

SAGA



BATTLE GUIDE

-Battle Guide-

Battling provides money, resources, new weapons and armor, experience, god favor, and guild benefits, as well as glory and prestige. In the Battle Guide you will find explanations of the various elements of combat in SAGA. Your success in battle will depend largely on your combat strategy. Beyond these basic tips, your strategy is your own, and you will need to develop it as you become more familiar with the game and its many facets.

COMMAND POINTS

Command points (CP) are a key concept on the SAGA battlefield. CP represents your ability as a commander to maintain order and control over your troops. An experienced commander can command more troops. Therefore, the amount of CP you have will increase as you gain levels.



Different troops are assigned different CP values. It is easier to control a single orc than it is to control a dragon in battle. Each unit you have created has a CP value determined by two things:

- I) The number of troops in the unit, and
 - II) The CP value assigned to each troop of that type.
- Units are never more than 30 CPs.

Before battle, you will be shown how much CP you will be able to deploy at any given time. This will be in the top right corner of the War interface.



In battle, you can keep track of CP by noting the sets of three numbers in the top left corner of your screen. There will be one set for each army involved in the conflict, for allies and enemies alike.

You will find your own CP in the upper left corner of the screen. There are three values displayed. In order from left to right they are shown thus:



CPs currently used / CPs currently available / Total CPs available in the battle

You will need to monitor these carefully, as good CP management can be the difference between victory and defeat.

An important fact to note is that **the amount of CPs used up by a unit does not diminish as the unit gets smaller**. For example, if an archer unit costs 21 CPs and has a total of 8 archers, it will still use up those 21 CPs until it is either completely obliterated or ordered off the field, even if but one archer remains. Timely unit retreats can replace a flagging, wounded unit with fresh troops.

For example, when you start the game at level 1, your standing army is 200 CP total, but you are only allowed to deploy 50 CP worth of troops at a time in an actual battle. You may have a large number of troops in reserve, but you can only control so many on the field.

As your units perish or retreat from the battle, you are able to deploy reserve troops and reinforcements for the battle become available to you.

For each level your nation gains, you will be awarded 5 extra fieldable command points and 25 command points to your standing army, as shown in the chart below:

Level	Fieldable CP	Max Standing Army CP
1	50	200
2	55	225
3	60	250
4	65	275
5	70	300
6	75	325
7	80	350
8	85	375
9	90	400
10	95	425
11	100	450
12	105	475
13	110	500
14	115	525
15	120	550
16	125	575
17	130	600
18	135	625

Level	Fieldable CP	Max Standing Army CP
19	140	650
20	145	675
21	150	700
22	155	725
23	160	750
24	165	775
25	170	800
26	175	825
27	180	850
28	185	875
29	190	900
30	195	925
31	200	950
32	205	975
33	210	1,000
34	215	1,025
35	220	1,050

When your Total Available CPs reach 0, you will no longer be able to field troops. When your units have either been defeated or they have retreated and you can't deploy any more, you will automatically forfeit the battle. You will not be able to field all of your units in one battle. Depending on the CP number set for the battle, you may run out of the total CPs available, even though you still have units in reserve. That does it for Command Points. Let's move on to actual battle mechanics.

SIEGE POINTS (SP)

Siege Points are complimentary to CP. As you capture and control buildings, your ability to deploy and manage troops will increase. Similarly, capturing an enemy's buildings can at time reduce the number of CP that they will be able to deploy and manage at the same time.

COMBAT INTERFACE

The combat interface has several important elements. At the bottom left is a mini-map which gives a clear overview of the battlefield and can be used to navigate and quickly order your units to desired locations. In the bottom center are your units, separated into two tabs: Active and Reserve. Active troops are already on the battlefield and await your orders. Reserve troops may be brought on as your command points allow. In the bottom right are your command options which include formation orders, special abilities, movement orders and the flee option. Your interface may look different depending on what faction you have chosen, but the arrangement will be the same.



DEPLOYMENT

The first step in battle is to deploy your initial attack force. You will have two minutes to deploy and arrange your forces at the beginning of a battle, so use them wisely. To deploy a unit, first click on the 'Reserve' button to display the units currently in reserve. Then, click the icon of the unit you wish to deploy. When in quest mode, the deploy area will be a highlighted white rectangle on the map. When in PvP mode, you may deploy units anywhere on your side of the battlefield. To arrange your units strategically, simply left-click on a deployed unit on the field, and right-click on the intended field inside the deploy area. Good placement and order with unit positioning can be the deciding factor in a close battle.

