

strategy & Tactics: Warlords

by Scott Love

With Warlords II, battles raging on DOS machines, and the imminent threat of their assault on Macintosh beachheads, time for the original Warlords is quickly expiring. Before the tides of history sweep aside the great battles raging across the plains of Lauredor, Sulador, and Huinedor, the last great Warlords of Illuria have gathered their forces for one last epic battle. In a land weary from war, where countless heroes have risen, led quests into dark and hidden places, waged battles, and fallen into rows of graves freshly dug, the strategists and tacticians of Illuria have studied and refined the subtle art of war. Here now, recorded on the eve of The Last Battle, are the teachings of Illuria's War Masters, faithfully documented and preserved in The Great Library.

The War Masters of Illuria callously refer to the object of their studies as "The Game."

The Game

In ages past, some nations of Illuria have seemed hesitant and have entered into war confused, lacking dynamic leadership. Some nations suffered from leadership which followed Monk A. Eye's systematic Code of War: A. Eye was a self-proclaimed "expert" in the Art of War and laid out rigid, dogmatic strategies and tactics which he claimed set a Warlord far above "far more forgiving" opponents. In the First War of Elvallie, widespread fear of A. Eye's expertise soon gave way to scepticism and finally ridicule. A. Eye's treatise is now regarded largely by scholars as an elaborate joke by an early War Master: writing styles confirm, in part, this speculation. The War Masters have, then, called the following teachings from all the Wars of The Ages where every nation had its time of great, dynamic, intelligent leadership.

The First Law: No Battle is an Island, No War is a Continent.

The first teaching of The War Masters of Illuria advocates that The Game is actually comprised of smaller games, each with their own series of battles, each inextricably linked: to conquer Illuria, a Warlord must focus on each link.

The Second Law: Three Stages Comprise The Game.

The Game contains three main stages: The Opening Gambit, The Positioning, and The End Game. The Opening Gambit begins with each nation attempting to secure as much territory as possible and capture as many artifacts and allies as possible. The Positioning balances the game: territories are captured and re-taken, weak nations (those still foolishly following A. Eye's Code of War treatise) are defeated and absorbed, defenses fortified, fronts established, and strengths and weaknesses established. The End Game begins with the first concerted assault by one nation attempting to send another nation back into the bosoms of its heathen gods.

The Opening Gambit

The Third Law: The Game is a Game of Resources.

War is a game of resources and the Opening Gambit is the time to establish a resource base: a Warlord must capture as much territory as possible, waste no time, and worry little about defense. A nation's overriding goal should be to take unoccupied castles as quickly as possible.

Each castle's production should be set to the army it can most quickly produce (usually light infantry). These green troops should be sent out as soon as their uniforms are distributed. Many of the most important castles in the Opening Gambit are those which are considered worthless later in the game. Light Infantry has its uses.

Establishing centers from where territories can be taken will help extend a Warlord's reach quickly: rather than take castles close to a capital first, successful Warlords send armies out to capture those farther away. They also capture castles in central locations, move on, and use that castle's production to attack secondary targets in the area. Some castles in Illuria are critical: a Warlord must know which castles hold the keys to victory and must secure them before his or her enemies do.

Great Warlords never raze castles during the Opening Gambit. A Warlord might as well throw gold into the Paramer Sea.

The Fourth Law: Castles Without Gold, Magic, & Friends are Empty Walls.

Gold, allies, and magic are resources too: successful Warlords send heroes out and don't waste them in taking unoccupied castles — they send them directly to ruins. One famous Warlord, Lord Spim Ramsley was particularly dogged in his pursuit for magic and hidden treasure. He ignored those ruins in his own territories at first and quickly sent his heroes into the farthest reaches, stealing treasures and capturing magical allies just moments before his enemies could reach the ruins hiding such wonders. Lord Ramsley believed that one should immediately send allies out to capture new castles, unoccupied or lightly defended by enemies, and saved his gold for hiring yet more heroes. Spim Ramsley became the First Overlord of Illuria in the Age of Huinedor.

It was later learned by historians of Illuria that Lord Spim Ramsley constructed a time machine device: he stopped time, advanced his heroes into each of the ruins in Illuria, found all which held special magic and allies, and then returned to real time. Then in the Great War of Orcs and Elves, Lord Ramsley knew exactly which ruin to run towards. Elf-Lord Dobbin was completely overwhelmed.

