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## INSTALLING THE GAME

Before you get started, please make sure your system meets the minimum system requirements listed below. You must install the Warlords IV: Heroes of Etheria™ files to your hard drive and have the Warlords IV: Heroes of Etheria CD in your CD-ROM drive in order to play this game. To install the game, insert the CD into the CD-ROM drive. When the pop-up window appears, click on the Install option. If you have disabled the Windows® Autorun function, or if it does not operate, explore the CD and double-click the Setup icon. Follow all on-screen prompts to complete the installation.

### System Requirements

To run Warlords IV: Heroes of Etheria, you need the following minimum system requirements:

- **Supported OS:** Windows® 98/Me/2000/XP (only)
- **Processor:** Pentium® II 450 MHz, AMD® K6-3 450 MHz or better (Pentium® III 450 or AMD® K6-3 500 recommended)
- **RAM:** 128 MB RAM (256 MB for Win XP)
- **Video Card:** 32 MB DirectX 9.0b-compatible video card required (GeForce™2 or better recommended)
- **Sound Card:** DirectX 9.0b-compatible sound device
- **DirectX Version:** DirectX 9.0B (included on CD)
- **CD-ROM:** 8X CD-ROM drive (not recommended for use with CD-RWs)
- **Hard Drive Space:** 1 GB of hard drive space
- **Peripherals Supported:** Windows-compatible pointing device
- **Multisplay:** Support for 1-8 players LAN or Internet; 56k DirectPlay®-compatible modem or broadband required for Internet/LAN play

The game requires that DirectX 9.0b or higher be installed to your hard drive. The option to install DirectX 9.0b appears during game installation. At the end of installation, you are prompted to register Warlords IV: Heroes of Etheria electronically.

### Electronic Registration

If you did not register your copy of Warlords IV: Heroes of Etheria after installation and wish to do so later, select the Start button from your desktop, click on Programs, click on the folder that contains Warlords IV: Heroes of Etheria, and click on Electronic Registration. Follow all on-screen prompts to complete the registration.

### Uninstalling the Game

Select the Uninstall option from the Autorun menu, or choose Settings from the Windows Start menu and select Control Panel. In the Control Panel, select Add/Remove Programs, left-click on Warlords IV: Heroes of Etheria, and click on the Add/Remove button. The game and all its components are then removed from your hard drive, except for data that was changed after the initial install (i.e., save games, character data, and your game options file). These can be found in the install path default: C:\Program Files\Ubi Soft\Infinite Interactive\Warlords IV.

## Getting Started

Every time the CD-ROM drive is closed with the CD in place, the Warlords IV: Heroes of Etheria Autorun menu appears with options to run the game, install DirectX, view the manual or Readme.txt file, or uninstall the game. The game can also be started by opening the Start menu, selecting Programs, choosing the folder where the game was installed, and clicking on the Warlords IV: Heroes of Etheria program icon.

If you click Tutorial Mode on the main screen of Warlords IV: Heroes of Etheria, help dialogs appear to guide you through the game. These dialogs can be activated at any time on that screen by pressing the F1 key.

For complete and specific “how to play” information, please refer to the appropriate sections of the manual. Note that some changes were made too late to include in this manual. Please read the Readme.txt file in your game folder for more information.

## Saving Games

Warlords IV: Heroes of Etheria requires space on your hard drive for saved games and temporary files. Each saved game can take up to 1 MB of hard drive space.

## Website

Further information, including FAQs, extra scenarios, and other extra material can be found on <http://warlords4.ubi.com>, or on the Infinite Interactive website: <http://www.infinite-interactive.com>.

## ESRB

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

## INTRODUCTION

Warlords IV: Heroes of Etheria is a successor to the Warlords series of turn-based strategy fantasy games, filled with combat, heroes, and magic. Warlords IV: Heroes of Etheria is all about producing units, exploring the world, and building an empire.

## STARTING THE GAME

### Main Menu

The Main Menu appears after the opening movie has played. Press the Esc key to skip the movie. There are seven options on the Warlords IV: Heroes of Etheria Main Menu.

- **Single Player:** Play a single-player game against up to seven computer AI players, on either a Skirmish or Random map – or battle your way through the campaign (for details see page 6).
- **Multiplayer:** Play other human Warlords via IPX LAN, TCP/IP LAN, Internet (TCP/IP), ubi.com™ (Internet), Hotseat Play, or Play by Email. For details on how to play multiplayer, see page 7.
- **View Warlords:** View all your current Warlords, their bonuses, and their capital city. You can also delete any unwanted Warlords from this screen.
- **Options:** Set options for graphics, audio, and game. You can also view the credits. For details on the options available, see page 9.
- **Editor:** The editor allows you to create your own exciting scenarios to play by yourself against the computer, or with your friends. All existing scenarios are fully customizable. Every aspect of the scenario, including terrain, buildings, sides, and game options, is available to be edited. For full instructions on how to use the editor, see page 33.
- **Tutorial Mode:** If this button is turned on, help screens will appear to guide you through your next battle – either in single player, multiplayer, or campaign.
- **Quit:** Exit to Windows.



### Campaign

The Warlords IV: Heroes of Etheria campaign is story based, battling through over ten scenarios for possession of all 32 provinces of Etheria. From your home province, you must conquer neighboring regions, occupy enemy citadels, and take control of their forces. As your treasury grows, heroes offer to join you in battle, and allies flock to your banner. Your Warlord and retinue are carried forward from battle to battle, growing stronger and more powerful.

The campaign is available in multiplayer over LAN, Internet, Hotseat Play, and Play by Email.

## Creating a New Warlord

To play the campaign, choose either:

- Single Player from the Main Menu, and then Campaign.
- Multiplayer from the Main Menu, then your connection method, then Campaign.

The Create New Warlord screen appears. You need to type in a name for your Warlord and a name for your capital city. To select a portrait for your Warlord, use the forward and back arrow buttons below the portrait.



You need to choose a class for your Warlord. Do this by selecting a Major Ability and a Minor Ability from the two list boxes. The class is calculated automatically from the two abilities, so try as many combinations as you like. The complete list of Warlord abilities and classes can be found on the foldout card.

Your Warlord also chooses a Favored Race from the list box. This becomes your starting race for the campaign, and whenever you lead this race, you gain a +1 Morale bonus. Clicking on OK accepts the new Warlord and takes you to the Campaign screen.

## Selecting a Warlord

If you already have some Warlords created, the Select Warlord screen appears and lets you view all Warlords currently available in a list box. To view more information about your Warlord and the capital city, left-click on the portrait. You can scroll up and down until you find your desired Warlord, click on the name, then press Select to take you to the Campaign screen.

If you do not want to use any of your existing Warlords, you can select the Create New Warlord name, which appears last in the list box. Then when you press Select, it takes you to the Create New Warlord screen described above.



## The Campaign Screen

This screen shows your Warlord's progress in the campaign. If you click on the Borders button, red borderlines will appear on the map. You can set the campaign difficulty in the list box to one of four levels, from Knight (easy) to Emperor (very hard). There is also a View Video list box, which you can set to Never if you do not want video, or choose View Previous to bring up a list of videos you have already seen.



To start a battle, left-click on an available province, designated by crossed swords or a book icon. The book icon represents a province that will advance the story. Sparkles will then appear. To gain information about provinces on the Campaign screen, you can right-click on the desired province and a dialog appears, giving you the name and bonus. Click OK to start the battle.

If your Warlord has already gained a bonus to lead other races, a dialog appears, allowing you to choose which race you will play from the list box.

## Winning a Campaign

You win the campaign when the ten storyline provinces are conquered. This does not mean that you have to end your conquest of Etheria – you can continue to conquer provinces once or many times more, until all 32 are yours.

# SINGLE PLAYER

Select Single Player from the Main Menu, then either Skirmish or Random Map to go into battle against up to seven AI opponents.

## Skirmish

When you select Skirmish, you are taken to the Choose Map screen, where you can select a map from the list box. The details will appear on the right. You can set the difficulty of the game in the list box to one of four levels, from Knight (easy) to Emperor (very hard), and the visibility to Hidden Map or Exposed Map. Clicking OK takes you to the Choose Sides screen.



## Random Map

When you select Random Map, you are taken to the Random Map screen, where there are eight list box controls, explained below. You can change as many or few as you like. Clicking OK takes you to the Choose Sides screen.

- **Terrain:** The general landscape of the map. You can choose between Grassland, Frozen, Desolate, Desert, Volcanic, and Random.
- **Size:** The map has four sizes – Small (50x50), Medium (75x75), Large (100x100), and Huge (125x125). There is also a fifth option for Random size.
- **Players:** The number of players can be from 2 to 8 (in different alliance combinations).
- **Cities:** Varies the number of neutral cities that appear on the game map from Few to Many, or Random.
- **Ruins:** Varies the number of ruins that appear on the game map from Few to Many, or Random.



- **Sites:** Varies the number of sites that appear on the game map from Few to Many, or Random.
- **Difficulty:** Sets the difficulty of the game to one of four levels – Knight (easy), Prince, King, or Emperor (very hard).
- **Map:** Sets the visibility of the map to Hidden, Exposed, or Random.

