



Unit Guide

version 1.2

Credits:

Soulflame @ the Org forums & the Net Forums - Comprehensive Unit Guide



INDEX

<u>Introduction</u>	Page 3
<u>Romans Pre Marius</u>	Page 4
<u>Romans Post Marius</u>	Page 5
<u>Macedon</u>	Page 6
<u>Egypt</u>	Page 7
<u>The Seleucid Empire</u>	Page 8
<u>Carthage</u>	Page 9
<u>Parthia</u>	Page 10
<u>Pontus</u>	Page 11
<u>Gaul</u>	Page 12
<u>Germania</u>	Page 13
<u>Brittania</u>	Page 14
<u>Armenia</u>	Page 15
<u>Dacia</u>	Page 16
<u>Greek Cities</u>	Page 17
<u>Numidia</u>	Page 18
<u>Scythia</u>	Page 19
<u>Spain</u>	Page 20
<u>Thrace</u>	Page 21
<u>Mercenaries</u>	Page 22
<u>Slave and Rebels</u>	Page 23
<u>Revision List and Contact</u>	Page 25



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:

- I** *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 senator Gaius Marius reformed the army.*
- II** *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 particularly 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.*
- VI** *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 occurrence 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

	Peasants	60 Units	1 Attack	1 Defense	1 Charge	X	Gov House	Cost
		Special: Poor Morale, Vulnerable to Missiles, Can Sap						100/100
	Town Watch	40 Units	3 Attack	7 Defense	4 Charge	X	Barr	Cost
		Special: Poor Morale, Can Sap						150/100
	Hastati	40 Units	7 Attack	14 Defense	2 Charge	11 Missile	Mil Barr	Cost
		Special: Javelin Charge, Can Sap						440/170
	Principes	41 Units	7 Attack	16 Defense	2 Charge	11 Missile	Leg Barr	Cost
		Special: Javelin Charge, Can Sap						490/170
	Triarii	42 Units	7 Attack	17 Defense	7 Charge	X	Army Barr	Cost
		Special: Bonus vs Cavalry, Good Morale, Can Sap						500/210








Ranged

	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
	Roman Archers	41 Units	3 Attack	2 Defense	2 Charge	7 Missile	Arch Rng	Cost
		Special: Bonus Woods, Flame, Vulnerable to Miss, Fast, Can Sap						190/170
	Ballistas	12 Units	53 Attack	10 Defense	X Charge	24 Buildng	Arch Rng	Cost
		Special: Impale men, Long Range, Flame, No Hide						310/100
	Scorpions	12 Units	43 Attack	10 Defense	X Charge	X	Cata Rng	Cost
		Special: Impale men, VLong Range, Flame, No Hide, No building						380/100
	Onagers	16 Units	53 Attack	10 Defense	X Charge	70 Buildng	Cata Rng	Cost
		Special: Area Effect, VLong Range, Flame, No Hide, Inaccurate						830/120
	Repeating Ballistas	24 Units	33 Attack	10 Defense	X Charge	X	Sieg Rng	Cost (2T)
		Special: Impale men, Long Range, No Hide, No building						460/160
	Heavy Onagers	16 Units	63 Attack	10 Defense	X Charge	110 Buildng	Sieg Rng	Cost (2T)
		Special: Area Effect, VLong Range, Flame, No Hide, Inaccurate						1050/120

Cavalry

	Equites	27 Units	7 Attack	12 Defense	7 Charge	X	Stab	Cost
		Special: Wedge, Good Stamina						390/110
	Cavalry Auxilla	27 Units	7 Attack	9 Defense	2 Charge	7 Missile	Cav Stab	Cost
		Special: Cantabrian Circle, Fast						470/110
	Roman Cavalry	27 Units	7 Attack	15 Defense	7 Charge	X	Cav Stab	Cost
		Special: Wedge, Good Stamina						520/110
	Legionnary Cavalry	27 Units	9 Attack	22 Defense	9 Charge	X	Hippodr	Cost (2T)
		Special: Wedge, Good Morale, Strong Charge, Good Stamina						790/140

Miscellaneous

	Wardogs	12 Units	12 Attack	3 Defense	2 Charge	X	Stab	Cost (2T)
		Special: Frighten Enemy, Fast						680/50
	Incendiary Pigs	12 Units	7 Attack	4 Defense	2 Charge	X	Hippodr	Cost
		Special: Frighten Elephants, Fast						260/50
	Arcani	16 Units	12 Attack	15Defense♥2	4 Charge	X	*Temple*	Cost (2T)
		Special: Hide Anywhere, Good Morale, VG Stamina, Fast						900/160
	Velite Gladiator (BRUTII)	20 Units	12 Attack	14Defense♥2	7 Charge	X	Arena	Cost (2T)
		Special: Ex Morale, Charge without orders, VG Stamina, Can Sap						620/250
	Samnite Gladiator (JULII)	20 Units	14 Attack	14Defense♥2	4 Charge	X	Amphith	Cost (2T)
		Special: Ex Morale, Charge without orders, VG Stamina, Can Sap						720/260
	Mirmillio Gladiator (SCIPII)	20 Units	12 Attack	14Defense♥2	7 Charge	X	Coliseum	Cost (2T)
		Special: BonEle&Cha, ExMor, ChaNoOrders, VGStam, Fast, CanSap						700/260
	Early Roman General	12 Units	12 Attack	14Defense♥2	9 Charge	12 Sword	NA	Cost (NA)
		Special: Rally Troops, Good Morale, Strong Charge, Good Stamina						790/80



ROMANS: Post Marius



Melee

	Peasants	60 Units	1 Attack	1 Defense	1 Charge	X	Gov House	Cost
		Special: Poor Morale, Vulnerable to Missiles, Can Sap						
	Town Watch	40 Units	3 Attack	7 Defense	4 Charge	X	Barr	Cost
		Special: Poor Morale, Can Sap						
	Auxilla	41 Units	5 Attack	16 Defense	5 Charge	X	Mil Barr	Cost
		Special: Bonus Cav, Bonus Woods, Gd Stamina, Can Sap						
	Early Legionnary Cohort	41 Units	9 Attack	17 Defense	4 Charge	13 Missile	Leg Barr	Cost
		Special: Testudo, Javelin Charge, Gd Morale, Gd Stamina, Can Sap						
	Legionnary Cohort	41 Units	9 Attack	22 Defense	4 Charge	13 Missile	Army Barr	Cost
		Special: Testudo, Javelin Charge, Gd Morale, Gd Stamina, Can Sap						
	Pretorian Cohort	41 Units	12 Attack	23 Defense	4 Charge	16 Missile	Imp Palace	Cost (2T)
		Special: Testudo, Javelin Charge, Gd Morale, Gd Stamina, Can Sap						
	Urban Cohort	42 Units	14 Attack	24 Defense	4 Charge	18 Missile	Urb Barr	Cost (2T)
		Special: Testudo, Javelin Charge, Ex Morale, VG Stamina, Can Sap						

Ranged

	Light Auxilla	41 Units	5 Attack	7 Defense	2 Charge	7 Missile	Prac Rng	Cost
		Special: HideGrass, Bon Ele&Cha+Woods, GdStam, Fast, Can Sap						
	Archer Auxilla	41 Units	4 Attack	7 Defense	2 Charge	9 Missile	Arch Rng	Cost
		Special: Bon Woods, Long Range, Flame, Gd Stamina, Fast, Can Sap						

All other Siege Machinery from Pre Marius are buildable as well

Cavalry

	Roman Cavalry	27 Units	7 Attack	15 Defense	7 Charge	X	Stables	Cost
		Special: Wedge, Good Stamina						
	Cavalry Auxilla	27 Units	7 Attack	9 Defense	2 Charge	7 Missile	Cav Stab	Cost
		Special: Cantabrian Circle, Fast						
	Legionnary Cavalry	27 Units	9 Attack	22 Defense	9 Charge	X	Hippodr	Cost (2T)
		Special: Wedge, Good Morale, Strong Charge, Good Stamina						
	Pretorian Cavalry	27 Units	12 Attack	22 Defense	9 Charge	12 Sword	Circ Max	Cost (2T)
		Special: Wedge, Good Morale, Strong Charge, Good Stamina						

Miscellaneous

	Early First Leg. Chort	61 Units	9 Attack	17 Defense	4 Charge	13 Missile	NA	Cost (NA)
		Special: Eagle, Testudo, JavCharge, GdMorale, GdStamina, CanSap						
	First Legionnary Cohort	61 Units	9 Attack	22 Defense	4 Charge	13 Missile	NA	Cost (NA)
		Special: Eagle, Testudo, JavCharge, GdMorale, GdStamina, CanSap						
	Roman General	12 Units	12 Attack	22Defense♥2	9 Charge	12 Sword	NA	Cost (NA)
		Special: Rally Troops, Good Morale, Strong Charge, Good Stamina						

All other Miscellaneous 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	X	Port	Cost
		Special: None						
	Trireme	30 Units	8 Attack	7 Defense	X Charge	X	Shipwright	Cost
		Special: None						
	Quinquireme	40 Units	10 Attack	9 Defense	X Charge	X	Dockyard	Cost (2T)
		Special: None						
	Corvus Quinquireme	50 Units	14 Attack	8 Defense	X Charge	X	*Temple*	Cost (2T)
		Special: None						
	Decere	60 Units	16 Attack	12 Defense	X Charge	X	*Temple*	Cost (3T)
		Special: None						



