Advanced Dungeons&Dragons®

COMPUTER PRODUCT

WAR OF THE LANCE

A DRAGONLANCE™
Strategic Fantasy Wargame

TSR, Inc.

SSI

STRATEGIC SIMULATIONS, INC.®

WHAT TO DO IF YOU HAVE A DEFECTIVE DISK

Each of our games undergoes extensive playtesting prior to its release. Through this process we hope to uncover and correct any errors in programming. However, due to the complex nature of our simulations, some program errors may go undetected until after publication. In addition to errors in the program, there are occasionally problems with the disk itself. We experience the industry standard of approximately a 3 to 5% failure rate of duplicated disks. Before assuming that a disk is defective, make sure to check your disk drive. Up to 95% of the disks returned to us as defective will run fine on our computer systems. Often the problem is with a disk drive that needs servicing for alignment, speed, or cleaning.

Should you have a defective disk, please return the disk only (keep all other parts of the game) to our Customer Support Department, along with a note describing the problem you have encountered. A replacement disk will be provided upon our receipt of the defective disk.

Should you uncover an error in the program, return both your game disk and any "save game" disks to our Customer Support Department. Please enclose a description of what was taking place in the game when the error occurred. Upon correction of the program error, we will return an updated disk to you.

Always make sure to include your name, address, and daytime telephone number with any correspondence. We will do our best to see that any problems are corrected as soon as possible.

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INTRODUCTION:

Welcome to SSI's ADVANCED DUNGEONS & DRAGONS® computer product, WAR OF THE LANCE, a DRAGONLANCE™ strategic fantasy wargame. The War of the Lance has its origins in the Great Cataclysm, where the empires of old were shattered, and the dragons were banished for more than a millennium. During these years the nations have grown lax. Those who were once allies have fallen to petty bickering and politicking among themselves. But now, Takhisis, the Queen of Darkness, has brought the evil dragons back from exile, and entered into an unnatural union with the vile Highlord alliance of Neraka. Highlord dragonarmies with their evil Draconian soldiers cast covetous eyes at all of Ansalon. With each new dawn their power and greed cast shadows further across the lands of man, elf, dwarf, and kender. Diplomats travel to forge treaties and add to the might of Highlord legions. Those not swayed by reason are persuaded by force. One day soon the dragonarmies will pour forth from their strongholds in the Khalkist Mountains to sweep the land clean of all who dare oppose...

The sound of war drums and marching soldiers echoes across the land. Highlord has the initiative and many flock to their banner in the hopes of quick victory and riches. The forces of Whitestone are slow to see the threat and scramble to overcome the first, crushing onslaught of the evil armies. Can they pull the isolated lands together into a Whitestone alliance, before the dragonarmies swoop down from Neraka? Will the dragonarmies of Highlord defeat the mustering Whitestone forces before they form a strong alliance and uncover the secrets of ancient magic that will let them counter the evil dragons?

The gauntlet is dropped. Are you, my lord commander, prepared for the challenge?

OBJECTIVE:

WAR OF THE LANCE is a one or two player game, allowing you to choose sides against another human player or to command Whitestone (the forces of good) against the computer. The full campaign game lasts for 6 game years (30 turns). Players may engage in battles to conquer enemy countries or attempt to gain alliances by sending diplomats. While players control their armies, brave champions quest for magic that will make their armies more powerful. You may send wounded champions to seek aid, attempt daring prison breaks for captured champions or send troops to hinder enemy quests.

WAR OF THE LANCE may be won in two different ways. A player may win strictly on points. Points are gained by making alliances, conquering nations and destroying enemy troops. The other way to win is for one side to destroy the central nation(s) of the other. The Whitestone player will automatically win if he can capture the capital of Neraka and the tower to the northwest. Likewise, the Highlord player will win an immediate victory if he can conquer the four Knight countries (Solanthus, Caergoth, Gunthar, and Northern Ergoth) plus the Clerist Tower near Palanthus.

GETTING STARTED:

You should make a copy of your WAR OF THE LANCE game disk for your own use.

To make backups consult your computer/disk drive manual or use any commercial bit copier. To load the program on your computer, use the following instructions or consult the Data Card that came with your game.

WAR OF THE LANCE has no copy protection on the disk, but to make sure that you have a legitimate copy of the game there is a verification question that requires you to give information from this manual.

APPLE INSTRUCTIONS:

Loading:

STEP 1: To start the game insert your copy of the game disk, label side up, in Drive #1 and turn on the machine. The game will boot automatically.

STEP 2: Answer the verification question with the requested information from this manual.

STEP 3: Select the number corresponding to your machine configuration from the list on the screen.

STEP 4: Select NEW or SAVED game.

Keyboard:

To move the cursor use either the cursor controls or the following keys:

```
U I O          7 8 9
J   K          4   6
N M ,          1 2 3
```

When instructed to select something press the <SPACE> bar.

COMMODORE 64/128 INSTRUCTIONS:

Loading:

STEP 1: To start the game plug the joystick into port #2 and insert your copy of the game disk in the disk drive and type: **LOAD "*",8**

STEP 2: Hit the RETURN key and when the screen says READY, type: **RUN**

STEP 3: Answer the verification question with the requested information from this manual.

