.

3.4 Expand To A Multi-Species Kwyzan

There are two ways to expand to a Multi-Species Kwyzan. One is to build a Lair, with an Ordo in it, that is linked to an independent Fryhtan Lair. You can then either 1.) Buy the Lair and all the Crouls inside, or 2.) attack it, then buy the Lair immediately for only \$2000 and retreat from your attack. All the Independents die and you don't get them, but you get the Lair and can build with that Species now. The other way is, after expanding into the Human Side, build an Inn and buy a "Heimdall's Horn". This allows you to summon a Fryhtan of a random Species. Once you have him, you can build using his nationality. This is cheaper, only \$700 for the horn + whatever you pay for the guy, but the only problem is it's random so you could even end up with a unit of a Species you already have.

3.5 Expand To The Human Side

If you completely destroy an Independent Village (see [Expanding Your Economy](#)) most of the time, about 90%, you will get a Human Civilian. You can use him to build anything you want. There are many possibilities to this, but here are the must-do's:

1. Build Inns to hire Human Soldiers and Spies.
2. Build a Tower of Science by each of your towns. Use it to research Military Methodology for the most part, but Weapons aren't too bad either
3. If ANYWHERE on the map there is a natural resource within linking range of an Independent town, build a mine and factory within linking distance of the town and a market linked to as many towns as possible but still connected to the factory. One way to make sure is build mine, market then factory. Make Slave Towns of all Independent Human towns connected to your Market (with Full Lairs by each for defense of the Mine). You will get about \$1,500 extra each year, which can make all the difference in the world.

Here are some creative but more risky strategies with the Fryhtan-Human Kwyzan:

1. If you ever get a scroll, build the Seat of Power and use that. Only do this if you have lots of *Treasure* (Seats of Power cost \$2000) and the Greater Being is good or you have implemented creative strategy two with the Nationality of the Seat and can therefore use the Seat bonus best.
2. Hire a great General (not just good, you'll have enough loyalty problems already) with leadership skills of at least 90 from the inn and build a Lair outside an Independent town. You can't just build a Tower of Science like you can as Human. You must attack with some of your troops until the resistance is zero. If you have a Fort rather than a Lair outside the town, it will join you like a Human town would. You can even train Human Soldiers. The only problem is keeping loyalty is near impossible. Generals and Civilians alike will lose their loyalty very fast. Make sure to grant to villages automatically if you plan on keeping them.

3.6 Stopping Your Opponents Expansion

If at all possible in the middle game, make moves to contain your enemy. Most swiftly to villages that are on his border making them your slaves if at all possible but if the range is too long to protect these new assets, just destroy them all together. If you see your Opponent using one group of Crouls going from village to village attacking (Destroying or Enslaving, it doesn't matter,) take them out. This attack will most definitely shock your opponents and halt their expansion in no time. If your opponent tries this on you once, try making a force similar to your old one as a diversion to suck out your opponents force and have a large one of your own waiting then watch your opponents high-hopes fall to nothing.

3.7 The Rogue Strategy: A Middle Rush

If somewhere in this middle game you find yourself with a military that could win a war with your opponent(s) and an economy that doesn't support further expansion, you may want to try the middle rush strategy. There are two ways to go about this: 1. Go for the knock out. 2. Damage beyond repair. Going for the knockout involves using your more powerful military and launching the Late Game strategy early and sweeping through your opponents using the Battle Tactics described below. The second is especially useful in games with more than two players and *multiplayer*. If you see your military in trouble and your opponent in the early stages of building or getting something (Mage Tors, Lishorr, Independent Towns, Independent Fryhtans, Alchemist Tor's, Seats of Power etc.) take a force large enough to quickly destroy the new threat. This must be done

quickly enough to get out before your opponents full force comes out with a vengeance. This will even out the balance of the game. It may even turn it towards you.

3.8 How To Stop The Middle Rush

If you plan on doing something that will shift the game in your balance (Build a mine, destroy a village, Build an Alchemist Tor, Enslave a town etc.) make sure to put it far away from your borders so that it is protected. This is why it is suggested to build your first (and therefor best) Lairs on your borders so they can protect your game-shifting actions in this part of the game. If your opponent plans on stopping your plans, they will need to most likely destroy your entire empire, which is a far bigger challenge

4 Late Game

The late game is when the attacks begin. Your chosen weak target opponent should fall under attack from you as soon as you have completed the capture of your Independent Villages and your Lairs are full. The key to winning this battle and still having enough left to fight another is in the tactics. You should move on to the next strongest opponent, then the next, making sure to use the *Money* acquired through war to rebuild and reinforce. With the right tactics you can defeat armies twice your size. With bad tactics, you can lose to an army a quarter your size. So be careful, and read on. If your economy is in trouble now, you're in trouble but there are a few hopes for fixing it.

4.1 Battle Tactics

Once the war with your weakest opponent begins, you will need to know how to win a battle. Winning a battle has one simple sounding principle behind it: always be on the defensive. Even when attacking, be on the defensive. For this attack near the end of the game, you can't let yourself be the attacker. Don't simply tell all your units to attack one thing (unless you really want that one thing destroyed and nothing else.) Although your Crouls automatically attack anything that attacks them, speed defenses, poor large unit path finding and poor large number of units path finding will cause your units to be an uncontrollable mess and will also cause all of them to be killed.

Ranged Units should be in the back and hand-to-hand units in the front. Your front units should be just out of the range of ranged attack units and your back units right behind. They should come out and attack this position in which case your units will automatically acquire targets (and do it well because they work best in formations like these and fight back.) If this doesn't work the only way to be on the winning defensive is gradually move in your lines until the ranged attack units (still behind your hand to hand) are in range, then let it fly and let your lines defend what ever comes out.

However, you do have to be mindful of the enemy. In this formation, he will most likely try to flank you. If he does, just swing units opposite the flanking maneuver behind your lines (on the opposite side as the enemy target) and your units should acquire targets fine. The only danger is your ranged attack units may end up in hand-to-hand situations. In this case you should tell all your ranged units to attack the hand-to-hand foe to take him out and at same time move your hand to hand's in to challenge anyone else who tries to go hand-to-hand with your ranged units.

Although the example is for a small number of units, this concept can apply to even the biggest of battles. If your military has a score of 500 and you have emptied your Lairs I would still plan on using this strategy. The goal of getting the maximum number of units acquiring useful targets and having an angle to attack is still served by this strategy. Perhaps making it even more important to use this strategy is the fact that large groups tend to be clumsy in any situation but not even functional when you tell them to attack a target. They zigzag around each other with no particular purpose not letting of a single shot just trying line themselves up. If you wait for them to send their units on the clumsy path, then you can just attack the leader of an often single file line the computer sends units ordered to attack into. This attack command will maneuver your range units to the perfect range and hand to hand units to the perfect place.

What do you do if the other player tries this tactic too? Take a fast unit and send him running parallel to the enemy line, drawing out the hand to hand units of your enemy and not the ranged attack ones. Then move your lines up to within target acquiring, range weapon firing range and let your organized force say good bye to your opponents jumbled mess. If you see your opponent attempt this tactic, try to control your units (tell them to move a centimeter away to stop them) or even withdraw if you have to prevent this.

How do you prevent this stalemate? Be creative! Try to flank your enemy with a small group. If he overcorrects, send your main group to the other end. Use a Special Structure or Special Unit to force the issue (Mage Tors and Lishorrs work best for this strategy). This should make your opponent divert from his original strategy and commit to destroying this new threat.

Another good creative strategy is using a diversion attack. This works best when fog of war is on so your opponents cannot detect it as easily. You should split your force in two and attack with one on a far end of your opponents Kingdom. This force should, hopefully, suck out most of your opponent's force. Then use the other half to cripple as much of your enemies economy and/or military as fast as possible. For this reason, you should have fast, high *combat* Croul's for this job. You should knock out as many [Important Targets](#) as possible, but there a few additional targets you can attack while the enemy's force is away in your diversionary battle. Towns are quite vulnerable and even against Fryhtans you can crash the enemy economy beyond repair. You can also destroy Lairs (which takes enemy Crouls out of groups and robs them of the General Bonus) so your diversionary attack might actually win!

4.2 The Hit and Run Tactic

Another way to fight your opponent is using hit and run attacks. If you are behind in your military score, and want to avoid a blunt confrontation, this is your best way to go. Get a group or two of fast units (Bregma, Minotauros, Kerassos, Bheema, Jaguara etc.) and pick a target, any random target which you can access without being seen until the last possible moment. Speed in, try and destroy your target as soon as possible (if you know it is a full Lair or Fort, send two groups so you can win the battle.) At the first sign of enemy reinforcements, you'll need to move out as fast as possible so keep a clear route and have your own main force waiting in case they decide to pursue. You should, hopefully, destroy the objective target before you get nailed, but it is always close so using your best Ordo and Crouls for this is probably a good idea. As long as you can outgun your target, they should be fairly safe. Make sure to get out of the area as soon as you know you are about to be out-gunned. You can go from target to target town to town just like this as long as you 1. Attack at seemingly random targets so your opponent does not catch on and lay a trap. 2. Try not to lose your assault teams. You can also use this just to annoy your opponent into doing something stupid or just to knock of the edge your opponent has before taking him out. *note: does not work against Exovum due to their Mage Tor's Freeze Units and Wound Units capacities*

4.3 Important Targets

In General, you can use the tactics mentioned above to win battles but there are a few things you should shoot for taking out first (Ranked by priority):

Humans - -

1. Forts; Their towers are extremely nasty. Take these out as soon as possible while your force is strong.
2. Generals/Kings; Not only are they worth more *Money* than ordinary Soldiers are, but without them Humans are fairly helpless. So, put your ranged attack units to work and watch your Leaderless Opponents fall.
3. Towns; You can make tons of *Money* by killing Human civilians. They are easily killed because they can never get *combat* strength above 20.
4. Soldiers; They are worth quite a bit of *Money* in mass and they obviously are the heart of any Human army and therefore should be paid attention to.
4. Markets; These are the main source of *Money* for Humans and taking them out can deal a huge blow.

5. Seats of Power; If you see they have a Seat of Power with a Greater Being of a kind that presents danger to your force, destroy the temple. If it is something subtle like the Egyptian seat (with Isis inside) you can wait until later. Unless you are doing a Middle Rush to knock it out.
 6. Special Structures; They can build a GOOD force to fight back, so take them out right away.
 7. War Factories; They are (at least should be) always building weapons. Knock them out to stop them from building pesky weapons that you just have to destroy anyway.
 8. Camps; You may get a General out of destroying these (or even a troop of Soldiers) which could be trouble or could be seen as walking *Life Points*. If you might lose to a full camp, do not attack it, if you can win, it is a great target.
 9. Towers of Science; An important project may be being researched. If you can knock one or two out, you can slow down the research. This also decreases the loyalty of the town its by (20 jobs lost!) which may even cause them to rebel.
 10. Mines; You may want to build on top of them (and enslave a nearby Independent) and you obviously cannot when your opponent has a mine there. You also may need to lower the loyalty of your enemy's town.
 11. Factories; Pretty much no use in destroying them other than demoralizing your opponent. You may not want to because you don't need to destroy every building to win you just need to kill all King/All High's, General/Ordo's and Soldier/Croul's
- Fryhtans - - Since a Fryhtan player can have all of these buildings I will list the buildings from all Species:
1. All High's/Ordo's; These guys give you much more *Money* than killing regular Crouls but that's just the gravy. If you kill your opponents Ordo's it sometimes halves the strength the dead Ordo's group (for *Leadership* 100) making them quite easy to kill. And even if your force still loses, your opponent will have to Replace the Ordo with a most likely lower *Leadership* Croul and therefor get less tribute from the new Ordo's Slave Town.
 2. Lairs; These are the buildings that keep slave towns slave towns. If they are destroyed the Slave Town goes back to being Independent and therefor loses the Tribute and all other benefits from having a Slave Town. Your opponent can easily take it back (the resistance is 0!) but rather than letting him do this, simple take an ordinary Croul, make him an Ordo and build a Lair by the town. It will be a slave town in seconds.
 3. Mage Tor's; If these buildings post an immediate and fatal threat to your force (they do if Freeze Units or Wound Units research is done, which is most often) take them out ASAP.

4. Crouls; They give you lots of *Money* for killing (especially Ordoless ones) and also leave your opponent helpless (and bored in *multiplayer* which may save you the trouble of killing the remaining Lishorr's or whatever)

4. Wilde Lishorr; These guys are some of the most deadly units in the game. If at all possible take them out right away because the more they expand, the deadlier they are. If your force is too weak, do whatever damage you can without encountering any of these spitting menaces.

5. Alchemist Tor's; These guys are the heart and soul of any Minotauros player. Knock them out, you knock your opponent out. Without the large economy needed to sustain the hundreds of Crouls necessary for the Minotauros to succeed, your Minotauros opponent will fall to a broke death.

6. Keraals/Vapngart's/Bheema Hyfes/Tarmes Mownds; They are the main producing force for their respective nationalities and without them they are just a Croul Kwyzan from then on, which isn't the strength of these Species.

4.4 Rebuild and Reinforce

While the majority (if not all) of your force is off fighting a war, make sure to rebuild your forces and use them to reinforce your attacking force. If you are using Vapngart's, Keraal's, Bheema Hyfe's and/or Tarmes Mownd's, make sure to keep producing/hiring units. Use groups of these Crouls under the command of an Ordo (even a fresh recruit because the 20% bonus is well worth it) and send them to reinforce your attacking force. Do the same in your Lairs, always making new groups (even if all 20 *Combat* / 20 *Leadership* rookies) under the command of even weak Ordos to refresh your units on the battlefield. As long as you are not being counter-attacked, you should just be able to produce and produce keeping a fresh army of Crouls on the battlefield. Rebuilding is also important because in the case that you lose the battle, you will have a chance at recovering because you will still have your tribute and have fresh forces being trained. Your opponent should be trying to do the same, so you must not forget this aspect of attacking.

If on defense, this is even more important! In fact, when attacked, take a Croul out of each group, make him an Ordo, and leave him in the Lair. He should serve well as a replacement Ordo to keep up a constant stream of reinforcements defending your homelands. When defending against a larger force, try to spread it out and confuse it by attacking these fresh groups at points that seemed away from the battle and safe, and you your opponent may have some dead Generals on his/her hands. You have the advantage in that when you recruit new groups, they only have to walk a small way to get to the battlefield while the attackers have to walk across the map. You can use this by

surrounding your opponents attacking force and getting behind them with your reinforcements cause any attempt to reinforce by your enemy fatal. Hence, even a smaller military can fend off a very large one by simple keeping up the production and blocking your opponent's reinforcement routes.

4.5 Life Point Problems?

If in this late game you are having *Money* problems of any time (*Treasure* or life points) you are in trouble, but there are a few things you can do. For life points, attack and destroy any remaining independent villages. If you have enough *Treasure*, simply attack and kill a few people in your slave towns. This will decrease your tribute but help your life point economy. If you are in this situation, I would suggest knocking out any opponent of yours who is weaker than you. You will get the plenty of life points from this to invest in killing the tougher ones.

4.6 Treasure Problems?

To fix *Treasure* problems, if you already have not, build mines by independent villages and use the mine-factory-market to start up the cash flow. Also take all remaining independent towns and enslave them. Another technique is build a full troop of Crouls, kill everything by an enemy town and simply enslave it for yourself. This should also give yourself a boost. If none of this works, use whatever you spent all your *Money* on and quickly defeat your opponent.

4.7 Rogue Strategy: Defensive

There is an alternative to using your battle tactics and targets to defeat your opponent: playing defensive. This strategy is, granted, best with Exovum and Chars (see Exovum and Kharshuf Species Specific Strategy), but is not impossible with other species. Here I will just describe how to do it without these special defensive structures.

