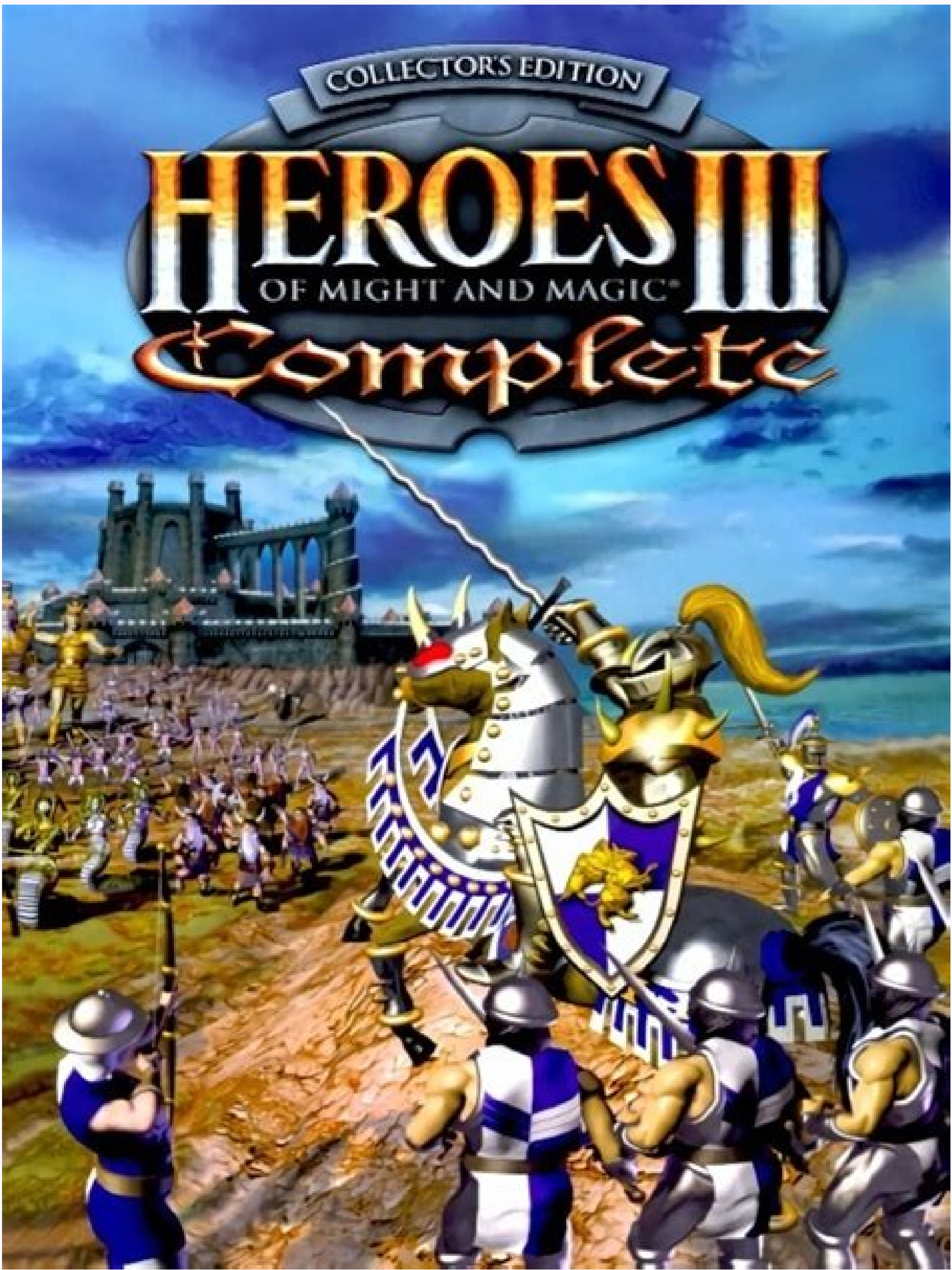
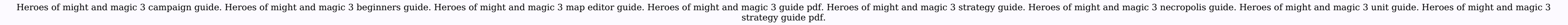


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same town... to get it you need some units in your army that are "the same" as the wandering stack (upgraded or not doesn't matter). If your army is comprised of more than 50% of the same unit as the wandering stack, then you get 5) Move your starting hero in your main castle and buy a spell book for him (or her) by clicking on the Mage Guild. It only costs gold but you'd be surprised at how often people forget to buy them for their starting heroes or might heroes they hire. Each faction has one associated might hero and one associated magic hero (heroes of might & magic, get it? -). For Castle, the knight is the might hero (starting with no spell book and most likely to improve in attack and defense) while the cleric is the magic hero (starting with spell book and most likely to improve in defense). You can also hire a mage hero for your castle. You can also hire a knight hero for your castle dwellings and most importantly, you can hire more heroes, the more the better. At first, always try to hire heroes associated with your faction if possible and also pay special attention to their specialties, some are better than others. This serves several purposes: **a)** By combining all troops on one hero, that we usually call the main hero, the army will be much stronger, you'll fight less often and more wandering stacks will join. Let's call this concept: instant army. **b)** More heroes cover more ground which is especially important in the early game when you need lots of resources. Main hero will fight battles, free passages and conquer towns, the secondary hero will be behind picking up resources, items and mines (although most often main hero will flag the mine himself). The secondary hero can pick up most of the stuff on the ground leaving the main army free for more important tasks. Let's call this concept: the pack mule. **c)** More secondary heroes also means that you'll see more of your surroundings quicker making you less likely to be surprised by enemies or to travel in the wrong direction with your main army. Let's call this: the scouts. **d)** The hero chain (which I'll explain later). **e)** Extra heroes are convenient for carrying extra troops that might slow down your main army or when your army is full. Let's call this: the squire. Having more heroes early in the game than my opponents has proven to be the secret to many of my HOMM 2 victories. So in the starting game, you'll have 1 main hero that will fight the battles and secondary heroes that will act as pack mules, squires, scouts and links in hero chain, most often they'll serve most if not all of those functions. **7)** I know that more advanced players will argue in favor of having 2 main armies, splitting troops in various combinations. It does make sense and we'll use it in later scenarios but I don't want to go too much in-depth on that right now. **8)** Secondary heroes who will serve as scouts should have 2 or 3 of the fastest available troop in separate single-unit stacks. In HOMM 2, we'd have used 2 Gargoyles in packs of 1 for example. This is so that the hero can move farther each turn on the adventure screen (see bottom of page 15 for explanations). This advantage seems less pronounced than in HOMM 2 but doing that for scouts still has another advantage. If those scouts are caught unaware by enemy heroes (and they will be), they'll have a better chance of fleeing so you don't lose them. **9)** In the early game, when you're not too much into immediate danger, you can easily afford to give out a good amount of gold to each of your heroes, although if you get ahead in your territory, you should have more than 1 unit. **10)** As a general rule of thumb, I'd say that hiring 2 or 3 more advanced mercenaries on day 1 is a good idea, myself included. At most, you can afford to hire 1 or 4 more troops each week. I'd suggest though, so you don't lose your instincts and regularly what you get of the immediate surroundings. In the particular case of the mercenaries, I could have hired 2 or 3 more troops on day 1 (for the cost of 8 gold) but I don't want to go too far. I'd suggest though, so you don't lose your instincts and regularly what you get of the immediate surroundings. In the particular case of the mercenaries, I could