



ANCESTORS

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REVIEWER'S GUIDE



Introduction

Tutorial.

The first four missions of the game (first four of the first Viking campaign, that is) are the tutorial ones. Only after completing these missions, the game unlocks all nations to you, and you can then chose any nation, any time. Apart from one exception – those nations that have two campaigns (Vikings and Saxons) need first campaign finished, before you start the second one.

Manuals.

Here are links to the game manuals in all available languages: [English](#), [German](#), [French](#), [Spanish](#), [Italian](#), [Polish](#), [Hungarian&Czech](#).

Before you start.

Here's what's missing in the build you just got, and will still be added before the game's launch, on May 22nd:

- Tutorials. They are there, in the game – we'll just be adding new ones and revising the ones we have.
- Save games – we're working on multiple issues right now, so it's likely that the upcoming patches (even those before the release) will make the save files invalid. IMPORTANT: the general progress of the single-player campaign will be saved regardless whether or not your save files become invalid with a patch, or not. Also, should the save be invalid, the game will warn you while loading it.
- Options for redefining the key bindings.
- Not all languages have all texts translated (there might be occasional English lines while playing the game in other languages).
- Some options in the options menus are greyed out.
- Selecting and/or saving the difficulty level of the game might be buggy. Make sure to go to option menus and double-check the current setting every now and then.
- Multiplayer is fully playable, but still requires fixes. Also, please bear in mind that we will be resetting the leaderboard/profile progress on the release date.

Patching.

We will be patching the game as often as possible, even before the release. We'll make sure that each patch makes the game better, not worse. ☺

What's next?

The next pages of this document contain the walkthrough of each single-player mission in the entire build. Please bear in mind, that the game was designed to be enjoyed without this document. It's a totally „guide-me-by-the-hand” information, so please use it at your own will.

MAY ALL YOUR RAIDS BE VICTORIOUS!



Single-Player Campaign

VIKINGS: ULF IRONBEARD CAMPAIGN



MISSION 01: OFF THE COURSE

1. Proceed along the beach to meet with Ulf.
2. Proceed along the beach in a group.
3. Defeat enemy squads.
4. Join the fight with the rest of enemy forces.
5. Enter the town. Burn enemy buildings (easiest order: Archery Range, Barracks, Church). Start the final battle, until the tutorial tells you how to end it. Survive to complete the mission.



MISSION 02: REBUILDING FORCES

1. Go to the nearest quest markers. There will be guard on a patrol guarding 3 pickups with food. Ambush him from the bushes.
2. Proceed to the next quest marker. Try using bushes to avoid contact with enemy squads.
3. After a cutscene with imprisoned archers, go north to the food pickups. Later you will be tasked to Follow the blood trail.
4. [Optional] Find the dead Viking body.
5. Go north. There will be a enemy camp.
6. You can either attack frontally or go west to burn some buildings for distraction.
7. Go north to another camp and defeat them (with distraction or without it).
8. [Optional] Go to the center of the map to challenge the main enemy camp.
9. Go to the last village and fight to get more squads and a hero.
10. Secure the wood camp.
11. Place a trap in the marked spot and defeat the enemy assault to complete the mission.