DEPLOY POINTS

As discussed earlier, your units will become depleted or may be eliminated completely as battle ensues, freeing up additional command points. At this time, it would be wise to deploy more troops to the field. Troops deployed this way cannot be arranged, as there is no longer a deploy area. To solve this problem, there is what is called a deploy point, or a spawn point. This deploy point is where your reserve units will appear and can be set and changed during battle only at Watch Towers, Keeps, and Strongholds.



To set a Watch Tower, Keep or Stronghold as your deploy point, left-click on the desired friendly building (including captured buildings) and click on the green flag icon that appears in the command interface. All reserve troops will now deploy at the specified location.

BEGINNING THE BATTLE

Once your units are deployed and in position, you are ready for battle. Click on the Start button in the middle of the screen, or just wait for the timer to run out. Battle will not begin until all warring parties have clicked start, or the timer has reached 0.

MOVEMENT AND COMBAT

SELECTING UNITS

To select a unit, you can left-click directly on the troops themselves or you can click the unit's icon in the center panel of the battle screen.

To select multiple units, hold down the left mouse button and drag a box around all of the troops you wish to move, or hold down shift and left-click multiple unit icons.

MOVING UNITS

With your unit(s) selected, right-click on the position you would like to move them to or the target you wish to attack.

CHARGING

Aside from normal movement, it is also possible for your units to charge (run), increasing their movement speed. To run, select a unit, left-click on the "charge" icon in the lower right corner, and right-click on your desired target. Double-right-clicking will also cause a unit to charge. **Charging will cause your units' stamina to decrease.**

STANCES

Stances are a key element in battle. Obviously your armies will fight a phoenix differently than they would fight a battalion of orcs. Stances allow your units to more successfully combat different foes. Each stance has its own strengths and weaknesses:



Normal (N): No change



Melee Defense (T): +25% DR vs. melee, -25% DR vs. range, + 25 points morale, - 35% move speed



Ranged Defense (L): +25% DR vs. range, -25% DR vs. melee, + 25% move speed, - 15 points morale



Aggressive (A): +50% AR, -25% DR

Choose your stance carefully. You can greatly improve your troops' survivability by using stances properly. For example, if you are under attack from archers, Ranged Defense will allow your unit to survive longer. Similarly, if your archers are not currently under attack, setting them to an Aggressive stance will increase the amount of damage that they inflict upon enemy armies.

COMMANDS



Flee (delete): Your troops immediately run from the field and free up valuable command points. Once a unit has fled the battle, it can not be re-deployed until the next battle.



Charge (C): Your troops move much faster, but this drains their stamina faster than normal. Double-right-click on the destination to charge, or simply click the Charge icon and then right-click at your desired destination.



Halt (H): The unit will stop and wait for their next command.



Hold Ground: The unit will hold its position and attack approaching enemies.



Special Ability (S): If the unit has a special ability it is activated by clicking this icon.

GARRISONING TROOPS

You can also garrison troops inside of any building that serves as a deploy point. Garrisoning allows you to remove a unit from the field and return it to your Reserve tab. This frees up valuable Command Points so that you can deploy other units. To garrison a unit, select the unit, hold down the 'shift' key and right-click on the building you would like to use to garrison the unit. Garrisoned troops will not be available for re-deployment for 5 minutes. Garrisoning troops also reduces your total available CP for the battle.

DEFEAT

When your troops' HP is reduced to 0, they will leave the battlefield. When troops are defeated, they will likely be injured, meaning that though they won't be available for the rest of this current battle, they will be ready for combat again in your next battle. Sometimes, however, troops will die, meaning that they won't be available for battle until you visit your temple's graveyard and resurrect them.

RETREATING

It is sometimes wise to retreat your units when they have taken heavy damage to minimize the risk of troops dying. You can do this in one of two ways: You can garrison your troops inside any building that functions as a deploy point (see Garrisoning above) or you can select the unit and then click on the Flee command (see Commands above). Fleeing will permanently retreat a unit for the remainder of the battle, and the unit will immediately leave the battlefield. Retreating frees up valuable CPs to bring on new spells or troops to counter your opponent's strategies.