have hired 2 or 3 more troops on day 1 (for the cost of 8 gold) but I don't want to go too far. **11)** But does cost 2500 gold each time you say, it's too expensive. I personally find that extra heroes will pay for themselves very soon and that their usefulness warrants the cost. **12)** Still in the early weeks, almost always pick gold from treasure chests that says that's what you'll badly need. Only exception to that: general rule would be for main hero who gets chests of the 2000 gold/1500 experience point variety where I'm often tempted to choose experience because the experience per gold is the most favorable ratio of all the 3 chest types (but even then, picking experience would be rare). **13)** Think of an extra hero as about 2 chests. Or 1 chest and 1 pile of gold. **14)** Back to this particular scenario, I decided to go with 2 extra might heroes (knights) and 2 extra magic heroes (clerics) who by luck were all of the same faction. **15)** Now should be the time to decide who should be your main hero and that you'll develop more than the others. Pick the one with the best specialty or the one that appeals more to you. In HOMM 2, I'd have said to develop barbarian hero no matter the castle but in HOMM 3 it's tougher to make that decision. Never forgetting about the specialties, I'd say that in small/medium maps I'd develop more a might hero and that in large/high maps my main hero would tend to be more of a magic type. I'm saying that because magic will not play such a huge factor on smaller-sized maps so attack-defence is more important. Still it doesn't mean your main hero should not have a spell book! **16)** Ideally, in large maps, I think I'd eventually develop both a high-level might hero AND a high-level magic hero, possibly 2 magic heroes... **17)** In Homecoming, from the choices I got, Valeska was more attractive than the others for main hero position because of her archer/marksman specialty. I decided to develop more Christian anyway because that one I knew everybody would have. **18)** 2 heroes immediately boarded the nearby boats and started navigating around picking up all the stuff. **19)** Building orders will likely change for each scenario as I experiment and depending on what is already built. But for this one, I marked to use the Archer's Tower upgrade right away because marksmen can shoot twice instead of once and that's a huge improvement. I also noticed that upgrading existing troops (in this case Archers) was a lot more cost-effective than in HOMM 2. **20)** Perhaps, I'd have said to build a wall in the starting game, but I don't want to go too far. I'd suggest though, so you don't lose your instincts and regularly what you get of the immediate surroundings. In the particular case of the mercenaries, I could have hired 2 or 3 more troops on day 1 (for the cost of 8 gold) but I don't want to go too far. **21)** I'd suggest though, so you don't lose your instincts and regularly what you get of the immediate surroundings. In the particular case of the mercenaries, I could have hired 2 or 3 more troops on day 1 (for the cost of 8 gold) but I don't want to go too far. **22)** You'll also learn that some resources are less needed for a given castle, so those resources you could trade for more gold (especially good if you find trading post in starting game). **23)** A possible building order that I think of for this particular scenario that gives lots of resources. I decided to emphasize creature production. Usually I think I'd skip cavalers for angels instead but we couldn't build portal of glory in this scenario since it was grayed out. **24)** Upgraded Archer Tower (to upgrade all those free archers) **25)** Blacksmith (not for war machine but because it's required for Barracks) **26)** Barracks **27)** Monastery **28)** Stables **29)** Training Grounds **30)** Citadel (to improve production by 50%) Possible alternative, forget about Upgraded Archer Tower until week 2 and go for the Town Hall. **31)** With your initial army, most stacks will certainly flee except those in snowy valley west of starting castle. Those mines, I decided not to liberate (too many potential casualties but perhaps not) and instead I went back and took the north branch. **32)** Deciding which fights to pick with wandering stacks is something very important to learn. In week 1, several, packs, and lots of level 1 and level 2 