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Nation: War

Faction: The Brotherhood

God: Rathos

Primary Race: Orcs and Ogres

The orcs and ogres live for war. They have long pursued it, and have fashioned their living around it. They have traded refinement for mass, and like a blunt instrument, will bludgeon the life out of their enemies.

Their spells and abilities are targeted inward, purposed with instilling their warriors with greater power in combat. Individually, their warriors are skillful, en masse: terrifying.

The Faction of War features several different types of units and spells. Not only do they have extremely powerful units, they also have several specialized ones. Due to a wide spread selection of units, war can make use of almost every Item (Weapon and Armor) in the game.

Eventhough they might not have a nuking spell, their spells are still extremely powerful, if known when and how to use them. Several spell combination can turn out to become a deadly mixture on some units.

War Machines, Ogres, Orcs and several creatures are at the service of Rathos. If it is the mighty Red Dragon, a horde of Bloodthirsty Orcs, a Stampede of Elephants and Rhinos or fierce Ogres, they all aim at the same goal... Domination!

History:

Before the First Age began, Rathos fashioned the orcs with one aim: War. No effort wasted on beauty, none on sentimentality or ethics. They were made to reproduce rapidly and fight with abandon.

In the morning of the First Age, they spread rapidly over the land, hunting and fighting into the lands of the neighboring woodlands of the elves. The orcs were expanding, and needed new hunting grounds and grazing lands for their cattle.

Shek Mogka led his orcs to victory over the border forces of the elves, and slashed and burned the forest for cattle country, making it unusable to the elves. This was an offense the elves could not forgive, and Gaia held back the clouds from the grasslands of the orcs. A drought set in. Grasslands turned to dusty deserts, rivers to dry rockbeds, and many thousands of orcs, even whole tribes, were wiped out. Starving, Shek's battle horde was too weak to go to war.

The empire of Light offered help, on condition that the orcs would become subject to Light's dominion. Shek refused to dishonor his people and his God. Instead, Shek gathered together his greatest warriors, and led them on a desperate raid, into Eldor Forest, the source of Gaia's power on the world. Only its destruction would lift Gaia's curse from his lands.

By the will of Rathos, the orcs fought their way deep into the heart of the woodlands of the elves, one by one felled by arrows, until at last, pursued by the armies of elves, Shek and forty orc warriors reached Eldor Forest, and with torches set it alight. The elves surrounded the warriors amidst the flames of the towering trees, and Shek's band killed a thousand more elves before dying valiantly in battle.

The rains came, and restored the deserts to grasslands again. The orcs returned to power, and commenced their endless wars with Light and Nature. Now, lured by the promise of world domination, they have entered into The Brotherhood, a sinister alliance with Xethos Nom and his dark elves.

Units and Spells

Orc Infantry - A basic melee Unit, which can end up with a high HP once it reached level 10. Its main use is being a tanking unit, though due to its special it can also deal a good amount of damage.



CP:	1	Dmg:	9 -17	Special:	Frenzy - Attacks do an additional +4% damage and +1 morale for each orc in the unit for 30 seconds.
AR:	21	Range:	1		
DR:	24	Stamina:	150		
HP:	300	Speed:	7		
S/A:	1	Morale:	70		
Att/S:	0.50	Common		Cooldown:	60 seconds

Weapon: Sword | Armor: Chainmail

Human Barbarians - This troops is mainly used as a support unit for other Melee troops, due to its special of boosting nearby friendly units. On its own, its a rather weak troop.



CP:	2	Dmg:	10 - 35	Special:	Battle Cry - Nearby Friendly Units (40m) gain +3 morale . +4% attack speed and +3% movement speed per barbarian for 60 seconds.
AR:	26	Range:	1		
DR:	27	Stamina:	160		
HP:	375	Speed:	7		
S/A:	1	Morale:	80		
Att/S:	0.50	Uncommon		Cooldown:	120 seconds

Weapon: Sword | Armor: Cloth

Orc Berserkers - The Name says it all, this troop was made for one point, Destruction! Berserkers are focussed on killing enemy ground troops at fast speed, with their special boosting them to extreme attacking power.



CP:	2	Dmg:	10 - 32	Special:	Berserk - Unit gains +150% AR, +35% movement speed and does +100% Damage at the cost of -25% DR for 30 seconds.
AR:	23	Range:	1		
DR:	28	Stamina:	175		
HP:	400	Speed:	7		
S/A:	1	Morale:	85		
Att/S:	0.50	Uncommon		Cooldown:	90 seconds

Weapon: Sword | Armor: Leather

Orc Arsonists - Disliked units in the game, as many people don't see their strengths. Arsonists aren't the best when it comes to fighting other troops. It's their job to take down buildings and to take out enemy machinery.



CP: 2 Dmg: 15 - 28 Special: Arson (passive) -
 AR: 30 Range: 1 Unit has +100% AR, +25% DR
 DR: 30 Stamina:155 and does +50% damage
 HP: 375 Speed: 8 against walls, structures and
 S/A: 1 Morale:70 machines.
 Att/S: 0.50 Uncommon

Weapon: Spear | Armor: Leather

Orc Archers - These are a perfect addition to Arsonists when taking out buildings. Orc Archers are basically the ranged version of Arsonists, extremely powerful against buildings and machinery. Dwarves, beware!



CP: 2 Dmg: 15 - 30 Special: Siege (passive) -
 AR: 20 Range: 60 +75% damage and +150% AR
 DR: 23 Stamina:75 against walls, structures and
 HP: 425 Speed: 7 machines.
 S/A: 1 Morale:65
 Att/S: 0.50 Uncommon

Weapon: Bow | Armor: Leather

Orc Crossbowmen - Trouble with flying units? Call out some X-bows! Eventhough they have a slow firing rate, their special will make sure that flying units will have a hard time against them.



CP: 2 Dmg: 35 - 55 Special: Target Practice
 AR: 20 Range: 50 (passive) - Unit gains +100%
 DR: 24 Stamina:80 AR and +100% damage
 HP: 450 Speed: 6 against flying Units.
 S/A: 1 Morale:65
 Att/S: 0.25 Uncommon

Weapon: Crossbow | Armor: Chainmail

Orc Snipers - These are probably one of the best ranged units in the game. Their special makes sure that they will have a guaranteed hit on their enemies, whether it's ground or flying troops.



CP: 2 Dmg: 25 - 40 Special: Kill Shot - Unit
 AR: 28 Range: 80 gains +200% AR and does
 DR: 24 Stamina:90 +400% Damage for 5
 HP: 350 Speed: 7 seconds
 S/A: 1 Morale:70 Cooldown: 60 seconds.
 Att/S: 0.25 Uncommon

Weapon: Crossbow | Armor: Chainmail

Orc Dog Soldiers - They might not be the strongest ranged units you have available, but they are for sure a support unit you would not want to miss, due to their ability to instantly heal your troops on the battlefield (best used on low CP units).



