



# Hnit Guide version 1.2

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# JAMEX

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#### Introduction



#### Ave, mighty general!

It is greatly known that you are burdened with one of the most difficult tasks in the world: commanding the armies that will change the world forever.

This report is made to ease some of the burden you carry. It contains all the military regiments in the known world, and as such, can help you see the purpose and advantages of your army, and of course possible weaknesses among the soldiers of your adversaries.

There are certain things that need to be taken into account while using this report:

- Each faction has one page which lists all the possible military regiments that faction could produce. The only exception to this, are the Roman factions. These three factions are so alike in their military regiments, that there are two page for all three Roman factions. One for the old armies, before the alterations by Gaius Marius, and one for the new armies, the military regiments after senetor Gaius Marius reformed the army.
- Important to know is because there is so much information available on military regiments, that this report only provides the basic information for a particular regiment. For example, each military regiment has its total defense rating noted, but not how this is divided by each armor piece (shield, inherit defense skill and so forth). Second, because some military regiments have a lot of combat skills, those skills have been abbreviated in some places so all the information could fit in the appropriate area.
- III Some military regiments have units that particuarly tough and hard to kill. In these cases, the added difficulty of killing such a military unit (usually elephant or chariot) is displayed after the defense rating of that particular unit.
- IV In some cases Pigs and Wardogs are used in battle. In these cases, the number of units applies to the handlers, but all the other statistics apply to the animals. The same for siege machinery.
- **V** The charge rating displayed is always for the primary melee weapon (not missile or secondary melee weapon). While in most cases the charge rating is the same, it is not always so.
- **V** Mercenary regiments and General cost/upkeep are added to make this guide usable for Multiplayer as well. Although in theory the cost of units could be different in Multiplayer, no instance of such an occurance was found.

I hope this report is helpful in your quest to make the world shudder.

Senator Harold Marcus (a.k.a. Soulflame)





# **ROMANS: Pre Marius**



#### Melee

	Melee		
2	Peasants	60 Units	Cost
3/1	i casants	Special: Poor Morale, Vulnerable to Missiles, Can Sap	100/100
10	Town Watch	40 Units 3 Attack 7 Defense 4 Charge X Barr	Cost
	TOWIT WATER	Special: Poor Morale, Can Sap	150/100
4	Heatati	40 Units   7 Attack   14 Defense   2 Charge   11 Missile   Mil Barr	Cost
	Hastati	Special: Javelin Charge, Can Sap	440/170
	Delegations	41 Units   7 Attack   16 Defense   2 Charge   11 Missile   Leg Barr	Cost
VA	Principes	Special: Javelin Charge, Can Sap	490/170
- 17		42 Units   7 Attack   17 Defense   7 Charge   X   Army Barr	Cost
	Triarii	Special: Bonus vs Cavalry, Good Morale, Can Sap	500/210
A	Ranged	7,	
and.	Rangeu	40 Hatta   F.Attack   7 Defense   0.0kmm   7 Mindle   Dec. Dec.	04
A Common of the	Velites	40 Units 5 Attack 7 Defense 2 Charge 7 Missile Prac Rng	Cost
		Special: Hide Grass, Bon vs Ele&Cha+Woods, Fast, Can Sap	270/170
9	Roman Archers	41 Units 3 Attack 2 Defense 2 Charge 7 Missile Arch Rng	Cost
	rteman / tremere	Special: Bonus Woods, Flame, Vulnerable to Miss, Fast, Can Sap	190/170
12220	Ballistas	12 Units   53 Attack   10 Defense   X Charge   24 Buildng   Arch Rng	Cost
TIT!	Dailistas	Special: Impale men, Long Range, Flame, No Hide	310/100
*200000	Cooming	12 Units   43 Attack   10 Defense   X Charge   X Cata Rng	Cost
W.	Scorpions	Special: Impale men, VLong Range, Flame, No Hide, No building	380/100
		16 Units   53 Attack   10 Defense   X Charge   70 Building   Cata Ring	Cost
IL	Onagers	Special: Area Effect, VLong Range, Flame, No Hide, Inaccurate	830/120
ar g		24 Units   33 Attack   10 Defense   X Charge   X   Sieg Rng	Cost (2T)
	Repeating Ballistas	Special: Impale men, Long Range, No Hide, No building	460/160
9			
	Heavy Onagers	16 Units   63 Attack   10 Defense   X Charge   110 Buildng   Sieg Rng Special: Area Effect, VLong Range, Flame, No Hide, Inaccurate	Cost (2T) 1050/120
F.		Special. Area Ellect, vicing Range, Flame, No flide, inaccurate	1030/120
	Cavalry		
	Equites	27 Units   7 Attack   12 Defense   7 Charge   X Stab	Cost
	Equitos	Special: Wedge, Good Stamina	390/110
4	Cavalry Auxilla	27 Units	Cost
	Cavally Auxilia	Special: Cantabrian Circle, Fast	470/110
4	Davis an Oswalin	27 Units	Cost
1	Roman Cavalry	Special: Wedge, Good Stamina	520/110
		27 Units 9 Attack 22 Defense 9 Charge X Hippodr	Cost (2T)
	Legionnairy Cavalry	Special: Wedge, Good Morale, Strong Charge, Good Stamina	790/140
18/16	Miscellanious	openialis inorge, education di entango, education de	
	Wilscellatilous		LO ((OT)
*	Wardogs	12 Units   12 Attack   3 Defense   2 Charge   X Stab	Cost (2T)
		Special: Frighten Enemy, Fast	680/50
V76	Incendiary Pigs	12 Units	Cost
A		Special: Frighten Elephants, Fast	260/50
/0	Arcani	16 Units   12 Attack   15Defense♥2   4 Charge   X   *Temple*	Cost (2T)
	Alcani	Special: Hide Anywhere, Good Morale, VG Stamina, Fast	900/160
	Volito Cladiatas (DDLITI)	20 Units   12 Attack   14Defense♥2   7 Charge   X Arena	Cost (2T)
E.	Velite Gladiator (BRUTII)	Special: Ex Morale, Charge without orders, VG Stamina, Can Sap	620/250 <sup>°</sup>
ð.		20 Units	Cost (2T)
	Samnite Gladiator (JULII)	Special: Ex Morale, Charge without orders, VG Stamina, Can Sap	720/260
. 2		20 Units   12 Attack   14Defense♥2   7 Charge   X   Coliseum	Cost (2T)
View 1	Mirmillio Gladiator (SCIPII)	Special: BonEle&Cha,ExMor,ChaNoOrders,VGStam,Fast,CanSap	700/260
1 /		opediai. Doniciexcha,cxivior,chariochuers,vicistam,cast,canicap	1001200

12 Units

Special:

Early Roman General

12 Attack | 14Defense♥2 | 9 Charge | 12 Sword

Rally Troops, Good Morale, Strong Charge, Good Stamina

Cost (NA)

790/80



# **ROMANS: Post Marius**



#### Melee

2	Peasants	60 Units	1 Attack	1 Defense	1 Charge	X	Gov House	Cost
3/	i easants	Special:	Po	oor Morale, Vuli	nerable to M	lissiles, Can S	Sap	100/100
B	Town Watch	40 Units	3 Attack	7 Defense	4 Charge	Х	Barr	Cost
1	TOWIT WATER	Special:		Poor	Morale, Can	ı Sap		150/100
1 13	Auxilla	41 Units	5 Attack	16 Defense	5 Charge	Х	Mil Barr	Cost
4	Auxilla	Special:	Bon	us Cav, Bonus	Woods, Gd	Stamina, Car	n Sap	430/170
H	Early Legionnairy Cohort	41 Units	9 Attack	17 Defense	4 Charge	13 Missile	Leg Barr	Cost
	Larry Legiorinally Corlort	Special:	Testudo,	Javelin Charge	e,Gd Morale	, Gd Stamina	, Can Sap	610/210
雄	Legionnairy Cohort	41 Units	9 Attack	22 Defense	4 Charge	13 Missile	Army Barr	Cost
Y	Legionnally Conort	Special:	Testudo,	Javelin Charge	e,Gd Morale	, Gd Stamina	, Can Sap	740/210
2	Preatorian Cohort	41 Units	12 Attack	23 Defense	4 Charge	16 Missile	Imp Palace	Cost (2T)
2	Fleatorian Conort	Special:	Testudo,	Javelin Charge	e,Gd Morale	, Gd Stamina	, Can Sap	810/320
A	Urban Cohort	42 Units	14 Attack	24 Defense	4 Charge	18 Missile	Urb Barr	Cost (2T)
G.	Orban Conort	Special:	Testudo,	Javelin Charge	e,Ex Morale	, VG Stamina	, Can Sap	860/320

#### Ranged

1	Light Auxilla	41 Units	5 Attack	7 Defense	2 Charge	7 Missile	Prac Rng	Cost
	Light Auxilia	Special:	HideGra	ss, Bon Ele&C	ha+Woods,	GdStam,Fast	t,Can Sap	290/170
De	Archer Auxilla	41 Units	4 Attack	7 Defense	2 Charge	9 Missile	Arch Rng	Cost
1	Alchei Auxilla	Special:	Bon Woo	ds,Long Rang	e,Flame,Gd	Stamina,Fas	t,Can Sap	430/170

### All other Siege Machinery from Pre Marius are buildable as well

	Cavalr	У
4		

	Roman Cavalry	27 Units	7 Attack	15 Defense	7 Charge	X	Stables	Cost
9	Roman Cavally	Special:		Wedg	e, Good Sta	amina		520/110
	Cavalry Auxilla	27 Units	7 Attack	9 Defense	2 Charge	7 Missile	Cav Stab	Cost
	Cavally Auxilla	Special:		Canta	brian Circle	, Fast		470/110
1	Legionnairy Cavalry	27 Units	9 Attack	22 Defense	9 Charge	Х	Hippodr	Cost (2T)
	Legionnally Cavally	Special:	Wedge	e, Good Morale	e, Strong Ch	arge, Good S	Stamina	790/140
	Pretorian Cavalry	27 Units	12 Attack	22 Defense	9 Charge	12 Sword	Circ Max	Cost (2T)
	r retoriari Cavaliy	Special:	Wedge	e, Good Morale	e, Strong Ch	arge, Good S	Stamina	860/320

#### Miscellanious

	13 E	Early First Leg. Chort	61 Units	9 Attack	17 Defense	4 Charge	13 Missile	NA	Cost (NA)
\$	13	Early First Leg. Chort	Special:	Eagle,Te	estudo,JavChai	rge,GdMora	le,GdStamina	ı,CanSap	1010/310
	1	First Legionnairy Cohort	61 Units	9 Attack	22 Defense	4 Charge	13 Missile	NA	Cost (NA)
V.		That Legionnally Conort	Special:	Eagle,Te	estudo,JavChai	rge,GdMora	le,GdStamina	ı,CanSap	1120/80
1	S.	Roman General	12 Units	12 Attack	22Defense♥2	9 Charge	12 Sword	NA	Cost (NA)
)		Roman General	Special:	Rally Tro	ops, Good Mor	ale, Strong	Charge, Good	d Stamina	1120/80

All other Miscellanious units from Pre Marius are buildable as well (save for the Early Roman General)

#### Ships (Pre and Post Marius)

	Bireme	20 Units	6 Attack	6 Defense	X Charge	Χ	Port	Cost
	bilenie	Special:			None			450/80
. +	Trireme	30 Units	8 Attack	7 Defense	X Charge	X	Shipwright	Cost
	Tilletille	Special:			None			570/120
aut	Quinguireme	40 Units	10 Attack	9 Defense	X Charge	X	Dockyard	Cost (2T)
	Quiliquilettie	Special:			None			900/210
<b>VIII</b>	Corvus Quinquireme	50 Units	14 Attack	8 Defense	X Charge	X	*Temple*	Cost (2T)
M	Corvas Quiriquirerrie	Special:			None			1000/210
	Decere	60 Units	16 Attack	12 Defense	X Charge	X	*Temple*	Cost (3T)
<u>(1)</u>	Decele	Special:			None			1200/250