troops are prime targets, level 3 troops in some cases if the reward is worth it. Walkers and flyers that aren't too fast are especially desirable targets while archers are much less so. **33)** If a stack wants to flee you and it would have inflicted some kind of casualties, let it flee (especially if they're shooters!). The experience they give out is often not worth it. If you have necromancy, you don't want to let anything flee of course as you'll get more skeletons if you slaughter them. **34)** For now and since you're learning the game, fight those stacks that are fleeing to get the hang of combat. Makes for good practice when things will become tougher. **35)** Learn to love and respect the wait command more particularly on turn 1 against wandering stacks. Every stack should wait in the majority of cases. You can always move your flyers after the shooters on the other side have had their turn. That way, their first shot will be hampered (broken arrow meaning half-damage). **36)** The range of the shooters where they can inflict maximum damage is 10 hexes. Keep that in mind. **37)** It's usually not a good idea to upgrade any creature dwelling in the first week. You need the gold and resources to build the creature dwellings you don't have. **38)** Start of week 2 is the time to reorganize your main army by buying the best troops you can afford. Take more than 1 day to buy your army. You can't afford to lose your army. **39)** I'd suggest though, so you don't lose your instincts and regularly what you get of the immediate surroundings. In the particular case of the mercenaries, I could have hired 2 or 3 more troops on day 1 (for the cost of 8 gold) but I don't want to go too far. **40)** I'd suggest though, so you don't lose your instincts and regularly what you get of the immediate surroundings. 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Guardian Angels, the second scenario in the "Long Live the Queen" mini-campaign, is designed to show you the amazing power of the Angels. This small scenario should normally be even easier than the first one. I finished in month 1, week 3 day 7 on my first play. I replayed the start of scenario after it was clear to take a few theories. 0) I picked the one Angel as starting bonus although in hindsight picking the 3 Zealots might have been good too. 1) The objective is a bit misleading at first, it says you must reach Far Feather before the enemies, it's true but it's extremely easy to reach being just north of your starting position and unprotected. 2) You start with the 4 best heroes of the last scenario (Homecoming) which should be around level 6. 3) Combine all troops, except one Angel, and give them to Christian the expert in artillery. 4) The Artillery secondary skill is for the ballista (giant arrow shooting machine working in all combats) while Ballistics deals with the catapult that you'll only see in castle sieges and that serves to break castle walls. It's easy to confuse the two. 5) Give your lone Angel to your best magic hero (in my case a cleric named Lorynis) and attack the stack to your northwest, the one with 2 chests and 1 item in the niche behind. 6) The 2 other heroes will have the fastest low-level troop you can give them. 1 Griffin each if you start with them. 7) Take experience from chests unless it's of the 1000 gold/500 exp variety (I admit that I took more often gold than experience in my first try because I didn't know what the scenario was like) 8) Christian will head east with his army taking and visiting everything on the way. He might look too weak to take on the stacks you'll find in the way but he will eventually get there. 9) You can't enter the range of the catapult until you've taken the castle. 10) The catapult will do 100 points of damage every turn. 11) The catapult will do 100 points of damage every turn. 12) The catapult will do 100 points of damage every turn. 13) The catapult will do 100 points of damage every turn. 14) The catapult will do 100 points of damage every turn. 15) The catapult will do 100 points of damage every turn. 16) The catapult will do 100 points of damage every turn. 17) The catapult will do 100 points of damage every turn. 18) Being relatively new to the game, I thought that building the citadel would net me another Angel per week. I was wrong. The citadel improves current base production by 50% rounded down. Meaning that since the default is one Angel per week, with citadel, it's 1.5 rounded down to 1, meaning it's still only 1 Angel. Let's take another example to illustrate this, your default production is 7 Griffins per week, the Citadel will not double your production to 7 more (14 per week), instead it will improve it by 50%. So you take 7 multiply it by 50%. It gives you 3.5 more griffins per week which rounded down means 3 additional griffins per week for a new total of 10. 