## Selecting a Side

All that remains now is for you to choose a side. In a skirmish map, the number of sides, colors, and alliances cannot be changed – they have all been set by the map designer. In a random map you are able to set alliances. If a side name has an arrowhead to the left of it, you can click on it and change the race from the list box.

To have your Warlord select a side, click on the color side you want, in the middle under the title "Player." The Select Warlord screen will then appear, as described on page 5. Once you have clicked OK on this screen, it places the name of your chosen Warlord against a side. The OK button activates, and when you click it, the battle starts.

You can change your side or Warlord as many times as you want before clicking OK. All the remaining sides on this screen will be AI controlled in the game at the difficulty level you set on the previous screen.



## Victory Conditions

You win a scenario by eliminating all enemy capital cities on the map.

# MULTIPLAYER BATTLES

Nothing can match the excitement of going head to head with another human being. To play with or against up to seven other human players, select Multiplayer from the Main Menu.

First, you need to choose a connection method:

- **LAN (IPX or TCP/IP):** Allows you to play multiplayer games over a Local Area Network with up to eight players. Each player must be connected to the same network. Every network is different, and something in your network's structure may affect gameplay or prevent you from connecting. If you encounter difficulties, consult your network administrator.
- **Internet (TCP/IP):** Allows you to play multiplayer games over the Internet with up to eight players, or a network that uses the TCP/IP protocol. In order to play a TCP/IP game, each player must know the host's IP address, which is given to the host when a game is created.
- **Internet with ubi.com:** For the fastest and easiest way to play a multiplayer game of Warlords IV: Heroes of Etheria, play it on ubi.com! This method allows you to play multiplayer games with up to eight players over the ubi.com network.

- **Hotseat Play:** Allows you to play multiplayer games with up to eight players on one computer.
- **Play by Email:** Allows you to play up to eight-player multiplayer games by sending emails through the Internet.

After selecting your connection method, you have the option of hosting or joining a game.

## Hosting a Multiplayer Game

To host a game, choose a connection type, click Create, and type in the name of the game and a name for the player when prompted. Click OK, and you will be taken to the Connecting... screen, where you can wait and chat with the other players. When all the players have joined, click Continue to take you to the screen with choices of Campaign, Skirmish, and Random Map (see the Single Player section for details on these options).

The host is the only player able to change the scenario map, options, and random map controls. Whenever you select a map, even if other players have it, the map data from the host is automatically transferred to all other players.

All players, including the host, must choose a side as explained on page 7, before the OK button activates and the host can start the game.

## Joining a Multiplayer Game

To join a game, after choosing the connection type and typing in a name for the player when prompted, click Connect, and when prompted, select the name of the game you wish to join. Click OK, and it takes you to the Connecting... screen, where you can wait and chat with the other players. When all the players have joined, and the host has continued, the Choose Sides screen appears. Each player selects a side for his Warlord, as explained on page 7, and waits for the host to start the game.

## Additional Multiplayer Information

In most aspects of the game, multiplayer battles are very much like single-player games. However, there are some differences.

### Chatting During a Game

To chat with other players during the game:

- Press Enter to activate the chat prompt and type in your message.
- You may also send a message to allies only, by pressing Shift + Enter or Ctrl + Enter after writing the message.

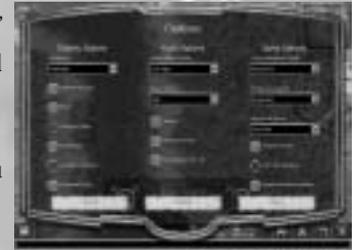
### Losing Your Connection

If you lose your connection after a battle has begun, you will usually be ejected completely from the game. You will not be able to rejoin the current battle. Inside the game, the units and buildings of a disconnected player are taken over by the computer.

If you resign from the game, you are taken to the Defeat screen, and all your cities will become neutral. Your units that are not found within cities will disappear. If you quit the game, you will exit directly to the Main Menu, and the AI will take over your cities and troops.

# SETUP OPTIONS

When you select Options from the Main Menu, the Setup Options screen appears. There are items for graphics, audio, and game, described in detail below. When you have finished making changes, select OK and a confirmation window will appear. If you want to keep the changes, select Yes to return to the Main Menu with your new settings or No to cancel the changes. You can also view the credits from this screen.



## Graphics Options

- **Resolution:** Choose between four screen resolutions – 800x600, 1024x768, 1280x960, and 1600x1200.
- **Detailed Textures:** Toggles high-detail game textures On or Off, which can affect game performance.
- **Blood:** Toggles the display of blood in the game On or Off.
- **Animated Water:** Toggles the animation of water On or Off.
- **Full Screen:** Toggles the display of the game between Full Screen and Window mode.
- **Detailed Animations:** Toggles more detailed combat animations On or Off.
- **Movepath Details:** When enabled, this will show exact move costs along a path rather than the sparkly red and white bits.

**Note:** Warlords IV: Heroes of Etheria will run internal performance checks, and turn off any graphics options that would degrade game performance. After the game runs its performance check and adjusts the options, the player can re-adjust the options.

## Audio Options

- **Sound Effect Volume:** Adjusts the overall volume of sound in the game between Off and Very High.
- **Music Volume:** Adjusts the volume of the game music between Off and Very High.
- **Speech:** Toggles your units' voices On or Off.
- **Footstep Sounds:** Toggles the sounds of your units moving On or Off.
- **Environmental Sounds:** Toggles background noises On or Off.

## Game Options

- **Human Movement Speed:** Adjusts the overall speed of the human players' units on the World Map between Normal and Supersonic.
- **AI Movement Speed:** Adjusts the overall speed of the AI players' units on the World Map between Normal and Supersonic.
- **Map Scroll Speed:** Adjusts the overall speed of auto-scrolling on the World Map between Off and Supersonic.

- **Tactical Combat:** Toggles the Tactical Combat screen On or Off.
- **Left-Click Interface:** Toggles between Left-Click Interface (left-click to select and move a unit), and Right-Click Interface (left-click to select and right-click to move). Right-Click Interface is the default.
- **Disable Movement Warning:** Toggles the Movement Remaining warning at the end of a turn On or Off.

## PLAYING THE GAME

### Game Screen

When you start any battle in a single or multi-player game, the game screen appears. This screen has three main areas – the World Map, the Tactical Map, and the Control Panel.

- **World Map:** The bulk of the main game screen is taken up by the World Map. This is the playing area where units move, explore, and launch attacks, and where city production is set.
- **Tactical Map:** A small-scale version of the entire World Map, displayed in the upper-right corner of your screen. Rough-terrain features are shown on the Tactical Map, along with tiny shields representing cities. A side's capital city is shown as a larger shield with the owner's color. All neutral cities are gray in color, and change to the owner's color when they are conquered. If you right-click on this map, it cycles through four different sizes.
- **Control Panel:** Along the bottom of the game screen is the Control Panel, which is divided into sections:
  - On the very bottom is the Help Text bar, with colored shields on the left for all players. The current player's shield is marked with a cross, and the turn number is written alongside it.
  - The scroll icon on the left opens the Game Menu screen, which allows you to access Save Game, Quick Save, Load Game, Options, Resign, and Quit.
  - The Unit Display area shows portraits of all units in the currently selected group. The green bar on the left of the portraits shows the Movement amount of the group.
  - The area in the middle shows Income and Mana details. Placing the mouse over Mana will show all the factors contributing to the total Mana score.
  - The four icons on the right allow you to easily manage your units: the tent icon selects the next available unit; the tower icon is for defending, and puts the selected units into the garrison in a city, or into a tower in the open; the two helmets move all units down their Movement paths; and the crossed swords on shield ends your turn.



### Game Menu

To bring up the Game Menu for Warlords IV: Heroes of Etheria, click on the scroll icon in the left of the Control Panel. A dialog appears with the following options:

- **Return:** Select this to return to the current game.
- **Quick Save:** Select this to save the current game. An alternative way to save the game is to press F10. Only one quick save is allowed during a battle (it will be overwritten every time a new quick save is made).
- **Save Game:** Select this to save the current game. An alternative way to save the game is to press Ctrl-S. Winning, resigning, or losing a game will remove all saved games.
- **Load Game:** Select this to bring up a list of saved games. Select one and click Load if you wish to load it.
- **Options:** Select this to alter the graphics, audio, and game options to your preferences. See the Setup Options section for the full range of options available.
- **Resign:** Resign from this scenario without saving, going to the Defeat screen, then returning to the Main Menu.
- **Quit:** Quit the game without saving and return to the Main Menu.

### Pop-Up Interface

The Pop-Up Interface is accessed by right-clicking if no units or cities are selected, or Ctrl + Right-Click or Ctrl + Left-Click at any time. It is also accessible from the icon in the top left of the World Map. If you prefer, you can change the interface to Left-Click on the Options screen.

## UNITS

### Selecting Units

To select a single unit or group, simply left-click on it on the World Map. The portraits appear in the Unit Display area, and you can right-click on each one to show a pop-up with more information.

The Unit Display area shows portraits of all units in the currently selected group. The green bar on the left of the portraits shows the movement amount of the group. Morale is displayed on the right. Placing the mouse over Morale shows the factors that contribute to and detract from the total Morale score.