STEP 4: Select the number corresponding to your machine configuration from the list on the screen.

STEP 5: Select NEW or SAVED game.

Joystick and Keyboard:

To move the cursor use the joystick, cursor keys, or the following keys:

```
U I O
J   K
N M ,
```

When instructed to select something press the joystick fire button or hit the <SPACE> bar.

Saving Games:

You may save the game to a separate disk on either machine at any time during the Movement Phase. When you select the SAVE option a menu will come up that will allow you to format save disks, catalog disks, save games, and erase old games.

SETTING UP THE GAME:

After the verification question, system set-up, and title screens, you will come to an opening menu with the following options:

OPENING MENU

A)	HIGHLORD	HUMAN	COMPUTER
B)	GAME SELECTION	SCENARIO	CAMPAIGN
C)	LEVEL OF PLAY	1 2 3 4 5	
D)	STRENGTH-HL	1 2 3 4 5	
E)	STRENGTH-WS	1 2 3 4 5	
F)	REPLACEMENTS-HL	1 2 3 4 5	
G)	REPLACEMENTS-WS	1 2 3 4 5	
H)	ALLIANCE LEVEL	1 2 3 4 5	
I)	PLAY GAME		

A) Select human or computer player for Highlord. If you select a computer opponent it is best to select the SCENARIO game, as both sides will start with allies and troops.

B) The CAMPAIGN game starts at the very beginning of the War of the Lance with only Neraka allied to Highlord, and Whitestone having no allies. The SCENARIO option begins further into the war and both sides have allies and several nations have already been conquered by Highlord.

C) This option weights the combat effectiveness of each army in favor of one player or the other. A value of 1 is a major Whitestone advantage, a value of 5 favors Highlord, 3 is balanced for each player.

D-E) These options affect what percentage of full strength each player's units start at. 1=60%; 2=80%; 3=100%; 4=120%; 5=140%.

F-G) These options adjust the number of replacements for lost units each player will receive (see Replacement Phase).

H) This option adjusts the alliance percentage for neutral countries. The higher the number, the higher the probability of alliance (see Alliance Section).

GAME PLAY:

Each game turn consists of the following phases:

Message
Highlord Quest Phase
Highlord Champion Status
Highlord Reinforcements/Replacements
Highlord Subversion Phase
Highlord Diplomatic Phase
Whitestone Quest Phase
Whitestone Champion Status
Whitestone Reinforcements/Replacements
Whitestone Subversion Phase
Whitestone Diplomatic Phase
Country Status
Victory Display
Initiative Phase
Recovery Phase
Player 1 Movement Phase
Player 1 Combat Phase
Player 2 Movement Phase
Player 2 Combat Phase

MESSAGE:

The first message screen will list any nations conquered on the previous turn. The second message screen gives both players information about the war, results from the quests (see Quest Phase), and notification of any magic treasures found.

QUEST PHASE:

As Highlord and Whitestone vie for political alliances and military victories, brave champions for both sides quest for powerful magical artifacts that will help turn the tide once and for all in their favor. Quests are dangerous undertakings with potential for both glory and death.

Your champions are automatically on a quest. In this phase you are notified if any of your quest party have been detected by enemy troops or if any are wounded, captured, or killed. You may decide whether to rescue captured champions, rest the wounded and so on. The following menus explain all of your options:

If a member of the quest is injured the following menu bar will appear:

REST PARTY   WITHDRAW   SEEK AID

REST PARTY: The whole party will continue the quest at a slower pace until the wounded champion has recovered. This will cause a large delay in the completion of the mission.

WITHDRAW: Remove the wounded member from the quest. This will cause a small delay in the quest, and the wounded champion will recover at a fair rate.

SEEK AID: The wounded champion will leave the quest to seek medical aid. The quest will suffer a small delay, but the champion will recover quickly. Champions seeking aid risk the danger of being captured or killed if they are detected by the enemy.

If a champion is still wounded and not currently on a quest, the following menu will appear:

REST   SEEK AID   REJOIN

REST: The wounded champion will continue to rest and not rejoin the quest.

SEEK AID: Seek medical aid for the wounded party member. The wound will heal quickly, but the champion risks discovery and capture or death.

REJOIN: Return wounded champion to quest. The champion will recover very slowly and may die if injured again.

If a champion is captured by the enemy, the following menu will appear:

ESCAPE   REMAIN   RESCUE

ESCAPE: The captured champion may attempt to escape. Champions risk failure, wounding or even death in escape attempts.

REMAIN: Leave the champion in prison for the present.

RESCUE: Divert the quest party to attempt a rescue. Any member of the rescuing party may be captured, wounded, or killed. Rescues delay the completion of the quest.

Whenever a champion is healed or rescued, he will automatically rejoin the quest. When champions are removed from the quest, through capture, wounding or death, progress is slowed.

Magic Items:

The treasures your champions seek are varied and powerful. Some artifacts are one of a kind, some are required to make others, some really aren't even magic.

Gnomish Technology: The gnomish machines, such as catapults, ballistas, and other engines of war, are a mixed blessing. Sometimes they will double the combat

effectiveness for a stack of units that have been outfitted with them. Sometimes, however, they will backfire and halve combat strength. Only Whitestone will receive gnomish technology.

