

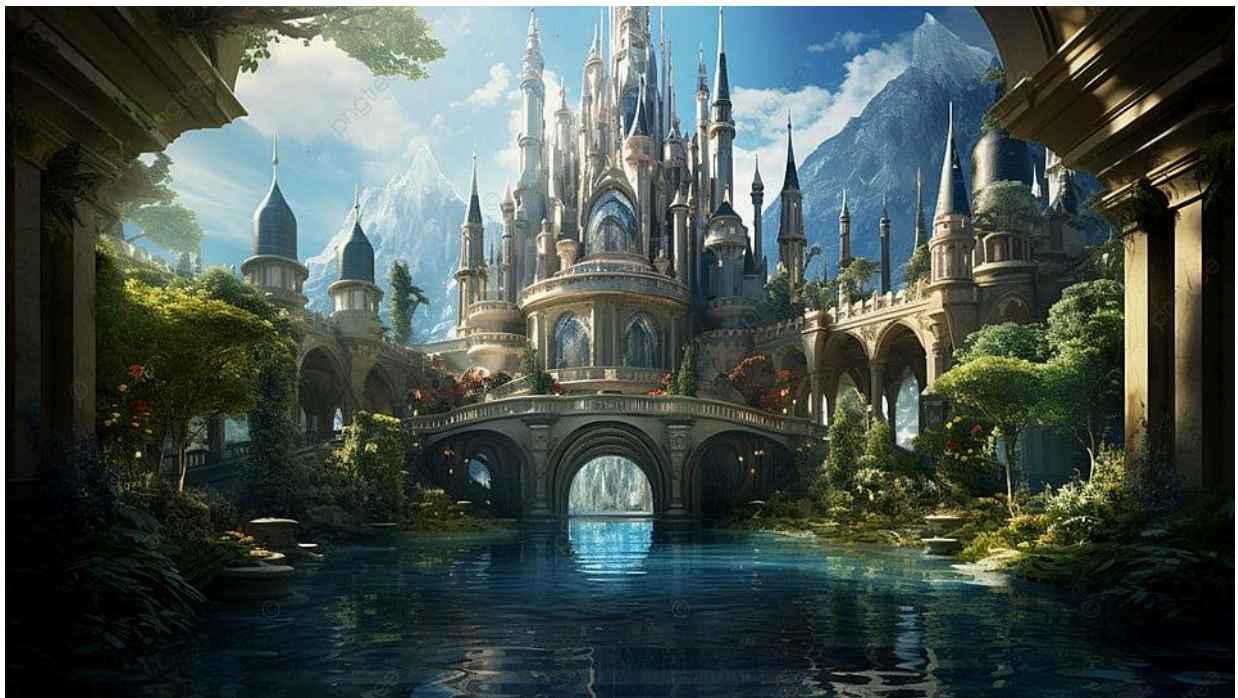
UNIT BALANCING PROJECT

As an avid Age of Empires 2 fan ever since I was a little kid, I instantly knew that I had to pick this question up. I will be designing three unit types based on a **simplistic** RTS game concept.

Design considerations:

- The units will be based on the starter units available to every Civilization during the Dark/ Feudal ages in AOE 2.
- I will implement Rock/ Paper/ Scissor gameplay to balance out the unit interactions / pricing.
- Unit armor types (many games have ranged, melee and special armor types) have been simplified into a single universal armor type to fit into a simplistic RTS system concept.

Narrative setting:



Medieval Magic Fantasia

Unit 1: Bowman

Upgrades to: → Enchanted Bowman → Runic Bowman

Serves as a basic archer character. Available for all factions.

Counter to Guardsman, Vulnerable to fast-moving units due to lower health and close-range inefficiency.

Gameplay niche: Economy harassment, Defensive

Unit 2: Recruit

Upgrades to: ➡ Guardsman ➡ Aetherguard

Serves as an early-game offensive melee unit . Available for all factions.
Counter to fast- units like Riders, Vulnerable to kiting from ranged units.

Gameplay niche: Economy harassment, Offensive

Unit 3: Rider

Upgrades to: ➡ Rune Squire ➡ Arcane Knight

Serves as an early-game offensive melee unit . Available for all factions.
Counter to fast- units like Riders, Vulnerable to kiting from ranged units.

Gameplay niche: Exploration, Economy harassment

Rock-Paper-Scissors Dynamics

Bowman > Recruit: Bowmen kite recruits with their range and move speed.

Recruit > Rider: Recruit can tank Rider hits and deal high DPS.

Rider > Bowman: Riders close the distance and counter bowmen with speed and DPS.

Unit	Strength	Weakness	Niche
Bowman	Strong v/s Recruit	Weak v/s Scout	High RA, mid DPS
Recruit	Strong v/s Scout	Weak v/s Bowman	High EH, low TTK
Rider	Strong v/s Bowman	Strong v/s Recruit	High MB, mid DPS

IMPORTANT: Link to Unit Interaction Balance Sheet: ➡ Unit Balancing

Unit	Attack Power	Attack Speed	Health	Armor	Speed	Range
Bowman	6	1.25	40	0	2	5
Recruit	8	1	55	1	1.25	0
Rider	5	1.75	45	0	2.25	1

Unit	Food cost	Timber cost	Crystal cost
Bowman	10	40	0
Recruit	60	0	0

Rider	30	30	0
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IMPORTANT: Link to Unit Attributes Sheet: [➕ Unit Balancing](#)
