

GAME MANUAL



ANCESTORS

— L · E · G · A · C · Y —



Introduction

Game World

Ancestors Legacy is a game set in medieval times that aims to depict the harsh, brutal reality of those days. It tries to be historically accurate, which means there is no magic in this game, or any other elements typical of a fantasy setting. The factions you can play as were designed around how actual warriors from the medieval lands of Europe looked and fought. Having said that, it is still a game. We want it to be fun to play, so we might have 'gamified' some of the historical aspects... Don't expect Ancestors Legacy to be 100% free of anachronisms, but we did try.

Factions and squads


As in most historical strategy games, the playable factions have been designed to represent the historical nature of each nation. This includes not only their visuals, but also statistics, economy, skills and their unique squad types. For example, some are fast and agile but less durable, with settlements that don't last long. Others, more cavalry-focused, can be very tough, but their upkeep cost is commensurately higher...

There are sections of this guide that are dedicated to unit strengths and weaknesses, combat effectiveness, skills, experience, maneuvering, unlock conditions, and so on. We've given you a lot of detail, but there is still much more to learn and discover as you play.

Ways to play

Selecting 'Single-Player' from the main menu takes you to the campaign selection menu. At first, you only have the one starting mission unlocked, and you'll need to complete the first four missions before the other campaigns unlock. That's because the first four missions serve as a tutorial on the basics of the game's mechanics.

Selecting the 'Multiplayer' menu lets you set up a multiplayer game. The multiplayer options are:

- Quick Match: choose to be connected to a totally random match, or use filters to customize your experience. Great for warriors with limited time to play.
 - Server Browser: view available online game servers. You can sort the list by various parameters too. Good for experienced warriors who know what they want.
 - Host New Game: host a server of your own, choosing the game mode and size. Suitable for natural-born leaders.
- 



Single-Player Campaign

The single-player campaign of Ancestors Legacy lets you play as four different historical factions:

Vikings from the Kingdoms of the North:

1. Ulf Ironbeard (Vikings VS Brits, 793 AD): take on the role of Vikings raiding the famous English abbey of Lindisfarne. This event is considered to mark the beginning of the era of Viking raids on Europe.
2. Rurik (Vikings VS Slavs, 861 and 862 AD): The story of Rurik and the events in Rus', when he took over Ladoga, and later also Novogorod. Considered the beginning of the Rurik Dynasty, which ruled over the Grand Duchy of Moscow for centuries to come.

Anglo-Saxons from the Kingdom of Britain:

1. Edward the Confessor (Brits VS Brits, 1051 AD): The story of a conflict between king Edward and Godwin of Kent - the most powerful British Earl of the time. The campaign begins when Godwin first opposes the king's will, and ends when he is exiled after losing the battle of Gloucester.
2. Harold II Godwinson (Brits VS Vikings, 1066 AD): Harold, the son and successor of Edward, successfully defended against an attack by Norwegian king Harald Hadrada, who died during the Battle of Stamford Bridge. Can you repeat his success?


The Holy Roman Empire of the German Nation:

1. Rudolf of Habsburg (Germans VS Germans, 1278 AD): The newly-crowned German king Rudolf, who defended his throne against Czech king Premyslid II Ottokar. Premyslid II died in the Battle of Marchfeld.
2. Albrecht the Bear (Germans VS Slavs, 1147 and 1160 AD): The story of Albrecht conquering the lands of the Polabian Slavs, which were led by Niklot. This ended in Niklot's death and was considered the beginning of the Christian reign over Mecklenburg.

Slavs from the Kingdom of Poland, and Kievan Rus':

1. Mieszko (Slavs VS Germans, 963-972 AD): When the country of Poland was first officially formed and gained its first ruler, prince Mieszko I. Mieszko was the precursor of the Piast dynasty, and introduced Christianity to the Poles. This campaign tells the story of the fledgling nation's defense against German attacks, and their winning the Battle of Cedyňa.
2. Boleslaw I the Brave (Slavs VS Slavs, 1002-1025 AD): The story of King Boleslaw I and his conflict with the Prussian emperor Henryk II. A few years after Boleslaw's victorious Kiev intervention, he was crowned the first king of Poland.

