**Troop Review - Vaegirs**

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| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|  | **I2 – Vaegir Militia** | | |  |  |  |  |  |  |
|  |  | **I3 – Vaegir Psiloi** | | |  |  |  |  |  |
|  |  | **I3 – Vaegir Peltast** | | |  |  |  |  |  |
|  |  |  | **I4 – Vaegir Varagian** | | |  |  |  |  |
|  | **A2 – Vaegir Skirmisher** | | |  |  |  |  |  |  |
|  |  |  |  | **A5 – Vaegir Longbowman** | | |  |  |  |
|  |  |  |  |  |  | **A7 – Vaegir Marksman** | | |  |
|  |  | **C3 – Vaegir Koursores** | | |  |  |  |  |  |
|  |  |  |  | **C5 – Vaegir Kataphraktoi** | | |  |  |  |
|  |  | **H3 – Vaegir Pecheneg** | | |  |  |  |  |  |
|  |  | **H3 – Vaegir Scout** | | |  |  |  |  |  |
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Gold – Unique, Blue – Affiliated

**General Impressions**:

* This second pass on the troops looks great. There’s a lot of open choices for the lower tiers that any player can use. There is room for some unique & affiliated troops though. Tier 6 is empty which leaves some nice faction definer spots and T4 is very sparse.
* I’ll limit my comments to only troops that need comments here based on the PM you sent. The rest I’ll comment on when I see an in-game copy of them. For the “design & craft” phase I’d like to see a bit more info as far as what melee, ranged & armor tiers you envision for a troop.

# I3 – Vaegir Peltast

* **Commentary**: Even if other troop trees have access to pikemen, what you have to consider is what makes *this* pikeman unique. The troop abilities system should allow for having even multiple of the same type of troop yet have them different based on the abilities they bring to the mix.
* Abilities:
  + **Sprinter** – Okay.
  + **Fortitude** – Okay. You may like **Disciplined** better here as it is sort of lighter combination of Fortitude & Bloodlust.
* **Unique Location**: Dramug Castle? It borders Vaegir & Swadia territory.

# I4 – Vaegir Varagian

* Abilities:
  + **Shield Basher** – This ability is non-functional at this time. I’d suggest Devoted for half wages , Hardy for battlefield longevity or Disciplined for extra health & resiliency.
  + **Endurance** – Okay.
* As a T4 unit this would only require a peasant, not a veteran.

# A7 – Vaegir Marksman

* Abilities:
  + **Sharpshooter** – Okay.
  + **Master Archer** – Okay.
  + **Volley Commander** – I’d prefer to stay away from this on a non-unique troop. I’d expect players to stock up A7’s where they can which waters down the effect of having a commander in the midst. Instead focus on making this troop powerful in its own right. As such I’ve created them their own unique ability “**Steady Aim**” that synergies with Sharpshooter and Master Archer.
* **Unique Location**: Dramug Castle? It borders Vaegir & Swadia territory.

# C5 – Vaegir Kataphraktoi

* Abilities:
  + **Loyal** – Okay.
  + **Fortitude** – Okay.
  + **Graceful Rider** – Should a heavy cavalry unit have this kind of talent? I’d suggest something like **Disciplined** since they already have Fortitude (synergy).

# C3 – Vaegir Scout

* Abilities:
  + **Trailblazer** – Okay.
  + **Agile Rider** – Okay.

# C6 – Vaegir Knight / Bogatyr (Suggested Unit)

* **Type**: Affiliated
* **Abilities**:
  + **Hardy** – Okay.
  + **Blademaster** – Okay.
  + **Inspiring** – Okay.
* **Weapons**: Polearm, 1H sword, bow, quiver.
* **Armor Tier**: 5 (scale)
* **Melee Tier**: 7
* **Ranged Tier**: 6 (bow)

# C4 – Vaegir Cavalry Captain (Suggested Unit)

* **Type**: Affiliated
* **Abilities**:
  + **Tactician** – Okay. (*Tactics*: 4)
  + **Commanding Presence** – Okay. (*Leadership*: 4)
* **Weapons**: Polearm, 1H sword & shield
* **Armor Tier**: 5 (scale)
* **Melee Tier**: 5
* **Ranged Tier**: None
* If you can come up with a better name, by all means.

# I5 – Vaegir Vanguard (Suggested Unit)

* **Type**: Affiliated
* **Abilities**:
  + **Endurance** – Okay. Help them charge into the front lines.
  + **Haste** – Okay. Maintain the momentum of the charge.
* **Weapons**: Great Long Bardiche
* **Armor Tier**: 5 (scale)
* **Melee Tier**: 5
* **Ranged Tier**: None
* If you can come up with a better name, by all means.

# I2 – Vaegir Sentry (Suggested Unit)

* **Type**: Affiliated
* **Abilities**:
  + **Tax Collector** – Okay. Vaegir policies are set towards increasing income so having a garrison unit that can improve tax inefficiency might be beneficial for players.
* **Weapons**: Great Long Bardiche
* **Armor Tier**: 3 (heavy leather)
* **Melee Tier**: 2
* **Ranged Tier**: None
* If you can come up with a better name, by all means.

# Proposed Changes:

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|  | **I2 – Vaegir Sentry** | | |  |  |  |  |  |  |
|  |  | **I3 – Vaegir Psiloi** | | |  |  |  |  |  |
|  |  | **I3 – Vaegir Peltast** | | |  |  |  |  |  |
|  |  |  | **I4 – Vaegir Varagian** | | |  |  |  |  |
|  |  |  |  | **I5 – Vaegir Vanguard** | | |  |  |  |
|  | **A2 – Vaegir Skirmisher** | | |  |  |  |  |  |  |
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|  |  | **C3 – Vaegir Koursores** | | |  |  |  |  |  |
|  |  |  | **C4 – Vaegir Cavalry Captain** | | |  |  |  |  |
|  |  |  |  | **C5 – Vaegir Kataphraktoi** | | |  |  |  |
|  |  |  |  |  | **C6 – Vaegir Knight** | | |  |  |
|  |  | **H3 – Vaegir Pecheneg** | | |  |  |  |  |  |
|  |  | **H3 – Vaegir Scout** | | |  |  |  |  |  |

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