A group can have a maximum of eight units. To merge smaller groups together, simply move one group onto the other, ensuring the total number of units is not more than eight.

To remove a unit, or units, from a group, simply left-click on the portrait(s) in the Unit Display area. The portrait(s) will darken, and if you move the group away, the previously selected units will remain.

### Moving Units

To move a selected unit, right-click on the map where you want the unit to move, and a Movement path of sparkles appears. Then right-click again on the same spot to have the

unit move to that spot. To move a group, do the same as for a single unit.

Every group has Movement points, which are described in more detail below. When the group runs out of Movement, it stops on the map, but remembers the Movement path you have set. So in your next turn, press the double-helmet icon; then all groups immediately move along their Movement paths.

### Movement Points

Each side gives its groups an allowance of Movement points as in the following table. Certain skills from units, heroes, and Warlords may add to a group's Movement allowance. Any unused Movement points at the end of a turn are lost.

Side	Movement	Bonus
Knights	19	
Empire	18	
Dwarves	16	Hills
Ogres	19	Hills
Orcs	18	Marsh
Undead	17	Marsh
Dark Elves	20	Woods
Daemons	18	
Dragons	19	
Elves	21	Woods

The cost of Movement is solely the terrain cost, detailed in the table below. Any side with a bonus treats that type of terrain as Plains with a cost of 3. Fliers have a cost of 2 for all terrain types unless otherwise specified. Note: A group of fliers must consist ONLY of fliers!

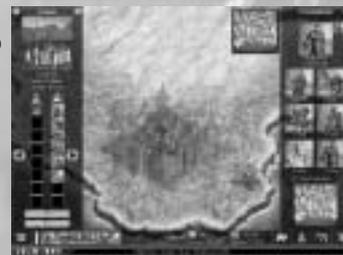
Terrain	Cost	Terrain	Cost
Road	2	Hills	5
Plains	3	Forest	2 (Fliers only)
Rock	4	Water	2 (Fliers only)
Desert	4	Chasm	2 (Fliers only)
Snow	4	Lava	3 (Fliers only)
Woods	4	Mountains	4 (Fliers only)
Marsh	4		

## Producing Units

Producing units costs no gold or mana, only time. Gold is charged after the unit is produced, as an upkeep cost each turn. Only one unit can be produced at a time, and takes from one to eight turns. Heroes can be produced, but it is a slow process, and if you have enough wealth, they will usually offer to join you for a cost.

Left-click on a city to set its production. Note that the cursor changes into a castle to indicate city actions. Alternatively, if nothing is currently selected, you could right-click on the city to bring up the menu, and select View City. The City screen appears, with units available for production in the right window, and units already in the city in the left window.

The right window has portraits of all the units you are able to produce from that city. To start producing a unit, just left-click on a color portrait, and it moves up to the top of the screen with its name and the number of turns left. You may select up to four units this way. If Loop Production has not been selected, then the city will produce the units you have selected in order, and then produce the last unit indefinitely. If Loop Production has been selected, the city will produce the selected units and then start over from the top of the queue.



- If a portrait appears in color with the number of turns, you are able to produce that unit right now.
- If it appears grayed out, the city is not of a high enough level to produce that unit yet.
- If it appears grayed out with a gold cross, your side is never able to produce that unit.

When a unit is produced, it appears in the active group by default (under the tent icon on the left window). If the city group is full, and there is room in the garrison (under the tower icon), then produced units appear there. You can change where the unit appears by selecting either the tower or tent icon to display a blue selection ring. If the city is completely full, then production will stall.

### Waypoints

Waypoints allow units produced at one city to move effortlessly to another city. This is particularly useful for boosting your frontline city defenses from your back line.

You can set waypoints on either the City screen or the Waypoint screen. All the waypoints you want can be set at once – either on many individual routes, or by lots of cities sending units to one waypoint.

- On the City screen, on the map at the bottom of the right window, left-click on the city shield that is producing the units. Then right-click on the city shield that you want the units to go to as the waypoint. A moving yellow line appears to show you the direction of unit movement.
- To see the Waypoint screen, right-click anywhere on the map to bring up the menu, and then select Production Waypoints. Follow the same procedure as above on the City screen. You can set the group size, and use the Clear All button to remove all current waypoints.

## CITIES

Every scenario has a number of cities – usually 20 to 50. Cities are used to produce units (see page 12 for details), generate income, and provide defense in a battle. Each city can be owned by one side, or it can be neutral. Ownership is displayed by waving colored flags near the city gate. Each city can be one of four levels. The higher the level, the greater the protection in a battle, and the more units that are available to produce.

Each city provides income towards the player's gold total every turn. An average value for income is 20 gold, but this can often be modified by sites.

### Starting Cities

In general, you only start with a single city – your capital. This city is renamed to match the Warlord's chosen capital name, and is automatically set to Level 4. It may receive some special bonuses due to buildings that the Warlord has chosen when previously leveling up. If your capital is captured in a scenario, you are defeated.

### Garrisons

Each city can be guarded by up to 16 units. There is a garrison (tower icon) and a city group (tent icon) shown on the City screen. Eight units may be in a garrison, and a further eight may be in the city group. You are able to swap units into and out of the garrison by left-clicking and dragging each unit portrait. Clicking on either the left or right arrow at the side of the group moves all units into that group.

Your Warlord always occupies the first garrison position (crown icon) and may not be moved out of the city. Garrisoned units become inactive, and do not appear when the Next Unit button is pressed.

### Fortifying Cities

Fortifying your cities costs gold. The exact cost of this upgrade depends where the city is located on the side-wheel (detailed in the table below). You do not have to fortify sequentially; if you have enough gold, you can upgrade straight to Level 4.

Distance Away on Side-Wheel	Cost to Fortify City		
	Level 2	Level 3	Level 4
0	100	300	500
1	150	350	550
2	200	400	600
3	250	450	650
4	300	500	700
5	350	550	750

You reach the Fortify screen by clicking on Fortify in the left window of the City screen, or right-clicking on your city to bring up the menu, then selecting Fortify City. A screen appears showing the four levels of the city with information on costs and availability. A green box outlines your selection, and when OK is pressed, the gold is deducted, and the city changes appearance in a shower of sparks. Press Cancel if you cannot or do not want to fortify at this time.

### Rebuilding Cities

Temporarily razed cities can be rebuilt by any unit standing adjacent to them. The cost is 400 gold, and the new city will be of the same side as the capital. You rebuild the same way as fortifying, using the right-click menu (see above).

### Razing Cities

If you raze an enemy city upon capture, you receive 200 to 500 gold. A city can be razed either Non-Permanently, which means it can be rebuilt later, or Permanently, which means it can never be rebuilt. The only cities that can be razed permanently are those from sides directly opposite you on the side-wheel (see foldout card).

If you want to, you can temporarily raze any of your own cities except your capital, but you receive no gold. You reach the Raze screen by clicking on Raze in the left window of the City screen, or right-clicking on your city to bring up the menu, and then selecting Raze City. A confirmation dialog appears, and when Yes is pressed, the city is destroyed in a burst of fire.

### Capturing Cities

When you capture a city, three options are offered to you. What these options are depends directly on where that side is in relation to you on the side-wheel (see foldout card). The closer you are to the type of city captured, the better your options for that city (see table below).

If you decide to take over a city instead of destroying it, then you will be able to produce units.



Option	Distance Away on Side-Wheel						Effect
	0	1	2	3	4	5	
Fortify	✓						City level +1 (free)
Occupy		✓	✓	✓			-
Pillage	✓	✓	✓	✓	✓	✓	City level -1 (100–200 gold)
Sack	✓	✓	✓	✓	✓	✓	Non-Permanent raze (200–500 gold)
Raze					✓	✓	Permanent raze (200–500 gold)

## COMBAT

Combat in Warlords IV: Heroes of Etheria takes place using the new and innovative Speed Tactical System. Combat takes place between two groups of units, who confront each other one at a time, and fight to the death. There is no escape...

To attack an enemy group or city, you must move adjacent to it. Clicking on the enemy initiates the Tactical Combat screen. When it opens, the attacking units are displayed on the left, and the defender's units on the right, and the battlefield lies empty in the middle. If you are attacking a city, then a tower will also be present on the battlefield.



The human player always chooses first the first unit to enter combat, and then the AI chooses its first unit. The two units appear on the field and fight until one of them dies. Whichever side's unit died chooses another unit to go into battle, and then the fight continues. This is repeated until one side runs out of units and is defeated.

Every unit has a Combat Skill and Life points. For a quick and easy gauge of how the battle is going, check the display on the battle screen. Below each of the two units is a red bar of Life points, a crossed-swords icon with the Combat Skill, and icons for any effects that apply to that unit. All these details also appear over in the portrait area. Each time a unit is attacked, the amount of damage done is displayed floating above the unit.

### Special Attacks

Some units have special abilities they automatically use in combat. You will see an effect and the name of the ability appear above the unit. For example, the Hydra has Multi-Attack, which means that when it does damage, it damages not only the unit on the battlefield, but all units in the enemy group. For a full list of these abilities, see the Sides section of this manual.