19) To check the breakdown of creature production, right-click on creature icons in the bottom-left corner. You should see with the Castle built: Weekly Angel Growth is 4, Basic Growth 1, Castle +1, External dwellings +2. For most other creatures, you'd get different numbers (naturally -) and a number next to Citadel. 20) Make your best magic hero continue north on the road visiting the Seer Hut along the way who asks for the Angel Wings. 21) Fairly early, after you visited the Observation Tower, you'll probably see enemy heroes appear from the subterranean gates. Don't worry too much about them but stay clear with Christian. 22) Out of your small valley, you'll see another stack of Archangels blocking your way. What was not my surprise to find out that those did attack me instead of joining! I lost an Angel that way having 5 Angels and 1 Archangel left. Now on my second try, I checked this out again, and this time those archangels joined me, boosting my army and making it stronger. 23) If you're stuck with less than you could see it roughly in half. The other option is keeping all your Angels together with the same guy and going west. It's what I did in first game and it worked very well, wandering stacks either fleeing or joining. 24) Something you might has well learn now, your main hero (the guy with the armor fighting the battles) should not waste his time picking up scattered resources and items in little closed-off niches, he should continue on his way fighting as many battles per turn as he can. Chests are another thing altogether, at low level, picking experience from them is pretty desirable, but at higher levels, the experience it gives you might not be worth the detour. 25) It's better if it's the secondary heroes coming up behind who pick up the things in the niches. It's quite possible that some items might be protected by token armies though so that's a risk although you'll have the choice of battling the defenders or not. Worst that could happen is that your main hero might have to go a little way back if the item was really wanted. 26) By end of week 1, my Knight castle produced 4 Angels per week and I had 2 more in the Portals of Glory (something easy to overlook). 26b) It's quite probable you'll be lacking gold to buy all of them. Just trade resources for gold at your marketplace to buy those Angels sooner. 27) In the northwest corner, your hero should eventually reach the Angels Wings. 28) Those are extremely powerful permitting your hero to fly over any obstacle. 29) Still, the seer asked for them and you should bring them back to him. 30) Just click at your destination and you'll hear wings flap while your hero flies over the mountain and back into your base valley. When you return the Angels Wings, you'll get 10 free Angels! Yes 10 more Angels! 31) So if everything went perfectly, you could possibly have 22 Angels and 3 Archangels in week 2! I don't need to tell you that by this time, you're pretty much invincible. 32) All this time Christian was continuing on his merry way in the southeast corner of the map. If you feel confident, he can take care of the rest of the world. 33) There are 190 units in the world. 34) There are 190 units in the world. 35) There are 190 units in the world. 36) No army should be a match for yours in the underground but make sure you hire 8 heroes before you finish the scenario so that on the next one, you start with 8.

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scenario of this mini-campaign. The most frequent feedback was that Steadwick's Fall is not that tough except for those super-heroes called General Kendall, according to rumor, is supposed to be toned down in the first HORMM 3 patch. The following strategy was written based on my first play and with the original unpatched version of the scenario. I had no problem in beating the scenario with my original tactics and I think you will find it interesting. You can capture the town called Steadwick and NOT to eliminate every hero in the map. You can also capture the town called Steadwick and NOT to eliminate every hero in the map. You can capture the town called Steadwick and NOT to eliminate every hero in the map.