# Macedon



#### Melee

	Wicico		
2	Peasants	60 Units   1 Attack   1 Defense   1 Charge   X   Gov House	-
4	. Jacamo	Special: Poor Morale, Vulnerable to Missiles, Can Sap	100/100
9	Milita Hoplites	40 Units   5 Attack   8 Defense   5 Charge   3 Sword   Barr	Cost
X.		Special: Phalanx, Bonus vs Cavalry, Poor Morale, Can Sap	230/100
1	Levy Pikemen	60 Units 6 Attack 5 Defense 5 Charge 3 Sword Mil Barr	Cost
V.C	,	Special: Phalanx,BonCav,PoorMorale,VulMiss,VLongSpear,CanSap	310/150
1	Phalanx Pikemen	60 Units 8 Attack 13 Defense 6 Charge 5 Sword Leg Barr	Cost
1/2		Special: Phalanx,BonCav,VLongSpears,CanSap	580/250
2	Royal Pikemen	61 Units 9 Attack 17 Defense 7 Charge 7 Sword Army Barr	Cost (2T)
This	Daniel I	Special: Phalanx, BonCav, Good Morale, Good Stamina, CanSap	690/360
	Ranged		
190	Peltasts	40 Units   5 Attack   7 Defense   2 Charge   7 Missile   Prac Rng	Cost
2		Special: HideGrass,BonvsEle&Cha+Woods,VulnMiss,Fast,CanSap	270/170
*	Archers	40 Units   3 Attack   2 Defense   2 Charge   7 Missile   Arch Rng	Cost
7		Special: Bonus Woods, Flame, Vulnerable to Miss, Fast, Can Sap	190/170
7977	Ballistas	12 Units   53 Attack   3 Defense   X Charge   24 Building   Arch Rng	Cost
[3]		Special: Impale men, Long Range, Flame, No Hide	220/100
IK	Onagers	16 Units   53 Attack   3 Defense   X Charge   70 Building   Cata Rng	Cost
EP	Ğ	Special: Area Effect, VLong Range, Flame, No Hide, Inaccurate	720/110
は、	Heavy Onagers	16 Units 63 Attack 3 Defense X Charge 110 Building Sieg Rng	Cost (2T)
林		Special: Area Effect, VLong Range, Flame, No Hide, Inaccurate	930/110
	Cavalry		
	Light Lancers	27 Units 7 Attack 5 Defense 15 Charge 9 Sword Stab	Cost
		Special: Wedge, Good Morale, Strong Charge, Vuln Missiles, Fast	370/140
	Greek Cavalry	27 Units	Cost
٥	,	Special: Wedge	330/110
*	Macedonian Cavalry	27 Units 9 Attack 17 Defense 8 Charge 9 Sword ElCavStab	4
	,	Special: Wedge, Good Morale, Strong Charge, Good Stamina	690/140
	Companion Cavalry	27 Units   10 Attack   17 Defense   16 Charge   12 Sword   RoCavStab	` ′
		Special: Wedge, Good Morale, Strong Charge, Good Stamina	760/240
	Miscellanious		
	Early Macedonian General	12 Units	Cost (NA)
	Early Maccachian Contra	Special: Rally Troops, Good Morale, Strong Charge, Good Stamina	630/110
	Macedonian General	12 Units	Cost (NA)
	massasman seneral	Special: Rally Troops, Good Morale, Strong Charge, Good Stamina	1020/130
150	Illyrian Mercenaries	40 Units 7 Attack 8 Defense 4 Charge 9 Missile NA	Cost (NA)
	,	Special: ExpHideWoods,BonSnow&Woods,ChargeNoOrders,Fast	380/130
20	Creeeessshian Archers	40 Units   6 Attack   5 Defense   3 Charge   11 Missile   NA	Cost (NA)
7		Special: BonWood,LongRang,Flame,VulnMis,GdStam,Fast,CanSap	550/200
	Ships		
	Bireme	20 Units   6 Attack   6 Defense   X Charge   X Port	Cost
	Direttie	Special: None	450/80

7 Defense

9 Defense

30 Units

Special:

40 Units

Special:

Trireme

Quinquireme

8 Attack

10 Attack

X Charge None

X Charge

None

Χ

Χ

Shipwright

Dockyard

Cost

570/120

Cost (2T)

900/210



# **Egypt**



- 13	_	60 Units   3 Attack   3 Defense   2 Charge   X Gov House	Cost
Vin 1	Peasants	Special: Bonus Desert, Poor Morale, Vuln to Missiles, Can Sap	120/100
8/		40 Units   5 Attack   8 Defense   5 Charge   2 Sword   Barr	Cost
	Nubian Spearman	Special: Phalanx, Bonus vs Cavalry+Desert, Poor Morale, Can Sap	230/100
V comme	Nilla Oa a anna an	40 Units   7 Attack   13 Defense   6 Charge   5 Sword   Mil Barr	Cost
1	Nile Spearmen	Special: Phalanx, Bonus vs Cavalry+Desert, Can Sap	360/170
a	Decemb Assertion	41 Units   10 Attack   12 Defense   5 Charge   X City Barr	Cost
1	Desert Axemen	Special: Bonus Desert, Good Morale, Can Sap	560/210
9/	Pharao's Guard	41 Units   12 Attack   19 Defense   8 Charge   10 Sword   Army Barr	Cost (2T)
A	Filarao's Guard	Special: Phalanx,BonCav+Des,GdMor,StrCharge,GdStam,CanSap	620/330
	Ranged		
0 -	Clingara	40 Units 3 Attack 4 Defense 2 Charge 4 Missile Prac Rng	Cost
M	Slingers	Special: Bonus Desert, Vulnerable to Missiles, Fast, Can Sap	150/170
19	Skirmishers	40 Units   3 Attack   4 Defense   2 Charge   6 Missile   Prac Rng	Cost
1 January 1	Skiillistiets	Special: HideGrass,BonvsEle&Cha+Desert,VulnMiss,Fast,CanSap	180/170
6	Bowmen	60 Units   3 Attack   2 Defense   2 Charge   7 Missile   Arch Rng	Cost
4	Bowillell	Special: BonusDesert,Flame,Vulnerable to Missiles, Fast, Can Sap	250/250
4	Pharaoh's Bowmen	40 Units   9 Attack   13 Defense   4 Charge   14 Missile   Cata Rng	Cost (2T)
3	Tharacit's Downlen	Special: BonDesert,LongRng,Flame,GdMorale,GdStamina,CanSap	680/330
TV	Onagers	16 Units   53 Attack   3 Defense   X Charge   70 Buildng   Cata Rng	Cost
L	Chagoro	Special: Area Effect, VLong Range, Flame, No Hide, Inaccurate	720/110
	Heavy Onagers	16 Units   63 Attack   3 Defense   X Charge   110 Building   Sieg Rng	Cost (2T)
禄		Special: Area Effect, VLong Range, Flame, No Hide, Inaccurate	930/110
	Cavalry		
	Nubian Cavalry	27 Units   9 Attack   10 Defense   8 Charge   9 Sword   Stab	Cost
	rabian davany	Special: Bonus Desert, Wedge, Good Morale, Strong Charge	420/140
16	Desert Cavalry	40 Units 7 Attack 11 Defense 3 Charge X Cav Stab	Cost
B(S)	Decent cavally	Special: Good vs Armor, Bonus Desert, Wedge, Fast	540/170
1	Nile Cavalry	27 Units	Cost
	,	Special: Bonus Desert, Wedge, Good Morale, Strong Charge	570/140
-	Camel Archers	27 Units 3 Attack 2 Defense 2 Charge 7 Missile ElCavStab	Cost
		Special: CantCircle,BonDesert,ScareHorse,VulMiss,GdStamina	420/110
A ME	Egyptian Chariots	27 Units   12 Attack   1Defense♥3   7 Charge   16 Sword   Blacksm	Cost (2T)
		Special: Special Attack, Bonus Desert, Scare Infantry, Good Morale	660/330
2	Egyptian Chariot Archers	27 Units 9 Attack 1Defense♥2 6 Charge 13 Missile Armourer	Cost 570/330
-	Minnellaniana	Special: SpecAttack,CantCircle,BonDesert,ScareInfantry,GdMorale	570/330
	Miscellanious		0 ( (114)
	Early Egyptian General	27 Units   12 Attack   1Defense♥5   7 Charge   13 Missile   NA	Cost (NA)
	3 631	Special: RallyTroops,SpecAttack,BonDes,ScareInf,GdMor,GdStam	990/130
	Egyptian General	12 Units	Cost (NA)
		Special: Rally Troops,BonDesert,GdMorale,StrCharge,Gd Stamina	830/80
	Ships		
aug/mi	Piromo	20 Units 6 Attack 6 Defense X Charge X Port	Cost
	Bireme	Special: None	450/80
	Trireme	30 Units 8 Attack 7 Defense X Charge X Shipwright	Cost
	Thene	Special: None	570/120



# The Seleucid Empire



#### Melee

Micico								
Peasants	2	60 Units	1 Attack	1 Defense	1 Charge	X	Gov House	Cost
40	,	Special:		or Morale, Vul				100/100
Milita Hopli	146	40 Units	5 Attack	8 Defense	5 Charge	3 Sword	Barr	Cost
	,	Special:		anx, Bonus vs				230/100
Levy Pikem	nen 🛌	60 Units	6 Attack	5 Defense	5 Charge	3 Sword	Mil Barr	Cost
	`	Special:	•	BonCav,PoorM				310/150
M Phalanx Pike	·///	60 Units	8 Attack	13 Defense	6 Charge	5 Sword	City Barr	Cost
2	`	Special:		Phalanx,BonC				580/250
Silver Shield Pi	IKAMAN —	61 Units	10 Attack				Army Barr	Cost (2T)
<b>X</b>	,	Special:		,BonCav,GdM				730/360
Silver Shield Leg	nionaries —	61 Units	9 Attack	22 Defense	3 Charge		Royal Barr	Cost (2T)
Y	`	Special:	Testudo,	lavelinCharge,	GoodMorale	e,GoodStamir	na,CanSap	710/260
Range	d							
Peltasts	. 4	40 Units	5 Attack	7 Defense	2 Charge	7 Missile	Prac Rng	Cost
T Citasis	'	Special:	HideGras	ss,BonvsEle&C	ha+Woods,	VulnMiss,Fa	st,CanSap	270/170
Archers	4	40 Units	3 Attack	2 Defense	2 Charge		Arch Rng	Cost
Archers	•	Special:	Bonus V	Voods, Flame,	Vulnerable t	o Miss, Fast,	, Can Sap	190/170
Chagar.	,	16 Units	53 Attack	3 Defense	X Charge	70 Buildng	Cata Rng	Cost
Onagers	•	Special:	Area E	ffect, VLong Ra	ange, Flame	, No Hide, In	accurate	720/110
Cavalry	У							
		27 Units	6 Attack	6 Defense	2 Charge	6 Missile	Stab	Cost
Militia Cava	411 V	Special:	• / III.		brian Circle		0.10.10	340/110
	1	27 Units	7 Attack	8 Defense	7 Charge	X	Cav Stab	Cost
Greek Cava	airv	Special:			Wedge		0 0.11 0 00.10	330/110
a	1	27 Units	7 Attack	23 Defense	15 Charge	9 Sword	ElCavStab	Cost (2T)
Cataphrac	21	Special:		Wedge, Goo				980/160
	1	27 Units	10 Attack	17 Defense			RoCavStab	Cost (2T)
Companion C	avairv —	Special:		e, Good Morale				760/240
	1	27 Units	15 Attack			9 Sword	Blacksm	Cost (2T)
Scythed Cha	arints —	Special:		t,Scare Inf,Cha				980/160
9		6 Units		12Defense <b>♥</b> 10			Cav Stab	Cost (2T)
Elephant	<u> </u>	Special:		Att, Bonus Cav				1320/270
		18 Units		16Defense <b>▼</b> 12	•			Cost (2T)
War Elepha	ants —	Special:		BonusCav,Sca				2690/490
		18 Units	•	19Defense <b>▼</b> 12		•		
Armoured Elep	nname —	Special:		BonusCav,Sca				2970/590
Miscellani			-	, ,	<b>,</b> ,	,	-,	
To		12 Units	12 Attack	10Defense <b>♥</b> 2	0 Charge	X	NA	Cost (NA)
Early Seleucid		Special:		ops, Good Moi				630/110
- <b>A</b>		12 Units	-	17Defense <b>♥</b> 2			NA NA	Cost (NA)
Seleucid Ger	nerai —	Special:		ops, Good Moi				1020/130
	`	оресіаі.	Itally 110	ops, Good Moi	ale, Silong	Charge, Goo	d Starrina	1020/130
Ships								
+	-	20 Units	6 Attack	6 Defense	X Charge	Х	Port	Cost
Bireme		Special:	o Allack	O DOIGING	None	Λ	1 011	450/80
	4	30 Units	8 Attack	7 Defense	X Charge	Х	Shipwright	Cost
				1 0000		^	Julipwingill	
Trireme			0 / 1110/011	. = 0.00				570/120
Trireme	(	Special:			None		Dockyard	570/120
Trireme Quinquirer	me 4		10 Attack	9 Defense		Х	Dockyard	570/120 Cost (2T) 900/210