The goal of a defensive player is to outlast your enemy to the point where he either 1. Wastes his entire force trying to bust through your defensive or 2. Quits (only in *multiplayer* obviously) What you should do is try to compact your empire as much as possible right from the start. Look for a location protected by mountains or other players or corners of the map to go from the beginning of the game. Build up as usual with your best troops on the boarder with the Lairs on the side of the independents facing away from your center. From the beginning, try to train two Ordo's per Lair (alternate missions in command or whatever it takes)

Then, when the end game wartime comes (or whenever you sense an attack from your opponents) take your all your troops of Crouls and send them with one of their two Ordos to the front and build a new Lair their. Build it linked to an Slave Town to keep up loyalty. Leave an Ordo in each Lair (no Crouls) just to collect tribute. Now your border shall be firm. With all your Lairs set on 'At Ease' you should be well prepared for any attack. Now, just sit back, wait, and watch your opponent helplessly throw units at your borders. If he continuously attacks you should get enough *Money* to fill your Lairs that you had your second Ordos in with troops as well. This will make you invincible.

As you can see, its OK to be creative and use units like Bheema or Keraal units for defense of your boarders. Just that little sting they can provide to attackers may make it easier for you to fend off the hoards.

4.8 How to 'Bust Through' The Defense

The key to beating one of these defensive players is patience. A player like this will not usually leave his base much (and sometimes cannot if he builds Wilde Lishorr). Most likely, he has squat for an attacking force, so you have all the time in the world. Get every independent village on the map in your possession or destroyed. Make your empire huge. Expand in every way possible (to the Human side, to other Fryhtan species). Make use of special structures from as many species as you can. Even seemingly defensive structures like Fortresses or Lishorr can be used to attack. Simply leap in, one protecting another until you're close enough. If at all possible, get your hands on some Exovum and use their Mage Tors to zap your way through their lines.

Above all, be creative. Transport units in from behind, then attack from both sides. Defensive players mostly are not too attentive, so you can do things like transport in a Kharshuff and build Wilde Lishorr behind their lines. You will wish you could see your opponent's face when a few Wilde Lishorr come out of nowhere and attack his Mage Tors. Another example of a creative strategy is use a squad of Bheema to fly right over your enemies Lishorr and attack with one to draw out defenders then watch the pain as your bee's inject their killer needles and your opponent screams. There are so many more, but just be creative and you will be OK. You can also try to build a stable economy, then wait for him to run out of *Money*, leaving him with a bunch of buildings losing hit points on their way to self destruction.

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1 Introduction to this Chapter

This chapter is intended to provide a reference manual for use with the Seven Kingdoms II scenario editor. Note that use of the scenario editor is generally very self-evident. The editor is very easy to get into, and then experiment with. This guide is meant to be used more when you really want to understand what game parameters can be controlled, so you can pre-plan and sketch out your game before you even start the scenario editor. When planning your game, you could almost take the table of contents, pencil in the game parameters you wish to use, then follow this as you use the editor. If you create many scenarios, then this could be used as a quick description of the various scenarios.

After you create and save your masterpiece, you can run it without having to even leave the Editor. This provides the ability to get extremely quick feedback on whether things are working in the intended manner. The scenario generator enables you to create either fairly generic kinds of games, if you run the scenario generator, and then do limited or no editing on the game that is automatically created. You can specify the race that you desire to play, select the number and type of AI players, set the desired difficulty, and a totally new game is quickly generated in a fully automated process. If you want to experiment with different player match ups, play with different layouts, or generate particular situations that you would like to train for, then start the game at a much more advanced level, then use the scenario editor and all of the customization that it provides.

Generally, this guide does not provide much in the way of a user guide. Note that section 4 provides descriptions of some of the procedures that seemed more obscure to me.

2 Starting the Scenario Editor

The initial game set up is accomplished via 5 screens. If you wish to quickly create a new game, configure the game via these screens, hit create, and you are ready to play. Be sure to check that all parameters are set correctly before you create the game, because after the game is created, it will not be possible to go back and modify the value for the majority of the parameters.

Before you start to create your Scenario, you may wish to decide whether you want it to be compatible with both the Demo and Full versions of 7K2. Use caution with the following, if you want to be compatible with both:

- Do not use the Badlands Terrain set.
- Do not use the Large Building set.
- Do not use the Grokken meld capability.
- I think it is ok to create Seats of Power. Not sure what effect they have. Not sure if Greater Beings can be created.
- It appears that it is ok to create the Special Human Offensive Structures.
- Not sure about the Mega Weapons, ie Mega Cannon, Unicorn, Saw, and the associated scrolls.

2.1 Screen I

Select to play as either a Human or a Fryhtan

2.2 Screen II

- Select your nationality or race,
- Your color,
- The number of human and Fryhtan races played by the AI
- Difficulty level I – VIII, or custom
- Either Fertile or Badlands Terrain set
- Either Small or Large building size

2.3 Screen III

- World Map Explored on Not

- Fog of War on or off
- Your Treasure Small, Medium, Large, or Huge
- AI Treasure Small, Medium, Large, or Huge
- AI Aggression Very Low, Low, Medium, Great, or very Great
- Espionage to Must research or All available
- Random Kingdoms to No or Yes

2.4 Screen IV

- Natural Resources at Start to 1 – 7
- Natural Resources near to Yes or No
- Independent Towns to Few, More, or Many
- Independent Town Resistance to Low, Medium, or High
- New Towns Emerge to Yes or No
- New Kingdoms Emerge to Yes or No
- Random Events to Never, Seldom, Occasional, or Frequent

2.5 Screen V (The Victory Conditions)

- Defeat all others
- Destroy all Independent Fryhtan Lairs
- Defeat all except on Allied Kingdom
- Achieve a population Number
- Reach an Economic Score
- Reach a Total Score
- Achieve Goals within the specified number of years

3 The Scenario Editor Menu

When the Scenario Editor is first started, the game screen will appear and function almost the same as in a normal game. The only difference is that now, a button labeled „Scenario Editor Menu“ appears in the top left corner of the screen. Each time this button is pressed, you will be toggled between game mode and edit mode. In Edit mode, you can place and remove objects on the Game map, and change the attributes of most of these objects. In both Game and Edit mode, the game can be paused and un-paused. Commands can be issued to the human units that will be acted upon in the un-paused mode. Commands cannot be issued to the AI units at any time. This means, for example, that if you want a particular AI unit at a particular location, you will have to place him there, using the Editor. You cannot force an AI unit to take any particular action. In Edit mode, the Scenario Editor Menu will drop down on the top left hand side of the screen. The Scenario Editor Menu choices are as follows:

- Human Objects
- Fryhtan Objects
- Misc. Objects
- Attributes Editor
- Player Information
- Diplomatic Relations
- Victory Conditions
- Hero Editor

For most objects that you create, you will be able to modify their characteristics by selecting them, then going to the Attributes Editor.

3.1 Human Objects

3.1.1 Select the Color

3.1.2 Select the Race or Nationality

3.1.3 Human Units

It is not possible to manually place any of the units directly inside a building. The game creation process will automatically create towns with civilians inside, and forts that are staffed with a General and his troop. Spies can only be created inside one of these forts by editing the attributes of the units inside. It is not possible to directly create a General. It is also not possible to directly create the human weapons.

Note that units or structures are placed by double left clicking to place them, and by double right clicking to remove them. The type of object to be removed must be selected under the Scenario Editor Menu. When a unit is double right clicked, it will not immediately disappear, but the overhead health bar will show zero health, and if the game is un-paused, the unit will disappear.

3.1.3.1 *Civilian*

Attributes include Hit Points, Loyalty, Combat, and Leadership

Note that the maximum value for these is the same for Civilians, Infantry, and the Special Unit.

Max Hit points = 400, Combat = 200, and Leadership = 200.

3.1.3.2 *Infantry*

Attributes include Hit Points, Loyalty, Combat, and Leadership

3.1.3.3 *Special Unit*

Attributes include Hit Points, Loyalty, Combat, and Leadership

3.1.3.4 *Wagon*

Attributes include Hit Points and Loyalty

3.1.4 Human Structures

Note that it is not possible to determine when a structure is placed whether it is within linking distance to a town, but if you place the structure, change back to game mode. Then select either the structure or the town to see if the structure has been placed within linking range. It is not possible to directly place units in either a Fort, Spy College, or the Special Structure, but it is possible for the human player only, to start the recruitment of the various units. Their attributes can be set after their recruitment is started.

3.1.4.1 Town

Attributes include Population, Loyalty and Resistance. Note that newly created towns should be populated before the game is run, or they will vanish when the game is run.

3.1.4.2 Seat of Power

Attributes include Hit Points, Number of Workers Limit, and Pray Points

3.1.4.3 Fort

Attributes include the number of Hit Points

If the game creates the Fort then soldiers will automatically be placed inside the Fort. When the fort is selected you can see the soldiers inside. Select an individual soldier to set its attributes, including whether it is a spy.

3.1.4.4 Camp

Attributes include Hit Points

3.1.4.5 Mine

Attributes include Hit Points, Max no. of workers, the amount of raw materials, and the amount of mined material

If you want the mine to have any raw minerals, you must first place the raw materials, then place the mine on top of the raw materials.

3.1.4.6 Factory

Attributes include Hit Points, the maximum number of workers that can be inside, the amount of Raw Materials and Finished Goods that are inside.

3.1.4.7 Market

Attributes include Hit Points, and the amount of each Raw Material and Finished Good that are inside. Camels can only be created for the Human player by creating a Market, running the game, and then creating the Camels and setting their trade route as is desired.

3.1.4.8 Inn

Attributes include Hit Points.

3.1.4.9 Science Tower

Attributes include Hit Points.

3.1.4.10 War Factory

Attributes include Hit Points.

It is not possible to create human War Machines until after War Machines have been researched.

3.1.4.11 Spy College

Attributes include Hit Points.

For the human player, if you toggle to Game mode when the Spy College is selected, you will be able to recruit both Civilian and Infantry spies. After some spies are recruited, toggle back to Editor mode and go to the Attributes Editor. You will now be able to set the spy attributes for the spy after training is completed. For an Infantry spy, you will also be able to edit the Combat and Leadership skill. Combat and Leadership skills for the Spy cannot be set until after it completes training and exits from the College. If the Special Structure has been built, then it will also be possible to recruit Special Unit spies.

3.1.4.12 Special Structure

Attributes include Hit Points.

The same procedures as described under Spy College can be used to set the attributes of Special Units that are being trained. Note that if the Special Unit exits the Special Structure, it will live even though Special Unit research has not been completed. Go figure.

3.1.4.13 Human Offensive Structures

Wow!!! I am not even sure as to what these beasties do. I wonder where someone would find a description. All of them seem to be un-manned structures that do not need to be linked to a town.

3.1.4.13.1 Teledamnum

Attributes include Hit Points and Energy. This is an un-manned structure. Attributes include Hit Points and Energy. Must be charged up to be effective. Did not seem to respond to attack, but when the defenders responded, a God appeared, surrounded by a sphere of light, and the attackers were hit by a ring of magic and fire.

3.1.4.13.2 Preuser

Attributes include Hit Points and Energy. This is an un-manned structure. Must be charged up to be effective. Built one for Egyptians. When attacked, it radiated a ring of magic and called up a God. When it was done, all enemy units were surrounded by fire, and frozen in place.

3.1.4.13.3 Testudo

Attributes include Hit Points. Default is 400 HP. Fires cannon balls that explode into flame. This is a really long range unit.

3.1.4.13.4 Archimedetron

Attributes include Hit Points and Energy. This is an un-manned structure. Must be charged up before it is effective? Seems to amplify the force of the defenders.

3.2 Fryhtan Objects

3.2.1 Select the Color

3.2.2 Fryhtan Units

The Units specific to each Fryhtan race, eg Crouls, War Machines, and Goril. All War Machines are created as Level 1 units.

Attributes for the Fryhtans include Hit Points, Loyalty, Combat, and Leadership

3.2.3 Fryhtan Structures

The Structures specific to each race, eg Lairs, Lishorrs, and War Factories

Attributes for the Structures include their Hit Points. When the lair is populated, Attributes for the Fryhtans inside include Hit Points, Loyalty, Combat, and Leadership

3.3 Misc. Objects

Misc. Objects is where you get items to decorate your map, the natural resources, and the various other items that can be picked up. Note that the Terrain and Plants that are depicted depend on whether you have selected Fertile or Badlands Terrain in the Setup screen.

3.3.1 Terrain Menu Items:

A multitude of Rocks, Hills, and Lakes. These can be arranged to form strategically located natural barriers.

3.3.2 Plants Menu Items

A multitude of different Trees in several different sizes.

3.3.3 Objects Menu Items

3.3.3.1 Natural Resources

Clay, Copper, and Iron. You can set the amount with the Attributes Editor.

3.3.3.2 Treasures

Include cash awards from \$500 to \$10,000. Different icons are used for the different amounts to spice up their visual appeal. The Attributes Editor can be used to set the amount of cash and life points.

3.3.3.3 Items

There are 29 different items that can be placed on any vacant location on the playing field. If you want a particular unit to possess the item, you will have to un-pause the editor, and move the desired unit to pick up the item. A list of all of the available items, along with a description of their effect is provided in Appendix A.

3.3.3.4 Scrolls of Power

One for each human race.

3.3.3.5 *Scrolls of Weapons*

Include the Mega Cannon, Mega Unicorn, and Mega Saw

3.4 Attributes Editor

Has already been pretty much described. Select the object, then modify the highlighted attributes. The list of attributes that can be modified will vary, depending upon the type of object.

3.5 Player Information

Is where you set the amount of Treasure, Food, Reputation, and Life points for each of the players in the game.

3.6 Diplomatic Relations

A matrix is provided where you set the initial Diplomatic Relations that exist between each pair of the races. This includes at War, Neutral, or Allied, and Friendly, Unfriendly and whether a Trade treaty exists between each pair of races. Left or Right click on the letter(s) in the matrix to move between W, U, Ut, N, Nt, F, Ft, A, and At.

3.7 Victory Conditions

Is where you can set both Victory and Loss conditions. I counted 24 different victory conditions. There are 6 different Loss conditions. You can select whether any condition must be met, or whether all conditions must be met for victory. The victory and loss conditions are described in Appendices B and C.

A **warning note** to the game player: If multiple victory conditions must be met to win the scenario, you are only notified when you have met all conditions. You win the game. No indication is provided that you have met individual conditions however. You must determine this for yourself. For example, if you must meet hero1, hero2, and hero3 to win the game, then make sure that you stop and inspect every person you meet. It could be the hero you are looking for.

3.8 Hero Editor

Is where you can add the special Heroes. I counted 87 different Heroes. The attributes editor can be used to set the Hit Points (max. value is 400), Loyalty (max value is 100), Combat Level (max. value is 200) and Leadership (max. value is 200) for each.

3.9 Blacken Map

This option will only be available if the World Map Unexplored option was selected in the start up screens. If this option is Unexplored, then the screen will be black, except for where there are human units. Toggling this option will let you view a portion of the screen as you scroll.

4 Some Special Procedures

Sections 4.1 through 4.4 describe procedures that can be used to recruit civilian and military spies for both the human and AI players. These procedures use forts. It is also possible to generate spies using the spy college, as is described in section 3.1.4.11. This only works for the human civilization though. So which way should spies be created? Using the spy college:

- Civilian spies are easily created, but only for the human civilization.
- Spies will require training time.
- The spies created will only be loyal to the civilization that created them.
- You can easily create entire armies of spies!

If spies are created in the fort:

- You can easily create spies of one nationality that are loyal to another civilization.
- The spies are instantly created in the selected fort.
- You don't have to wonder where the AI will place the spies.
- It is not as easy to create a large number of spies.

So you can see that each procedure has its benefits and limitations.

4.1 How to create a Military Spy for the Human Player

1. Go to a fort that was created by the scenario generator.
2. Select one of the soldiers.
3. Go to the attributes editor.
4. Set the color to the color of your player. A spy symbol will appear over his head.
5. Set the spy skill level.

Note that the number of spies generated by this procedure will be limited to the number of soldiers that the scenario generator places in the fort. If more spies are desired for the human player, then place a fort near to where you want the spies. Create the desired units near to the fort. Command the units to enter the fort, un-pause the game, then follow the steps given above after the military unit enters the Fort.

