

Wesnoth Guide

Whoever

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1 Welcome to Wesnoth

The Battle for Wesnoth, or simply Wesnoth, is a turn-based strategy game designed by David White and released in June 2003. White based Wesnoth on the Sega Genesis games *Master of Monsters* and *Warsong* (also known as *Langrisser*). He wanted to create a freely-available, open source strategy game that had very simple rules, but had a strong artificial intelligence and was challenging and fun.

The current stable release of the game is 1.6.5, released on September 10, 2009. The Battle for Wesnoth is cross-platform, so it is available for a variety of different operating systems. Released under the GNU General Public License, The Battle for Wesnoth is free software.

Each unit has its own strengths and weaknesses. A unit's defense is based on the type of terrain it stands on, making terrain and placement of units very important. Different types of attacks such as melee and ranged, weapon types like pierce, blade, impact, arcane, cold, and fire, and a day-night cycle that alternately favors lawful and chaotic units, add to the strategy. Throughout the campaigns, units can advance to higher level counterparts and become more powerful.

The Battle for Wesnoth is a Free, turn-based tactical strategy game with a high fantasy theme, featuring both single-player, and online/hotseat multiplayer combat. Fight a desperate battle to reclaim the throne of Wesnoth, or take hand in any number of other adventures...

1.1 What is Battle for Wesnoth?

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2 Getting Started

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2.1 The World

The known portion of the *Great Continent*, on which Wesnoth abides, is generally divided into three areas: *the Northlands*, which are generally lawless; *the Kingdom of Wesnoth* and its occasional principality, *Elensefar*; and the domain of the Southwest Elves in *the Aethenwood* and beyond.

The Kingdom of Wesnoth lies in the center of this land. Its borders are the Great River to the north, the Dulatus Hills in the east and south, the edge of the Aethenwood to the southwest, and the Ocean to the west. Elensefar, a once-province of Wesnoth, is bordered by the Great River to the north, a loosely defined line with Wesnoth to the east, the Bay of Pearls to the south, and the ocean to the west.

The Northlands is the wild country north of the Great River. Various groups of orcs, dwarves, barbarians and elves populate the region. To the north and east lies the forest of Lintanir, where the great kingdom of the North-Elves keeps to its own mysterious affairs.

Over the land are scattered villages where you can heal your troops and gather the income required to support your army. You will also have to cross mountains and rivers, push through forests, hills and tundra, and cross open grassland. In each of these areas different creatures have adapted to live there and can travel more easily and fight better when they are in familiar terrain.

The Creatures

In the world of Wesnoth there dwell humans, elves, dwarves, orcs, drakes, saurians, mer-men, nagas, and many other races yet more obscure and wondrous. In accursed lands walk

2. GETTING STARTED

undead and ghosts and specters; monsters lurk in its ruins and dungeons. Each has adapted to particular terrains.

Humans inhabit primarily the temperate grasslands. In the hills, mountains and underground caves orcs and dwarves are most at home. In the forests the elves reign supreme. In the oceans and rivers mermen and nagas dominate.

For game purposes, the races group into factions; for example, orcs often cooperate with trolls, and elves or dwarves with humans. Some other factions reflect divisions within human society — loyalists vs. outlaws, for example. In most campaigns, you will control units drawn a single faction.

But sometimes factions make alliances with others, so you may face more than one faction in a scenario.