

# AoE2: Gothic II Alternate History

Originally created in July 2015 by [Lemonexe](#)

Remade in **September 2018**

## Description

Have you ever wondered what it'd be like, if Xardas had managed to salvage both your equipment and experience from the Sleeper's Temple? You certainly wouldn't have to do menial jobs to slowly earn your respect... When a level 30 warrior armed with ore armor & Uriziel arrives into the city, he doesn't need to *join a faction*. The factions *join him*.

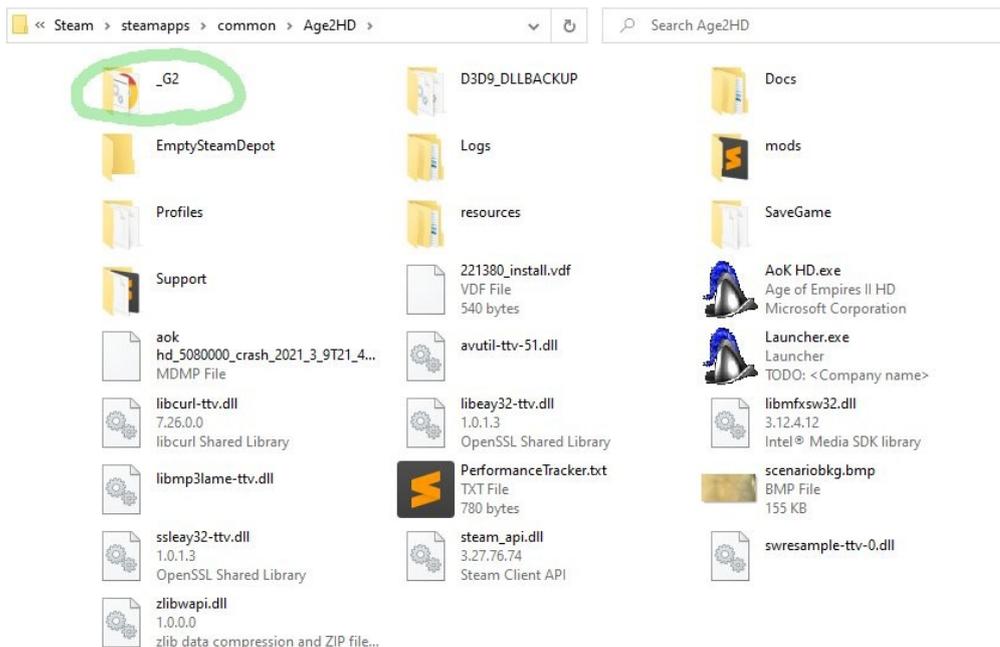
So now you can travel the island of Khorinis with our brave nameless hero to find all the friends from Colony, and assemble a mighty army of paladins, mercenaries, fire mages and militia! You can send all those arrogant guys you hate to front lines and watch them get mangled by orc axes!

The carnage in Valley of Mines will go down in history. Enjoy the bloodbath that awaits you in AoE2:G2!

## How to play

1. Move the whole `_G2` directory to the Age of Empires folder in your Steam library.

If you don't know where: open your Steam library, look up Age of Empires in the list on the left, right click it, select properties. A window will open, select LOCAL FILES, then BROWSE, and the folder will open. Put the entire `_G2` directory right there (where the exe files are).



2. Execute **install.bat** in `_G2`, which should copy all the files where they should be  
Alternatively, you can copy the files in "res" yourself, if you know where.
3. Open a new standard singleplayer game
4. In the right column, select Game: Scenario ... and find Gothic 2  
All options must be standard or normal. Difficulty setting won't affect much.  
Don't change teams or civilizations
5. Enjoy :-)
6. If you want to go back to the vanilla data set, execute **switch.bat** in the `_G2` directory. Execute again to reenable this mod, you can do this anytime.  
Note: if you update the game with mod active, it will be overwritten. Switch to vanilla before update.

## Tips

Remember to save the game occasionally. You don't want to lose your whole progress just because you weren't watching hero for a moment.

It might surprise you that the hero is mounted – it's purely for practical purpose, to make him easily visible in battle fray

You might want to set game speed to fast, as there is a lot of travelling in the beginning.

And when you advance to the Pass, set it to slow, because that's when the real fighting starts.

Don't waste soldiers! You can't replace them... While the enemy can.

Inspect your newly joined troops, not all soldiers are the same. Heroes and leaders are strong warriors with regeneration, which makes them ideal as spearhead units. Take some time to organize the troops.

Always read messages! They contain not just the story, but also tactical information about ambushes.

If you don't know where to go, search the minimap for map revealers.

Remember to leave some troops behind to defend your rear, because there might be ambushes.

After you cross the pass, the enemy starts to get regular reinforcements, so act quickly – you have only a limited amount of soldiers.