[In English: save the game and advance your turns as you explore each ruin to learn which

hold valuable allies or gold; then return to the first or second turn and send your hero directly to those critical ruins. Good way to cheat or handicap an experienced player.]

The Fifth Law: Wizards and Dragons and Victory are Cousins

Wizards and Dragons: most Warlords that are fortunate enough to receive any Wizards and Dragons early in the game secretly begin planning victory celebrations. They send them out immediately to capture unoccupied castles in hard-to-reach areas. The greatest Warlords aren't confined by thinking geographically: if they command a Southern nation and have a chance to fly over the White Mountains and take a castle in Lauredor, they seize the day. Establishing bases in other parts of Illuria is a strong advantage. Second, they don't risk losing a valuable ally on a difficult unoccupied castle. They take a weak castle nearby and let three or four light infantry units take the well defended castle later.

The Sixth Law: Knowledge is Power.

While a Warlord's heroes are racing toward ruins, he or she must keep tabs on the movements of enemy heroes. Warlords must watch if, after a turn in a ruin, an ally appears, that nation's gold jumps from hundreds to thousands, or nothing. No outward sign indicates that the hero probably received magic: count how many times nothing happens.

The Seventh Law: Killing Heroes is Fun.

As heroes race for ruins, they're bound to bump into enemy heroes: a Warlord can calculate the possible magic that hero has received and weigh the odds of attacking. Killing a hero in the early stages of the game may well cripple a nation so much so that it may never recover from the blow. Daedros Ham, the greatest hero of Lord Tomaloring of the Selentines, was known across Illuria as the Hero's Executioner: in the third war of the Age of The Sea, Daedros Ham killed twelve heroes personally.

The Eighth Law: The Ultimate Goal of The Game is Genocide.

An exception to capturing resources in the Opening Gambit: If a Warlord's nation receives two dragons in the second turn and has an opportunity to rid itself of an opponent, a great Warlord does so. If an opponent loses a hero in a ruin, Warlords consider the pros and cons of attacking. It may not be sportsmanlike, but, in Illuria, defeated Warlords' heads are used as trophies.

The Ninth Law: Forgetting Tomorrow Resigns a Warlord to The Annals of History.

Another exception — building a navy: past victorious Warlords changed the production for those castles too far from unoccupied castles to boats. Having the first boat to sail the seas and rivers of Illuria is an advantage and may help to establish bases in other geographic areas. The greatest mistake Warlords make in The Wars of Illuria is allowing their nations to be fenced in. Warlords must think about the End Game before the paint is dry on their second castles' embattlements.

The Positioning

The Tenth Law: An Army Poorly Prepared Punches Poorly

The middle stage of the game is one of subtlety and grace. With limited resources, most nations must expend their energies in establishing defensive garrisons and preparing for the

storm to come. Some castles may be taken, and perhaps re-taken, small battles fought, but most Warlords must carefully balance opportunities with preparedness. It is easy to overextend oneself in Illuria; if a Warlord launches a campaign too soon he or she may lose more than might be gained. The Game is usually won and lost before the End Game even begins.

Here the variety of the wars of Illuria refuse to lend themselves to generalizations, but a few strategies will help bring victory.

The Eleventh Law: A Great Warlord is a Pious Warlord.

In the mid-game, temples are critical. Victorious Warlords transport armies close to temples (by using the "send to..." function), have them blessed, and raise the overall average of their army's strength. Nations often use their emerging navies to bring more troops to and from temples. In Lauredor, some Warlords took the time to have armies blessed both at the Temple of Iris and the Temple of Emrik. One famous ploy by Horse Lord Arthur Dent in the Second Age of Emrik was, with the help of his hero Zaphod Breeblebrox, his fierce defense of The Temple of Emrik; this prevented any other nations from approaching the holy grounds and receiving the Favor of the Gods.

The Twelfth Law: An Army is Only As Great As the Sum of its Parts.

Warlord Calvin, after the Holy Wars of Sirian Supremacy, passed on his widely respected wisdom in managing armies to his most trusted scribe, Hobbes The Tiger King:

"Establish strong armies with as many led by special and flying armies as possible. Disband any useless army to avoid wasting gold. Turn down any hero who doesn't come with allies. Spread your strength around to critical areas and don't waste many defenses on worthless castles. Remember that one or two armies with a strength of 7 or 8 can win against a stack of eight heavy infantry units. Quality is more important than quantity. Build a navy. Keep an eye on costs: try to maximize the bang for your bullion."