CP: 2 Dmg: 18 - 30 Special: Healing Chant -
 AR: 23 Range: 30 Friendly troops in target
 DR: 24 Stamina:105 radius (20m) heal 20-25
 HP: 450 Speed: 7 HP and gain +2% DR per
 S/A: 1 Morale:65 Dog Soldier for 30
 Att/S: 0.50 Uncommon seconds
 Cooldown: 120 seconds

Weapon: Spear | Armor: Leather

Orc Boar Riders - It's really hard to successfully integrate them into an army. Due to lack of attacking power, they are best used as supporting front line unit. Take advantage of their special to boost your nearby allies.



CP: 3 Dmg: 30 - 50 Special: The Hunt -
 AR: 24 Range: 1 Nearby friendly units
 DR: 28 Stamina:150 (20m) gain +5% AR per
 HP: 575 Speed: 12 Boar Rider for 30 seconds.
 S/A: 1 Morale:70 Cooldown: 180 seconds
 Att/S: 0.50 Uncommon

Weapon: Sword | Armor: Leather

Ogre Champions - Compared to the remaining Ogres, the champions were left out when power was spread. Their main focus should lie on supporting friendly Melee Units with their high HP and their Special.



CP: 3 Dmg: 15 - 27 Special: Thundering March -
 AR: 23 Range: 1 Unit and nearby friendly
 DR: 29 Stamina:165 units (20m) gain +3% DR and
 HP: 700 Speed: 9 +3 Morale per Ogre for 60
 S/A: 2 Morale: 80 seconds.
 Att/S: 0.50 Uncommon Cooldown: 120 seconds

Weapon: Sword | Armor: Platemail

Ogre Halberdiers - These are real war machines, high base AR and DR combined with their special will make sure, that they are able to do an assigned job. Nothing should keep up with them for too long once they got rolling.



CP: 3 Dmg: 12 - 33 Special: Piercing Charge -
 AR: 28 Range: 1 Unit gains +50% movement
 DR: 28 Stamina:160 speed, 50% AR and +125%
 HP: 550 Speed: 8 damage for 30 seconds.
 S/A: 2 Morale: 75 Cooldown: 90 seconds.
 Att/S: 0.50 Uncommon

Weapon: Polearm | Armor: Chainmail

Ogre Hammerfiends - Eventhough these Ogres lack AR, they can still dish out severe damage on the enemy. They should aim to attack enemy units with a low DR, to take full advantage of their extremely powerful special.



CP: 3 Dmg: 13 - 35 Special: Hammer of the
 AR: 23 Range: 1 Gods - Hammerfiends do an
 DR: 27 Stamina:160 additional +200% Damage for
 HP: 600 Speed: 8 30 seconds.
 S/A: 2 Morale: 75 Cooldown: 60 seconds
 Att/S: 0.50 Uncommon

Weapon: Mace | Armor: Platemail

Orc Pavises - Yet again this is rather a support unit. It doesn't deal much damage, but atleast it can support your troops with a DR boost. It should be treated as back up unit or as Tank against flyers.



CP: 6 Dmg: 15 - 35 Special: Pavise Wall -
 AR: 26 Range: 45 Nearby Units (35m) gain
 DR: 31 Stamina:90 +10% DR and +5 Morale
 HP: 1300 Speed: 6 per Pavise for 45 seconds.
 S/A: 2 Morale::70 Cooldown: 60 seconds-
 Att/S: 0.50 Uncommon

Weapon: Crossbow | Armor: Chainmail

War Elephants - Tanking and dealing severe damage at the same time. Thier special is extremely powerful against low CP troops and with 2 units of elephants you can take down almost every 1 & 2 CP unit instantly. High HP and DR also provides a good front line unit.



CP: 6 Dmg: 30 - 40 Special: Stampede -
 AR: 24 Range: 1 Nearby Enemy units
 DR: 30 Stamina:140 (20m) take 25 - 65 damage
 HP: 1500 Speed: 9 and -9 morale per
 S/A: 4 Morale: 85 Elephant for 30 seconds.
 Att/S: 0.25 Uncommon Cooldown: 120 seconds

Weapon: Charm | Armor: Plating

War Rhinos - High AR and high base damage combined with their unique special ability turns those rhinos into fierce units. Whether solo on together with other units, they show the true face of war, bloodthirst. Though you shouldn't enrage them, when close to your own units.



CP: 6 Dmg: 75 - 95 Special: Rhino Rage -
 AR: 30 Range: 1 Send the Rhino Riders
 DR: 27 Stamina:150 into an uncontrollable
 HP: 1050 Speed: 10 rage. Does 800% damage,
 S/A: 2 Morale: 120 charges and attacks
 Att/S: 0.25 Uncommon random enemy units for 5
 seconds each, for up to 30
 seconds.

Weapon: Lance | Armor: Platemail

Cooldown: 120 seconds

Flaming Catapult - One of the units that is certainly underestimated. This catapult can end up having a decently high AR combined with High damage at 5 strikes per attack. Of course not a front line unit, but a good CP filler, that can deal a nice amount of damage. Make sure that its special is always in use, when possible.



CP: 15 Dmg: 75 - 150 Special: Rapid Fire - Flaming
 AR: 24 Range: 60 Catapults fire 50% faster for
 DR: 30 Stamina:100 30 seconds.
 HP: 2500 Speed: 5 Cooldown: 60 seconds.
 S/A: 5 Morale:70
 Att/S: 0.25 Rare

Weapon: Siege Gear | Armor: Plating

Juggernaut - Apart from War Elephants, this is the perfect Tank. Extremely high DR will make sure (when in right formation) that enemy units will have a hard time taking it down. Apart from that, it can also make enemy run like cowards, when activating its special.



CP: 20 Dmg: 15 - 22 Special: Dread - Nearby
 AR: 22 Range: 40 Enemy units (35m) suffer -40
 DR: 34 Stamina:100 morale and -25% to attack
 HP: 4100 Speed: 5 and movement speed for 30
 S/A: 10 Morale:115 seconds.
 Att/S: 0.75 Rare Cooldown: 60 seconds.

Weapon: Bow | Armor: Plating

Red Dragon - The most powerful Faction Dragon is at the service of Rathos. High AR, S/A and damage will make sure that the Red Dragon is treated with respect by your enemy.



CP: 25 Dmg: 65 - 105 Special: Fiery Blast - Units in
 AR: 30 Range: 15 Target area (30m) suffer 125 -
 DR: 31 Stamina:115 200 damage and -20 morale
 HP: 3800 Speed: 10 for 30 seconds.
 S/A: 8 Morale:105 Cooldown: 120 seconds
 Att/S: 0.25 Rare

Weapon: Charm | Armor: Ward

Gruk - The first War Hero in form of an Orc Dog Soldier. Gruk is a very powerful unit (Hero Unit) with high base stats. His Heroic Aura will be an advantage for you.



CP: 20 Dmg: 70 - 80 Heroic Aura - Increases the
 AR: 28 Range: 35 rate at which special
 DR: 36 Stamina:170 abilities cool down by 15%
 HP: 3400 Speed: 9 Special: Slaying - deals
 S/A: 2 Morale:90 200% damage for 10
 Att/S: 0.75 Rare seconds

Weapon: Spear | Armor: Leather

Come Get Some - Extra damage is always nice, but you must also have the ability to hit the enemy with it. This should preferably be used together with an AR buffing spell such as Charge (neutral) or Rage.



