

MG - Njord

Philosophy:

Fast, strong, but a little pricey and a weaker defense. They have the fastest and hardest hitting troops on average, but they generally lack in the armour department. Their structures generally require more wood than the structures of other factions. No air units.

Units:

<u>Name</u>	<u>Requirements</u>	<u>Description</u>	<u>Concept Art</u>	<u>Member working on</u>
Thrull	PB: Longhall	Basic worker.	Dropbox	
Axeman	PB: Hovel, Cottage, Farmhouse	Standard infantry. Good, fast, and does great damage to other infantry. Berserk.	link	
Bowman	PB: Cottage, Farmhouse	Standard Ranged unit. Does better against cavalry and structures than Axe Thrower and has greater range.	link	
Halberdier	PB: Barracks	Basic infantry melee unit. Excels against cavalry units, decent against everything else. Berserk. High damage, slow attacks.	link	
Skirmisher	PB: Barracks Requires: Armory	Advanced ranged unit. Great against infantry and air, but pathetic against cavalry and	link	

		structures. Does melee damage!		
Hersir	PB: Barracks Requires: Armory	Advanced infantry. Good against everything (not including structures), but a little slow and expensive. Resistant to Archer fire.	link	
Huskarl	PB: Barracks	Advanced infantry. Bonus against armored units. Lightly armored and speedy.	link	
Raider	PB: Farmhouse	Cavalry. Excels at killing workers and structures!	link 1 link 2	
Battering Ram	PB: Armory	Melee siege unit. Amazing against structures! Resistant to archer fire.	link 1 link 2	
Valkyrie	PB: Stave Church	Heavy support infantry. Heals friendly units via attack-boost.	link	
Einherjar	PB: Stave Church	Epic combat infantry! Somehow can enhance nearby units with combat bonuses! An excellent fighter in its	link	

		own right, but horrendously expensive!!		
Berserker	Requires: Stave Church upgrade	Morph for Axeman and Halberdier to keep them effective late game. Powerful all-around melee unit with good HP and superb regen, but no armor. Loses its former form's anti-unit strengths.		
Jarl	PB: Longhall Requires: Stave Church	Hero Unit! Can use EP to summon a small entourage of Hersir to aid him in battle.	link 1 link 2	

Structures:

<u>Name</u>	<u>Requirements</u>	<u>Description</u>	<u>Concept Art</u>	<u>Member working on</u>
Longhall		Trains Thrulls and works as a drop off point for resources.	link 1 link 2	
Hovel		Creates a low amount of Food.	link	<u>Hands</u> (I'd like to claim these three) Status: not started.
Cottage	Morph from: hovel	Creates a medium	link	<u>Hands</u>

		amount of Food.		Status: not started.
Farm	Morph from: cottage	Creates a high amount of Food.	link	<u>Hands</u> Status: Done (might update it later.)
Barracks		Trains standard infantry: Axeman, Halberdier, Bowman, Skirmisher, and Hersir.	link	<u>MightyMic</u> Status: Mostly Finished (<i>Texture enhancements left... mostly</i>)
Camp	Armory	Medium (and only) Defensive Structure. Decent defensive capabilities and HP. Resource storage.	link	<u>MightyMic</u> Status: Reworking
Fort	Morph from: camp	Heavy (and only) Defensive structure. Good defensive capabilities and HP. Resource storage.	link alternative	<u>Zoy & MightyMic</u>
Armory	Barracks	Upgrade structure. Researches upgrades for all units. Needed for Skirmisher and Hersir.	link	<u>I got this. I'm even redoing it based on the concept! - Arch</u>
Stave Church	Armory	Trains Myth Units. Researches "Divine" upgrades.	link	<u>Hands:</u>

Upgrades:

- **Bearded Axes:** Produced by the Armory. Increases the attack strength of all axe and halberd units.
- **Leather Tanneries:** Produced by the Armory. Increases the HP of most units.
- **Light the Arrows:** Produced by the Armory. Allows Bowmen to use arrows that have been lit ablaze. Does fire damage. Costs EP.
- **Heart of Valor:** Produced by the Stave Church. Required to produce the Jarl.
- **Valhalla's Blessing:** Produced by the Stave Church. Required to produce the Valkyrie and Einherjar.
- **Wasteland Survival:** Produced by the Farm. Increases the HP regen and build/repair speed of Thrulls by +10 and 25% respectively.
- **Mead Distilleries:** Produced by the Farm. Increases the movement and attack speeds of all units by 30%. Yes, even the speed of the horses. ;)
- **Berserkergang:** Produced at the Stave Church. Allows for the training of Berserkers. Slightly increases unit HP regen across the board.
- **The Last Stand:** Strategic Tech. All military units acquire a +25% bonus to attack damage and +10% attack speed, at the cost of 30% max HP.
- **Immigrant Carpenters:** Produced by the Armory. Gives all structures enhanced regen and HP.