The End Game

The Thirteenth Law: A Flood Defeats Mountains Faster Than A Spring Shower.

Some castles naturally lend themselves to being launch bases for later main attacks. By transporting armies directly to such launch bases (and having them blessed if the base is near a temple) will quickly help a Warlord establish an invasion army. Each castle may only receive armies from four castles at a time: by rotating in only castles which will produce an army in the next turn, a Warlord can insure that the target castle receives a flood of four armies per turn.

The Fourteenth Law: All Castles Are Not Born Equal

Other castles produce prime armies for certain duties — flying armies or solid fighting units. A Great Warlord must recognize which castles are critical to victory. The following is a breakdown of the Castles of Illuria and their strategic value:

Desserton

Fairly worthless, but capable of producing a navy early in the game due to its strategic isolation.

Zaigonne

Similar to Desserton. A good castle from which to invade The Ungueth Mountains due to its proximity to the sea.

Beleri

Actually a valuable castle — hard to reach, easy to hold, and a solid producer of heavy infantry. Hold it and use it to send armies elsewhere.

Tal

A nondescript castle, Tal offers The Horse Lords (if they hustle) the chance to get a navy before the whole thing becomes academic.

Minbourne

Largely worthless — good for a boat or two and it, as all castles do, offers gold.

Tirfling

The best castle to be found in The Mire or the Mindanuin Waste, Tirfling can crank out light infantry capable of bolstering other castles' defenses (especially if, with the help of a navy, they are blessed at the Temple of Emrik).

Amenal

Completely worthless save for its isolation and income.

Pareth

The key to The Mire and Taur Mountains. The Horse Lords must capture this castle to have any hope of seriously challenging Lord Bane in the north. If the main front is to the south, this castle serves as a solid producer of heavy infantry.

Ungor

Serves as the northern gateway into the Ungueth Mountains. If this castle falls, Lord Bane's demise is soon to follow. A solid producer of heavy infantry.

Gorag

One of the four "foundation" castles in Bane territory. Similar to Ungor.

Vival

Completely worthless save for its isolation, income, and surfing. Strategically important if a battle over Wizard's Isle erupts — however unlikely that may be.

Bane Citadel

Lord Bane's capital. Offers a fair range of production, albeit slow, and will bolster armies elsewhere well. The Ungueth Mountains are a stronghold very difficult to breach — Lord Bane (or another Warlord) should use it as a production base to send invasionary forces to outer base castles. To take the Ungueth Mountains, a special army of (expensive) griffins or blessed pegasi can catch the five castles inside unprepared — especially with a hero included.

Needleton

Needleton's production makes it a prime candidate for a good razing, but as every great Warlord knows, it offers constant income to help maintain those castles which have worthwhile production. It also serves as a (usually) poorly defended target for an airborne attack from the Dark Forest. Once taken, a castle may always be supplied with four armies per turn — making any foothold in enemy territory a viable and valuable castle.

Gunthang

One of the four extremely valuable Dark Forest castles — a solid heavy infantry producer and pegasi birth grounds. Any Warlord wishing to control Lauredor must take the four Dark Forest castles and use pegasi to lead his or her armies.

Deepshallow

Similar to Needleton — worthless except when its lowly status warrants little defense and thus serves as a prime target.

Ak-Giriel

One of the four Dark Forest holds. It also produces pegasi and is invaluable.

Ak-Enlie

One of the four Dark Forest holds — it doesn't produce pegasi but is remote, difficult to attack from land or sea, and serves as a "foundation" castle: it produces heavy infantry for armies elsewhere.

Ak-Farazon

Identical in characteristics with Ak-Enlie, this castle is the fourth Dark Forest castle and serves as a critical part of the Dark Forest value.

Meneloth

This is an absolutely critical castle for the north. It serves as a solid production base and is in a vital strategic location. With its position near the main Illurian river, it can be used as a base to invade the Beren Mountains, or South and North Lauredor. It is vulnerable to attacks from the river, but also can act as a vital port. It is one of the three castles close to the Temple of Emrik (by sea). The Horse Lords must secure this castle as soon as possible, and Lord Bane must then wrest it from their grasp as soon as possible.

Malikor

One of the four “foundation” castles in the Ungueth Mountains and important for bolstering northern armies.