Macedon



Melee

	Peasants	60 Units	1 Attack	1 Defense	1 Charge	X	Gov House	Cost
Special: Poor Morale, Vulnerable to Missiles, Can Sap								100/100
	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
	Levy Pikemen	60 Units	6 Attack	5 Defense	5 Charge	3 Sword	Mil Barr	Cost
Special: Phalanx, BonCav, PoorMorale, VulMiss, VLongSpear, CanSap								310/150
	Phalanx Pikemen	60 Units	8 Attack	13 Defense	6 Charge	5 Sword	Leg Barr	Cost
Special: Phalanx, BonCav, VLongSpears, CanSap								580/250
	Royal Pikemen	61 Units	9 Attack	17 Defense	7 Charge	7 Sword	Army Barr	Cost (2T)
Special: Phalanx, BonCav, Good Morale, Good Stamina, CanSap								690/360

Ranged

	Peltasts	40 Units	5 Attack	7 Defense	2 Charge	7 Missile	Prac Rng	Cost
Special: HideGrass, BonvsEle&Cha+Woods, VulnMiss, Fast, CanSap								270/170
	Archers	40 Units	3 Attack	2 Defense	2 Charge	7 Missile	Arch Rng	Cost
Special: Bonus Woods, Flame, Vulnerable to Miss, Fast, Can Sap								190/170
	Ballistas	12 Units	53 Attack	3 Defense	X Charge	24 Buildng	Arch Rng	Cost
Special: Impale men, Long Range, Flame, No Hide								220/100
	Onagers	16 Units	53 Attack	3 Defense	X Charge	70 Buildng	Cata Rng	Cost
Special: Area Effect, VLong Range, Flame, No Hide, Inaccurate								720/110
	Heavy Onagers	16 Units	63 Attack	3 Defense	X Charge	110 Buildng	Sieg Rng	Cost (2T)
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	7 Attack	8 Defense	7 Charge	X	Cav Stab	Cost
Special: Wedge								330/110
	Macedonian Cavalry	27 Units	9 Attack	17 Defense	8 Charge	9 Sword	EICavStab	Cost
Special: Wedge, Good Morale, Strong Charge, Good Stamina								690/140
	Companion Cavalry	27 Units	10 Attack	17 Defense	16 Charge	12 Sword	RoCavStab	Cost (2T)
Special: Wedge, Good Morale, Strong Charge, Good Stamina								760/240

Miscellaneous

	Early Macedonian General	12 Units	12 Attack	10Defense♥2	9 Charge	X	NA	Cost (NA)
Special: Rally Troops, Good Morale, Strong Charge, Good Stamina								630/110
	Macedonian General	12 Units	10 Attack	17Defense♥2	16 Charge	12 Sword	NA	Cost (NA)
Special: Rally Troops, Good Morale, Strong Charge, Good Stamina								1020/130
	Illyrian Mercenaries	40 Units	7 Attack	8 Defense	4 Charge	9 Missile	NA	Cost (NA)
Special: ExpHideWoods, BonSnow&Woods, ChargeNoOrders, Fast								380/130
	Creeeesshian Archers	40 Units	6 Attack	5 Defense	3 Charge	11 Missile	NA	Cost (NA)
Special: BonWood, LongRang, Flame, VulnMis, GdStam, Fast, CanSap								550/200

Ships

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



Egypt



Melee

	Peasants	60 Units	3 Attack	3 Defense	2 Charge	X	Gov House	Cost
		Special: Bonus Desert, Poor Morale, Vuln to Missiles, Can Sap						120/100
	Nubian Spearman	40 Units	5 Attack	8 Defense	5 Charge	2 Sword	Barr	Cost
		Special: Phalanx, Bonus vs Cavalry+Desert, Poor Morale, Can Sap						230/100
	Nile Spearmen	40 Units	7 Attack	13 Defense	6 Charge	5 Sword	Mil Barr	Cost
		Special: Phalanx, Bonus vs Cavalry+Desert, Can Sap						360/170
	Desert Axemen	41 Units	10 Attack	12 Defense	5 Charge	X	City Barr	Cost
		Special: Bonus Desert, Good Morale, Can Sap						560/210
	Pharao's Guard	41 Units	12 Attack	19 Defense	8 Charge	10 Sword	Army Barr	Cost (2T)
		Special: Phalanx, BonCav+Des, GdMor, StrCharge, GdStam, CanSap						620/330

Ranged

	Slings	40 Units	3 Attack	4 Defense	2 Charge	4 Missile	Prac Rng	Cost
		Special: Bonus Desert, Vulnerable to Missiles, Fast, Can Sap						150/170
	Skirmishers	40 Units	3 Attack	4 Defense	2 Charge	6 Missile	Prac Rng	Cost
		Special: HideGrass, BonvsEle&Cha+Desert, VulnMiss, Fast, CanSap						180/170
	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
	Pharaoh's Bowmen	40 Units	9 Attack	13 Defense	4 Charge	14 Missile	Cata Rng	Cost (2T)
		Special: BonDesert, LongRng, Flame, GdMorale, GdStamina, CanSap						680/330
	Onagers	16 Units	53 Attack	3 Defense	X Charge	70 Buildng	Cata Rng	Cost
		Special: Area Effect, VLong Range, Flame, No Hide, Inaccurate						720/110
	Heavy Onagers	16 Units	63 Attack	3 Defense	X Charge	110 Buildng	Sieg Rng	Cost (2T)
		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
		Special: Bonus Desert, Wedge, Good Morale, Strong Charge						420/140
	Desert Cavalry	40 Units	7 Attack	11 Defense	3 Charge	X	Cav Stab	Cost
		Special: Good vs Armor, Bonus Desert, Wedge, Fast						540/170
	Nile Cavalry	27 Units	9 Attack	13 Defense	8 Charge	9 Sword	EICavStab	Cost
		Special: Bonus Desert, Wedge, Good Morale, Strong Charge						570/140
	Camel Archers	27 Units	3 Attack	2 Defense	2 Charge	7 Missile	EICavStab	Cost
		Special: CantCircle, BonDesert, ScareHorse, VulMiss, GdStamina						420/110
	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
	Egyptian Chariot Archers	27 Units	9 Attack	1Defense♥2	6 Charge	13 Missile	Armourer	Cost
		Special: SpecAttack, CantCircle, BonDesert, ScareInfantry, GdMorale						570/330

Miscellaneous

	Early Egyptian General	27 Units	12 Attack	1Defense♥5	7 Charge	13 Missile	NA	Cost (NA)
		Special: RallyTroops, SpecAttack, BonDes, ScareInf, GdMor, GdStam						990/130
	Egyptian General	12 Units	12 Attack	13Defense♥2	9 Charge	12 Sword	NA	Cost (NA)
		Special: Rally Troops, BonDesert, GdMorale, StrCharge, Gd Stamina						830/80

Ships



	Bireme	20 Units	6 Attack	6 Defense	X Charge	X	Port	Cost
		Special: None						450/80
	Trireme	30 Units	8 Attack	7 Defense	X Charge	X	Shipwright	Cost
		Special: None						570/120






The Seleucid Empire











Melee

	Peasants	60 Units	1 Attack	1 Defense	1 Charge	X	Gov House	Cost
Special: Poor Morale, Vulnerable to Missiles, Can Sap								100/100
	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
	Levy Pikemen	60 Units	6 Attack	5 Defense	5 Charge	3 Sword	Mil Barr	Cost
Special: Phalanx, BonCav, PoorMorale, VulMiss, VLongSpear, CanSap								310/150
	Phalanx Pikemen	60 Units	8 Attack	13 Defense	6 Charge	5 Sword	City Barr	Cost
Special: Phalanx, BonCav, VLongSpears, CanSap								580/250
	Silver Shield Pikemen	61 Units	10 Attack	14 Defense	7 Charge	7 Sword	Army Barr	Cost (2T)
Special: Phalanx, BonCav, GdMor, GdStam, VLongSpears, CanSap								730/360
	Silver Shield Legionaries	61 Units	9 Attack	22 Defense	3 Charge	13 Sword	Royal Barr	Cost (2T)
Special: Testudo, JavelinCharge, GoodMorale, GoodStamina, CanSap								710/260


Ranged

	Peltasts	40 Units	5 Attack	7 Defense	2 Charge	7 Missile	Prac Rng	Cost
Special: HideGrass, BonvsEle&Cha+Woods, VulnMiss, Fast, CanSap								270/170
	Archers	40 Units	3 Attack	2 Defense	2 Charge	7 Missile	Arch Rng	Cost
Special: Bonus Woods, Flame, Vulnerable to Miss, Fast, Can Sap								190/170
	Onagers	16 Units	53 Attack	3 Defense	X Charge	70 Buildng	Cata Rng	Cost
Special: Area Effect, VLong Range, Flame, No Hide, Inaccurate								720/110




Cavalry

	Militia Cavalry	27 Units	6 Attack	6 Defense	2 Charge	6 Missile	Stab	Cost
Special: Cantabrian Circle, Fast								340/110
	Greek Cavalry	27 Units	7 Attack	8 Defense	7 Charge	X	Cav Stab	Cost
Special: Wedge								330/110
	Cataphracts	27 Units	7 Attack	23 Defense	15 Charge	9 Sword	EICavStab	Cost (2T)
Special: Wedge, Good Morale, Strong Charge								980/160
	Companion Cavalry	27 Units	10 Attack	17 Defense	16 Charge	12 Sword	RoCavStab	Cost (2T)
Special: Wedge, Good Morale, Strong Charge, Good Stamina								760/240
	Scythed Chariots	27 Units	15 Attack	1Defense♥4	8 Charge	9 Sword	Blacksm	Cost (2T)
Special: Spec Att, Scare Inf, Charge No Order, Good Morale, Amok								980/160
	Elephants	6 Units	3 Attack	12Defense♥10	10 Charge	X	Cav Stab	Cost (2T)
Special: Spec Att, Bonus Cav, Scare Enemy, Amok, No Hide								1320/270
	War Elephants	18 Units	7 Attack	16Defense♥12	11 Charge	10 Missile	EICavStab	Cost (2T)
Special: SpecAtt, BonusCav, ScareEnemy, Amok, GdMorale, NoHide								2690/490
	Armoured Elephants	18 Units	7 Attack	19Defense♥12	11 Charge	10 Missile	RoCavStab	Cost (2T)
Special: SpecAtt, BonusCav, ScareEnemy, Amok, GdMorale, NoHide								2970/590

