



## *Warcraft 2 Multi-player Strategy Guide*

Version 1.0

---

**For the most authentic view make sure window background color is true white.**

This file was created by ÖVER - |<iLL in the intention to educate lost players and advance novices.

This file covers multi-player games, much better than computer.

If there is anything you think should be changed, taken out, or added inform me at 102746,2453

If you know how to get Kali for DOS to run PLEASE tell me!!

---

### TABLE OF CONTENTS "the orcs are approaching!"

#### **I. Basics and Buildings**

- Starting out
- Building Techniques
- Attacks
- Formations
- Upgrades

#### **II. Units**

- Sappers
- Armors
- Archers
- Magi

Intelligence  
Ships  
Subs  
Flyers

### **III. Cheats and Secrets**

Game Cheats  
Cool Stuff

---

## **I. Basics and Buildings**

### **Starting Out**

To plan ahead for attacks and attacking if you have medium to high resources you should build barracks first then a farm. This may sound like a rush attempt but doing so can save you since the most excelled players will try to have an army ready at the beginning.

GET MORE PEONS! During the beginning of the game you should always try to dramatically increase your peasant size. To do so instead of upgrading to keep build another town hall. I see to many people upgrading to a keep with out having over 10 peasants. You should still have more. Get more than you think you will need.

### **Building Techniques**

When you start you city think for the future. What I mean is to not place buildings so close to each other. If you can, put buildings with two 2 squares of space in-between. And don't make farm sectors, putting all farms tightly together in one area. Stake out your area and put buildings where players will have to go deep into your city. This leads to another point.. DEFEND YOUR CITY.. where ever you see an opening where the enemy may attack close it off by putting some units there to guard it. Patrol the area around the entrance. Build towers and walls at large openings and leave trees that protect your city alone, its harder to blow up trees than to take down a wall or tower. When you make towers and walls remember to leave an opening, this may sound like dahh but I have seen many occasions where they blocked theirselves in... good thing they're one my side :( Almost never build cannon towers since they take awhile to load and fire and because guard towers shoot farther and can take down air units.

### **Last Note**

Always try to put peasants to repair forming buildings or have all as many

peasants as you build something.

Once you think your resources are shrinking build another base, don't wait until it's to late.

## Attacks

Setting a good force against your opponent is very important. Try not to play defensifly all through the game because you will lose guaranteed. Once you ahve sprung your troops onto the enemy city break them up and set some to their peons by goting between their town hall and resources. Have the other troops either be destroying barracks, towers, or be defending the rest. Have a mixed group with mages, sappers, and armors and this will become loss number for your rival.

## Formations

In my opinion you shouldn't use them not even in computer battles just have all the troops attacking one guy and move on! I have included some formations but don't waist your time.

### The Line

This is simply two lines of troops. Simply make a line of footmen or knights, directly in front of a line of archers. Order the units to stand their ground.

X - knights/footman  
O - archers

```
XXXXXXXXXXXXXXXXXX  
OOOOOOOOOOOOOOOO
```

Defend your flanks and rear, like so.

```
XXXXXXXXXXXXXXXX  
XOOOOOOOOOOOX  
X
```

Add catapults, keep them behind your line but move them forward to scout for enemies and take cheap shots ( hit enemies that can't see you )  
Provide a few knights as escorts.

+ - catapults

```

X+X*
XXXXXXXXXXXXXXXXXX
XOOOOOOOO+OOOOOOOX
      XX
  
```

\* This is a scout, keep it just in front of your units with an escort. A scout may be a flying machine.

Add some knights for sorties against catapults and mages

```

X+X                               XXX
XXXXXXXXXXXXXXXXXXXXXXXXX
XOOOOOOOOO+OOOOOOOX
      XX
  
```

### The Corner

The corner is one of the best land formations. This is the most deadly but needs certain land to work effectively. This will work best when guarding a pass or bridge. Simply take your standard line and bend it into a corner. This will put as much fire as possible is concentrated toward oncoming enemies. You can also modify this formation to a V if land conditions are not ideal. As always, guard your rear.

```

      X O
      X O
      X O  X
      X O
XXXXXXXXXX O
OOOOOOOOOO
  
```

X

### Strike Attack

Mage attacks can completely devastate a bunched group such as the line, as can dragons and catapults. You'll need small groups that can quickly retreat from especially devastating attacks. Use the alt command to quickly select groups. Groups of three will make it easy to advance quickly and preserve order. Also use these groups as strike teams to knock out some defenses before sending your army in.

XXX	XXX	XXX
OOO	OOO	OOO
X+	X+	X+

## Upgrades

Always upgrade your footmen before getting knights. An unupgraded knight sucks and a fully upgraded footman could easily win a one on one battle. Also upgrade your ships for peak performance. BUT.. follow this pattern when you upgrade ships or troops. Get the two shield upgrades first then get the sword upgrades. It seems to work somehow. As for ballistas and archers don't bother. If you only have enough for one spell make it blizzard/decay. And once you get knights or ogres hurry to get them upgraded to magic.