SPECIAL ABILITIES

When you have certain units selected, a faction symbol in the bottom right corner of your combat command panel will appear. This is the special ability button. It activates your unit's special ability.

There are three types of special ability: Passive, Targeted, and Untargeted.

Passive Abilities: A passive ability has no button and is always active. It has no icon or activation process.

Targeted Abilities: Targeted special abilities present a "target ring" which shows you the area of effect when activated. Left-click on the target you wish to use the ability on and place the target ring where you wish the area of effect to be.

Untargeted Abilities: Untargeted special abilities generally affect the unit using the ability and will immediately apply when you click the icon.

Once used, most abilities have a 'cool down' period before they can be used again. A timer on the button shows the cool down process. This is represented by a blue bar over the icon that slowly fills as the cool down period progresses. When it is fully blue, you can use the ability again.

FLANKING

When a unit is being attacked by melee units from multiple sides, the unit is considered 'flanked' and will suffer a morale penalty.

CAPTURING AND PILLAGING BUILDINGS

You can gain great advantage by capturing enemy buildings. Capturing buildings will boost your fieldable CPs (indicated by SP, or 'Siege Points' next to CP), reduce your enemy's fieldable CPs, and provide you with plunder as your troops pillage captured buildings.



Pillaging can be an extremely important source of wealth, especially at lower levels. This is because captured farms will give you food, captured houses can be pillaged for more peasants, acquired gold mines will give gold, and so on. Be aware that plunderable buildings will slowly burn to the ground as you pillage them. **Watchtowers, Strongholds, Keeps, Shrines, Markets, Pigeon Roosts, and Universities do NOT provide plunder when captured.** Watchtowers, Strongholds, and Keeps do, however, provide you with spawn points.

Buildings are captured by moving one of your units next to the enemy building. When you are close enough, your flag will slowly rise in place of the enemy flag, eventually replacing it.

Towers are excellent targets for capture as they will fire on the enemy and provide a new spawn point for your troops. You can use them as forward deploy points.

GATEHOUSES

To open or close a gatehouse, click on the gatehouse during battle and select the open/close icon. gatehouses can be upgraded at the university with a stone gate and a portcullis. The stone gate and portcullis upgrades allow the Gatehouses to attack. Managing your gatehouse will help you control the flow of battle, both how your units are able to leave your city walls as well as how easily your opponents can enter your city.

TREASURE

After defeating an enemy unit, there will be a golden treasure chest that appears on the map. You will be able to see treasure chests as bright yellow dots on your mini-map. To claim your treasure, select a unit and right-click on the treasure (a hand icon should appear). The unit will then move in to loot it. Once you've picked up the treasure, your Loot window will appear. This window will show you what resources and items you have received. Items in red require you to achieve a higher nation level.



SURRENDERING

Depending on your battle prowess and troop selection, you will either achieve a glorious victory or suffer defeat and great dishonor. If the tide of battle is going poorly you may wish to surrender and save at least some of your troops from falling in battle. To do so, click on the white surrender banner at the top right or select the "Surrender" button in the options menu. You will have to wait 10 seconds before the battle ends.

DEATH AND THE GRAVEYARD

Each time a troop falls in battle, it is most likely that it will only be wounded, and it will be able to fight in the next battle. However, there is a chance that troops who have fallen in battle have died, and will need to be resurrected to participate in further campaigns.

To resurrect dead troops, click on your Temple and select the tombstone icon. Choose the troops you wish to resurrect and click the resurrect button. In order to bring them back, you will need to have a certain amount of favor with your god, as it is the gods who control the after life. There is a god favor cost associated with each troop's resurrection and you must be certain you have enough to make such a request.

Once the troop has been resurrected, you will need to return the troop to its unit in the Army Management screen. Select your Stronghold and click on the icon which brings you to the screen at which you manage your army. The previously dead troop has been returned to the pool and will need to be added back. For more information, see the Nation Guide.

EXPERIENCE

As units successfully defeat troops in combat, they will gain experience. As units gain experience, they will gain levels, topping out at level 10. Each level gained adds 5% to the base statistics for AR, DR, HP, Stamina and Morale. Thus, a level 10 unit has 45% more HP than a level 1 unit of the same kind.

