

The Warcraft II War Guide

by The Arch-Wizard Stony

This guide was not written to explain the units and magiks as in other guides.

But was written to explain special tactics in which to use against computer or human players.

Part One: Offensive Tactics



Tactic 1: The Diversion Attack



This is the easiest attack explained in this guide, but if failed could cost you a

lot of resources. First you must make sure that the enemy's town has more than one way to get in. If not you will need to use a different tactic.

Then, make sure you have adequate resources and at least two barracks. This operation requires two squads of troops. Next, concentrate on your main forces.

This force should be made up of at least six knights, or more depending on the enemies defenses. You should also backup your forces up with archers, 5-6 would be ideal. These elves should also protect you from any dragons that still might wander

the skies. Two - three Ballistas to take out towers and weaken enemies would also

help out. Your smaller squad should consist of about four knights, five archers, plus a Ballista or two. Before attacking use Holy Vision (or Eye of Kilrogg) to check out

the enemy's guard. Now you may want to beef up your forces a little. Don't worry about demo squads unless they've got to many

towers (guard or cannon). To execute this attack properly (my way, yours may vary) send the smaller squad at the main defenses. Ballistas defended by knights backed by archers works good.

Meanwhile, send the large army in the other entrance. This will spread out the defenses for now. All you have to do now is reinforce your army with footmen and archers. This isn't going to work with poor management. Its not if you do it, but how you do it. So don't come cryin' to me, just practice your mouse moves, after all I took the time to do this.



Figure 1.1 *The Alliance bombards Orcish defenses with the main squad*



Tactic 2: Aerial Bombardment

This attack is not designed to destroy a whole town, but rather to drop enemy defenses opening up the encampment for assaults. Therefore, it can be used in

conjunction with other attacks. In order to execute this assault, you will need about 5-6 dragons or more, again depending on the defenses, and goblin sappers. (Please note that I am using orc units in this example and used humans in the last. But these tactics are compatible with either race.) Have the number of sappers equal the number of towers on the line you are attacking. When you have completed this task force send your dragons at the guard towers. Not far behind should follow the sappers, each aimed at a different guard tower. I guarantee (if there are no knights around) that the sappers will live because the computer will recognize the dragons as more of a threat and attack them with the guard towers. The sappers are too fast for a cannon ball to directly hit. Now just move in your ground forces and slaughter the humans. This task should be used in conjunction with the diversion attack for maximum effect. Just remember, The aerial bombardment comes FIRST!



Figure 2.1 *Dragons distract guard towers as goblin sappers move in for the attack.*



Tactic 3: Amphibious Assault



This strategy is simple but often overlooked. The amphibious assault is used when

invading the enemy's coastlines. You'll need to organize two ocean-going task

forces. Both should have about six battleships, four destroyers, and a flying machine. Then build four transports, two filled with knights, archers, and ballistas.

The next loaded with four mages equipped with blizzard (or death and decay) and polymorph(death coil would work instead, but not as good) And the last with some dwarven demolition squads. Now select an area to attack of the enemy settlement. If you ask me, it should be right where the shipyards are, therefore cutting off anymore ships that might bother you. Now take one of the fleets and attack all ships in the area. The next one should attack towers and deliver cheap shots to the pathetic fools on the shore. Just when the enemy thinks that their land forces are safe, you send your knights and archers right on the shore. But don't move them yet, first land your mages and cast polymorph on the stronger units twice. Now demolish the inland towers with the demo squads. Next unleash a nasty little blizzard on the bulk of the army. Your ground troops should be lined up ballistas guarded by knights backed by archers with the STAND GROUND command on. When the enemy responds to the blizzard they will march into their bloody death. Your battleships will also help take out the fools too. But WATCH OUT! If you are playing a human player they may have some stinky little tricks up their sleeve. Its always a good idea to have some reinforcements waiting at the camp. No picture on this one. (Don't ya think you can figure this one out with no problems?)



Tactic 4: Stealth Assault



For all you orc players out there: SORRY. This assault can only be used by the humans. It is designed to break down the enemy's defenses and then blitzing the town. First you might want to have 2 mage towers to do this faster. Research invisibility, blizzard, and polymorph and begin training mages. Now you will need a large strike force. Nine knights, six archers, and some ballistas should work fine. Remember...keep training mages as you build the strike force. And don't forget about defense, you could leave your town wide open for attacks if your not careful. When you have about 15 mages you can stop training. Now, cast invisible on about four mages. As they move toward the enemy defenses chant invisible on every knight and archer you can and have them wait at the behind the 4 mages. The mages should cast blizzard on the towers and retreat. When the ice clears the strike force should sack the enemy. As soon as the force moves into the enemy territory all mages should follow and polymorph all they can. This attack is very useful when playing a multi-player game. Even if your opponent has scouts, they will never know what hit them! (No picture.)

Part Two: Defensive Tactics



Tactic 1: The Wall of Fire



This tactic will eat up the computer, and hit a human player for one attack. If the enemy continuously attacks through one

mountain pass or forest path use this defensive tactic. First, line up towers in the pass, guard in front of cannon. You might want to place 2-3 trolls behind the towers for extra damage. Now comes the cool part: line up four catapults behind the tower and have them attack the ground where the enemy come through. Seems cheap doesn't it? Well to make it even more useful, stand a death knight or two to raise the dead. Then give 'em a taste of their medicine, dead medicine that is.



Tactic 2: Barnyard Combat



This tactic is kinda cheap but still works. If your tryin' to block a mountain pass or the entrance to your city, use this. All you do is place farms to block your towers from harm. It also helps to keep some archers to pummel the opposition. Beware, this doesn't protect from catapults or death and decay though.

Part Three: Quick Tips and Info

Here are some quick defensive and offensive tips :

- Always keep a flying machine over the routes to your town to view oncoming attacks.
- Keep some paladins handy to exorcise any death knight the may be near.
- Never wear your underwear outside of your pants .
- Always place guard towers in front of cannon towers.
(Cannons have better range)

- Don't use invisible or unholy armor on sappers.
- Ganging up on the enemy isn't mean. They'd do it to you. So why not do it to them.
- When exploring new territory with land units, let your highest sight units (Catapults, Rangers, Mages) lead the way. You just might get in some cheap shots.
- Never leave towers unattended. Keep knights or footmen around or tower might equal a pile of wood when a catapult comes around. I learned this the hard way .
- Its fun to polymorph the enemy's heroes. <<hehehehe>>



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- Don't leave openings into your town, if the enemy attacks in two places you are all screwed up.
- If you need to celebrate a victory, just click a critter about 25 times for cool lighting effects.
- In Multi-Player games, whirlwind will give them a good scare. <<BOO!>>
- Also in Multi games, blowin' up their towers with death & decay REALLY pees people off. <<MUHAHAHAHAHAHA!!>>
- Get all off The Arch-Wizard Stony's (ME) custom maps: Citadel (I've been spelling that wrong for a loooonnnnggg time!! Its right now tho) Citadel v1.2 -Two maps & story, and Citadel v1.5-at least 10 maps & big story line.

<<<<<<<<<Thanx for reading>>>>>>>>>>>>

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 this in!!!
 (Modemgames or Gamers')

