

# HEROES<sup>®</sup> IV

*of MIGHT AND MAGIC<sup>®</sup>*

## WINDS OF WAR<sup>™</sup>



HEROES® OF MIGHT AND MAGIC® IV:  
WINDS OF WAR™

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# INSTALLATION GUIDE

You must have Heroes of Might and Magic® IV installed on your hard drive to install the Heroes® IV: Winds of War™ expansion pack. See the installation card insert in the box for specific installation instructions. After the installation of the Heroes IV: Winds of War game you will be able to play the original campaigns from Heroes IV and the new campaigns from the new CD. Start the game as usual and you will notice that the banner on the main menu now reads "Winds of War".

## WHAT'S NEW

Winds of War is an expansion pack for Heroes of Might and Magic IV. It combines the original game with new campaigns, new single scenario maps, new multiplayer maps, new creatures and a number of new adventure map locations and artifacts. These additions will require you to develop new strategies for achieving victory.

Winds of War includes six entirely new campaigns which tell the tale of five conquerors and their quests to control the kingdom of Channon.

***To Rule the World:*** Spazz Maticus recently became King when his father died of "questionable" causes. Though much too young to rule a kingdom, Spazz has lofty goals, and often clashed with his father who seemed content with their small kingdom. Now that he is in charge, it's time the kingdom got a little bigger... it's time to rule the entire world!

***Barbarian Hordes:*** The barbarian, Mongo, being the eldest nephew of the King, is sent from his northern homeland and across a great sea to conquer the kingdom of Channon and lay claim to the lands that he will one day rule. His ultimate goal is the shining capital city of Rylos.

***The Magnificent One:*** The kingdom of Channon possesses the secret of immortality, but have refused to share it with anyone. Mysterio the Magnificent, greatest of magicians and leader of the neighboring kingdom of Qassar, has set out on a quest to obtain these secrets by any means necessary.

**Enough is Enough:** Erutan Revol has finally had enough of the humans' lack of respect for nature. Diplomacy was attempted and has failed, and as the Warden of his forest kingdom, Erutan is left with one choice; eradicate the human infidels and give their lands back to nature.

**Death March:** "So many living, so little time;" such is the lament of the Baron Von Tarkin. Having become discontented with his own small kingdom, the Baron decides to embark on a quest to rid the world of all living things, converting them instead to a vast army of the undead. His first target is the lands of the living which lie to the north, to eliminate the Life magicians who most threaten his way of... death.

**The Last Bastion:** Having covered (and conquered) all but the last bit of ground leading to the capital, each conqueror learns that there are four others who seek the same prize. This single-map campaign pits the five conquerors against each other in a pitched battle for ultimate control. Which hero will crush his rivals and lay claim to five kingdoms?

## NEW HEROES

There are 5 new named heroes in the campaigns: Mongo, Erutan Revol, Mysterio the Magnificent, Baron Von Tarkin and Spazz Maticus.

## NEW CREATURES

There are three new creatures; Catapult, Frenzied Gnasher and Mega Dragon.

# EDITOR VERSIONS AND COMPATIBILITY

The expansion has upgraded the Campaign Editor from the original game, allowing you access to all of the new heroes, adventure objects, artifacts and creatures used in Winds of War. Maps created using the new Campaign Editor from Winds of War will only be playable by those who have Winds of War installed. Even if you create a map without using any of the new features with Winds of War's Campaign Editor, it WILL NOT be playable by someone who does not have this expansion. Players who try to connect to a multiplayer map created in the new Campaign Editor in the expansion, that do not have the expansion installed will not connect to the game and will be notified that they need the expansion to play in that specific map.

## NEW ADVENTURE MAP LOCATIONS



**Goblin Armory** is the location for hiring Goblin Knights.

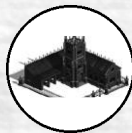


**Ward of Sorcery** is the place to hire Evil Sorceresses.



**Gargantuan Dell** is the location for hiring Gargantuans.

## NEW ADVENTURE MAP LOCATIONS



**Dark Knight's Sanctum** is where to go to hire Dark Champions.



**Siege Workshop** hires out Catapults.



**Beast Pen** is where to hire Frenzied Gnashers.

# NEW CREATURES

## CATAPULT

<b>Level:</b>	4	<b>Alignment:</b>	Life
<b>Hit Points:</b>	200	<b>Damage:</b>	20-34
<b>Attack:</b>	28	<b>Defense:</b>	28
<b>Move:</b>	17	<b>Speed:</b>	0
<b>Shots:</b>	12	<b>Spell Points:</b>	0
<b>Spell Power:</b>	0	<b>Weekly Growth:</b>	3
<b>Cost:</b>	3000 gold, 6 wood, 2 ore		
<b>Experience:</b>	800		
<b>Special Abilities:</b>	Ranged, Siege Capable, Mechanical, Greek Fire		

**Description:** The newest incarnation of the catapult is an engineering marvel, able to deliver its fiery gifts of warfare to even the most hidden of its foes.

# NEW CREATURES

## FRENZIED GNASHER

<b>Level:</b>	4	<b>Alignment:</b>	Might
<b>Hit Points:</b>	300	<b>Damage:</b>	40-55
<b>Attack:</b>	40	<b>Defense:</b>	40
<b>Move:</b>	21	<b>Speed:</b>	4
<b>Shots:</b>	0	<b>Spell Points:</b>	0
<b>Spell Power:</b>	0	<b>Weekly Growth:</b>	2
<b>Cost:</b>	4000 gold, 2 crystal		
<b>Experience:</b>	800		
<b>Special Abilities:</b>	Immune to Magic, Berserk		

**Description:** The frenzied gnasher is a massive and powerful beast that is immune to magic. A few have been captured and trained just enough to be useful in battle, but once turned loose there is no stopping it.

# NEW CREATURES

## MEGADRAGON

<b>Level:</b>	4	<b>Alignment:</b>	Chaos
<b>Hit Points:</b>	1000	<b>Damage:</b>	50-100
<b>Attack:</b>	50	<b>Defense:</b>	50
<b>Move:</b>	30	<b>Speed:</b>	7
<b>Shots:</b>	0	<b>Spell Points:</b>	0
<b>Spell Power:</b>	0	<b>Weekly Growth:</b>	1

**Cost:** 8000 gold, 4 sulfur

**Experience:** 1500

**Special Abilities:** 50% Magic Resistance, Arc Breath Attack

**Description:** Quite simply, there is no creature alive or dead that can stand alone against the raw, awesome power of the Megadragon. Their extreme rarity and limited susceptibility to magic are their only known weaknesses.