MICRO PROSE®

PRESENTS

STRATEGOS

DEVELOPED BY STRATEGOS GAMES

QUICK START GUIDE

TABLE OF CONTENTS

I.   CONTROLS

a.   WASDEQ for camera pan and rotate

    i.   You can also enable double click or screen edge movement in the main menu settings.

       camera to pan with a grab and pull type move across the landscape.

    iii. Double click on a unit or its card to move to it.

b.   Zoom with scroll wheel

c.   Middle mouse click hold and move the mouse for tilt/rotate

d.   Click a unit, its card, or lasso/selection box left click select and drag to select a unit

    i.   Right click and drag out a movement command to move units with the specified formation (or just right click to move the selected units to positions centered around that click, but right click and drag is generally better for fine control).

    ii. Alt+right click to move selected units while maintaining their formation facing and arrangement. This is most useful for initial moves if you want the men to maintain the arrangement you set them up in in deployment.

    iii. Hold ctrl while giving commands to queue up waypoints, or just in general to display the waypoints of selected units, and hold ctrl+alt to show all waypoints, regardless of which units are selected. Current waypoints are in green, and pending waypoints are in red.

e.   Unit Cards

    i.   Click to select, ctrl+click to multi select, and shift+click to select all units between two cards.

    ii. Shift+# to assign units to a group, which also groups their cards (cards can also be reordered with click and drag) and lets you select them with that number.

    iii. Right click a unit card to see unit details.

2. UNITS

a. Units can be mounted or infantry, light or nonlight. All mounted (except nonlight lancers) and all light foot may evade enemies depending on terrain and potential matchup. They will also skirmish if ranged.

    i. Light cavalry are more likely to evade than nonlight.

        1. Light foot without melee capabilities always evade, and are automatically cohesion dropped by overlap with enemy mounted or nonlight units in the open.

        2. All evading mounted troops will attempt to evade steady spears and pikes in the open (non-light lancers cannot evade).

        3. If you full overlap with an enemy unit (except light foot in the open with any other unit type), it will force a combat that cannot be evaded.

    ii. Mounted units and heavy infantry are hindered in terrain.

        1. Lancers and Pikemen are severely hindered.

            a. *Hindered units are slowed down, and their combat effectiveness is reduced.*

    iii. Medium foot can move and rotate faster than heavy foot, but have less staying power, and are more vulnerable to cavalry.

b. Units can be base types of:

    i. Heavy Infantry: Steadiest in the open, but hindered by rough terrain.

    ii. Medium Infantry: Faster and not hindered by terrain, but less able to stand up in the open to heavy infantry and cavalry.

    iii. Light Infantry: Generally skirmish rather than melee-ing, and can fall back through other units without hindering them.

    iv. Lancers: Heavy cavalry that do not evade.

    v. Cavalry: Medium cavalry that may evade or melee, and may have a ranged capability.

    vi. Light Horse: Generally ranged and prone to skirmishing, except vs light foot in the open who they prefer to run down.

c. And units can be Sub types of:

    i. Warband: Better charge vs infantry than base impact foot, and oversized, but more brittle.

    ii. Cataphract: Better in ongoing melees and vs infantry than other cavalry, but slower.

    iii. Mob: More brittle than other unit types.

d. And can have weapon capabilities (Impact, Melee and Shooting) that determine their base POA (Points of Advantage) values:

    i. (See manual -> impact/melee/shooting buttons to see graphs with detailed POA values).

    ii. Aggressive Spears: impact and melee POA of 100 if steady, 75 if unsteady, 50 if fragmented.

    iii. Passive Spears: like Aggressive Spears in melee or on receiving a charge, but +0 on initiating a charge (to avoid initiating a charge, generally a unit needs to stay in place).

    iv. Bows: Shooting POA of +100, but also a defending impact POA of +50 for infantry, and both defending and attacking POA of +50 for mounted archers.

    v. Lances: +150 vs unsteady, hindered, light, medium or other mounted troops (except knights), and +100 otherwise. Only +50 if the Lancers are themselves unsteady. Knights sub-type of Lancers get +200 if steady on impact vs all.

