



STRONGHOLD WARLORDS

AUTUMN 2020 DEMO GUIDE



FIREFLY
studios

Main Interface



1. Mission Objectives
2. Important Messages
3. Mini-map

4. Diplomacy Map
5. Build Menu
6. Popularity Controls

Key Concepts

Placing Buildings

STRONGHOLD: WARLORDS is an instant build game; workers are not required to create buildings. As long as you have the resources available to build the building, it is created as soon as it is placed.

Select a building by clicking its icon in the main build panel, then left click on the map to place it. Right click to cancel a selected building. You can rotate buildings using the mouse wheel.

Creating Workers



In order to build a thriving economy, you need a willing workforce and in **STRONGHOLD: WARLORDS** that workforce consists of peasants. Your keep provides you with some starter housing for your peasants, but to increase your maximum capacity you will need to place houses.

Popularity

Popularity is the determining factor on how fast peasants arrive/leave your village.



The number displayed at the top of the Popularity Information panel shows the overall popularity. This represents the total of all the popularity factors listed below it. By increasing or decreasing the individual popularity factors you can determine the exact speed in which peasants arrive at or leave the castle.

Taxes

To raise money you will either need to increase taxes or sell food/resources. To increase taxes, use the taxes controls on the Popularity Information panel. Increasing taxes, however, will negatively affect your popularity.

Food Rations

One of the best ways to increase your popularity is to increase food rations. To increase food rations use the rice, vegetables and meat controls on the Popularity Information panel. Keep an eye on how much food is stored in the Granary; running out of food will make your peasants very unhappy.

Key Economy Buildings

The Stockpile (Resources)

The stockpile is the most important economic building in STRONG-HOLD: WARLORDS. It is the first building you must place and is where your primary resources are stored.

Building	Requires	Produces
Wood Camp	Trees	Wood
Stone Quarry *	-	Stone
Iron Mine *	-	Iron

* Requires a Buffalo Tether to carry the resources to the stockpile

The Granary (Food)

The Granary stores the food used to feed your peasants. Only one granary can be placed and it can hold an infinite amount of food. Rice is the primary food source for peasants. Rice can be supplemented with vegetables and meat.

Building	Produces
Rice Field	Rice
Vegetable Field	Vegetables
Pig Farm	Meat



Key Economy Buildings

The Armoury (Weapons)

The armoury stores weapons. These weapons can either be bought with gold or produced by workshops, who will deliver weapons to the armoury.

Building	Requires	Produces
Fletcher's Workshop	Wood	Bows
Axe Workshop	Wood	Axes
Swordsmith Workshop	Iron	Swords
Armourer's Workshop	Iron	Armour



Key Military Buildings

The Barracks

The Barracks is where you create troops in STRONGHOLD: WARLORDS.

Building	Requires	Costs
Spear Tribesman	-	5 Gold
Blowpipe Tribesman	-	10 Gold
Auxiliary Axeman	Axe	8 Gold
Auxiliary Archer	Bow	12 Gold
Imperial Warrior	Sword & Armour	40 Gold
Imperial Bannerman (provides armour buff to nearby units)	Sword & Armour	120 Gold



Siege Camp

To siege an enemy castle you will need a siege camp.

Building	Requires	Costs
Ladderman	1 Free Peasant	4 Gold
Mantlet	1 Free Peasant	80 Gold
Fire Arrow Cart	2 Free Peasants	200 Gold
Fire Oxen	-	60 Gold
Catapult	2 Free Peasants	100 Gold



Military Basics

Commanding Units



To select a military unit simply click on him. A green health bar will appear over his head when selected. To move a unit, select a troop and right click on an area of ground. To attack an enemy unit, select a troop and right click on the desired target.

To select a group of units, press and hold the left mouse button then drag the pointer to create a box around them. Double clicking on a unit selects all units of that type currently on screen. Units can be added or removed from a selection by holding down the SHIFT key then left clicking on them.

Troop Selection Panel



When units are selected you will see the troop selection panel appear at the bottom of the screen along with the units command box.

Left clicking on a unit type from this panel will select only that unit type whereas right clicking will remove that unit type from the current selection.

Defending the Castle



To place a single section of the wall type, left click the mouse button, drag out the wall and then left click again to construct the wall. You can "layer" your walls by clicking and dragging a second wall adjacent to the first. There's no limit to how thick your walls can get if you have enough stone.

In order for your troops to access the walls or towers, stairs must be attached to a section of wall.





Warlords

Taking Control of Warlords

Around the map there are a number of Warlords who can be used to your advantage. To take control of a Warlord you need to defeat them in battle, forcing the Warlord to bend the knee. Once they have bent the knee, move one of your me-lee troops next to the Warlord to take control of them.

Once under your control, you can issue them commands, using Diplomacy Points via the Diplomacy Map, to help boost your economy or support your military plans.

Each Warlord has a speciality and a perk that is unique to that Warlord. By taking control of a Warlord, you will automatically benefit from the Warlord's perk. Perks also stack so capturing a number of the same type of Warlord can bring great advantages.

Warlord	Speciality	Perk
 Mouse	Food/Resources	Infantry damage increased
 Pig	Food	Small diplomacy points boost
 Ox	Resources	Workers drop off more Resources
 Tiger	Military Support	Infantry damage increased

Issuing Commands to Warlords

The Diplomacy Map

Use the Diplomacy Map to issue commands to Warlords.



To access the Diplomacy Map, either click on the Diplomacy Map button or press the SPACE BAR



When you click on a Warlord under your control a list of available edicts will be displayed on the right of the screen. Issuing edicts commands the Warlord to act on your behalf. Issuing edicts costs you Diplomacy Points. Diplomacy Points tick up automatically over time but you can also boost your Diplomacy Points by placing a Consulate or Embassy.

Hotkeys

Menu	ESC
Pause	P
Toggle Interface On/Off End	End
Scroll Map	WASD or arrow keys
Open Diplomacy Map	SPACE BAR
Select Lord (double tap to focus)	L
Select Granary (double tap to focus)	G
Select Stockpile (double tap to focus)	H
Select Armoury (double tap to focus)	J
Select Keep (double tap to focus)	K or Home
Increase Game Speed	Plus key or Numpad plus key
Decrease Game Speed	Minus key or Numpad minus key
Select All of Unit Type (UI panel)	LMB
Remove All of Unit Type (UI Panel)	RMB
Create Unit Group	CTRL + 1-9
Select Unit Group (double tap to focus)	1-9
Add Selected Units to Group	SHIFT + 1-9
Add Units to Current Selection	SHIFT+LMB
Remove Units from Current Selection	CTRL+LMB