

The Hatefuls

This map is a 4v4 map. Recommended to play left versus right. There are 2 kind of locations. The middle and the side locations.

Location 1,2,3,4,5,6 - These are the side/support locations.

Location 1 to 6 have equal store house settings. These resource should be enough for a 'normal' gameplay.



These locs got a bit different buildorder than the usual one. The School and the inn are available at the start, but the schools open only the quarry and the quarry open the woodcutters. It is just a bit slower than the fast unlock order. It gives a bit more equal starts.



Some recommendations to these locations:

- *Location 2&3 and 5&6 have shared lakes with fish.
- *build towers to base's entrances.
- *scout the north and south narrow passages as fast as possible.
- *prepare actions on North and south, these can divide the players attention on the middle.

Location 7 and 8. The middle locs are 'called' 'castle' or power locations. These locations has the follow starting sets in the store house. These have a bit more stone than the other locations on the map because they are starting with more labourers.



The buildorder for the castle locs is the follow: The main buildings are OPENED!



Very important to know the castle locations can not build towers!



Some recommendations:

*No towers build possibility but it does not mean not able to block the entrances. Mostly 2 market can close these narrow entrances.

*Leave only some troops to defend this entrance. A middle size group of bows/xbows can hold this gate for long time with a little melee group.

*Take your larger part of army to the middle large battle field and support your teammates. If just camping behind two markets at the entrance with more than 100 troops that is maybe not the best teamgame from the power loc.

*only 270 iron ore available at castle locs from 4 iron mines. Be care when set a huge iron production, these hills exhaust very fast.

*2 stables strategie could be a good choose on these loc

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Used creating the map and pictures [Knights and Merchants Remake r6720](#)