BATTLE'S END

At the end of a battle, you'll be presented with an overview screen. On the General screen, you will be able to see the Experience you have gained from the battle, any plunder that you have gained (from captured buildings), your new Battle Rating, and any Rewards gained (items received from looting treasure chests). You can receive various bonuses that will enhance the amount of experience and plunder you receive as well.



The Combat detail screen will show you a breakdown of your units, how much experience they gained, and how many of them were wounded or killed.

The Player Stats screen shows casualties, damage to buildings, and plunder. If you have just been attacked, this is a good screen to go to for information about the buildings that you will need to repair.

CAMERA CONTROLS AND NAVIGATION

You can move the camera left or right, forward or backward by pushing the arrow keys on your keyboard. or by moving your cursor to any edge of the screen. You can zoom in and out by using the scroll wheel on the mouse, or the plus and minus keys on your keyboard.

You can also rotate your camera by holding down the "CTRL" key and pushing the left and right arrows on your keyboard. Similarly, to change the angle that you are viewing the battlefield, hold down the "CTRL" key and push the up and down arrows on your keyboard. Also, both of these actions can be accomplished by holding down your middle mouse button and moving your mouse.

TROOP STATS

Command Points (CP): How many CP are used per troop.

Attack Rating (AR): Determines the likelihood of each attack the troop makes successfully hitting its target.

Defense Rating (DR): Determines the likelihood of a troop successfully defending against an attack. DR(m) and DR(r) are defense against Melee and Ranged attacks, respectively.

Hit Points (HP): The amount of life a troop has. More HP means a troop can take more damage before either being wounded or dying.

Damage: The range of damage in hit points that a successful attack will inflict.

Range: The maximum distance at which a ranged unit is able to attack.

Stamina: Determines how long a troop can run or fight without slowing.

Speed: Determines the speed at which the troop moves.

Morale: Determines the likelihood of a troop fleeing battle, beyond a commander's control (See Morale).

Strikes per Attack (S/A): Number of targets potentially affected by each attack the troop makes.

Attacks per Second (Att/S): Describes the frequency of attack for the troop.

Resurrection cost (Res): The amount of god favor you would spend to resurrect the unit from your graveyard when it is dead.

AR VS. DR

In combat, a successful attack against an enemy unit is determined by AR and DR values. The attacker's AR value will be added to a random number between 1 and 50. The defender's DR value will also be added to a random number between 1 and 50. If the attacker's total is higher than the defender's total, the attack is successful.

Also, all attacks that receive a random number of 46 or greater will automatically succeed in their attack, even if the defender's number is greater. In this way, even comparatively weak units have a 10% chance of successfully dealing damage.

MORALE

Morale can have an enormous effect on a battle's outcome. When units are flanked (surrounded by enemy units), when they have sustained high amounts of damage or when they are alone without allies nearby them, there is an ever-increasing chance that they will flee from battle, regardless of orders. When the pink morale bar on the unit banner is depleted, the unit will flee.

-PvP Combat-

Player versus Player (PvP) battling is the most exciting and potentially rewarding pursuit for your nation. It is a true test of your abilities as a commander. To the victor go the spoils. The larger the battle the better the rewards!

PVP BATTLES

The most direct interaction you will have with other nations is through battle. The 'Battles' screen allows you to join battles with other players, or start your own battles. You can also join allies in quests, or fight against other players.



You can access the 'Battles' screen from the War banner. Joining a battle is as easy as looking at the available battles in the list, selecting the battle you wish to participate in, and selecting 'Join Battle'.

Make sure the battle is within range of your nation level and ability by comparing the nation ratings (see next page). To create a new battle, select the 'Create Battle' button. You can specify:

Number of Players - 2 or 4

Battle Type - Free-for-all or Team Battle

Battle Mode - Scrimmage Mode is a good place for beginners to start, because the effects of the battle are not permanent, making it a good place to practice. **Normal mode** enables troops to be lost and gain experience, and allows you to plunder your enemy's buildings, so you'd better be ready for it! Lastly, **Hardcore mode** adds building damage to the mix.



CP Count - Shows how many Command Points can be actively used by each player when deploying units into the battle.

Battlefield - Shows which territories will be used for the battle.

Password - If you would like to limit the battle's participants to specific players, you can use a password that only they will know, preventing other players from joining.

