HERZOG ZWEI

HERE AT RETRO GAMER WE ARE RELENTLESS IN OUR QUEST TO UNLEASH HIDDEN VIDEOGAME GEMS FOR YOUR PERUSAL. THIS MONTH DAMIEN MCFERRAN DUSTS OFF HIS MEGA DRIVE, FIRES UP ONE OF THE MOST UNDERRATED GAMES OF ALL TIME AND CHALLENGES THE PRECONCEPTION THAT THE JAPANESE 'DON'T DO' REAL TIME STRATEGY...

DUKE IT OUT

In the late Eighties, 'strategy' games were predominantly turn-based affairs with grid-like maps. The concept of having two entire armies facing off and carrying out commands in real time was deemed too demanding for gaming machines of the era (and possibly power). Herzog, released on the MSX home computer in 1988, changed that perception. Herdsed as a 'real time combat simulation' by Techno Soft, Herzog was graphically crude and rather basic in execution but it would lay the groundwork for the Mega Drive sequel...

THE GAME

Herzog Zwei is a real-time strategy game in which each player controls a two-dimensional army on a grid-based map. Each army consists of various units, each with its own characteristics and abilities. The game is set in a futuristic world, with battles taking place on various maps featuring different terrains.

The game is played by controlling your army's movements and issuing orders to your units. The objective is to capture the enemy's base, which is located on the opposite side of the map. The player must carefully plan their movements and use their units' abilities to outmaneuver the enemy and capture their base.

The game is known for its fast-paced gameplay and highly competitive nature. It has a learning curve, with the player starting off with smaller armies and gradually building up to more complex strategies as they progress through the game.

The game has received positive reviews for its engaging gameplay, fast-paced action, and strategic depth. It has become a cult classic and is highly regarded by many strategy game enthusiasts.
THE UNITS

INFANTRY (FOOT SOLDIER)
These are the basic grunts. They have weak firepower and poor armour, but are vital to your army as they are the only units that can occupy bases.

FWA (MOTORCYCLE SCOUT)
Has much the same firepower as a foot soldier, but these guys are seriously nippy. Handy for drawing out enemy forces.

ARM-51D (ARMORED CAR)
This is a heavily armoured tank-like vehicle with a turret. There are only three of these units throughout the whole game, and they are not used often.

TAX-52 (TANK)
Strong armour and excellent firepower at the expense of speed, but you'll be relying on these guys to perform most of your aggressive manoeuvres.

THE PROGRAMS

BDF-15D (OVERWATCH)
This heavy-duty unit is primarily for covering your flanks and attacking enemy units on sight.

AF-001A (PATROL)
Unit will move in a patrol circle and attack any enemy forces that it encounters.

AT-101 (APPROACH BASE)
Unit will head towards the lowest neutral or enemy base and wait there until it is occupied.

AT-101H (OCCUPY)
Unit will enter the nearest neutral or enemy base (infantry only).

DF-107A (PURSUE AND ENGAGE)
This will remain stationary until ordered. When it's ordered, it will approach the selected unit and attack it, or the nearest contact.

BA-001C (ATTACK HQ)
This is the most important unit in the game – without it, you can't win.

PW-S58 (SUPPLY)
This unit is supplied to any units that need fuel or ammo.