Miscellaneous

	Early Seleucid General	12 Units	12 Attack	10Defense♥2	9 Charge	X	NA	Cost (NA)
Special: Rally Troops, Good Morale, Strong Charge, Good Stamina								630/110
	Seleucid General	12 Units	10 Attack	17Defense♥2	16 Charge	12 Sword	NA	Cost (NA)
Special: Rally Troops, Good Morale, Strong Charge, Good Stamina								1020/130

Ships

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



Carthage



Melee

	Peasants	60 Units	3 Attack	3 Defense	2 Charge	X	Gov House	Cost
		Special: Poor Morale, Vulnerable to Missiles, Can Sap						120/100
	Town Militia	40 Units	3 Attack	7 Defense	4 Charge	X	Barr	Cost
		Special: Poor Morale, Can Sap						150/100
	Iberian Infantry	40 Units	7 Attack	8 Defense	2 Charge	X	Mil Barr	Cost
		Special: Can Sap						240/170
	Lybian Spearmen	41 Units	5 Attack	16 Defense	5 Charge	X	City Barr	Cost
		Special: Bonus vs Cavalry, Can Sap						400/170
	Poeni Infantry	41 Units	9 Attack	18 Defense	7 Charge	7 Sword	Army Barr	Cost
		Special: Phalanx, BonusCavalry, GoodMorale, GoodStamina, CanSap						540/210
	Sacred Band	41 Units	12 Attack	23 Defense	8 Charge	10 Sword	*Temple*	Cost (2T)
		Special: Phalanx, BonusCavalry, GoodMorale, GoodStamina, CanSap						710/270

Ranged

	Slings	40 Units	3 Attack	4 Defense	2 Charge	4 Missile	Prac Rng	Cost
		Special: Vulnerable to Missiles, Fast, Can Sap						150/170
	Skirmishers	40 Units	3 Attack	4 Defense	2 Charge	6 Missile	Arch Rng	Cost
		Special: HideGrass, BonElephant&Chariot, VulnMiss, Fast, CanSap						180/170
	Onagers	16 Units	53 Attack	3 Defense	X Charge	70 Buildng	Cata Rng	Cost
		Special: Area Effect, VLong Range, Flame, No Hide, Inaccurate						720/110
	Heavy Onagers	16 Units	63 Attack	3 Defense	X Charge	110 Buildng	Sieg Rng	Cost (2T)
		Special: Area Effect, VLong Range, Flame, No Hide, Inaccurate						1050/120

Cavalry

	Round Shield Cavalry	27 Units	7 Attack	8 Defense	2 Charge	X	Stab	Cost
		Special: Wedge						300/110
	Long Shield Cavalry	27 Units	9 Attack	13 Defense	8 Charge	9 Sword	Cav Stab	Cost
		Special: Wedge, Good Morale, Strong Charge						510/140
	Sacred Band Cavalry	27 Units	12 Attack	18 Defense	9 Charge	12 Sword	RoCavStab	Cost (2T)
		Special: Wedge, Good Morale, Strong Charge, Good Stamina						780/340
	Elephants	6 Units	5 Attack	12Defense♥10	11 Charge	X	Cav Stab	Cost (2T)
		Special: SpecAtt, BonusCav, ScareEnemy, Amok, GdMorale, NoHide						1300/280
	War Elephants	18 Units	7 Attack	16Defense♥12	11 Charge	10 Missile	EiCavStab	Cost (2T)
		Special: SpecAtt, BonusCav, ScareEnemy, Amok, GdMorale, NoHide						2520/490
	Armoured Elephants	18 Units	7 Attack	19Defense♥12	11 Charge	10 Missile	RoCavStab	Cost (2T)
		Special: SpecAtt, BonusCav, ScareEnemy, Amok, GdMorale, NoHide						2780/590

Miscellaneous

	Early Carthagian General	12 Units	12 Attack	14Defense♥2	9 Charge	12 Sword	NA	Cost (NA)
		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
	Spanish Mercenaries	40 Units	7 Attack	12 Defense	2 Charge	11 Missile	NA	Cost (NA)
		Special: Javelin Charge, Can Sap						460/170
	Balearic Slings	40 Units	6 Attack	6 Defense	3 Charge	9 Missile	NA	Cost (NA)
		Special: Good Morale, Vuln Missiles, Good Stamina, Fast, Can Sap						470/200
	Numedian Mercenaries	27 Units	6 Attack	8 Defense	3 Charge	9 Missile	NA	Cost (NA)
		Special: Cantabrian Circle, Good Morale, Good Stamine, Fast						520/130

Ships

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



Parthia



Melee

	Peasants	60 Units	3 Attack	3 Defense	2 Charge	X	Gov House	Cost
		Special: Poor Morale, Vulnerable to Missiles, Can Sap						120/100
	Hillmen	40 Units	5 Attack	9 Defense	5 Charge	X	Barr	Cost
		Special: HideGrass, ChargeNoOrders, GoodStamina, Fast, CanSap						290/170
	Eastern Infantry	60 Units	3 Attack	10 Defense	4 Charge	X	Mil Barr	Cost
		Special: Bonus vs Cavalry, Poor Morale, Can Sap						330/150

Ranged

	Slingers	40 Units	3 Attack	4 Defense	2 Charge	4 Missile	Prac Rng	Cost
		Special: Vulnerable to Missiles, Fast, Can Sap						150/170
	Archers	40 Units	3 Attack	2 Defense	2 Charge	7 Missile	Arch Rng	Cost
		Special: Flame, Vulnerable to Missiles, Fast, Can Sap						190/170
	Onagers	16 Units	53 Attack	5 Defense	X Charge	70 Buildng	Cata Rng	Cost
		Special: Area Effect, VLong Range, Flame, No Hide, Inaccurate						740/120

Cavalry

	Horse Archers	27 Units	3 Attack	2 Defense	2 Charge	7 Missile	Stab	Cost
		Special: Cantabrian Circle, Vulnerable to Missiles, Fast						440/110
	Persian Cavalry	27 Units	9 Attack	10 Defense	3 Charge	10 Missile	Cav Stab	Cost
		Special: Cantabrian Circle, Good Morale						780/140
	Cataphracts	27 Units	7 Attack	23 Defense	15 Charge	9 Sword	EICavStab	Cost (2T)
		Special: Wedge, Good Morale, Strong Charge						890/140
	Cataphract Camels	27 Units	7 Attack	23 Defense	15 Charge	9 Sword	RoCavStab	Cost (2T)
		Special: BonDesert, ScareHorses, Wedge, GoodMorale, StrongCharge						940/140
	War Elephants	18 Units	7 Attack	16Defense♥12	11 Charge	10 Missile	EICavStab	Cost (2T)
		Special: SpecAtt, BonusCav, ScareEnemy, Amok, GdMorale, NoHide						2520/490

Miscellaneous

	Early Parthian General	12 Units	12 Attack	15Defense♥2	4 Charge	12 Missile	NA	Cost (NA)
		Special: Rally Troops, Good Morale, Good Stamina						960/80
	Parthian General	12 Units	10 Attack	24Defense♥2	16 Charge	12 Sword	NA	Cost (NA)
		Special: Rally Troops, Good Morale, Strong Charge, Good Stamina						1310/90
	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
	Bedouin Archers	27 Units	3 Attack	9 Defense	2 Charge	7 Missile	NA	Cost (NA)
		Special: CantabrianCircle, BonusDesert, ScareHorses, GoodStamina						730/110

Ships

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



Pontus



Melee

	Peasants	60 Units	3 Attack	3 Defense	2 Charge	X	Gov House	Cost
		Special: Poor Morale, Vulnerable to Missiles, Can Sap						120/100
	Hillmen	40 Units	5 Attack	9 Defense	5 Charge	X	Barr	Cost
		Special: HideGrass, ChargeNoOrders, GoodStamina, Fast, CanSap						290/170
	Eastern Infantry	60 Units	3 Attack	10 Defense	4 Charge	X	Mil Barr	Cost
		Special: Bonus vs Cavalry, Poor Morale, Can Sap						330/150
	Phalanx Pikemen	40 Units	8 Attack	16 Defense	6 Charge	5 Sword	City Barr	Cost
		Special: Phalanx, BonCav, VLongSpears, CanSap						470/170
	Bronze Shields	61 Units	10 Attack	14 Defense	7 Charge	7 Sword	Army Barr	Cost (2T)
		Special: Phalanx, BonCav, GdMor, GdStam, VLongSpears, CanSap						690/360