# Carthage



#### Melee

111 @		60 Units   3 Attack   3 Defense   2 Charge   X Gov House	Cost
VI	Peasants	Special: Poor Morale, Vulnerable to Missiles, Can Sap	120/100
64		40 Units   3 Attack   7 Defense   4 Charge   X   Barr	Cost
	Town Militia	Special: Poor Morale, Can Sap	150/100
		40 Units   7 Attack   8 Defense   2 Charge   X   Mil Barr	Cost
1	Iberian Infantry	Special: Can Sap	240/170
		41 Units   5 Attack   16 Defense   5 Charge   X   City Barr	Cost
4	Lybian Spearmen	Special: Bonus vs Cavalry, Can Sap	400/170
		41 Units   9 Attack   18 Defense   7 Charge   7 Sword   Army Barr	Cost
1	Poeni Infantry	Special: Phalanx,BonusCavalry,GoodMorale,GoodStamina,CanSap	540/210
V I		41 Units   12 Attack   23 Defense   8 Charge   10 Sword   *Temple*	Cost (2T)
1	Sacred Band	Special: Phalanx,BonusCavalry,GoodMorale,GoodStamina,CanSap	710/270
	Dangad	opeoidi. Thididhix,Bohidoodvany,Gooddiviorale,Goodditahinia,Gahidap	710/270
	Ranged		
10	Slingers	40 Units 3 Attack 4 Defense 2 Charge 4 Missile Prac Rng	Cost
126		Special: Vulnerable to Missiles, Fast, Can Sap	150/170
10	Skirmishers	40 Units   3 Attack   4 Defense   2 Charge   6 Missile   Arch Rng	Cost
1		Special: HideGrass,BonElephant&Chariot,VulnMiss,Fast,CanSap	180/170
TV	Onagers	16 Units   53 Attack   3 Defense   X Charge   70 Building   Cata Ring	Cost
I.K.	Orlagero	Special: Area Effect, VLong Range, Flame, No Hide, Inaccurate	720/110
ार्ग	Heavy Onagers	16 Units   63 Attack   3 Defense   X Charge   110 Buildng   Sieg Rng	Cost (2T)
禄。	rieavy Onagers	Special: Area Effect, VLong Range, Flame, No Hide, Inaccurate	1050/120
	Cavalry		
La	•	27 Units	Cost
	Round Shield Cavalry	Special: Wedge	300/110
\ 3.		27 Units   9 Attack   13 Defense   8 Charge   9 Sword   Cav Stab	Cost
	Long Shield Cavalry	Special: Wedge, Good Morale, Strong Charge	510/140
tr		27 Units   12 Attack   18 Defense   9 Charge   12 Sword   RoCavStab	
	Sacred Band Cavalry	Special: Wedge, Good Morale, Strong Charge, Good Stamina	780/340
8		6 Units   5 Attack   12Defense♥10   11 Charge   X   Cav Stab	Cost (2T)
1	Elephants	Special: SpecAtt,BonusCav,ScareEnemy,Amok,GdMorale,NoHide	1300/280
WVV		18 Units	
JA	War Elephants	Special: SpecAtt,BonusCav,ScareEnemy,Amok,GdMorale,NoHide	2520/490
(F)		18 Units	
W.	Armoured Elephants	Special: SpecAtt,BonusCav,ScareEnemy,Amok,GdMorale,NoHide	2780/590
No.	Missellenieus	Special. SpecAll, Bolius Cav, Scale Ellerity, Allion, Guillotale, Not lide	2700/390
	Miscellanious		
	Early Carthagian General	12 Units   12 Attack   14Defense♥2   9 Charge   12 Sword   NA	Cost (NA)
	- , - :g	Special: Rally Troops, Good Morale, Strong Charge, Good Stamina	790/80
	Carthagian General	12 Units   12 Attack   18Defense♥2   9 Charge   12 Sword   NA	Cost (NA)
		Special: Rally Troops, Good Morale, Strong Charge, Good Stamina	1040/80
13	Spanish Mercenaries	40 Units 7 Attack 12 Defense 2 Charge 11 Missile NA	Cost (NA)
	opanien mereenanee	Special: Javelin Charge, Can Sap	460/170
1	Balearic Slingers	40 Units   6 Attack   6 Defense   3 Charge   9 Missile   NA	Cost (NA)
1	Daisaire Cinigere	Special: Good Morale, Vuln Missiles, Good Stamina, Fast, Can Sap	470/200
4	Numedian Mercenaries	27 Units   6 Attack   8 Defense   3 Charge   9 Missile   NA	Cost (NA)
	Transcian moreonarios	Special: Cantabrian Circle, Good Morale, Good Stamine, Fast	520/130
	Ships		
	·	20 Units   6 Attack   6 Defense   X Charge   X Port	Cost
	Bireme	Special: None	450/80
1	Tulus as a	30 Units 8 Attack 7 Defense X Charge X Shipwright	
34	Trireme	Special: None	570/120
min	0	40 Units   10 Attack   9 Defense   X Charge   X   Dockyard	Cost (2T)
CIMI	Quinquireme	Special: None	900/210
1000		- Pro	

Rome UnitGuide v1.2



# Parthia



	IVICICE		
41.0	Peasants	60 Units   3 Attack   3 Defense   2 Charge   X Gov Hou	
<b>Y</b>	1 Gagainto	Special: Poor Morale, Vulnerable to Missiles, Can Sap	120/100
2	Hillmen	40 Units 5 Attack 9 Defense 5 Charge X Barr	Cost
V.		Special: HideGrass, ChargeNoOrders, GoodStamina, Fast, CanSap	290/170
X	Eastern Infantry	60 Units 3 Attack 10 Defense 4 Charge X Mil Bari	
7		Special: Bonus vs Cavalry, Poor Morale, Can Sap	330/150
	Ranged		
A \$	Slingers	40 Units 3 Attack 4 Defense 2 Charge 4 Missile Prac Rn	
		Special: Vulnerable to Missiles, Fast, Can Sap	150/170
20	Archers	40 Units 3 Attack 2 Defense 2 Charge 7 Missile Arch Rn	_
		Special: Flame, Vulnerable to Missiles, Fast, Can Sap	190/170
TV	Onagers	16 Units 53 Attack 5 Defense X Charge 70 Building Cata Rn	
1610	-	Special: Area Effect, VLong Range, Flame, No Hide, Inaccurate	740/120
	Cavalry		
5	Horse Archers	27 Units 3 Attack 2 Defense 2 Charge 7 Missile Stab	Cost
	TIOISC AIGHEIS	Special: Cantabrian Circle, Vulnerable to Missiles, Fast	440/110
S	Persian Cavalry	27 Units   9 Attack   10 Defense   3 Charge   10 Missile   Cav Sta	
6	r ordan davany	Special: Cantabrian Circle, Good Morale	780/140
A PAR	Cataphracts	27 Units	` ′
100	- Catapinaete	Special: Wedge, Good Morale, Strong Charge	890/140
C 25 /	Cataphract Camels	27 Units	` ′
		Special: BonDesert,ScareHorses,Wedge,GoodMorale,StrongCharge	
	War Elephants	18 Units	
一个	·	Special: SpecAtt,BonusCav,ScareEnemy,Amok,GdMorale,NoHide	2520/490
	Miscellanious		
1	Early Parthian General	12 Units	Cost (NA)
	Early Farman Conoral	Special: Rally Troops, Good Morale, Good Stamina	960/80
	Parthian General	12 Units	Cost (NA)
	. a.a.man General	Special: Rally Troops, Good Morale, Strong Charge, Good Stamina	1310/90
4	Bedouin Warriors	27 Units 7 Attack 11 Defense 2 Charge X NA	Cost (NA)
		Special: Bonus Desert, Scare Horses, Wedge, Good Stamina	470/110
	Arab Cavalry	27 Units 7 Attack 11 Defense 2 Charge X NA	Cost (NA)
		Special: Bonus Desert, Wedge, Good Stamina, Fast	480/110
51	<b>Bedouin Archers</b>	27 Units 3 Attack 9 Defense 2 Charge 7 Missile NA	Cost (NA)
		Special: CantabrianCircle,BonusDesert,ScareHorses,GoodStamina	730/110
	<b>0</b> 1.1		
	Ships		
	Bireme	20 Units 6 Attack 6 Defense X Charge X Port	Cost
	2 56	Special: None	450/80
-	Trireme	30 Units 8 Attack 7 Defense X Charge X Shipwrig	
		Special: None	570/120
, CIVIT	Quinquireme	40 Units   10 Attack   9 Defense   X Charge   X   Dockyar	
		Special: None	900/210