Other units gain skills from the Warlord, which again they automatically use in combat. You will see an effect and the name of the skill appear above the unit.

### Spells

Some spells can be cast during combat. See page 22.

### Towers

If a tower is present, it will shoot any enemy who enters the battlefield, and the damage inflicted by towers depends on the level of the city and the skill of the Warlord. A tower can only be destroyed by siege units in an attacker's group. If the attacker has a siege unit in his group, then it automatically attacks the tower every time any unit moves onto the battlefield. Multiple siege units make multiple attacks. This attack happens after the tower shoots. The tower takes damage according to the Siege skill of the attacker.

Towers have the following statistics:

- **Level 1 City:** 12 Life, 1–2 Damage
- **Level 2 City:** 16 Life, 1–3 Damage
- **Level 3 City:** 20 Life, 1–4 Damage
- **Level 4 City:** 24 Life, 1–5 Damage
- **Capital City:** 28 Life, 1–9 Damage

### Auto-Combat

These combats should be relatively fast, but if you want it even faster, and don't want to choose your units, the Auto-Combat option is available below the attacker's portraits. This is where the AI plays for both sides, and the order the units are chosen depends on the Auto-Combat mode (Normal, Aggressive, or Defensive).

If you enter combat and then decide you don't want to see the units fighting, press the Space Bar hotkey to resolve the battle in the same way as Auto-Combat; the results will be reported to you on the World Map.

If you do not want the Tactical Combat screen to appear at all, turn Tactical Combat off in the Options (see the Options section for details). This will resolve the battle in the same way as Auto-Combat, and just report the result to you on the World Map.

## UNIT DETAILS

### Units and Levels

In Warlords IV: Heroes of Etheria, all units can go up levels. They start with zero Experience Points (XP), and for every 10 XP they gain, they are granted a level. Experience points are given to all surviving units immediately after a victorious battle, with extra points given to the last unit out on the battlefield. Basically, the more high-level units you defeat, the more XP you get.

Some units will gain access to a second special ability as they gain levels.

### Allies

Allies are tough units that occasionally offer to join you for gold, or are found in ruins. They can be carried over in your retinue to other scenarios. Details of units can be found in the Sides section of this manual.

### Heroes

Heroes are the most powerful units you can produce from a Level 4 city of your own side. If you have enough gold, one may offer to join your side during a game. They are the same as other units in all aspects, except they are able to carry items.

### Retinue

Each Warlord has a Retinue with three available slots for units they wish to keep. At the end of a scenario, all eligible units are displayed in a list box, and the player can restock their retinue. All three retinue units automatically go into any future games for their

Warlord, appearing in a turn appropriate to their level. If killed, they are removed from the retinue permanently.

To add a unit to your retinue, left-click on an available unit in the list box, then drag it over to a slot in your retinue. If all slots are full, the retinue unit will be replaced with the new unit. You can name individual units in your retinue by left-clicking on their current name and typing over it.

## WARLORDS

The Warlord is the main character of Warlords IV: Heroes of Etheria, and is persistent between scenarios. This Warlord is created outside of play, resides in the capital city, and only appears on the battlefield when defending the city.

When a new Warlord is created (see page 5 for details), a Major and Minor Ability have to be chosen from the following six spheres – Combat, Divine Magic, Rune Magic, Nature Magic, Summoning, and Necromancy. Depending upon your choices, you will be given a class from the following table:



Major Ability	Minor Ability					
Combat	Warrior	Paladin	Runelord	Beastmaster	Battlemage	Death Knight
Divine Magic	Templar	Priest	Runepriest	Heirophant	Mystic	Deathpriest
Rune Magic	Barbarian	Cleric	Runemaster	Alchemist	Conjuror	Deathpriest
Nature Magic	Ranger	Monk	Runesmith	Druid	Elementalist	Gorgon
Summoning	Flameknight	Heretic	Seer	Shaman	Summoner	Sorcerer
Necromancy	Blackguard	Deathpriest	Gorgon	Black Druid	Sorcerer	Necromancer

## Warlord Skills

Each class of Warlord starts out with four skills – two skills from the Major Ability, and two skills from the Minor Ability. All skills start at +1 and go as high as +10, unless a Warlord has chosen the Major and Minor Ability from the same sphere. Then, the five Magic skills start at +5 and go as high as +15.

Major Ability	Skills	Descriptions
Combat	Morale	Increases Combat and Movement
	Weaponmaster	Increases skill of new units
	Divine Magic	Allows Divine spells to be cast
	Crusader	Increases Combat when attacking
Divine Magic	Rune Magic	Allows Rune spells to be cast
	Merchant	Increases income
Rune Magic	Nature Magic	Allows Nature spells to be cast
	Defender	Increases Combat when defending
Nature Magic	Summoning	Allows Summoning spells to be cast
	Gate	Increases Combat, Life, and XP of summoned units
Summoning	Necromancy	Allows Necromancy spells to be cast
	Anti Magic	Increases magic resistance of all units
Minor Ability	Skills	Descriptions
Combat	Chaos	Decreases Morale of enemies
	Fame	Increases chance of allies joining
Divine Magic	Glory	Increases chance of heroes joining
	Divine Magic	Allows Divine spells to be cast
Rune Magic	Engineer	Cheaper cities and better towers
	Rune Magic	Allows Rune spells to be cast
Nature Magic	Archmage	Improves mana
	Nature Magic	Allows Nature spells to be cast
Summoning	Archmage	Improves mana
	Summoning	Allows Summoning spells to be cast
Necromancy	Archmage	Improves mana
	Necromancy	Allows Necromancy spells to be cast

## Warlords and Levels

Every time a Warlord completes a scenario, with either a victory or defeat, they receive Experience points (XP). For every 10 XP gained, the Warlord gets a new level. In this way, it is possible to get more than one level at the end of a scenario. Basically, the more players you defeat, the more XP you get. The exception to this is in Play by Email games, where a Warlord who completes a scenario does not gain XP or the ability to save units to the retinue. This is because of the length and irregularity of Play by Email games.

For every level the Warlord gains, he may choose to either build a new building in his capital city, or improve one of his Warlord skills. Each building in the city provides a bonus during play, detailed on the leveling screen.

## SITES

Sites specifically attach to a city and add some bonus, either to the city or to the units produced there. A full list of these bonuses is in the table below. Sites may not be attacked or destroyed – they are permanently on the map. They attach to the nearest city and are placed by the scenario designer in the editor.

Site	Bonus
Farm	+4 Gold to nearest city
Foundry	Adds +1 Combat to units produced in nearest city
Gold Mine	+10 Gold to nearest city
Inn	+10% chance of hero joining with -10% cost
Library	+1 mana regeneration
Quarry	50% cost of fortifying nearest city
Shrine	Quests are available in the nearest city and adds +1 Combat to units produced in nearest city (difficulty of quests depends on level of city)
Stables	+1 Movement for the owner's side
Statue	Adds +1 Morale to your side
Timber Mill	+6 Gold to nearest city
Well	Adds +2 Life to units produced in nearest city
Windmill	+2 Gold to nearest city -1 production time

## RUINS

Ruins are special locations on the map that may be searched by any unit or group. There are always monsters in a ruin, so searching initiates the Tactical Combat screen, and if you are victorious, a reward is offered. There are six types of rewards – gold, allies, items, mana crystals, tome of XP, and a hero prisoner.

There are eight ruin types – Barrow, Crypt, Henge, Pyramid, Ruined Temple, Ruined Tower, Tomb, and Tower. Ruins have an unexplored state (yellow sparkles on the map), and an explored state (smoke on the ruin). If a ruin is a current quest destination, it will have green sparkles. Ruins repopulate with a 1% chance every turn after they have been explored.

## ITEMS

Items are one of the rewards given for exploring a ruin. There are over one hundred items in all, of three different types – minor, major, and artifact.

Only heroes may carry items. They have room in their inventory for four items – a helmet, armor, a sword, and an accessory item such as a ring or banner. A hero can only carry one of each type of item at a time – duplicates have to be left on the ground or given to another hero.

At any time in the game, you can view your hero's inventory by right-clicking on their portrait. The items persist with the hero after the scenario, so you may want to make sure the hero goes into your retinue if you want to keep those items.

To transfer an item between heroes, have them both in the same group. Then, right-click on the group to bring up the menu, and choose Magic Items. An Inventory screen appears where you can drag and drop items to another hero in the group, or onto the ground. Items dropped on the ground appear in a treasure chest, and can be picked up by other heroes.

## QUESTS

Quests are special missions performed by units on the same side for their Warlord. They involve exploring multiple ruins filled with fearsome monsters and receiving mountains of gold, mana crystals, items, or allies as a reward. Quests belong to a side, and any unit can complete all or part of a quest, not only heroes.

There is only one quest on each map, available for all sides to complete at the same time. Quests are available from a city with a Shrine linked to it, or your capital with a specific building (listed below) that allows quests (chosen on the leveling screen). Each individual ruin that is linked to a quest will remain invisible until a player activates that step in the quest. Quest ruins have green sparkles in their unexplored state, different from the usual yellow sparkles.