4.2 How to generate a Civilian Spy for the Human Player

1. Select one of the spies generated in section 4.1
2. Make him exit from the fort.

3. Give him the command to go to the desired city.
4. Un-pause the game until the spy enters the city.

4.3 How to create a Military Spy for an AI Player

1. Follows the steps identified in section 4.1, except set the color to the color of the desired AI player.

Again note that the number of spies created here is limited to the number of soldiers that the scenario generator places in forts. You can probably do it indirectly by placing some military units next to a Fort. Give them some Combat and Leadership skills, then un-pause the game, and watch to see if the AI moves them into the fort. If this occurs, then follow the normal procedure to assign their spy skills and allegiance.

4.4 How to generate a Civilian Spy for an AI Player

You got me on this one. I couldn't figure out how to do it. You can't give any commands to an AI unit.

4.5 How to create a Human General

Create a soldier with the desired attributes. Then use the normal procedure to make him a General or King. To move him into a fort you have created, you must give him instructions to move into a fort, and then un-pause the game.

4.6 How to create a General for the AI

Actually, I don't think this can be done on a fully guaranteed basis. The closest one can come is to put a unit with high leadership skills next to an AI fort, un-pause the game, and watch to see if the AI moves the unit into the Fort. Use the attributes editor on the fort to see what the AI does.

4.7 How to create the Special Files used by the Scenario Browser

After a scenario is saved, one file that ends with a .scn extension is automatically generated. This will be placed in the \scenario sub-directory. Two additional files are optional, but can be used by the scenario browser to provide a more user friendly interface.

The first file should have a .sct extension. One of the .sct files from the \scenario\premade directory can be opened using your favorite text editor as a template. Remember after you have

modified it to rename it, then save it back to the \scenario directory. It is a simple text file that provides a textual description of the game. I use these files to keep track of ideas that I have for scenarios. Open one up, give it a descriptive name, then enter a description of your idea. As you play with the Editor, you will gain a better understanding of what is and is not possible. After you have created the Scenario, then be sure to edit the description to match. The format of this file should be as follows:

- Line 1 should contain the name of the scenario.
- Lines 2 and 3 should contain the difficulty and bonus for the scenario. I don't know what values should be entered here.
- Line 4 should contain a row of dashes.
- The following lines should contain a description of the scenario. Set the stage for the scenario, and describe the victory conditions in a consistent manner.

The second file should have a .scp extension. It is the picture that is associated with the game. Use your favorite graphic editor to create the desired picture. It should be set to a size of 400 x 200 pixels. Save this file as a .jpg to the \scenario directory. Rename the file with a .scp extension. One way to create this picture is to use the F11 key within the game to print the screen as a bit map to the main 7k2 directory. Then use your graphics editor to 'crop' a selection from this that is 400 x 200 pixels in size. **REMEMBER to save the file as a .jpg.** If you don't, the scenario browser will crash when it attempts to display the graphic.

So for each game, you should end up with 3 files in this same directory. They should all have the same name, with different extensions. For example, a valid file set would be named Augu_001.scn, Augu_001.scp, and Augu_001.sct.

One interesting note here. If you want others to be able to play and modify your game, then give them the .scn, or all 3 files. If you wish to issue the game as a challenge, load the scenario as a normal game, then save it from there. This will generate a .sav file that will be placed in the \Save directory under your user name. Another user cannot modify this file.

4.8 How to Generate Specific Nationality Match Ups

Unfortunately, this can not be easily accomplished. You can readily select the race or nationality to be used by the human player. You can select the number of human and Fryhtan races that will be controlled by the AI, but you cannot directly select which races the AI will generate. The best you can do is to select the number of AI players you want, then generate the game. If the AI happens to include the race you want, where you want it, then you are fine. If not, then delete all the units of the desired race, then add them back in with the race and configuration that you desire.

4.9 Loading, Saving, and Moving Files between the Editor and the Normal Game

There are some differences between how files are named and described between the Scenario Editor and the normal game and where they are located. Let's start in the Scenario Editor. Scenarios are saved using the normal Menu option. When a Scenario is saved using the Save New function, a description must be provided. Something like "Fruit Basket Upset in Year 1002". When you load this scenario, note that along with this description, there is a file name, of the form Augu_019.scn.

Now exit from the Editor, go to the single player menu and select Scenario. If you have created an .sct file, as has been described in section 4.7, then you will see the description of the available scenarios. If a .sct file has not been created, instead, you will see the list of files, with names like Augu_019.scn, Augu_018.scn, etc. The highest number will be the last one you saved from the Editor. After you are in a game, you cannot reload the scenario from within the game. You must exit the game, then reload the scenario.

If you are running the game, and go to the menu to load or save. What you save and see will be a .sav file. These are kept in the Seven Kingdoms II directory, in the Save/Your_Name directory. The .sav files cannot be loaded into the Scenario Editor.

5 Things to Check Before Your Scenario is Complete

- Check the Player Information, Diplomatic Relations, and Victory Conditions settings. Make sure that they have the desired settings.
- Check the Kingdoms, Economy, Military, Spies, Towns, Trade, Tech, and Ranking screens. Note that the Ranking screen does not seem to be immediately updated after you add or delete units. Save the Scenario, then run it, and after a while you will note that the Rankings have been updated.
- If the Unexplored option is selected, be sure to blank the screen.
- Set the initial game conditions to the desired value. Center the view on where you want the player to start. Select the object you want the player to view.
- Set the desired game options under the Menu Options setting. For example, turn music on, display all news, show unit paths on both the game and world map.
- Edit the name of the town(s) that belong to the player. For example, they could be named Augieville, Augie Heights, Augie Flats, Augiestown.
- Run the game to verify that the desired effects are produced. Select and destroy objects to check your victory conditions. Select objects and modify their characteristics, then let the game run. This is particularly needed if victory conditions have been created. It is possible to create games that are not possible to win. (This is NOT suggested). For example, a victory condition could be that you must meet a particular hero. If that hero is sent to a town however, the hero will lose his characteristics, and will have a different name when he emerges from the town (which is not real handy).

6 Limitations and bugs of the Editor

Creating spies is a little strange. It should be easier to create spies of all types: civilian, military, loyal and foreign. Experiment though. You can still do quite a bit.

It appears that the only way to create human weapons is to let the game run, and do the required research. There is no way to create weapons for the AI. The best I can see is to make the Scrolls of the Mega Weapons available (see section 3.3.3.5), then proceed from there.

The steps where you must un-pause the game are kludgy. When the game is un-paused, the AI players are evolving using their own logic. This may not be what you want. Also, the human kingdom is quiescent, awaiting your commands. If the game runs only briefly, then this may not have a great effect, but it is something to be considered.

Known scenario editor bug:

New added units can't be promoted to general. It's necessary to send them inside a fort first.

7 The Victory Conditions

The general procedure for setting the Victory Conditions is the same for all conditions. As each condition is selected, additional qualifiers or information may be needed. The prompts will change to describe the required information. After all victory conditions are entered, you can select whether all must be fulfilled, or if only one of them is required for victory. Conditions can be repeated, so you can construct a game with 6 players, but then only have to defeat two particular kingdoms to win. Many conditions require the specification of some game element. Most of the time this is accomplished by clicking on the item on the map.

7.1 The list of Victory Conditions:

- Defeat all other Kingdoms - Always valid. This is always one of the Victory conditions. For example, if you chose multiple victory conditions, and all must be fulfilled, this means you will only win if you Defeat all other Kingdoms, and conditions one, two, and three are also met. If you chose multiple victory conditions, and only one must be fulfilled, this means you will win if you Defeat all other Kingdoms, or if condition one, two, three, etc. is met.
- Defeat a certain Kingdom - Select the kingdom and the desired time limit
- Ally with a certain Kingdom - Select the kingdom and the desired time limit
- Defeat all Fryhtans - Select the desired time limit
- Defeat all except one Allied Kingdom - No additional condition.
- Population exceeds a number - Select the number and the time limit
- Fryhtan Population exceeds a number - Select the number and the time limit
- Number of a specific Unit exceeds a number - Select the unit, the number and the time limit
- Economic, Military, or Total score exceeds a level - Select the number and the time limit
- Fryhtan Battle score exceeds a level - Select the number and the time limit
- Train 10 Generals - Select the time limit
- A certain Unit is Killed, or Survives - Select the unit and the time limit
- Meet a specific Unit - Select the unit and the time limit
- Conquer all Independent Towns - Select the time limit

- Conquer a certain Town - Select the town and the time limit
- Destroy a certain Building - Select the building and the time limit

- Get an ancient Scroll - Select the scroll and the time limit. Use of this option should be avoided, since it seems that the name of the selected Scroll does not appear in the Victory conditions. Therefore, the user will not know which Scroll must be obtained.

- Acquire a certain Item - Select the item and the time limit
- Your Kingdom Survives - Select the time limit
- Acquire a Technology - Select the Technology and the time limit
- Conquer all Buildings - Select the time limit
- Conquer a certain Building - Select the building and the time limit

7.2 The Losing Conditions

Some of these seem a little strange, and need more investigation. Here is my current interpretation:

- Your Kingdom is Defeated - Always valid. You always lose if you Kingdom is ever defeated. There are no time limits.

- A certain Unit is Killed - Select the unit and the time limit. You lose if the selected Unit is Killed within the specified time. Is it OK to kill him after that? Maybe this is used to create Ambassadors? You know, you are not supposed to kill the ambassador. If you select one of your units, it means you lose if he gets killed within the specified time?

- A certain Unit Survives - Select the Unit and the time limit. You lose if you fail to kill the Unit within the specified time. You can also select one of this units. This means you lose if you fail to kill one of your own units within the specified time? A little weird.

- Conquer a certain Town - Select the town and the time limit. You lose if you Conquer a certain Town within the specified time. Is it ok to conquer the town after that? Maybe this can be used to create "forbidden" zones?

- Your Kingdom Survives - Select the time limit. You lose if your Kingdom fails to survive for the specified time.
- Conquer a certain Building - Select the Building and the time limit. You lose if a certain Building is Conquered. Does this mean you lose if you conquer the building, or if anyone conquers it? Maybe this is used to declare certain AI buildings off limits. If you conquer the selected building within the specified time, you lose. Not sure about this.

Chapter V: Miscellaneous Things

1.0 Playing with the Unexplored option turned on

When you first start the game, if you are playing with the Unexplored option on, there are many reasons for wanting to explore the world as quickly as is possible. A good way to do this is to hire a fast, but cheap spy horse from an inn. This could be a Persian or Mongol horse, or an Egyptian chariot. This can be done regardless of whether you are playing as a human or as a Frythan. After you hire the spy, set his identity to independent. This will reduce the probability of someone deciding to kill him. Then use the set waypoints capability to sweep the spy in concentric swaths around your base. The use of waypoints will enable you to cover a lot of territory, and will minimize the amount of attention you have to devote to your explorer. The use of a spy is suggested even if you are playing as one of the fast Frythan races, because someone may kill your explorer if they are at war with you.

2.0 Playing with the Fog of War option turned on

If Fog of War is turned on, then cheap spies can be hired and posted as pickets. Post them outside the viewing range of your buildings to provide advance warning of an invading force. This can be particularly useful if you anticipate being attacked from a particular direction.

Appendix A: Human Nationality Analysis

1.0 Introduction

"We're outnumbered eight to one and you are going to keep thousands in reserve?"

(A General to his master Alexander the Great before the battle with Persian King Darius)

So why did Alexander win the battle? His tactical brilliance? Yes. His troops morale? Yes.

But perhaps the most important reason is information. Alexander knew the quality of his troops was better, he knew his troops were veterans who had fought in many wars before, he knew Darius' troops were mostly poorly trained rookies.

An important aspect of Seven Kingdoms 2 is information too. Knowing things about your own troops and your enemies is vital. Being outnumbered can be irrelevant if you know how to deal with it. Knowing things your opponent(s) do not know can give you the edge.

My part of the guide is written to enhance your knowledge of all units in the game. Seven Kingdoms 2 has a large number of units and Enlight has done a great job in making many different types.

In this introduction I will explain some things about troops fighting power. In particular the influence of elements that change the damage per time inflicted by units.

So, what do I mean with damage per time? I will use this term a lot and it is not that hard to understand. It simply means how many hitpoints a certain unit removes from a target. I will use percentages to compare units, using this parameter. Example: Unit A with combat skill 50 does 100 damage, while Unit B with combat skill 30 does 90 damage.

First every race will be analyzed. Each unit the race is capable of producing will be researched in depth. When Units get their special attacks, all things about all units. At least that is what I hope to do.

2.0 Outside factors

The game of Seven Kingdoms 2 has a lot of outside factors that increase or decrease the power of units.

I will now note the factors that do this

Leadership - Every unit fighting under a General gets a combat bonus percentage equal to the leadership of that general. So a general with 50 leadership will add 50% to damage inflicted by all the troops under his command. The general must be on the map and not in a fort or camp. The influence range of the General is supposed to be limited to 10 hexes, but the only difference is the loyalty level of the troops. The further the General is the lower the loyalty. This though, has not effect on damage inflicted. Perhaps a patch will come out that fixes this. Up till then, the influence range does NOT matter.

Artifacts - there are numerous artifacts that can increase or decrease the damage per time inflicted by a unit. All tests were done without the artifacts. There are lists of artifacts available on 7k.gamestats.com

Research - There are several technologies that can increase damage inflicted or decrease damage taken.

- Advanced close combat 1: All units inflict 20-25% more damage in close combat then normal.
- Advanced close combat 2: All units inflict 40-50% more damage in close combat then
- advanced range attack 1: all units except warmachines do 20-25% more damage when using ranged attack
- advanced range attack 2 : all units except warachines do 40-50% more damage when using their ranged attack
- advanced defense 1; all damage done to your units except buildings and warmachines is reduced by 15-20%
- Advanced defense 2; all damage done to your units except buildings and warmachines is reduced by 30-40%

As you can see, military methology is very important. Of course all testing was done "clean", meaning that the given percentages are with the same level of military methology.

Then there is the Berserker research. Berserker is a special attack different for each race. It only works on the race's special unit. It also varies per race at what point the special unit is capable of doing his Berserker attack. Researching Berserker is very important since it significantly raises damage per time done by the special units.

2.1 “Aces”

Every unit gets a special combat bonus when it reaches combat level 100. This is also the reason why 100+ soldiers are so expensive. The bonus lies between 15-25 % increase in damage inflicted.

2.2 Seats of Power

Some Seats give an advantage in battle for certain types of units.

As you can see, there are many things to keep track of while being a King. In general, how bigger the battle the harder it gets. But everything you do accomplish will matter.

So how important is it to know as much as possible about all units? IMO very important. I won many 7k-games because of it. I know when my units are at their best, and I know when my opponents' units are at their best. Units' strengths and weaknesses, if you know them, it will greatly enhance your chances of winning a game.

7k2 has 12 different human races. Not all have been analyzed yet, but when I have time I will add the rest. After the individual race analyses, I will test unit speeds and compare unit strengths, this last, most interesting, part will take a lot of time, but I will try to get it up a.s.a.p.

3.0 The Races

3.1 The Carthaginians

The Carthaginians will provide a shocking experience in 7k2

Your Carthaginian Infantry is a master of many weapons. His primal weapon is the long sword, each strike does reasonable damage but is very slow. At Combat level 30 the Carthaginian learns to use his shield. The shield blocks all projectiles coming from the direction he is facing. When he gets to combat level 50 The Carthaginian infantry is capable of a ranged attack. His ranged attack is the throwing spear, which does reasonable damage.