CP: 0 Duration: 120 Rank: 1-5
 Warmup: 0 AoE: 15 Rare
 Cooldown: 0 Cast Cost: 66

Special: Friendly units in Target radius (15m) gain +15% damage per attack for 120 seconds

Orc Stench - Extremely useful in PVP's these days. Stun your opponents unit and take it down. Its always useful to carry more than one of them in a PVP. In PVE it should be used on Boss Units.



CP: 0 Duration: 0 Rank: 1-5
 Warmup: 35 AoE: 0 Rare
 Cooldown: 0 Cast Cost: 33

Special: Unfriendly targeted Unit cannot move or attack for 35 seconds.

Move You Slugs - Another spell which has its main use in PVP. Cast it on your fast units to make them even faster, kiting enemy units. Or use it on units that aim for shrine destruction, such as Arsonists.



CP: 0 Duration: 60 Rank: 1-10
 Warmup: 0 AoE: 2 Uncommon
 Cooldown: 0 Cast Cost: 21

Special: Friendly Units in target radius (5m) gain +75% movement for 60 seconds.

Rage - This is probably one of the best spells in the game. Extreme AR boost, combined with extra damage, aswell as movment speed. Useful in almost any situation. In PVP its also used for Shrine destruction units.



CP:	0	Duration:	60	Rank:	1-5
Warmup:	30	AoE:	15	Rare	
Cooldown:	0	Cast Cost:	72		

Special: Friendly units in target radius (15m) gain +100% AR, +50% movement. +25% damage and -20% DR for 60 seconds.

Take No Prisoners - This spell might look weak, but used in the correct situation, it can become a match decider. Taking DR off your enemy is your chance to deal out damage. Best combined with Rage or VoD.



CP:	0	Duration:	80	Rank:	1-5
Warmup:	10	AoE:	15000	Rare	
Cooldown:	0	Cast Cost:	35		

Special: All unfriendly Units suffer -15% DR for 80 seconds.

Victory or Death - All or Nothing? More like Victory to you and Death to your enemy. Combine it with Take No prisoners and you will have a deadly spell combo.



CP:	0	Duration:	50	Rank:	1-5
Warmup:	45	AoE:	15000	Rare	
Cooldown:	0	Cast Cost:	70		

Special: All friendly units gain +50% AR, -20% DR, +25% attack speed and +100 morale for 50 seconds.

Stand Your Ground - This spell can find a use in PVE aswell as PVP. When having several enemy troops attack you, cast it your troops to make them outlast the enemy.



CP:	0	Duration:	50	Rank:	1-5
Warmup:	0	AoE:	10	Rare	
Cooldown:	0	Cast Cost:	70		

Special: Friendly Units in target radius (10m) gain +100% DR and -75% movement for 50 seconds.

Combos

There are several diferent Unit and Spell combinations for War. Every Unit/Spell has its use, and combining them with eachother can turn out to be a deadly Combo.

This Chapter will feature several diferent combinations, to show the usefulness of units and spells.

Meet the Ground



When battling Flying units, you will want to take them out as fast as possible, due to the massive amount of damage they can deal.

A Tank , in form of a Juggernaut, to trigger the attention of the enemy units is one of the keys to succeed.

Also you will need powerful Anti-Air damage dealers, such as Orc Crossbowmen and Human Archers, who both have an anti-air passive special.

It is necessary to position the Tank infront of the Archers/Crossbowmen. The Juggernaut is the perfect unit for battling Flying Units as a tank, due to it also being able to dish out damage to them, while absorbing the damage done by them. The Archers and Crossbowmen will take care of the rest. (Shown below in Damned Dragons Gold)



Construction Destruction



Destroying Buildings is a good way to gain XP and is also a key to victory in PVP. War has the perfect units to take down buildings without much effort. Orc Archers and Orc Arsonist wear a passive special that allows them to do extra damage

on Structures (aswell as machines if necessary).

In PVP, you can win the battle by destroying all the enemies Shrines, and that is where the Move you slugs comes into play. High target AoE will make sure that it covers all your units to head out and destroy the enemy shrines.

Not only are Arsonists good as building destructors, they can also be used as front line tank in certain situations (especially against machines). They have high base AR & DR, which will give you attacking power and also provide you with a decent defense.



The above images (Quest: An Expert) shows, how these Units can easily take down structures within a short amount of time.

This is especially useful at lower Levels to gain fast XP, aswell as levelling these Units themselves.

Just have a go at it yourself.

Enraged Dragons



The Red Dragon is the strongest Faction Dragon out there, but it can get even more powerful when casting Rage on them. At Level 10, the Dragons should have reached about 60 AR and up to 175 dmg (depending on equipment), when casting Rage on them, they will get up to 110 AR.

110 AR will make sure that they can take out almost every unit in the game. Apart from their massive power, they are also immune to non-ranged/flying units, as they are flyers themselves and therefore cannot be attacked by those troops.

Www.Sagaunits.com features a guide on Quests you can solo with just Red Dragons. (www.sagaunits.com/sagaguide/news.html)

In PVP, Dragons are likely to get kited by fast flying ranged units, such as Eagle Riders. In this case you can take advantage of the Dragons high Base Speed of 10, in combination with a +50% movement boost from Rage, to make the battle a bit more balanced.



United Ogres



Ogres do not just look scary, they also possess powerful special abilities to aswell make them scary. Big creatures with decent attributes

and vicious special abilities. 2 of the the 3 Ogres have damage buffing specials and the Champs carry a special that boosts the DR of the surrounding Units.

Eventhough the Ogres possess a high DR, they will certainly get hit once in while, which explains why the Orc Dog Soldiers support them. Not only can Dog Soldiers Heal Units, they also provide (full unit) a boost of +24% DR. In combination with the Ogre Champs special, the targetted units will recive 2 buffs of +24% DR.

Ogres will also take advantage of Unit formations. They are melee and must therefore battle at front line, which also makes them become a target for enemy attacks. Make sure to set the Ogres at the correct formations at the right time or you might draw the short straw in the battle.

Hammerfiends recharge their special at just 60 seconds, of which they use is 30 seconds. There's always need for +200% damage in Battles, therefore their special should be activated whenever possible. Same goes for the Halberdiers, just that they need to recharge 90 seconds instead of 60.



Triple Havoc



This is one of the favourite War Combos, as it combines the strongest Units that War has available until now.

The main idea behind this combo is to be able to multitask a battle. By Multitasking is meant, that you are able to

attack diferent enemies with your diferent units. The Elephants should take care of anything that does not anti mounted units. Using their special ability will make sure that they do their job quick. The Snipers should worry more about the units that could harm the Elephants. The Range advantage should be able to cope with that, combined with the Snipers special Ability. The Dragon is there to take care of flyers or to support the Elephants on their path of destruction.