Dungeons & Devils mini-campaign (carrying over heroes from Groundbreaking is more highly recommended because they're more likely to be of higher-level). In my first game, I captured Steadwick by mistake on month 2, week 1, day 7 without encountering Gen. Kendall (I thought that town was more in the Northwest corner). Being curious as to what the fuss was all about, I decided to reload before taking that Steadwick town and to attack General Kendell. It was literally crushed. I reloaded yet again, bided my time for 2 more weeks and then attacked General Kendall yet again... This time it was no contest and it was me that destroyed him easily. I won on month 2, week 3, day 6 beating General Kendell and taking Steadwick. This scenario has a 3 month time limit but with the following tips you'll probably finish it in less than 2 months. Anyway, you're not in a rush, you can wait until month 3, week 4, day 7 if you so desire. 2) Check your starting heroes to make sure they all have a spellbook. They should. Also make all your starting heroes visit the nearby town, you'll get extra spells from the Mage Guilds which you might not have already. 3) You start with a partially built Inferno on the surface and a partially built Dungeon in the southeast corner of the underground. The underground portion of this map is very small. 4) Your 2 weakest heroes will start in the southeast corner near a knight town. Consider your troops to form a stronger army and make your heroes travel roughly west. 5) The 6 heroes will be split in 2 groups of three, one group will start around the Inferno and the other group will start around your Dungeon. Your 2 highest-level heroes will not be together. One will be near the Inferno and the other one will be near the Dungeon. 6) All the creatures in your army are of the same type (i.e.: all inferno troops) then you get a +1 bonus to morale. You get a minus 1 morale penalty for each troop type mixed beyond two (for example, dungeon, inferno and castle troops mixed in the same army, you get -1 to morale). Any undead in your army causes another minus 1 morale to your living troops. See page 44 of your manual for more details on this. To confirm the real effects of morale on your army, you've got to do this. Go into the hero screen, double-click on one of your troops, on the creature stat window that appears, locate the morale box (gold birds) and right-click. You'll see a detailed breakdown of morale effects on this troop. Undead, Golems and Elementals don't have morale. Minotaurs always have at least +1 morale. 8) It turns out that around the Inferno town, I had enough units to make an initial army composed only of Inferno troops and so could field a second hero there where there were of different types (starting heroes there were of different types than here). If you're not sure about this, just combine all your troops on your main hero (always keeping morale in consideration, i.e. cumulative morale might be acceptable but not beyond that) 9) Get the Imps from the Imp Crucible, go to Inferno and upgrade. Do the same with the Treogridians in the Dungeon area. 10) Don't give Vokial undead troops (if you freed them from Prison in Groundbreaking) to another hero. Leave them with him and possibly give him any extra troops that don't fit in with the main army. 11) For the end game, defeat the Dragon Cave and the Manticore Cave. Both attacks must be done at the latest after month 3, week 12. After that, you can take the Manticore Cave and the Dragon Cave. 12) At the end of the turn, you never know what a scout might find on his way and this might save you from unnecessary trading. 