The Carthaginian special unit is the Elephant, trained at the Elephant training. The Elephant is mounted by a single soldier holding a long spear as a weapon, which he can only use in close combat. This close combat does low to medium damage. The Carthaginian Berserker is also for

close combat and is acquired at combat level 30, the Berserker does less damage than other Berserkers but has a much lower delay as well, meaning the Elephant goes Berserk more often. When he goes Berserk, the strengthened Elephant tusks thrust into the enemy. The Berserker does need to be researched and it is very much recommended that you do so. Without the Berserker the Elephant simply does too little damage. Another good quality of the Elephant is the high hitpoints; five times the combat level.

Carthaginian tactics for the infantry can be compared to those of the Normans. This means that you should prevent your Rookie soldiers from going in to battle and go for Elephants as soon as possible. It is also a good idea to get some other race in to play when it is possible. Carthaginians are just too weak in the beginning to survive against Frythans in particular. Hire mercs from your inns and get those Elephants out. The Carthaginian Infantry is diverse, so you should get some Ranged attack troops in, while the units between 30 and 50 combat do the Brawling.

Another strength of the Carthaginians is the awesome Seat of Power. The bonus by itself is very good, producing 30% more food than normal can really give you the advantage. But Baal-Hammon is very strong. He can summon an earthquake for 150 Praypoints, so the best tactic is to lure the enemy army out of the forts with some Elephants, then use the Ball 2 or even 3 times, when the forces are more dead than alive, move in the main force to finish him off.

The Main Carthaginian Weakness is the beginning of the game. Their brawling and archery are both not very good and it can take quite a while till you get those Elephants. Surviving the first ten Minutes is crucial.

Another weakness is the lack of speed. The Elephant is slow so hit and run tactics are hard to counter for them. You must make sure the Seat of Power is well protected! When you face the Carthaginians, you should remember that even the Baal cannot prevent you from attacking him. The key is to attack and keep attacking. When you are defending, you simply get quaked to oblivion. The Carthaginian will think twice when using the Baal over his own soil. Even when he does this, you may lose troops, but he will lose peasants and buildings too. That is better than losing your troops AND your own buildings.

Carthaginians are not the best pick in a 1on1, they are simply too weak in the beginning and Baal cannot solve everything. Bigger games are much better for them, having many skills from the start and a Greater Being that can crush entire nations, you will have the edge in those big games.

Final Words: The Carthaginians are the most popular race and they got to thank Baal-Hammon for that. The Carthaginian infantry is one of the weaker ones, the special unit is average. Knowing that you should exploit these facts when facing them.

3.2 The Celts

With brute force and devastating magic the Celts arrive in 7k2,

Your Celtic soldiers come in to your ranks armed with a long sword. They require no extra training for the use of this weapon. At combat level 30 they learn how to use their shields, these shields protect the soldier from ranged attack coming from the direction he is facing.

At combat level 50 the Celt infantry gets a special attack, their swords get a magical shining and do 3-4 times the damage then a normal blow. The stroke delay is 12, meaning that after 11 regular strikes, a magic strike follows. The stroke delay can behave a little different though when the Celt soldier reaches level 100. At this level the Celt, like other races, gets a combat bonus of 15-20% too. The special unit the Celts can build is the Deruvid, a very powerful "old man" with centuries of magical experience. Where the Celt infantry never gets a ranged attack, the Deruvids are born with one. They are able to hurl balls of energy into the enemy at high speed, the Deruvids archery is among the best in the game.

When Deruvids are forced to go in to close combat they surprise everyone, they are awesome brawlers. When the Celt Berserker has been researched, the Deruvid can deliver a lightning strike in close combat. They are capable of this strike when they reach combat level 30 and beyond. The stroke delay of this attack is 8.

The main weakness of the Deruvid is his speed, it is among the slowest units of the game. This is combined with the low number of hitpoints compared to other races' special units. They cost 60 gold to train.

The tactics best suited for the Celts can be compared to those for the Mughuls in 7kaa. They are weak in the beginning of the game and are therefore vulnerable against a Frythanrush. With a very slow, but powerful special unit, defense is the name of the game. While the shielded infantry takes a lot of damage the Deruvids can fire away at the enemy from a distance. As for offence Deruvids are less useful due to their lack of speed. It takes ages for them to cross medium to long distances, so it is best to use other units for this purpose. The Celt Seat of Power is a must when you plan to get many Deruvids on the fields. Their training rate is greatly increased by the Seat and thus gives the Deruvids a very much needed bonus in skill and Hitpoints.

The greatest weakness for the Celts as mentioned before is the lack of a fast unit. They need a lot of time to get to their destination and are therefore helpless when a quick intervention or reinforcement is needed.

Another weakness is the early game, low level infantry is one of the weaker units in the game.

Deruvids need to be researched first which does not help this either.

Final words: Celts are a good choice in bigger games, but not recommended in a one-on-one. Their many different combat tactics make them unsuitable for beginners, average or expert players can make the Celts a devastating force. I also have to mention that Deruvids are among the most entertaining units in the game!

3.3 The Chinese

The Chinese have the same strengths and weaknesses as in 7kaa

The Chinese infantry begins his training armed only with a long axe. No further training is required for the use of this weapon. At combat level 30 they get a ranged attack in the form of a bow and arrow. The Chinese do not acquire shields.

The special unit is the Chinese Monk, trained in the Shao Lin Temple. The Monk has no weapons at all and must therefore use his martial arts to do battle. The basic move is a legkick, when the Berserker has been researched, they also get a powerhit at combat level 30. The strokedelay of the Berserker attack is 10, though this can be higher under special circumstances. The Monk does not have ranged attack, or shields. Monks are relatively cheap at the cost of 40 gold.

Monks travel at the same speed as the infantry; this is one of the weaknesses of the Chinese. But not the worst one.

The flaw the Chinese were famous for in 7kaa, is the fact that they are the best infantry brawlers, yet the absolute worst archers in the game. At combat level 30 they receive this poor archery and beyond that point they will automatically use their bows instead of their awesome long axe. The difference in damage is tremendous; an arching infantry does only 35-40% damage of a brawling infantry. In small battles it is still possible to move all soldiers into a close combat position, but in larger battles, don't even think about it.

So what makes the Chinese such a popular choice? Well, they still are the best brawlers available and before combat level 30 they use their long axes, making them a very good rush and anti-rush race. General opinion is though, that Chinese are great, when used well. Out of my own experience I know this is true.

The Monks are a good addition to the Chinese force since they compensate the poor archery by being good brawlers, but they are not that good as their infantry colleagues. Without the Berserker researched the Monk does 30% less damage then the brawling infantrist, when it is researched the Monk does 10% less damage then the brawling infantrist.

The Chinese are probably the most difficult race to write a strategy for. Opinions differ much on this subject. Personally I think that Chinese are a decent choice in a one-on-one or a 3ffa. The lack of a fast unit makes it necessary for them to hire or assimilate other types of units. If anyone is a very experienced Chinese player and wants to shares his/her strategies with me I would like to know them.

Final words: the Chinese are the best infantry brawlers and the worst archers, you will find yourself shouting at your forces to please use their axes, which they refuse. It takes an expert player to get the full power out of the Chinese, beginners and average players can use them, but never at their maximum.

3.4 The Egyptians

The Egyptians have improved themselves a lot in 7k2.

Your Egyptian soldiers will go into battle with two standard weapons. The hand to hand weapon is the khopesh, a short curled sword. For ranged attack they use spears. No extra skills or special attacks are acquired at later levels.

It does not matter at all if the Egyptian infantrist is using his range attack or his khopesh. Both weapons do an equal amount of damage.

The Egyptian special unit is the Chariot, trained at the Chariot At'Saba. The Chariot is a very durable unit that always uses his ranged attack, even against enemies standing one square away. At combat level 30 the Chariot will gain a Berserker attack, if it is researched of course. The Berserkerattack for the Egyptians is the Ra-arrow.

It is very essential for Egyptians to research the Berserker, since the Berserker chariot does 40% more damage than the normal Chariot. Without the Berserker, the chariot does 10% less damage than the infantry.

The Chariot is 50% faster than the infantry, and cost 40 gold to train. As with Normans, make sure your Chariots do not arrive way ahead of your infantry.

The Egyptian strength lies in its instant archery skill. The quality of the ranged attack is very good and you can create archerblocks pretty early in the game. The fact that they do almost equal damage up close means that they are very easy to play with, no little clicking around to move the forces close or at range.

Another strength lies in the Egyptian (annoying) hit and run attack. The chariots are fast and can really deliver a big initial strike with their Ra-arrows. A good tactic is to find a group of slower opponents, get into range, target a single opponent, and leave after one or two shots. You can really annoy your opponents this way.

But undoubtedly the biggest strength and the reason why Egyptians will be one of the top choices in the game is the Seat of Power. Besides giving a good population growth bonus to all Egyptian civilians, Isis can add 15 civilians to any town for a mere 100 Pray points. Thus a full Seat of Power can add 60 peasants of a race of your choice! Just hire a civilian spy of the race you want, settle him and use Isis. There you go, a spy-free town of the race you wanted with up to 60 civilians! This means that Egyptians don't depend on conquering so much independent towns for getting a higher population.

The Egyptian weakness lies in his poor close combat skills. They are very vulnerable in smaller numbers against good brawlers. The lack of shields is also a point of consideration when picking your race.

Egyptian infantry does not improve a lot over time. They do get a combat boost at level 100, like all races. The Chariot is pretty helpless before level 30, or without Berserker researched. After that, the Chariot is one of the best-ranged units in the game.

In a one-on-one against a human opponent Egyptians are great. Against Frythans (Mage tor) they are not the best choice. Though with their Seat of Power, Egyptians are among the best in bigger games, the great population increase gives you a constant flow of cash and archers. This will certainly give you an edge in battle.

If you are facing Egyptians on the battlefield your main target is obvious, the Seat of Power. Prevent your opponent from using Isis by all means! If you fail to do that be prepared to face any type of unit from any kind of race in large numbers! And thank god it is not possible to settle Grokkens.

Final words: Egyptians are perhaps the best choice for beginners, they are very easy to use since they do equal damage in ranged attack and close combat. Advanced and expert players can make the Egyptians into a deadly army as well. In short, Egyptians are a fine choice, pretty much in any type of battle.

3.5 The Greeks

Having proven their skill and power in 7k, the Greeks come back even stronger in 7k2.

The Greek footsoldiers under your command will have a short sword and a shield. For these items no extra training is required, and with these two the Greeks will have to do. They will learn no extra skills like archery or special attacks. This might seem to give them a disadvantage in the later game, but nothing is less true.

Of course, like all races, the Greeks do get a powerboost when they have obtained combat level 100 and beyond.

The Greek special unit is the cavalry to be trained at the Akademia Ippikou. It is very much recommended researching the Greek Berserker attack as well. Without this the cavalry does even slightly less damage than an infantry soldier. When the Berserker attack has been researched, your Greek cavalry of combat level 50 and higher can deliver a flame strike which has a stroke delay of 9, meaning that after 8 regular blows a flame strike follows. This flame strike will do 3-4 times the damage of a normal blow.

The Greek cavalry is slower than other cavalry units, travelling at 80% of the speed of the Norman cavalry. But the Greek cavalry does use his shield.

On a tactical notice the Greeks have some obvious strengths. Having shields and good brawling skills from the start gives Greeks an advantage in any battle, let it be in the late or in the early game. Their use of shields in the beginning makes them an excellent choice against races with a range attack as their primary weapon. The shields are improved in 7k2, they now completely block ranged attacks from one direction, this is a major improvement compared to the shielding in 7kaa, where

the damage was only reduced by a certain percentage. Only when they are using the short sword, the shield drops for a moment.

Their brawling skill is among the best in 7k2, making Greeks a good choice for the shark strategies. The Greek cavalry is slower than others, but that is compensated by the use of shields. It is fair to say that the cavalry is a faster version of the footsoldier with 50% more hitpoints and a Berserker attack.

It is hard to find real weaknesses with the Greeks, the lacking of a range attack is a disadvantage, but their shields compensate for that. A little more serious disadvantage is the lack of speed. Groups of Greeks are vulnerable for hit and run attacks from faster ranged units.

Greeks are an excellent choice in any type of game, suited for beginners and experts, they are easy to play. Though not a necessity, it is wise to capture a village with a race capable of ranged attack, early in the game, a group of Greek brawlers backed by a group of archers is any opponents' worst nightmare.

The Greek Berserker does approximately 20% more damage than Greek infantry, this is only true for 50+ combat levels. Under that value, the infantry is 5% stronger than the horseman.

Final words: Greeks are an excellent choice for beginners, they are easy to play. Their durability in combat makes them strong in any type of game, but as said before they are particularly strong in one-on-one's and against frythanrushes. And they are my favorite race.

3.6 The Indians

New to 7k2, the Indians specialize in ranged attacks and durable elephants.

The Indian infantry goes into combat with his scimitar, a long curled sword. They require no training for the use of this weapon. At combat level 35 they are able to use their bow and arrow for their ranged attack. They do not use shields.

The Indian special unit is the Mahamatra, an elephant mounted by two soldiers. The Mahamatra is trained at the Kheddha. Even though two soldiers mount the Mahamatra, it only costs one peasant to produce one Mahamatra. The Mahamatra is capable of both archery and brawling at the start of his career. The soldier sitting on top of the Elephant carries a bow and arrow, while the front soldier does the steering and orders the Elephant to fight in close when required.

The Indian Berserker is a ranged attack for the Mahamatra. When researched the Mahamatra can fire an awesome lightning arrow at combat level 30 and beyond. The strokedelay for this weapon is 11. It is very wise to research this Berserker since it raises the Mahamatra's damage per time by 20%. Brawling Indian Infantry does only 5-15% more damage than a soldier using his bow and since the brawling is below average compared to other races it is not always a good choice to put them in a brawling position. Against Chinese for example you should definitely let them use their ranged attack. Against better archers you could have a problem, having to put all soldiers to use their scimitars for close combat.

The Indian Mahamatra is a better archer and a better brawler than his infantry colleague. But where the infantry does more damage up close, the Mahamatra is a better archer than a brawler. The Mahamatra archery is among the best in the game, especially with the Berserker researched. The arching Mahamatra does 5-10% more damage than the brawling one. In comparison to infantry archery, the arching Mahamatra does 25% more damage. While the brawler does 10% more damage than the brawling infantry. Infantry and Elephants have the same speed.

The main strength of the Indian army are the Mahamatras, with great durability and good archery. The infantry is not very strong which is the main weakness of the Indians. It is therefore that the Indian Seat of Power gives a research bonus. Indians are perhaps the best race for a so-called tech-war. The durability of the Mahamatras should give you enough time to get your warmachines up and running.

Indians have no particular best type of game, though I would favor them in large games over one-on-ones. The large games usually give a little more time for research.

Since another weakness of the Indians is the total lack of speed you should also buy yourself some fast units, or assimilate a village capable of producing these. The opposite is valid when fighting them; prevent them from getting those fast units and keep harassing them with fast units.

Frythans are a good pick against Indians, with their speed and better brawling skills they have a good chance. On the other hand, an Elephant is a Mage Tors primal fear.

Indian power comes to its full power in the late game, having those thousand hitpoint Mahamatras, better quality and quantity warmachines and some bought faster units. The early game will remain a weakness though.

Final words: Indians are not a great pick in a one-on-one. They will do well however in big games, and are the best if you want a tech-war. The Mahamatra, like the Deruvid, is also a very amusing unit, which for some, will also be a reason to pick them.

3.7 The Japanese

One of the less powerful races from 7kaa gives it another try in 7k2

Your Japanese infantry is the famous Samurai. With his lightly curled sword he hacks away at his foes at high speed. At combat level 50 the Samurai warrior is capable of delivering the Kitana Berserker, a mighty swing with his sword that may dispatch an enemy with a single blow. The Samurai has little protection and does not use shields. Overall the Samurai has not changed a lot in 7k2.

