**Troop Review - Swadia**

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| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|  | **I2 – Swadian Militia** | | |  |  |  |  |  |  |
|  |  | **A3 – Swadian Hunter** | | |  |  |  |  |  |
|  |  |  | **I4 – Swadian Footman** | | |  |  |  |  |
|  |  | **A3 - Swadian Archer** | | |  |  |  |  |  |
|  |  |  | **I4 - Swadian Mercenary Infantry** | | |  |  |  |  |
|  |  |  | **A4 - Swadian Mercenary Archer** | | |  |  |  |  |
|  |  |  | **C4 - Swadian Man-at-Arms** | | |  |  |  |  |
|  |  |  |  |  |  |  | **C8 - Praven Knight** | | |
|  |  |  |  |  | **C6 - Dhirim Captain** | | |  |  |
|  |  | **H3 - Uxkhal Bandit** | | |  |  |  |  |  |
|  |  |  |  |  |  | **A7 - Tilbaut Heavy Archer** | | |  |
|  |  |  |  |  |  |  | **A8 - Suno Master Archer** | | |
|  |  |  |  |  | **I6 - Elite Castle Guard** | | |  |  |
|  |  |  |  |  | **I6 - Sergeant** | | |  |  |

Gold – Unique, Blue – Affiliated

**General Impressions**:

* The troops look good visually.
* The conceptual ideas are solid. Note that I’m fairly critical with how I look at troops and I hope you understand it has no bearing on the great job I’m seeing here. I view my spot in this process as the “looking for problems or loopholes” stage.
* Many are too high in tier.
* Not much of interest in the lower tiers for faction vassals.
* Agility on most troops is too low to support their skill levels and it hurts them in attack & movement speed.
* Strength is often a little high on troops meaning they have more health than necessary and deal more damage than possibly intended.
* Troop level should follow this concept. Level = tier \* 4.

# I2 – Swadian Militia

* Looks good. Solid, low tier infantry for early players.

# A3 – Swadian Hunter

* His strength seems high at 17. His highest item is a requirement of 3. Consider that this boosts his health unnecessarily. I would lower it to something like 10-12.
* Agility is very low at 5. Consider boosting it to 8-10 which makes up some of the ground lost point-wise from strength.
* **Concept**: I’d like to suggest a different name with a more “professional soldier” aspect to it for this troop. This will make sense as the “hunter” title is suggested further down for the A3 – Swadian Archer. This unit seems more like a rank & file crossbowman vs. a local hunter.

# I4 – Swadian Footman

* He lacks sufficient strength to use his current armor.
* Otherwise looks good.

# A3 – Swadian Archer -> Swadian Huntsman / Woodland Stalker

* Strength seems unnecessarily high at 18. Highest requirement is 8.
* A Tier 5 attack rating on a Tier 3 soldier seems a little high.
* **Suggestion**: One thing Swadia lacks in this troop tree is a low tier archer that makes them stand out. Instead of using *Affiliated* & *Unique* troops only high tiers, you could create this archer as a T1 archer with a T3 ranged attack that is *affiliated* so no other faction could make use of it. This would give Swadia a powerful ranged unit at a very cheap price that even would get an ability. Conceptually this would be the various village woodsmen that would be proficient in hunting live game and would live all over the place around the Swadian Plains. The Hunter talent would work well for such a unit. Otherwise a Swadia based player is looking at either this unit at 216 denars / each or the A3 – Swadian Hunter at 182 denars / each as their only ranged support at low levels. Very expensive.