Dragon Orb: These artifacts have the power to turn enemy dragons from a battle. The effect is somewhat random, and on occasion they will drive friendly dragons from the field too. Both sides can get orbs.

Medallion of Faith: The armies of good may receive a number of these holy relics. The medallions will inspire all friendly units and increase their combat strength.

Minotaur Banner: Only units from the Minotaur nations (Mithas and Kothas) will receive these. The banners will inspire and strengthen all friendly units in a battle. Either side may ally with the Minotaur nations and receive banners. Banners may not be transferred.

Dragon Lord Armor: The Nerakan units (mercenary units, leaders, and Draconians) may receive this eldritch armor. The armor helps to protect units from damage, and decreases the effect of enemy dragon attacks. Armor is automatically issued to all appropriate units and may not be transferred.

Solamnic Knight Armor: Knight Armor has been forged by dwarven smiths, and imbued with potent magics. If found, this armor will be issued to all units of the Knight countries and the Tower Knights. Armor may not be transferred.

Dragonlances: These are the most potent of all magic artifacts and may only be made by Whitestone. The lances will double the combat strength of friendly units, negate the special combat bonus of enemy dragons, and may kill enemy dragon troops. However, several other items must first be found:

The Silver Arm of Ergoth: The arm was created by good dragons, men, elves, and dwarves during the first dragon war, and is necessary for the creation of dragon-lances.

The Hammer of Kharas: The hammer is a mighty magical artifact that once belonged to the great dwarven champion, Kharas, and is required to properly forge drag-onlances.

Pure Dragon Metal: The smelting process to produce these ingots has been forgotten for many ages. Only this metal will produce a dragonlance that shall strike true.

In the Movement Phase section you will find directions for transferring items from one unit to another. Items required to make dragonlances will not be issued to units. These items are found and delivered to the smiths that will produce the lances for the Whitestone troops.

CHAMPION STATUS:

The champion status screen will list all of your champions and whether they are wounded, captured or killed, and if they are on the quest currently. The number to the right of the champion's name is that champion's quality rating. The higher the number the better the champion. Higher quality champions have more impact on the quest, and have greater chance of escaping if captured.

REINFORCEMENTS/ REPLACEMENTS PHASE:

Reinforcements:

Reinforcements are units not associated with particular nations that will flock to the banners of each alliance. The following is a list of the units that may become activated in this phase and a description of each:

Draconians: These inhuman, part dragon, warriors are the product of evil spells performed upon the eggs of the good dragons. As long as there is room in or around the Neraka capital, Highlord will receive 19 units of Draconian reinforce-ments (one per turn). Draconian units receive replacements.

Wizards: Wizards will join both armies. They have the ability to travel fantastic distances each turn, and boost all friendly units a great deal in their combat strength.

Soth Infantry: As part of his unholy alliance with Highlord, Lord Soth will give 2 units of fierce zombie warriors. These units receive no replacements.

Clerist Tower Knights: The Solamnic Knights in the Clerist Tower near Palanthus will join the Whitestone alliance as soon as one of the Knight countries ally. These units receive no replacements.

Citadels: Citadels are flying fortress cities that join Highlord late in the game. Citadels may only be attacked by flying units (dragons, griffons, and pegasi). They may carry up to 3 infantry or cavalry plus leaders and wizards for a total of 10 units.

Good Dragons: After being banished from Ansalon for more than a thousand years these dragons will return to fight for the forces of good after they have heard the fate of their precious eggs- if Whitestone can survive long enough.

When you get reinforcements, you will see where they enter on the map.

Replacements:

After reinforcements, infantry, cavalry, and fleet units will receive a small number of replacements. Only Draconians and units from allied, nonconquered, countries will receive replacements. The number of replacements is somewhat random, and units in cities, ports, forts, and towers will receive a higher number of replacements.

SUBVERSION PHASE:

As both sides quest for magic, so do the adversaries strive to slow one another. In this phase troops may be allocated to interfere with the enemy quest. You will see a screen showing all of the units you currently have on patrol to subvert the enemy quest. You may add more units to patrol, or remove them to be used for battle and conquest. Only units from allied nations may be put on subversion duty (no wizards, Soth infantry etc), and more than 5 or 6 units will not add to the effectiveness of the effort. The following menu controls all of your options:

ADD REMOVE MAP EXIT

ADD: Select a unit to add to subversion duty. This option will take you to another menu that will allow you to get a unit from the map.

REMOVE: Return a unit to normal duty. Units removed from subversion duty may only return to a city, port city, fortress, or tower in their home nation. After selecting this option, move the cursor to the desired unit and select it from the subversion screen.

MAP: Go to the Map.

EXIT: Exit Subversion Phase.

After selecting ADD, you will go to the map and the following menu will appear:

CURSOR GET EXIT

CURSOR: Move the cursor around the map.

GET: Get a unit from the square the cursor is now on. If there is more than one unit in the square, you will be able to select the one you want.

EXIT: Return to the previous menu.

After you GET a unit, the following menu will appear:

ADD EXIT

ADD: Add the selected unit to subversion patrol.

EXIT: Return to the Subversion Phase menu.

If you select REMOVE, you will go to the map and the following menu will appear:

CURSOR PLACE EXIT

CURSOR: Move the cursor around the map.