The Japanese special unit is the even so famous Ninja, to be trained at the Ninja dojo. The Ninja is the fastest footunit in the game, travelling at the same speed as Norman Cavalry! The Ninja is capable of a ranged attack from the start of his career. The ranged attack is the consists of throwing a Ninja star at the enemy. Unfortunately the Star does very little damage and the Ninja ranged attack is really one of the poorest in the game. For close combat they carry a sword which they use in more or less the same way as the Samurai. The Japanese Ninja also has a Berserker attack. When Researched the Ninja will deliver a fire kick from close range. The Ninja is the only special unit that that does not require training in the use of the Berserker. Ninja Brawling is of a decent skill and the Berserker is actually very powerful. The Ninjas problem is the extremely low armor, this is the reason why they are so very fast, but can be a serious problem when forced to defend.

The Japanese strategies can be compared to those of the Vikings, though I feel that Japanese are not so good at the beginning. Their strength lies in the longer game, when their troops are fully trained and other races have been assimilated. The Japanese Seat of Power is pretty good and should be seen as an early warning radar, since it will show any unit on the map which has orders to attack you, giving you more time to prepare or to flee to another location.

The Ninja is not one of the best Special units. Their Archery is awful and the worth little hitpoints and defensive capabilities it is not good enough to train a lot of them. Their only good use lies in their speed and thus makes them ok for hit and run attacks, not as good at either Persian or Mongol Cavalry though. Once there were rumors that Ninjas would be partly invisible, this is not true and

that is too bad. It would have given them something worth training them for. Now, you should try to get other races' special units and only go for Ninjas if there are no other options left.

As you may have noticed the Japanese have some very obvious weaknesses. They are near helpless in the beginning and they have the worst special unit in the game. Never choose Japanese if you have no money to get other races into your army, against either better brawlers or any type of archer they will come out as losers. I am not saying that it is impossible to win with Japanese, it is just very hard with certain settings.

They do make up for this a bit with their Seat of power, which besides being a radar also has the capability to flush out enemy spies from any place you select. Use Amaterasu wisely and you can do well.

3.8 The Mongols

With great skill and determination the Mongols will surely make an impact in 7k2

The basic weapon for your Mongol infantry is the long sword. They require no training for the use of this weapon and do not acquire any other weapons then the sword. They do however get a "deathstab" attack at combat level 50. The strokedelay of this very powerful attack is 12. The Mongol soldier does not have shielding.

The Mongols' special unit is the Mongol cavalry, trained at the Naadam fields. In my opinion it is one of the best special units in the game. The Mongol cavalry has a ranged weapon and a spear for close combat from the start of his training. The Mongol Berserker, when researched, is a ranged attack in the form of a flaming arrow, the strokedelay is 12. The archery is of very high quality and does more damage then the close combat spears.

The best thing about the Mongol cavalry is his unbelievable speed. It can outrun almost all units in the game, including Frythans! It travels 70% faster then infantry and 10-20% faster then other cavalry units. Add this to the good archery and we have got the perfect hit-and-run unit.

The Mongol infantry is a decent brawler and even does slightly more damage then the arching cavalry. Perhaps the Infantry can best be used for defense.

The Mongol strength lies mainly in its special unit. The speed of the cavalry means that Mongols are a very good choice against Frythans, in particular Exovums. They are simply too fast for the Mage tor. And when outnumbered, the cavalry can simply run and fight another day.

When you play Mongols, your goal should definitely be to get as many cavalry units as possible. Large numbers of fast horsemen are every opponent's worst nightmare. Mongols are therefore one of few races where researching the Naadam field and Berserker is more important than Military Methodology.

And here lies the weakness of the Mongols, the infantry is below average and gets his full power at combat level 50, making them somewhat vulnerable in the early game. This though, is not a reason for not picking them in a one-on-one.

Mongols are overall a well-balanced race and are therefore a good choice in any type of game. The Mongol Seat of Power drops resistance to you in all towns by 20 points. This means that while harassing your opponents with your cavalry, you are able to get more independent villages than he can! Overall the Mongols will prove a popular choice in the future.

Some stats; infantry does 20-30% more damage than a brawling cavalrist, and 10-20% more damage than an arching cavalrist. The Berserker does 10-20% more damage than normal cavalry.

Final Words: It is hard to find weaknesses with the Mongols, that sort of says it all. The super cavalry is one of the best units in the game and as said before, the Mongols should become popular in the future.

3.9 The Normans

As in 7k:aa the Norman warrior in 7k2 is a master of many skills.

Norman infantry soldiers will enter your service armed only with their broadswords. They require no training to fight with this weapon. At combat level 30 they receive shields. The shield effectively reduces damage received from ranged attack coming from the direction the soldier is facing. The shield effect is greatly reduced though when the soldier is using his broadsword at the same time, since they drop their shields each time they strike with the sword.

At level 50 the Norman soldier gets his crossbow. The archery is of good quality and has a slightly higher shot delay than other archers. This means they spend more time behind their shields. As with their swords, they need to lower the shield for a moment to attack.

New to 7k2 is the enhanced power they receive at combat level 100, though it has no visual effect, the level 101 soldier does up to 20% more damage than a level 99 soldier. This is true for both

cavalry and infantry (arching and brawling). It is wise to remember this in the heat of battle, if you have a lot of level 90-99 troops in your fort, wait a while until they reach 100+.

A common problem with these races is the choice between either using the bows or the brawlweapon. On the one hand, Normans do 15% damage when they brawl, so this seems to favor the broadsword. But this requires a lot of clicking since you have to order each individual soldier into a position next to the enemy. Another thing is the shielding; it is more effective when they use the crossbow. The most important reason upon which you will base your choice of weapon is the enemy. When the enemy is entirely made up out of worse archers you should use the crossbow, on the other hand better archers should be fought with the sword.

The best way of course is to have a mixed range/brawl army, meaning you send a group of 50+ combat level soldiers with a group consisting of combat level 30-50 soldiers. This way your army is well balanced, though adding some cavalry is a very good idea too.

Normans are a good choice in large games with few independent villages where it is hard to capture villages to get more different combatskills in your army. You will have an advantage over other races because the Norman infantry has shields, archery and a sword.

Where the balanced army is a strength, the main weakness of the Normans is the poor skill they start with, before level 30 the soldiers are among the poorest brawlers, making them vulnerable for a rush.

The special unit the Normans are able to build is the cavalry.

The Norman cavalry uses the same broadsword as the infantry and inflicts exactly the same damage as the infantry soldier when the Berserker has not been researched yet. When researched, the Berserker attack is enabled when the cavalry reaches combat level 50. It has a stroke delay of 11, meaning that after a Berserker strike 10 normal strikes follow until the Berserker strike comes again. When the Norman cavalry goes berserk the broadsword is charged with lightning and inflicts 3 times the damage of a normal broadsword attack. Overall the Norman Berserker does 12-18% more damage than infantry of the same level.

The Norman cavalry however, do not use shields (They do wear one, but they don't use it). They don't have a ranged attack either. The cavalry also costs 50 gold to train, compared to 30 for the footsoldier.

Always remember the difference in speed between cavalry and infantry. The horsemen are 50% faster than the footsoldiers. This can be deadly when not being noticed. Imagine a cavalry general arriving way ahead of his infantry squad, and being shot to pieces.

On a tactics note the Norman seat of power is an extra bonus for those settings which suit the Normans best. Where the majority of your civilians is Norman, the Seat of power is great. Lowering loyalty by 7 points when collecting tax from them, rather than the 10 points by all other races. This will generate a much larger Tax income than that of your opponents.

Final words: General opinion is that Normans are hard to play. The many different combat tactics make them unsuitable for beginners. In the hands of an average or ace player, they can be deadly. For a one-on-one they are not the strongest, in a 7ffa they are among the best.

3.10 The Persians

The Masters of Archery return in 7k2

When 7k2 came out on beta it was clear immediately that the Persians would have to face fierce opposition when it came to archery. Egyptian archers are better at the very start (combat level 20) but very soon the Persians will retain their title. Your Persian soldier will start combat blessed with two weapons, the short Axe for close combat and a bow and arrow for ranged attack. For both weapons the Persian requires no training. The Persian also gets a Berserker attack at level 50 where he can deliver a super arrow. This blast does heavy damage and makes the Persian the best infantry archer in the game! The Persian soldier will not get shielding however.

The Persian special unit is the Persian Cavalry, trained at the immortals academy. The Persian Cavalry is among the fastest units in the game, having the same speed as the Bheema and the Jaguar! The Cavalry has instant archery and uses a spear for close combat. Both do quite heavy damage. The Cavalry, like the infantry, has no shields. The Persian berserker is Close Combat. When researched the Persian Cavalrist can unleash a lightning spear attack, he does require combat level 50 beyond to do this. This Berserker also needs to be researched before it can be used, this is one of the few Berserkers that does not necessarily need to be researched, since you want the Cavalry to use their bows when possible.

The Persians tactics are very obvious. Archery is the key! Persians are the best Archers in the game, meaning that a Persian archerblock can be a deadly weapon early in the game. When you play them you should harass your opponents with these blocks as often as possible! Only a Mage tower or an armed fort can really hurt the Persian archerblock in the beginning. Go for the Immortals Academy as soon as possible!!! The Persian Cavalry has great archery and does well in close too! When they get in to close combat they are good enough to last, so Persian Cavalry is really one of the best units in the game. With such high speed they can get everywhere on time. My favourite tactic with the Immortals is to go for a specific building of my opponent. When he sends reinforcements to help protect the building I move the Cavalry to the other side of the enemy base and start killing buildings there! Remember that the Persian cavalry travels at twice the speed of infantry. You can destroy entire armies using this tactic.

For defense, Persians will need some good brawlers to help them. Preferably shielded units like Greeks, Celts or Romans. Once you have done that, start building Cavalry like hell! This does mean that a steady supply of Persians is needed, so it is wisely to assimilate other villages early on, to keep those archers coming.

For Weaknesses it is also obvious. A group of shielded brawlers has a good chance of defeating an equally sized group of Persians, this can be solved though by hiring some brawlers early in the game. A real weakness is the Persian Seat of Power, which is probably the worst in the game. With the special ability being the fact that other kingdoms will get twice the reputation penalty for breaking treaties with you and Mithra is only able to see in certain buildings, it might not even be worth it to build it. Human players will simply not go in to alliance with you and will sell and rebuild the buildings you targeted with the Mithra. So if you have build the Seat you might want to just press the Random blessing button every time it is idle.

3.11 The Romans

The ferocious Romans are new to 7k2

Your Roman infantry is a master of the medium steel sword. He trusts the sword forward aiming at the unlucky torso of his opponent. The stroke delay is relatively slow and thus gives the Roman warrior more time to hide behind his shield, which he acquires at combat level 30. The shield completely blocks projectiles from the direction the Roman is facing. The Roman warrior is overall reasonably well armored.

The Roman special unit is the Roman Cavalry to be trained at the Schola Equitatus. The Roman Cavalry basic weapon is the spear. He uses this weapon in close combat as a stabbing weapon. For his ranged attack, the Roman needs to be trained to at least combat level 40, the Roman also uses the spear. The Roman Cavalry also has a Berserker attack for which he does not need any training. The Berserker is a closecombat "twisting spear" which inflicts heavy damage. This Berserker needs to be researched and it is recommended that you do so. The Roman cavalry travels at medium speed.

The tactics best suited for the Romans are a mixture of the tactics used by Greeks and Mongols. The Infantry is very similar to the Greek infantry. Knowing that with the Seat of Power, all Romans start at level 30 instead of 20, your Roman infantry has instant shielding as well. Adding to this the pretty good brawling skills makes the Roman infantry a good unit in the beginning of the game. Not as good as Greeks though. The Cavalry is just a little slower than the Mongol Cavalry and can thus be used for hit and run raids. The problem here is that the Roman Cavalry Berserker is close combat, so you may have to direct some troops to a brawling position to get the most out of it. The archery is of good quality and this is a big bonus. A Roman archerblock is very powerful due to good archery and good brawling.

The Roman Seat of Power is not one of the popular ones. Mars only increases leadership with Roman Generals and the 30-combat starting level is valid for Romans only too. Thus for good use of this Seat, you need a lot of Romans, which is not always that easy. But let's say that you do manage to get many Romans, then the Roman Seat can be very useful. With many high leadership Generals and troops starting at a higher level than others you should be able to get more highly skilled troops in your army than others. A common mistake with this tactic is using Mars on low combat Generals. Do not do this, generals hardly gain combat skill themselves in the fort, thus when battle comes you end up with a 70 hp general with 15 level 100 troops. General dies and you can say bye bye to your troops in most cases. Wait until you see a high Combat Roman in an Inn and hire him. Use Mars on the Mercenary to create a High hitpoint and High Leadership (spy) General.

Another advantage with Romans is the fact that the Roman army is quite diverse meaning they have less need to assimilate other races than for example Celts or Vikings.

Having mentioned the strengths it is now time to name some weaknesses. First the Romans' Seat of Power is not very good. Only under very unique circumstances it is good. With the Roman Seat of power you will press the Random blessing button more than you may want.

Second the Roman has no ranged attack at the start of the game and needs the special unit at level 40 to get it, which may take a while. This is not a major weakness but should be noted.

Third, Romans have no real super strength, meaning they have nothing unique. They are reasonable to good on all fronts but lack something that makes them really worth the pick. This is both a weakness and a strength depending on game settings.

Final Words: I think Romans are strong but will not be among the popular races. Any type of game suits them fine and they specialize in games where it is hard to get many independent villages and thus can exploit their armies diversity, like the Normans can.

3.12 The Vikings

The Vikings, with their axes and intimidating laughter seem related to the feared Frisians.

Every Viking unit uses the same frightening weapon; the Axe. The infantry has a single axe which he strikes at the enemy. The frequency is low, but every blast deals big damage. At Combat level 50 they get a very powerful Berserker attack. They lift their Axe high above their heads and slash into the forehead of the unlucky opponent. When you have a Viking seat of power they will reach their Berserker at level 25! This gives them an advantage in the early game over others. Their defenses do suffer from carrying such a heavy weapon giving them the worst defensive capabilities of all humans.

The Viking special unit is the Axethrower, trained at the Øksehus. The Axethrower requires very little training to use his ranged attack. They learn how to throw their Axe at combat level 25. The Axethrower has a low shooting frequency but like his infantry friend does good damage every throw. The Axethrowers' Berserker is a close combat, double Axe lightning blow, required at combat level 50. But when you have the seat of power, they require it at 25. They cost 50\$ to train. The Axethrower travels at the same speed as regular infantry.

The Vikings always have something special, they give me the feeling that my troops are happy to go into battle. They are fun to watch and the sounds coming out of my boxes when they fight is brilliant.

Vikings are a good choice in most types of games, they have obvious strengths and weaknesses which you should take note of though.

Their main strength lies in the seat of power, when it is up, your Vikings will have a very powerful berserker at combat level 25! Do not underestimate this, a full fort of 15 level 25 soldiers and a general can deliver a devastating first blow making them ideal for early harassment. Researching the Viking Axethrower is a choice you will have to base on the game settings. If you can get special units from other races easily it might not be worth it., especially since the Axethrower has less speed and hitpoints than most others.

There are occasions where the Axethrower can be very useful. On a map with few independent villages or with little starting cash you will need a ranged attack to support your force of infantry. The fact that the Axethrower has a close combat berserker does not mean you should position them manually into that position. They are best placed behind the infantry brawlers.

The main Viking weakness is the lack of a faster unit. This can really hurt their development and it is vital for them to get other races' units to join them. In a full scale enemy attack they will do fine, but nasty hit and run tactics will need to be prevented by using cavalry of any kind.

Another weakness is their lack of defensive capabilities. They have no shields and their basic armor is very low. Try not to get shot to pieces by enemy archers. Try to surround them or even better, use other shielded units to engage them.

Vikings will not be among the most popular choices among players. If this is valid the future will have to point out. Personally their great sounds, nice moves and superb Greater Being (Graphically) are more than enough justification to pick them sometimes in a multiplayer game.

Final words: Vikings are good brawlers and have a special unit capable of ranged attack. They are a good choice in any type of game and are very capable of defending against a Frythan rush when you have the Seat up. This Seat of Power is also a reason why Vikings are not the best addition to a kingdom which did not start with Vikings.