This combo is mainly suggested for PVE, as in PVP the enemy will focus on taking out your snipers really fast.

Though if you want to use it in PVP, make sure that a unit of elephants is always near your snipers. That way you can quickly react on troops that intend to kill your Snipers. The Dragon will then be used as main Attacking Unit, as it can absorb big amounts of damage, aswell as dishing out some.



Range Over!



There are several troops, that will give ranged enemy troops a hard time. Heavy Cavalry is one of them, as it has a passive special that boosts their

stats against ranged units.

The most ranged units are either 1CP or 2CP troops, this allows us to use elephants to attack them. Not only do they have a deadly special, they also possess a high DR. The Flaming Catapult is also a nice damage dealer, once it gets to a higher level, therefore it's never wrong to have it stay at the back and fire some shots from there. Stand your ground is used to buff your units DR, making sure that they will take as little damage as possible. When Troops attack ranged units, make sure they are always set on Ranged defense, which will also add some DR against ranged.



These 3 spells are extremely useful when combined and especially useful when you have many enemy units attacking you. They will provide you with massive DR and some AR, whereas the enemy will suffer a DR loss.

There are many more useful Unit/Spell Combinations, but that is for you to find out and make use of.

Co-opping with Brotherhood

Co-opping Quests and teaming in PVP's is one of the main features of SAGA. It will not take long for you to either ask for assistance in a Quest or taking the thrill of Teaming up with a friend to battle the evil Order side.

You can either team with another War nation or take advantage of the forces of Magic or Undead Nations. Magic & Undead feature unique units & spells, which could possibly supplement yours.

In this chapter, we will look into a few War + Brotherhood combos.

All Out Air



This is probably the most favoured War/Magic combination for Quests. The attack bases only on Flying units, giving most ground units a tough time. The Black Dragon carries a similar Special ability as the Red Dragon.

Therefore massive damage is programmed.

AoE Damage Hell



Yet again another powerful PVE Combination. Two units with similar special abilities. Both of them work out as great tanking units due to their high HP and DR. Their specials are both based on AoE Damage and can therefore be deadly to most low CP ground units out there.

Sneaky Sniping



This is a good combination in either PVE or PVP. DE Assassins have the ability to become invisible, making them unpredictable. DE Magi have the magic power to stun your enemy and by now we know about the strengths of

snipers. An obvious, but powerful combination. Stun your opponents unit, by using the DE Magis special, activate the special of the snipers and make the Assassins sneak up and finish off. (Best used against high CP troops)

Fierce Range

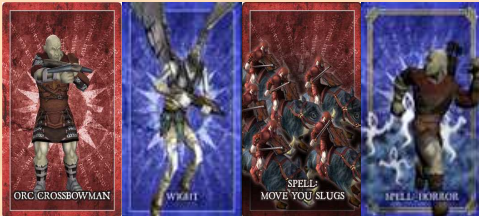


A certainly underestimated Combo in PVE and PVP. Lich and Juggernaut are both able to decrease the enemies Morale, which will cause them to run away in fear. The Spell Creeping Dread will make sure that they do not run away too fast, so that the



Humongous Ballistary and the Orc Snipers can shoot them down while running. The main focus here, is to make your enemy run out of moral, and with Juggernaut and Lich you can decrease the Morale of enemy units by 140 at once.

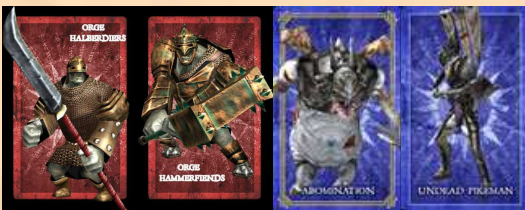
Kiting the Kitters



This is a combination with its main use in PVP. PVP mainly relies on flying units to decrease your enemy size, this is known as kiting.

Taking out the Kitters could become a key to victory. Since many ranged flying units have a high base speed, such as Eagle Riders, we will concentrate on taking that off them. Wight has a special which will exactly do what we aim for, it reduces the speed of flying enemy units. To get close enough to the enemy to actually activate their special, it is necessary to cast Move you Slugs on them to increase their speed. Once the enemy is „infected“ with the special, we can now look at taking them down with the Crossbowmen in combination with Horror, decreasing their DR.

Ameleenation



Simple but effective combo for PVE Battles with lots of melee troops.

Make the enemys' melee units target the Undead Pikemen and then activate their special

ability. All the surrounding Enemy units will now be stunned for a certain amount of time, which gives the chance to rush in with the Abomination and Ogres, to tear them apart.

War & PVP

It is said that War is the weakest Faction for PVP, yet that is total Poopoo. The key to success is always knowing when to use what on whom. Sure, there are factions that are favoured in PVP, though none of them is actually an easy target if played right.

General PVP Knowledge

Towers & Garrison

Per Territory (including the city) you can build up to 8 Towers. Towers are used for deploying and garrisoning Units. Their 2nd use is to provide protection to you runits, when standing close to the tower. Towers will auto target enemy units within their range and therefore support the fire power.

Taking advantage of being able to garrison units can also turn out to be a big advantage. Select a Unit, hold shift and left click on the tower, will move the chosen units back into your reserves, adding the used CP back to your fieldable CP amount.

Once you have upgraded your walls, you will get the option to build round or square Towers. Eventhough these just have a small range, they can still be a valueable protection for your city.

Peasant Army

The Houses in your territory contain Peasant Militia (amount depends on Houses), willing to fight for their city. Eventhough these are weak units, they can still act as distraction or last straw.

Capture and Destruction of Buildings

Buildings provide CP, and CP is necessary to field units. If your enemy manages to capture one of your buildings, you will lose CP (amount depends on the building) and the enemy will gain that amount instead. Resource buildings, shrines and houses will only cost you a few CP when lost, whereas a loss of Towers, the temple or the Stronghold will cost you significantly more.

Though when buildings are destroyed, you will still lose their CP, but atleast the enemy wont get it.

Hint: Full Units will not always be the correct choice. Make use of your entire CP, you will need it.

Poisoned Pawns

This strategy relies on the basics of Chess. If you are a chess player you might have heard about the expression „A Poisoned Pawn“, and that is similar to what we are aiming for here.

Basicly we are looking to distract the enemy, by attacking and not to get out of that battle victorious.



As „pawns“ you should elect units with High HP and DR, so they can distract the enemy for as long as possible. Supporting it with Stand your Ground, will add some extra DR to the units, making them last even longer.



As „main“ unit, you should elect something extremely fast that can capture buildings.

Why do we want to capture buildings? The advantage of Fieldable CP can become a match winner. When you take (capture) buildings of the enemy, he will lose CP and you will gain it. Having more CP than you opponent will allow you to field more units and leave him with less CP to field his units.

So, we will look to take our „pawns“ into inclose battle with the opponents army, while the fast unit aims at capturing as many buildings as possible. Of course, the enemy might figure what you are aiming to do once the battle began, but that might already be too late.



As you can see in the picture above, the enemy fell into the trap and our fast units can capture his buildings.