13) In the Dungeon Area, do not attack the Manticore Cave or the several Black Dragons. The Dragon Cave, you could possibly attack right away (3 Red Dragons) but you'd suffer casualties. I did wait until later before conquering it and it didn't really hurt my progress. (see Addendum) 15) You'll have to deal with the construction of 2 towns at the same time. Some might prefer to concentrate on only one from a creature production point of view (the other being developed more for increasing revenue) but I suggest buying creature dwellings in both of them as fast as you can. Depending on where you go and what you find, you might have to skip a few dwellings or build them in a different order. My week 1 building order for the Dungeon was: • 1) Upgraded Happy Loft (not really necessary but I like upgraded hapires) • 2) Chapel of Stilled Voices • 3) Labyrinth • 4) Marketplace • 5) Manticore Lair • 6) Had to stop • 7) Castle (Do not buy Manticores and Minotaurs in week 1) My week 1 building order for the Inferno was: • 1) Mage Guild • 2) Demons Gate • 3) Skip • 4) Hell Hole • 5) Marketplace • 6) Birthing Pools • 7) Fire Lake (traded some crystals to get it) (Do not buy Imps and Efreets the first week) As you can see, it's possible to buy the first 6 levels of creature dwellings in both towns in one week. If I had concentrated less on Inferno, I might even have been able to buy the Dragon Cave and the Manticore Cave in week 1. 16) The Dragon Cave and the Manticore Cave are not too hard to conquer. Just pick up the Dragon Cave and the Manticore Cave. 17) The Dragon Cave and the Manticore Cave are not too hard to conquer. Just pick up the Dragon Cave and the Manticore Cave. 18) Underground, I wanted an endless bag of gold (learned later by testing, this is a random item) protected by a pack of Medusa Queens. It was a bit risky but I knew that my combined armies could take them down and the reward given was worth it. I was pleasantly surprised when they joined me for greater glory. This is an example of picking a fight wisely. I would not have attacked them right away if they were lots because it would have been too dangerous, I might have also not attacked them if the only reward for doing so was a measly chest. I also knew that I'd win even if they fought and that the casualties inflicted would be minor. Keep in mind that if your army is composed in majority of troops of a certain type, then wandering stacks of that type are more likely to join you. Such was the case for Medusa Queens and my Dungeon-centric army. 19) The importance of picking your battles with wandering stacks carefully cannot be minimized. In singleplayer games, you can experiment and take unnecessary risks because you can reload. In multiplayer games, you won't have that luxury. I prefer to take the cautious approach myself and play the singleplayer game like in multiplayer, i.e.: no reloading. In multiplayer, if I was really curious as to whether or not I could take a particular wandering stack and I badly wanted what it was guarding (most notably when fighting lots of a certain troop that could be anything from 20 to 49), I would sometimes sacrifice a secondary hero to check on the actual numbers of the troops. Better losing 25% gold than losing your troops in an unwise battle. (I even got 21 Medusas to join a little later) 20) I removed the Gremlins from my main Dungeon army fairly soon. This had a dual purpose. First, I didn't want to lose them to the enemy. Second, I didn't want to lose them to the enemy. 21) I explored the map almost completely in less than a week. Most of the surface dirt section was also explored by the end of week 1 although several little portions were still dark and not all wandering stacks were eliminated. 22) Use your weakest hero to stay around the Dungeon. He will serve as the first link in a hero chain to bring Dungeon Troops more quickly to the surface. 23) The Warrior Tombs give random items to the cost of -3 for the next battle. If you check in the editor, you'll see that you might not only get minor items either, major items and relics are also possible (although less likely). I got lucky and got the Boots of Speed. I love items that improve adventure screen movement. In HORMM, good movement is everything. 