Appendix B: The Greater Beings Guide

There are always certain elements in a game which give that game just a little extra flavor. For Seven Kingdoms 2 one of these elements are the Greater Beings (GB). Every race has his own Unique GB meaning there are 12 GB's in total. To use the GB in the way you can get the most out of it requires some practice, but once you have mastered it, the GB can be very powerful.

I will first explain some general issues considering GB's and the Seat of Power.

To get a GB you will need 3 things. First is the scroll of power corresponding to the GB you wish to build. As human you will start automatically with the Scroll of your starting race. Other scrolls can be acquired by killing a King or All High Frythan. Second you need at least one peasant of the same race as the GB. The peasant can build the Seat of power and you will need a village of that same race linked to the Seat of Power. The Seat holds up to 20 peasants and the more you put in the faster the GB “trains”. For the Seats special Bonus you will at least need one peasant in the Seat. The bonus itself will not be bigger when you put more peasants in. The Third thing you need is money. The Seat has an initial building cost of 2000\$ gold and 800\$ annual maintenance costs. This is really a lot of money so think carefully about building it.

Some terms I will use;

- The summon greater being button. This is the button at the bottom WITHOUT the question-mark. This will summon the greater being if there are enough pray points to summon it.
- The Random Blessing button. If you do not have any use for your GB at a time but have full pray points, pressing this button will give your kingdom a random blessing. Remember that it can be a total useless Blessing as well as 4000\$ added to your treasury for example. There are many random blessings.
- Pray points. This resembles the health of your GB. It increases when you have not summoned the GB and have peasants in your Seat. It decreases relatively slowly when the GB is mobile, a bit faster when the GB is under attack and very quickly when the GB is using his magic.
- Use magic button. This button is available when your GB is mobile AND you have enough pray points left to perform the magic.
- Delete button. This is the cross like all other units have used to delete the GB and thus preserve the pray points the GB has, instead of letting him “bleed dry” to zero.

All GB’s fly, this means that they are never hampered by terrain objects and can only targeted by ranged attacks. You can move the GB anywhere you want but do remember the mobile GB loses pray points even when he is just hanging there or flying around.

One of the major questions and debate points is whether to use the Random Blessing a lot. The answer is simple. It depends on the GB. Some GB’s should never be left unused because of the Random blessing, others can be useless sometimes and then it is a good time to go for luck.

The Problem with the Random blessing is that you have no idea what you will get. It can be something like “An artifact has been discovered” and when you look it is a Bregma-bane on a map without Bregma’s. Just wasted 400 pray points. It can be something like “An enemy has turned to your side” and when you look it is ONE peasant. Wasted 400 pray points again. It is seldom that you really get a great bonus. The best ones I can remember are those where a full enemy fort converts to your side, the money bonus is nice and the “raise combat level in a fort with 54 points” can be good too. Don’t forget the “Every subject’s loyalty is Maximum!” which will give you much extra taxes and very loyal soldiers.

There is a trick that is valid for all GB’s. Notice that you need a certain number of pray points to perform a GB action. Doing it the normal way this would mean that you can do three 100-praypoint actions if you have say 380 pray points. The last 80 pray points are not used this way and are wasted. Here is what to do to use the GB four times with 380 pray points. First, use the GB two times normally. Then assume you have 140 pray points left. Now click the use Magic button and left click the target. Make sure this target is not directly under the GB. Now, while the GB is moving, left-click the use magic button again. Watch how the cursor becomes a blue square again. Wait until the GB performed the work you ordered it to do and thus loses 100 pray points. But your cursor STILL has the blue square, even when the GB has less than 100 pray points left. Be quick before the pray points are gone now and you can perform another action with the GB for just 40 pray points! Knowing this trick, the next one is easy. Why let the GB health bar get to the Max? When you can get two actions for 140 pray points??? If you max out the Pray points you get four actions. In the same amount of time you can summon the GB 3 times at 130-140 pray points and perform 6 actions. This is not true for all GB’s but most really work best when used this way, in particular Isis and Amaterasu.

I will discuss the 12 GB’s and with every GB I will evaluate if it is wise to use the Random Blessing. Well, off we go! Hope you can learn something or even better think of a strategy I do not know yet and tell me. ☺

1. Amaterasu, the Japanese Greater Being

Amaterasu has the ability to flush out every enemy spy from the area you select for 100 pray points. Click the Use magic button and your cursor will become a very large blue square. Click again and Amaterasu will use her magic to kill enemy spies. You will be notified if any enemy spies were found and killed in the area.

The Japanese Seat of power special bonus is what I like to call early warning Radar. It will show all units on the map that have received orders to attack anything that is yours. This will give you much more time to anticipate the attack and send reinforcements when needed. Bad thing is that Human opponents can easily “jam” this radar and just order the troops to move to one square next to the target building and attack at the last moment. Against AI it will always work though.

There is also an easy way to fool the player with the Japanese Seat of Power. Just order some slower units that are far away from a target to attack that building. Red lines will show up on the Japanese mini-map and he will send troops to the building your troops are targeting. Your main force however is on his way to another building, preferably far away from the fake target, and will face less opposition because the Japanese troops are defending the building all the red lines go to! Of course you are not targeting your real target building until you are very close.

In short the early warning radar is very good against AI but useless against good humans.

Now what about Amaterasu. There are indeed certain game settings where espionage is an important aspect of the game. For example in larger games with more than 3 players chances are that one or two of them likes to spy. Use Amaterasu once over every town you are about to capture and every hometown you are about to draw troops from. She will make its spy free guaranteed!

In smaller games the number of enemy spies will be much lower and you should doubt if you want to build the Seat at all. Considering the big investment is it really worth it when playing a one-on-one? Not really. Only if you have more than enough food and money you can build the Seat for the random blessings and thus take the gamble and hope for a good blessing.

A further use of Amaterasu is still in the experimental stages. The idea is to use her over the battlefield when there is a big battle happening. When the enemies have many counterspies in their ranks these will be killed by Amaterasu! Don't know if it works, but if it does and the unlucky opponent has an average of two counterspies per fort he loses 12.5% of his army! I will let you know if it works.

2 Archangel, the Norman Greater Being

Archangel uses his flaming sword to strike down on your enemies. You can either use the “use magic” button and hold the blue square over the target or, better, target him like you would any other unit. Thus selecting the GB, holding the cursor over the enemy target and right clicking to send Archangel to do his work.

The Norman Seat of Power Bonus is a Tax bonus for all your Norman subjects. They will lose only 7 loyalty when tax is collected instead of the normal 10 with other races. This is really a good bonus since it will generate 43% (10/7) more tax income for you than the other kingdoms, providing you have only Norman Towns. Calculating a little further will show that providing a good game start with getting at least one Norman town and hence a Norman town with at least 80 Civilians will generate 1200-2000\$ gold a year extra because of the Seat. Annual maintenance for the Seat is 800\$ so this way you will have earned your Seat back in a mere 3-4 years! The Rest is pure profit. And in the process you are building an Archangel too, which is very nice.

So knowing all this it is virtually a must to build the Norman Seat of Power. Only with small treasure you may have to wait a year but get it up as soon as you can anyway. But what to do with the Archangel? Well, the Archangel is really only useful when there is actually a battle. Otherwise do not bother to use him. He does minimal damage to buildings or towns so you should go for the Random Blessing when he is not needed immediately.

However, when you are fighting somewhere on the map you should send Archangel to the place of conflict. He is ideal for taking out the Generals or even the King. He simply inflicts much heavier damage to units than to structures.

There is no special tactic for Archangel; just think of him as a special unit you can use when you need him.

3 Athena, the Greek Greater Being

The goddess Athena has the ability to bless a group of your soldiers so that they are immune to all enemy fire for a period of thirty days. The group must have a general in order for the blessing to work! For use, click the "use magic" button and hold the blue square over the troops you want to bless, click again and they are immortal for thirty days. The blessing costs 100 pray points. More blessings for the same group will not add up to each other.

The Greek Seat of Power special Bonus is the free and automatic building of town walls and the repairs of town walls. This is also a better bonus than it seems since you can actually get the Seat of Power for free. We know that level 1 walls cost 500\$ to build and level 2 town walls cost 1000\$ to build so when you manage to get 2 towns in the first year you will have the following bill. Costs are Seat building for 2000\$ and one year maintenance for 800\$. Two towns with level 2 walls would cost you 3000\$. So you actually make 200\$ in the first year if you build the Seat. Furthermore, in the mid

and endgame you wont have to pay for wall repairs or walls for new towns. This will give you a lot more extra money then it seems.

Now on how to use Athena. To say it in short, she is hard to use well. You will need to have the entire squad you want to bless standing close together, but that is not that easy when you are in the middle of a war. The troops need to be close to the battlefield because you want them to stay immortal as long as possible. To do this all perfect is not easy. You will often end up Blessing parts of the battlefield hoping there is a general and some troops inside the square.

There are ways to ease things for you. For starters try to have Athena helping at the points where you really make sure you get everyone in. A good way in particular is a hit and run mission deep in to enemy territory. Use (Greek) cavalry for the mission against for example a Mage Tor and set the squad's mode to stand Ground. Exit the squad and start heading for the Tor. When you get into the danger zone, use Athena once on the group and take note of the date. The enemy will spot your units and may even attack. Just ignore them and use Athena every thirty days, go for that Tor and retreat when you are done. 16 Cavalry finish a Tor in no time so you have enough time to go in and out without losing a single troop.

Another good use for her is in defense since your troops will exit the forts in close formation and are easy to target with the GB. It can really save your butt when the Fryhtans are coming.

As you do not always have direct need for troop blessing you should press the random blessing button when the Seat is Idle and have no troops in need of aid on the map. Otherwise it can be smart to save up Athena when you are about to go in to battle. I personally feel that Athena is very good against the Exovum Mage Tors.

4 Baal Hammon, the Carthaginian Greater Being

Baal Hammon can deliver a devastating earthquake at your command. Click on the "Use magic" button and for 150 Praypoints Baal shakes the ground at the point you indicate. His earthquakes have an Epicenter meaning that buildings and units are damaged depending on their distance to the point Baal was targeting. A full Baal can summon three quakes in a row!

The Carthaginian Seat of Power gives a food production Bonus for your Kingdom. All peasants will produce 30% More food then normal when there is at least one peasant in the Seat. This means that you can either use more peasants as workers or soldiers or have more food to sell the AI. You should really try to get the Seat up as soon as possible since getting Baal to do his work and the extra food production are very important.

How to use Baal Hammon is not really a difficult question. The most important thing is to go for the three-notch combo. Three quakes destroy buildings while two “only” do massive damage. Especially the enemy towns will suffer heavily with the third quake. You do have to keep an eye open though. Baal can just as easily damage or even destroy your own buildings! Never use him too close to your own base unless you really have no other choice.

Baal is also excellent against enemy troops. If the enemy is stupid enough to attack you en masse and you can see him coming a couple of quakes will annihilate his force!

General opinion is that Baal is too strong. It simply seems unfair that he can ruin entire empires while Archangel, for example, can “just” kill an enemy general.

When you face the Baal exit as many civilians as possible after the first quake. The wagons can take two quakes so at least you won't lose your people. The Carthaginian Seat should be your main target and you should try to keep it from charging up fully at all times.

5 Chi Lin, the Chinese Greater Being

Chi Lin is able to attack your opponents with balls of fire. You can either click on the “use magic” button and right click a target or (better) select Chi Lin and right-click the target. This last method is recommended since it will take less time to control everything.

The Chinese Seat of Power gives a revenue bonus for all of your markets. All goods will generate 20% more profit than normal. It depends very much on the game settings whether building the Seat right away is advisable. As a rule of thumb you can take the profit of your markets. Since the Seat's annual costs are 800\$, you will need at least 4000\$ in normal market profits for the Seat to compensate. The Seat will then generate 20% more profit, and in the case of 4000\$ that would be 800\$. This is the so-called break-even point. There are of course also the initial building costs of 2000\$ on the one hand, and Chi Lin itself on the other hand. You will have to decide if you can spare the cash. One thing is for sure, when you build the Seat, trading will have a higher priority. My own opinion is that especially against AI you should build the Seat since AI always has full markets everywhere so you can pick them up and send them to your markets. In bigger multi-games trading can also happen, in a one-on-one it is very unlikely.

Chi Lin can be used in exactly the same way as Archangel. He does minimal damage to buildings and should therefore be used on mobile units only. Chi Lin is strong enough to take out several units and when you are able to spot them those units should be Generals or Ordos.

Using the Random event button is something you will have to do when there is no direct use for Chi Lin. It is not worth letting Chi Lin use his power on a building and it is better to go for luck in that case.

6 Dagodevas, the Celt Greater Being

Wielding his mighty Club, Dagodevas can strike down on your enemies. The targeting can again be done in two ways and like with Chi Lin and Archangel you should use the simple “right-click target” way.

The Celt Seat of Power gives a training Bonus to the Deruvids; they will train a lot faster than normal and will thus reach higher combat levels faster than other units. The Celt Seat should not be built immediately since you do not have any Deruvids yet and Dagodevas is not good enough to be worth the 2000\$ initial costs. In fact there are only a few occasions where it is really worth the money.

Having many Deruvids is the most important thing. They are very good archers and Brawlers and with the Seat they train very fast too. A second possibility is of course if you can easily spare the cash anyway. In any other case you should not build it.

You can use Dagodevas exactly the same way as Chi Lin and Archangel. He is very poor against buildings but can really do damage to mobile units.

As with Chi Lin, use the Random blessing when you have no use for Dagodevas.

7 Hanuman, the Indian Greater Being

At your command Hanuman can summon a tornado at any point of the map. There are two ways to summon the Tornado, first the “use magic” button. When you press it your cursor will show a small blue square, point the square over the target and click. The second way is right clicking the target. In the case of Hanuman it is wiser to use the first method since it is more accurate and enables you to use 4 tornadoes instead of 3. Each Tornado costs 100 pray points.

The Indian Seat of Power gives you a research bonus. All your research will require 30% less time to complete. This means that you should get the Seat up as soon as possible to get the best effect out of it. I think it is definitely worth the money since you can also look at it this way. With the Seat you

can research 10 projects where your opponents can do 7. So if you research two Military Methodologies and say advanced farming one it means that you need less soldiers to get the same firepower as your foes and need less peasants for farming. The main reason people are reluctant to build the Seat is the Greater being itself. It is considered one of the weakest. I shall try to put up a good word for Hanuman and give some tips on how to use Hanuman effectively.

The main problem for the Hanuman is the fact that the tornadoes seem very uncontrollable.

Targeting an enemy mobile unit is very ineffective since the unit will just move a couple of squares away and get minimal damage from the tornado. It is therefore that you should never use Hanuman on units, it is simply not worth it. So that leaves buildings as the only optional target. The tornado will do between 70 and 110 damage to any building so this does not seem very good either. There is a way though where you can guide the tornadoes a bit more. Notice that after a few moments the Tornado wanders of in a random direction. But it stops moving when another tornado is released! So you should unleash one tornado, wait till it goes off to a direction and unleash the second. Do the same with the third and if you are lucky the fourth and all four tornadoes will do serious damage like destroying even a Fryhtan lair!

The best targets however are enemy towns! If a town has no walls the town can lose up to 40 civilians. Of course a player can always quickly get wagons out, but that is only when he sees what is happening. The tornado is not seen as a hostile action and there will not be a warning on the bottom of the screen telling the town is under attack! In the heat of battle a player will often not know what is happening only to return to his base later seeing his main town lost 40 people.

Fryhtans are of course especially vulnerable since they cannot get the population out of the slave towns, which often don't have walls either! Never use the Random Blessing with Hanuman since there is always something to attack or destroy on the map.

Using the Hanuman requires some practice. Playing with the tornadoes is not the easiest thing but once mastered it can be very effective and before I forget to mention very fun as well. Add this knowledge to the research bonus and the Indian Seat of power is not as bad as many people think.