Ranged

	Peltasts	40 Units	3 Attack	4 Defense	2 Charge	6 Missile	Prac Rng	Cost
		Special: HideGrass, BonElephant&Chariot, VulnMiss, Fast, CanSap						180/170
	Archers	40 Units	3 Attack	2 Defense	2 Charge	7 Missile	Arch Rng	Cost
		Special: Flame, Vulnerable to Missiles, Fast, Can Sap						190/170
	Onagers	16 Units	53 Attack	5 Defense	X Charge	70 Buildng	Cata Rng	Cost
		Special: Area Effect, VLong Range, Flame, No Hide, Inaccurate						740/120

Cavalry

	Pontic Light Cavalry	27 Units	7 Attack	7 Defense	2 Charge	7 Missile	Stab	Cost
		Special: Cantabrian Circle, Fast						370/110
	Pontic Heavy Cavalry	27 Units	9 Attack	14 Defense	3 Charge	9 Missile	Cav Stab	Cost
		Special: Cantabrian Circle, Good Morale						630/140
	Cappadocian Cavalry	27 Units	7 Attack	23 Defense	15 Charge	9 Sword	EICavStab	Cost (2T)
		Special: Wedge, Good Morale, Strong Charge						820/140
	Scythed Chariots	9 Units	15 Attack	1Defense♥4	8 Charge	9 Sword	Blacksm	Cost (2T)
		Special: Spec Att, Scare Inf, Charge No Order, Good Morale, Amok						920/210
	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

Miscellaneous

	Early Pontian General	12 Units	12 Attack	15Defense♥2	4 Charge	12 Missile	NA	Cost (NA)
		Special: Rally Troops, Good Morale, Good Stamina						960/80
	Pontian General	12 Units	10 Attack	15Defense♥2	16 Charge	12 Sword	NA	Cost (NA)
		Special: Rally Troops, Good Morale, Strong Charge, Good Stamina						940/80
	Thracian Mercenaries	40 Units	10 Attack	6 Defense	6 Charge	X	NA	Cost (NA)
		Special: ExpertHideWoods, Bonus Woods, Charge No Orders, Fast						330/130
	Cilician Pirates	40 Units	10 Attack	5 Defense	5 Charge	13 Missile	NA	Cost (NA)
		Special: JavelinChar, CharNoOrders, GdMar, VulnMiss, Fast, CanSap						450/200

Ships

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



Gaul



Melee

	Barbarian Peasants	60 Units	1 Attack	4 Defense	0 Charge	X	Gov House	Cost
		Special: Warcry,ExpertHideWoods,BonWoods&Snow,PoorMorale						
	Warband	61 Units	7 Attack	10 Defense	7 Charge	X	Must Field	Cost
		Special: Warcry,ExpWoods,BonWoods&Snow,CharNoOrd						
	Swordmen	41 Units	10 Attack	12 Defense	5 Charge	X	Meet Hall	Cost
		Special: Warcry,ExpWoods,BonWoods&Snow,GoodMor,CharNoOrd						
	Chosen Swordmen	41 Units	13 Attack	17 Defense	5 Charge	X	Hero Hall	Cost
		Special: Warcry,ExWo,BonWoodSnow,ChaNoOrd,ExMor,GdStam						
	Naked Fanatics	40 Units	13 Attack	7 Defense	6 Charge	X	*Temple*	Cost (2T)
		Special: Warcry,ExWo,BonWoodSnow,ChaNoOrd,GdMor,GdStam						
	Druid	16 Units	13 Attack	14 Defense	5 Charge	X	*Temple*	Cost
		Special: Chant,ExpWoods,BonWoods&Snow,ExMor,VGdStam						

Ranged

	Skirmisher Warband	40 Units	6 Attack	3 Defense	4 Charge	9 Missile	Prac Rng	Cost
		Special: HideGrass,BonElep&Char+Wood&Snow,VulMiss,Fast						
	Forester Warband	40 Units	11 Attack	8 Defense	8 Charge	15 Missile	Arch Rng	Cost (2T)
		Special: HideAny,BonWoSno,LongRng,ExMor,Flame,GdStam,Fast						

Cavalry

	Barbarian Cavalry	27 Units	9 Attack	10 Defense	9 Charge	X	Stab	Cost
		Special: Bonus Snow, Wedge, Charge No Orders, Strong Charge						
	Barbarian Noble Cavalry	27 Units	10 Attack	15 Defense	10 Charge	X	Warl Stab	Cost
		Special: BonSnow,Wedge,ChargeNoOrders,GdMorale,StrongCharge						

Miscellaneous

	Wardogs	12 Units	14 Attack	3 Defense	4 Charge	X	Stab	Cost (2T)
		Special: Frighten Enemy, Bonus Woods & Snow, Fast						
	Early Gaul Warlord	12 Units	13 Attack	13Defense♥2	10 Charge	X	NA	Cost (NA)
		Special: BonusSnow,Rally,ExMorale,StrongCharge,GoodStamina						
	Gaul Warlord	12 Units	13 Attack	16Defense♥2	10 Charge	X	NA	Cost (NA)
		Special: BonusSnow,Rally,ExMorale,StrongCharge,GoodStamina						

Ships

	Boats	15 Units	6 Attack	5 Defense	X Charge	X	Port	Cost
		Special: None						
	Long Boats	30 Units	8 Attack	7 Defense	X Charge	X	Shipwright	Cost
		Special: None						



Germania



Melee

	Barbarian Peasants	60 Units	1 Attack	4 Defense	0 Charge	X	Gov House	Cost
		Special: Warcry, ExpertHideWoods, BonWoods&Snow, PoorMorale						
	Spear Warband	61 Units	9 Attack	11 Defense	8 Charge	X	Must Field	Cost
		Special: Phalanx, ExWo, BonCav+BoWoSn, ChaNoOrd, StrCha						
	Axemen	41 Units	11 Attack	9 Defense	7 Charge	X	Meet Hall	Cost
		Special: Warcry, ExpWoods, BonWoods&Snow, CharNoOrd, GdMor						
	Chosen Axemen	41 Units	18 Attack	6 Defense	9 Charge	X	Hero Hall	Cost
		Special: Wrc, ExWo, GdVSArm, BoWoSn, ExMo, ChNoOr, StrCh, VMis						
	Night Raiders	40 Units	14 Attack	10 Defense	8 Charge	X	Bard Circ	Cost(2T)
		Special: Warcr, BoWoSn, ScInf, ChaNoOrd, GdMor, StrCha, GdSta, Fast						
	Berserkers	12 Units	19 Attack	5Defense♥3	8 Charge	X	*Temple*	Cost (2T)
		Special: Wrc, BoWoSn, ScInf, ExMo, ChaNoOrd, StrCha, VulMis, VGSt						
	Naked Fanatics	40 Units	13 Attack	7 Defense	6 Charge	X	*Temple*	Cost (2T)
		Special: Warcry, ExWo, BonWoodSnow, ChaNoOrd, GdMor, GdStam						
	Screeching Women	40 Units	11 Attack	1 Defense	7 Charge	X	*Temple*	Cost
		Special: Screech, ExpWoods, BonWoods&Snow, GoodMorale, VulMis						

Ranged

	Skirmisher Warband	40 Units	6 Attack	3 Defense	4 Charge	9 Missile	Prac Rng	Cost
		Special: HideGrass, BonElep&Char+Wood&Snow, VulMiss, Fast						
	Archer Warband	41 Units	10 Attack	11 Defense	5 Charge	12 Missile	Arch Rng	Cost
		Special: ExWo, BonWoSno, LongRng, GdMor, Flame, GdStam						

Cavalry

	Barbarian Cavalry	27 Units	9 Attack	10 Defense	9 Charge	X	Stab	Cost
		Special: Bonus Snow, Wedge, Charge No Orders, Strong Charge						
	Barbarian Noble Cavalry	27 Units	10 Attack	15 Defense	10 Charge	X	Warl Stab	Cost
		Special: BonSnow, Wedge, ChargeNoOrders, GdMorale, StrongCharge						
	Gothic Cavalry	27 Units	13 Attack	19 Defense	10 Charge	X	*Temple*	Cost(2T)
		Special: BonSnow, Wedge, ChargeNoOrders, ExMorale, StrongCharge						

Miscellaneous

	Wardogs	20 Units	14 Attack	3 Defense	4 Charge	X	Stab	Cost (2T)
		Special: Frighten Enemy, Bonus Woods & Snow, Fast						
	Early Germanian Warlord	12 Units	13 Attack	13Defense♥2	10 Charge	X	NA	Cost (NA)
		Special: BonusSnow, Rally, ExMorale, StrongCharge, GoodStamina						
	Germanian Warlord	12 Units	13 Attack	16Defense♥2	10 Charge	X	NA	Cost (NA)
		Special: BonusSnow, Rally, ExMorale, StrongCharge, GoodStamina						

Ships

	Boats	15 Units	6 Attack	5 Defense	X Charge	X	Port	Cost
		Special: None						
	Long Boats	30 Units	8 Attack	7 Defense	X Charge	X	Shipwright	Cost
		Special: None						



Britannia



Melee

	Barbarian Peasants	60 Units	1 Attack	4 Defense	0 Charge	X	Gov House	Cost
		Special: Warcry, ExpertHideWoods, BonWoods&Snow, PoorMorale						150/100
	Warband	61 Units	7 Attack	10 Defense	7 Charge	X	Must Field	Cost
		Special: Warcry, ExpWoods, BonWoods&Snow, CharNoOrd						420/200
	Swordmen	41 Units	10 Attack	12 Defense	5 Charge	X	Meet Hall	Cost
		Special: Warcry, ExpWoods, BonWoods&Snow, GoodMor, CharNoOrd						460/170
	Chosen Swordmen	41 Units	13 Attack	17 Defense	5 Charge	X	Hero Hall	Cost
		Special: Warcry, ExWo, BonWoodSnow, ChaNoOrd, ExMor, GdStam						680/210
	Wood Warriors	41 Units	13 Attack	7 Defense	4 Charge	X	*Temple*	Cost (2T)
		Special: Wrcy, ExWo, BonWoSn, ChaNoOrd, GdMo, VulMis, GdSt, Fast						380/130
	Druid	16 Units	13 Attack	14 Defense	5 Charge	X	*Temple*	Cost
		Special: Chant, ExpWoods, BonWoods&Snow, ExMor, VGdStam						480/90