This strategy is rather recommened for lower lvl PVP's, as most high LVL players will have Walls and/or good vision to not let this happen.

Shrine Rush

Shrine rush is a favoured PVP strategy nowadays. By Shrine rush is meant that you aim to destroy all 4 enemy shrines to claim victory. Now War doesn't seem to be gifted with fast units that can actually take down buildings in a short amount of time, but at a closer look you will figure that there is a spell that can add towards your units speed.



Orc Berserkers or Orc Arsonists in combinatiin with Move You Slugs and Rage can turn into extremely fast and powerful building destruction units. The downside of this, is that they ar eonly 2CP units, which can fall to nuking spells.



Orc Bersekers carry a special ability that provides them with extra AR, damage and movement speed. Combing that strenth with Move You Slugs, another +75% movement and Rage +AR, + Damage and +movement, turns them into serious killers. Yet you should not aim to go into inclose battles with them. Stick to the plan of destroying the shrines.

When using these units, make sure that you have speed buff items equipping them. This will provide you with evenmore movement speed to work with.



Anti PVPing

Yet another very common strategy for PVP is to let your opponent take the offensive role of the battle and you take the role of reacting on what he does.

Battling like this, you should know about all your units, strengths and weaknesses.

Every Faction has favoured Units to PVP with. To successfully anti these units you should have knowledge about the different nations as well..

Light Nations prefer to use Human Charioteers, Gryphon Riders and Holy Light.

Nature Nations mainly rely on Treant, Eagle Riders and Elven Longbows

Magic Nation prefer Dark Elf Raven Riders, Dark Elf Bowmen and several Stun Spell

Machines Nations prefer Flying Fortresses, Mech Giants and Dwarven Bombardiers

Undead Nations prefer Undead Knights, Humongous' and Diabolists

Hint: Check the Units Guide to get more information about the enemy units

Now that you have a basic idea on what to expect when facing certain nations, you can build your PVP army to anti these units.

Stun to Glory



Since the spell changes, several spells have gained an important role in PVP. Orc Stench is one of them, having the ability to stun a targeted enemy unit for a certain amount of time (duration depends on Rank).

It's suggested that you always carry more than one of them (active / Reserves) going into a PVP.

You can either choose and make use of it at the beginning of a battle or keep it as back-up plan, if everything else fails.

It's a pretty simple way of playing, stun the enemy unit(s) and kill them.

That way you can quickly gain CP advantage over your opponents.

It's a good idea to use it together with red Dragons, as these are flyers and do not get held back by Walls or any sort of terrain.

Always keep an eye on your remaining God Favor!

Team PVP

When you get bored of 1 on 1's, why not get a buddy and PVP an enemy team? Though watch out, Team PVP's require to be treated a little different than 1 on 1's.

There's several aspects that should be cleared before you run a Team PVP.

Know your Partner

It's always best to know the way your partner is playing. In a Team PVP you rely on him and he relies on you. His weaknesses can turn out to become yours in the latter stages of the Battle. So before you start a ranked PVP match, you should do so challenging Quests with your Partner, to get some knowledge about his playing style and vice versa.

Who's the Boss

From my experience, it is best to decide before a battle, who will be in command. 1 of you should give orders.

Blind Communication

Once you and your partner got to know each other's playing styles, you will be able to know what your partner does/will do and vice versa

Planning a Strategy

It's never a good thing to fight without a plan. Therefore make sure (together with your partner) to prepare a gameplan before. Of course you will never know what your enemy will do, until he does it, that's why your Gameplan should include different scenarios.

Similar Cities

Both you and your Partner should have a similar evolution stage, citywise. It won't help if you have completely fortified walls, whereas your partner has an open city for the enemy to just walk in.

Team Benefit

Whenever you get into the position of casting a spell or activating a unit's special, which can also buff your partner units, make sure your partner is around to take benefit of it.

Item Enchants

Diferent Strategies will require diferent enchants on diferent units. Be aware that you can only add one enchant per Item. If you decide that your 1st enchant was pointless, it will get removed when adding another enchant to that item.

You should also save your Gold and mana shards for enchanting items that are actually worth enchanting. Enchnting stuff like „Advanced“ or „Basic“ does not make sense, since you will get better items at higher level quests, which are worth an enchant.

Now if you choose to go with „Shrine Rush“ (featured on page 22), you should enchant your weapon and armor with either movement or Stamina. Obviously movement will increase your units speed, whereas Stamina will also be necessary, so that your unit will have an increased amount of charging (running)

Units dedicated for Tanking, should get enchants on HP and DR, though the choice here depends on their base stats. It wouldn't make much sense to Enchant a Juggernaut with AR. Since Juggernaut has an extremely high base HP, you should most likely look into enchanting ist Armor HP. As for Weapon enchant, you might look into the idea of enchanting ist Attack speed, since Jugger already has a high attack speed the enchant will have a bigger effect.

As for units you decide to take as offensives, you should consider boosting their AR or damage on Weapons. If the unit has a low AR, it wouldn't make much sense to boost the damage, as AR is the chance of actually applying damage.

Armor Enchants on offensive units should be considered carefully on the type of unit it is.

Eg. Ranged offensive units such as snipers should rather get a speed enchant instead of DR or HP, as you aim to keep them away from direct enemy contact. Whereas Melee units (again depending on the type) will welcome an enchant on either DR or HP.



Enchanted Tainted Crossbow of Greater Speed

+15% AR (+20%), +10% DR, +25% Movement,
+25% Dmg

Raiding and Territory Defense

Territory Defense

Once you have aquired several territories, you will look into turning them to wilderness to mine the most valueable resource in SAGA, Mana Shards.

Mana Shards are used for Enchanting Items and for Raiding.

Turning a Territory into wilderness will open it up for enemy players to raid it. They can steal resources, mana shards or completely destroy your territory. Think twice before you choose to turn it to wilderness.

Prior to moving a territory to wilderness, you should set up a territory defense. That includes Towers, Walls, a Keep and of course experienced Units. As more buildings as there are in a territory, as more of them can actually be destroyed during a raid, leaving you with the cost of repairing them. Choose wisely which buildings you want in there and which might be surplus to requirements.

As for the units that protect your territory(s), you should aim on having fast units there, such as Light Cavalry, Boar Riders or Heavy Cavalry (Dragons wont hurt either). This will make sure that they are capable of distracting a capture or reaching the attacking enemy faster to either not even let a capture attempt happen or to capture buildings back.

Raiding

Similar to PVP there are diferent strategies in raiding, this is due to diferent factions having diferent units, which provide diferent uses.

There's also diferent goals on raiding, some people just raid for territoy destruction and gaining XP, whereas others wont try to destroy your buildings and rather attempt to steal as many resources as possible.

Since the AI is always defending your territories (and we all know the AI isn't smart) you can use a unit of Light Cavalry to trigger all the units spawning. Once all of them are going after your Light Cavalry (don't forget to keep it moving and out of archers range), you can concentrate on capturing mana mines or other buildings. With every building you capture, you get more fieldable CP.