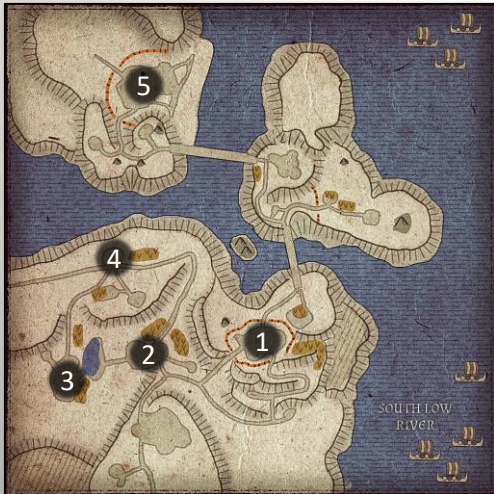
Single-Player Campaign

VIKINGS: ULF IRONBEARD CAMPAIGN



MISSION 03: UNEXPECTED ALLIES

1. [Optional] Attack the caravan.
2. Follow the renegades to their camp. Complete the recruiting tutorial. Hear the briefing about two villages.
3. You can start with capturing the village on the hill.
4. Capture the lower fishing village later. After capturing both villages, go back to the renegade camp. [Optional] It's recommended to destroy the enemy Barracks in the center of the map first, it's next to the fishing village.
5. Capture the Iron Mine.
6. [Optional] You can get the hidden Longbowmen squad on your way, they will be useful in capturing the Mine. After capturing the iron village go back to the renegade camp. After the cutscene research at least 3 armors for the squads.
7. Go north to passage/ravine and clear the traps.
8. Kill all enemies and destroy Archery Range, Townhall and Barracks.



MISSION 04: THE LAST IMPEDIMENT

1. Build the Barracks.
2. The goal is to capture the village on the hill, but...
3. [Optional] You might wanna capture the nearby villages and kill enemies there first.
4. [Optional] You might wanna kill enemies there first. After capturing the village on the hill, there will be a cutscene with drakkars. Rush to the other side of the bridge and head towards enemy base. Destroy all of the catapults on the way
5. Destroy enemy base and eliminate all squads.

Single-Player Campaign

VIKINGS: ULF IRONBEARD CAMPAIGN



MISSION 05: THE LINDISFARNE RICHES

1. Split your forces - send most of them north to the enemy village.
2. Send rest to the other village. Meanwhile, start building your base.
3. Go capture the next village. Try to guard the bridge nearby, to prevent reinforcements.
4. Destroy the enemy base up north ASAP.
5. Meanwhile, capture the last village.
6. Keep blocking the reinforcements coming out of enemy base. [Optional] Recruit a Ballista now and try to destroy the shooting towers at the entrance to the enemy base.
7. Wipe out the entire enemy base under the walls. Then recruit a Ballista (if you haven't yet). After making a hole in the wall, attack the city.
8. Rush upwards to the top of the hill.

VIKINGS: RURIK CAMPAIGN



MISSION 01: BROTHERLY HELP

1. Head on south-west side of the forest. Avoid patrols. - search for Pridbor camp. Try to avoid enemy squads patrolling the area. [Optional] Gather the pickups located both in gord and through the level using Pridbor hero squad (NOT using Vidar).
2. Get all the squads near barracks (avoid attention). After capturing the Barracks, recruit additional squads and prepare to defend the location. Survive till reinforcements (at dawn).

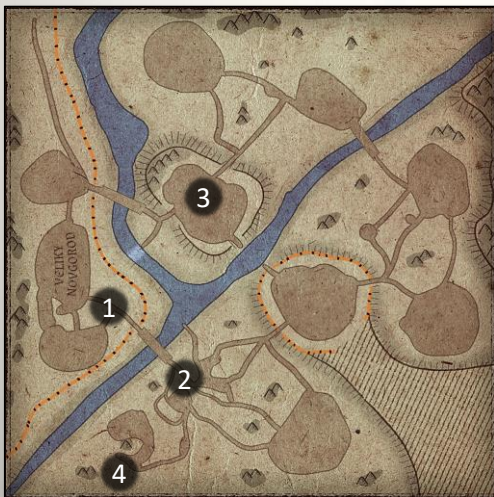
Single-Player Campaign

VIKINGS: RURIK CAMPAIGN



MISSION 02: THE FATE OF BELOZERSK

1. Your main objective is to burn the Slavic base.
2. Capture the south-west village.
3. Capture the south-east village.
4. Capture the north-east village.
5. After destroying the base, Sineus's keep will become the final objective.