Ranged

	Slings	40 Units	3 Attack	4 Defense	2 Charge	4 Missile	Prac Rng	Cost
		Special: ExpertHideWoods, BonusWoodSnow, VulnMissiles, Fast						150/170
	Head Hurlers	40 Units	12 Attack	2 Defense	6 Charge	17 Missile	*Temple*	Cost (2T)
		Special: ExWo, GdVsArm, BonWoSn, ChaNoOrd, GdMo, VulMis, Fast						400/130

Cavalry

	British Light Chariots	18 Units	10 Attack	1Defense♥2	7 Charge	14 Missile	Blacksm	Cost
		Special: SpecAtt, CantCirc, BonSn, Scare Inf, ExMor, ChaNoOrd, Fast						440/170
	British Heavy Chariots	18 Units	13 Attack	1Defense♥3	8 Charge	13 Sword	Weaponsm	Cost (2T)
		Special: SpecAtt, BonSn, Scare Inf, ExMor, ChaNoOrd, Fast						580/190

Miscellaneous

	Wardogs	12 Units	14 Attack	3 Defense	4 Charge	X	Stab	Cost (2T)
		Special: Frighten Enemy, Bonus Woods & Snow, Fast						610/40
	British Warlord	18 Units	13 Attack	1Defense♥5	8 Charge	13 Sword	NA	Cost (NA)
		Special: SpecAtt, BonSn, Scare Inf, ExMor, ChaNoOrd, GdMor, Fast						1010/140
	Barbarian Cavalry Merc	27 Units	9 Attack	10 Defense	9 Charge	X	NA	Cost (NA)
		Special: Bonus Snow, Wedge, Charge No Orders, Strong Charge						500/90

Ships

	Boats	15 Units	6 Attack	5 Defense	X Charge	X	Port	Cost
		Special: None						360/60
	Long Boats	30 Units	8 Attack	7 Defense	X Charge	X	Shipwright	Cost
		Special: None						570/120



Armenia



Melee

	Peasants	60 Units	3 Attack	3 Defense	2 Charge	X	Gov House	Cost
		Special: Poor Morale, Vulnerable to Missiles, Can Sap						120/100
	Hillmen	40 Units	5 Attack	9 Defense	5 Charge	X	Barr	Cost
		Special: HideGrass, ChargeNoOrders, GoodStamina, Fast, CanSap						290/170
	Eastern Infantry	60 Units	3 Attack	10 Defense	4 Charge	X	Mil Barr	Cost
		Special: Bonus vs Cavalry, Poor Morale, Can Sap						330/150
	Heavy Spearman	41 Units	7 Attack	17 Defense	6 Charge	5 Sword	City Barr	Cost
		Special: Phalanx, Bonus vs Cavalry, Can Sap						460/170
	Armenian Legionaries	41 Units	7 Attack	16 Defense	2 Charge	11 Missile	Army Barr	Cost
		Special: Javelin Charge, Good Stamina, Can Sap						500/220

Ranged

	Peltasts	40 Units	3 Attack	4 Defense	2 Charge	6 Missile	Prac Rng	Cost
		Special: HideGrass, BonElephant&Chariot, VulnMiss, Fast, CanSap						180/170
	Archers	40 Units	3 Attack	2 Defense	2 Charge	7 Missile	Arch Rng	Cost
		Special: Flame, Vulnerable to Missiles, Fast, Can Sap						190/170
	Onagers	16 Units	53 Attack	5 Defense	X Charge	70 Buildng	Cata Rng	Cost
		Special: Area Effect, VLong Range, Flame, No Hide, Inaccurate						740/120

Cavalry

	Horse Archers	27 Units	3 Attack	2 Defense	2 Charge	7 Missile	Stab	Cost
		Special: Cantabrian Circle, Vulnerable to Missiles, Fast						440/110
	Cataphract Archers	27 Units	9 Attack	22 Defense	3 Charge	10 Missile	Cav Stab	Cost (2T)
		Special: Cantabrian Circle, Good Morale						1140/140
	Cataphracts	27 Units	7 Attack	23 Defense	15 Charge	9 Sword	EICavStab	Cost (2T)
		Special: Wedge, Good Morale, Strong Charge						890/140

Miscellaneous

	Early Armenian General	12 Units	12 Attack	15Defense♥2	4 Charge	12 Missile	NA	Cost (NA)
		Special: Rally Troops, Good Morale, Good Stamina						960/80
	Armenian General	12 Units	10 Attack	24Defense♥2	16 Charge	12 Sword	NA	Cost (NA)
		Special: Rally Troops, Good Morale, Strong Charge, Good Stamina						1310/90
	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
	Bedouin Archers	27 Units	3 Attack	9 Defense	2 Charge	7 Missile	NA	Cost (NA)
		Special: CantabrianCircle, BonusDesert, ScareHorses, GoodStamina						730/110

Ships

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



Dacia



Melee

	Barbarian Peasants	60 Units	1 Attack	4 Defense	0 Charge	X	Gov House	Cost
		Special: Warcry, ExpertHideWoods, BonWoods&Snow, PoorMorale						150/100
	Warband	61 Units	7 Attack	10 Defense	7 Charge	X	Must Field	Cost
		Special: Warcry, ExpWoods, BonWoods&Snow, CharNoOrd						420/200
	Falxmen	41 Units	13 Attack	10 Defense	7 Charge	X	Meet Hall	Cost
		Special: Warcry, ExWo, BonWoodSnow, ChaNoOrd, GdMor, Fast						500/170
	Chosen Swordmen	41 Units	13 Attack	17 Defense	5 Charge	X	Hero Hall	Cost
		Special: Warcry, ExWo, BonWoodSnow, ChaNoOrd, ExMor, GdStam						680/210
	Naked Fanatics	40 Units	13 Attack	7 Defense	6 Charge	X	*Temple*	Cost (2T)
		Special: Warcry, ExWo, BonWoodSnow, ChaNoOrd, GdMor, GdStam						430/130

Ranged

	Archer Warband	40 Units	3 Attack	5 Defense	2 Charge	7 Missile	Prac Rng	Cost
		Special: ExpertWoods, Bonus Wood&Snow, Flame, Fast						270/170
	Chosen Archer Warband	40 Units	10 Attack	11 Defense	5 Charge	12 Missile	Arch Rng	Cost
		Special: ExWo, BonWoSno, LongRng, GdMor, Flame, GdStam						700/180
	Ballistas	12 Units	53 Attack	5 Defense	X Charge	24 Buildng	Arch Rng	Cost
		Special: Impale men, Long Range, Flame, No Hide						230/100
	Onagers	16 Units	53 Attack	5 Defense	X Charge	70 Buildng	Arch Rng	Cost
		Special: Area Effect, VLong Range, Flame, No Hide, Inaccurate						730/110

Cavalry

	Barbarian Cavalry	27 Units	9 Attack	10 Defense	9 Charge	X	Stab	Cost
		Special: Bonus Snow, Wedge, Charge No Orders, Strong Charge						400/90
	Barbarian Noble Cavalry	27 Units	10 Attack	15 Defense	10 Charge	X	Warl Stab	Cost
		Special: BonSnow, Wedge, ChargeNoOrders, GdMorale, StrongCharge						600/160

Miscellaneous

	Wardogs	12 Units	14 Attack	3 Defense	4 Charge	X	Stab	Cost (2T)
		Special: Frighten Enemy, Bonus Woods & Snow, Fast						610/40
	Early Dacian Warlord	12 Units	13 Attack	13Defense♥2	10 Charge	X	NA	Cost (NA)
		Special: BonusSnow, Rally, ExMorale, StrongCharge, GoodStamina						810/110
	Dacian Warlord	12 Units	13 Attack	16Defense♥2	10 Charge	X	NA	Cost (NA)
		Special: BonusSnow, Rally, ExMorale, StrongCharge, GoodStamina						940/110
	Scythian Mercenaries	27 Units	3 Attack	2 Defense	2 Charge	7 Missile	NA	Cost (NA)
		Special: CantabrianCircle, VulnerableMissiles, GoodStamina, Fast						500/110

Ships

	Boats	15 Units	6 Attack	5 Defense	X Charge	X	Port	Cost
		Special: None						360/60
	Long Boats	30 Units	8 Attack	7 Defense	X Charge	X	Shipwright	Cost
		Special: None						570/120



Greek Cities



Melee

	Peasants	60 Units	1 Attack	1 Defense	0 Charge	X	Gov House	Cost
		Special: Poor Morale, Vulnerable to Missiles, Can Sap						100/100
	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	Cost
		Special: Phalanx, Bonus vs Cavalry, Can Sap						440/170
	Armoured Hoplites	41 Units	9 Attack	22 Defense	7 Charge	7 Sword	City Barr	Cost
		Special: Phalanx, Bonus Cavalry, Good Morale, Good Stamina, Can Sap						640/210
	Spartan Hoplites	40 Units	16 Attack	17 Defense♥2	8 Charge	16 Sword	Army Barr	Cost (2T)
		Special: Phalanx, Bon Cavalry, Ex Morale, VG Stamina, Str Cha, Can Sap						1220/460