The above picture shows how a possible Raid attempt could look

The below picture shows at what you have gained/stolen during that Raid.



Interview Section

Dialate's WARpact

Q: You have been one of the main testers of War before game release, what made you choose to play as War Nation?

R: I've been the lead tester for all the nations primarily. My main was War for a long time during these testing phases, and a bit after release.

I would have to say that their quick burst damage is what caught my attention. There is nothing much better then seeing 3 units of Snipers down a boss in a Heroic in a matter of 2 attacks. They have some of the most unique combo's when it comes to specials and spells. Their versatility is nothing to scoff at either. Sure not the most hardy of nations, but certainly not the squishiest.

Q: Where do you see their Strengths?

R: I'm going to have to say buffing of offensive capabilities. Most of their specials are offensive, and specialized around those, quick heavy bursts of damage.

Q: And how about weaknesses?

R: Longer fights. The longer the fight wages on, the more the odds turn against them. Of course there are strategies for stat stacking, and on the battlefield in general to help counter this. However, this still remains one of their main draw backs. If the enemy is able to sufficiently time his maneuvers with your specials/spell casts then you may have a hard and frustrating fight ahead of you.

Q: When going into Quests, what strategy are you aiming at and which units fulfill your wishes?

R: For quests my mindset is pretty simple, "get as much damage out as quick as I can". Since you can trick the AI fairly easily you shouldn't have a problem with your squishies getting aggro. Dragons, Snipers, Hammerfiends are some of my primaries. If it's a boss fight I'll max my snipers on the field with some hammerfiends if the fight allows for it.

Dragons are fine, but I feel I am more efficient at 1 unit fights with that load out for my DPS. If it's multiple units I'm up against I'll typically use my drag's for their AoE capabilities. They are viscious against those 5 units of Elven warriors *evil grin*

Q: **PVP is one of the main features of SAGA, how do you PVP? Any preferences on units/spells?**

R: Well unlock PvE questing, and boss battles. With PvP I typically take things easy. War definitely isn't the most durable of all the nations, so with them I really take my opportunities when I can. I'm a turtler at heart, I'll try and spread my troops out into certain choke points, usually keeping them spread apart (to avoid AoE) If I can I'll try and take the fight to the enemies land, but that usually only happens if they have a really poor city layout. Usually missing some defensive structures. I can't say I have a select layout for PvP, I deploy based on situation. So whatever I think the situation demands I'll supply the best I can. Whether it be AoE, Stun, Snare, DR debuffs, Offensive buffs etc.

Q: **Yet many players consider War to be the weakest PVP Faction. What is your opinion on that and why?**

R: I'm going to say War is just as equal to any of the others. If the player doesn't know his strengths, and disregards his weaknesses, well then yes. Does that surprise anyone that they'd say that about the mighty War?! If the player has done his homework, and has some good practice well then they can perform just as well with War. I've seen many lose, and I've seen many win.

Q: **What are your thoughts on Raids and territory protection? How do you raid and how do you protect your territories?**

R: My honest opinion about raids is this: If your low level, and can spare the resources then sure go ahead and do it. However, Raiding someone is a sure fire way to make quick enemies. It's like a snowball rolling down a hill: You raid him, he fires back and raids you, you retaliate and challenge him to PvP while continuing the raids. Pretty soon you are at each others throats, and have taken a fair hit to your resources with guilds going to war. If you are going to raid just remember to back it up.

Some things to keep in mind: Keep your territories stacked with some defense - While the AI is no where near the skill of a player, they will atleast frustrate the enemy. Any distractions/interrupts are wanted. Do not stack spells - The AI will not cast spells, so don't waste your time. Keep those for the main army. Make it worth it - Go big or go home. Make the raid as big and bad as you can, lasting the longest length you can. You want your enemy to feel this don't you? So what's more devastating then them logging on one day, and going to their terry and most if not all the buildings are nuked? And a fair chunk of resources are missing? Muahahaha!

Q: **If you had the choice to pick a random unit or Spell from another faction to be available for War, which would it be and why?**

R: DE summoners. Hands down some of the most useful units I have on my Magic nation. Granted they are some of the weakest lil guys in the game, but it's extremely satisfying to get a 4 Daemon summon in a quest/pvp :)

Q: **If you had the chance to make a customized War Unit/Spell, what would it be?**

R: Feral Ogre - An ogre from the farthest reaches in the War nation. Living in the barbaric tribes, and acting as the elite warriors for the Feral tribes.

Model - Covered in Feral war paint. With an enormous structure, these bad boys hulk around with 2 meat cleaver like armaments. Hacking anything that so much as looks at him funny.

Specialty - Would be an AoE melee unit for the nation of WAR.

Q: **What can War Players expect in the future? Will they remain ground based or might the be a possibility of „Flying Ogres“?**

R: Hmm... I can't say at this time. All I can say is that War will continue to thrive, and receive their well deserved updates :)

Thanls at, Saga Dev Dialate, who spared some time, despite his massive work schedule, to answer these few Questions.

Uktabi's World of WAR

Q: When you started playing, what made you decide to choose a WAR nation?

R: When I started, I had intended this game to be a secondary activity. I have been a Magic the Gathering player since their beta in 93 or so. I was very competitive at Magic, and spent six nights a week playing and testing, and enough money to purchase a house. I have been playing Magic the Gathering Online ever since that came out as well. Since I was thinking of the game in this capacity, I wanted a cheap faction, which would allow me to participate in the game while still playing Magic Online. The advantage of the WAR faction is the troops are normally cheaper, so I was able to obtain those cards easily for cards in other factions that I had. Through calculated and persistent trading, I was able to assemble 3 of the core units (snipers, hammerfiends, and dragons) and many other units all for the price of twelve(12) boosters.

I now play SAGA exclusively for two reasons. First, Magic Online ruined their game. MTGO is unplayable now. Second, SAGA is really a fascinating game. Saga has a great concept that I think will be around for many years. I predict, with proper management, this game could be as big as WoW and some of the other large games that are out there.

Q: Where do you see the Strengths of War?

R: I feel the strength of WAR is in the snipers and the dragons. WAR has the best faction dragon in the game. Snipers, I feel, are the best ground range unit. Hammerfiends are a great spike damage unit. If you have three of each of those units you will be able to handle most quests. War has some battery units. The Champ is a nice tank and has the highest HP of any 3 CP unit.

I personally love the look and "feel" of the Boar Riders. What could be cooler than an orc riding a boar? It gives a feel for the nation that I think is important. Boars may not be the strongest unit in your arsenal, but they do decent damage. Most importantly, perhaps, is they are your best solution to lightning elementals, because they don't wear leather armor.

One of the huge advantages of WAR has to be the Orc Archers. This unit is amazing in raids. A unit of Orc Archers can cap a shard mine while destroying a tower in about six seconds. They make walls in territories expensive useless pieces of rubble. If the goal is to raze, 3 units of these will clear an area easily. If you are a WAR nation, and you intend on raiding, these are a must. They, also, defend your territories against the terrorist Machine nations who wish to destroy your peaceful society.