Enmouth

The Selentine capital and one of the best production castles in the game. Known for both its elite cavalry and efficient shipyards, this is a castle to take and hold. Vulnerable only from the sea or air — any land attack would be slow and easy to see coming.

Argrond

A valuable production castle and the southern gate into the Ungueth Mountains. Its strength 6 heavy infantry are the best in the game. If blessed they can become a significantly superior fighting force.

Barthel

This is one of the most important castles in Lauredor, especially in the Opening Gambit. The Warlord who holds this castle well will soon take the Dark Forest. All three nations in Lauredor need to be the first to capture this castle.

Marton

Produces weak infantry but acts as a buffer between South and North Lauredor. A fairly useful mid-way point for an invasion over land.

Waybourne

One of three west-coast castles important to hold if a Warlord wishes to control the western sea. A solid infantry producer as well.

Dethal

Dethal has little to offer save relative isolation. Occasionally so poorly defended that it becomes a target.

Greenweigh

An important castle in any land battle in North Lauredor. Used as a production castle or as a front between the Selentines and Dwarves, this castle is often the sight of fierce sieges. Both the Selentines and Dwarves have spent too many resources taking and defending this castle.

Upway

A critical castle in the Opening Gambit for the Dwarves or Horse Lords, despite its slow production. Later in The Game it can become a hindrance. Difficult to adequately defend, it can be taken and used as a base from which an invasion may be launched. A wise Warlord may at times raze this castle rather than defend it. If the opportunity to take it opens to a southern nation, do not allow its painfully inadequate production to dissuade — it is usually lightly defended and is close enough to Maridun and Khamar to act as an excellent in-road to Lauredor.

Darclan

Similar to Dethal but less isolated. Wolves in three turns make it a worthwhile producer.

Maridun

One of the most important castles in the entire Game. Its production is excellent, its central location strategically important, and its proximity to the Temple of Emrik and the River of Illuria make it an extraordinary base from which to launch troops. This castle should be held at all costs.

Jessarton

Possibly the worst castle in The Game. Worthless production and a location duplicated by Waybourne and Upbourne, this castle is worth holding only for the gold it brings in to one's nation. Razing this castle does a favor to all Warlords.

Zhoran

One of the best production castles in The Game. Dwarves in one turn who then may be blessed at the Temple of Iris. The Dwarves should relinquish Khamar before they let Zhoran fall.

Khamar

The Dwarven capital is a great producer of armies and griffins. The Warlord who holds the three Dwarven castles will command a formidable army.

Upbourne

This coastal castle is a solid producer and may also create navies. Hold it to control the seas with its sister city Waybourne.

Cragmorton

The third Dwarven castle is also one of the best producers in The Game and is close enough to both Lauredorian temples to offer great armies.

Paynor

Paynor is often underestimated and underutilized. Alone, the castle is often an annoyance to Lord Bane and The Orcs of Kor, but when taken and held it serves as a critical gateway between the north and south of Huinedor. It becomes even more important when used in its best capacity: Lord Bane or the Orc Warlord should send armies to it and, combined with a single boat, should then send those armies across the River of Illuria and have them blessed at the temple of Emrik. Those armies are then free to invade Lauredor or travel farther on the River. In The War of Orcs and Selentines, Paynor became the deciding castle: the Orc Lord sent armies and allies to it, crossed the River of Illuria, received the Favor of the Gods at Emrik, made a feint towards Maridun and then captured Upway. The fall of the three Dwarven castles soon followed.

Carmel

Carmel is the castle to hold on the west coast. Its proximity to the Temple of Iris and production of elite light infantry, in addition to its southern location, make it the superior place from which to launch any naval invasion of Sulador. Combined with the three Dwarven castles it forms a production base which creates the best armies in The Game — blessed dwarves and elite light infantry led by griffins.

Dunethal

The capital of the Horse Lords is a fantastic producer of cavalry which can then be blessed at Emrik. Occasionally this castle can be caught by surprise from a flying army traveling over the White Mountains, but otherwise easy to defend.

Derridon

One of the Horse Lord trio castles. Solid production and easy to defend (save from a sneak attack of flying creatures), this castle serves as an excellent “foundation” castle.

Fleymark

The third Horse Lord trio castle is a solid cavalry producer but is extremely vulnerable from a riverside invasion. The fact that it does not produce navies handicaps the Horse Lords critically in its defense. This castle is often invaded and the Horse Lord trio of castles become the battlegrounds of raging sieges.

