

Asioasioasio & Kodzi Team presents:

POLISH EMPIRE MOD SECOND UNIQUE UNIT MODULE

FOR CIVILIZATION IV: BEYOND THE SWORD [MODULAR]

Background:

The module adds second unique unit for Poland - Uhlans. In Poland mounted units were always in huge respect and esteem. They helped in building strong and important country in Central and East Europe, they gave independence in 1917-1918 and in 1920 stopped invasion of [bolshevizm](#) for 20 years. They were finally strong and brave counter-unit for tanks (especially if you compare it with other units in polish army and quality of German Panzer I and Panzer II units) - with many anti-tank and artillery guns, even mixed with light tanks - tough rather obsolete for WW2 battlefield and blitzkrieg tactics (like most of units in Europe - from France to Soviet Union).

Instalation Notes:

The module works only with Beyond The Sword Expantion (any version of patch) – and uses modularity (sometimes called also Plug & Play option).

Module recommended to use with Polish Empire Mod – Expanded Edition

<http://forums.civfanatics.com/showthread.php?t=243587> (for English language speakers)

<http://forums.civ.org.pl/viewtopic.php?TopicID=6170&page=0> (for Polish language speakers).

To install this module you need to follow this steps:

1. Unzip the Uhlan.zip file.
2. Locate your Beyond The Sword\Polish Empire installation directory – by default it's:
C:\Program Files\Firaxis Games\Sid Meier's Civilization 4\Beyond the Sword\Mods\Polish Empire\
3. Copy files
Uhlan_CIV4CivilizationInfos.xml
Uhlan_CIV4CivilizationsSchema.xml
to: Assets\Modules\Custom Civilizations\Poland located in Polish Empire folder.
4. Unpacked Uhlan folder with all the files paste to:
Assets\Modules\Custom Civilizations\Poland\UniqueUnits

Unique Unit:

By default module adds Uhlans (model created by kodzi) as second unique unit:

Replaces: Cavalry

Cost: 120 🐾

Strenght: 15 🐾

Moves: 2 🐾

+50% Attack against Cannon Units

+25% Attack against Mounted units

+25% against Armor Units

Can withdraw from combat (30% chance)

First Strike Ability (+1)

Requires:

- Military Tradition Technology
- Horseback Riding Technology
- Rifling Technology
- Horse Bonus



Credits:

XML work: asioasioasio,

3D Graphics: kodzi,

2D Graphics: asioasioasio, kodzi,

Texts: asioasioasio, Wikipedia.

Team wants to thank all the people who helped with their ideas.