# **Pontus**



41.0	Peasants	60 Units   3 Attack   3 Defense   2 Charge   X   Gov House	
		Special: Poor Morale, Vulnerable to Missiles, Can Sap	120/100
, Zh	Hillmen	40 Units 5 Attack 9 Defense 5 Charge X Barr	Cost
Y.		Special: HideGrass, ChargeNoOrders, GoodStamina, Fast, CanSap	290/170
1	Eastern Infantry	60 Units   3 Attack   10 Defense   4 Charge   X   Mil Barr	Cost
7	<u> </u>	Special: Bonus vs Cavalry, Poor Morale, Can Sap	330/150
7	Phalanx Pikemen	40 Units 8 Attack 16 Defense 6 Charge 5 Sword City Barr Special: Phalanx,BonCav,VLongSpears,CanSap	Cost 470/170
1		61 Units   10 Attack   14 Defense   7 Charge   7 Sword   Army Barr	Cost (2T)
1	Bronze Shields	Special: Phalanx,BonCav,GdMor,GdStam,VLongSpears,CanSap	690/360
4000	Ranged		
4		40 Units   3 Attack   4 Defense   2 Charge   6 Missile   Prac Rng	Cost
	Peltasts	Special: HideGrass,BonElephant&Chariot,VulnMiss,Fast,CanSap	180/170
		40 Units   3 Attack   2 Defense   2 Charge   7 Missile   Arch Rng	Cost
1	Archers	Special: Flame, Vulnerable to Missiles, Fast, Can Sap	190/170
Principle (C)	0	16 Units   53 Attack   5 Defense   X Charge   70 Building   Cata Ring	Cost
IK	Onagers	Special: Area Effect, VLong Range, Flame, No Hide, Inaccurate	740/120
	Cavalry		
14		27 Units   7 Attack   7 Defense   2 Charge   7 Missile   Stab	Cost
	Pontic Light Cavalry	Special: Cantabrian Circle, Fast	370/110
JA.	Pontic Heavy Cavalry	27 Units   9 Attack   14 Defense   3 Charge   9 Missile   Cav Stab	Cost
		Special: Cantabrian Circle, Good Morale	630/140
À	Cappadocian Cavalry	27 Units 7 Attack 23 Defense 15 Charge 9 Sword ElCavStab	Cost (2T)
		Special: Wedge, Good Morale, Strong Charge	820/140
3.4	Scythed Chariots	9 Units	Cost (2T)
	- Coyunea enamete	Special: Spec Att,Scare Inf,Charge No Order,Good Morale, Amok	920/210
700	Chariot Archers	27 Units 9 Attack 1Defense♥2 6 Charge 13 Missile Armourer	Cost (2T)
		Special: Spec Attack, CantabrianCircle, Scare Inf, Good Morale	1060/330
	Miscellanious		
1	Early Pontian General	12 Units	Cost (NA)
		Special: Rally Troops, Good Morale, Good Stamina	960/80
	Pontian General	12 Units	Cost (NA)
	Pontian General	12 Units	Cost (NA) 940/80
· à	Pontian General  Thracian Mercenaries	12 Units10 Attack15Defense♥216 Charge12 SwordNASpecial:Rally Troops, Good Morale, Strong Charge, Good Stamina40 Units10 Attack6 Defense6 ChargeXNA	Cost (NA) 940/80 Cost (NA)
		12 Units   10 Attack   15Defense♥2   16 Charge   12 Sword   NA   Special: Rally Troops, Good Morale, Strong Charge, Good Stamina   40 Units   10 Attack   6 Defense   6 Charge   X    NA   Special: ExpertHideWoods,Bonus Woods, Charge No Orders, Fast	Cost (NA) 940/80 Cost (NA) 330/130
. 2		12 Units	Cost (NA) 940/80 Cost (NA) 330/130 Cost (NA)
. 2	Thracian Mercenaries	12 Units   10 Attack   15Defense♥2   16 Charge   12 Sword   NA   Special: Rally Troops, Good Morale, Strong Charge, Good Stamina   40 Units   10 Attack   6 Defense   6 Charge   X    NA   Special: ExpertHideWoods,Bonus Woods, Charge No Orders, Fast	Cost (NA) 940/80 Cost (NA) 330/130
. 2	Thracian Mercenaries	12 Units	Cost (NA) 940/80 Cost (NA) 330/130 Cost (NA)
. 2	Thracian Mercenaries  Cilician Pirates  Ships	12 Units   10 Attack   15 Defense ♥2 16 Charge   12 Sword   NA Special: Rally Troops, Good Morale, Strong Charge, Good Stamina   40 Units   10 Attack   6 Defense   6 Charge   X	Cost (NA) 940/80 Cost (NA) 330/130 Cost (NA)
. 2	Thracian Mercenaries  Cilician Pirates	12 Units   10 Attack   15 Defense ♥2 16 Charge   12 Sword   NA Special: Rally Troops, Good Morale, Strong Charge, Good Stamina   40 Units   10 Attack   6 Defense   6 Charge   X	Cost (NA) 940/80 Cost (NA) 330/130 Cost (NA) 450/200
. 2	Thracian Mercenaries  Cilician Pirates  Ships  Bireme	12 Units	Cost (NA) 940/80 Cost (NA) 330/130 Cost (NA) 450/200 Cost 450/80
. 2	Thracian Mercenaries  Cilician Pirates  Ships	12 Units   10 Attack   15 Defense   2 16 Charge   12 Sword   NA Special: Rally Troops, Good Morale, Strong Charge, Good Stamina   40 Units   10 Attack   6 Defense   6 Charge   X	Cost (NA) 940/80 Cost (NA) 330/130 Cost (NA) 450/200 Cost 450/80
. 2	Thracian Mercenaries  Cilician Pirates  Ships  Bireme	12 Units   10 Attack   15 Defense   2 16 Charge   12 Sword   NA Special: Rally Troops, Good Morale, Strong Charge, Good Stamina   40 Units   10 Attack   6 Defense   6 Charge   X	Cost (NA) 940/80 Cost (NA) 330/130 Cost (NA) 450/200 Cost 450/80 Cost



# Gaul



A	Barbarian Peasants	60 Units	1 Attack	4 Defense	0 Charge	Х	Gov House	Cost
	Darbarian i Casants	Special:	Warcry,	ExpertHideWoo				150/100
6/	Warband	61 Units	7 Attack		7 Charge	X	Must Field	Cost
5	vvarbana	Special:		cry,ExpWoods		•		420/200
A.	Swordmen	41 Units			5 Charge	Χ	Meet Hall	Cost
Y		Special:		xpWoods,Bon\				460/170
TH	Chosen Swordmen	41 Units			5 Charge	Χ	Hero Hall	Cost
1		Special:		ExWo,BonWoo			·	680/210
9	Naked Fanatics	40 Units	13 Attack	7 Defense	6 Charge	X	*Temple*	Cost (2T)
		Special:		xWo,BonWoo				430/130
1	Druid	16 Units	13 Attack		5 Charge	X	*Temple*	Cost
6		Special:	Chant,	ExpWoods,Bo	nWoods&Sn	ow,ExMor,V	GdStam	480/90
	Ranged							
18	Skirmisher Warband	40 Units	6 Attack	3 Defense	4 Charge	9 Missile	Prac Rng	Cost
1	OKITHISHEL Warband	Special:		rass,BonElep&			liss,Fast	230/130
9	Forester Warband	40 Units	11 Attack			15 Missile	Arch Rng	Cost (2T)
A	r diester warbana	Special:	HideAny	,BonWoSno,Lo	ngRng,ExM	or,Flame,Gd	Stam,Fast	960/200
	Cavalry							
<b>15.</b>	Barbarian Cavalry	27 Units	9 Attack	10 Defense	9 Charge	Х	Stab	Cost
**	Darbarian Cavalry	Special:	Bonus S	Snow, Wedge,			g Charge	400/90
1	Barbarian Noble Cavalry	27 Units	10 Attack				Warl Stab	Cost
	•	Special:	BonSnow	,Wedge,Charg	eNoOrders,0	3dMorale,Str	ongCharge	600/160
	Miscellanious							
522	Wordogo	12 Units	14 Attack	3 Defense	4 Charge	Х	Stab	Cost (2T)
-	Wardogs	Special:	Fr	ighten Enemy,	Bonus Woo	ds & Snow, F	ast	610/40
5	Early Gaul Warlord	12 Units		13Defense♥2		Х	NA	Cost (NA)
6	Larry Gaur Warlord	Special:		now,Rally,ExM		Charge,Goo	dStamina	810/110
J. Sie	Gaul Warlord	12 Units		16Defense♥2		Х	NA	Cost (NA)
	Gadi Walloid	Special:	BonusS	now,Rally,ExM	orale,Strong	Charge,Goo	dStamina	940/110
	Ships							
	Boats	15 Units	6 Attack	5 Defense	X Charge	Х	Port	Cost
	DUalS	Special:			None			360/60
of annual	Long Boats	30 Units	8 Attack	7 Defense	X Charge	Х	Shipwright	Cost
	Long Boats	Special:			None			570/120
								4



# Germania



#### Melee

Long Boats

Special:

30 Units

Special:

8 Attack

à	Barbarian Peasants	60 Units	Cost
	BaiDallall Feasailts	Special: Warcry,ExpertHideWoods,BonWoods&Snow,PoorMorale	150/100
1	Spear Warband	61 Units   9 Attack   11 Defense   8 Charge   X   Must Field	
4	opeal Walballa	Special: Phalanx,ExWo,BonCav+BoWoSn,ChaNoOrd,StrCha	510/200
9	Axemen	41 Units   11 Attack   9 Defense   7 Charge   X   Meet Hall	Cost
7	7 OCCITION	Special: Warcry,ExpWoods,BonWoods&Snow,CharNoOrd,GdMor	450/170
	Chosen Axemen	41 Units   18 Attack   6 Defense   9 Charge   X Hero Hall	Cost
		Special: Wrc,ExWo,GdVSArm,BoWoSn,ExMo,ChNoOr,StrCh,VMis	580/200
	Night Raiders	40 Units   14 Attack   10 Defense   8 Charge   X   Bard Circ	Cost(2T)
	- Ingrit i talaara	Special: Warcr,BoWoSn,ScInf,ChaNoOrd,GdMor,StrCha,GdSta,Fast	540/130
4	Berserkers	12 Units	Cost (2T)
1	Berderikere	Special: Wrc,BoWoSn,ScInf,ExMo,ChaNoOrd,StrCha,VulMis,VGSt	840/120
	Naked Fanatics	40 Units   13 Attack   7 Defense   6 Charge   X	Cost (2T)
91	ranca i anatios	Special: Warcry,ExWo,BonWoodSnow,ChaNoOrd,GdMor,GdStam	430/130
103	Screeching Women	40 Units   11 Attack   1 Defense   7 Charge   X   *Temple*	Cost
	Corceoning Women	Special: Screech, ExpWoods, BonWoods & Snow, Good Morale, Vul Mis	320/130
	Ranged		
/a_	Objection to the control of the control	40 Units   6 Attack   3 Defense   4 Charge   9 Missile   Prac Rng	Cost
1	Skirmisher Warband	Special: HideGrass,BonElep&Char+Wood&Snow,VulMiss,Fast	230/130
4	A rober \Alorbond	41 Units   10 Attack   11 Defense   5 Charge   12 Missile   Arch Rng	Cost
1	Archer Warband	Special: ExWo,BonWoSno,LongRng,GdMor,Flame,GdStam	700/180
	Cavalry		
×8.	Daylanian Ossalas	27 Units 9 Attack 10 Defense 9 Charge X Stab	Cost
	Barbarian Cavalry	Special: Bonus Snow, Wedge, Charge No Orders, Strong Charge	400/90
1 2	Daghardan Nahla Oassalas	27 Units   10 Attack   15 Defense   10 Charge   X   Warl Stab	Cost
	Barbarian Noble Cavalry	Special: BonSnow, Wedge, Charge No Orders, GdMorale, Strong Charge	600/160
N. C.	On the land of the land	27 Units 13 Attack 19 Defense 10 Charge X *Temple*	Cost(2T)
	Gothic Cavalry	Special: BonSnow, Wedge, ChargeNoOrders, ExMorale, StrongCharge	790/Ì9Ó
	Miscellanious		
s.do.		20 Units   14 Attack   3 Defense   4 Charge   X   Stab	Cost (2T)
	Wardogs	Special: Frighten Enemy, Bonus Woods & Snow, Fast	720/60
(g		12 Units	Cost (NA)
<b>5</b>	Early Germanian Warlord	Special: BonusSnow,Rally,ExMorale,StrongCharge,GoodStamina	810/110
<u>L. &amp;</u>	Opensonia 187 I I	12 Units	Cost (NA)
	Germanian Warlord	Special: BonusSnow,Rally,ExMorale,StrongCharge,GoodStamina	940/110
	Ships		
1	· ·	15 Units   6 Attack   5 Defense   X Charge   X Port	Cost
	Boats	Chariel	2000