'NOT ACCEPTABLE BY THE GODS'

If in a PvP battle you have not dealt enough damage to the enemy before the battle is over, the gods are not pleased. If a battle is not acceptable by the gods, no players involved can win, gain experience, gain resources from plunder, their nation rating is unaffected, and no guild bonuses are made. You will need to defeat at least 10% of the enemy's forces before winning a battle for it to be acceptable to the gods.

NATION RATINGS

Each nation is rated according to its record of wins and losses. The default rating is 1000, but this will rise when you are victorious and fall when you are defeated. The amount by which your rating rises or falls is determined by the difference between your opponent's nation level and your own. Don't be discouraged if your rating falls below 1000; as you keep battling you will hone your skills and your tactics will improve greatly.

TERRITORIES

There are several quests in the game that allow you to increase the number of territories that you control. As you acquire territories, it is important to understand that different kinds of territories behave differently. If you have built a keep on your territory, you will be able to convert it between a wilderness territory and a safe territory. Wilderness territories have the benefit of producing mana shards, however, they can be subject to raids. Safe territories are the opposite, because they can not be the target of raid attempts, however, they do not allow you to build mana shard mines.

RAIDS

When you have gathered enough mana shards (this requires wilderness territories) and culled enough favor from your God through heroic deeds and victories, you can conduct a Raid on your enemies' territories. Doing so successfully will yield large amounts of plunder and god favor.



To start a raid, open up the War menu and select the Raid tab. Enter the name of the nation you wish to raid in the space provided. Make sure you enter it in correctly. You will be able to select which territory of your enemy you will raid.

When you order a raid, a portal will be created for your troops to travel through. You will need mana shards in order to keep the portal open; the cost of the raid is determined by how many CP worth of troops you would like to deploy and the amount of time you wish to keep the portal open. The God Favor cost is determined by the CP, and the Mana Shards are determined by the time you would like to spend in the raid.

You may want to Spy on the targeted nation before attempting a raid. Spying on a nation is a good way to know what you're up against.

In a raid, you will have a limited amount of time to capture and destroy buildings while fighting off any enemy troops currently stationed in that territory. Once in the battle, you will be able to position your troops anywhere along the border of the territory before starting.

Capturing and pillaging your enemy's Mana Shard mines in raids is one of the only ways to obtain Mana Shards aside from Mana Shard mines.

ESPIONAGE

Espionage is a valuable tool when used correctly. By spying on an opponent's armies and lands before engaging in battle, you can discover his or her strengths and weaknesses in order to fine-tune and customize your strategy for greater success.

Espionage actions can be ordered whether your enemy is online or offline. Be careful whom you offend, however. Acts of retribution and even all-out guild wars can result from creating bitter enemies through espionage. On the other hand, espionage is a great way to get a battle started, if war is what you're after!

There are eight different kinds of espionage that can be committed against your enemies:

Spy on Army	gathers info on the enemy's army
Spy on City	gathers info on the enemy's lands
Steal Resources	steals resources from the enemy
Burn Buildings	deals damage to the enemy's structures
Burn Food Supply	destroys some of the enemy's food
Murder Troops	kills enemy troops
Murder Peasants	kills enemy peasants
Defile Holy Site	reduces enemy's god favor



Every act of espionage has a cost associated with it, which you will see on the right side of the Espionage screen. Your chances of success can be raised with upgrades at the university. Your chances of success will go depend on the enemy's police efficiency.

If your espionage is successful, your enemy will not discover who ordered the act. However, if your attempt fails, and your spy, assassin, or thief is caught, your opponent will know that you ordered the act.

Espionage can play a key role in guild wars as well; successful espionage acts of aggression against those you are at war with count toward your guild's war points (see Guild Wars).

DEFENDING AGAINST ESPIONAGE

It is always a good idea to have a number of peasants policing to protect you from espionage efforts. You may assign them to do so at your Stronghold. And remember, inactive nations are still vulnerable to espionage.

For every successful espionage attempt against your nation in any 24-hour period, the

chance of failure per espionage attempt against you will raise 15%. Eventually, espionage against your nation will become impossible for the remainder of the day. This means that you can only be espionaged so many times in a day, and every time your enemies succeed, it becomes harder for them to succeed the next time; your enemies will likely spend a lot more resources on espionage attempts than the damage they may cause you.