PLACE: Return the unit to the square under the cursor.

EXIT: Return to previous menu.

DIPLOMATIC PHASE:

Skill in the art of war will get you only so far. In this phase you must send forth your diplomats to forge treaties and gain the allies that will swell the numbers of your armies.

Alliance:

The first part of the diplomatic phase is alliance. On the alliance screen you will see a list of all the neutral nations, each of which will be followed by numbers and a letter like this:

GUNTHAR 1 M 18

The first number is the allegiance of the nation. These numbers go from 1 to 9. Whitestone aligned nations have low numbers, Highlord nations have high numbers. The nations in the middle may be swayed to either side by your diplomats. The letter following the number (Low, Medium, High) is the alliance level. The alliance level tells you a little more about how that nation feels about alliance with your side. An L alliance is not as good as an M which in turn is less than an H in any given allegiance range. The last column of numbers

is the total number of diplomat rating points you have sent to that country. To select a country and attempt alliance use the menu bar on the bottom of the screen:

COUNTRY ALLY MAP EXIT

COUNTRY: This allows you to select a neutral country for an alliance attempt.

ALLY: Attempt to create an alliance with the selected country. When you successfully ally with a nation, all of its troops and diplomats are at your disposal. If you are successful you will be allowed to deploy the troops of your new ally (see Deploying Units).

MAP: Allows you to move around the map.

EXIT: Go to the diplomatic menu.

Negotiation and Declaration of War:

After attempting to ally with a nation it is time to send diplomats to the capitals of neutral nations. The diplomats screen shows a list of neutral nations, their allegiance and alliance levels, and the total number of diplomat rating points assigned to that nation. Also on this screen your current diplomat is displayed above the menu bar. The computer will also display a number of diplomats that are not currently on missions. These diplomats are either newly acquired allies, or are assigned to a nation that is now allied.

You receive two diplomats from each nation allied to you, and each diplomat has a rating. Diplomats are more effective in swaying neutral nations (those with an allegiance of 4, 5, or 6). You may assign more than one diplomat to help speed negotiations, but only 25 diplomat rating points

can be assigned to a negotiation (too many cooks spoil the soup). As allegiance goes from one extreme to the other, the diplomats become less persuasive.

From the diplomats screen, the Highlord player only also has the option to declare war on one nation per turn. Remember that you cannot move troops into or through a neutral nation. When Highlord declares war, the nation may either automatically ally with Whitestone or decide to go with Highlord, depending on allegiance and a random 'die roll'. By declaring war, the Highlord player may gain many allies early in the game, but sometimes it will backfire. Sometimes countries with strong Highlord allegiance will side with Whitestone in the face of a war declaration. Also, as the game progresses, and the influence of the Highlord spreads, more and more of the unallied nations will shift towards the Whitestone alliance.

The menu bar at the bottom of the screen controls all of your diplomatic options:

COUNTRY DIPLOMAT TRANSFER MAP EXIT WAR

COUNTRY: Select a country for diplomat transfer or war declaration.

DIPLOMAT: Cycle through the available diplomats and select the one you wish to transfer.

TRANSFER: Send the selected diplomat to the selected country.

MAP: Go to the map.

EXIT: Exit the Diplomatic Phase.

WAR: (Highlord only) Declare war on the selected country. The selected country will automatically ally with Highlord or Whitestone. The allied side may immediately deploy that nation's units (see Deploying Units).

Deploying Units:

When a country first becomes your ally, you may deploy its units anywhere within that nation's borders. The game will go to the map screen, place units in their starting positions, and then display this menu:

MOVE UNIT EXIT

MOVE UNIT: Allows you to deploy units. The map cursor will highlight the current unit's position, and a unit summary will be displayed. Move the unit to its new location, and select that square. After moving a unit you will return to the move unit menu. Selecting MOVE UNIT again will go to the next unit. Selecting the units starting position will allow you to go to the next unit without moving the first.

EXIT: Returns you to the previous screen.

The fleets at Maelstrom are automatically deployed and cannot be moved until the player's movement phase.

COUNTRY STATUS:

This screen is a summary of the nations, and shows all allied, conquered, and neutral countries.

VICTORY PHASE:

The victory screen shows a summary of the overall forces for both players, with the total killed or captured and remaining troops of each unit type. This screen also shows the turn date, current score and victory status. Points are gained for every enemy champion captured or killed, troop killed, successful conquest and alliance. The point values for each unit type are displayed in the column to the right of the unit names. Highlord victory points are negative, while the Whitestone points are positive, so a net score of zero is a tie.

INITIATIVE PHASE:

The program will determine which army has initiative. The side with initiative gets the first movement and combat phases, and receives a 25% bonus for the operation points for all units.

RECOVERY PHASE:

During this phase units get all of their operation points back and recover some of the fatigue they received during movement and combat from the previous turn. The amount of recovery is based on the number of operation points left unused by the unit from the prior turn and the following rules:

• Units recover slower if they continue to move, if they are in an enemy zone of control and the further they are away from their home capital.

• Units from nations with fleets are less affected by distance from home.

• Units do not recover fatigue points during winter months.

• Units recover at a faster rate if they are in a city, port city, fortress, tower, or dwarven fort.