7 Defense

None

None

X Charge

Χ

360/60

Cost

570/120

Shipwright



# Britannia



#### Melee

Long Boats

A	Barbarian Peasants	60 Units	1 Attack	4 Defense	0 Charge	Х	Gov House	Cost
	Darbarian i Casants	Special:	Warcry,	ExpertHideWoo		ods&Snow,Po	oorMorale	150/100
9/	Warband	61 Units	7 Attack	10 Defense	7 Charge	Х	Must Field	Cost
	Warbarid	Special:	War	cry,ExpWoods,		&Snow,Char <b>\</b>	NoOrd	420/200
. 2	Swordmen	41 Units	10 Attack		5 Charge	X	Meet Hall	Cost
V	Gwordmen	Special:	Warcry,E	xpWoods,Bon\		w,GoodMor,0	CharNoOrd	460/170
LA	Chosen Swordmen	41 Units	13 Attack		5 Charge	Х	Hero Hall	Cost
T	Ghosen Gwordmen	Special:		ExWo,BonWoo	dSnow,Cha		r,GdStam	680/210
12	Woad Warriors	41 Units	13 Attack		4 Charge	Х	*Temple*	Cost (2T)
	Woad Walliors	Special:	Wrcy,Ex\	No,BonWoSn,0	ChaNoOrd,0	3dMo,VulMis	,GdSt,Fast	380/130
100	Druid	16 Units	13 Attack		5 Charge	Х	*Temple*	Cost
1	Diala	Special:	Chant,	ExpWoods,Bo	nWoods&Sr	now,ExMor,V	GdStam	480/90
	Ranged							
a	Clingoro	40 Units	3 Attack	4 Defense	2 Charge	4 Missile	Prac Rng	Cost
A PROPERTY OF THE PROPERTY OF	Slingers	Special:	Expertl	HideWoods,Bo	nusWoodSr	ow,VulnMiss	iles,Fast	150/170
e	Head Hurlers	40 Units	12 Attack	2 Defense	6 Charge	17 Missile	*Temple*	Cost (2T)
2	Head Hullers	Special:	ExWo,G	dVsArm,BonW	oSn,ChaNo	Ord,GdMo,Vi	ulMis,Fast	400/130
	Cavalry							
LG2:	British Light Chariots	18 Units	10 Attack	1Defense <b>♥</b> 2	7 Charge	14 Missile	Blacksm	Cost
	British Eight Chanots	Special:	SpecAtt,	CantCirc,BonS	n,Scare Inf,	ExMor,ChaN	loOrd,Fast	440/170
-6.	British Heavy Chariots	18 Units	13 Attack				Weaponsm	Cost (2T)
	Billish Heavy Chanots	Special:	Spe	cAtt,BonSn,Sc	are Inf, ExM	or,ChaNoOrd	d,Fast	580/190
	Miscellanious							
SD	Mordogo	12 Units	14 Attack	3 Defense	4 Charge	Х	Stab	Cost (2T)
	Wardogs	Special:	Fr	ighten Enemy,	Bonus Woo	ds & Snow, F	ast	610/40
	British Warlord	18 Units	13 Attack	1Defense <b>♥</b> 5	8 Charge	13 Sword	NA	Cost (NA)
	British Wanord	Special:	SpecAtt	,BonSn,Scare	inf, ExMor,C	ChaNoOrd,Go	Mor,Fast	1010/140
3.5	Parkarian Cavalry Mara	27 Units	9 Attack	10 Defense	9 Charge	Х	NA	Cost (NA)
	Barbarian Cavalry Merc	Special:	Bonus S	Snow, Wedge,	Charge No (	Orders, Stron	g Charge	500/90
	Ships							
	Boats	15 Units	6 Attack	5 Defense	X Charge	Х	Port	Cost
	Doais	Special:			None			360/60
	<del></del>	00111	0.444		V 01		1011	

30 Units

Special:

8 Attack

7 Defense

X Charge None Shipwright

Χ

Cost 570/120



# Armenia



#### Melee

	_	60 Units   3 Attack   3 Defense   2 Charge   X Gov House	Cost
T	Peasants	Special: Poor Morale, Vulnerable to Missiles, Can Sap	120/100
HEA	Lilling our	40 Units   5 Attack   9 Defense   5 Charge   X Barr	Cost
V	Hillmen	Special: HideGrass,ChargeNoOrders,GoodStamina,Fast,CanSap	290/170
N/m	Eastern Infantry	60 Units   3 Attack   10 Defense   4 Charge   X   Mil Barr	Cost
***	Lastern mantry	Special: Bonus vs Cavalry, Poor Morale, Can Sap	330/150
À	Heavy Spearman	41 Units   7 Attack   17 Defense   6 Charge   5 Sword   City Barr	Cost
Y	ricavy opeannan	Special: Phalanx, Bonus vs Cavalry, Can Sap	460/170
H	Armenian Legionaries	41 Units   7 Attack   16 Defense   2 Charge   11 Missile   Army Barr	Cost
Y	Armenian Legionanes	Special: Javelin Charge, Good Stamina, Can Sap	500/220
	Ranged		
/0_	Peltasts	40 Units   3 Attack   4 Defense   2 Charge   6 Missile   Prac Rng	Cost
	Feilasis	Special: HideGrass,BonElephant&Chariot,VulnMiss,Fast,CanSap	180/170
	Archers	40 Units   3 Attack   2 Defense   2 Charge   7 Missile   Arch Rng	Cost
	Aicheis	Special: Flame, Vulnerable to Missiles, Fast, Can Sap	190/170
rv	Onagers	16 Units   53 Attack   5 Defense   X Charge   70 Building   Cata Ring	Cost
is L	Onagers	Special: Area Effect, VLong Range, Flame, No Hide, Inaccurate	740/120
	Cavalry		
4	Horse Archers	27 Units   3 Attack   2 Defense   2 Charge   7 Missile   Stab	Cost
<b>F</b>	11013C AIGHEI3	Special: Cantabrian Circle, Vulnerable to Missiles, Fast	440/110
Sign of the same o	Cataphract Archers	27 Units   9 Attack   22 Defense   3 Charge   10 Missile   Cav Stab	Cost (2T)
	Catapina de 7 il cinero	Special: Cantabrian Circle, Good Morale	1140/140
THE	Cataphracts	27 Units   7 Attack   23 Defense   15 Charge   9 Sword   ElCavStab	Cost (2T)
	·	Special: Wedge, Good Morale, Strong Charge	890/140
	Miscellanious		
1	Early Armenian General	12 Units	Cost (NA)
	Larry Armenian General	Special: Rally Troops, Good Morale, Good Stamina	960/80
A	Armenian General	12 Units	Cost (NA)
	Afficilian General	Special: Rally Troops, Good Morale, Strong Charge, Good Stamina	1310/90
	De dessis Wessisses	27 Units  7 Attack  11 Defense  2 Charge  X NA	Cost (NA)
50 M	REGOLIIN WARRIORS		470/110
2	Bedouin Warriors	Special: Bonus Desert, Scare Horses, Wedge, Good Stamina	7/0/110
G.		27 Units  7 Attack  11 Defense  2 Charge  X NA	Cost (NA)
	Arab Cavalry		
G.		27 Units  7 Attack  11 Defense  2 Charge  X NA	Cost (NA)

#### Ships

	Bireme	20 Units	6 Attack	6 Defense	X Charge	Χ	Port	Cost	
	bilenie	Special:	Special: None						
	Trireme	30 Units	8 Attack	7 Defense	X Charge	Х	Shipwright	Cost	
	Tillettie	Special:			None			570/120	
min	Quinguireme	40 Units	10 Attack	9 Defense	X Charge	Х	Dockyard	Cost (2T)	
	Quiliquilellie	Special:			None			900/210	



## Dacia



#### Melee

A	Barbarian Peasants	60 Units   1 Attack   4 Defense   0 Charge   X Gov House	Cost					
	Darbarian r Casants	Special: Warcry, ExpertHideWoods, BonWoods&Snow, PoorMorale	150/100					
6/	Warband	61 Units						
5	vvarbana	Special: Warcry,ExpWoods,BonWoods&Snow,CharNoOrd	420/200					
a	Falxmen	41 Units   13 Attack   10 Defense   7 Charge   X   Meet Hall	Cost					
	T dixillon	Special: Warcry,ExWo,BonWoodSnow,ChaNoOrd,GdMor,Fast	500/170					
4	Chosen Swordmen	41 Units   13 Attack   17 Defense   5 Charge   X Hero Hall	Cost					
L		Special: Warcry,ExWo,BonWoodSnow,ChaNoOrd,ExMor,GdStam	680/210					
Q.	Naked Fanatics	40 Units   13 Attack   7 Defense   6 Charge   X   *Temple*	Cost (2T)					
9		Special: Warcry,ExWo,BonWoodSnow,ChaNoOrd,GdMor,GdStam	430/130					
Ranged								
9	Archer Warband	40 Units   3 Attack   5 Defense   2 Charge   7 Missile   Prac Rng	Cost					
Here	Alener Warbana	Special: ExpertWooods, Bonus Wood&Snow, Flame ,Fast	270/170					
*	ChosenArcher Warband	40 Units   10 Attack   11 Defense   5 Charge   12 Missile   Arch Rng	Cost					
1	ChosenAlcher Warband	Special: ExWo,BonWoSno,LongRng,GdMor,Flame,GdStam	700/180					
Warn	Ballistas	12 Units   53 Attack   5 Defense   X Charge   24 Buildng   Arch Rng	Cost					
Tar	Damstas	Special: Impale men, Long Range, Flame, No Hide	230/100					
TV	Onagers	16 Units   53 Attack   5 Defense   X Charge   70 Building   Arch Rng	Cost					
it	Chagers	Special: Area Effect, VLong Range, Flame, No Hide, Inaccurate	730/110					
	Cavalry							
58	Barbarian Cavalry	27 Units 9 Attack 10 Defense 9 Charge X Stab	Cost					
*	Baibanan Cavany	Special: Bonus Snow, Wedge, Charge No Orders, Strong Charge	400/90					
1	Barbarian Noble Cavalry	27 Units   10 Attack   15 Defense   10 Charge   X Warl Stab	Cost					
	Barbarian Nobie Cavairy	Special: BonSnow, Wedge, Charge No Orders, GdMorale, Strong Charge	600/160					
	Miscellanious							
522	Wardogs	12 Units   14 Attack   3 Defense   4 Charge   X Stab	Cost (2T)					
	vvardogs	Special: Frighten Enemy, Bonus Woods & Snow, Fast	610/40					
L. Sie	Forly Decion Worland	12 Units	Cost (NA)					
No.	Early Dacian Warlord	Special: BonusSnow,Rally,ExMorale,StrongCharge,GoodStamina	810/110					
L. Si	Dacian Warlord	12 Units	Cost (NA)					
	Dacian Wanoid	Special: BonusSnow,Rally,ExMorale,StrongCharge,GoodStamina	940/110					
Se	Scythian Mercenaries	27 Units   3 Attack   2 Defense   2 Charge   7 Missile   NA	Cost (NA)					
	ocytilian wercenalies	Special: CantabrianCircle,VulnerableMissiles,Good Stamina,Fast	500/110					
	Ships							
. 7	Boats	15 Units 6 Attack 5 Defense X Charge X Port	Cost					
	Doals	Special: None	360/60					

X Charge

None

7 Defense

Χ

Special:

Long Boats

30 Units 8 Attack

Cost

570/120

Shipwright



# **Greek Cities**



#### Melee

2	Peasants	60 Units 1 A	\ttack	1 Defense	0 Charge	X	Gov House	Cost
4	reasants	Special:	Poor	Morale, Vulr	nerable to M	lissiles, Can	Sap	100/100
re la constant de la	Milita Hoplites	40 Units 5 A		8 Defense	5 Charge	3 Sword	Barr	Cost
No.	Willita Floplites	Special:			-	or Morale, Ca	-	230/100
\$	Hoplites			16 Defense	6 Charge	5 Sword	Mil Barr	Cost
	1.100.1100	Special:		Phalanx, Bon		<u> </u>		440/170
-	Armoured Hoplites			22 Defense		7 Sword	City Barr	Cost
AC			-			,GoodStamir	•	640/210
Ø/	Spartan Hoplites			7Defense <b>♥</b> 2			Army Barr	Cost (2T
		Special: Ph	ıalanx,Bo	nCavalry,Exl	Morale,VGS	tamina,StrCh	na,CanSap	1220/460
	Ranged							
6.	Peltasts			4 Defense	2 Charge	6 Missile	Prac Rng	Cost
A	1 Citasis					VulnMiss,Fa	st,CanSap	180/170
19	Heavy Peltasts			11 Defense	2 Charge	7 Missile	Cata Rng	Cost
	ricavy i citasis	Special: HideGrass,BonvsEle&Cha+Woods,Fast,Can					nSap	350/170
	Archers			2 Defense	2 Charge		Arch Rng	Cost
1	Alloners					o Miss, Fast,		190/170
m 1	Ballistas	ļ		3 Defense		24 Buildng	•	Cost
	Dametae	Special:				lame, No Hi		220/100
V	Onagers					70 Buildng		Cost
Ь						, No Hide, In		720/110
T	Heavy Onagers				•	110 Buildng	0 0	Cost (2T
r e	, ,	Special:	Area Effe	ct, VLong Ra	inge, Flame	, No Hide, In	accurate	930/110
	Cavalry							
*	Militia Cavalry		Attack	6 Defense	2 Charge	6 Missile	Stab	Cost
	wiiida Gavairy	Special:		Canta	brian Circle	, Fast		340/110
	Greek Cavalry		Attack	8 Defense	7 Charge	X	Cav Stab	Cost
	Greek Gavany	Special:			Wedge			330/110
	Miscellanious							
-	Incendiary Pigs	12 Units 7 A	Attack	1 Defense	2 Charge	Χ	ElCavStab	Cost
	incendially rigs	Special: Frighten Elephants, Fast						140/50
	Early Greek General	12 Units 12 /	Attack 10	0Defense <b>♥</b> 2	9 Charge	Х	NA	Cost (NA
2	Larry Greek General	Special: Ra	ally Troop	s Good Mor	ale Strong	Charge Goo	d Stamina	690/130

	Incendiary Pigs	12 Units	7 Attack	1 Defense	2 Charge	X	ElCavStab	Cost
A	, ,	Special:		Frighte	n Elephants	s, Fast		140/50
	Early Greek General	12 Units	12 Attack	10Defense♥2	9 Charge	Х	NA	Cost (NA)
		Special:	Rally Tro	ops, Good Mor	ale, Strong	Charge, Goo	d Stamina	690/130
	Greek General	12 Units	10 Attack	17Defense♥2	16 Charge	12 Sword	NA	Cost (NA)
	Greek General	Special:	Special: Rally Troops, Good Morale, Strong Charge, Good Stamina					
. 0	Rhodian Slingers	40 Units	6 Attack	6 Defense	3 Charge	9 Missile	NA	Cost (NA)
1	Kiloulan Silligers	Special:	BonWo	ods,GdMorale,	VulnMis,Gd	Stamina,Fast	,CanSap	380/130
*	Creeeessshian Archers	40 Units	6 Attack	5 Defense	3 Charge	11 Missile	NA	Cost (NA)
1	Orecessinan Archers	Special:	BonWood	d,LongRang,Fla	ame,VulnMi	s,GdStam,Fa	st,CanSap	550/200

#### Ships

	Bireme	20 Units	6 Attack	6 Defense	X Charge	X	Port	Cost
	bilenie	Special:			None			450/80
	Trireme	30 Units	8 Attack	7 Defense	X Charge	Х	Shipwright	Cost
	meme	Special:			None			570/120
ant	Quinquireme	40 Units	10 Attack	9 Defense	X Charge	Χ	Dockyard	Cost (2T)
	Quinquirente	Special:			None			900/210



# Numidia



	MOIOC							
U.S.	Peasants	60 Units	3 Attack	3 Defense	2 Charge	Χ	Gov House	Cost
	Feasants	Special:	Po	or Morale, Vulr	nerable to M	lissiles, Can	Sap	120/100
1	Desert Infantry	40 Units	7 Attack	13 Defense	6 Charge	Χ	Mil Barr	Cost
W C	Desert illianti y	Special:	BonusCa	valry,BonusDe		ale,GdStamin	a,CanSap	390/200
H	Numidian Legionaries		7 Attack	16 Defense	2 Charge		Army Barr	Cost(2T)
Y	Numician Legionanes	Special:	,	Javelin Charge	, Good Star	nina, Can Sa	p	500/220
	Ranged							
10	Numidian Javelinmen	40 Units	3 Attack	44 Defense	2 Charge	6 Missile	Barr	Cost
-	Nulliulan Javelininen	Special:	Bonus	vs Elephants&	Chariots,Vu	InMiss,Fast,C	Can Sap	180/170
	Archers	40 Units	3 Attack	2 Defense	2 Charge	7 Missile	Prac Rng	Cost
-	Special: Flame, Vulnerable to Miss, Fast, Can Sap						ар	190/170
. @	<u></u> Slingers	40 Units	3 Attack	4 Defense	2 Charge	4 Missile	Arch Rng	Cost
1	omigers	Special:		Vulnerable to	Missiles, Fa	ast, Can Sap		150/170
TV	Onagers		3 Attack			70 Buildng		Cost
it I	Onagers	Special:	Area Ef	fect, VLong Ra	ange, Flame	, No Hide, In	accurate	720/110
	Cavalry							
4	Numidian Cavalry		6 Attack	8 Defense	3 Charge	9 Missile	Stab	Cost
	ramaan Savany	Special:		orian Circle, Go				420/130
1	Long Shield Cavalry		9 Attack	13 Defense	8 Charge		Cav Stab	Cost
2	Long Chica Cavany	Special:		Wedge, Good				510/140
4	Numidian Camel Riders		9 Attack		8 Charge	X	Cav Stab	Cost (2T)
		Special:	BonDese	rt,ScareHorse	s,GdMorale	,StrCharge,G	dStamina	520/140
	Miscellanious							
4	Early Numidian General			14Defense <b>♥</b> 2		12 Sword	NA	Cost (NA)
	Larry Nurrildian General	Special:		ops, Good Mor				790/80
	Numidian General			18Defense <b>♥</b> 2		12 Sword	NA	Cost (NA)
	ramaian Schera	Special:		ops, Good Mor			d Stamina	1040/80
	Mercenary War Elephants			16Defense <b>♥</b> 12			NA	Cost (2T)
A	Condity Trail Elopitatio	Special:	SpecAtt,I	BonusCav,Sca	reEnemy,Ar	mok,GdMoral	e,NoHide	2690/490
	Ships							
makin.	Bireme	20 Units	6 Attack	6 Defense	X Charge	Х	Port	Cost
	DIIGITIC	Special:			None			450/80

- T	Bireme	20 Units	6 Attack	6 Defense	X Charge	X	Port	Cost
	bilenie	Special:			None			450/80
-1	Trireme	30 Units	8 Attack	7 Defense	X Charge	X	Shipwright	Cost
	meme	Special:			None			570/120
aut	Quinquireme	40 Units	10 Attack	9 Defense	X Charge	X	Dockyard	Cost (2T)
CHILL	Quiliquilettie	Special:			None			900/210



# Scythia



A	Barbarian Peasants	60 Units   1 Attack   4 Defense   0 Charge   X Gov House	Cost
	Darbarian Peasants	Special: Warcry, ExpertHideWoods, BonWoods&Snow, PoorMorale	150/100
*	Axemen	41 Units   11 Attack   9 Defense   7 Charge   X   Meet Hall	Cost
T	Axemen	Special: Warcry, ExpWoods, BonWoods & Snow, CharNoOrd, GdMor	450/170
	Ranged		
0	Archer Warband	40 Units   3 Attack   5 Defense   2 Charge   7 Missile   Prac Rng	Cost
	Archer Warbarid	Special: ExpertWooods, Bonus Wood&Snow, Flame ,Fast	270/170
the state of the s	ChosenArcher Warband	41 Units   10 Attack   11 Defense   5 Charge   12 Missile   Arch Rng	Cost
1	ChosenAlcher Warband	Special: ExWo,BonWoSno,LongRng,GdMor,Flame,GdStam	700/180
rv	Onagers	16 Units   53 Attack   5 Defense   X Charge   70 Building   Arch Rng	Cost
is In	Onagers	Special: Area Effect, VLong Range, Flame, No Hide, Inaccurate	730/110
	Cavalry		
58	Parharian Cavalry	27 Units 9 Attack 10 Defense 9 Charge X Stab	Cost
	Barbarian Cavalry	Special: Bonus Snow, Wedge, Charge No Orders, Strong Charge	400/90
1	Headhunting Maidens	27 Units   10 Attack   11 Defense   6 Charge   X *Temple*	Cost(2T)
	rieadriuriting Maideris	Special: GoodVSArmour,BonSnow,Wedge,ChaNoOrd,GdMor,Fast	600/141
1	Scythian Nobles	27 Units 8 Attack 13 Defense 17 Charge 10 Sword Warl Stab	Cost(2T)
	Scythlan Nobles	Special: BonSnow, Wedge, Charge No Orders, GdMorale, Strong Charge	630/170
Se	Scythian Horse Archers	27 Units   3 Attack   5 Defense   2 Charge   7 Missile   Must Field	Cost
6	Coyunan Horse 7 a onero	Special: Cantabrian Circle, Bonus Snow, Good Stamina, Fast	540/110
	Scythian Noble Women	18 Units 7 Attack 9 Defense 5 Charge 11 Missile *Temple*	Cost(2T)
	Coyuman Nobic Women	Special: Cantabrian Circle, Bonus Snow, Good Stamina, Fast	650/130
	Scythian Noble Archers	27 Units   10 Attack   12 Defense   5 Charge   11 Missile   Warl Stab	Cost
	•	Special: CantabrianCircle,BonusSnow,Good Morale,Good Stamina	880/170
	Miscellanious		
***	Wardogs	20 Units   14 Attack   3 Defense   4 Charge   X Stab	Cost (2T)
	waraogs	Special: Frighten Enemy, Bonus Woods & Snow, Fast	720/60
	Early Scythian Warlord	12 Units	Cost(NA)
6	Larry Geytman Wanera	Special: BonusSnow,Rally,ExMorale,StrongCharge,GoodStamina	810/110
	Scythian Warlord	12 Units	Cost(NA)
6	Coyunan vvanora	Special: BonusSnow,Rally,ExMorale,StrongCharge,GoodStamina	980/110
	Ships		
	Boats	15 Units   6 Attack   5 Defense   X Charge   X Port	Cost
		Special: None	360/60
of annual	Long Boats	30 Units 8 Attack 7 Defense X Charge X Shipwright	
	==::-9 = ==:==	Special: None	570/120