Ranged

	Peltasts	40 Units	3 Attack	4 Defense	2 Charge	6 Missile	Prac Rng	Cost
		Special: Hide Grass, Bonvs Ele&Cha+Woods, Vuln Miss, Fast, Can Sap						180/170
	Heavy Peltasts	40 Units	5 Attack	11 Defense	2 Charge	7 Missile	Cata Rng	Cost
		Special: Hide Grass, Bonvs Ele&Cha+Woods, Fast, Can Sap						350/170
	Archers	40 Units	3 Attack	2 Defense	2 Charge	7 Missile	Arch Rng	Cost
		Special: Bonus Woods, Flame, Vulnerable to Miss, Fast, Can Sap						190/170
	Ballistas	12 Units	53 Attack	3 Defense	X Charge	24 Buildng	Arch Rng	Cost
		Special: Impale men, Long Range, Flame, No Hide						220/100
	Onagers	16 Units	53 Attack	3 Defense	X Charge	70 Buildng	Cata Rng	Cost
		Special: Area Effect, V Long Range, Flame, No Hide, Inaccurate						720/110
	Heavy Onagers	16 Units	63 Attack	3 Defense	X Charge	110 Buildng	Sieg Rng	Cost (2T)
		Special: Area Effect, V Long Range, Flame, No Hide, Inaccurate						930/110

Cavalry

	Militia Cavalry	27 Units	6 Attack	6 Defense	2 Charge	6 Missile	Stab	Cost
		Special: Cantabrian Circle, Fast						340/110
	Greek Cavalry	27 Units	7 Attack	8 Defense	7 Charge	X	Cav Stab	Cost
		Special: Wedge						330/110

Miscellaneous

	Incendiary Pigs	12 Units	7 Attack	1 Defense	2 Charge	X	EICavStab	Cost
		Special: Frighten Elephants, Fast						140/50
	Early Greek General	12 Units	12 Attack	10 Defense♥2	9 Charge	X	NA	Cost (NA)
		Special: Rally Troops, Good Morale, Strong Charge, Good Stamina						690/130
	Greek General	12 Units	10 Attack	17 Defense♥2	16 Charge	12 Sword	NA	Cost (NA)
		Special: Rally Troops, Good Morale, Strong Charge, Good Stamina						1020/130
	Rhodian Slingers	40 Units	6 Attack	6 Defense	3 Charge	9 Missile	NA	Cost (NA)
		Special: Bon Woods, Gd Morale, Vuln Mis, Gd Stamina, Fast, Can Sap						380/130
	Creeeesshian Archers	40 Units	6 Attack	5 Defense	3 Charge	11 Missile	NA	Cost (NA)
		Special: Bon Wood, Long Rang, Flame, Vuln Mis, Gd Stam, Fast, Can Sap						550/200

Ships

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



Numidia



Melee

	Peasants	60 Units	3 Attack	3 Defense	2 Charge	X	Gov House	Cost
		Special: Poor Morale, Vulnerable to Missiles, Can Sap						120/100
	Desert Infantry	40 Units	7 Attack	13 Defense	6 Charge	X	Mil Barr	Cost
		Special: BonusCavalry, BonusDesert, GdMorale, GdStamina, CanSap						390/200
	Numidian Legionaries	41 Units	7 Attack	16 Defense	2 Charge	11 Missile	Army Barr	Cost(2T)
		Special: Javelin Charge, Good Stamina, Can Sap						500/220

Ranged

	Numidian Javelinmen	40 Units	3 Attack	44 Defense	2 Charge	6 Missile	Barr	Cost
		Special: Bonus vs Elephants&Chariots, VulnMiss, Fast, 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						190/170
	Slingers	40 Units	3 Attack	4 Defense	2 Charge	4 Missile	Arch Rng	Cost
		Special: Vulnerable to Missiles, Fast, Can Sap						150/170
	Onagers	16 Units	53 Attack	3 Defense	X Charge	70 Buildng	Cata Rng	Cost
		Special: Area Effect, VLong Range, Flame, No Hide, Inaccurate						720/110

Cavalry

	Numidian Cavalry	27 Units	6 Attack	8 Defense	3 Charge	9 Missile	Stab	Cost
		Special: Cantabrian Circle, Good Morale, Good Stamina, Fast						420/130
	Long Shield Cavalry	27 Units	9 Attack	13 Defense	8 Charge	9 Sword	Cav Stab	Cost
		Special: Wedge, Good Morale, Strong Charge						510/140
	Numidian Camel Riders	27 Units	9 Attack	13 Defense	8 Charge	X	Cav Stab	Cost (2T)
		Special: BonDesert, ScareHorses, GdMorale, StrCharge, GdStamina						520/140

Miscellaneous

	Early Numidian General	12 Units	12 Attack	14Defense♥2	9 Charge	12 Sword	NA	Cost (NA)
		Special: Rally Troops, Good Morale, Strong Charge, Good Stamina						790/80
	Numidian 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
	Mercenary War Elephants	18 Units	7 Attack	16Defense♥12	11 Charge	10 Missile	NA	Cost (2T)
		Special: SpecAtt, BonusCav, ScareEnemy, Amok, GdMorale, NoHide						2690/490

Ships

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



Scythia



Melee

	Barbarian Peasants	60 Units	1 Attack	4 Defense	0 Charge	X	Gov House	Cost
		Special: Warcry, ExpertHideWoods, BonWoods&Snow, PoorMorale						150/100
	Axemen	41 Units	11 Attack	9 Defense	7 Charge	X	Meet Hall	Cost
		Special: Warcry, ExpWoods, BonWoods&Snow, CharNoOrd, GdMor						450/170

Ranged

	Archer Warband	40 Units	3 Attack	5 Defense	2 Charge	7 Missile	Prac Rng	Cost
		Special: ExpertWoods, Bonus Wood&Snow, Flame, Fast						270/170
	Chosen Archer Warband	41 Units	10 Attack	11 Defense	5 Charge	12 Missile	Arch Rng	Cost
		Special: ExWo, BonWoSno, LongRng, GdMor, Flame, GdStam						700/180
	Onagers	16 Units	53 Attack	5 Defense	X Charge	70 Buildng	Arch Rng	Cost
		Special: Area Effect, VLong Range, Flame, No Hide, Inaccurate						730/110

Cavalry

	Barbarian Cavalry	27 Units	9 Attack	10 Defense	9 Charge	X	Stab	Cost
		Special: Bonus Snow, Wedge, Charge No Orders, Strong Charge						400/90
	Headhunting Maidens	27 Units	10 Attack	11 Defense	6 Charge	X	*Temple*	Cost(2T)
		Special: GoodVSArmour, BonSnow, Wedge, ChaNoOrd, GdMor, Fast						600/141
	Scythian Nobles	27 Units	8 Attack	13 Defense	17 Charge	10 Sword	Warl Stab	Cost(2T)
		Special: BonSnow, Wedge, ChargeNoOrders, GdMorale, StrongCharge						630/170
	Scythian Horse Archers	27 Units	3 Attack	5 Defense	2 Charge	7 Missile	Must Field	Cost
		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)
		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

Miscellaneous

	Wardogs	20 Units	14 Attack	3 Defense	4 Charge	X	Stab	Cost (2T)
		Special: Frighten Enemy, Bonus Woods & Snow, Fast						720/60
	Early Scythian Warlord	12 Units	13 Attack	13Defense♥2	10 Charge	X	NA	Cost(NA)
		Special: BonusSnow, Rally, ExMorale, StrongCharge, GoodStamina						810/110
	Scythian Warlord	12 Units	11 Attack	14Defense♥2	17 Charge	13 Sword	NA	Cost(NA)
		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
	Long Boats	30 Units	8 Attack	7 Defense	X Charge	X	Shipwright	Cost
		Special: None						570/120



Spain



Melee

	Peasants	60 Units	3 Attack	3 Defense	2 Charge	X	Gov House	Cost
		Special: Warcry, Poor Morale, Vulnerable to Missiles, Can Sap						120/100
	Town Militia	40 Units	3 Attack	7 Defense	4 Charge	X	Must Field	Cost
		Special: Warcry, Poor Morale, Can Sap						150/100
	Iberian Infantry	40 Units	7 Attack	8 Defense	2 Charge	X	Meet Hall	Cost
		Special: Warcry, Can Sap						240/170
	Scutarii	41 Units	9 Attack	12 Defense	4 Charge	13 Missile	Hero Hall	Cost
		Special: Warcry, Expert Woods, Javelin Charge, Charge No Orders						430/140
	Bull Warriors	41 Units	13 Attack	12 Defense♥2	5 Charge	17 Missile	*Temple*	Cost (2T)
		Special: Warcry, ExWoods, JavCha, ExMor, ChaNoOrd, GdStam, Fast						1150/200
	Naked Fantics	40 Units	13 Attack	7 Defense	6 Charge	X	*Temple*	Cost (2T)
		Special: Warcry, ExWo, BonWoodSnow, ChaNoOrd, GdMor, GdStam						430/130

Ranged

	Skirmishers	40 Units	3 Attack	4 Defense	2 Charge	6 Missile	Prac Rng	Cost
		Special: HideGrass, BonElephant&Chariot, VulnMiss, Fast, CanSap						180/170
	Slingers	40 Units	3 Attack	4 Defense	2 Charge	4 Missile	Arch Rng	Cost
		Special: Vulnerable to Missiles, Fast, Can Sap						150/170
	Onagers	16 Units	53 Attack	3 Defense	X Charge	70 Buildng	Arch Rng	Cost
		Special: Area Effect, VLong Range, Flame, No Hide, Inaccurate						720/110