---

## II. Units

### Sappers

Sappers are easily the cheapest unit in the game. This gives the user a great advantage if you use them wisely. First always remember you cannot cast invisible/unholy armor on them but you can cast flame shield to protect them from land attacks. Remember that sappers damage all squares around them so use them on concentrated areas. A great way to screw up an enemy is to find an area where they are setting an attack or where he is storing troops. Rush in and watch 4+ of them go down. You could get even more if they surround you. Make sure to hit the middle fighter. Sappers can also greatly damage surrounding buildings as you must know so if you are setting an attack put a few sappers in front to damage the buildings or lessen defenses. Watch the destruction and laugh. On last thing don't use more than one sapper at a time for when the first blows up it will kill the other(s). Put some space between them and continue to laugh. If a sapper enters your city just get 1 unit on him and be careful.

## Armors

"now I'm hungry"



Armors are classified as knights/ogres & footmen/grunts. They should be your main land force. Just stop making footmen after you get the option to make knights its dumb. The best part of the armors are their magic. From healing to bloodlust they provide much assistance in a match so use them! To cast heal or bloodlust quickly on your troops slow the game down with the - key and rev your guys up. Cast heal instantly on those being attacked and then check your other troops. ALWAYS use bloodlust on ogres, grunts, and when needed death knights when you are being attacked or are about to start a rampage. Use bloodlust right before you attack because of the damn time. A full powered ogre can cast bloodlust 5 times so don't use it sparingly. Runes can be an okay spell if use them where troops are gathered or where the units appear once they are made ( cheap ). As for healing before an attack check your units for any major injuries. Only get exorcism if you are playing against orcs and only if there are allot of death knights.

## Archers

Use archers to a minimal. Face it they suck and their main purpose is to shoot down dragons. Build guard towers instead. Surround your city with them and put one beside your hall to protect against peasant slaughters.

## Magi

Mages and death knights are the best units in the game. They can devastate cities and release fear onto your enemies. The best spell is blizzard/decay. Use them over your enemy cities without mercy and have them all do it at the same time. With mages so many strategies can be developed especially since more than one spell can be cast on one unit. Here are some stuff to go by:

- I. Make your transports invisible and stuff em' with mages and sappers and release at will.
  
- II. Since blizzard can be done at long ranges have 3+ mages be escorted to the enemy city and blizzard their towers, barracks, farms, etc. Go for the highly concentrated areas to hit more buildings at once.

- III.** Use haste to speed up peons, I know its a little short. Best for wood cutting.
- IV.** Cast invisible on a bunch of mages and send them to blizzard buildings once you start to blizzard stand in the blizzard for protection. Have one or two of those mages cast blizzard between the enemy gold mine and hall.. this is kill.
- V.** Use unholy armor as a minor replacement for invisibility.
- VI.** Use blizzard or whirlwind to take down flyers or seacrafts.
- VII.** When you find a group of troops cast blizzard on all sides of them and slow them down.
- VIII.** Cast haste on sappers so they get less damage and they are followed in to doom.
- IX.** Polymorph any costly units and if you have to, poly sappers that are after your city.
- X.** Cast haste on your units when attacking or cast slow on opponent troops when battles are present.
- XI.** After using decay to kill troops use raise dead to gain defenses and possibly continue the fight.
- XII.** Use slow on mages to weaken their effects.
- XIII.** Cast invisible on a troop and send him into the rival city. Have the troop either attract the enemy sappers in to a building(s) or try to get enemies to go after that troop creating a diversion.
- XIV.** Cast invisible on your flyers and ships and enjoy.
- XV.** Bloodlust and unholy armor ummm..?

## **Last Note**

Mages can't be hit by their own blizzard or decay.

Death Knights' basic attack can be used slightly farther than the mages' lightning.

Mages/Death Knights can see through invisibility.

Fireball and touch of death aren't that bad. They can normally kill at least three peasants at once. Just don't use it often it's a mana monster.

## **Intelligence**

Knowing what's going on in your neighborhood or local wasteland can be very important in strategy. You should setup towers on the outskirts of your city but one of the best units for info is the flying machines or the blimps. These guys can help you prepare for battles and be informed when an area is in danger. After surveying the land place them near gold mines, unprotected areas, and on the perimeter of your city. Once you find the enemy find a place in that city where there are no guard towers and rest there. This will, for at least a while, keep you up to date with the enemies progress. And of course over sea these units are important in identification and warnings. So if you have put these units off to the side before start taking better care of your ugly goblins.