# I4 – Swadian Mercenary Infantry -> Swadian Billman

* I’m not entirely sure what you wanted this infantry unit to be vs. the footman. Is this unit intended to use mercenary as a recruit type? Or was its name an aim at saying “this is the kind of troop lords would mostly have in their army”?
* Strength is high at 20 when the highest requirement is 14.
* The footman unit already carries a sword and has a comparable armor rating.
* **Suggestion**: As a conceptual change consider making this a billman. These were in strong use throughout the cultures Swadia is based off of. Right now the tree lacks any kind of anti-cavalry which for a faction living on the open plains seems unlikely. We currently lack any true bills as weapons though this should get rectified in Dawg’s ‘copy of the game, but the Glaive or Hooked Spear would function well in this role. The Glaive especially as it breaches the 150 range spec that lets it deal extra damage to cavalry.

# A4 – Swadian Mercenary Archer

* He has a tier 7 (ranged) and Tier 2 (melee) attack. This is a little too disproportionate on a tier 4 unit. Considering his decent armor he completely outclasses the A3 – Swadian Archer & Swadian Hunter units at only a fraction of a cost higher. Lower this to a T5 ranged, T4 melee combination making him a more solid & versatile unit than the earlier archer that was effectively designed as a glass cannon.

# C4 – Swadian Man-at-Arms

* This appears almost like a light lancer, but he has too much armor & too slow of a horse to qualify for that kind of role. Instead I view this as a heavy cavalry unit that is short of being a knight.
* Looks good.

# C8 – Praven Knight

* This character’s name marks it as a unique character which means it’d be difficult to acquire without a decent reputation with Praven.
* My first impression is this unit is far too powerful as a starting base. Generally I don’t want any faction troop exceeding Tier 7 and then usually only one troop type gets this honor as that leaves them fully upgraded at Tier 9. The T8-10 range is being left for knighthood orders and specific elite units down the road. Rhodoks, for instance, received x1 T6, x3 T5, x2 T4, x5 T3, x3 T2 and x1 T1 units. I’ll allow him to be as strong as a T7 unit as this is what Swadia is famous for.
* His attack tier is a bit too high at tier 10. The problem is that he has basically no room to upgrade at all. Since the + & ++ upgrades are based entirely in stats with no change in gear….he’s already at near maximum strength, the highest tier melee. Consider giving him a crossbow as a ranged attack and then that will help buffer his ratings a bit. It would also make him more versatile on the battlefield.
* His agility is too low in general. Even though he does have a high weapon proficiency, it does affect his attack speed. If he’s going to have a high Riding skill his Agility should support it.
* **Suggestion**: Consider putting him on a heraldic charger to match his heraldic armor. A heraldic shield would be nice as well.
* **Suggestion**: A heavy lance vs. a light lance.
* Abilities:
  + **Graceful Rider** – A heavy charger in armor doesn’t fit this kind of ability very well. I would recommend **Disciplined** instead for an extra health boost & reduction of hampering effect.
  + **Agile Rider** – Same as above. I’d like to suggest **Loyal** to keep these precious units from abandoning your cause or **Fortitude** for its hamper-reducing effects and synergy with Disciplined.
  + **Inspiring** – This fits their image well.

# C6 – Dhirim Captain

* His agility is too low to support his riding skill.
* Abilities:
  + **Inspiring** – As the knight already has this covered, I’d like to suggest **Hardy** or **Fortitude** here. This would shore up the captain’s personal defenses so he can keep his aura effects in play.
  + **Commanding Presence** – Okay.
  + **Tactician** – Okay.
* Looks good. He’ll make for a very powerful support & offensive unit on the battlefield. He’s going to need to be *unique* & *affiliated* though for that combination of abilities.

# H3 – Uxkhal Bandit

* Interesting concept. A character like this should be flagged with the “Dishonorable” prerequisite though instead of affiliated.
* Strength is a bit high at 17 with a highest requirement of 11. Agility is very low.
* Abilities:
  + **Scavenger** – Sounds good.
  + Suggestion: upgrades should come with **Stealthy** as well.

# A7 – Tilbaut Heavy Archer

* Reduce tier from 7 to 5.
* **Suggestion**: Consider adding a second quiver.
* Agility is too low to support agility-based skills.
* Looks great otherwise.
* Abilities:
  + **Master Archer** – okay.
  + **Fortitude** – Interesting choice. Okay.