Each quest is broken into four individual mini-quests – each with interesting encounters and rewards. All of these mini-quests involve interacting with specific events, while searching ruins. Even if you miss out on completing some of the mini-quests because an opponent does them first, you may still manage to complete the overall quest and claim the big reward at the end. The listed Quest buildings can be built in your capital if you have the appropriate Major Ability.



### Major Ability

Combat  
Divine Magic  
Rune Magic  
Nature Magic  
Summoning  
Necromancy

### Quest Building

Temple of War  
Temple  
-  
Evergreen Shrine  
-  
-

## SPELLS

In Warlords IV: Heroes of Etheria, only Warlords have the ability to cast spells. Every class of Warlord except Warrior is able to learn spells. Spells can only be cast during the player's turn, either on the World Map or in Tactical Combat. Warlords begin each scenario without any spells, as they are not persistent, and new spells have to be learned each time.

Basically, a Warlord has mana, which is used to cast spells. A Warlord's mana points are shown in the middle of the Control Panel, next to the blue crystal. Mana regenerates slowly every turn, at a rate determined by the Warlord's level and skills. Some spells are persistent and drain mana every turn, but most are instantaneous with a one-off mana cost. If mana drops below zero, all current persistent spells are cancelled.

Spells for research are presented to the Warlord during play. Research of a spell takes a number of turns, dependent upon the Warlord's level and skill. Spells may not be cast until they have been researched. When a new spell is learned, a Warlord is presented with a choice of eight new spells to begin researching.

### Mana Points

The calculation of mana for a Warlord is as follows:

- 10 mana at the start of a scenario.
- Regeneration rate is 1 per turn and is influenced by Archmage skill.
- Maximum mana is 20+ the Archmage skill.

All these values may be modified by skills available to some Warlords.

Each mana crystal found in a ruin adds +1 to the regeneration rate and maximum mana. Mana crystals are not persistent and do not carry over in between scenarios.

### Spell Research

On Turn 1 of a scenario, a player will be presented with eight random spells, one of which they must choose to research. The eight spells are chosen at random, and are offered for research regardless of the mana the player has. The first four spells are always from the lowest level still available to the Warlord (initially Level 1, Common), and the second four are from any of the three levels. Note that Arcane spells are only available if you have a Major Ability in that sphere of magic.

When a spell is learned, a dialog appears at the start of your turn notifying you. The choice of eight more spells to research is then presented. Throughout a scenario, a Warlord is continuously researching a spell, unless they currently know all available spells.

The time taken to research a spell is as follows:

- 5 turns for Common, 10 turns for Rare, and 20 turns for Arcane.
- -3 turns if your Warlord has a Major Ability in that sphere.
- -33% (common spells), -50% (rare spells), -100% (arcane spells).

**Note:** These percentages apply to the casting level of the Warlord.

Regardless of this calculation, the minimum number of turns is always 2.

## Casting Spells

Spells can be cast at any time in a player's turn. On the World Map, either click the button in the top left of the screen, or Ctrl + Right-Click anywhere on the map to bring up the menu and select Cast Spell. In Tactical Combat, click the Spells button. The Warlord's spellbook appears, and by using the arrows at the top of the book, you can view all available spells. Choose one to cast by clicking on it, and then press Cast Spell. The book closes, a particle effect is shown, and the spell is cast.

If you want to check which spells are in effect at any time in the game, simply Ctrl + Right-Click on the World Map to bring up the menu, and select Spell Report. The Spell Report only lists active spells cast by the player that requested it.

## Spell Lists

The following lists show all the spells for each of the five magic abilities. There are three levels of spells – Common, Rare, and Arcane – and four types of spells:

- **Enchantments:** Persistent spells that last until the mana is gone or they are canceled by the caster.
- **Battle:** Persistent spells that last for one combat only.
- **Creature:** Instantaneous summoning of creatures.
- **Invocations:** Instantaneous direct-effect spells.

### Divine Magic

Common Spells	Type	Mana	Upkeep	Effect
Heal	Invocat.	6	-	All units healed to full Life
Paladin	Creature	10	-	Summons a Level 3 Knight with Healing +1
Inspiration	Enchant.	8	1	Morale +1
Holy Weapon	Battle	9	-	All heroes gain Smite Evil +4
Prosperity	Enchant.	10	1	All cities gain Income +5
Holy Armor	Battle	12	-	All good units gain Armor +1
White Ward	Enchant.	12	1	All good units gain Warding +1
Guardian	Creature	10	-	Summons a Level 3 Knight with Warding +1
Rare Spells	Type	Mana	Upkeep	Effect
Disrupt Undead	Invocat.	18	-	Destroys all Level 1 and 2 Undead within 8 grids of caster
Summon Unicorn	Creature	15	-	Summons a Level 5 Unicorn
Endurance	Enchant.	14	1	Movement +4 for entire side
Justice	Battle	14	-	Doubles XP from combat
Tranquility	Invocat.	16	-	Dispels all Necromancy Enchantments, Summoning Enchantments, and Battle spells
Circle of Protection	Enchant.	15	2	All good units gain Negate +1
Templar	Creature	15	-	Summons a Level 5 Knight with Armor +2

Arcane Spells	Type	Mana	Upkeep	Effect
Archangel	Creature	20	-	Summons a Level 10 Archon
Resurrection	Invocat.	20	-	The last hero who died is brought back to life in your capital city
Holy Word	Invocat.	20	-	75% chance of destroying any Undead and Daemons within 8 grids of caster
Divine Grace	Enchant.	20	3	All units gain +25% Life when produced
Altar of Battle	Enchant.	20	3	All units gain +6 Combat

### Rune Magic

Common Spells	Type	Mana	Upkeep	Effect
Shield	Battle	10	-	All infantry gain +1 Armor
Dispel	Invocat.	12	-	Dispels all Nature Enchantments, Summoning Enchantments, and Battle spells
Create Golem	Creature	8	-	Summons a Level 3 Golem
Strength	Battle	10	-	+5 Combat for all monsters
Pathfinding	Enchant.	12	2	All stacks gain all Movement bonuses
Storm	Battle	10	-	Enemy fliers at -5 Combat
Hail	Invocat.	10	-	All units within 8 grids of caster take 4+d4 points of Damage
Earth Spirit	Creature	9	-	Summons a Level 1 Elemental
Rare Spells	Type	Mana	Upkeep	Effect
Summon Giant	Creature	16	-	Summons a Level 5 Giant
Flame Blade	Battle	13	-	Infantry gain +2 Fire
Earthpower	Enchant.	13	2	All towers gain +12 Life
Doomstones	Battle	14	-	All monsters gain Crushing Blow +3
Slow	Enchant.	18	2	All enemies are at -3 Movement
Fire Golem	Creature	15	-	Summons a Level 5 Golem with Fire +1
Iron Golem	Creature	14	-	Summons a Level 5 Golem with Build +3
Arcane Spells	Type	Mana	Upkeep	Effect
Colossus	Creature	20	-	Summons a Level 10 Elemental
Shatter	Invocat.	20	-	Breaks all enemy minor and major items within 8 grids of caster
Meteor Storm	Invocat.	20	-	All units within 8 grids of caster take 9+d9 points of Damage
Earthquake	Invocat.	20	-	All Level 2 and 3 cities within 8 grids of caster become Level 1
Altar of Stone	Enchant.	20	3	All units gain +4 Warding

### Nature Magic

Common Spells	Type	Mana	Upkeep	Effect
Growth	Invocat.	14	-	All cities receive an extra turn of production
Bounty	Enchant.	12	2	Income +50 every turn
Herbalism	Battle	10	-	Heroes gain +5 Healing
Blessing of Iris	Enchant.	12	1	All heroes gain +2 Bless. Evil Units may not be blessed in combat
Venom	Battle	10	-	All monsters gain +5 Poison
Wind	Enchant.	12	1	Flying stacks get +14 Movement
Accuracy	Battle	13	-	All missile units gain +3 Archery
Forestguard	Creature	6	-	Summons a Level 3 Elfguard
Rare Spells	Type	Mana	Upkeep	Effect
Pegasus	Creature	14	-	Summons a Level 5 Pegasus
Regeneration	Battle	16	-	All good creatures gain +3 Regen.
Eagle Eye	Enchant.	14	2	Can see into all cities and ruins
Gladeward	Invocat.	14	-	Dispels all Necromancy Enchantments, Rune Enchantments, and Battle spells
Thorns	Enchant.	14	2	All infantry, cavalry, and monsters gain +3 Combat
Ironbark	Creature	16	-	Summons a Level 5 Treant with Armor +1
Mandrake	Creature	15	-	Summons a Level 5 Treant with Death Gaze +1
Arcane Spells	Type	Mana	Upkeep	Effect
Call of Kargoth	Creature	20	-	Summons 3 groups of Spiders (in each group, levels: 11111133, 11111133, and 11111222).
Ancient Treant	Creature	20	-	Summons a Level 10 Treant with Crushing Blow +3
Tentacles	Battle	20	-	All monsters gain Multi-Attack +5
Nature's Feast	Enchant.	20	3	No upkeep for this side
Altar of the Wind	Enchant.	20	4	All units gain +2 Speed

