

A short guide to the Hyborian Age mod

CREDITS

Miibkali – almost everything.
Arcanjo Zero – flags.

UNITS

To reflect the smaller population, one manpower now represents 100 people. Divisions are now known as regiments, and brigade attachments are companies. Army Corps are renamed as battles (or battalions). There are no air units.

DIVISIONS

Militia. (500 IC days.) Very weak units with low Discipline. The later model (Town Guard) is powerful against partisans, though. Low supply consumption.

Skirmisher. (1750 ICD.) Weak but fast infantry unit. Suffers very little terrain penalties. They are good in defensive combat. Low Discipline.

Pikeman. (2000 ICD.) Heavy but slow infantry unit. Suffers heavy terrain penalties, but gains bonuses against cavalry. Medium Discipline.

Man-at-Arms. (2550 ICD.) Heavy infantry with moderate speed. Kind of special forces. Has automatically some cavalry attached, which makes them harder to damage. High Discipline, moderate terrain penalties.

Light Cavalry. (3150 ICD.) Mounted equivalent of the skirmisher. Fastest unit in the game. High supply consumption.

Heavy Cavalry. (4250 ICD.) Mounted equivalent of the man-at-arms. Very high supply consumption and terrain penalties.

War Chariot. (3200 ICD.) Ancient mobile unit with adequate stats. Rather easy to research. Medium supply consumption, but heavy terrain penalties.

War Elephant. (4400 ICD.) Costly to research, construct, and maintain, but almost unstoppable on the battlefield. Available only for a handful of nations.

Headquarters. (3000 ICD.) This needs no explanation.

BRIGADES

Axeman. (600 ICD.) Increases combat skills, especially toughness and infantry attack. Probably the most cost-effective way to field infantry attack.

Scout cavalry. (450 ICD.) This unit has some skills itself, but mostly it increases unit's performance, i.e. it gives percentage bonuses for the skills of the regiment it is attached into. It also increases unit speed.

Catapult. (1275 ICD.) Costly, but super-effective against infantry. Very slow.

Engineer. (500 ICD.) Increases speed, defensiveness, and toughness, and gives bonuses when attacking urban provinces as well as against forts.

Supply train. (225 ICD.) Lowers supply consumption. Also small bonuses to defence.

Cleric. (300 ICD.) Increases morale.

Archer. Different types of archers are available for some nations. As a rule of thumb, they increase defence and infantry attack.

Cavalry archer. (1200 ICD.) One of the few units attachable to any cavalry unit.

COMBAT

There are few things that make the combat of Hyborian Age mod very different to the original HoI2 or vanilla DH.

Soft Attack and Hard Attack have been replaced with Infantry Attack and Cavalry Attack, respectively. In similar way, Softness now represents unit's "Cavalriness" – the lower softness, the harder the unit is to hit.

Combat is now short and deadly. Usually battles last for 3-10 hours, and especially the loser will suffer very high losses. Continuing unfavourable combat to the bitter end will often lead to a total annihilation of several regiments.

Morale and organization regain are normally quite low. Combined with high losses, it will take plenty of time before your armies will be ready for another battle, so plan your operations carefully.

SLIDERS

In contrast to DH, diplomacy sliders are now "one-way". There's only one favourable direction, which gives only bonuses, and the other direction, which gives only penalties. So – remember, when you can move a slider, move it always towards right. You get a new slider move every 240 day. Some events may modify your sliders, to one way or another.

The first two sliders (System of Government & Unity) are locked. The first one cannot be moved, and it only affects which systems of governments are available for you. Unity slider can be moved, but only through research and events.

The sliders are:

Innovative. Faster research speed, shorter time required for upgrades.

Commerce. More money from consumer goods, lower tech team salary.

Industry. More IC, larger resource production.

Honour. Easier declaration of war, more manpower experience and discipline.

Armed. Higher manpower growth, lower unit production time.

Each nation begins with 1-3 points in all of these sliders (10 being maximum). At these levels, they give only penalties. With 4 or more points, they begin giving bonuses.

UNITY

Unity represents the national unity of your nation. Having more unity eventually changes your system of government (e.g. from City-States to Kingdom and from Kingdom to Empire). Different governments allow different random events. In addition, more unity gives you more freedom as a player, namely easing declaration of war.

Unity can be increased through research of civic techs (in the Library technology tab). These technologies include Urbanization, Priesthood, and Code of Laws.

TECHNOLOGY

Research is quite similar to the DH vanilla. There are couple of things to remember, though.

- Bronze-Age units require Bronze Working researched (in the Workshop tab).
- Iron-Age units require Iron Working researched (in the Workshop tab).
- Imperial Age units require Steel researched (in the Workshop tab).
- Scout Cavalry requires Horse Riding (in the Library tab).
- Light Cavalry requires Horse Breeding (in the Library tab).
- Heavy Cavalry requires Warhorse (in the Library tab).
- War Chariots require The Wheel (in the Library tab).
- You can increase Unity slider through research.

DOCTRINES

There are countless different doctrine paths, as you can specialize on the way almost all the time. The basic doctrines are:

Holy War. Units suffer very high losses, but can fight a long time before giving up. They also reorganise quickly. Clerics gain bonuses and thus are very useful brigade with this doctrine.

Feudal Army. Makes production of Pikemen and Men-at-Arms significantly faster. Pikemen are slightly weaker than usually. Unit supply consumption is lowered.

Guerrilla Warfare. Focus on Militia and Skirmishers. Bonuses on rough terrain. Militias consume no supplies.

Military Drill. High discipline, focus on formation battle.

Warrior Code. ‘Noble savage’ doctrine – super high GDE. (That means that you need fewer Discipline for the same effect. In addition, you suffer very little losses.)