Cavalry

	Round Shield Cavalry	27 Units	7 Attack	8 Defense	2 Charge	X	Stab	Cost
		Special: Wedge						300/110
	Long Shield Cavalry	27 Units	9 Attack	13 Defense	8 Charge	9 Sword	Warl Stab	Cost
		Special: Wedge, Good Morale, Strong Charge						510/140

Miscellaneous

	Wardogs	12 Units	12 Attack	3 Defense	2 Charge	X	Stab	Cost (2T)
		Special: Frighten Enemy, Fast						520/50
	Early Spanish General	12 Units	12 Attack	14 Defense♥2	9 Charge	12 Sword	NA	Cost (NA)
		Special: Rally Troops, Good Morale, Strong Charge, Good Stamina						790/80
	Spanish General	12 Units	12 Attack	18 Defense♥2	9 Charge	12 Sword	NA	Cost (NA)
		Special: Rally Troops, Good Morale, Strong Charge, Good Stamina						1040/80
	Balearic Slingers	40 Units	6 Attack	6 Defense	3 Charge	9 Missile	NA	Cost (NA)
		Special: Good Morale, Vuln Missiles, Good Stamina, Fast, Can Sap						470/200

Ships

	Boats	15 Units	6 Attack	5 Defense	X Charge	X	Port	Cost
		Special: None						360/60
	Long Boats	30 Units	8 Attack	7 Defense	X Charge	X	Shipwright	Cost
		Special: None						570/120



Thrace



Melee

	Peasants	60 Units	1 Attack	1 Defense	0 Charge	X	Gov House	Cost
Special: Poor Morale, Vulnerable to Missiles, Can Sap								100/100
	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
	Falxmen	41 Units	13 Attack	10 Defense	7 Charge	X	Mil Barr	Cost
Special: ExpertWoods,BonusWoodSnow,ChaNoOrd,GoodMor,Fast								500/170
	Phalanx Pikemen	60 Units	8 Attack	13 Defense	6 Charge	5 Sword	City Barr	Cost
Special: Phalanx,BonCav,VLongSpears,CanSap								580/250
	Bastarnae	61 Units	14 Attack	6Defense♥2	8 Charge	X	Army Barr	Cost (2T)
Special: ExpertWoods,BonusWoodSnow,ChaNoOrd,GoodMor,Fast								790/130

Ranged

	Peltasts	40 Units	5 Attack	7 Defense	2 Charge	7 Missile	Prac Rng	Cost
Special: HideGrass,BonvsEle&Cha+Woods,VulnMiss,Fast,CanSap								270/170
	Archers	40 Units	3 Attack	2 Defense	2 Charge	7 Missile	Arch Rng	Cost
Special: Bonus Woods, Flame, Vulnerable to Miss, Fast, Can Sap								190/170
	Onagers	16 Units	53 Attack	3 Defense	X Charge	70 Buildng	Cata Rng	Cost
Special: Area Effect, VLong Range, Flame, No Hide, Inaccurate								720/110

Cavalry

	Militia Cavalry	27 Units	6 Attack	6 Defense	2 Charge	6 Missile	Stab	Cost
Special: Cantabrian Circle, Fast								340/110
	Greek Cavalry	27 Units	7 Attack	8 Defense	7 Charge	X	Cav Stab	Cost
Special: Wedge								330/110

Miscellaneous

	Early Thracian General	12 Units	12 Attack	14Defense♥2	9 Charge	X	NA	Cost (NA)
Special: BonSnow,Rally,GoodMorale,StrongCharge,Good Stamina								770/80
	Thracian General	12 Units	12 Attack	14Defense♥2	9 Charge	X	NA	Cost (NA)
Special: BonSnow,Rally,GoodMorale,StrongCharge,Good Stamina								770/80
	Illyrian Mercenaries	40 Units	7 Attack	8 Defense	4 Charge	9 Missile	NA	Cost (NA)
Special: ExpHideWoods,BonSnow&Woods,ChargeNoOrders,Fast								380/130

Ships

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



Mercenaries



Melee

	Barbarian Mercenaries	60 Units	7 Attack	10 Defense	7 Charge	X	NA	Cost (NA)
		Special: Warcry,ExpertWoods,BonusWoods&Snow,ChargeNoOrders						480/200
	Bastarnae Mercenaries	40 Units	11 Attack	8Defense♥2	7 Charge	X	NA	Cost (NA)
		Special: ExpertWoods,BonusWoodSnow,ChaNoOrd,GoodMor,Fast						930/170
	Cilician Pirates	40 Units	10 Attack	5 Defense	5 Charge	13 Missile	NA	Cost (NA)
		Special: JavelinChar,CharNoOrders,GdMar,VulnMiss,Fast,CanSap						450/200
	Eastern Mercenaries	60 Units	3 Attack	7 Defense	4 Charge	X	NA	Cost (NA)
		Special: Bonus vs Cavalry, Poor Morale, Can Sap						300/150
	Mercenary Hoplites	40 Units	7 Attack	16 Defense	6 Charge	5 Sword	NA	Cost (NA)
		Special: Phalanx, Bonus vs Cavalry, Good Stamina, Can Sap						550/170
	Samnite Mercenaries	40 Units	5 Attack	14 Defense	5 Charge	X	NA	Cost (NA)
		Special: Bonus in Woods, Bonus vs Cavalry, Can Sap						450/170
	Spanish Mercenaries	40 Units	7 Attack	12 Defense	2 Charge	11 Missile	NA	Cost (NA)
		Special: Javelin Charge, Can Sap						460/170
	Thracian Mercenaries	40 Units	10 Attack	6 Defense	6 Charge	X	NA	Cost (NA)
		Special: ExpertHideWoods,Bonus Woods, Charge No Orders, Fast						330/130

Ranged

	Balearic Slingers	40 Units	6 Attack	6 Defense	3 Charge	9 Missile	NA	Cost (NA)
		Special: Good Morale, Vuln Missiles, Good Stamina, Fast, Can Sap						470/200
	Creeeesshian Archers	40 Units	6 Attack	5 Defense	3 Charge	11 Missile	NA	Cost (NA)
		Special: BonWood,LongRang,Flame,VulnMis,GdStam,Fast,CanSap						550/200
	Illyrian Mercenaries	40 Units	7 Attack	8 Defense	4 Charge	9 Missile	NA	Cost (NA)
		Special: ExpHideWoods,BonSnow&Woods,ChargeNoOrders,Fast						380/130
	Lybian Mercenaries	40 Units	2 Attack	3 Defense	1 Charge	5 Missile	NA	Cost (NA)
		Special: HideGrass,BonvsEle&Cha+Desert,PoorMorale,Fast,CanSap						170/100
	Mercenary Peltasts	40 Units	4 Attack	9 Defense	2 Charge	6 Missile	NA	Cost (NA)
		Special: HideGrass,BonvsEle&Cha+Woods,Fast,CanSap						330/170
	Rhodian Slingers	40 Units	6 Attack	6 Defense	3 Charge	9 Missile	NA	Cost (NA)
		Special: BonWoods,GdMorale,VulnMis,GdStamina,Fast,CanSap						380/130

Cavalry

	Arab Cavalry	27 Units	7 Attack	11 Defense	2 Charge	X	NA	Cost (NA)
		Special: Bonus Desert, Wedge, Good Stamina, Fast						480/110
	Barbarian Cavalry Merc	27 Units	9 Attack	10 Defense	9 Charge	X	NA	Cost (NA)
		Special: Bonus Snow, Wedge, Charge No Orders, Strong Charge						500/90
	Bedouin Archers	27 Units	3 Attack	9 Defense	2 Charge	7 Missile	NA	Cost (NA)
		Special: CantabrianCircle,BonusDesert,ScareHorses,GoodStamina						730/110
	Bedouin Warriors	27 Units	7 Attack	11 Defense	2 Charge	X	NA	Cost (NA)
		Special: Bonus Desert, Scare Horses, Wedge, Good Stamina						470/110
	Numedian Mercenaries	27 Units	6 Attack	8 Defense	3 Charge	9 Missile	NA	Cost (NA)
		Special: Cantabrian Circle, Good Morale, Good Stamina, Fast						520/130
	Sarmatian Mercenaries	27 Units	8 Attack	13 Defense	17 Charge	10 Sword	NA	Cost (NA)
		Special: BonSnow,Wedge,Charge NoOrders,GdMorale,StrongCharge						780/170
	Scythian Mercenaries	27 Units	3 Attack	2 Defense	2 Charge	7 Missile	NA	Cost (NA)
		Special: CantabrianCircle,VulnerableMissiles,Good Stamina,Fast						500/110
	Mercenary War Elephants	18 Units	7 Attack	16Defense♥12	11 Charge	10 Missile	NA	Cost (2T)
		Special: SpecAtt,BonusCav,ScareEnemy,Amok,GdMorale,NoHide						2690/490

Miscellaneous

	Yubsteb Elephants	26 Units	7 Attack	16Defense♥30	11 Charge	10 Missile	*Cheat*	Cost (2T)
		Special: SpecAtt,BonusCav,ScareEnemy,Amok,GdMor,NoHide,Fast						1890/530

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 **Multiplayer** 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