MISSION 03: HOLMGARD

1. General goal is to kill Vasiliy, but before you're ready, AVOID GETTING NEAR his camp.
2. Capture this village first and leave some troops there. Enemy will attack it from time to time. Recruit peasants, upgrade the village, etc. Then, later capture all the remaining villages outside Vasiliy's base.
3. Recruit many squads and storm/burn the supplies. Immediately after burning the supplies carts, return to your town hall/village. If needed recruit necessary squads (you need to have 10 squads recruited).
4. Stop the caravan by killing its guards. Some enemy squads will leave the gord, kill them (archers sniping is effective). Kill Vasiliy and voila!

Single-Player Campaign

VIKINGS: RURIK CAMPAIGN



MISSION 04: BATTLE ON TWO FRONTS

1. Capture the village.
2. Capture the village.
3. Capture the village.
4. Capture the village.
5. Capture the village.
6. Destroy enemy base.

The trick here is to maintain two armies at once, with only one fighting for you. Perfect balance is 5 squads for Truvor and 5 for you. Each time you have more squads than him, he'll claim one. He prefers melee squads. Truvor won't take your last squad, nor Ballista.



MISSION 05: LOSING YOUR KIN

1. Talk to the peasant down the hill.
2. Stop the execution by the tree by force.
3. Main goal is to burn the enemy Town Hall. But take over villages first and take your time - build up and expand. The enemy will keep trying to attack you, so don't rush.
4. When you're ready, attack the northern base of the enemy. The north approach is easier, but spiked with traps. Burn the Town Hall. Last thing is to defeat Truvor. It's crucial to use skills - Vidar skills are perfect for countering those of Truvor.

Single-Player Campaign

ANGLO-SAXONS: EDWARD'S CAMPAIGN



MISSION 01: NOT ALL SURPRISES ARE WELCOME

1. Try the first gate.
2. Try the second gate.
3. Go to the Tavern. After the argument, kill all the attackers.
4. Get through the entire city to the other side to find an allied camp.
5. Reclaim the village for resources.
6. Reclaim the village for resources. Defend against waves of enemies from the north.



MISSION 02: THE LESSER EARLS

1. Head on to the fight, defeat enemies, capture the village, and recruit peasants.
2. Follow towards next settlement.
3. Destroy enemy base.
4. Destroy enemy base. [Optional] Capture the village and recruit peasants for resources.
5. Talk to Siward again.
6. Head on to Leofric's land. Watch out for enemies and traps around the bridge.
7. Go to protect the caravan from enemies swarming around.
8. [Optional] There's an extra village to capture. After the caravan reaches Leofric, defeat few extra waves of enemies.

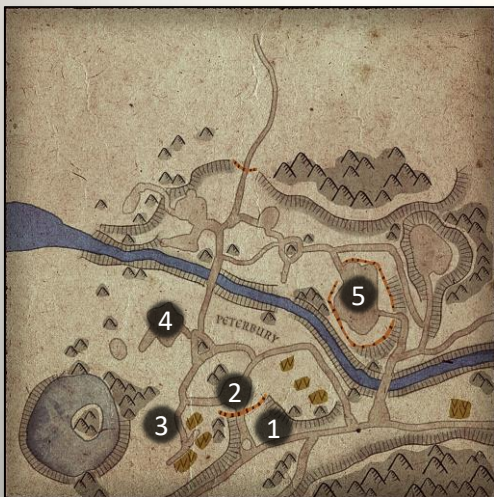
Single-Player Campaign

ANGLO-SAXONS: EDWARD'S CAMPAIGN



MISSION 03: WELLS UNDER SIEGE

1. Head onwards, help your allies in fight.
2. User your hero to capture the village.
3. Capture the village.
4. Capture the village. Try to keep expanding your base simultaneously.
5. Send catapults to the marked location. You can either recruit them, or re-capture the empty ones left in the battlefield. Bear in mind the requirements to re-capture the catapult (free squad slot and/or at least 4 warriors in a squad).
6. [Optional] Light the bonfire.
7. [Optional] Light the bonfire.
8. [Optional] Light the bonfire. Mission ends when the last catapult reaches the marked location.