• Units receive a 4% combat strength loss per fatigue point, and a 20% reduction if they enter combat with 0 operation points.

MOVEMENT PHASE:

During the movement phase you may move troops, load and unload transport units (fleets, pegasi, griffons, and citadels), and designate combat. There are several menus and displays to guide you through all the options.

Palanthus

Clerist Tower

Vingaard

Northern Ergoth **Hylo**

Throtyl

Nordmaar

Kern

Mithas

Kothas

Maelstrom

Solanthus

Neraka

Kaolyn

Lemish

Sanction

Khur

Gunthar

Caergoth

Zhakar

Goodlund

Qualinesti

Blode

Thorbardin

Silvanesti

Tarsis

🏰	Fortified City
🏰	Capital
⚓	Port City
⚓	Port City Capital
◈	Dwarven Fort Capital
♜	Fortress/Tower

A · N · S · A · L · O · N

Movement Menus:

The following menus control all actions during the movement phase:

CURSOR GET RECON LAST QUAD MAP MENU

CURSOR: Move the cursor around the map.

GET: Select a unit from the current cursor square.

RECON: Determine the approximate enemy strength in the cursor square.

LAST: Return the cursor to the last square a unit was selected in.

QUAD: Center the cursor in selected quadrant of the map.

MAP: Switch between the tactical and strategic maps.

MENU: Go to the next menu.

If you selected MENU from the cursor menu this will appear:

COMBAT SAVE MENU DELAY(#) JOY/KEY

COMBAT: Go to the combat phase.

SAVE: Save the game in progress to another disk.

MENU: Go to the previous menu.

DELAY(#): Change the game delay to speed up or slow down response time. The values cycle from 1 (fastest) to 9 (slowest).

JOY/KEY: Change between joystick and keyboard input. This may not be available on your system.

When you GET a unit the following menu will appear:

MOVE EXIT ATTACK NEXT ITEM (UN)LOAD PATROL

MOVE: Move the selected unit. After selecting this option, move the cursor from square to square until the unit is where you want it or it has run out of operation points. After moving a unit you may AUTO MOVE the other units in the original stack or abort the move. The next menu will describe AUTO MOVE. For information about movement restrictions, look at the Movement Rules section.

EXIT: Return to the cursor menu.

ATTACK: Designate an attack on an adjacent enemy unit. After selecting this option, move the cursor to the enemy square and select it. The attack menu will then come up.

NEXT: This command will cycle through all of your units. It is especially valuable to review the status of your troops.

ITEM: Transfer a magic item from the current unit to another. Transfers may be made between units up to 4 squares apart. A menu will allow you to select and verify the target unit. Fleets, griffons, and pegasi cannot transfer items.

(UN)LOAD: (Fleets, Griffons, Pegasi, and Citadels only) This allows you to load and unload units for transport. See (UN)LOAD menus for option descriptions.

PATROL: (Fleets only) Selecting this option toggles whether or not you want the selected fleet to automatically engage enemy fleets. If Patrol is set to yes, any time an enemy fleet comes within 1 square, the enemy ships will stop and your unit will attack them during the combat phase. If enemy ships enter the Combat Phase within 4 squares of a fleet with patrol on, your ships will automatically move and attack. Ships with patrol on may pass by enemy ships which are not patrolling. See Naval Combat section for details.

This menu will appear after a unit has moved:

EXIT ABORT ABORT 1 SQ AUTO MOVE

EXIT: End movement for the current unit and return to the move menu.

ABORT: Abort entire move back to the original square. Abort will sometimes dock your unit 1 fatigue point when it is used.

ABORT 1 SQ: Move back one square.

AUTO MOVE: Have the next unit in the original stack automatically follow the unit that has just moved.

After selecting ATTACK the following menu will appear:

TARGET UNIT TARGET ALL NO ATTACK EXIT

TARGET UNIT: Attack an adjacent, enemy square with only the selected unit.

TARGET ALL: Attack an adjacent, enemy square with all units in the same square as the selected unit.

NO ATTACK: This will remove existing attack orders.

EXIT: Return to the previous menu.

Selecting (UN)LOAD will display this menu for transport units:

DISPLAY UNITS LOAD UNLOAD EXIT

DISPLAY UNITS: Look at the troops currently loaded on selected transport unit.

LOAD: Go to the Load Menu.

UNLOAD: Go to the Unload Menu.

EXIT: Return to the previous Menu.

LOAD UNIT? NO YES EXIT

YES: Load the unit displayed above the menu bar. Except fleets and citadels, all transport units only load troops stacked in the same square.

NO: Cycle to the next available unit.

EXIT: Return to the previous menu.

UNLOAD UNIT EXIT NEXT SQUARE

UNLOAD UNIT: Unload the unit displayed above the menu bar.

EXIT: Return to the previous menu.

NEXT SQUARE: (Fleets and Citadels only) Cycle through all the legal destination squares for unloading.

If you select ITEM to transfer an item between units, this menu will appear:

TRANSFER TO UNIT? NO YES EXIT

NO: Cycle to the next available unit.

YES: Transfer item to the unit displayed above the menu bar.

EXIT: Return to previous menu.

