**Soldiers (1)**

**Epic 3:** As a player I want soldiers for my faction, so that I can increase my military power.

3.1 - As a player, I want to be able to recruit soldiers, so that I can increase the military power of my faction. (HIGH)

SP: 2

* Soldiers should have a base purchase cost associated with them
* If the player does not possess the required gold to purchase or train their soldiers, the request should be rejected
* Soldiers must have a base-level initial training cost, which is immediately paid by the player
* Soldiers who are killed or disbanded are removed from the game, without refund to the player
* Soldiers do not incur upkeep costs

3.2 - As a player, I want soldiers that have finished training to appear at the beginning of the turn in which they are ready, so that I can organise the training of my troops. (MEDIUM)

SP: 2

* If a province is conquered while soldiers are being trained at that province, the troop production is canceled with no refund to the player
* Upgrading farms can increase the number of units that can be trained per turn (from 1 unit).
* The possession of spare training slots does not allow the training speed to increase

3.3 - As a player, I want to be able to recruit mercenaries to my faction, so that I can increase the military power of my faction. (LOW)

SP: 2

* All soldiers can be recruited as mercenaries, with the exception of artillery
* The name of mercenary units is their normal unit type name, prefixed by “Mercenary”
* The availability of mercenaries is determined by random chance on a turn-by-turn basis, and resets every turn
* Mercenaries recruited and paid for initially by the player can be immediately deployed to any province on the map the player chooses
* Mercenaries should have a higher initial purchase cost than soldiers, and specific penalties to combat ability depending on the mercenary unit
* There should be a set chance of each mercenary unit being available for purchase each turn
* Horse archer mercenaries incur double the initial recruitment cost. Each type of horse archer has a 3% chance of being available per turn.
* Melee cavalry mercenaries incur triple the initial recruitment cost. They suffer from a 20% loss of morale. Each type of melee cavalry has a 5% chance of being available per turn.
* All infantry mercenaries (including missile infantry, heavy infantry, and spearmen) incur double the initial recruitment cost. Each unit of mercenary infantry reduces the morale of all friendly units in the province by 10% (stacks in a multiplicative fashion). Each type of heavy infantry has a 10% chance of being available per turn.
* All mercenary units can be recruited by any faction without the need of infrastructure

3.4 - As a player, I want my soldiers to possess unique traits and abilities, so that I can make informed strategic decisions during the game. (LOW)

SP: 5

* Special abilities should be implemented automatically upon purchase of the unit
* Roman legionary units have a special ability "Legionary eagle" which provides +1 morale to all friendly units in the province. For every legionary eagle lost to the enemy (by the unit being destroyed defending a province) all friendly units across all provinces suffer a 0.2 penalty to morale until the settlement is recaptured (down to a minimum of 1 morale)
* Gallic, Celtic Briton and Germanic berserker units have an ability "Berserker rage", where the unit receives infinite morale and double melee attack damage, but has no armor or shield protection, in all battles
* Melee cavalry has an ability "Heroic charge". Where the army has fewer than half the number of units as the enemy, the cavalry unit will double its charge attack damage, and have 50% higher morale
* For all pikemen or hoplite units, the ability "Phalanx" gives them double the melee defence, but half of the speed, as they are otherwise configured to have
* Javelin-skirmisher units possess the "skirmisher anti-armour" ability where in ranged engagements, troops fighting these skirmishers only receive half the protection from armour they would receive otherwise
* "Elephants running amok" is an elephant ability which means that during any engagement with elephants, there is a 10% chance that the casualties inflicted by a unit of elephants will instead be directed at a random allied unit (as if the elephants were battling the allied unit directly)
* For all horse-archer units, "Cantabrian circle" denotes that when enemy missile units engage this unit of horse archers, the enemy missile units will suffer a 50% loss to missile attack damage
* For druid units, "Druidic fervour" means that allied units in an army with druids enjoy a 10% bonus to morale, and enemy units suffer a 5% penalty to morale, whilst the druids haven't routed. The effect of this ability is amplified by scalar addition, and can be amplified up to 5 times (e.g. 2 druids results in allies receiving 20% bonus to morale and enemy units suffering 10% penalty, however 6 druids provides 50% bonus and 25% penalty respectively)
* For all melee infantry: "Shield charge" - for every 4th engagement by this unit of melee infantry per battle, the value of shield defense is added to this unit's attack damage value
* Mercenaries have the same bonuses applied to the mas non-mercenaries