Notes:

- Each campaign has five missions.
 - The second Slavic campaign and the first German campaign are not present in the launch version of the game, and will be added soon in a free update.
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Multiplayer Gameplay

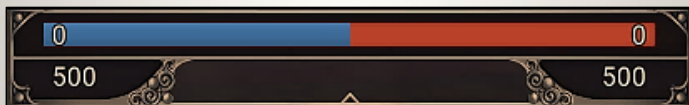
Annihilation Mode:

Classical skirmish mode, familiar to all RTS players. Victory is awarded with the destruction of the enemy base. Each player that loses ALL of the key buildings in their base is eliminated from the game - make sure that at least one of these is operational at any given time: Townhall, Barracks, Archery, Blacksmith, Stables (Germans and Slavs only).

Domination Mode:

The key to winning is maintaining control of villages. The game starts with points being distributed evenly, and each time a player owns more villages than their opponent, they gain points from their opponent's pool. The match ends when one person reaches zero points, or when all of a player's key buildings are destroyed.

Points are displayed in the game interface (see below). The top row shows each player's points income per minute, while the bottom shows their total points.



Note that most maps have an even number of villages, so it is not uncommon for the points to stand still for some time. Also, the Domination points system is unrelated to the number of resources that players gain and spend during the match.

Meta-data:



Each nation earns experience as you play with it. The experience it earns contributes to your Steam profile level. Good luck!



Last but not least, upon completing a match the game shows a detailed statistics screen. Information such as squad recruitment and casualties, villages captured/lost and resource income is presented in tables and charts. Very handy, very detailed, and very nerdy.

Resources, Structures, Map









Each player can recruit and maintain up to ten units at the same time, limited by the number of operational houses (built and undestroyed) in their villages. This is represented by the Population variable (House icon in the Resource Bar). The other icons are your resources - Food, Wood and Iron - and their amount change per minute. With too many squads recruited, it is not uncommon to see negative Food. Dismissing a squad can help with this.



A list of normally available units can be found on the following pages of this guide. Units are recruited from the appropriate building (apart from the Townhall, which always needs to be built first).

There are also two types of siege machine squads -  Ballistae and  Catapults. Both can be recruited at the Blacksmith, but their availability depends on factors such as Nation and Technology Tier, etc.

There are 8 different structures that can be built in your base:

 Townhall,  Barracks,  Archery,  Church,  Blacksmith,  Stables,  Houses and  Towers.

Townhalls are sometimes already built, while the other structures need resources (such as Houses). Some have more specific prerequisites (such as Technology Tier, having an operational Blacksmith, etc). Some structures are Nation-specific (for example, only Germans and Slavs have Stables). Towers are available from the start, and in multiplayer matches there are always 3 of them.

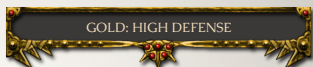
The mini-map provides an overview of the battlefield, and uses icons to show additional, important information. Some of those icons show you Squads and buildings, Villages, Resources, Traps and so on. Others are signals from your allies (see the Controls page to learn how to mark your mini-map). Allied signals include:

-  Generic ping message
-  Meet here!
-  Attack!
-  Retreat!
-  Defend!

Villages and Resource Points

Taking over and maintaining villages is at the core of strategic play in Ancestors Legacy. Villages are not player base structures, but settlements that begin each game as neutral (grey on the mini-map). The number of resource nodes around a village determines the number of peasants the village is home to. This can be as low as three peasants, or as large as six.

The number of peasants also determines the strength of the village, which is indicated by the frame around the village's health frame/bar:



A village's defense indicates how fiercely the peasants will defend it from attack. Once you've captured a village for yourself, you can control its peasants with the following buttons:

Recruit peasants to start work at selected resource nodes.