## **Ships**

Battle over the seas is as harsh and violent as fights over land. To protect yourself from these ruffians you must build a navy. Your naval force should consist mostly of battleships. To be prepared bring some flying machines. Building much else can cost you at sea. Mostly only at luck will you win. As I did once I built battleships, subs, and destroyers. It was a lucky choice for the enemy did not build many flying machines. To be prepared at sea you must think about all possibilities so build some back up fleets. But don't build subs!! You should build a few destroyers in case of dragons.

When you are using transports follow some guidelines. Have an escort of 3-5 ships. Release enemies away from towers and troops. Often you should release troops near the enemy hall. Peasants can repair transports, this can save you sometimes. If you have the resources have a smaller group of troops strike the city and draw the enemies away. Then release your armada. The most painful attack is a land and sea cross attack. Have a large escort for your troops with some ships in the rear and flank and storm the city with your troops and battleships. If you have enough troops and units you could win a very bloody victory.



## Subs

Subs and turtles are really bad but they are hard to detect until it's too late. If you are going to use them make sure to get at least 6 destroyers to kill off flying machines. Unless you are daring you shouldn't use them. They are weak and stupid just keep clicking them and you'll understand. To combat against idiots using them use attack ground with ballistas and build some flying machines.

## Flyers

A big threat to players are the idiotic and cheap people who use flyers, dragons or griffs, as their main force of attack. They will forget all means of defense and resources like the sea and land protection and wall themselves in and attack with mounds and tons of these flyers. To combat this people the best to go about it is to know they will do it. If they are a griffin machine rush them! By land or sea you must search for their homelands and kill as many peasants as you can. If it's too late to launch the anti-build @\$@ flyers mission then you must prepare for these bloody things. Archers are not a great way to get a way with it. A good thing to do is to build a wall of guard towers, since each guard tower can take out 1 flyer at any time archers just suck. Repair the guard towers with two peasants during a multi flyer attacks. This will force the flyer to waste a hit. Make sure the peasants are on opposite sides of the tower. Use magi to blizzard them, slow them, polymorph them, and place flame shield beneath them. Then order your reserves to devastate the enemy's base. Flyer people usually stake out an area to use as an "airport". Blizzard and smash this place to the very ground.



If you plan to involve any flyers into your battles build loads. Build 3 - 6 roosts and place them randomly for security or make an "airport" for easier management. Have 10+ paladins as healers at the airport or near the roosts. Attack in groups of no more than 6 and send them at your wish. When attacking with flyers choose different spots for the each group to attacks so they stay out of fire range and so they really torture your enemy.

---

## III. Cheats and Secrets

## **Cheats**

I think cheats are a waist of finger movement. Don't mess up a great game and never never use them in a multi-player game. Even when against the computer they take away allot including the fun.

**Glittering Prizes** - Lumber, gold, and oil for everyone to enjoy

**Hatchet** - Get wood in 2 chops

**It is a good day to die** - Become enchanted by invincibility to everything except flyers and magic.

**Make It So** - Everything you had to wait for is now super fast

**Deck Me Out** - Upgrades artillary

**Every Little Thing She Does** - Upgrade all magic.

**Fastdemo** - Demos start faster what else!

**Noglues** - Runes disabled

**On Screen/Showpath** - Map revealed with no fog of war

**Allowsync** - Possibly allows allies to surrender together in multi-player mode other whys just DUNG

**Day** - "FIEF"

**Spycob/Valdez** - Gives you 5000 oil

**There Can Be Only One** - See the endings of your selected campaign

**Tigerlily** - Jumps to the next level...Enter the cheat then enter the race and level number for an example - ORC 10

**Ucla** - "Go Bruins"

**Unite the clans** - You win

**You Pitiful Worm** - You lose.... STUPID CRAP

**Disco** - the 70's has returned in a waked out, high as the sky version

## Cool Stuff

"why do you keep touching me?"

Put the expansion CD into a CD player and listen to the secret 18 track its weird.

You may already know this but when you keep clicking on the same unit they get really pissed.. its COOL!

To change your name colors in a multi-player game you have to edit your

WAR2.ini file. Where it says "NAME="yourname". Put the cursor on the first letter and hit ctrl-P. Then use one of the following:

ctrl-C = RED

ctrl-D = WHITE

ctrl-F = BLACK

ctrl-A = YELLOW

ctrl-E = GRAY

All the letters following the symbol will be that color. You could make each letter a different color, but you must hit CTRL-P before each letter. Don't forget to save your changes.

These are the only colors that work... any other key will make your game crash!

---

Okay that is all I was able to scavage...NOW GO HOME!!

- ÖVER - |<iLL

102736.2453@compuserve.com

**If you live in the US contact me for a game.**

Any comments??...FINE THEN! YOU LITTLE...