24) The Refugee Camps make a random troop available each week so make sure your secondary heroes visit those locations each week. The units given could be even be a powerful level-7 creature that would give you the early game advantage. I bought an Angel which I used in the secondary army (Vokial) 25) Do not buy Elementals, they're usually not worth it. You only get 3 per week at their Conflux (they don't accumulate) and they count as a different troop type in morale calculation. If you have a stack of those join for greater glory, then you might have consider getting more of them. 26) In week 2, buy Inferno Troops (with the possible exception of Pit Fiends) before Dungeon Troops (which you might not need to buy this week anyway. I didn't. Alit (the main hero that started near the Inferno in my game) will need reinforcements sooner than Dace (main hero that started near Dungeon and that mostly had Dungeon troops). I will refer to them by name from now on for identification purposes but it's pretty obvious who I mean. 27) I explored the map almost completely in less than a week. Most of the surface dirt section was also explored by the end of week 1 although several little portions were still dark and not all wandering stacks were eliminated. 28) Use your weakest hero to stay around the Dungeon. He will serve as the first link in a hero chain to bring Dungeon Troops more quickly to the surface. 29) Dace started traveling more to the southwest. 30) Starting around the Alchemist's Lab at the transition between dirt and grass (south-center), the wandering stacks become tougher, do not get cocky or overconfident. I lost a lot of Dungeon troops to a pack of Cavaliers (level 6 troops) although the mercury given by the Lab was necessary for Arch Devils. 31) Cast View Air and/or View Earth and you'll see the enemies are mostly located in the northwest making the northeast and southwest sections much safer to explore. I saw by visiting the Den of Thieves (that serves the same function as the Oracle in HORMM 2) that General Kendall was one extremely tough customer (attack 21 and defense 20 I think). I'd need to build up my heroes and armies a lot before going anywhere near his territory 32) With Advanced View Air, you can track down enemy heroes and avoid ambushes easily. Not very useful now, but use it often later on. 33) In the Dungeon, I bought a Blacksmith and a City Hall 34) In the Inferno, I bought a City Hall 35) Most of the week after having built my City Halls, I saved gold for the Dragon Cave and possibly even a Castle in the Inferno. 36) Turns out that I could build the Castle on day 6 and that at the last second, I barely had enough gold to buy the Forsaken Palace too (trade some crystals and gems if you're lacking gold but keep around 10 of each, then trade ore and wood if you still need money) 37) By end of week 2, a good portion of the right-half of the map was explored and the southwest section was started. In the northeast corner of the map, I captured a neutral rampart town with 2 Hell Hounds and a level 5 hero casting Magic Arrow (town garrison: pack of 50 Hell Hounds and 10 Hell Knights). I explored the map almost completely in less than a week. Most of the surface dirt section was also explored by the end of week 1 although several little portions were still dark and not all wandering stacks were eliminated. 38) Use your weakest hero to stay around the Dungeon. He will serve as the first link in a hero chain to bring Dungeon Troops more quickly to the surface. 39) Dace started traveling more to the southwest. 40) The more marketplaces you have, the better your exchange rate. 41) Build City Halls in your new secondary towns. Build the Castle or the Forsaken Palace in the Inferno if you haven't done so in week 2. 42) Start considering doing some upgrades to your dwellings although they're not extremely urgent yet and you won't necessarily buy those troops right away. I decided to go for Scorpions (still unbought at that time) because of their 20% paralyzing special ability and for Black Dragons in the Dungeon town (Happy Hags were already upgraded from week 1). In the Inferno, I decided to go for Efreets Sultans (mostly because of speed increase) and Arch Devils. I had also built the Upgraded Hell Hole (for Pit Lords and ability to resurrect dead stacks into Demons) but those troops turned out to be totally inconsequential and unnecessary. So eventually upgrade your level 6 and level 7 creature dwellings, the level 7 upgrades being absolutely necessary. 43) A quick way to get back to any town, mostly to get high level spells from newly built Mage Guilds, is to give all the troops to a squire (except a couple) and make your main hero attack any wandering stack. You make the hero flee right away (casting a damaging spell on

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**** Spoils of War 3: Greed Map Type: HOMM3 Campaign Map ****