MISSION 04: MISSING SUPPLIES

1. Go forwards and talk to Ian. Start following him.
2. After he distracts the guards, go to the designated meeting point and kill the guards there. Wait for Ian.
3. Kill all the guards around the barn. [Optional] Use hey carts for distraction.
4. Reclaim the village in the north. It grants you the Town Hall so you can start building up.
5. Capture the east village. There are two passages to get there. Defend the village from last waves of enemies trying to reclaim it.

Single-Player Campaign

ANGLO-SAXONS: EDWARD'S CAMPAIGN



MISSION 05: BATTLE OF GLOUCESTER

1. The whole level is a huge battle. First, get familiar with new skill - Switch Groups and prepare for battle. Then, the first stage of the battle is to defend against few waves of enemies. It grants you Town Hall and you should start building up ASAP. Also, defend against new waves of enemies simultaneously.
2. New heroes arrive on the scene from the east. Navigate their forces towards your main base, while fending off the attackers.
3. King Edwards arrives back with Cavalry - use those forces to kill the last enemy squads.

ANGLO-SAXONS: HAROLD II GODWINSON'S CAMPAIGN



MISSION 01: CALM BEFORE THE STORM

1. Defeat couple enemies and head north.
2. Defeat enemies along the way.
3. Upon reaching Fulford, start recruiting peasants, building your base. [Optional] Collect all the resources scattered around in the field. Also, there is an optional objective to help the Huskarls that appear by the river bank, but it's tricky and requires good timing.
4. Secure the shore of the river. When the hell breaks loose, you have to decide yourself when you retreat your squads back to Fulford. Harald Hardrada will arrive after few waves, soon afterwards you need to retreat both your heroes.

Single-Player Campaign

ANGLO-SAXONS: HAROLD II GODWINSON'S CAMPAIGN



MISSION 02: ENEMY AT THE GATES

1. You need to organize the resistance. Start with Naedran.
2. Get food for the Naedran, but watch out for traps.
3. Now, the Leon.
4. Get the resources for the Leon from the carts by the river. Watch out for guards.
5. And finally, Mearcweardas.
6. Kill enemies for Mearcweardas and get back to them.
7. Kill another bunch of enemies for Mearcweardas.
8. When you've got everyone, meet them at the rally point by the river and leave for the rest of the mission.
9. Capture the enemy village.
10. Burn the enemy Blacksmith.
11. Pick up the food supplies and notice the alarm in the village (number 14).
12. Set up a trap.
13. Set up another trap.
14. Enemy will keep on attacking your village (14 and 9). Don't let them get to York. Hide in the bushes by the traps and wait for the attack. Defend against enemy waves to complete the mission.



MISSION 03: WE ARE THE RESISTANCE

1. Follow your ally through the stealthy part of the mission.
2. Wait until the ally instructs you, what to do next. Fight when needed to.
3. Capture enemy village and destroy the Barracks.
4. Go and look for potential allies. But... traps!
5. Go and look for potential allies. But... traps!
6. When you're ready, hide in the bushes and wait for the caravan. [Optional] Set up traps.
7. As the fight lasts for a short while, the King arrives with help and you finish the battle together, unlocking the Barracks and Archery range.
8. Destroy the enemy base and capture the village. Defeat all the enemy waves trying to recapture the base and village.

Single-Player Campaign

ANGLO-SAXONS: HAROLD II GODWINSON'S CAMPAIGN



MISSION 04: BEFORE THEY FIND OUT

1. Follow your ally to the base.
2. Capture the village. Watch out for archers in the bushes.
3. Capture the village. Watch out for enemies replenishing in the Barracks south of the village. Try taking the Barracks down with Archers in the meantime, so you don't lose too many squads doing it.
4. Capture the village. The easiest way to do it is to attack from two sides.
5. To defeat the furious Berserker, attack him from both sides (cross the river under the bridge).
6. Destroy enemy base. Easiest way is to attack with Shieldmen from the north (raise shields to protect from the arrows), and use the Arches to attack the base from south. Keep killing the entire enemy squads, otherwise they run back to base and replenish. Finally, kill Harald Hardrada - the best way to do it is with Dunstan's bow. Otherwise, it's very hard.