Stacking Limitations:

Most terrain types have a limit of 2 for the number of infantry and/or cavalry that may be stacked together. Also, you may stack 2 flying units (together with infantry/cavalry) plus leaders and/or wizards for a total of 10 units per square. In cities and ports you may stack 3 infantry and/or cavalry.

Unit Summary:

When you select a unit to move, load/unload, etc, there will be a summary above the menu bar that looks something like this:

NERAKA 1ST MERCENARY CAVALRY   #:200
QUALITY: 3   FATIGUE: 5   OP: 0   FORT: NO
NO ATTACK   ITEM: ARMOR

The first line of the summary gives the nationality, type, and the number of troops in the unit.

The second line gives the quality (combat effectiveness rating from 1 to 7), fatigue level (ranging from 0 - rested to 24 - exhausted), and the operation points remaining. For infantry and cavalry units this line will indicate if a unit has had time to create defensive fortifications in its square (see Combat Phase). If the unit is a fleet then the FORT information will be replaced with PATROL information showing whether the fleet is currently on patrol or not.

The third line indicates whether or not the unit will attack during the next combat phase, and whether or not the unit is carrying a magic item (see Quest Section). Also, this line will indicate if a transport unit is carrying other units.

Terrain Description:

As you move the cursor or units around the map you will see a summary line, describing the current cursor location, that looks like this:

FOREST (SILVANESTI)

Knowing the terrain type is important when planning movement or battles. National borders are critical, as you may not move troops through neutral countries.

Movement Rules:

A primary mission for you as commander, is effectively moving your troops to accomplish your objectives. Moving units are restricted by their number of Operation Points(OP), by terrain and by enemy Zones of Control (ZOC). OP are the base number of squares a unit may move during a turn. Moving through forest and enemy ZOCs cost a unit additional OP. ZOCs are the 8 squares surrounding a unit into which it can attack. Fatigue is gained

from movement or combat and is shown on the unit summary. Units gain fatigue somewhat randomly during movement.

The following is a summary of the rules and restrictions for movement:

- Units cannot move off the map.

- Units cannot move into a neutral country. A neutral country is one that is listed on the diplomatic or alliance screens, and currently is unallied. Note that there are many areas of the map that both armies may move through freely. These areas will not have a country listed with the terrain description at the bottom of the screen during cursor movement.

- Units cannot stack with enemy troops.

- Normal movement cost is 1 OP per square. Forest squares cost 2 OP (except for elven and kender units which cost 1). Movement for air units costs 1 OP for all terrain types.

- Moving from one enemy ZOC to another costs 3 OP in addition to normal movement costs.

- The only ground units that may move through mountain squares are: dwarf, ogre and wizards.

- No ground units may enter sea, coast, river, or swamp squares (except wizards who may move through, but not end movement in them. Also ground units may move across river squares if doing so on a fleet).

- There are 3 basic types of units: Ground, Air, and Fleet. The first type are limited to ground movement only.

- Air units move and attack from the air, but always end a movement phase by landing.

- Transport units may load 1 large combat unit (infantry or cavalry) and up to 9 additional leaders, and or wizards.

Citadels are the exception and may carry 3 large combat units plus leaders and wizards for a total of 10 units.

- Fleets can only move in sea, coastal, river, or port city squares. Air units may pass over but not end movement in these squares (except port cities).

- Fleets may load/unload from adjacent squares or the same square if it is a port city.

- When a fleet moves into the Maelstrom it automatically stops (see Naval Combat Section for more information).

- If a fleet unit passes within 1 square of an enemy fleet, which has patrol set to on, then the unit will stop until the naval combat phase (see Naval Combat section for details).

- Citadels may only load/unload from adjacent squares.

- Pegasi and griffons may only load/unload from the same square.

- Wizards can move with 0 OP cost (unlimited movement).

- Wizards and citadels do not gain fatigue points.

COMBAT PHASE:

The time for diplomacy has past. Plans have been made. The lines are drawn... let the battle begin. During the combat phase you will resolve the battles, on land, at sea or in the air, that have been initiated during the previous movement phase. The first part of the combat phase is naval combat.

Naval Combat:

Naval combat will occur during this phase whenever a fleet is adjacent to an enemy fleet or if enemy fleets are within 4 squares of each, and one fleet has patrol

on. If a fleet is within range of an enemy fleet with patrol on, the enemy ships will automatically move in and engage if they have sufficient OP to do so. After naval battles are finished, you may either continue on to land and air combat, or return to the movement phase. In this way it is possible to fight your way past blockades of enemy ships, and land troops in one turn.

After the computer has found a naval encounter, it will automatically run the first round of combat, after which the following menu bar will appear:

CONTINUE COMBAT WITHDRAW

If both players withdraw, the computer will break off combat and reposition both fleets. If only one player withdraws, there is a chance the enemy fleet will follow and continue the attack. At any time during the naval encounter, fog may come in and end the battle. After the combat is finished the player whose turn it is will get the following menu bar:

MOVE UNITS COMBAT

MOVE UNITS: Return to the Movement Phase.

COMBAT: Go to the Combat Phase for land and air battles.

During naval battles, fleets will lose ships and carried troops may also suffer losses. These ship losses decrease the amount of damage a fleet will do during combat, but do not affect how many troops may be carried by the fleet.

