Do reward bonuses apply to merceneries and allies?

Posted by Slayer of Cliffracers - 13 Feb 2013 22:40

I have a question related to balancing one of the scenarios for my campaingn.

Do mercenery and ally versions of units recieve the unit reward bonuses from winning missions or only regulars?

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Re: Do reward bonuses apply to merceneries and allies?

Posted by KGB - 15 Feb 2013 05:57

I can't remember.

But my guess is ALL versions of that unit get the bonus. It would be just too hard to manage the units otherwise for the game.

You can do an easy test by giving a huge bonus after scenario 1 and then seeing if in scenario 2 all units get it.

KGB

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Re: Do reward bonuses apply to merceneries and allies?

Posted by Slayer of Cliffracers - 22 Mar 2013 01:18

KGB wrote:

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KGB

Your guess is off. I've tested the mission bonuses and it actually turns out that merceneries do not get the bonuses, they apply only to regular units. This means I'll have to give the elf human player bonuses to make the mercenery units stronger along with everything else.

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