MISSION 05: BATTLE OF HASTINGS

1. Get to the Archery Range.
2. Enemies will attack you, but couple moments later, your allies will arrive to help you. Collect all the pickups from the south-east part of the map. It's easier to do it BEFORE claiming the Archery Range. Get back to Archery Range and recruit 4 ranged units. [Optional] Research the Longbowmen and recruit them.
3. Move at least two squads to the newly marked position on the west side of the map. In the meantime, capture the two enemy villages nearby. Watch out for the enemy constantly trying to attack from the south. When the enemy Crossbowmen arrive, attack them from the west side and eliminate them with ranged units that were used to protect the west wing. After that you gain control of the whole army.
4. Now you need to destroy enemy base in the south-west. First, use the long Retreat option to get all the way back to base and heal/replenish your squads. Slowly proceed towards the enemy forces, heal/retreat again if needed. Destroy the two shooting towers and then rest of the buildings.

Single-Player Campaign

GERMANS: RUDOLF'S CAMPAIGN



MISSION 01: IGNOBLE KNIGHTS

1. Defeat the ambush.
2. Clear the small bandit camp.
3. Clear another small bandit camp.
4. Upon noticing the main camp and gaining control of Thomas, kill the villager and get his clothes.
5. Get through the gates and start your sabotage mission. Sneak towards each marker to cripple defenses. Enemies can't see you. Civilians can't see you while sabotaging. After completing the sabotage, go to the gate to open it. Approach from the west side. Lastly, just kill all the remaining enemies with all the squads you have.



MISSION 02: RECLAIMING STYRIA

1. Start building your base.
2. Capture the village.
3. Capture the village.
4. Capture the village.
5. With all three villages claimed, your allies will want you to join them.
6. One way to get in is the north path, but only at night (enemy Archers will kill your squads at daytime).
7. Another way to get in is the south (south-west) path, but watch out for traps.
8. Some time after the fight starts, you will need to complete the job by destroying the enemy Town Hall.

Single-Player Campaign

GERMANS: RUDOLF'S CAMPAIGN



MISSION 03: SIEGE OF VIENNA

1. Enter the city and collect all the needed resources by burning the buildings. [Optional] If you find a catapult, it's highly advised to kill its crew.
2. Get back to your base to gain control of the Town Hall.
3. Defend the attack from the north.
4. Destroy a wall with the Catapult (recruit the Catapult or capture the one left after the enemy).
5. Destroy enemy Town Hall.



MISSION 04: THE WORST ADVISORS

1. Capture the village.
2. Capture the Stables. It will be your healing spot for the hero.
3. [Optional] Capture the Blacksmith.
4. [Optional] Capture the Archery Range.
5. [Optional] Capture the Barracks.
6. [Optional] Capture the Church.

Try maintaining control of all the villages in the entire map. Expanding your nation will help you achieve the goal faster. The trick here is to keep expanding your nation and controlling the villages, while at the same time fending off the enemy attacks. Once your food supplies reach the desired amount, mission is complete.