# Spain



111 2	Decembe	60 Units 3 /	Attack	3 Defense	2 Charge	Х	Gov House	Cost
	Peasants	Special:	Warcry	, Poor Morale,	Vulnerable	to Missiles, C	an Sap	120/100
H	Town Militia	40 Units 3 /	Attack	7 Defense	4 Charge	Х	Must Field	Cost
9	10WII WIIIIII	Special:		Warcry, P	oor Morale,	Can Sap		150/100
A	Iberian Infantry	40 Units 7 /	Attack	8 Defense	2 Charge	Х	Meet Hall	Cost
	iberian iniantiy	Special:		Wa	rcry, Can S	ар		240/170
19	Scutarii		Attack	12 Defense	4 Charge	13 Missile	Hero Hall	Cost
1	Gediani			Expert Woods,		<u> </u>		430/140
É	Bull Warriors			12Defense <b>♥</b> 2		17 Missile	*Temple*	Cost (2T)
	Buil Wallions	•		xWoods,JavCl				1150/200
	Naked Fantics		Attack	7 Defense	6 Charge	Х	*Temple*	Cost (2T)
91	Nanca i antios	Special: V	Varcry,E	xWo,BonWood	dSnow,Chal	NoOrd,GdMo	r,GdStam	430/130
	Ranged							
10	Skirmishers	40 Units 3 /	Attack	4 Defense	2 Charge	6 Missile	Prac Rng	Cost
	Skirmsners	Special: I	HideGra	ss,BonElephar	nt&Chariot,∖	/uInMiss,Fast	t,CanSap	180/170
· a	Slingers	40 Units 3 /	Attack	4 Defense	2 Charge	4 Missile	Arch Rng	Cost
1	Silligers	Special:		Vulnerable to	Missiles, Fa	ast, Can Sap		150/170
TV	Onagers	16 Units 53	Attack	3 Defense	X Charge	70 Buildng	Arch Rng	Cost
is II-	Ollageis	Special:	Area Ef	fect, VLong Ra	inge, Flame	, No Hide, Inc	accurate	720/110
	Cavalry							
4	Round Shield Cavalry	27 Units 7 /	Attack	8 Defense	2 Charge	Х	Stab	Cost
	Round Shield Cavalry	Special:			Wedge			300/110
A	Long Shield Cavalry	27 Units 9 /	Attack	13 Defense	8 Charge	9 Sword	Warl Stab	Cost
5	Long Shield Cavally	Special:		Wedge, Good	d Morale, St	rong Charge		510/140
	Miscellanious							
520	M/a mala ma	12 Units   12	Attack	3 Defense	2 Charge	Х	Stab	Cost (2T)
1	Wardogs	Special:			ten Enemy,			520/50 <sup>′</sup>
4	Faste Casaish Casasa	12 Units 12	Attack	14Defense <b>♥</b> 2		12 Sword	NA	Cost (NA)
	Early Spanish General			ops, Good Mor		Charge, Goo	d Stamina	790/80 <sup>°</sup>
No.	Charles Canaval	12 Units 12	Attack	18Defense <b>♥</b> 2	9 Charge	12 Sword	NA	Cost (NA)
	Spanish General	Special: R	ally Tro	ops, Good Mor	ale, Strong	Charge, Goo	d Stamina	1040/80 <sup>°</sup>
. 0	Palagria Clingora	40 Units 6 /	Attack	6 Defense	3 Charge	9 Missile	NA	Cost (NA)
^_	Balearic Slingers	Special: G	ood Mo	rale, Vuln Miss	iles, Good S	Stamina, Fast	, Can Sap	470/200
	Ships							
There	Poot-	15 Units   6 /	Attack	5 Defense	X Charge	Х	Port	Cost
	Boats	Special:			None		•	360/60
9 455	Long Poets		Attack	7 Defense	X Charge	Х	Shipwright	Cost
	Long Boats	Special:			None			570/120
		•						



# Thrace



		60 Units	1 Attack	1 Defense	0 Charge	Х	Gov House	Cost
	Peasants	Special:		or Morale, Vul				100/100
9	Milita I lamlitas	40 Units	5 Attack	8 Defense	5 Charge	3 Sword	Barr	Cost
3	Milita Hoplites	Special:	Phala	anx, Bonus vs	Cavalry, Po	or Morale, Ca	an Sap	230/100
\ a	Falxmen	41 Units	13 Attack			Х	Mil Barr	Cost
a	raixilleli	Special:	ExpertW	oods,BonusWo	odSnow,Ch	aNoOrd,Goo	dMor,Fast	500/170
×	Phalanx Pikemen	60 Units	8 Attack	13 Defense		5 Sword	City Barr	Cost
7/2	T Halanx T IKemen	Special:		Phalanx,BonC		pears,CanSa		580/250
13	Bastarnae	61 Units	14 Attack			X	Army Barr	Cost (2T)
V	Bastamac	Special:	ExpertW	oods,BonusWo	odSnow,Ch	aNoOrd,Goo	dMor,Fast	790/130
	Ranged							
10	Peltasts	40 Units	5 Attack	7 Defense	2 Charge	7 Missile	Prac Rng	Cost
	Pellasis	Special:	HideGras	ss,BonvsEle&C	ha+Woods,	VulnMiss,Fa	st,CanSap	270/170
20	Archers	40 Units	3 Attack	2 Defense	2 Charge	7 Missile	Arch Rng	Cost
1	Archers	Special:	Bonus V	Voods, Flame,	Vulnerable t	o Miss, Fast,	, Can Sap	190/170
TV	Onagers	16 Units	53 Attack	3 Defense		70 Buildng		Cost
is L	Ollageis	Special:	Area E	ffect, VLong Ra	ange, Flame	, No Hide, In	accurate	720/110
	Cavalry							
1	Militia Cavalar	27 Units	6 Attack	6 Defense	2 Charge	6 Missile	Stab	Cost
	Militia Cavalry	Special:		Canta	brian Circle	, Fast	_	340/110
A	Greek Cavalry	27 Units	7 Attack	8 Defense	7 Charge	Х	Cav Stab	Cost
5	Gleek Cavally	Special:			Wedge			330/110
	Miscellanious							
	Fault Threeign Conord	12 Units	12 Attack	14Defense♥2	9 Charge	Х	NA	Cost (NA)
	Early Thracian General	Special:		w,Rally,GoodM		Charge,Goo	d Stamina	770/80 <sup>°</sup>
Z.	Thracian General	12 Units	12 Attack	14Defense <b>♥</b> 2	9 Charge	Х	NA	Cost (NA)
	macian General	Special:	BonSnov	w,Rally,GoodM	orale,Strong	Charge,Goo	d Stamina	770/80
18	Illyrian Mercenaries	40 Units	7 Attack	8 Defense	4 Charge	9 Missile	NA	Cost (NA)
	myrian wercenaries	Special:	ExpHide	Woods,BonSn	ow&Woods	ChargeNoOr	rders,Fast	380/130
	Ships							
1	Bireme	20 Units	6 Attack	6 Defense	X Charge	Х	Port	Cost
	Difeille	Special:			None			450/80
	Trireme	30 Units	8 Attack	7 Defense	X Charge	Х	Shipwright	Cost
	THEILE	Special:			None			570/120
anti	Quinquireme	40 Units	10 Attack	9 Defense	X Charge	Χ	Dockyard	Cost (2T)
/ 10014	Quiriquilerrie	Special:			None			900/210

# Melee Barbarian Mercenaries Bastarnae Mercenaries

#### **Mercenaries**



ivieiee							
Barbarian Mercenaries	60 Units	7 Attack	10 Defense	7 Charge	Х	NA	Cost (NA)
Barbarian Wercenaries	Special:	Warcry,Ex	kpertWoods,Bo	nusWoods8	Snow,Charge	eNoOrders	480/200
Bastarnae Mercenaries	40 Units	11 Attack	8Defense <b>♥</b> 2	7 Charge	X	NA	Cost (NA)
Bastarriae Merceriaries	Special:	ExpertWo	oods,BonusWo	odSnow,Ch	aNoOrd,Good	dMor,Fast	930/170
Cilician Pirates	40 Units	10 Attack	5 Defense	5 Charge	13 Missile	NA	Cost (NA)
Cilician Firates	Special:	JavelinC	har,CharNoOrd	lers,GdMar,	VulnMiss,Fas	t,CanSap	450/200
Eastern Mercenaries	60 Units	3 Attack	7 Defense	4 Charge	X	NA	Cost (NA)

Eastern Mercenaries Special: Bonus vs Cavalry, Poor Morale, Can Sap 300/150 7 Attack 16 Defense 6 Charge 5 Sword Cost (NA) 40 Units NA **Mercenary Hoplites** Special: Phalanx, Bonus vs Cavalry, Good Stamina, Can Sap 550/170 5 Attack 14 Defense 5 Charge 40 Units NA Cost (NA) **Samnite Mercenaries** Bonus in Woods, Bonus vs Cavalry, Can Sap Special: 450/170 40 Units 7 Attack 12 Defense | 2 Charge | 11 Missile NA Cost (NA)

Spanish MercenariesThracian MercenariesThracian MercenariesThracian MercenariesThracian MercenariesThracian MercenariesThracian MercenariesJavelin Charge, Can Sap460/170Special: ExpertHideWoods, Bonus Woods, Charge No Orders, Fast330/130

Ranged

. 0	Balearic Slingers	40 Units	6 Attack	6 Defense	3 Charge	9 Missile	NA	Cost (NA)
1	Balearic Silligers	Special:	Good Mo	orale, Vuln Miss	iles, Good S	Stamina, Fast	, Can Sap	470/200
820	Creeeessshian Archers	40 Units	6 Attack	5 Defense	3 Charge	11 Missile	NA	Cost (NA)
1	Creecesssillari Archers	Special:	BonWood	d,LongRang,Fla	ame,VulnMi	s,GdStam,Fa	st,CanSap	550/200
13	Illyrian Mercenaries	40 Units	7 Attack	8 Defense	4 Charge	9 Missile	NA	Cost (NA)
	illyriail wercellaries	Special:	ExpHide	Woods,BonSn	ow&Woods,	,ChargeNoOr	ders,Fast	380/130
1	Lybian Mercenaries	40 Units	2 Attack	3 Defense	1 Charge	5 Missile	NA	Cost (NA)
1	Lybiaii Merceriaries	Special:	HideGrass	s,BonvsEle&Cl	na+Desert,P	oorMorale,Fa	ıst,CanSap	170/100
13	Mercenary Peltasts	40 Units	4 Attack	9 Defense	2 Charge	6 Missile	NA	Cost (NA)
	Mercenary Feliasis	Special:	Hide	eGrass,BonvsE	le&Cha+Wo	oods,Fast,Cai	nSap	330/170
. a	Rhodian Slingers	40 Units	6 Attack	6 Defense	3 Charge	9 Missile	NA	Cost (NA)
1	Kiloulali Siiligeis	Special:	BonWo	ods,GdMorale,	VulnMis,Gd	Stamina,Fast	,CanSap	380/130

Cavalry

	Gavany								
1	Arab Cavalry	27 Units	7 Attack	11 Defense	2 Charge	Х	NA	Cost (NA)	
	Alab Cavally	Special:	Special: Bonus Desert, Wedge, Good Stamina, Fast						
13.8	Barbarian Cavalry Merc	27 Units	9 Attack	10 Defense	9 Charge	Х	NA	Cost (NA)	
**	Barbarian Cavally Merc	Special:	Special: Bonus Snow, Wedge, Charge No Orders, Strong Charge						
S	Bedouin Archers	27 Units	3 Attack	9 Defense	2 Charge	7 Missile	NA	Cost (NA)	
19	Special: CantabrianCircle,BonusDesert,ScareHorses,GoodStamina							730/110	
-3%	Bedouin Warriors	27 Units	7 Attack	11 Defense	2 Charge	Х	NA	Cost (NA)	
	Bedodiii Walilois	Special:	Special: Bonus Desert, Scare Horses, Wedge, Good Stamina						
4	Numedian Mercenaries	27 Units	6 Attack	8 Defense	3 Charge	9 Missile	NA	Cost (NA)	
	Numedian Mercenaries	Special:	Canta	brian Circle, Go	ood Morale,	Good Stamin	ie, Fast	520/130	
	Sarmatian Mercenaries	27 Units	8 Attack	13 Defense	17 Charge	10 Sword	NA	Cost (NA)	
*	Sammatian Mercenaries	Special:	BonSnow,	,Wedge,Charge	NoOrders,	GdMorale,Str	ongCharge	780/170	
Se	Scythian Mercenaries	27 Units	3 Attack	2 Defense	2 Charge		NA	Cost (NA)	
	ocytinan mercenanes	Special:	Cantabı	rianCircle,Vulne	erableMissile	es,Good Stan	nina,Fast	500/110	
	Mercenary War Elephants	18 Units	7 Attack	16Defense♥12	11 Charge	10 Missile	NA	Cost (2T)	
TA	wercenary war Elephants	Special:	SpecAtt.	,BonusCav,Sca	reEnemy,A	mok,GdMoral	e,NoHide	2690/490	

**Miscellanious** 

This list provides all mercenaries available in the Singleplayer part of Rome; TW.

