

Units

Generally I have tried to work with the Firepower and Hitpoint values of units in order to obtain the desired balance in attack versus defense. This is something one should bare in mind when comparing the Attack and Defense values of units!

Basic Military Units

For this scenario I have divided the land units into three basic classes depending on their movement rate. The cavalry units now have a movement factor of 3, the light infantry class has a movement of 2 and the heavy infantry is stuck at 1. (This also means that the defense bonus against cavalry really is a bonus against light infantry.)

Also note that some primitive infantry units only have a movement of 1, making them less useful on the offensive. Thus these are basically intended as defensive units.

Militia

This unit represents the local talent in a city and is the basic city defender for all playable Civs. It's cheap, disposable and easily disbandable. Make sure to build at least one in each new city for both basic defense and to quell any discontent. They can later be disbanded in order to build City Watch (se below).

City Watch

These are specialized city guards with paramilitary duties inside the cities of the civilized nations late in the game. They can't however move and thus not fortify, why one shouldn't rely on them to counter any enemy invasion force. Then can't be used to keep you citizens in line either, but on the other hand they cost no maintenance and can spot invisible enemy units (even warships) – two squares away! They should replace regular Militia under the Clavian State government to save up on unit maintenance.

Light Infantry

This is the basic foot soldier for the Lasemosi and Clavian Civs. They are lightfooted and fulfill their purpose both on the offensive and the defensive. These cheap all-round units should make up the core of your (early) armies. Also use them as escorts for your fast Settler units.

Heavy Infantry

These are armored front line units with double the Hit Points compared to Light Infantry. Since they are both expensive and slow on the move, they should only be used in front line assaults and to take fortified cities. Too slow to aid the expansion of your empire, they should be assigned to border areas to secure your land winnings after the campaign.

Horseman

This is the basic cavalry unit and is suited for both exploration of new territory, scouting ahead of your foot army, and for strategic counter attacks on enemy (especially barbarian and other native) units infiltrating your territory. They are also effective as auxiliaries for your military campaigns.

Light Cavalry

This is your basic cavalry unit representing noble fighting men in coat of armor. They are powerful and versatile enough to replace all infantry units at an affordable price, would your strategy be to explore the cavalry option instead of other avenues of research.

Catapult

These disposable siege engines should only be used to dismantle the defenses of fortified enemy cities. They play no useful role on an open battlefield and any surviving units should be disbanded to save on resources and maintenance. (One Catapult will translate into an Light Infantry unit if disbanded inside a city.)

Unique Military Units; Human

Both the playable and the non-playable Civs (including barbarians) have unique units that are only available to them.

Heavy Cavalry (Clavian Civ)

The specialty of the Clavian Empire is the use of cavalry chock tactics by heavily armored knights armed with a special cavalry version of the so-called Saryng. The Saryng is a native weapon of the warrior giants of the Tolgulder people west of Moskorja. It is the most potent military unit in the scenario and is especially designed to run down the Orcs who pester the south west border areas of Moskorja. They might be too expensive to make up the bulk of your Imperial Army, but should form its iron fist if you manage to develop the required tactics and techniques.

Hueli (barbarians)

This unit represents war bands of Hueli tribesmen native to Moskorja and especially the warm and fertile plains of Fokale. They spawn from the wilderness to attack and infiltrate any enemy invader. They are among the least powerful units in the scenario and should not constitute more than a nuisance. Just be sure to escort your Settler units with Light Infantry or its equivalent.

Native (barbarians)

This unit represents primitive native tribes living on the Trakorian Isles, especially the spotted Skecker people of the eastern island of Paratorna. Badly armed and disorganized they are the most harmless unit in the entire scenario. They do know the land however and can prove to be hard to hunt down as they disappear into the terrain.

Warrior (Uncivilized Civs)

This unit represents native tribal warriors of various origin (namely the unplayable Civs). They match the Light Infantry unit in every way.

Kargomitian (Kargomite Civ)

The indigenous inhabitants of northern Palamux aren't exactly uncivilized but they do behave like savages. Their standard military unit is well-rounded and suited for combat in the mountains of Kargom. Be sure to lure them into open terrain before attacking!

Ransardian (Ransardi Civ)

These lightly armed Norsemen from the mainland continent appear later in the scenario as they aim to colonize (mainly) the southern island of Saphyna. They are experienced

and formidable fighters although slow on the move, but specialize instead in amphibious landings from their Longboat units.