	Barbarian Peasants	60 Units	1 Attack	4 Defense	0 Charge	X	Gov House	Cost
		Special: Warcry, ExpertHideWoods, BonWoods&Snow, PoorMorale						150/100
	Archer Warband	40 Units	3 Attack	5 Defense	2 Charge	7 Missile	Prac Rng	Cost
		Special: ExpertWoods, Bonus Wood&Snow, Flame, Fast						270/170
	Warband	61 Units	7 Attack	10 Defense	7 Charge	X	Must Field	Cost
		Special: Warcry, ExpWoods, BonWoods&Snow, CharNoOrd						420/200
	Naked Fanatics	40 Units	13 Attack	7 Defense	6 Charge	X	*Temple*	Cost (2T)
		Special: Warcry, ExWo, BonWoodSnow, ChaNoOrd, GdMor, GdStam						430/130
	Druid	16 Units	13 Attack	14 Defense	5 Charge	X	*Temple*	Cost
		Special: Chant, ExpWoods, BonWoods&Snow, ExMor, VGdStam						480/90
	Barbarian Cavalry	27 Units	9 Attack	10 Defense	9 Charge	X	Stab	Cost
		Special: Bonus Snow, Wedge, Charge No Orders, Strong Charge						400/90
	Barbarian Noble Cavalry	27 Units	10 Attack	15 Defense	10 Charge	X	Warl Stab	Cost
		Special: BonSnow, Wedge, ChargeNoOrders, GdMorale, StrongCharge						600/160
	British Heavy Chariots	18 Units	13 Attack	1Defense♥3	8 Charge	13 Sword	Weaponsm	Cost (2T)
		Special: SpecAtt, BonSn, Scare Inf, ExMor, ChaNoOrd, Fast						580/190
	Scythian Horse Archers	27 Units	3 Attack	5 Defense	2 Charge	7 Missile	Must Field	Cost
		Special: Cantabrian Circle, Bonus Snow, Good Stamina, Fast						540/110
	Barbarian Warlord	12 Units	13 Attack	13Defense♥2	10 Charge	X	NA	Cost (NA)
		Special: BonusSnow, Rally, ExMorale, StrongCharge, GoodStamina						810/110

Cathaginian Rebels

	Peasants	60 Units	3 Attack	3 Defense	2 Charge	X	Gov House	Cost
		Special: Poor Morale, Vulnerable to Missiles, Can Sap						120/100
	Skirmishers	40 Units	3 Attack	4 Defense	2 Charge	6 Missile	Arch Rng	Cost
		Special: HideGrass, BonElephant&Chariot, VulnMiss, Fast, CanSap						180/170
	Town Militia	40 Units	3 Attack	7 Defense	4 Charge	X	Barr	Cost
		Special: Poor Morale, Can Sap						150/100
	Iberian Infantry	40 Units	7 Attack	8 Defense	2 Charge	X	Mil Barr	Cost
		Special: Can Sap						240/170
	Numidian Javelinmen	40 Units	3 Attack	44 Defense	2 Charge	6 Missile	Barr	Cost
		Special: Bonus vs Elephants&Chariots, VulnMiss, Fast, Can Sap						180/170
	Round Shield Cavalry	27 Units	7 Attack	8 Defense	2 Charge	X	Stab	Cost
		Special: Wedge						300/110
	Long Shield Cavalry	27 Units	9 Attack	13 Defense	8 Charge	9 Sword	Cav Stab	Cost
		Special: Wedge, Good Morale, Strong Charge						510/140
	Early Carthagian General	12 Units	12 Attack	14Defense♥2	9 Charge	12 Sword	NA	Cost (NA)
		Special: Rally Troops, Good Morale, Strong Charge, Good Stamina						790/80
	Numidian Cavalry	27 Units	6 Attack	8 Defense	3 Charge	9 Missile	Stab	Cost
		Special: Cantabrian Circle, Good Morale, Good Stamina, Fast						420/130

Eastern Rebels









	Peasants	60 Units	3 Attack	3 Defense	2 Charge	X	Gov House	Cost
		Special: Poor Morale, Vulnerable to Missiles, Can Sap						120/100
	Archers	40 Units	3 Attack	2 Defense	2 Charge	7 Missile	Arch Rng	Cost
		Special: Flame, Vulnerable to Missiles, Fast, Can Sap						190/170
	Eastern Infantry	60 Units	3 Attack	10 Defense	4 Charge	X	Mil Barr	Cost
		Special: Bonus vs Cavalry, Poor Morale, Can Sap						330/150
	Pontic Heavy Cavalry	27 Units	9 Attack	14 Defense	3 Charge	9 Missile	Cav Stab	Cost
		Special: Cantabrian Circle, Good Morale						630/140
	Horse Archers	27 Units	3 Attack	2 Defense	2 Charge	7 Missile	Stab	Cost
		Special: Cantabrian Circle, Vulnerable to Missiles, Fast						440/110

Egyptian Rebels









	Peasants	60 Units	3 Attack	3 Defense	2 Charge	X	Gov House	Cost
		Special: Bonus Desert, Poor Morale, Vuln to Missiles, Can Sap						120/100

	Skirmishers	40 Units	3 Attack	4 Defense	2 Charge	6 Missile	Prac Rng	Cost
	Special:	HideGrass,BonvsEle&Cha+Desert,VulnMiss,Fast,CanSap						180/170
	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
	Early Egyptian General	27 Units	12 Attack	1Defense♥5	7 Charge	13 Missile	NA	Cost (NA)
	Special:	RallyTroops,SpecAttack,BonDes,ScareInf,GdMor,GdStam						990/130







Greek Rebels

	Peasants	60 Units	1 Attack	1 Defense	0 Charge	X	Gov House	Cost
	Special:	Poor Morale, Vulnerable to Missiles, Can Sap						100/100
	Peltasts	40 Units	3 Attack	4 Defense	2 Charge	6 Missile	Prac Rng	Cost
	Special:	HideGrass,BonvsEle&Cha+Woods,VulnMiss,Fast,CanSap						180/170
	Heavy Peltasts	40 Units	5 Attack	11 Defense	2 Charge	7 Missile	Cata Rng	Cost
	Special:	HideGrass,BonvsEle&Cha+Woods,Fast,CanSap						350/170
	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	Cost
	Special:	Phalanx, Bonus vs Cavalry, Can Sap						440/170
	Militia Cavalry	27 Units	6 Attack	6 Defense	2 Charge	6 Missile	Stab	Cost
	Special:	Cantabrian Circle, Fast						340/110
	Greek Cavalry	27 Units	7 Attack	8 Defense	7 Charge	X	Cav Stab	Cost
	Special:	Wedge						330/110
	Early Greek General	12 Units	12 Attack	10Defense♥2	9 Charge	X	NA	Cost (NA)
	Special:	Rally Troops, Good Morale, Strong Charge, Good Stamina						690/130

Miscellaneous Rebels

	Velite Gladiator	20 Units	12 Attack	14Defense♥2	7 Charge	X	Arena	Cost (2T)
	Special:	Ex Morale, Charge without orders, VG Stamina, Can Sap						620/250
	Samnite Gladiator	20 Units	14 Attack	14Defense♥2	4 Charge	X	Amphith	Cost (2T)
	Special:	Ex Morale, Charge without orders, VG Stamina, Can Sap						720/260
	Mirmillio Gladiator	20 Units	12 Attack	14Defense♥2	7 Charge	X	Coliseum	Cost (2T)
	Special:	BonEle&Cha,ExMor,ChaNoOrders,VGStam,Fast,CanSap						700/260
	(Generic) Rebel General	12 Units	12 Attack	14Defense♥2	9 Charge	X	NA	Cost (NA)
	Special:	BonusSnow,Rally,GoodMorale,StrongCharge,Good Stamina						770/80
	(Eastern) Rebel General	12 Units	12 Attack	19Defense♥2	4 Charge	12 Missile	NA	Cost (NA)
	Special:	BonusSnow,Rally Troops, Good Morale, Good Stamina						1080/80
	(Barbarian) Rebel General	12 Units	13 Attack	13Defense♥2	10 Charge	X	NA	Cost (NA)
	Special:	BonusSnow,Rally,ExMorale,StrongCharge,GoodStamina						810/60
	Amazon Chariots	27 Units	10 Attack	1Defense♥2	7 Charge	14 Missile	NA	Cost
	Special:	SpecAttack,CantCircle,BonWoSno,ScareInfantry,GdMorale						680/140
	Judean Zealots	60 Units	11 Attack	7 Defense	9 Charge	X	NA	Cost (NA)
	Special:	Bonus vs Cavalry, HideGrass, Good Mor, Good Stam						490/200

Rebel Ships

	Pirate Ships	25 Units	7 Attack	6Defense	X Charge	X	NA	Cost
	Special:	None						510/100
	Boats	15 Units	6 Attack	5 Defense	X Charge	X	Port	Cost
	Special:	None						360/60
	Long Boats	30 Units	8 Attack	7 Defense	X Charge	X	Shipwright	Cost
	Special:	None						570/120
	Bireme	20 Units	6 Attack	6 Defense	X Charge	X	Port	Cost
	Special:	None						450/80
	Trireme	30 Units	8 Attack	7 Defense	X Charge	X	Shipwright	Cost
	Special:	None						570/120
	Quinquireme	40 Units	10 Attack	9 Defense	X Charge	X	Dockyard	Cost (2T)
	Special:	None						900/210

Rebels and Slaves also have access to ALL mecenary units (previous section)



Version History

Version 1.2 (released 19 October)

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

- *Preliminary 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 contact me:

- *PM me at the ORG or NET forums; username; Soulflame*
- *Send me an email; hurm_@hotmail.com*
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