### Summoning

Common Spells	Type	Mana	Upkeep	Effect
Banish	Invocat.	10	-	50% chance to destroy Level 1 Daemons within 8 grids of caster
Summon Imp	Creature	12	-	Summons a group of 3 Imps
Souleater	Creature	15	-	Summons a Level 4 Soul Gatherer
Hellfire	Battle	12	-	All evil creatures gain +2 Fire
Fireward	Battle	12	-	All Daemons gain +4 Warding
Ring of Fire	Invocat.	12	-	Enemy units within 8 grids of caster take 4-8 points of Fire Damage
Summon Minion	Creature	6	-	Summons a Level 1 Daemon Minion
Enrage	Battle	12	-	All units gain +3 Taunt

Rare Spells	Type	Mana	Upkeep	Effect
Soulharvest	Creature	16	-	Summons a group of 4 Level 2 Soul Gatherers
Planar Rift	Invocat.	14	-	Dispels all Rune Enchantments, Divine Enchantments, and Battle spells
Recall	Invocat.	16	-	Recalls the most powerful hero (and his group) to the caster
Visage	Battle	15	-	All heroes gain +5 Terror
Doombat	Creature	15	-	Summons 8 Level 8 Bats
Slayer Daemon	Creature	15	-	Summons a Level 5 Daemon with Assassin +2
Bone Daemon	Creature	15	-	Summons a Level 5 Daemon with Death Gaze +1
Arcane Spells	Type	Mana	Upkeep	Effect
Pyrohydra	Creature	20	-	Summons a Level 6 Hydra with Fire +1
Daemon Prince	Creature	20	-	Summons a Level 8 Daemon hero
Gate	Creature	20	-	Summons a group of 7 Level 1 Daemon Minions, led by a Level 10 Daemon Minion
Flame of Khazdhal	Enchant.	20	2	All heroes gain +5 Curse
Altar of Fire	Enchant.	20	4	All units gain +4 Fire

## Necromancy

Common Spells	Type	Mana	Upkeep	Effect
Unholy Blade	Battle	8	-	All heroes gain +4 Smite Good
Summon Liche	Creature	12	-	Summons a Level 3 Liche
Unholy Armor	Battle	12	-	All evil creatures gain Armor +1
Memories	Enchant.	12	1	All Undead begin play with 8 XP
Bonedance	Invocat.	12	-	Any group containing only Undead instantly gains +14 Movement
Phantom Steed	Enchant.	10	1	All cavalry gain +2 Speed
Raise Dead	Creature	6	-	Summons a group of 3 Level 1 Skeletons
Flaming Skulls	Creature	7	-	Summons a Level 1 Skull Thrower with Fire +1

Rare Spells	Type	Mana	Upkeep	Effect
Skeleton Horde	Creature	14	-	Summons a group of 7 Skeletons led by a Level 3 Skeleton
Void	Invocat.	12	-	Dispels all Divine Enchantments, Nature Enchantments, and Battle spells
Veil of Force	Battle	15	-	Evil creatures gain +2 Negate
Deathplague	Enchant.	14	1	All Undead gain +3 Disease
Mana Drain	Invocat.	15	-	All players lose 15 mana
Raise Champion	Creature	14	-	Summons a Level 3 Undead hero
Death Knight	Creature	15	-	Summons a Level 5 Undead Rider with Negate +1

Arcane Spells	Type	Mana	Upkeep	Effect
Legion of Doom	Creature	20	-	Summons a group of 7 Level 2 Undead Riders, led by a Level 12 Undead Rider
Raise Dragon	Creature	20	-	Summons a Level 8 Dragonliche
Blood Ritual	Enchant.	20	5	Heroes gain +5 Vampirism
Bane	Invocat.	20	-	Good creatures within 8 grids of caster have a 75% chance of being slain
Altar of Night	Enchant.	20	3	All units gain +3 Terror

## THE SIDES

There are ten distinct sides in Warlords IV: Heroes of Etheria, each with its own characteristics and units. The sides are arranged in a wheel from good to evil, shown on the foldout card. The position on this wheel affects what options you have for a captured city, which units you can produce from a city, and which heroes offer to join you throughout a scenario. The number of units available in a Level 4 city, starting with the weakest for the side, are all detailed in the below tables:

### Knights

Unit	Level	Combat	Life	Cost	Start Abilities	Level-Up Abilities
Swordsman	1	5	10	2	Dragonslayer	Deathslayer (3)
Bowman	1	4	9	4	Archery	Scouting (2)
Knight	2	8	16	8	Smite Evil	Speed (5)
Trebuchet	2	3	15	12	Siege	-
Archon	3	11	20	20	Bless	Healing (5)
Knight Hero	4	10	18	-	Leadership One of: Dragonslayer Bless Armor Healing Smite Evil	-

### Empire

Unit	Level	Combat	Life	Cost	Start Abilities	Level-Up Abilities
Spearman	1	4	12	2	First Strike	Armor (3)
Ballista	1	5	7	4	Archery	Siege (2)
Cavalry	2	7	15	8	Speed	Adv. Speed (2)
Twin Catapult	2	2	18	12	Siege	-
Pegasus	3	10	19	16	Negate	Scouting (5)
Empire Hero	4	8	20	-	Leadership One of: Manslayer Assassin Armor Scouting Terror	-

## Dwarves

Unit	Level	Combat	Life	Cost	Start Abilities	Level-Up Abilities
Axeman	1	5	13	2	Giantslayer	Orcslayer (2)
Crossbow	1	5	12	4	Archery	Income (2)
Golem	2	6	22	12	Crushing Blow	Armor (5)
Bolt Thrower	2	5	16	10	Siege	-
Elemental	3	7	30	16	Warding	Crushing Blow (5)
Dwarven Hero	4	8	24	-	Leadership One of: Build Giantslayer Armor Warding Income	-

## Ogres

Unit	Level	Combat	Life	Cost	Start Abilities	Level-Up Abilities
Giant Bat	1	4	8	2	Scouting	Vampirism (3)
Troll	1	6	10	6	Regeneration	Disease (5)
Minotaur	2	9	18	12	Bloodlust	Elfslayer (5)
Rock Giant	2	8	20	14	Siege	-
Ogre	3	11	21	20	Crushing Blow	Terror (3)
Ogre Hero	4	10	22	-	Fear One of: Dwarfslayer Elfslayer Terror Bloodlust Crushing Blow	-

## Orcs

Unit	Level	Combat	Life	Cost	Start Abilities	Level-Up Abilities
Goblin	1	4	9	1	Scavenging	Taunt (2)
Orc	1	6	10	3	Bloodlust	Extra Tough (2)
Wolfriider	2	8	15	5	Disease	Speed (3)
Goblin Thrower	2	4	16	8	Siege	-
Wyvern	3	10	20	20	Poison (+3)	-
Orkish Hero	4	9	20	-	Fear One of: Elfslayer Disease Curse Bloodlust Warding	-

## Undead

Unit	Level	Combat	Life	Cost	Start Abilities	Level-Up Abilities
Skeleton	1	5	9	2	Manslayer	Warding (3)
Liche	1	5	13	4	Death Gaze	Magic Immunity (5)
Skeleton Rider	2	9	14	8	Smite Good	Assassin (5)
Skull Thrower	2	3	10	12	Siege	-
Dragonliche	3	12	21	20	Curse (+3)	-
Undead Hero	4	8	23	-	Fear One of: Manslayer Assassin Curse Terror Vampirism	-

## Dark Elves

Unit	Level	Combat	Life	Cost	Start Abilities	Level-Up Abilities
Spider	1	5	9	1	Poison	Speed (2)
Assassin	1	6	11	3	Assassin	Scouting (3)
Shadowrider	2	8	15	10	Negate	Speed (3)
Manticore	2	4	12	8	Siege	-
Harpy	3	9	19	16	Terror	Scavenging (5)
Dark Elven Hero	4	8	20	-	Fear One of: Taunt Assassin Curse Terror Negate	-

## Daemons

Unit	Level	Combat	Life	Cost	Start Abilities	Level-Up Abilities
Imp	1	4	8	2	Taunt	Scavenging (3)
Soul Gatherer	1	5	9	4	Vampirism	Negate (3)
Daemon Minion	2	6	19	8	Fire	Taunt (5)
Hellbore	2	5	11	12	Siege	-
Hydra	3	9	23	20	Multi-Attack	Poison (5)
Daemon Hero	4	10	22	-	Fear One of: Terror Death Gaze Warding Regeneration Fire	-

## Dragons

Unit	Level	Combat	Life	Cost	Start Abilities	Level-Up Abilities
Dragonknight	1	4	11	2	First Strike	Manslayer (3)
Swamp Dragon	1	6	16	8	Disease (+3)	-
Flame Cannon	2	3	15	10	Siege	-
Storm Dragon	2	9	20	12	Terror (+3)	-
Fire Dragon	3	12	22	20	Fire (+3)	-
Dragonlord Hero	4	9	21	-	Leadership One of: Dragonslayer Fire Warding First Strike Heal	-

## Elves

Unit	Level	Combat	Life	Cost	Start Abilities	Level-Up Abilities
Elven Archer	1	3	8	3	Archery	Adv. Archery (2)
Elfguard	1	5	9	2	Dwarfslayer	Scouting (2)
Elven Knight	2	9	14	4	Speed	Adv. Speed (2)
Unicorn	2	7	15	10	Heal	Smite Evil (5)
Treant	3	8	27	20	Warding	Build (3)
Elven Hero	4	10	18	-	Leadership One of: Scouting Heal First Strike Magic Immunity Orcslayer	-

Warlords IV: Heroes of Etheria has an advanced editor that allows you to create exciting new scenarios to play by yourself against the computer, or with your friends. All existing scenarios are fully customizable. Every aspect of the scenario, including terrain, buildings, sides, and game options, is available to be edited.