Pa-Kur

A solid producing “foundation” castle and rarely the sight of an invasion.

Ar-Arak

The twin of Pa-Kur, even more rarely invaded until the last of the End Game is drawing to its bitter conclusion.

Dhar-Khosis

An awesome production castle handicapped by a fairly inaccessible location. This castle is critical for anyone in Sulador to hold — both for its dwarves and griffins and for its location near the Temple of Miridine.

City of Fire

A solid “foundation” castle and rarely invaded. Rely on its isolation.

City of Ice

Identical to the City of Fire, except colder.

Hithos

An important city for the Sulador West Coast — the rival of Carmel in location, it serves as the place from which to invade the north by sea.

Ubar

Almost worthless save for its naval shipyards. A prime target for any nation seeking to gain a foothold along the southern river between Lauredor and Sulador. Often razing it is an inevitability.

Galin

A slow producer, but the most important castle to take in the Opening Gambit in its area — Dhar-Khosis is difficult to take: an army that has made the long trek from southern Sulador should attack the lightly defended Galin so that the entire River Front may be later taken. Later in The Game, Galin's slow production make it a frustrating place to send armies needing to be blessed at the Temple of Miridine.

Herzag

The importance of this castle is often not recognized: it allows the Orcs of Kor to travel to the north faster and sooner than otherwise possible by producing a boat early in The Game. Navies are essential to the Orcs if they hope for victory: boats bring the Orcs to temples and beyond the easily defended bridges which join Huinedor with the rest of Illuria.

Gimlad

One of the three Orc "foundation" castles.

Vernon

A moderate producer and a prime target on the River Front. Acts mostly as an army producer for elsewhere.

Thurtz

The second Orc "foundation" castle, closer to the front and more difficult to defend. It often bears the brunt of a final Elvan or Sirian invasion.

Kazrack

A midway point on The River Front and gateway to Fire and Ice. A solid producer, it acts to shore-up armies (yuk, yuk) or may become the target of an assault from the east.

Kor

The dwarven capital can add armies to forces elsewhere but, strategically, is one of the last significant castles in The Game to become a target.

Ilnyr

One of the castles most savagely fought over, Ilnyr is a solid producer, capable of creating navies, which is the cornerstone to Huinedor, Sulador, and South Lauredor. Often the price for taking and holding this castle is high — at times too high. The Orcs of Kor have the most at stake in this area and usually pay the price to hold this castle.

Ohmsmouth

The west coast castle is a good naval dock and helps as a launch place for northern invasions. It produces well. It also is one of the first castles to fall in a concerted invasion from the north: this is the biggest strategic problem to nations holding Sulador — how does a Warlord defend the south western shores of Sulador? One effective way is to post a fast or flying army in Wellmore.

Himelton

This castle is important for the Giants to take as soon as possible: it produces light infantry quickly from which The River Front can then be attacked. Otherwise a moderate producer and strategically bland. Occasionally a target for a sneak attack because it tends to be lightly defended.

Wellmore

Wellmore produces good armies but is as vulnerable to a northern attack as Ohmsmouth. Rotating a flying patrol may help offset this large territory which is difficult to defend.

Balad Naran

One of the best production castles in The Game: it gives the Orcs wolves in two turns with a strength of six and is capable of building a navy. The Orcs should relinquish this castle only after their last Wolf rider has ridden off to the Great Hunting Ground in the Sky.

Lador

Lador is useful in the opening gambit for its quick production, but due to Elvaille's rabbit-like reproductive habits, the Giants have the most to gain from its efforts. It is often the sight of violent sieges between the Giants and the Elves but is hardly worth the price later in The Game. If it can't be taken and held, best to raze it and attack something deeper in an enemy's territory. It's a fair place from which to attack The River Front.

Duinoth

This castle's production makes it a disappointment to those armies which claim it, but its position is often important: it serves as an alternative target to Ilnyr if a nation is attacking from the east. It is easily reached by boat or bridge. Defending it from such an attack is difficult — it has been razed in such circumstances.

Stormheim

The Giants rely on their capital to produce giants slowly but steadily. If Lador and Himelton are taken, it can be cut off from other southern castles and lost while the Giants still hold a majority of their territory.

Angbar

One of the three cavalry castles in East Sulador, this castle is an essential producer for any southern nation. Hold it. Defend it.

SSuri

The second of the three critical cavalry producing castles in East Sulador.