8 Isis, the Egyptian Greater Being

The very powerful Isis can increase the population in a town by 15 civilians at the cost of 100 pray points. Just click the "use Magic" button and hold the square over any town you wish to see grow. Isis is the best example of the "130 pray points-two uses trick".

The Egyptian Seat of Power gives a population growth bonus to all Egyptian towns under your command. The growth rate is 30% higher than normal. Now how good is this bonus? In my opinion it is good, but not great. The natural population growth is not that amazing so the 30% increase with Egyptians only is not that effective either. It takes very long for a town to grow from 40 to 60 peasants, with Egyptian towns and the Seat the growth would be 40 to 66 in the same amount of time, but we are talking years here. In all fairness I think that with the overpowered Isis, this bonus fits fine.

As said before the most important thing with Isis is that you use her as often as possible. Take her out every time she reaches 130 points and use her twice. This can really boost your population to gigantic quantities.

The more important question is whether to use Isis on Egyptian towns or on others. They both have advantages and disadvantages. First, using her on Egyptians will get you more loyal soldiers and civilians since they are the same race as the king. They also get the Seat of power growth bonus, which makes your population grow even further. The obvious disadvantage is the lack of diversity in your army. Chariots and Egyptian Infantry will be the main force in your army and this has its weaknesses.

Going for other races will not give you the Loyalty and population growth bonus but what you do get back very valuable too. Getting in many different nationalities will get you many different kinds of units on the battlefield to give you a much-needed supplement to the Egyptian ranged attacks. You can choose the race you want by simply hiring a cheap unit of that race and use Isis to breed a (spy free!!!) town of that race. Some good examples are Greek Cavalry and Carthaginian elephants for some stubborn close combat units. And Persian and Mongol Cavalry for getting some speed in to play. Why not get some forts full of Deruvids? Anything is possible with Isis.

In General, use Isis on Egyptians for the Farming and Tax part of your empire; use her on other races for the military purposes. Of course using the Random blessing is unthinkable; you cannot have too much population.

What goes for Baal Hammon goes for Isis too. Facing Isis, your primary goal should be the Seat. Destroy it as soon as you can. Isis is one of the most powerful, in some cases THE most powerful, Greater beings in the game. Many, including myself, think she is far too strong. It is for her that Egyptians will remain the most popular race in the game.

9 Mars, the Roman Greater Being

The Roman god of war can increase the leadership of your Roman Generals at the cost of 100 pray points. Target the generals inside their Forts using the “use magic” button to make sure you get it right. Mars can not increase leadership beyond 100.

The Roman Seat of Power gives a training bonus to all Roman units you train. They will start at Combat level 30 instead of 20. Of course in the same amount of time. Since both the Bonus and the Greater Being itself are not very powerful you should not put up the Seat unless you have a lot of extra cash. It is of course nice to see that Roman Cavalry begin at level 30, but if it is worth 800\$ a year is doubtful at least.

Mars could have been made a bit stronger in my opinion. For starters the fact that he only increases leadership of Roman Generals is a pity. For conquering independent towns you have your King or a hired general. Second, the fact that he cannot increase to levels higher than 100.

There are some good things too. Very often you can find a general in an Inn with High leadership but poor combat skills. Knowing that Generals don't really increase their combat skill inside the fort your Generals can be very vulnerable. With Mars, you can hire a high Combat level general and leadership does not matter that much. Also, Mars can get you the very valuable High Leadership spy generals.

Pressing the random Event button will occur more often with the Roman Seat than others. There are simply not always enough Generals to use him on. When the choice is between increasing a General with 68 leadership to 98 leadership or going for the Random Event, I always go for luck in these cases and take the Random event.

10 Mithra, the Persian Greater Being

Mithra has the capability to see inside your opponents' buildings for 100 pray points per building.

You can use two ways to use his power. You can use the “use Magic” button or right-click the target building when you have the Mithra selected.

The Persian Seat of Power gives you as I call it a diplomacy bonus. Every time someone breaks a treaty with you he will receive twice the Normal reputation penalty. This goes for Trade Treaties, Friendly Treaties, Alliance Treaties and Peace Treaties (You have this when you are not at war). The Penalty depends heavily on your own reputation. When it is below zero the penalty is zero, when your Reputation is over 50 the penalty can be quite severe.

The Persian Seat and its Greater being are probably the weakest in the game. The Diplomacy Bonus is virtually useless since players will be reluctant to get treaties with them. Against AI it can work but even then it is never worth the money.

Mithra itself is pretty weak too. Since the opponent is able to see what buildings the Mithra targets, he can see and rebuild that building. When I heard of the Mithra being able to see in to buildings I really hoped he was like the Greek Phoenix from 7kaa. The underestimated Phoenix could fly over enemy territory and watch into ALL buildings. Not permanently, but the Phoenix could give me great information about enemy strength, loyalty and more. Selling this information in bigger free-for-alls was entertaining to say the least. Mithra, sadly, can not do that.

Building the Persian seat of power should therefore be one of the last things you should do with your money. Only if you are bathing in cash you can think about it. Do it for the Random event in this case.

I think it is in some way correct that the Persians have such a poor Seat. They have some of the best military units in the game, so it sort of evens things out.

11 Tengri, the Mongol Greater Being

The Mongol Tengri can change the hearts of enemy units; there is a good chance that the targeted unit will join your kingdom. Each conversion attempt costs 100 pray points. You can use the “use magic” button for the conversion but better is to just right-click the target. If you manage to convert an enemy general or Ordo he will bring his troop with him. The process will not work on All Highs and Kings.

The Mongol Seat of power gives you an assimilation bonus. All your generals are able to lower resistance towards you in independent towns by 20 more than normal. This means that even a level 35 leadership general can get the resistance under 50. It also means that the General does not have to be of the same race as the independent town.

Naturally, you should build the Seat as soon as possible to get the Maximum out of this bonus. It will also cost you less money since you do not need to hire high leadership Generals for assimilating independent villages.

It is very obvious which units you want the Tengri to convert; Generals or Ordos. When used good and with a little luck you can really turn the battle if you convert a general and see the entire troop join your side! The hard thing is to find and target the General. First, the finding. When there is a battle quickly cycle through the enemy units until you find the general. Once found it is best to wait

till the general is not moving, so it is easier for the Tengri to perform his stunt. When you think the General is in a good position, select the Tengri and right-click the General. The Tengri will now fly to the target and try to convert him. When successful, smile and see if there are any other Generals to convert. When it fails, do not panic. Select the Tengri again and try again.

The Problem with the Tengri is that you do not know what you will get when you send him out. I have as yet not been able to find a pattern in the conversions. I have had High Leadership, high combat and very Loyal Generals converted on the first attempt, while some lousy unloyal general still chose my side after three attempts. Even if there is a pattern, there must be a random factor too, which makes the Tengri unpredictable.

My opinion is that the Tengri is one of the best Greater beings. I send him along with attacks and even if he does not manage a conversion, he surely scares the opponent. He will try to get his troops away from the Greater being and thus get shot to pieces by the Mongol Cavalry.

As said before the Tengri is hard to use properly, but once you get the hang of it, he is one of the most useful Greater Beings.

12 Thor, the Viking Greater Being

The Viking god of thunder can summon devastating lightning strikes that will fry your enemy. You can use the "Use magic" Button and click the target or (better) right-click the target to summon the lightning.

The Viking Seat of power gives a combat bonus for all Viking units in your army. Both the regular infantry and the Axe-Thrower will be able to use their Berserker attack 25 points earlier than Normal. For both this is at combat level 25. It depends heavily on the situation whether to build the Seat right away. If you do expect some quick battles you should definitely build the Seat. The Berserker capability at level 25 gives you a lot of extra power in the early game and a Viking God of Thunder too if you can spare the manpower.

Thor can roughly be used in the same way as Archangel, Chi Lin and Dagodevas. There is one big difference though. Thor does not have to be exactly above the Target, which makes Thor the best Brawler greater being. He can be almost a screen away and still hit the target. Of course you should go for Generals and Ordos.

Building the Viking Seat of power is very desirable; it does not have to be at the very start of the game because you may need the cash for other things at that point. But by mid-game you should have it. Both Thor and the Combat bonus are too good to neglect.

Another thing I have to mention about Thor are the magnificent Graphics. The Thor lightning is one of the most beautiful elements of Seven Kingdoms 2.

Appendix C: Espionage Statistics

1 Assassination

First, let's have a look on what has any kind of influence on the success of bribing a general or any other soldier.

Positive influence on the success of assassination:

- Spy skill
- Spy Hitpoints
- Advanced Assassination (these 3 have the most influence)
- Other spies of the assassination nationality and their spy skill (advanced assassination will be considered for them as well)

Negative influence on the success of assassination:

- Target Hitpoints
- Target Spy Skill (in case he has one)
- Advanced counter-espionage
- Counter-Spies and their spy skill
- Other soldiers inside the fort/camp and their hitpoints
- Target is a king

If there is any other soldier inside the building there is always a chance to get caught even after a successful assassination. The chance to get caught is 20% higher than the chance that the assassination fails!

Every further spy beside the executing spy has a positive effect on the success of the spy action or in case of a counter-spy a negative effect where the effect of a counter-spy is always double as much as the effect of any additional assassination helper! Only the spy skill of the helpers will be considered and not any hitpoints like it is for the executing spy. All other units inside the fort/camp which are counter-spies will have influence with their spy skill as well or in case they are just soldiers with their hitpoints on the success of the assassination, but a spy skill will help more in general.

It's always harder to assassinate a king. Such a spy action leads to a significant success penalty.

The same is true, if somebody tries to assassinate a spy (not knowing of course), but this highly depends on the spy skill of that spy.

The hitpoints of the executing spy are half as much important as his spy skill.

If the target general has no spy skill only his hitpoints save them from dying. But this means also that it's an almost impossible mission to assassinate a 1000 HP general without any help.

Advanced assassination is half as much worth as a 100 spy skill! The same is also true for any counter-spy and additional assassination helper, but their influence is finally only half as good as the one of a counter-spy.

Some attempts to make bribing more visual. If the executing spy has a skill of 50 the target unit must have 100 HPs more than the spy to equal the chances again (in fact it would be zero then).

If the spy also knows advanced bribing the target unit would need additional 100 HPs.

To equal advanced assassination a unit always needs 100 HPs more than the spy to be 100% safe from any assassination. To equal the spy skill somebody has to multiply the skill by 2 to get the additional necessary HPs.

A counter-spy with the same spy skill as the executing spy will reduce the effect of the spy skill of the executing spy by the half. If he kingdom even knows advanced counter-spy it will totally equal the spy skill of the executing spy.

Following some examples:

General HPs	Counter-Spy skill	Advanced counter-espionage	Assassination spy skill	Assassination HPs	Advanced Assassination	Chance
100	0	No	50	100	No	>0%
200	0	No	50	100	No	0%
200	0	No	50	100	Yes	>0%
300	0	No	50	100	Yes	0%
200	100	No	50	100	Yes	0%
200	50	Yes	50	100	Yes	0%

Last note about assassination: To equal the bonus of a king the spy needs 50 additional spy skill points or 100 more HPs than he usually would need to have exactly a zero percent chance. All estimations have been made referring to a zero percent chance which might seem strange, but

actually it's easier to calculate this way, because if you have just a little bit better values you will have quickly a 100% success chance so this numbers gives a pretty good overview though.

2 Stealing Technology

Again, first let's investigate the different factors which have influence on stealing technology.

Positive influence on the success of stealing technology:

- Spy skill
- Other spies of the same kingdom and the sum of their spy skill

Negative influence on the success of stealing technology:

- Counter-spies and the sum of their spy skill
- Spy skill of the best counter-spy
- Advanced counter-espionage

In best case a spy with a skill of 100 has just a chance of 80% (spy skill minus 20 determines the basically chance). Any assistance will increase the chance by 12,5% of his skill in case that the opponent has a counter-spy inside the fort/camp and has researched advanced counter-espionage, otherwise any assistance will increase the chance by 10% of his spy skill. This looks like a contradiction first, but it's only a technique to weaken the ability of one counter-spy.

In case that the target kingdom researched advanced counter-espionage, 20% of the sum of all counter-spy skills will be subtracted from the chances for the enemy spy. Further 20% of the best counter-spy skill will be subtracted from that number. Without advanced-espionage it's only 12,5%. In both cases, at least one counter-spy exist in the fort/camp, additional 16% will be subtracted from the chance (without any counter-spy it's 20%).

Following some examples:

Spy skill	Sum of assistance spy skills	Best counter-spy skill	Sum of counter-spy skills	Advanced counter-espionage	Chance
100	0	0	0	No	80%
100	100	0	0	No	90%
100	0	50	100	No	65%
100	0	50	100	Yes	54%
100	100	50*	100	Yes	67%
100	100	80*	100	Yes	60%

* These examples show that it's better to have one very good counter-spy and one weak instead of two average counter-spies (80,20 is better than 50,50)!

3 Create Incident

Same like *Stealing Technology*. As counter-spies will be also considered the possible spies of the second kingdom with which you try to create the incident (rare case).

4 Bribing

Bribing is one of the biggest secrets of 7K2 as there is no bribing chance given like it is for assassination for example and somebody can easily waste gold (even if he is successful).

Positive influence on the success of bribing:

- Spy nationality like target unit
- Spy kingdom's nationality like target unit
- Advanced bribing
- Spy kingdom's reputation (this can also have a negative influence!)

Negative influence on the success of bribing:

- Target unit loyalty
- Soldiers under control of target unit
- Population of towns under control of target unit (in case it's a general)

The following units are impossible to bribe:

- King
- Spy
- Unit with loyalty of 100

So never waste your gold on those units!

There is a difference between bribing a general or a soldier. The difference is that a general might have control over soldiers as well as about a town (or more). In case more than one general has a linked fort to a town the sum of population will be divided among them.

Following some examples:

Spy skill	Advanced bribing	Kingdom reputation	Same nationality	Kingdom nationality	Target Unit loyalty	Soldiers under control	Population under control	Bribing amount (Chance)
70	No	10	No	No	80	15	45	4000 (90%), 3000 (40%), 2000 (0%), 1000 (0%)
70	No	10			55	15	45	4000 (100%), 3000 (85%), 2000 (35%), 1000 (0%)
70	No	10			80	0	45	4000 (100%), 3000 (85%), 2000 (35%), 1000 (0%)
70	No	10			80	15	0	4000 (100%), 3000 (85%), 2000 (35%), 1000 (0%)
70	No	55			80	15	40	4000 (100%), 3000 (85%), 2000 (35%), 1000 (0%)
70	Yes	10			80	15	40	4000 (100%), 3000 (100%), 2000 (90%), 1000 (0%)
70	No	10			90	15	90	0% always!
70	Yes	10	Yes	Yes	90	15	90	4000 (100%), 3000 (100%), 2000 (15%), 1000 (0%)

Advanced bribing has direct influence on the bribing amount effect! It will double the effect of the bribing amount, but won't change the influence of any other factor like spy skill for example.

The bribing amount will give additional success chances between 50% and 200% (1000-4000 gold) and in case of advanced bribing 80%-400%! Spy skill, target loyalty and spy kingdom's reputation have a one to one influence, they are all equal to each other in their importance. The influence of controlled soldiers and population is more than one to one, each soldier counts as 3.

Bribing chance will improve by 10% if the spy has the same nationality as the target unit has and by another 10% if the kingdom of the spy is the same nationality as the target unit is. However, if the loyalty of the target unit is higher than 60 the difference will be subtracted from the bribing chance additionally (loyalty above 60 counts double)!

If a general controls a big troop and especially has control over big towns it's quite hard to bribe him. On the other hand, a simple general which is just about to capture a town without any soldier inside his fort/camp is a quite cheap target.