Land and Air Battles:

After naval encounters, it is time to fight your land battles. The program will look around the map. When it finds a conflict

there will be a display of the troops for both sides and the attacker will get this menu:

RETREAT LIGHT HEAVY ABORT MAP

RETREAT: The attacker has reconsidered the wisdom of this engagement. Selecting this option will cause all friendly units in the battle to retreat one square on the map to avoid combat. The defender has the option to counterattack and may still engage.

LIGHT: This battle posture will cause lower losses on both sides. This option may be useful for attacks designed to harass the enemy or whittle him away for a later, larger force.

HEAVY: This is a fully committed attack, and will produce the greatest losses to both sides.

ABORT: Abort the battle with no retreat.

MAP: Go to the map.

After the attacker chooses his strategy, the following menu will appear for the defender:

RETREAT STAND COUNTERATTACK MAP

RETREAT: The defender retreats one square to avoid combat. The attacker may still engage, but losses will be cut.

STAND: The defender stands his ground and receives the enemy attack. With this option the defender will receive all defender bonuses. The defender should always select stand if he is attacked while in any fortified square (city, port, tower, etc), as any other choice may move units into poorer terrain.

COUNTERATTACK: A counter attack has the potential of inflicting heavy losses on enemy armies, at the expense of giving up the defender's bonus.

MAP: Go to the map.

The dragons of Krynn are power incarnate, and the very sight of them will strike fear into the hearts of any foe - Dragon Fear it is called. Dragons fighting side by side with your troops will, with flashing talons and devastating breath attacks, increase the enemy casualties. But, the fear of dragons is so great that many times the wise commander will only have the dragons fly over the battle field to paralyze the enemy troops with fear and not actually risk these mighty beasts in direct combat. The following menu will appear for each army that contains dragons:

DRAGON FEAR ATTACK

DRAGON FEAR: This will cause the dragons to fly over the battlefield and paralyze enemy troops. The Dragon Fear will cause the enemy to fight poorly, and not fighting directly will minimize any potential losses to dragon units.

ATTACK: This selection will send your dragons to the front lines of the battle to maximize enemy losses at the risk of losing dragons. With this selection armies still gain the benefit of Dragon Fear.

After both sides have selected their strategies there is an option to have the combat results displayed graphically:

DISPLAY BATTLE? NO YES

NO: The losses for both sides will be displayed unit by unit.

YES: The battle will be fought graphically, with the computer moving the troops automatically.

If the defending unit is destroyed the attacker will automatically advance one stack of troops into the square (except into mountains). After advancing, the attacker will sometimes be allowed to attack again if more enemy units are in range.

Units:

Many units have special abilities,limits, or effects on other troops. The following summarizes these units:

Leaders: These units will cause a small increase in the overall effectiveness of other units in the square. Leaders may not attack alone.

Wizards: Wizard magic will greatly increase the overall effectiveness of other units in the square. Wizards may not attack alone. Wizards may move across any type of terrain (including water), but must end movement on land squares.

Infantry: Infantry units may build defensive forts if they remain in one square long enough.

Cavalry: Cavalry receives a small strength bonus in open terrain (not tunnels, dwarven forts, etc) where horses may be used effectively. Cavalry units may build defensive forts if they remain in one square long enough.

Dwarves and Ogres: These units both receive a large strength bonus in mountain squares. Only these ground units may move in mountain squares.

Elves: Elves receive a large strength bonus in forest squares.

Kender: Kender receive a large strength bonus in forest squares. Kender troops have a chance, when being attacked by several stacks of troops of taunting the troops into impetuously attacking with one stack at a time.

Dragons, Griffons, and Pegasi: Receive a strength bonus in open terrain where they may use their air attacks (not tunnels, dwarven forts, etc). Only these units may attack citadels.

Citadels: Act like fortified cities for carried troops. Only troops in citadels may attack from desert squares.

Fleets: Can only attack other fleets, but may be attacked by adjacent land troops.

Terrain:

The following summarizes the terrain effects on combat.

Defender Terrain Type	Defender Strength Bonus			
	Small	Medium	Large	Very Large
Dwarven Fort				X
Dwarven Tunnel			X	
Fortress			X	
Fortified City		X		
Port City		X		
Tower		X		
Forest	X			
Mountain	X			
Steppe	X			
Mountain Pass	X			
Tunnel Entrance	X			

Attacker Terrain Type	Defender Strength Bonus	
	Small	Medium
River		X
Stream	X	
Bridge	X	

Maelstrom:

The Maelstrom is a mysterious region of raging seas and violent winds. Fleets entering the Maelstrom will be thrown from it in a random place, but not before possibly losing ships.

Forts:

When infantry or cavalry units are left in one square long enough without moving they will automatically dig defensive forts. A unit with a fort will indicate it on the unit summary. Forts greatly increase defensive bonuses and are especially useful for units that must face the withering attacks of enemy dragons in open terrain. Units in cities, ports, towers, fortresses, and dwarven fortresses do not get an additional fort bonus.

Surrounding Enemy Units:

If a unit or stack of units is completely surrounded by enemy ZOCs its strength drops dramatically. This is valuable when attacking fortified squares like cities and towers.

Experienced Troops:

When troops experience combat they may randomly gain quality levels.