    vi. Handweapons: +50 on impact and in melee, except vs unsteady in melee where they are +100.

    vii. Mounted Handweapons: a melee-only POA of +100 vs mounted or as cataphracts, and +50 otherwise. Knights get a +50 in melee vs other mounted. Only +50 vs steady polearm units.

    viii. Pikes: +200 on impact and in melee if steady, +100 if unsteady, +50 if fragmented.

    ix. Mixed Pikes: +150 in melee if steady, and +150 on impact if steady and defending, but +100 on impact if charging, and +100 if unsteady otherwise, unless fragmented then +50.

    x. Two Handers: always +100 and also armor piercing (halves enemy armor POA).

    xi. Elephants: +300 on impact and +100 in melee, and also armor piercing.

    xii. Shooting: POA in general starts at +50, and an additional +50 if the shooters are veterans, or -25 if they are raw. Bows lose 25 POA for each level of enemy armor. Javelins get a +100 vs mounted and a +150 vs elephants, and ignore armor. Crossbows ignore armor and get a +50 POA, and longbows ignore half enemy armor and get a +50 POA. Light troop targets, large shield targets, and targets in cover (trees) have incoming damage halved. Unsteady shooters have their shooting POA halved.

3. COMBATS

a. Units can be in combat on four sides

   i. Back, front, left, right.

   ii. Units cannot walk through friendlies in ongoing combats (they will recoil off them if they cannot attack from that side).

      1. It is important to navigate around ongoing combats rather than try to walk through them, as doing so will hinder the units in question and cause a recoil during which you'll have to wait before you can command the unit again.

b. Units resolve combats on charging, and in ongoing melee rounds of about 20 seconds

   i. If a unit loses a combat (based on relative POA values, terrain considerations, unit condition, and some randomness) it takes a CT check which it may fail and drop a cohesion level.

   ii. A unit will automatically drop a cohesion level if it is:

      1. Infantry flanked by nonlight infantry, elephants, or nonlight cavalry.
      2. Cavalry flanked by nonlight cavalry or elephants.
      3. Elephants flanked by elephants or nonlight infantry.

   iii. There are many factors that affect POA and CT checks of units (see the in-game manual text).

4. WINNING

a. All units are worth 1 victory point, plus 1 more if non-light, plus 1 more if the unit has a general

   i. The first side to suffer the loss of 65% of its victory points loses the match (displayed in the top left of the in-game UI).

      1. You can press continue playing (X) in the top right of the main menu that pops up after a battle is over.

20% VS 65%

5. STATES

a. Only idle or moving units are commandable

   i. Units in combat states of charging, receiving charge, melee active or passive cannot receive orders at all.

   ii. Units that are recoiling, pursuing, or evading won't react to orders while in those states, but you can still send move commands to them, and the unit will remember that move once it's commandable again.

   iii. Units will not mindlessly execute move orders. If, while moving, enemies come into range they will switch to shooting, evading, charging, or pursuing as the case may be.

   iv. An under fire unit has a "3 arrows coming down" symbol over it

   v. Shooting units have a bow symbol.

   v. If the unit is "out of ammo" (blue bar on banner all the way diminished) its firing icon will be red, and it will only fire at half effect.

6. TERRAIN

a. Units can be effected by Terrain

   i. A unit in Terrain has a mountain symbol over its banner

   ii. If it is hindered by that terrain, it has a foot symbol as well.

   iii. A hindered unit, but not in terrain (say by unit overlap) just has the foot.

iv. That foot will be darker red if severely disordered (pikemen or mounted units in the woods).

b. Units in concealment (woods) can only be seen from a much closer distance.

    i. Note: this only means that the unit in question is in concealment, but it can still be seen from close distance by enemies, or if it shoots or is in combat.