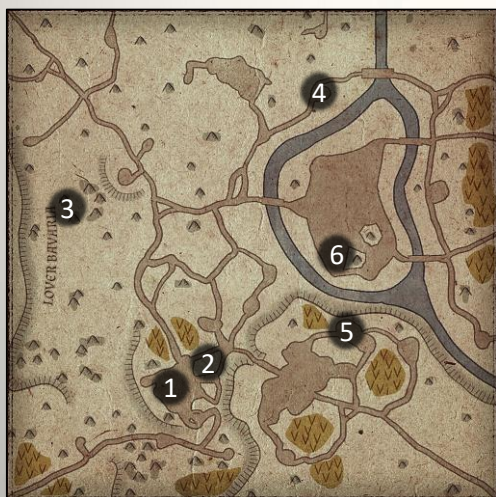
Single-Player Campaign

GERMANS: RUDOLF'S CAMPAIGN



MISSION 05: BATTLE OF DURNKRUT

1. Find and destroy the ten traps scattered around the initial area. Warning: some of the traps here will kill your hero if he steps into it in Offensive Stance, thus failing the mission.
2. Carefully infiltrate the enemy camp, reach and enter the main tent in the camp to trigger the cutscene.
3. Use your army to defeat the first wave of enemies.
4. Use your army to defeat the second wave of enemies.
5. Use your army to defeat the third wave of enemies.
6. After fending off the three waves, your goal is to attack Ottocar frontally.
7. Gather more Cavalry squads with Meinhard from the south part of the map, to finally crush Ottocar.



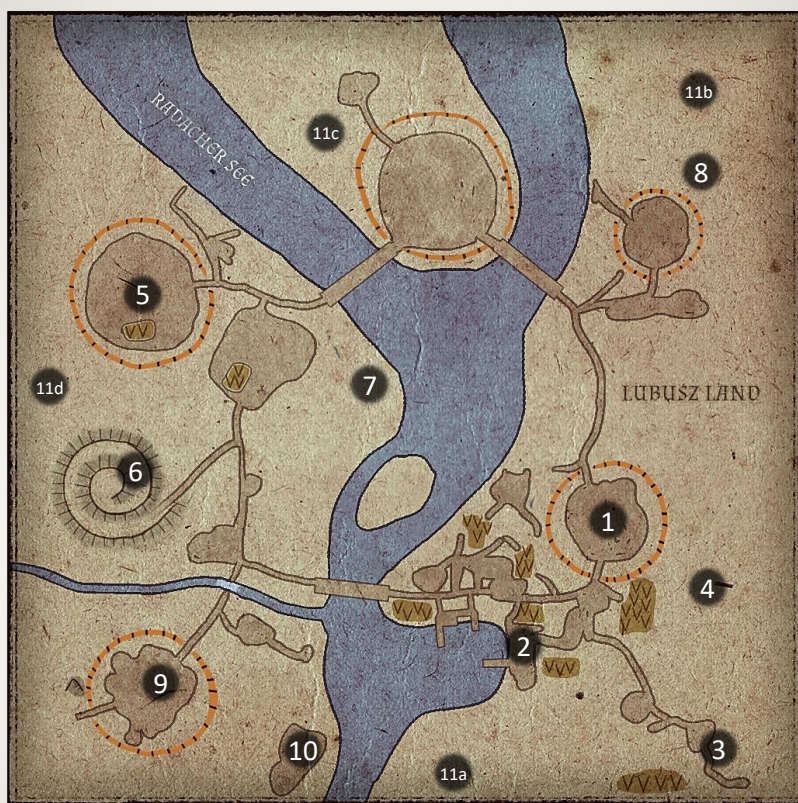
MISSION 04: THE WORST ADVISORS

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4. [Optional] Capture the Archery Range.
5. [Optional] Capture the Barracks.
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Try maintaining control of all the villages in the entire map. Expanding your nation will help you achieve the goal faster. The trick here is to keep expanding your nation and controlling the villages, while at the same time fending off the enemy attacks. Once your food supplies reach the desired amount, mission is complete.