Appendix D – Items and Their Effect

- Berserker Sword – Close attack +5
- Bow of Odysseus – Range attack + 5
- Aegis Shield – Defense + 5
- Excalibur – Combat level + 30
- The Art of War – Leadership +20
- Raptorsclaw – Attack Speed + 2
- Ring of Life – Recover Life
- Boots of Hermes – Speed + 2
- Aegis Field – Absorb Hits
- Staff of Invincibility – Invincibility
- Heartchanger – Decrease Enemy Loyalty
- Cyrostaff – Freeze Enemy
- Heimdall's Horn – Summon Fryhtan
- Unseen Torque – Invisibility
- Vistastaff – Scouting Range
- Cordial of Combat – Berserker Damage
- The Art of Training – Increase Training Speed
- Seven different Banes – One for each Fryhtan race
- Judas Ring – Convert an Opponent to your side
- Judas Rod – Convert an entire town to your side
- Neutralizer – Turn a town to independent
- Unseen Torque – Invisibility

Appendix E: Treasury Options

Plan your strategy before the game begins. Therefore you need to know what treasure you begin at which treasure option. Here is an overview for Fryhtan players as well as human players.

Treasure	Food	Human gold	Fryhtan gold	Life points
Small	5000	4000	2000	800
Medium	5000	7000	3500	1500
Large	5000	12000	6000	2500
Huge	5000	20000	10000	4000

Appendix F: Technical Support

1.0 Seven Kingdoms Tournament Online

So far there is only one well known and sponsored (by Enlight) 7K tournament online. With the release of 7K2 this situation may change. Anyway, the players of that tournament are known for their friendliness. If you don't know them yet, take a chance and come to the Online Family of Seven Kingdoms.

You can find it at <http://www.iacme.net/7k2/>.

1.1 How To Join - Necessary Programs

Next there are some programs and files listed, which you need to download before you can fully enjoy 7K online. Sure, you can play without them since 7K has an own lobby for match-finding, but living without ICQ is just not the same internet feeling. While, for example, Gozilla is only a program that helps you to download files faster, there are others that make playing games online just more enjoyable. But if you don't have a program to download files quickly you should consider downloading and installing Gozilla first.

1.1.1 Gozilla

This program is not a „*must have*„, but a very helpful one, and not only for downloading 7K files. It will reduce all your download times drastically and there is a freeware version available. Get it before you start to download anything else. It has many auto functions and it's very easy to use. Once you have used it you won't be able to do without it ever again.

You can get the file at <http://www.gizmo.net/>.

1.1.2 Seven Kingdoms Update

On Aduns Tournament Homepage and Realms of the Kingdom (webmaster WindyCloud and Reno) there is always the latest info about 7K and 7K related stuff as well as several message boards for 7K. In order to play 7K you need the latest patch. Make sure that you have it. Check Enlight's Seven Kingdoms II homepage and there check the flash news (in case you have a German version of 7K go to the German web site of Enlight and follow the Seven Kingdoms II link and then go to

“Kurzmeldungen”).

In the main menu of 7K you can see the actual version number to be sure that everything is ok.

1.1.3 ICQ

Due to the fact that the 7K lobby server is not always up or causes some problems sometimes, it's still better to have another program to get in touch with each other. Not only that, this program offers so much that it's worth to install it anyway. The program you will need is called ICQ (I seek you). You can get it at www.mirabilis.com. With that program you can have a big contact list not only for 7K, but lots of other people as well. The number of ICQ users is incredibly high and if you want to get in touch with anyone from round the world, just check the random function or look for some with special criteria.

With ICQ you can chat, send messages to other users as well as see who is online! The most important thing. You can get ICQ Contacts (everybody has an unique ICQ#) on the Tournament Page. Also it's possible to send contact lists so if you did get in contact with one of the tournament players just ask him to send you his 7K Contact List and you save the time of adding everybody step by step.

Probably, you often want to get in touch with other 7K players. Therefore you have to check who is online or send some players a message when you are online and in that way you can make appointments, but don't forget that other players may live in different time zones!

1.1.4 WSPing32

You don't really need this program, because there are alternatives to finding out how good your connection is to someone, but download it for three reasons anyway:

First of all, it's a small file. Second, the alternative program called „Ping„ is a DOS program. Lastly and most importantly, it gives you many more options than „Ping„ does like finding out why a connection is not good (though you probably will need other programs to fix it).

The program will tell you the how good a connection to one player is. In 7K the server offers a similar service, but if you want to play without the lobby you need a tool to test connection with each player before you begin a big game though. Make sure that the host has the best connection to everyone.

1.1.5 How to Get Started In a Game

The easiest way is of course the lobby created by Enlight. However, if the lobby server is down

there is still another easy way left how you can play even without a server. First of all you have to get in contact with other players via ICQ. Go into a chat with some guys (women) or just send them a message.

Next you need to check the „*Info*„ of the host via ICQ. You will see his IP there, if he hasn't made it invisible. (Then you'll have to ask him for it.)

Copy (with your mouse or by selecting it and pressing „*CTRL+C*„) the number so you don't have to write it down. You can paste it later when you need it.

Next check your Ping to the person with WSPing32 or by going to the start menu and run (type in there) „Ping IP#„, where IP# the number is which you just copied. If you use the DOS program you will have to watch the screen carefully, because it likes to disappear after it terminates (depending on your Windows Settings options for the program). You will see some numbers like 350 ms and so on. If you see timeouts, you will have serious problems. It means that packets that were sent to the other PC were lost. In a game it will cause lags where everything is frozen for a second. Without any timeouts (packages loss) and a Ping below 600 you will have a good running game. Games with Ping less than 400 ms are really fast. Try to find such a host.

A final word about Pings, what do they mean? They tell you how long one package from your computer to another one takes in milliseconds. Hence, the lowest Ping is the best.

Now you have the IP# of the host and you know that the connection is OK. Then close ICQ and launch 7K. It's better to close ICQ, because it always runs in the background and uses Resources, and it can cause crashes sometimes due to the fact that 7K and ICQ both communicate via the internet.

In the 7K main menu choose multi-player game and TCP/IP Connections then as well as „*create*„ or „*join*„, a game depending on whether you are the host or not. The program will ask you for an IP# if you want to join a game. Paste the number you copied before with your mouse or keyboard („*CTRL+V*„).

1.1.6 Continuing Crashed Games

In case you don't use the lobby again do the same as just described above. Get the IP# if you don't have it still. Close ICQ and launch 7K. Then go to multi-player games and reload the file. In general the save file at the top is the most recent one. The first one is saved every month automatically during a game. The second one less regularly and the third one only by manually saving. Make sure that all players are reloading the same one. In general you can expect that the hosts will host as soon

as possible again with the first save game. No need to launch ICQ again, but not everybody has that habit already.

Now, the host has to reload and then „*Create*„, the game while all other players have to reload and „*Join*„. Next you will need to type in the IP# of the host, which you hopefully did copy (just use „*Paste*„ then or „*CTRL+V*„).

If some players don't have time to continue a game, just make a folder for that game and copy all free save game files into it. They are all called „*.svm„ („auto.svm„, „auto2.svm„, and „multi.svm„).

You can copy them back into the original folder to continue then. Anyway, be aware that your auto files will be overwritten very quickly whenever you start a new game.

2.0 Seven Kingdoms Related Links

2.1 Seven Kingdoms Tournament: Kingdoms of Kontention

<http://www.iacme.net/7k2/>

Tournament Director is Adun. He is doing a very good job. You can find us playing regularly there.

2.2 Seven Kingdoms home page: Realms of the Kingdoms

<http://7k.gamestatistics.com/main.shtml>

WindyCloud and Reno are the Webmasters there and they are doing a very good job too.

2.3 Enlight's Homepage

Check their news flash frequently for latest patch and info about 7K!

<http://www.enlight.com/>

Appendix G: Unit Statistics

These statistics were originally created by Adun and have been edited by Majesty and Amarok to get some further overviews to compare human units.

1 Human Units Overview – with research

		Endurance		Close combat										Range attack					
Nationality	Unit type	#	V	Combat level and relative position					Combat level and absolute value					Range attack level and position			Range attack level and value		
				20	40	60	80	100	20	40	60	80	100	20	50	100	20	50	100
Carthaginian	Infantry	3.	54	20.	21.	21.	20.	20.	47	51	52	56	69	-	12.	12.	0	43	55
Carthaginian	Special Unit			24	7.	10.	12.	11	40	74	74	74	86	-	-	-	0	0	0
Celt	Infantry	4.	53	19.	20.	16.	17.	18.	49	52	63	65	77	-	-	-	0	0	0
Celt	Special Unit			12.	4.	5.	7.	7.	56	81	81	81	93	3.	8.	5.	51	57	77
Chinese	Infantry	7.	47	1.	1.	1.	1.	1.	90	98	106	116	137	-	13.	13.	0	36	47
Chinese	Special Unit			5.	2.	2.	2.	2.	71	93	93	98	111	-	-	-	0	0	0
Egyptian	Infantry	5.	49	22.	22.	23.	23.	23.	46	49	51	53	65	4.	10.	9.	48	52	67
Egyptian	Special Unit			23.	24	24	24	24	43	46	46	48	58	7.	3.	5.	44	64	77
Greek	Infantry	1.	60	2.	6.	6.	5.	5.	75	78	79	83	104	-	-	-	0	0	0
Greek	Special Unit			4.	5.	3.	3.	3.	72	79	92	94	109	-	-	-	0	0	0
Indian	Infantry	10.	45	13.	15.	18.	18.	16.	53	57	60	64	79	-	9.	10	0	53	65
Indian	Special Unit			7.	10.	14.	14.	14.	59	64	64	69	83	7.	2.	2.	42	65	80
Japanese	Infantry	6.	48	18.	18.	17.	16.	17.	51	53	62	66	78	-	-	-	0	0	0
Japanese	Special Unit			3.	3.	4.	4.	4.	73	82	82	89	105	9.	14.	14.	31	32	44

Mongol	Infantry	8.	46	13.	15.	13.	10.	7.	53	57	69	76	93	-	-	-	0	0	0
Mongol	Special Unit			17.	18.	20.	22.	22.	52	53	55	55	68	4.	1.	3.	47	66	79
Norman	Infantry	2.	56	13.	17.	19.	19.	19.	53	56	57	60	75	-	11.	11.	0	50	62
Norman	Special Unit			13.	9.	12.	10.	12	53	70	70	76	85	-	-	-	0	0	0
Persian	Infantry	8.	46	20.	22.	21.	20.	20.	47	49	52	56	69	5.	3.	3.	47	64	79
Persian	Special Unit			7.	14.	9.	8.	10.	59	60	75	79	91	1.	6.	7.	58	61	76
Roman	Infantry	11.	40	11.	13.	14.	15.	15.	58	61	64	67	82	-	-	-	0	0	0
Roman	Special Unit			6.	8.	11.	13.	13.	65	72	72	73	84	-	7.	8.	0	60	74
Viking	Infantry	12.	35	7.	11.	8.	9.	9.	59	63	76	78	92	-	-	-	0	0	0
Viking	Special Unit			7.	12.	7.	5.	6.	59	62	78	83	95	-	3.	1.	0	64	81

2 Human Units Overview – without research

		Endurance		Close combat										Range attack					
Nationality	Unit type	#	V	Combat level and relative position					Combat level and absolute value					Range attack level and position			Range attack level and value		
				20	40	60	80	100	20	40	60	80	100	20	50	100	20	50	100
Carthaginian	Infantry	3.	54	21.	21.	21.	19.	21.	37	39	42	45	56	-	12.	12.	0	33	46
Carthaginian	Special Unit			15.	16.	19.	19.	22.	40	42	44	45	56	-	-	-	0	0	0
Celt	Infantry	4.	53	17.	20.	8.	10	13.	39	43	46	50	64	-	-	-	0	0	0
Celt	Special Unit			9.	9.	14.	14.	17.	46	48	49	52	61	2.	4.	1.	41	44	66
Chinese	Infantry	7.	47	1.	1.	1.	1.	1.	73	82	89	96	117	-	13.	13.	0	28	37
Chinese	Special Unit			2.	2.	3.	3.	3.	58	60	63	66	83	-	-	-	0	0	0
Egyptian	Infantry	5.	49	23.	22.	23.	23.	23.	36	38	40	43	54	3.	6.	4.	38	41	56
Egyptian	Special Unit			24	24	24	24	24	34	35	38	38	48	6.	11.	11.	34	36	47
Greek	Infantry	1.	60	3.	2.	4.	5.	2.	57	60	63	65	88	-	-	-	0	0	0
Greek	Special Unit			4.	2.	4.	4.	3.	56	60	63	66	83	-	-	-	0	0	0
Indian	Infantry	10.	45	13.	11.	15.	15.	15.	41	45	48	51	63	-	9.	4.	0	38	56
Indian	Special Unit			6.	6.	8.	7.	7.	47	50	53	57	72	7.	9.	6.	32	38	55
Japanese	Infantry	6.	48	17.	19.	11.	13.	12.	39	41	52	54	66	-	-	-	0	0	0
Japanese	Special Unit			15.	16.	11.	10.	7.	40	42	52	55	72	8	14	14	21	25	36

Mongol	Infantry			17.	13.	6.	6.	5.	39	44	59	63	79	-	-	-	0	0	0
Mongol	Special Unit			13.	16.	19.	19.	19.	41	42	44	45	58	4.	6.	7.	37	41	54
Norman	Infantry	2.	56	17.	14.	18.	16.	14.	39	43	46	50	64	-	5.	9.	0	43	53
Norman	Special Unit			11.	14.	16.	16.	16.	43	43	47	50	61	-	-	-	0	0	0
Persian	Infantry	8.	46	21.	22.	21.	22.	20.	37	38	42	44	57	5.	3.	7.	35	47	54
Persian	Special Unit			6.	6.	8.	9.	11.	47	48	51	55	70	1.	2.	3.	47	49	63
Roman	Infantry	11.	40	10.	9.	13.	10.	10.	45	48	51	55	70	-	-	-	0	0	0
Roman	Special Unit			11.	11.	16.	18.	18.	43	45	47	49	60	-	1.	2.	0	51	65
Viking	Infantry	12.	35	6.	5.	2.	2.	6.	47	51	65	68	78	-	-	-	0	0	0
Viking	Special Unit			5.	6.	7.	7.	7.	48	50	55	57	72	-	8.	10.	0	40	51

The Endurance value gives you an idea of how much time would it take to kill a unit in close combat (against a Greek Soldier). Special units haven't been tested yet. The other values given in the sheets are either the position of that unit compared to all other human units in 7K II or their absolute attacking value. In other words, how much damage they cause within a specific time.

Analysis

You can now see that Enlight balanced the infantry units of the game. Some units that used to seem just the same are now totally different! For example: Viking and Celt infantry used to seem "normal Brawlers", close combat very similar guys. But now we know that even though they seem to have similar success in close combat battle, its because their durability and attack levels are compensated. Vikings have a great attack level, making them very powerful; but they are not much strong, (low endurance) so they will die faster in the battle.

Celts in the other hand, don't have the great attack level of Vikings, but are much more durable, and will stay longer in battle. If you just play normal you won't notice the difference, but now you know that you should use Vikings for short quick battles and Celts for the long "till death war". You could totally change your strategies using the data contained in this table. There is also some very interesting stuff I found: Finally, remember that you must also consider the archery aspect of the combat, which is not shown in this table. Normans seem weaker than Mongols, but when shields and arrows come in consideration things will change.

Appendix H: Superheroes

All heroes with a combat level of 201 or more WILL have a superpower, depending on the nationality of the hero:

Nationality	Freezer Power	Multiple range attacks	Force Field
Chinese		Infantry	SPU
Greek			Infantry, SPU
Mongol	Infantry	SPU	
Norman		Infantry	
Celt	Infantry	SPU	
Japanese	Infantry	SPU	
Carthaginian	SPU		Infantry
Indian		Infantry, SPU	
Roman			Infantry, SPU
Viking	Infantry	SPU	
Egyptian		SPU	
Persian		SPU	Infantry

Appendix I: Credits

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Ernest "Augustine" Barnes - Editor of the Seven Kingdoms II Strategy Guide. The one that persevered through several Word crashes and edited more than 190 pages just for you!

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Seven Kingdoms II

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