Recruit peasants to start work at all resource nodes.

Better Defense: recruit extra peasants only for defense (they won't work at the resource nodes).

Alarm! All peasants stop work and defend their village.









Note: you need to cancel the alarm to make them go back to work after the fight.

Notes:







- Even neutral villages can have enough peasants to fight back and cause casualties in squads attempting to capture them.
- Peasants working at resource nodes can be killed, forcing their owning player to recruit them again to keep supplies running and maintain the village's defenses.

Skills, Banners

Some skills and actions are universal to all squads and squad types:

-  Area Attack (Siege Machines only) – attack the assigned area.
-  Change Formation (toggle, melee units only) – switch between aggressive and defensive stance (defensive: DEF up, Speed down; can detect and avoid traps, can block enemy charges).
-  Hold Fire (toggle, ranged only) – equivalent of ‘Change Formation.’ Toggles the automation of ranged attacks, and trap-spotting and avoidance.
-  Dismiss – permanently remove a squad (click again to confirm).
-  Healing Camp – rest and heal: ATK/DEF down, no movement.
-  Retreat (and  Full Retreat) – send the squad towards its own Townhall. Squads will choose the shortest path, and cannot be interrupted. The distance of their Retreat depends on their morale. Full Retreat sends the squad all the way back to their Townhall.
-  Torch – sight distance up, but are easier to spot (even under Fog of War!)

















A squad gains Experience by killing enemy warriors, automatically gaining new levels the more they kill. The first time this happens (and only then), the player can choose a specialization for that squad, which provides a specific boost to its statistics. Melee squads have different specializations (Offensive , Defensive , Speed ), than ranged squads (Accuracy , Piercing , Speed ). A squad's level and specialization appear as icons at the bottom of their banner.








The grey bar above the squad shows its morale. Below that are its Health points (HP), with one chunk per unit in the squad (green chunks are healthy units, red chunks injured). The blue and red icons on the sides are the squad's Status Effects (see next page).













Squad Status Effects

The small icons on the sides of the squad banners are its Status Effects. These can heavily influence a squad's combat efficiency and maneuverability. The right side of the banner shows the following effects:

- | | |
|---|---|
|  Morale Boost |  Ranged fire rate modifier |
|  Health modifier |  Ranged accuracy modifier |
|  ATK modifier |  Ranged DEF modifier |
|  DMG modifier |  Sight distance modifier |
|  DEF modifier |  Speed modifier |
|  Ranged ATK modifier |  Movement blocked |
|  Ranged DMG modifier |  Retreat blocked |
|  Range modifier | |

NOTE: Effects can be positive ( green) or negative ( red), and have three strength levels:   

The left side of a squad's banner shows their general status, based on their environment and formation, etc. These have indirect effects on your squad's capabilities:

- | | |
|--|---|
|  Veteran unit |  Retreating |
|  Defensive formation |  Healing |
|  Offensive formation |  Water/Swamp (speed reduced) |
|  Rain/Heavy Rain (burning down structures takes longer, movement is slower) |  In the Bushes (hidden, with reduced sight range) |
|  Snow/Heavy Snow (same as Rain) |  Forrest (sight range reduced, ranged DEF increased) |
|  In a Defensive Circle |  In a Spear Wall |

Vikings

Unit (recruitment)



Norse Archers
(Archery)



Berserkers
(Barracks)



Shieldbearers
(Barracks)



Scouts
(Townhall)



Spear Raiders
(Barracks)

Skill #1



Intense Fire
Fire rate up



Throw Axes
Throw spare axe while charging.



Pin Down
Enemy retreat blocked.



Fear
Engaged enemy's morale down.



Chase
ATK, DEF down, ranged DEF and Speed up.

Skill #2



Stay And Fight
ATK/DEF/morale up.



Frenzy
ATK/Speed/DMG up.



Raise Shields
ATK/DEF down, ranged DEF up.



Pin Down
Enemy retreat blocked.