Fire mages look like monks, but cannot heal other units, they only cast attack spells.

To heal your units, many buildings can be garrisoned that normally cannot: mining camp, barracks, archery range, siege workshop, trade workshop.

Don't use militia or mercenaries to fight orcs. They are too weak, rather use paladins instead. They are, however, quite useful against bandits.

## Unit descriptions *(just if you're curious)*

Descriptions of units (AoE appearance in brackets) that you will encounter:

**Paladins** (samurai) – very strong infantry with bonus against orcs and other evil creatures

**Paladin marksmen** (arbalest) – excellent ranged units with the same toughness as their melee counterparts. Great as spearhead units!

**Militia** comes in three variants: militia (man-at-arms), militia marksmen (crossbowman), heavy militia (two-handed swordsman). They are tougher, but slower than mercenaries.

**Mercenaries** come in three variants: mercenary (long swordsman), heavy mercenary (champion), berserk mercenary (berserk). They are less durable, but faster than militia. Some of them are heroes!

**Fire mage** (monk) – slow, but very strong ranged unit with long range. Cannot heal other units. Has an elite variant, but both have regeneration.

Orcs have four units. All of them are quite fast and deal a lot of damage.

**Orc warrior** (woad raider): the main orc unit

**Elite orc warrior** (huskarl): stronger than orc warrior. High resistance to arrows, but vulnerable to magic

**Orc skirmisher** (skirmisher): a very inefficient ranged unit. In high numbers they can be quite dangerous.

**Orc shaman** (aztec monk): rare, but strong ranged unit. Weaker than fire mage though.

**Dragons** (turtle ship) are the bosses of this scenario. Arrows are useless against their thick scales! It's best to charge them head-on with nameless hero, supported by mages. Their entourage differs, but all of them have lots of **lizardmen** (jaguar warrior), which are similar to orc warriors, and a few **golems** (teutonic knight), which are only vulnerable to magic.

Dark forces comprise **skeletons** (eagle warrior), quick and strong melee units resistant to arrows, and **seekers** (Joan the Maid), who are similar to orc shamans.

# SPOILER ALERT !!!

Here is a list of hidden heroes:

1. Lester – a small hidden valley under Xardas' tower. He's somewhat weaker than other heroes.
2. Lares – in the City docks.
3. Diego – a small camp between the Castle and Marcos' mine.
4. Angar – on the way between Marcos' and Fajeth's mine.

Here is the list of scripted assaults against you. They are supposed to be surprising, but if you're not a big fan of surprises, here is a list:

1. **Onar's farm** – 3 minutes after the mercenaries join you, Onar's farm gets stormed by Dexter and his bandits. Just leave the mercenaries there and they'll sort it out without problems, easy. But if you do lose the farm, bandits will get regular reinforcements until you take it back!
2. **Monastery** – when the Monastery joins you, you'll be under attack as soon as you step out of the gate. It contains 2 siege rams and several skeletons (elite eagle warrior). Fall back behind the gates immediately, use the monks to kill the skeletons and the hero to fight them by melee. It's easy, but if you lose the monastery, the undead will get regular reinforcements until you take it back!
3. **Monastery again** – 3 minutes after the first attack. This time with additional two seekers.
4. **The Pass** – 7 minutes after you reach the castle, Orcs will flood one section of the pass. You can't travel through until you regain control.
5. **Fajeth's mine** – as soon as the hero reaches it, a few orcs will spawn there. It's not a big threat considering the hero is there to help.
6. **Trade carts** – Garond tells you to guard the ore transport! And there's a good reason – they get ambushed by bandits just before Dead Harpy. The trade carts have 300hp each, so if you react quickly, they won't die. The bandits are no threat for militia or mercenaries. Additionally, a small group of orcs will block the path between Akil's Farm and the city.
7. **The Castle** – when you kill the last of the dragons, the Castle is stormed by Orcs. That means all the strong units you used to kill dragons are away, and can't help. The orcs have a battering ram and a lot of warriors, so make your way back to the castle with haste! It's advantageous to do the swamp/fire dragon last, so your army can quickly arrive to help. Castle is naturally a strong defensive point, and a useful base, but holding it is not required.
8. **Seekers** – 2 minutes after you fulfill the main objectives (kill dragons & defeat orcs), seekers will spawn in Khorinis countryside to block crucial paths. They are no match for the hero.
9. If you had lost control of Onar's Farm or Monastery before, the bandit or skeleton invaders will move to the Dead Harpy to block your final journey to the city.

Also, you will get small one-time reinforcements. Don't rely on it, it's not very much.

30 minutes after reaching the castle you get a few mercenaries at Onar's farm.

40 minutes after reaching the castle a few militiamen spawn in the City.