Trinsmyrian (Trinsmyran Civ)

This unit represents the Ice Barbarian ancestors of the northern Island of Trinsmyra. It is a fierce defensive unit that should be countered with either Heavy Infantry or Heavy Cavalry.

Krau-Ki Lord (Trinsmyran Civ)

This unit represent the evil rulers of Krau-Ki, located on the island of Marjura in the far north. They are however doomed to perish in an act of divine intervention, so this unit also disappear along with them. As they wield powerful magic they have several special abilities besides being powerful battle mages.

Necromancer

This unit represents the combat capabilities of the black magic wielding barbarians of the north (Kargomitian and Trinsmyrian Civs). It's basically a more expensive later edition of the Krau-Ki Lord unit (without some of the special abilities) and arguably the best military unit available to these savage peoples.

Unique Military Units; Non-human

The scenario also features a few non-human units, some of which are actually available to the Kargomitian Civ.

Elf

This unit represent the native Elven population of Trakoria. These Immortal fighters are one with their environment and initially take an defensive stance. Once the Elves have gotten crossed though (and they will be), they are more than willing to infiltrate badly guarded borders and cause mayhem inside your empire!

Wolfman

These fierce natives are half man and half wolf, and originate from the Vulfer Weden region of central Trinsmyra. They can stand their ground against anything the playable Civs can through at them and also have increased visibility.

Ogre

These sub-human beasts dwell in the badlands of the Klagga region of western Palamux. They are among the toughest barbarian type units available in the scenario.

Orc

These units are sub-human Light Infantry that roam the mountain regions of all the Trakorian isles in search for easy plunder. While they appear randomly on the scenario map it is also possible for the Kargomitian Civ to hire these units as mercenaries in their ranks, once they discover the appropriate Civilization Advance. (Orc units don't require any maintenance under the Tyranny form of government.)

Wolf Rider

As they're not cavalry units per-se these orchoid mounted units are instead classed as primitive or heavy infantry. While even more powerful than their dismounted kin, they

act more like scouts in difficult terrain. While originating from the Klagga region of Palamux they can also be available as auxiliaries for the Kargomite Civ.

Undead

These weak units are dirt cheap as they consist of half decayed corpses from fallen warriors of various origins. While they mostly serve to scare their opponents with their sheer presence they are also quite tough as it isn't easy to kill something that is already dead... (These units are intended to only be available for the savage Kargomitian and Trinsmyran Civs when and if they choose to go down this particular path of black magic.)

Demon

These units are the only air units available for any of the playable Civs, usually the Kargomitians and/or the Trinsmyrans. As such only certain special units offer advantages in air defense and even fewer (none of the regular military units above) are able to directly attack them. A very unique type of unit it also wields a few special abilities.

Special Units

The scenario does also includes the usual non-combat units, but they are somewhat tweaked to facilitate the intended style of game play. There are also some non-regular combat units available to the player.

Settler

The basic Settler unit in this scenario has increased movement and is considerably cheaper than usual. This makes it easy to settle an empire or to colonize beyond your own shores. Do take care so that your cities aren't being disbanded due to quick Settler production though!

Colonizer

This updated Settler unit is available in the late game (especially for the Clavian Civ) and is a sturdy pioneer type unit with all the regular Settler abilities, and some additional ones. While not as fast in open terrain these explorers can penetrate the wilderness with ease and enjoy enhanced visibility. They also receive a defense bonus against Light Infantry types units (like some of the native units). A Colonizer unit could in fact act as an temporary garrison while the new city builds its first military unit (like City Watch), and can then take care of improving the immediate countryside before continuing with exploration and settling beyond the new settlement.

Magician

This magical Settler is the equivalent of the Engineer unit in Civ2 and as such can both improve the tiles very rapidly – and transform the terrain type itself. It is very expensive to hire the services of this mage and his entourage, and the unit should thus not be used for founding new cities, but rather to construct vast roads networks especially later in the game (or to quickly build forts in a front line area under attack). As all magic type units this unit isn't available to the Lasemosi Civ – due to the ban of magic in that land.

Adventurer

This unit represents a lightly armed but experienced group of fighting men and is intended as a scouting unit that can be built primarily by the Lasemosi and the Clavian Civs. Since it boasts many special abilities (like all-terrain-movement) it can prove useful both for exploration and infiltration. The unit is also invisible to most enemy units and

can be used to escort regular military units right through enemy zones-of-control. If spotted it could however only fend for itself in the most difficult types of terrain.