## Tactical Map

A small-scale version of the entire World Map is displayed in the upper-right corner of your screen. This is the same map that appears on the game screen. Rough-terrain features are shown on the Tactical Map, along with tiny shields representing cities. A side's capital city is shown as a larger shield with the owner's color, and all neutral cities are gray in color.

# EDITOR

To the left of the Tactical Map are three buttons: Zoom Map Out, Zoom Map In, and Edit Buildings. To the right of the map are three more buttons: Brush Size 1x1, Brush Size 3x3, and Brush Size 5x5.

- **Zoom Map Out:** If you click on this button repeatedly, the scenario map displays more and more terrain, useful for viewing large areas at a time. The green highlight box on the Tactical Map grows larger to indicate the larger area displayed. Alternatively, if your mouse has a scroll-wheel, you can use this to zoom.
- **Zoom Map In:** If you click on this button repeatedly, the scenario map displays less and less terrain, until the terrain is shown at the size it will be played in the game. The green highlight box on the Tactical Map grows smaller to indicate the smaller area displayed. Alternatively, if your mouse has a scroll-wheel, you can use this to zoom.
- **Edit Buildings:** If you have a city or ruin selected on the map, then click on this button. The Edit Cities or Edit Ruins display will appear (see page 33 for more details). Sites do not work with this button, as there are no editable options on a site. Alternatively, you can just double-click on the building.
- **Brush Size 1x1:** Select this to place terrain over small areas of the map, usually with the map zoomed in to the game-playable size.
- **Brush Size 3x3:** Select this to place terrain over medium areas of the map, usually with the map zoomed in to near game-playable size.
- **Brush Size 5x5:** Select this to quickly place terrain over large areas of the map, usually with the map zoomed out to near maximum.

## Editor Menu

In the editor, you can click the Menu button on the top of the right panel to create a New Scenario, Load Scenario, Save, Save As, or Exit to the Main Menu. If you do not want any of these options at this time, press Continue to go back to the editor. If you load or create a new scenario, all changes on the current scenario will be lost.

The size of a scenario is chosen when it is created, and cannot be changed once the map is displayed. There are four sizes – Small (50x50), Medium (75x75), Large (100x100), and Huge (125x125).

## Scenario Details

The editable scenario details are reached by clicking on the Edit Scenario button on the bottom of the right panel. You can alter the scenario name, change the map to be Hidden or Exposed (with or without a lock), and allow the map to be played Single Player only, Multiplayer only, or Both (Single or Multiplayer).

## Sides

If you click on the Edit Sides button on the bottom of the right panel, a dialog appears with lots of options for each side. This is where you can fully customize your scenario, and tailor it to suit your imagination.



- **Used:** There can be a maximum of eight sides in a scenario. If you want less, click to remove the red cross from this button. You do not have to start removing from the bottom, but the game will re-sort the sides the next time you open this screen.
- **Race:** From the list box, you can choose a side to be any one of the ten races, or a Random choice. Sides do not have to have unique races.
- **Edit Race:** If the red cross is visible, it means that when the player reaches the Choose Sides screen in the game (see page 7 for details), he is able change the race from the list box. If you remove the red cross, the race you have chosen is locked into playing that side. This may be useful in certain scenarios if you have arranged terrain and cities to suit a specific race.
- **Color:** There are ten colors to choose from the list box. Sides must have unique colors, as it is recommended for ease of gameplay.
- **Player:** You can force a side to have a certain type of player – Human only, AI only, or the default, Any Player.
- **Alliances:** The default is No Alliances, but you can set up to four ally groups. Ally groups can be as large as you want. These alliances cannot be changed from the Choose Sides screen in the game.

## Placement System

In the Warlords IV: Heroes of Etheria editor, all objects are placed on the map using the left-click/right-click system. This means all types of terrain, effects, and buildings. Basically, you left-click to place and right-click to remove.

- To place an object, select the object type from the list box; then choose a specific object from the list. Left-click on the map, and the object appears. For some objects, if you left-click and drag, multiple objects appear.
- To remove an object, make sure the object type is selected from the list box, and then right-click on the object on the map. All objects of that type under the cursor disappear. If you right-click and drag, multiple objects disappear.
- To move an object, move the mouse pointer above it, and press and hold the left mouse button. Then, drag the object to the desired location and release.

## Terrain

Terrain is made up of three layers – Types, Features, and Objects. These are all listed consecutively in the list box, and it is recommended that you place them in this order.

## Terrain Types

The terrain type is the base terrain, such as grass, desert, snow, rock, and water. The order in which they appear in the list, from top to bottom, is the order that they are layered on the map. Grass is the base layer, which always appears when any other layer is removed.

When you first create a scenario, the whole map is grass. If you want a different ground terrain, say snow, just layer the snow on top of it. Select Snow from the list, zoom the map out, select the Brush Size 5x5 button, and left-click all over the map to create snow. If you later decide that the map needs a marshy area in the snow, you first need to look at the layer order – marsh is above snow in the list, so it draws below. Therefore, if you place marsh terrain on snow, it does not appear. The snow needs to be removed first, so select Snow from the list, then a suitable brush size, and right-click the area you want as marsh. The area goes back to grass. Then you can select Marsh and place it over the area.

## Terrain Features

Terrain features are small pieces of terrain such as mountains, dunes, islands, pools, and ravines that are layered on top of the base terrain. They are placed on the map using the left-click/right-click system described above.

## Terrain Objects

Terrain objects are small items such as trees, columns, rocks, and tents that are layered on top of the base terrain. They are placed on the map using the left-click/right-click system described above.

## Effects

Graphical effects are fancy particle effects created to enhance the appearance of the map. They include such things as snow, smoke, fire, and sparkles, and can be placed on terrain, objects, or buildings. They are also placed on the map using the left-click/right-click system.

For example, if you create a snowy terrain map, a few Light or Heavy Snow effects placed about look very atmospheric. If you place the terrain objects Tents or Knightly Camp, you may want to put Small Fire or Small Smoke on the campfire.

## Buildings

Cities, sites, and ruins are also placed on the map using the left-click/right-click system described above. The building will only appear if it is on legal terrain – that is, not on forest, water, lava, chasm, mountains, or close to the edge of the map.

## Editing Cities

All cities and ruins are given a random name when they are placed on the map (sites do not have a name). You are able to edit the name by double-clicking on the building, or using the Edit Buildings button described on page 34. If you want to generate another random name, click the green and red dice icon to the right of the name field. The name of the capital city for a side gets replaced with the name of the Warlord's capital city when the game starts.

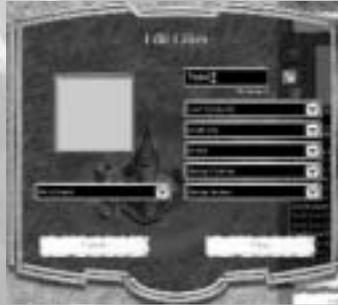
On the Edit Cities dialog, as well as the name of the city, there are six list boxes. Most of the time you do not need to alter anything on this dialog, apart from setting a capital city for each side. You are able to view details for all the cities in the scenario by left-clicking on each city shield icon on the Tactical Map display.

- City level from 1 to 4.
- City race to one of the ten races, or Razed (Non-Permanent or Permanent).
- Side a city belongs to – one of the eight side colors, or Neutral.
- Garrison strength in the city from None to Elite.
- Income of the city from Poor to Extreme.
- Not a capital city, or set to one of the eight side colors.
- If the red cross is visible, then in the game, after this neutral city is attacked unsuccessfully, neutral units are produced to boost the garrison, but there is no control for neutral city unit production.

### Editing Ruins

On the Edit Ruins dialog, as well as the name of the ruin, there are two list boxes you can change (listed below). Most of the time, you do not need to alter anything on this dialog. You are able to view details for all the ruins in the scenario by left-clicking on each red (unexplored) or green (explored) square icon on the Tactical Map display.

- Strength of monsters in the ruin from Weak to Powerful.
- Explored or Unexplored.