Defensive Circle
ATK down, DEF up, can't move, can't be flanked.

Unit Veterancy



Norse Archers
fire rate up, accuracy up



Shieldbearers
damage up



Scouts
HP, DEF, ATK, DMG up



Spear Raiders
HP up

Nation Technology Advancements



Stronger Buildings
more durable buildings



Prosperity
all resource income up



Supply Storage
lower upkeep cost



Cult of Odin
unlocks Frenzy skill for Berserkers

Nation Prayers



Loki Worship
structures burn faster



Odin Worship
attack up



Thor Worship
movement speed up

Nation Technology Tier Effects



Tier II
more base income, unlocks Berserkers, Blacksmith, and Archery



Tier III
more base income, unlocks Shieldmen and their Veterancy, unlocks top-tier technologies at the Blacksmith

Anglo-Saxons

Unit (recruitment)



Longbowmen
(Archery)



Huskarls
(Barracks)



Shieldmen
(Barracks)



Slingers
(Archery)



Spear Guards
(Barracks)

Skill #1



Accurate Shot
Accuracy, ranged DMG/ATK up.



Fear
Engaged enemy's morale down.



Battle Prayer
DEF/morale up.



Chase
ATK/DEF down, ranged DEF, Speed up.



Call To Arms
Nearby allies DEF, ranged DEF up.

Skill #2



Covering You
Nearby allies' ATK and ranged ATK up.



Rage
ATK/DMG up, DEF down.



Raise Shields
ATK/DEF down, ranged DEF up.



Guerilla Tactics
Sight distance, fire rate, shot range up.



Spear Wall
Speed down, front DEF up, can move.

Unit Veterancy



Longbowmen
fire rate up, accuracy up



Huskarls
damage up



Shieldmen
HP, DEF, ATK, DMG up



Spear Guards
ranged DEF, speed up

Nation Technology Advancements



Combat Training
ATK up



Supply Storage
lower squad upkeep



Profiled Ranged Weapons
ranged fire rate up



Longbows
unlocks Longbowmen



Celtic Traditions
unlock Guerilla Tactics skill

Nation Prayers



Luck
melee and ranged DEF up



Welfare
all resource income up



Order
recruit cost and time down

Nation Technology Tier Effects



Tier II
more base income, unlocks Barracks and Blacksmith



Tier III
more base income, unlocks catapult, Huskarl unit, Church, Call To Arms skill, top-tier technologies at the Blacksmith

Germans

Unit (recruitment)



German Archers
(Archery)



Panzer Cavalry
(Stable)



Crossbowmen
(Archery)



Cleaver Infantry
(Barracks)



Panzer Spearmen
(Barracks)

Skill #1



Awareness
Sight distance, shot range up.



Fear
Engaged enemy's morale down.



Chase
ATK/DEF down, ranged DEF,
Speed up.



Frighten
Force Retreat on engaged enemy.



Intimidation
Engaged enemy: ATK down and
Retreat blocked.

Skill #2



Hold The Line
Ranged ATK/DMG, DEF,
accuracy up, can't move.



Sacrificial Craze
ATK/DMG/morale up, Retreat
blocked.



Victorious Spree
Boost morale of all own units
nearby.



Holy Fury
Lower the DEF of engaged
enemy.



Spear Wall
Speed down, front DEF up,
can move.

Unit Veterancy



German Archers
DMG up



Panzer Cavalry
ranged DEF up



Cleavers
DEF up



Crossbowmen
HP up



Panzer Spearmen
HP up

Nation Technology Advancements



Cheaper Construction
building cost down



Movement Speed
speed up



Drill Training
recruitment cost down



Crossbows
unlock Crossbows at Blacksmith



Imperial Steel Supply
unlock armor upgrades at the
Blacksmith

Nation Prayers



Fast
squad upkeep down



Victory
ATK, DEF up



Welfare
all resource income up

Nation Technology Tier Effects



Tier II
more base income, unlocks
Catapult, Ballista, Panzer
Spearmen, Hold The Line skill,
Crossbows, Imperial Steel Supply,
second-tier Blacksmith techs



Tier III
more base income, unlocks
Shieldmen and their Veterancy,
unlocks top-tier technologies at
the Blacksmith

Slavs

Unit (recruitment)



Slavic Archers
(Archery)



Mounted Archers
(Stable)



Cavalry
(Stable)



Shield Warband
(Barracks)



Spear Warband
(Barracks)

Skill #1



Eyes Sharp
Sight distance, ranged DEF up.