Tasme

A largely worthless and vulnerable castle which leaves a gaping hole in the defense of West Sulador. At times it is razed to prevent capture; at other times, with Warlords who have reputations for their unwillingness to raze castles, it is lightly defended in the hopes that they will opt for it rather than other, more important castles.

Argenthorn

A solid "foundation" castle for Elvallye, its pegasi make it critically important to any Sulador nation hoping to conquer Illuria. Its distance from any rivers and seas, in addition to its isolation in the middle of the Elvan forest, make it only susceptible to aerial attacks.

Troy

The third of three cavalry castles in East Sulador. This trio is critical to success.

Garom

A solid Orc producer in a location that makes it largely neutral, though susceptible to attacks from the west.

Quiesce

Another of the ill-fated West Sulador castles which deserve razing rather than any concerted defense. Fairly vulnerable for a northern nation looking to pillage a few gold pieces.

Varde

Varde improves somewhat on its brethren castles nearby by offering cavalry — in five turns. Perhaps there's a law that The Great Library not be well defended.

Charling

Early in the game a great boon for an already well producing Elvallye or a lucky break for the Sirians, Charling becomes strategically inconsequential later on. It at times is so lightly defended that northern armies target it as a base from which to consume the rest of Sulador. Razing it takes care of this problem.

Hereuth

The Guardian of The South Bridge. This castle is a great producer and is difficult to invade. Once captured, it doesn't offer much of a launching place. Depend on it for production.

Elvallye

The Elven capital is another of the elf and pegasi producers critical for production and fairly easy to defend.

Gildenhome

Almost identical to Elvallye, though slightly slower in production and more vulnerable to the Storm Giants.

Khorfe

One of the best castles for the south to hold — so far from the north that it is rarely a target for invasion yet produces griffins and dwarves to be sent elsewhere for combat. A wise northern Warlord will recognize its value and should be patient as he or she sends a navy further south.

Gluk

The twin of Gork, depend on these two to produce giants. With the help of a few boats they can be some of the few armies to ever reach the Temple of Lurinth. Those same boats may serve to help launch an attack on Marthos.

Gork

The slower producer of its twin, Gluk. So isolated that they need more than usual defense — worth the price for the armies they produce.

Loremark

The fourth elven castle to produce pegasi. Often this castle can be held until the last tree in the Elven Forest is burned to the ground.

Alfar's Gap

This castle is so nondescript that often it is the last to fall — not from strength but from apathy.

Marthos

The Sirian capital is easily defended and a good producer. Its cavalry and, more importantly, its pegasi make it an important castle to hold.

The Fifteenth Law: Don't Broadcast.

One of the most effective strategies a good Warlord employs are feints: when invading Great Warlords, attack where their opponent is weak and ill-prepared.

A further way to hide one's plans is the use of boats — seven light infantry on a boat look the same to an opponent as three dragons, a hero, and three blessed giants look. Maxis Sim, a great Warlord of the Storm Giants, once loaded five boats with light infantry and sailed them towards the west Lauredor coast. The Gray Dwarves, thinking obviously that an attack was imminent, fortified its western castles. In the next few turns, a single boat landed next to Fleymark loaded with a hero, a dragon, a devil, and four blessed giants. They made quick work of the ill-prepared Horse Lord castles and soon took Maridun. The Gray dwarves never recovered from the blow.

One way to hinder boat movement is to disembark troops in the water. They fight and defend as usual but cannot move. A useful blockade at times.

The Sixteenth Law: Don't Bring A Knife To A Gun Fight.

Cannon fodder in The Game is just that: useless. Warlords wisely withdraw forces which are certain to be overwhelmed. They can best help by better defending other castles.

The Seventeenth Law: Don't Share Your Crayons

A Great Warlord must balance the price of razing a castle (and erasing its future value if the possibility to recapture it exists) against the price of allowing an opponent to gain its resources when defeat is imminent.

Furthermore, while hardly sporting, rape and pillage warfare takes care of silly defense issues. Worf of Kor was renowned for his slash & burn tactics: he recruited an unstoppable army, led by the hero Kalis, which waded into Lord Bane's mountain valley, razed each castle it defeated, and moved on without stopping to produce so much as one light infantry unit. Eventually Bane was reduced completely to ash and his coffers of gold toted off to Balad Naran.

The Eighteenth And Last Law: War Today, Upgrade Tomorrow.

The Wars of Illuria have only begun. The Second Great Age is about to dawn...