The faction specific pages show the mercenaries available for that faction in the <u>Multiplayer</u> part of RTW Where you can hire the mercenaries is defined over regions, which are impossible to include in this guide \*WARNING\* The recruitment costs listed are an indication only, they CAN (and most likely WILL) vary



# Slave and Rebels



#### Barbarian Rebels

A	Barbarian Peasants	60 Units	1 Attack	4 Defense	0 Charge	X	Gov House	Cost
	Bai bailail Feasailts	Special:	Warcry,I	ExpertHideWoo	ods,BonWoo	ods&Snow,Po	orMorale	150/100
9	Archer Warband	40 Units	3 Attack	5 Defense	2 Charge	7 Missile	Prac Rng	Cost
	Alchei Walballd	Special:	Expe	ertWooods, Bo	nus Wood&	Snow, Flame	,Fast	270/170
6/	Warband	61 Units	7 Attack	10 Defense	7 Charge	X	Must Field	Cost
5	vvai baild	Special:	War	cry,ExpWoods,	BonWoods&	&Snow,CharN	loOrd	420/200
Q.	Naked Fanatics	40 Units	13 Attack	7 Defense	6 Charge	Х	*Temple*	Cost (2T)
Del.	Naked I allatics	Special:	Warcry,E	ExWo,BonWoo	dSnow,Chal	NoOrd,GdMo	r,GdStam	430/130
7 9	Druid	16 Units	13 Attack	14 Defense	5 Charge	Х	*Temple*	Cost
1	Didia	Special:	Chant,	ExpWoods,Boi	nWoods&Sr	ow,ExMor,V	GdStam	480/90
<b>5</b> &	Barbarian Cavalry	27 Units	9 Attack	10 Defense	9 Charge	X	Stab	Cost
1	Barbarian Cavairy	Special:	Bonus S	Snow, Wedge, 0	Charge No (	Orders, Stron	g Charge	400/90
J. E.	Barbarian Noble Cavalry	27 Units	10 Attack		10 Charge		Warl Stab	Cost
	Barbarian Nobie Cavairy	Special:		,Wedge,Charge			ongCharge	600/160
-6.	British Heavy Chariots	18 Units	13 Attack	1Defense <b>♥</b> 3	8 Charge	13 Sword	Weaponsm	Cost (2T)
	British ricavy Charlots	Special:	Spe	cAtt,BonSn,Sc	are Inf, ExM	or,ChaNoOrd	l,Fast	580/190
Se	Scythian Horse Archers	27 Units	3 Attack	5 Defense	2 Charge		Must Field	Cost
6	ocytinan Horse Archers	Special:	Canta	brian Circle, Bo	onus Snow,	Good Stamin	ıa, Fast	540/110
3	Barbarian Warlord	12 Units		13Defense <b>♥</b> 2			NA	Cost (NA)
6	Barbarian Warlord	Special:	BonusS	now,Rally,ExM	orale,Strong	Charge,Goo	dStamina	810/110

#### Cathaginian Rebels

Ψ.	Peasants	60 Units	3 Attack	3 Defense	2 Charge	Х	Gov House	Cost		
	r easains	Special:	Special: Poor Morale, Vulnerable to Missiles, Can Sap							
10	Skirmishers	40 Units	3 Attack	4 Defense	2 Charge	6 Missile	Arch Rng	Cost		
	Skirilishers	Special: HideGrass,BonElephant&Chariot,VulnMiss,Fast,CanSap								
	Town Militia	40 Units	3 Attack	7 Defense	4 Charge	Χ	Barr	Cost		
	10WII IMIIIII	Special:	Special: Poor Morale, Can Sap							
具	Iberian Infantry	40 Units	7 Attack	8 Defense	2 Charge	X	Mil Barr	Cost		
	iberian imanu y	Special:			Can Sap			240/170		
10	Numidian Javelinmen	40 Units	3 Attack	44 Defense	2 Charge	6 Missile	Barr	Cost		
1	Numidian Saveinimen	Special:	Bonus	vs Elephants&	Chariots,Vu	InMiss,Fast,C	Can Sap	180/170		
78	Round Shield Cavalry	27 Units	7 Attack	8 Defense	2 Charge	Х	Stab	Cost		
	Round Silield Cavally	Special:			Wedge			300/110		
一个	Long Shield Cavalry	27 Units	9 Attack	13 Defense	8 Charge	9 Sword	Cav Stab	Cost		
	Long Cincia Cavairy	Special:		Wedge, Good	d Morale, St	rong Charge		510/140		
4	Early Carthagian General	12 Units	12 Attack	14Defense <b>♥</b> 2	9 Charge	12 Sword	NA	Cost (NA)		
	Larry Cartilagian General	Special: Rally Troops, Good Morale, Strong Charge, Good Stamina								
	Numidian Cavalry	27 Units	6 Attack	8 Defense	3 Charge	9 Missile	Stab	Cost		
	Numician Cavally	Special:	Canta	brian Circle, Go	ood Morale,	Good Stamir	na, Fast	420/130		

#### Eastern Rebels

III A	Peasants	60 Units	3 Attack	3 Defense	2 Charge	Х	Gov House	Cost		
4	r casallis	Special:	Special: Poor Morale, Vulnerable to Missiles, Can Sap							
2	Archers	40 Units	3 Attack	2 Defense	2 Charge	7 Missile	Arch Rng	Cost		
1	Special: Flame, Vulnerable to Missiles, Fast, Can Sap							190/170		
is de	Eastern Infantry	60 Units	3 Attack	10 Defense	4 Charge	Х	Mil Barr	Cost		
X	Eastern infantry	Special:	Special: Bonus vs Cavalry, Poor Morale, Can Sap							
- JAN	Pontic Heavy Cavalry	27 Units	9 Attack	14 Defense	3 Charge	9 Missile	Cav Stab	Cost		
	Folitic Heavy Cavally	Special:	Special: Cantabrian Circle, Good Morale							
1	Horse Archers	27 Units	3 Attack	2 Defense	2 Charge	7 Missile	Stab	Cost		
	HUISE AICHEIS	Special:	Ca	ıntabrian Circle	, Vulnerable	to Missiles,	Fast	440/110		

#### **Egyptian Rebels**

1110	Pogeante	60 Units	3 Attack	3 Defense	2 Charge	X	Gov House	Cost
T	reasants	Special:	Bonus	Desert, Poor N	/lorale, Vuln	to Missiles,	Can Sap	120/100

/	Skirmishers	40 Units   3 Attack   4 Defense   2 Charge   6 Missile   Prac Rng	Cost
19	<u> </u>	Special: HideGrass,BonvsEle&Cha+Desert,VulnMiss,Fast,CanSap	180/170
3	Bowmen	60 Units 3 Attack 2 Defense 2 Charge 7 Missile Arch Rng	Cost
		Special: BonusDesert,Flame,Vulnerable to Missiles, Fast, Can Sap	250/250
	Egyptian Chariots	27 Units   12 Attack   1Defense♥3   7 Charge   16 Sword   Blacksm	Cost (2T)
		Special: Special Attack, Bonus Desert, Scare Infantry, Good Morale	660/330
243	Early Egyptian General	27 Units	Cost (NA)
	One als Dals als	Special: RallyTroops,SpecAttack,BonDes,ScareInf,GdMor,GdStam	990/130
	Greek Rebels		
2	Peasants	60 Units   1 Attack   1 Defense   0 Charge   X   Gov House	4 1
		Special: Poor Morale, Vulnerable to Missiles, Can Sap	100/100
No.	Peltasts	40 Units 3 Attack 4 Defense 2 Charge 6 Missile Prac Rng	Cost
23		Special: HideGrass,BonvsEle&Cha+Woods,VulnMiss,Fast,CanSap	180/170
130	Heavy Peltasts	40 Units 5 Attack 11 Defense 2 Charge 7 Missile Cata Rng	Cost
		Special: HideGrass,BonvsEle&Cha+Woods,Fast,CanSap	350/170
1	Milita Hoplites	40 Units 5 Attack 8 Defense 5 Charge 3 Sword Barr	Cost
	_	Special: Phalanx, Bonus vs Cavalry, Poor Morale, Can Sap	230/100
	Hoplites	40 Units 7 Attack 16 Defense 6 Charge 5 Sword Mil Barr Special: Phalanx, Bonus vs Cavalry, Can Sap	Cost 440/170
	Militia Cavalry	27 Units   6 Attack   6 Defense   2 Charge   6 Missile   Stab Special: Cantabrian Circle, Fast	Cost 340/110
_		27 Units   7 Attack   8 Defense   7 Charge   X   Cav Stab	Cost
	Greek Cavalry	Special: Wedge	330/110
-		12 Units	Cost (NA)
	Early Greek General	Special: Rally Troops, Good Morale, Strong Charge, Good Stamina	690/130
	Miscellanious Rebels	Opecial. Traily Troops, Good Morale, Girong Charge, Good Gianina	030/130
	Wiscellatilous Repeis	0011 11 140 411 1 144	LO 1 (OT)
VI	Velite Gladiator	20 Units    12 Attack    14Defense    2 7 Charge    X Arena    Special: Ex Morale, Charge without orders, VG Stamina, Can Sap	Cost (2T)
			620/250
	Samnite Gladiator	20 Units    14 Attack    14Defense    2 4 Charge    X Amphith    Special: Ex Morale, Charge without orders, VG Stamina, Can Sap	Cost (2T) 720/260
		20 Units   12 Attack   14Defense♥2   7 Charge   X   Coliseum	Cost (2T)
儈	Mirmillio Gladiator	Special: BonEle&Cha,ExMor,ChaNoOrders,VGStam,Fast,CanSap	700/260
_		12 Units	Cost (NA)
	(Generic) Rebel General	Special: BonusSnow,Rally,GoodMorale,StrongCharge,Good Stamina	770/80
N/A		12 Units   12 Attack   19Defense♥2   4 Charge   12 Missile   NA	Cost (NA)
	(Eastern) Rebel General	Special: BonusSnow,Rally Troops, Good Morale, Good Stamina	1080/80
		12 Units	Cost (NA)
A STATE OF THE PARTY OF THE PAR	(Barbarian) Rebel General	Special: BonusSnow,Rally,ExMorale,StrongCharge,GoodStamina	810/60
		27 Units   10 Attack   1Defense♥2   7 Charge   14 Missile   NA	Cost
1	Amazon Chariots	Special: SpecAttack,CantCircle,BonWoSno,ScareInfantry,GdMorale	680/140
1000	Indiana Tank	60 Units   11 Attack   7 Defense   9 Charge   X NA	Cost (NA)
1	Judean Zealots	Special: Bonus vs Cavalry, HideGrass, Good Mor, Good Stam	490/200 <sup>°</sup>
	Rebel Ships	•	•
NAME OF TAXABLE	•	25 Units   7 Attack   6Defense   X Charge   X NA	Cost
	Pirate Ships	Special: None	510/100
-	_	15 Units   6 Attack   5 Defense   X Charge   X   Port	Cost
	Boats	Special: None	360/60
9 000		30 Units   8 Attack   7 Defense   X Charge   X Shipwright	
	Long Boats	Special: None	570/120
		20 Units   6 Attack   6 Defense   X Charge   X   Port	Cost
	Bireme	Special: None	450/80
-		30 Units 8 Attack 7 Defense X Charge X Shipwright	
J	Trireme	Special: None	570/120
_		40 Units   10 Attack   9 Defense   X Charge   X   Dockyard	Cost (2T)
	Quinquireme	Special: None	900/210
-		voc also have access to ALL mesonary units (provious section)	



#### **Revision List and Contact**



#### Version History

#### Version 1.2 (released 19 October)

\*Corrected stats for Chosen Swordmen (all factions) and Chosen Archer Warband (Dacia)

 ${}^{\star}\!\mathit{Added}$  pages for the mercenary units available in Singleplayer, and for Slave/Rebels in SP

#### Version 1.1 (released 18 October)

\*First complete release of the Unit Guide, including some changes to the Roman section

#### Version 1.0 (released 14 October)

\*Prelimenary release of the Unit Guide, included only the Roman Factions

#### Contact

#### If you see any errors in the Guide, or have a different reason to contac me:

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