Focus
Accuracy, range up, can't move.



Eyes Sharp
Sight distance, ranged DEF up.



Chase
ATK/DEF down, ranged DEF, Speed up.



Chase
ATK, DEF down, ranged DEF and Speed up.

Skill #2



Arrow Rain
Fire rate up.



Arrow Rain
Fire rate up.



Heavy Blows
ATK/DMG up.



Raise Shields
ATK/DEF/sight dist. down, ranged DEF up.



Defensive Circle
ATK down, DEF up, can't move, can't be flanked.

Unit Veterancy



Cavalry
ATK up



Shield Warband
HP up



Spear Warband
HP/DEF up

Nation Technology Advancements



Tougher Lamellae
DEF, ranged DEF up



Prosperity
all resource income up



Composite Upgrade
ranged ATK up (requires Composite Bows)



Composite Bows
Ranged units fire rate up, unlocks Arrow Rain skill (available at the Archery)

Nation Prayers



Mokosh Worship
upkeep down



Perun Worship
ATK up



Veles Worship
recruit cost down

Nation Technology Tier Effects



Tier II
more base income, unlocks Cavalry, Spear Warband, Veterancy for Spear Warband and Cavalry, Archery, Place of Cult.



Tier III
more base income, unlocks Blacksmith

Controls: Keyboard & Mouse

BASIC CONTROLS



Move camera (w/SHIFT - faster)



Zoom In / Zoom Out



Select



Attack / Move

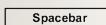


Action Camera

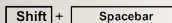


Unit Skills

MISCELLANEOUS



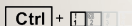
Show walking routes



Jump to Event



Ingame Menu



Set Control Groups



Select Control Group



Mini-Map Size Toggle

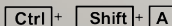


Toggle tabs in Tab Menu

ADVANCED SELECTION



Select All Visible Squads



Select All Squads



Add / Remove
from selection

MULTIPLAYER



Team Chat (w/ SHIFT - public)



(In Chat) Toggle Team/Public Chat



Message Ping
(1-Attack, 2-Defend, 3-Follow, 4-Retreat)



Generic Ping ("?" icon on map)

Controls: Gamepad

BASIC CONTROLS

- Move camera
- + Faster camera movement
- Zoom In / Zoom Out
- (on squad) Select squad
(on terrain) Select all visible units
- Deselect All
- Attack / Move
- Jump to selection
- Fast travel to squad on the left
- Fast travel to squad on the right
- Action Camera

MISCELLANEOUS

- Jump to Townhall
- Jump to Event
- Main Menu
- Control Groups (Hold to set)
- + Map Bookmarks (Hold to set)

MULTIPLAYER

- + Enter Quick Chat
- + Quick Chat: Pings (Team)
- + Quick Chat: Positive (Team)
- + Quick Chat: Negative (Team)
- + Quick Chat: Reactions (Team)

ADVANCED SELECTION

- + (on squad) Select same-type units
(on terrain) Select all owned units
- + Add to selection
- + Add the same type of selection
- + Remove from selection
- + Remove the same type from selection
- + Paint Select
- + Paint Remover
- + Top Banner

SQUAD SHORTCUTS

- Left Shortcuts
 - + Skill 1
 - + Med Camp
 - + Skill 2
- Right Shortcuts
 - + Change formation
 - + Retreat
 - + Torches

COMMAND MENU

- Enter Command Menu
- Select
- Confirm
- Back
- Cancel

Notes





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