Hero

This semi-unique unit on the other hand represents either a true master of the Banzikan, the art of war of the warrior God Trocospa – and his band of brothers – or highly trained warrior monks. While few in numbers the Hero and his war band still manage to pack an awesome punch. Ideally a warrior of Banzikan fights as a whole entity until the very end and only then gives away in a final display of strength. Unfortunately this unit isn't cheap enough to make up any portion of your standing armies. Its numerous special abilities (such as being able to spot invisible units, while itself not invisible) could prove useful in a military campaign or under very special circumstances (like when needing to attack air units).

Emissary

This unit is the stand in for the basic Diplomat unit in Civ2. While more inexpensive than the usual variety these units can also defend themselves competently, but should still be escorted by a real combat unit if in enemy territory.

Illusionist

This unit represents specialist mages that take part in clandestine operations, and is basically an invisible Emissary. While not any more expensive it can also be used to detect other invisible units.

Trader

This is a very fast moving replacement for the standard Caravan unit in Civ2.

Merchant

This is a similarly light footed equivalent of the Freight unit in Civ2. It's somewhat better equipped to defend against sneak attacks but should still be escorted if on a smuggling run.

Assassin

This special Unit, primarily available to the Trinsmyran Civ under the Tyranny government, represent the cult of the demon Ghumgakk and is the ultimate infiltrator as it can be "inserted" deep into enemy territory. Any obstacles like terrain, enemy zones-of-control or even the City Fortification improvement doesn't hinder it. It's a disposable one-time attacker though, and should be used to pick out helpless enemy specialists or unique units, or to soften up targets before a full frontal assault. The unit does come with a price tag but costs nothing in maintenance.

Special Scenario Units

Since the scenario is intended as a retelling of history (albeit a fictitious one) there are several events spawning historical personalities and military units that actually aren't built by the owner.

Champion

This is a unique unit awarded to unplayable Civs to represent their heroes and leaders. It symbolizes a warlord type figure with some special features like infiltration (both beyond enemy zones-of-control and any City Fortification) or the ability to spot invisible units.

It's the counterpart to the Hero unit of the protagonist Civs but is somewhat more powerful on the offense.

King

This Lasemosi unit represents the first king who united the land under one banner. He was also instrumental in defeating the so called Grey Eminencies of the magical city of Voag Aspede. It's an awesome and fast combat unit (it actually counts as a mounted unit), especially against fortified cities, but should also be closely guarded since the loss of the unit will bring ultimate doom for the realm... (Never attack with it before softening the defenses with Heavy Infantry units.)

Emperor

This Clavian unit represents the first Emperor of the young Clavian realm. He lead his people to ultimate victory against the native Hueli peoples as well as ended the war against the dark mountain lords of Nastrol north of Moskorja (also known as the Clavian Wars). It's similar to the King unit of the Lasemosi Civ but not quite as powerful on the offense. (It should be viewed as the first mounted type unit and could also be used in order to secure an early capture of Nastrol.)

Master of Illusions

This unique Clavian unit is the only equivalent of the Spy unit in Civ2 in the scenario and should be handled with care. It represents the great warlock who ultimately defeated the lords of Nastrol through trickery (in this scenario this can be achieved through bribery) and as a reward was allowed to create the Academy of Illusions in the city of HOXOH. Besides the enhanced espionage abilities the unit is somewhat more resilient in defense, but should be kept hidden from enemy specialist units who can spot invisible units.

Tolgulder

This immobile Clavian unit appears on the western border regions of Moskorja once the Clavian Civ develops the Tolgulder Alliance Advance. The unit represents the alliance between the empire and the giant warrior peoples of the Crying Mountains. While the unit can nor move or fortify (these giants are too proud to do anything but face their opponents in the open field) the square could be enhanced with a Fort. Besides being able to withstand almost anything coming through the elven forest they also provide intelligence about troop movements in the high pass. (The surrounding mountains should be fortified with additional units preventing enemy infiltrators from surpassing the gatekeepers of Moskorja.)

Scavenger Rider

This unit represents the gift of special flightless war birds from the tropical paradise island of Melukha. The Clavians utilized these awesome war machines as all terrain cavalry against the orcs of southern Palamux. (They receive a defensive bonus against light infantry type units, like the Orc.) This is a one-of-a-kind unit and should primarily be utilized for patrolling your (mountainous) border areas, not as front line units since they would most of the time attack with only a fraction of their attack strength. (Another use could be as a powerful explorer into newly acquired territories beyond the homeland.)