'Spying' espionage actions against you will not raise your defense to espionage actions by 15%.

GUILD WARS

When other guilds harass and threaten your guild members, the only acceptable response is swift retribution. You will need to rally the nations in your guild and declare guild war on the offenders. Guild wars also give significant rewards to the victors. The rewards are based on the economies of the guilds involved. Guild wars with powerful nations, while dangerous, offer tremendous opportunity for gain. The 'Guild Wars' screen tracks your guild's performance against your opponents and shows the potential rewards for winning the war.

POINTS

When a war is declared, the opposing guild master must first accept the declaration. The first guild to achieve 250 points is declared the victor. Points are gained from actions against the enemy guild. Three kinds of action award guild war points: Espionage, Raiding and Battle.

ESPIONAGE

The Espionage screen (accessible from the War menu, from your stronghold, or by pressing the hotkey 'e') is where you can commit acts of espionage. If you commit acts of espionage against a member of the guild you are at war with, you will gain guild war points. Only actions that do harm to the opposing guild count for points, so merely spying won't accomplish anything. The action must succeed to gain points.

Espionage Actions:

Steal Resources	+1 point
Burn building	+1 point
Burn food supply	+1 point
Murder Troops	+2 points
Murder Peasants	+2 points
Defile Holy Site	+2 points

RAIDS:

Raids against members of the opposing guild will cripple their resources. The number of guild war points that you will gain for a raid is based on two factors: time spent raiding, and the size of the army you send through the portal.

Time:

3 minutes	+1 point
4 minutes	+2 points
5 minutes	+3 points

Size of Army:

50 CP raid	+1 point
75 CP raid	+2 points
100 CP raid	+3 points
125 CP raid	+4 points
150 CP raid	+5 points

BATTLE

Battling is by far the fastest way to gain points. You can deal massive damage to your enemy's guild, armies and pride very quickly. If you engage in a battle with a member of the guild you are at war with, you will gain points based on what kind of battle it is, and whether you were victorious.

Lose the battle	+1 point
Territory vs. Territory victory	+5 points
City vs. City victory	+10 points

But that isn't all. There are bonuses, too, based on the size and difficulty of the battle. For battles that involve more than 50 CP worth of troops, the winner will gain 1 bonus point for each additional 25 CP used (up to 7 bonus points).

Victory in a 75 CP battle	+1 point
Victory in a 100 CP battle	+2 points
Victory in a 125 CP battle	+3 points
Victory in a 150 CP battle	+4 points
Victory in a 175 CP battle	+5 points
Victory in a 200 CP battle	+6 points
Victory in a 225 CP battle	+7 points

Therefore, winning a City vs. City battle where each player had 175 CP would give the

winner 15 points. The loser, however, would receive only 1 point.

HOTKEYS FOR BATTLE MODE

'Space'	- Switch between your Active screen and your Reserve screen.
'CTRL+A'	- Selects all active units.
'CTRL+Z'	- Removes player interface.
'CTRL+Arrow keys'	- Spins map.
'Arrow keys'	- Moves map.
'plus key (+)'	- Zooms current view in.
'minus key (-)'	- Zooms current view out.
'CTRL+1-9'	- Set selected units as group 1-9
'1-9'	- Select group 1-9
'F5'	- Center camera on selected unit.
'ESC'	- Deselect unit.
'delete'	- Deactivate unit (Placement mode only)
'G'	- Displays a grid across the terrain.
'shift'	- Hold this while clicking to select multiple units.
'enter'	- Clears Battle notification windows.
'/'	- Allows you to type in chat (prefix with '/').
'hold middle-click'	- Rotate camera view.
'double right-click'	- Double right-clicking a unit will center the map on that unit.

When a unit is selected:

'S'	- Activates a selected unit's special abilities.
'C'	- Selected unit will charge to the location right-clicked.
'H'	- Selected unit will halt in place.
'N'	- Sets 'Normal' battle stance for selected unit(s)
'T'	- Sets 'Melee Defense' battle stance for selected unit(s)
'L'	- Sets 'Ranged Defense' battle stance for selected unit(s)
'A'	- Sets 'Aggressive' battle stance for selected unit(s)
'double right-click'	- Selected unit will charge to the location right-clicked.
'shift+right-click'	- Garrisons selected unit (only works with deploy buildings).