In summary, WAR has some decent units and you won't go broke playing the faction. You will be able to purchase most of the troops for 4-5k on the market. This makes them easily within reach of any student or anyone who does not have a large discretionary income to spend on the game.

Q: How about their weaknesses?

R: WAR has two glaring weaknesses. First, it has a major lack of AoE (area of effect) damage spells. AoE provides an easy solution to some problems, and it can get you out of situations where you may be overmatched. Basically WAR has three things in the AoE department: Red Dragon, War Elephant, and Fireball. War even lacks an AoE spell in its faction. I have heard that this is in style of orcs and ogres, but I submit that orcs and ogres would have no issue with blowing things up. The Red Dragon does a large amount of AoE damage, but it does it to everything, including your troops.

Second, WAR suffers from only having one flyer in the faction. WAR has a disadvantage against some of the faster, longer range, flying units from other factions.

Q: When doing Quests, what is your strategy and which are your preferred units for that?

R: It depends on the quest, but as a base, I like to bring in a mixture of range (snipers), tanks (hammers or elephants), and heavy cavalry. The Heavy Cav are nice to send after their range units to take the pressure off the tanks while your snipers shred. Obviously some quests are designed for more range, and others for leveling flyers. With the recent addition of Gruk the WAR hero card, I am experimenting with a Helbardier, Gruk and Dog Soldier combo.

The idea being that the Halbes tank and deliver large doses of damage while the dog soldiers heal, and Gruk facilitates each of them by allowing them to use their specials more often.

Q: Which do you consider to be the most powerful/useful unit/spell combinations for War?

R: Snipers and any tank. War is very much about the snipers. Most WAR units can do evil things in pairs. Two dragons can clear an area of any low cp units. Two elephants can do tons of damage. If you really want to have fun, bring three Juggernauts into Needle in a Haystack and blow the morale of everything while you laugh and fill them full of arrows. It is possible to do this until the quest runs out of units.

Q: Raiding is a main feature of SAGA. Can you tell us a little about how you Raid?

R: First, I would like to say, others in WARHEADS have developed better raiding techniques than I have. Basically what I do is do an "exploratory" raid saving shards to get a feel for the defense and units that will spawn. If there are no units or weak units, I will follow up with a maximum shard raid with the goal to gain mana shards. There are several techniques that you can use. I want to say more, but some of the techniques developed were shared by WARHEADS members for WARHEADS members, with the understanding that the information would be kept secret. I will say it is important not to hang around the shard mines because you want to distract the defending forces from re-capping your prize. I like to raid with Ogres, and bring in behemoths and Rams as buildings are capped to cap more things. You used to be able to take your ogres drop a Move You Slugs on them and send them to each shard mine and leave them there. With the recent changes in the way the defenses work, raiding is more difficult. This technique will not work anymore.

The idea of raiding is to get shards, but sometimes the goal is total destruction or razing. WAR faction shines in this. Just put a couple of tanks flanking three Orc Archers and slowly move forward while destroying everything in your path. The razing method is what is used when someone orders a hit with our Mercenary Service. I suppose you could do the same thing with a couple of Trebuchets. I like to use the Archers because they

can cap while they destroy the defenses. They are also a lot faster than the Trebs.

I do want to say that most of the techniques I employ have been developed by other WARHEADS members including, Grondor, City of Sin, Dystany, Lake Bodom, Nekkron, Thriller, RSCO, Wight Power, and even Sinne and Winter when they were in the guild. These people have a talent for raiding much better than mine. Each of them shares things they have learned with everyone else. The strength of our guild is the flow of information from member to member.

Q: And how do you protect your territories from other Raiders?

R: LOL, don't get any ideas. No, I can say with pride that I have been raided more times than I can remember and have lost only 9 shards all told. There is no defense against someone who wants to destroy your territory, but there is a defense against people taking your stuff.

First of all, put troops in your territory. They don't have to be level 10 beasties, they just have to be breathing. I can't tell you the number of times I have raided someone who had absolutely zero units in an open territory. That is not raiding, they are giving their shards away. Number one rule, have troops in your territory.

Second, DON'T BUILD WALLS. Walls only inhibit your units from getting to the raiding force. Many times, people wall in their territory and leave their shard mines outside. Great another gift. Just cap the mine and laugh at the hapless units trapped inside the walls. Walls are just an expensive ornament that can be easily breached using a variety of specialized units. They may help in PvP, but are generally worthless, to counterproductive in raid defense.

There is more to it than that, but those are the basics. There are factors regarding tower placement, resource building placement troops to use, and other things that can help. Because our guild is raided everyday, we have developed more strategies, but if you follow the two rules above, you will be half way there. We have learned from experience, and you will too.

Q: If you had the choice to pick a random unit or spell from another faction, which would it be and why?

R: Boy that's a tough question. War has two real needs and it is hard to cover both with one unit. I am going to say the Wight because it fills the badly needed flyer hole for war, and is a powerful unit in its own right. The Wight has more range and speed than the Red Dragon, and together, I could see them causing some real issues for someone. For a spell, probably Earthquake. It covers a large area, a really large area ranked up, and gives war some sorely needed AoE.

Q: If you had the Chance to make a customized Unit or Spell for War, what would it be like?

R: I would like to see a fast flyer with an AoE special that does not do damage to my units, something like:

Hornet Swarm

CP: 1 dmg: 5-8

AR: 29 range: 3

DR: 21 stamina: 150

HP: 200 Speed: 12

S/A: 1 Morale: 50

Att/s: 1 Common - War

Special:

Overwhelming Swarm - Enemy units within 10m take 1-3 damage per second and are stunned for 1 second per hornet for 30 seconds.

Cooldown: 120 seconds

Q: Now in short, how would you describe the War Faction to a new Player?

R: War is the faction to go with if you have limited resources. The units are cheap. Three units of Snipers, Hammers, and Dragons will get you a long way. It is the faction with the best range unit, and the strongest faction flyer. If you enjoy playing a chaotic faction WAR is for you.

A big „Thank You“ to Uktabi for taking the time to share his experiences with us.

Inca Empire's WARrant

Q: When you started playing, what made you decide to choose a WAR nation?

R: Well, i had no clue of what the game was about to be honest, so I was kind of choosing guided by my personal preferences, and not by any tactical point of view. I always have loved Orcs in this fantasy kind of games, counting with their strength and ferocity. So it was kind of an easy choice, as humans are too boring and elves too "nature friendly" for my likes :P . Besides, i like warriors with swords and bows, and dwarves didn't have that. And magic faction... well, i imagined it was too much magic for my war play style.

Q: Where do you see the Strengths of War?

R: I see the strengths of war in the strong units of course. These are the Red Dragon, War Elephants, Orc Snipers and Orc Crossbowmen (great against flying units). But besides of this obvious powerful units, I would like to mention others that, given a correct use, can become as useful as the mentioned above. First of all the Orc Pavises: great DR, good HP and a special that buffs a lot nearby allied units. This is a unit you should definitely have if you are war. Orc Arsonists have 30AR and 30DR, and a passive of +100%AR, +25%DR and +50%Dmg against structures and machines which makes it a great threat for this units and buildings. Ogres are also great units if you learn how to use them, specially with the Champions DR special and the other 2 Ogres Dmg specials. One more unit i think players shouldn't discard is the Flaming Catapult: 15CP, 5S/A, 75-150Dmg, 30DR makes it a interesting unit to improve with good items.