Orc Warlord

This Kargomitian unit represents a infamous orc warlord who faced off with the famed first Clavian Emperor. This is the only hero/champion type unit of the Kargomitians and is the equivalent of the King unit of the Lasemosi Civ in terms of combat strength and

special abilities. (Its high movement factor actually makes it a mounted unit in game terms.)

Monster

This unit is simply a token fantasy element sometimes presented to the Kargomitian Civ, representing the evil that brews in the dark mountain of Bektar, north of Klagga. As it's fast and furious it might cause some additional headache to the battered Lasemosi Civ (if it doesn't attack their enemies instead).

Dwarf Guard

This Trinsmyran unit represents the allegiance of the people of Rung and the dwarves of these impenetrable mountains. While not able to move the unit doesn't need to fortify since it is already located on very good defensive terrain (City Fortification and Mountain). Besides a-hell-of a defensive line it provides the city with intelligence of enemy troop movements in the surrounding mountains (double visibility and ability to spot invisible units).

Monster Units

These monstrous units aren't a part of the arsenal of any playable Civ, but constitute a danger to any player and his or hers units.

Wraith

The Wraith unit is what will be left of the Grey Eminencies of Laabne after the fall of their magical city of Voag Aspede. Though the unit can be defeated it may come as an unpleasant surprise to units without the ability to spot invisible units... (There simply shouldn't be any reason to roam the ash valleys of lost Laabne in the first place!)

Dragon

The Dragon unit is simply a fantasy element included in the scenario for flavor. It also provides the player(s) with a quest as the Civ who defeats this air unit can collect an award in gold. Only certain unique units (like the Hero unit) can actually attack air units but the best bet would probably be to entice the beast to attack some unit that has a defensive bonus against such a thing. You might want to save your personality type units (like most of the unique special scenario units) for the eventuality that the Dragon unit actually shows up in your skies.

Raugon Colony

This unit represents a breed of giant semi-intelligent sea-living insects that construct their floating hives out of driftwood and broken vessels. (They actually try to take live prisoners as food for their hatchlings!) Though mostly a nuisance particularly in some waters surrounding the Trakorian isles, they are still a solid reason to always keep your transport ships under military escort.

Sea Serpent

The Sea Serpent unit is yet another reason to guard your shipping, if you should inhabit the cold waters where these giant sea creatures procreate.

Ships

All military vessels are invisible to (most) land units in the scenario. Therefore you will need a navy in order to get an early warning. All ships have however the capacity to spot other naval units though.

Also, the movement rate of naval units is increased as opposed to the original game. Warships are coast-bound though, making it necessary to manually patrol the open seas or to utilize smaller off-shore islands as forward looking naval outposts.

Sailboat

This is the basic sea transport available at the beginning of the scenario (and the only sea transport available for the more primitive, native Civilizations). It's only useful for exploring coastlines and for transporting units to scout another land masses.

Cog

This is the replacement for the Sailboat with all-round improved stats (such as double the cargo space). Now you're ready to haul both military units and Settlers beyond your own island.

Caravel

This is the only naval unit capable of crossing the open waters of the Trakorian Sea (in the middle of the map) separating the four main islands. With its increased stats it's the vessel of choice when colonizing.

Galley

This is the basic military vessel. In numbers they should be sufficient for most tasks.

Dramon

This is basically an improved war galley with somewhat higher stats but with no additional features compared to the basic Galley. (Note that this unit is available solely to the Clavian Civilization.)

Catremass

This lightweight catamaran would only be useful for scouting if it wasn't for the ancient Trinsmyran secret of Wild Fire, which is a substance that catches fire when in contact with water. With this secret weapon the Ice Barbarians can wreck havoc on anything above the surface of the ocean in a surprise attack. These antics should not be attempted at enemy shores though, as the defensive capabilities of this unit are very limited!

Longboat

These inexpensive and fast war transports of the Ransardi Civilization may have limited cargo capacity but they make up for it by being capable of doubling as warships once it has unloaded its cargo. It's no match for the dedicated warships of the Clavian and Lasemosi civilizations though.

Goldin

This is a special unit comprising of a huge Elven ocean going habitat. Hopefully you're not at war with the Elves when you encounter this unit, since it is among the toughest naval units in the scenario.