----- The last scenario in the Spoils of War mini-campaign is quite special since you have the choice of deciding which side you will endorse while fighting the one you spurned. This map is a classic contest between the Stronghold and the Fortress; the advantage probably going to the Fortress since most of the map is in swamp terrain. The 16 heroes you developed in the first 2 scenarios (8 from Borderlands and 8 from Gold Rush), will be both your starting heroes and starting enemies according to their affiliation. The following strategy is for the Fortress. A strategy for the Stronghold side is not likely to happen until I'm finished with all the other campaign scenario strategies. The heroes associated with the Stronghold, the barbarian and the battlemage, will tend to favor attack while the Fortress heroes, the beamsteamer and the witch, will tend to favor defense. I personally think attack is better than defense (higher attack means you do +4% damage per point above, while with higher defense, you only suffer 2% less damage per point above). Therefore, I find Stronghold heroes superior to Fortress heroes. On the other hand, the native terrain of the Stronghold is less advantageous, since with rough terrain you only need basic (and expensive) climbing to get the terrain for your troops. The native terrain of the Fortress is more advantageous, since the terrain is mostly flat and the Swamp of Woe is a good place to build your towers. The Stronghold being quicker and having the better creature (despite the multiple attack capability of the Hydra which I admit could cause havoc but not so much against a savvy human player), The Fortress also has the advantage of always going first in battles because of the Dragon Flies. It also sports a unit with one of most of the devastating special abilities in the game, the Mighty Gorgon. Fortress troops are very weak in the shooter department (they only shooter), the Lizardman, shooting once) yet they have one more flying unit than the Stronghold. The Stronghold only has one flying troop but one more shooter unit than the Fortress. The 2 different building paths (Cyclops branch and Behemoth branch) can cause problems too compared to the Fortress, which has a more straightforward building path. Both neutral towns are also limited to level 3 Mage Guilds, which in larger maps could be a big disadvantage against other factions. I finished this large map of normal difficulty on month 2, week 4 day 5 delaying victory so I could see more of the layout. 1) You start with your best 8 heroes from Borderlands so you don't need to buy a bunch of heroes on day 1 yourself, therefore saving you some much needed gold. 2) You also start with 3 Fortress towns in the northwest corner of the map. 1 already having a fort and the 2 others: simple villages. Your main opposition, the Stronghold purple, is in the southeast town and also has 3 towns. You'll have to deal with a buffer zone of Knight towns first though. 3) The best Fortress (the one that is the more to the northwest) will serve for creature production while the 2 other will serve to increase revenue. When you start with several towns, it's a good philosophy to adopt: only one town where you really buy creature dwellings in the early game. 4) On day 1, build town halls in every town. 5) Buy war machines for your 2 main heroes at the War Machine factory. You can use secondary heroes and transfer them to the main heroes. You could do without the ammo carts which in my opinion is the least useful of all war machines. 6) Upgrade your main heroes to level 4. 7) Upgrade your main heroes to level 5. 8) Upgrade your main heroes to level 6. 9) Upgrade your main heroes to level 7. 10) Upgrade your main heroes to level 8. 11) Upgrade your main heroes to level 9. 12) Upgrade your main heroes to level 10. 13) Upgrade your main heroes to level 11. 14) Upgrade your main heroes to level 12. 15) Upgrade your main heroes to level 13. 16) Upgrade your main heroes to level 14. 17) Upgrade your main heroes to level 15. 18) Upgrade your main heroes to level 16. 19) Upgrade your main heroes to level 17. 20) Upgrade your main heroes to level 18. 21) Upgrade your main heroes to level 19. 22) Upgrade your main heroes to level 20. 23) Upgrade your main heroes to level 21. 24) Upgrade your main heroes to level 22. 25) Upgrade your main heroes to level 23. 26) Upgrade your main heroes to level 24. 27) Upgrade your main heroes to 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