7. GENERALS

a. General can be commanded immediately, have an immediate command shout radius around them, provide morale to allied units, and have extra CT and POA bonuses based on leadership rating, and extra command radius and couriers based on command rating (stars on tooltip hover). These effects are visible if you enable the command radius projectile overlay button.

    i. Generals have a wreath symbol

    ii. When a general dies the star turns black. It causes a cohesion test for nearby units, and the command and leadership abilities of the general greatly diminish.

    iii. If all generals are routed or destroyed, then an ad hoc general with minimal command and leadership ratings and no morale support ability, will be assigned to the most eligible unit and will be assigned a green wreath.

i   *ii*   *iii*

8. LINE SHIFT MODES

a. There are 5 line shift modes (buttons shown in the bottom right). If the button is white, the selected unit can adopt that mode, and if highlighted it has adopted it.

    i. None.

    ii. Guard: Only disciplined units. Hold position if a win or at least a tie.

    iii. Pushback: Most melee oriented units, pushback further on winning, but riskier CT checks if losing, never goes into melee passive.

    iv. Fallback: Only disciplined units, intentionally shift backwards in combat.

    v. Recoil: Only cavalry, more likely to try and extricate itself from combat as quickly as possible.

i   *ii*   *iii*   *iv*   *v*

b. A unit in a non-none line shift mode shows it on its banner in the bottom left

c. Other buttons explanation

    i. In the top left there are buttons to toggle projectile and command ranges,

    ii. In the top right there are buttons to speed up or slow down time (you cannot speed up time after first contact).

    iii. In the bottom left there are buttons to toggle double time march, stop units,

iv. In the bottom left there are also buttons to toggle off the UI (except the buttons) or just toggle off the Unit State symbol hovering over banners, and also to toggle simpler tooltips.

i

ii

iii

iv

9. COHESION

a. Units have 3 Cohesion levels

   i. Steady.

   ii. Disordered (Shaken): Disordered units are one step closer to routing, and count as non-steady for certain POA purposes (especially hurts pikemen and lancers), and are more likely to fail future CT checks.

   iii. Fragmented: Fragmented units are very close to routing, greatly diminished fighting ability (all final POAs down flat 30% rate), much more likely to fail future CT checks.

   iv. Routed: Routed units are uncommandably running away, but can still rally if within general's command radius. If rallied, rallies back up to fragmented. After some time, routed units "disperse" which means no more flag or other UI, and individual soldiers run off the battlefield on their own.

i   *ii*   *iii*   *iv*

10. VETERANCY

a. Units can be Raw, Below Average, Average, Above Average, Veteran, or Elite

   i. Units of above average quality have chevrons on their banner indicating how high of quality (above average, veteran, or elite with 1, 2 or 3 chevrons respectively).

   ii. Higher veterancy provides POA bonuses to combat and shooting, and CT check bonuses.

11. UI

a. Tooltips

   i. The unit details (lower right window) and tooltips show: Unit name, Base unit type, Sub unit type, Shot count, Discipline status, Impact capability, Melee capability, Ranged ability, Armor level, Anarchy level (restrained), and Quality.

VELITES (27)

LIGHT INFANTRY
120/120
Undisciplined

★★★
★
Javelins
None
Javeline
Lightly Protected
Not Impetuous
Average
Unhindered

ii. If you click a unit and hover an enemy unit, it shows potential future combats, or existing resolved combats, if it is in combat wiht the enemy already.

    1. Shooting

    2. Last Resolved Combat

    3. Potential Combat

b. UI toggle buttons in bottom left

Shooting CAP:
for Velites (26) targeting:
Libyan Spearmen (11)
Base CAP: 50
Javelin +50 vs Foot (ignores armor)
is light troops, halve shooting effect
target is in combat, halve shooting effect
Shooter Unsteady or Hindered, halve shooting effect
Final Shooting CAP: 12.5

Last Resolved Combat:
Hastati (7)
Hand weapons vs Unsteady or
Hindered opponent +100
Adjacency: +20
Armor Level + 25
Manpower Advantage: +7
Final CAP: 152
vs.
Libyan Spearmen (11)
Unsteady Spears +75
Adjacency: +20
Armor Level + 25
Final CAP: 120

Win/Tie/Loss Chance:
37%/42%/21%

Outcome: Hastati (7) Won

ineligible charge target:
Too far, will move
⬈Charge CAP:
Triarii (28)
Steady Aggressive Spears +100
Elite: +100
Final CAP: 200
vs.
Poeni Armored Cavalry (18)
Unsteady Mounted Javelin +50
Significant Height
advantage +50
Mounted frontal attack
vs non-wavering polearm -100
Final CAP: 0
Win/Tie/Loss Chance:
100%/0%/0%