# A8 – Suno Master Archer

* Reduce tier from 8 to 6. Vaegirs should be the go-to faction for T7 archers.
* Abilities:
  + **Volley Commander** – Okay. He has only 1 in Tactics to support this. Raise to 5-6.
  + **Sharpshooter** – Okay. Reduce Weapon Master to 6.
  + **Master Archer** – Okay.
* This unit’s ranged attack tier needs to be heavily reduced. 450 proficiency + 9 power draw would have him dropping your Praven Knights in a single hit. That’s a combined +198% damage bonus. Using your 22p + 4p arrow that comes to 77 damage per attack (anywhere). Reduce this to a tier 7 ranged attack and improve his gear a little to compensate.
* **Suggestion**: Improve the bow. He’s using only a 22p bow. 26p War Bow ?
* **Suggestion**: Add a second quiver.

# I6 – Elite Castle Guard

* Reduce tier to 5. There are too many T6+ units in this faction currently.
* Abilities:
  + **Hardy** – Okay.
  + **Fortitude** – Okay.
* The “Elite” part of his name needs to be removed as it will conflict with upgraded titles. Perhaps rename him as a Swadian Sentinel?
* Looks good otherwise.

# I6 – Sergeant

* Reduce tier to 5. There are too many T6+ units in this faction currently.
* Shouldn’t this troop be a Swadian Sergeant to keep with the current naming convention?
* Abilities:
  + **Hardy** – Okay.
  + **Inspiring** – You already have this covered. I’d suggest **Disciplined** for a little extra health and reduction of the hampering effect.
  + **Tactician** – Okay.

# Concepts to Consider:

* **Light Lancers** – With their open plains Swadia would employ these regularly. Their heavy cavalry is what they’re famous for, but light cavalry is what best protects your flanks. In game terms this gives you a medium armor troop on a fast horse with a long-reaching attack. T3 would make a good starting point for such a unit.
  + **Abilities**: Graceful Rider
* **Spearmen** – Also a staple of western European armies. A shield & spear combo may not always work as well in game, but they’re highly defensive and can advance under heavier ranged pressure. T2 would be a good spot for this.
* **Billmen** – Suggested above.
* **Supplyman** – A low tier (1), unique () supply runner for restocking archers.
  + **Abilities**: Supply Runner

# Proposed Changes:

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|  | **I2 – Swadian Militia** | | |  |  |  |  |  |  |
|  |  | **A3 – Swadian Crossbowman** | | |  |  |  |  |  |
|  |  |  | **I4 – Swadian Footman** | | |  |  |  |  |
| **A1 – Swadian Huntsman** | | |  |  |  |  |  |  |  |
|  |  |  | **I4 – Swadian Billman** | | |  |  |  |  |
|  |  |  | **A4 – Swadian Mercenary Archer** | | |  |  |  |  |
|  |  |  | **C4 – Swadian Master-at-Arms** | | |  |  |  |  |
|  |  |  |  |  |  | **C7 – Praven Knight** | | |  |
|  |  |  |  |  | **C6 – Dhirim Captain** | | |  |  |
|  |  | **H3 – Uxkhal Bandit** | | |  |  |  |  |  |
|  |  |  |  | **A5 – Tilbaut Heavy Archer** | | |  |  |  |
|  |  |  |  |  | **A6 – Suno Master Archer** | | |  |  |
|  |  |  |  | **I5 – Swadian Sentinel** | | |  |  |  |
|  |  |  |  | **I5 – Swadian Sergeant** | | |  |  |  |
| **I1 - Swadian Runner** | | |  |  |  |  |  |  |  |
|  | **I2 – Swadian Spearman** | | |  |  |  |  |  |  |
|  |  | **C3 – Swadian Lancer** | | |  |  |  |  |  |

Gold – Unique, Blue – Affiliated