Conquered Nations:

WAR OF THE LANCE is a game of conquest. When your armies crush enemy nations, the enemy alliance loses that nation's troops and diplomats. Most nations will fall when the capital is captured and held by enemy troops until the beginning of the next turn. A few countries have more than one location that must be held simultaneously.

To capture Silvanesti, you must also hold the fortress to the northwest of the main capital and the two towers to the south in addition to the capital.

The Knights of Solamnia are the most tenacious of the Highlord's foes. These nations start the game with high Whitestone allegiance levels, and before any Knight countries can be considered conquered, all of the Knight countries plus the Clerist Tower fortress with its infantry units (near Palanthus) must fall. The Knight countries are: Caergoth, Northern Ergoth, Solanthus, and Gunthar. Also, before Solanthus is conquered, enemy troops must hold both the capital and the fortress to the southwest.

To conquer Neraka, you must hold the capital and the tower to the northwest.

APPENDIX

UNITS:

NATION	TOTAL UNITS AND TYPE	BASE NUMBER	QUALITY
BLODE	7 OGRE INFANTRY	130	4
CAERGOTH	3 ELITE HUMAN INFANTRY	140	5
	2 ELITE HUMAN CAVALRY	130	5
GOODLUND	4 KENDER INFANTRY	130	2
GUNTHAR	3 HUMAN INFANTRY	140	3
	2 ELITE HUMAN INFANTRY	140	5
	2 ELITE HUMAN CAVALRY	130	5
	2 HUMAN FLEET	20	4
HYLO	6 KENDER INFANTRY	130	2
KAOLYN	5 DWARF INFANTRY	180	3
KERN	5 OGRE INFANTRY	130	4
KHUR	5 HUMAN INFANTRY	130	2
	1 HUMAN CAVALRY	130	2
KOTHAS	4 MINOTAUR INFANTRY	110	7
	4 MINOTAUR FLEET	20	5
LEMISH	4 HUMAN INFANTRY	130	2
	2 HUMAN CAVALRY	130	2
MAELSTROM	6 HUMAN FLEET	20	4
MITHAS	4 MINOTAUR INFANTRY	110	6
	4 MINOTAUR FLEET	20	5
NERAKA	8 MERCENARY INFANTRY	200	3
	2 MERCENARY CAVALRY	150	3
	2 RED DRAGON	3	
	2 BLUE DRAGON	3	
	GREEN DRAGON	4	
	1 BLACK DRAGON	4	
	1 WHITE DRAGON	5	
NORDMAAR	4 HUMAN INFANTRY	130	2
	2 HUMAN CAVALRY	130	2
N. ERGOTH	3 ELITE HUMAN INFANTRY	140	5
	2 ELITE HUMAN CAVALRY	130	5
	2 HUMAN FLEET	20	4
PALANTHUS	5 HUMAN INFANTRY	130	3
	4 HUMAN FLEET	20	5
QUALINESTI	4 ELF INFANTRY	180	3
	4 PEGASUS	84	1
SANCTION	3 HUMAN INFANTRY	130	2
	4 HUMAN FLEET	20	4

NATION	TOTAL UNITS AND TYPE	BASE NUMBER	QUALITY
SILVANESTI	6 ELF INFANTRY	180	3
	4 GRIFFON	240	1
	4 ELF FLEET	20	3
SOLANTHUS	3 ELITE HUMAN INFANTRY	140	5
	2 ELITE HUMAN CAVALRY	130	5
TARSIS	3 HUMAN INFANTRY	130	2
	3 HUMAN CAVALRY	130	2
THORBARDIN	4 DWARF INFANTRY	180	3
THROTYL	7 HOBGOBLIN INFANTRY	150	2
VINGAARD	3 HUMAN INFANTRY	130	2
	1 HUMAN CAVALRY	130	2
ZHAKAR	5 DWARF INFANTRY	180	3
	4 GRIFFON	240	1
SPECIAL UNITS:			
HIGHLORD	9 BAAZ DRACONIAN	200	3
	10 KAPAK DRACONIAN	150	4
	2 SOTH UNDEAD INFANTRY	120	7
	3 WIZARD	1	
	3 CITADEL	1	
WHITESTONE	3 TOWER INFANTRY	140	4
	1 GOLD DRAGON	3	
	1 BRONZE DRAGON	3	
	1 SILVER DRAGON	3	
	2 COPPER DRAGON	3	
	2 BRASS DRAGON	3	
	3 WIZARD	1	

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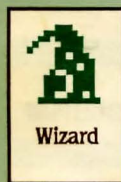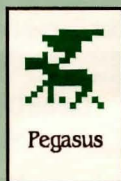Dan Cermak, Richard Wilson**

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COMBAT UNIT ICONS

Human Infantry	Ogre Infantry	Minotaur Infantry	Elf Infantry	Dwarf Infantry	Kender Infantry
Hobgoblin Infantry	Human Cavalry	Draconian	Pegasus	Griffon	Dragon
Wizard	Flying Citadel	Leader	Fleet	Whitestone Stack	Highlord Stack

Questions or Problems?

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Recorded hints and other product information are available
24 hours a day, 7 days a week on our Hotline: (408) 737-6810.
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call the Hotline number between 11a.m. and 5p.m., Pacific
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