✗Melee CAP:
Triarii (28)
Steady Spears +100
Elite: +100
Armor Level + 50
Final CAP: 250
vs.
Poeni Armored Cavalry (18)
Mounted w/ hand weapons
vs spears +0
Significant Height
advantage +50
Armor Level + 50
Manpower Advantage: +22
Final CAP: 122
Win/Tie/Loss Chance:
73%/18%/9%

i. Use these UI buttons to toggle on or off certain elements of the UI if desired.

c. Settings

    i. Options include: Volume, Music Volume, Double Click Movement, Screen Edge Movement, Disable Text Popups, UI Scalar (scales world space UI like banners), Thick Lasso, Zoom settings.

d. Unit Cards (placed at bottom center of screen).

    i. The card is brown if commandable.

    ii. The card is red if uncommandable.

    iii. The card is white if routed.

    iv. A colored bar at the bottom shows cohesion status.

    v. Wreaths on the card indicate a general.

    i   *ii*   *iii*   *iv*   *v*

e. Other

    i. Bottom left buttons include: UI altering buttons, line shift buttons (described further above), unit speed/stop buttons.

    ii. Top left buttons include: Total courier count (glows red if none left), projectile range, auto charge range, and command range radii displays. You can assign a button to cycle through them in the main menu settings -> key rebinds.

iii. A message symbol on a unit's banner indicates a courier is on the way.

iv. Button to display all highlights of (visible) units at once defaults to *K* (can be rebound in settings).

i

ii

iii

a. After their first move, or after first combat, whichever comes first, all moves outside a commander's radius must wait for a courier.

    i. View commander's radius with button in the bottom right.

    ii. That also shows general's morale support lines and adjacency support lines between units.

b. Generally, you want to give move orders, and let units figure out on their own who to attack or shoot, but you can also give manual shoot/charge commands within close range (sword icon cursor), and you can give charge attacks to ranged units by holding alt when giving right click attack commands (cursor will change from bow to sword).

    i. At longer range, manual charge commands are just move to attacks and no sword will be shown when giving them. If there is an existing combat in the way of a close range manual charge attack, it will also fail.

    ii. Tooltips show stats of a unit you hover (also shown in the bottom right window for the currently hovered unit, or for the selected unit if any).

    iii. Select a unit and hover an enemy to show potential combats (hold alt to show impact/melee if it's a ranged unit you are selecting).

c. Elephants near cavalry, units in terrain that don't like terrain (mounted, heavy infantry and elephants), and units overlapping one another (except light foot) cause "Hindrance" (foot icon on banner) which devastates some base POAs and reduces all final POAs by a flat 40% rate (severe hindrance reduces it another 30%, ie for mounted or pikes in trees).

d. Basic POA Concepts:

    i. Spearmen, and especially Pikemen, lose effectiveness if not steady, and melee handweapon units gain effectiveness vs non-steady enemies.

ii. Two-Hander POA is not affected by being unsteady, and they have armor penetrating power, but less armor than otherwise equivalent shielded units (less protected in melee and from ranged fire).

iii. Steady Lancers have a very powerful charge against other cavalry, lights, and unsteady non-light infantry, but a malus against steady spear infantry, and they lose most of their POA if unsteady.

iv. Cataphracts have more armor, and better ongoing melee POAs, especially against infantry, than other lancers.

v. Javelinmen have less range, but more armor penetrating cohesion on impact, then they may be at a disadvantage in ongoing melee.

vi. Warband have an excellent charge against other foot, and are oversized units so can absorb more casualties, but they have a malus to cohesion checks so are more brittle, and are not great vs cavalry.

vii. Horse archers will likely choose to pursue and charge foot archers rather than exchange fire with them.

viii. Foot shooters have longer range and more shots per volley than mounted shooters, and the same goes for non-light vs light shooters.

ix. Light units, units with better armor, and units with large shields are more resistant to being shot.