## APPENDIX

### Unit Abilities

Ability	Effect	Level				
		1	2	3	4	5
Archery	% chance to shoot an arrow with 1-6 points of Damage at current enemy. Missiles always hit when fired.	20%	35%	50%	65%	80%
Armor	Reduces the Damage a unit takes when hit in combat by 1-x melee or 1-y missiles.	x=1 y=3	x=2 y=4	x=3 y=5	x=4 y=6	x=5 y=7
Assassin	Any successful hit has a % chance of killing a hero instantly.	10%	20%	30%	40%	50%
Bless	% chance to Bless each new friendly unit entering combat. Blessed units gain +3 Combat, and enemy units suffer weakened special abilities when attacking this unit. Evil units cannot be blessed.	10%	20%	30%	40%	50%
Bloodlust	% chance when struck in melee combat that unit goes into a blind rage, gaining +3 Combat. This can occur up to 3 times in a combat.	20%	35%	50%	65%	80%
Build	If this group rebuilds, fortifies, or occupies, or is in an upgrading city, then it receives a % bonus.	20%	35%	50%	65%	80%
Crushing Blow	% chance of striking a Crushing Blow on a successful hit during melee combat. This takes half of the victim's Life away, plus the normal attack Damage.	20%	35%	50%	65%	80%
Curse	% chance to Curse each new enemy unit entering combat. Cursed units suffer -3 Combat and may only use their special ability at half of its natural level.	10%	20%	30%	40%	50%
Death Gaze	% chance to kill enemy unit before combat.	8%	16%	24%	32%	40%
Deathslayer	Adds extra Damage and Combat against Undead.	+2	+3	+4	+5	+6
Disease	% chance to Disease an opponent on a successful melee hit. The Disease lasts for 3 rounds, causes the unit to do half Damage, and cannot be healed.	20%	35%	50%	65%	80%
Dragonslayer	Adds extra Damage and Combat against Dragons.	+2	+3	+4	+5	+6
Dwarfslayer	Adds extra Damage and Combat against Dwarves.	+2	+3	+4	+5	+6

Elfslayer	Adds extra Damage and Combat against Elves and Dark Elves.	+2	+3	+4	+5	+6
Extra Tough	Upgrades both Combat and Life at the same time.					
Fear	Subtracts x Movement and adds y Combat from enemy units.	x=-1 y=1	x=-2 y=2	x=-3 y=2	x=-4 y=3	x=-5 y=3
Fire	Extra Damage on each successful melee hit. Ignores enemy Armor.	1	1-2	1-3	1-4	1-5
First Strike	The unit gets a first attack against any opponent entering combat, doing Damage.	3	3-6	3-9	3-12	3-15
Giantslayer	Adds extra Damage and Combat against large units.	+2	+3	+4	+5	+6
Heal	At the end of a combat round, this unit heals Life of the current friendly unit.	1-2	1-3	1-4	1-5	1-6
Income	The side receives extra gold per turn. Upkeep for this unit or its group is reduced.	+2 -	+4 Unit-Half	+6 Unit-All	+10 Group-Half	+15 Group-All
Leadership	Adds x Movement and y Combat to each unit in the group.	x=1 y=1	x=1 y=2	x=2 y=2	x=2 y=3	x=3 y=3
Magic Immunity	% chance unit group resists enemy magic spell.	40%	55%	70%	85%	100%
Manslayer	Adds extra Damage and Combat against human units.	+2	+3	+4	+5	+6
Multi-Attack	On a successful hit, all enemies not in direct melee combat take some Damage.	1	1-2	1-3	1-4	1-5
Negate	When in melee combat, this unit weakens enemy special abilities by a number of levels. Abilities of this level cannot be used at all. (Doesn't affect Assassin and Death Gaze.)	1	2	3	4	All
Orcslayer	Adds extra Damage and Combat against Orcs.	+2	+3	+4	+5	+6
Poison	% chance to Poison an opponent on a successful melee hit. The Poison lasts for 3 rounds, cuts the affected unit's maximum Combat to 2/3, and cannot be healed.	20%	35%	50%	65%	80%
Regeneration	Heals the unit x Life per round when in direct combat, and y Life per round when not in direct combat.	x=3 y=0	x=4 y=0	x=5 y=2	x=6 y=4	x=7 y=6
Scavenging	Adds some gold to that found when pillaging and sacking, and adds gold for razing.	1-50	25-100	50-150	75-200	100-250
Scouting	When group is adjacent to a city, it allows them to see the garrison for that city level and/or type of ruin.	1 Weak	2 Powerful	3 Powerful	4 Powerful	All All

Siege	Does Damage to a tower in combat every time a unit changes, with % chance of shooting twice.	+3 0%	+4 0%	+5 25%	+6 25%	+6 50%
Smite Evil	Adds extra Damage and Combat against Evil units.	+2	+3	+4	+5	+6
Smite Good	Adds extra Damage and Combat against Good units.	+2	+3	+4	+5	+6
Speed	Adds Movement to the unit's group. This skill is cumulative.	+1	+2	+3	+4	+5
Taunt	% chance of Taunting the weakest enemy unit into combat next, at -3 Combat.	20%	35%	50%	65%	80%
Terror	Upon sight of this unit, the enemy unit has a % chance to flee from combat for at least x rounds, with Combat and Life reduced to 1. A unit with this skill is immune to Terror.	5% x=5	10% x=6	15% x=7	20% x=8	25% x=9
Vampirism	Upon a successful melee hit, there is a % chance that each point of Damage done will be stolen back as Life.	10%	20%	30%	40%	50%
Warding	% chance to resist a successful missile hit and % chance to resist Assassination and Death Gaze.	60% 20%	80% 40%	100% 60%	100% 80%	100% 100%

## Warlord Skills

Skill	Effect	Level									
		1	2	3	4	5	6	7	8	9	10
Anti Magic	% chance for all groups to resist spells.	5%	10%	15%	20%	25%	30%	35%	40%	45%	50%
Archmage	Increase to starting mana.	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
	Increase mana regeneration per turn.	+1	+1	+1	+1	+2	+2	+2	+2	+3	+3
Chaos	Increase to maximum mana.	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
	Decreases enemy Morale.	-1	-1	-2	-2	-3	-3	-4	-4	-5	-5
Crusader	Lowest enemy Morale can reach.	0	-1	-1	-2	-2	-3	-3	-4	-4	-5
	Extra Movement for all groups.	+1	+1	+1	+1	+1	+2	+2	+2	+2	+3
Defender	Increases unit Life when attacking.	+1	+1	+1	+2	+2	+2	+3	+3	+4	+4
	% chance of extra attack by siege weapons.	10%	20%	30%	30%	40%	40%	40%	50%	50%	60%
Defender	Increases Life of units when defending a city.	+2	+2	+3	+3	+4	+4	+5	+5	+6	+7
	City tower does extra Damage.	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6

Divine Magic	Decreases the number of turns taken to research Divine spells, and the mana penalty for casting a spell outside the capital.	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Engineer	City rebuilding and fortifying costs % of normal.	90%	80%	75%	70%	65%	60%	55%	50%	45%	40%
	City tower gets extra Life.	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12
	Cities can be fortified to a level for free.	-	-	-	-	-	2	2	2	2	3
Fame*	Increased % chance of ally offering to join each turn.	+2%	+4%	+6%	+8%	+10%	+12%	+14%	+16%	+18%	+20%
	% reduction in cost.	5%	10%	15%	20%	25%	30%	35%	40%	45%	50%
Gate	Increases summoned unit's Combat.	+1	+1	+1	+2	+2	+2	+3	+3	+4	+4
	Increases summoned unit's Life.	-	+1	+2	+3	+3	+4	+4	+5	+5	+6
	Increases summoned unit's Level.	-	-	-	-	+1	+1	+1	+1	+1	+2
Glory	Increased % chance of hero offering to join each turn.	+2%	+4%	+6%	+8%	+10%	+12%	+14%	+16%	+18%	+20%
	% reduction in cost.	5%	10%	15%	20%	25%	30%	35%	40%	45%	50%
Merchant	% increase of total income.	10%	20%	30%	40%	50%	60%	70%	80%	90%	100%
Nature Magic	Decreases the number of turns taken to research Nature spells, and the mana penalty for casting a spell outside the capital.	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Necromancy	Decreases the number of turns taken to research Necromancy spells, and the mana penalty for casting a spell outside the capital.	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Rune Magic	Decreases the number of turns taken to research Rune spells, and the mana penalty for casting a spell outside the capital.	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Summoning	Decreases the number of turns taken to research Summoning spells, and the mana penalty for casting a spell outside the capital.	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10

Weaponmaster	After a victorious battle, adds % to enemy total XP value.	10%	20%	30%	40%	50%	60%	70%	80%	90%	100%
	In the calculation, newly produced units start with certain XP.	-	1	2	3	4	5	6	7	8	9

**\*For Fame, there is a limit on the number of allies that can be acquired in this manner early in the game. This limit prevents these skills from being too powerful at high levels early in a game, but still gives a significant bonus in the middle to end game.**

Ally Limit	3+ Turn Units	2 Turn Units	1 Turn Unit
Turn 1-5	1	2	3
Turn 6-10	2	4	6
Turn 11-20	3	6	8
Turn 21-35	4	8	8
Turn 36+	5	8	8

### Morale Table

Unlike most Warlord skills, Morale can be outside of the range 0-10. It can go from -5 up to 15 due to various bonuses and penalties that affect it.

The side with a higher Morale in combat has a chance for its units to make an extra attack. The chance is (the difference in Morale x 3)%.

### PROOF OF PURCHASE



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