Single-Player Campaign

SLAVS: MIESZKO'S CAMPAIGN



MISSION 01: REUNION

1. After the first battle, follow Mieszko to Kuznia gord.
2. Talk to Strzebor by the lakeside.
3. Follow Strzebor to the Lumbermill and kill the enemies.
4. Follow the blood trails to the destroyed Svarozic idol near Kuznia. Go back to Kuznia gord (1) and talk to Strzebor. If you have 300 Wood and 300 Iron, alliance is available, if not talk to Strzebor.
5. Go to Mielnica gord.
6. Help Niepelka by the Holy Mound - he'll die otherwise. Later, check the area at the Holy Mound for clues. When you get the quest to talk to Niepelka, go to Mielnica (5).
7. Meet Myslav by the lake. After talking to him is a good moment to upgrade your base. Next, go back to Mielnica (5) for alliance with Niepelka.
8. Now Germans start attacking your base from the north-east. Kill them.
9. Go to Zlocien gord to talk to Myslav.
10. Kill the two enemy squads. They appear only at night. You can now go to Zlocien (9) to talk to Myslav, but it's advisable to upgrade your base as much as you can before doing so. Talk to Myslav to complete all alliances.
11. Main attack of the German forces. Waves follow this order: a) from the south, b) from northeast, c) from north (near the base), d) from the west (near Mielnica). Defeat all waves to complete the mission.

Single-Player Campaign

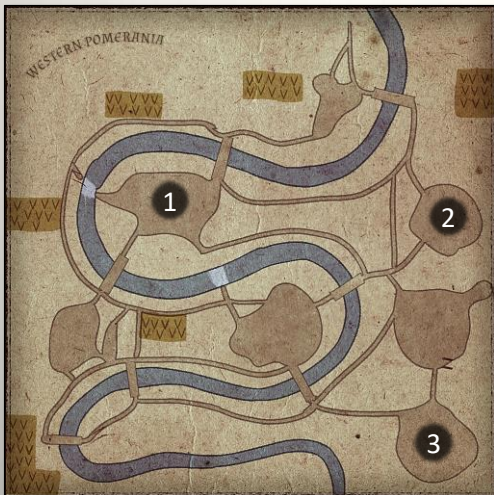
SLAVS: MIESZKO'S CAMPAIGN



MISSION 02: WICHMANN'S RAID

1. Defend the village against couple waves of enemies. Important: this village grants you access to the Church. The prayers are very helpful in this mission.
2. After the fight your squads will retreat to the Town Hall. Enemy will now attack your villages.
3. Burn the enemy village.
4. Burn the enemy village. The trick is to try to keep controlling as many villages as possible in the meantime. Focus on one enemy at a time. It might be easier to start with the Slavic village.

The trick here is to use the Cavalry most efficiently, try the "hit and run" strats - charge the enemy, deal damage, and then retreat. Repeat.



MISSION 03: NO EXCUSES

1. Regroup your squads in a way to attack the enemy forces in the most efficient way. You will get control of the Town Hall after that.
2. Destroy the first enemy Town Hall.
3. Destroy the second enemy Town Hall. Keep watching the counter for information on when your reinforcements arrive.

The trick here is to defend the eastern side and claiming the villages as fast as possible - then reinforcing the villages with the towers. When the reinforcements arrive, try eliminating one enemy squad at a time.

Single-Player Campaign

SLAVS: MIESZKO'S CAMPAIGN



MISSION 04: TROUBLES FROM THE WEST

1. Defeat the enemies to claim the base. Then regroup and repair the buildings. There are six villages throughout the entire map. The enemy will capture them, and your goal is to get them back. Try using the Cavalry squads to take enemies down one by one. Slavic Catapults are also very useful here.
2. When all six villages are reclaimed, the main enemy will show up. Destroy his base to complete the level.



MISSION 05: BATTLE OF CEDYNIA

1. There should be two squads joining you to help. Start with capturing the nearby village. It's important to constantly build up your base in the meantime.
2. There should be a squad of Mounted Archers that can join you. And another village to capture.
3. [Optional] You can capture this village, but you need to kill all the guards there. [Optional] There is a caravan there that you can escort to your base to help you build up faster - you need to dedicate at least one squad to escorting it all the way to the base.

Prepare for the battle by the river bank, by setting traps. Hide your troops in bushes and forests across all the way up to the base. It's up to you when you decide to shift the battle from the river bank towards the gord. When the final battle starts around the gord, focus on the enemy heroes - lowering their health is crucial to win.