Q: How about their weaknesses?

R: Among weaknesses i would say speed is one. Our faster units are Boar Riders with 12 speed and 3cp, followed by Rhinos (10 speed and 6cp), and then we have Elephants at 9 speed and also 6cp. Most factions have 1 or 2 or even 3 2cp riders which move from 10 to 14speed (with exception of Heavy Lancers with 9).

Another issue is that we lack of a flying rider, and by this i mean a 6cp flying unit which combines both range and speed. Existing 6cp units of others factions can cause real headaches for our infantry ranged units, not to mention the impossibility of our red dragons for reaching this "touch and go" units. War's natural counter for these units is the orc stench, which gives us the opportunity to reach them. I personally don't like this long stuns, but i don't know any other way as effective as this one to stop this flying riders. Besides all this, I think that being the only faction with one flying unit makes us War players interesting players and PVP opponents as we are not so flying dependents as other factions.

One more weakness i could add is that we have no Dmg spells, but i really don't care as my style is direct confrontation.

Q: When doing Quests, what is your strategy and which are your preferred units for that?

R: At the moment I am still leveling up units, so my strategy is to bring all low lvl units to battle and make them fight. But for harder quests a good strategy is to use Elephants or Armored Behemoths as tanks and attack with Reds and Snipers. Also, a unit of Pavises providing extra dr is always welcome.

Q: Which do you consider to be the most powerful/useful unit/spell combinations for War PVE- and PVPwise?

R: I think a powerful combo is Orc Stench + Orc Snipers. Also 3 units of War Elephants using their Stampede in middle of enemy units can be devastating. And 3 reds with Pavises special on and Rage or Come get Some can set fire half a map.

Q: PVPs are a main feature of SAGA and you are one of the best WAR PVPers on SAGA. Can you tell us a little about how you PVP (Strategies and Tactics)?

R: I don't have an specific strategy for pvp, it entirely depends on who my opponent is. I try to have fun in pvp, so if i can use other units than the 4 main ones ill do it. Red Dragons are very important as it is our only flying unit, and a fast flyer can always become a great advantage. Orc Stench is important as i said before, as it is, at least for now, the best counter against units like eagle riders.

Many players I have fought used mainly flying units, and its hard to fight them with range as they usually attack and then run away, so maybe you follow them to their city and get fired by their towers or spawned infantry. And there its also the problem that when you want to run back to your city their flyers will attack you and kill you before you reach your walls. It also can happen that when you take a range unit out your opponent will take them out with a dmg spell. So its complicated, I personally preferred to stun them and kill them as fast as i can.

If your enemy is a more warrior like guy, he will hopefully combine both flying and ground, and therefore allow you a much more dynamic battle. I love only ground units battles, those can be much more entertaining and usually your opponent wont be approaching and retreating as easily as he can with flyers.

Q: How did you build up your city for PVPs? What did you focus on?

R: I build my city protecting my shrines and buildings. All shrines are in the range of a watchtower and of 1 or 2 wall towers. One is inside my walls. And all my buildings are inside walls, not even one out. To do this I divided my city in 3 small ones. The main one has the main buildings inside, with the 3 lumber camps and the 3 stone quarries. It has one shrine inside and has another right outside its walls. The second one is smaller, and has inside 2 watchtowers, the 3 gold mines and some farms. The third "city" is the smallest one, with only 1 house and 2 watchtowers inside. All cities have at least one house so that peasants can appear in any of the cities.

Q: If you had the choice to pick a random unit or spell from another faction, which would it be and why?

R: I would choose Arthis Maker, Light's Hero. I just want its ability to capture buildings, its way too cool!

Q: If you had the Chance to make a customized Unit or Spell for War, what would it be like?

R: A Troll. Size of a an Abomination. Dmg: 30-60. Special: For 30 secs has +400%dmg against buildings.

Q: Now in short, how would you describe the War Faction to a new Player?

R: Great beasts, powerful warriors, bloodthirsty soldiers and all the barbarism that an ogre nation should have. If you are the kind of player that likes to open his path with strength and courage instead of seeking other ways, then this is definitely your faction.

A big „Thank You“ to Inca Empire for giving us an insight of his War Knowledge.

Short opinions on War, from top rated Players of other Factions.

Mooseland - Nature

Q: What do you consider to be WAR's main advantages and disadvantages (Units/Spells/Tactics)?

R: They can hit hard really fast, always good in any PVP Game. Haven't PVP'd much WAR tbh, but it seems like they are lacking in many strategies that dont involve the Red Dragon or Sniper. Low AR for the most part and CP generally doesnt allow for you to yield all the units that buff eachother to oblivion. Spells are really nice though

Q: If you had the choice to pick a random unit or spell from WAR, which would it be and why?

R: I think I'll be the same as everyone else and pick snipers, because they can punch a hole in almost anything really fast.

Ix - Magic

Q: What do you consider to be WAR's main advantages and disadvantages (Units/Spells/Tactics)?

R: My basic impressions are that they have decent ranged unit and that war elephants are devastating, with the right use of spells war can be a destroyer on the battlefield

Q: If you had the choice to pick a random unit or spell from WAR, which would it be and why?

R: War Elephants, sort of like an offensive tank. It has above average DR and HP, good DPS and decent AR. Its AoE is extremely powerful at 100-260 dmg over 20 m on a full unit.

Axe - Machines

Q: What do you consider to be WAR's main advantages and disadvantages (Units/Spells/Tactics)?

R: Well, disadvantages, they only have 1 flying unit, but they have good melee like Hammerfiends and elephants.and good ranged support with snipers

Q: If you had the choice to pick a random unit or spell from WAR, which would it be and why?

R: I really like War Elephants. They can be turned into fast tanks, with the right gear and their special is amazing.

Christians - Light

Q: What do you consider to be WAR's main advantages and disadvantages (Units/Spells/Tactics)?

R: Advantage would be their uber Dragon, compared to other factions and of course Snipers, though they can fall easily to AoE. Also Hammers are sweet, with stun helping them. Juggernauts are pretty solid too, eventhough they can get easily kited.

Q: If you had the choice to pick a random unit or spell from WAR, which would it be and why?

R: War appeals a lot with their dragon and the snipers. I'd go with Dragons, because they can beat all lights' air heads on.

Thriller - Undead

Q: What do you consider to be WAR's main advantages and disadvantages (Units/Spells/Tactics)?

R: From what i've seen they have really good melee but poor ranged, excluding snipers. Their main tactic seems to be buffbuffbuffbuff destroy.

Q: If you had the choice to pick a random unit or spell from WAR, which would it be and why?

R: Halberdiers. They are fast, high AR, high damage and their DR isn't lacking either.