



the FAUST



Faction And Unit Stat Table

Playable

- 1. England
- 2. France
- 3. HRE
- 4. Spain
- 5. Venice
- 6. Sicily
- 7. Milan
- 8. Scotland
- 9. Denmark
- 10. Portugal
- 11. Poland
- 12. Hungary
- ✝ 13. Russia
- ✝ 14. Byzantium
- ☾ 15. The Moors
- ☾ 16. The Turks
- ☾ 17. Egypt



Unplayable

- 18. The Papal States
- ⊖ 19. The Aztecs
- ⊖ 20. The Mongols
- ⊖ 21. The Timurids

Appendix A

- i Unit defence
- Formations
- Siege engines
- Missile ranges

by brandybarrel

M2:TW ver 1.1



England



Religion: Catholic
Regions: Nottingham, Caen, London
Short game: Hold 15 regions; eliminate factions: France and Scotland.
Long game: Hold 45 regions, including: Jerusalem.
Strengths: superb longbowmen, strong infantry
Weaknesses: poor variety of cavalry

Unit	Recruitment				Attack				Defence				Morale
	Class	Size	Cost	Upkp	Wpn1	Chg1	Wpn2	Chg2	Total	Armor	Skill	Shield	
Peasants	lgt	60	110	90	4	0	0	0	3	0	3	0	1
Bill Militia*	hvy	48	170	100 ^F	13 ^{AP}	4	0	0	1	0	1	0	3
Peasant Archers	mis	48	220	100	5	1	2	1	1	0	1	0	3
Archer Militia	mis	48	220	100 ^F	5	1	2	1	1	0	1	0	3
Hobilar*s	cav	32	280	150	7	3	7	2	7	4	3	0	3
Town Militia	spr	60	290	125 ^F	5 ^{AC4}	2	0	0	7	0	1	6	3
Levy Spearmen*	spr	60	310	125	5 ^{AC8}	2	0	0	7 ^{sch}	0	1	6	3
Spear Militia	spr	60	310	125 ^F	5 ^{AC8}	2	0	0	7 ^{sch}	0	1	6	3
Merchant Cav. Militia	cav	32	370	210 ^F	6	2	0	0	14	7	3	4	3
Arquebusiers	mis	48	460	125	14 ^{gun}	1	6	1	3	0	3	0	3
Longbowmen	mis	48	560	150	6 ^{AP}	1	7 ^{AP}	2	4 ^{sta}	0	1	3	3
Billmen*	hvy	48	230	125	15 ^{AP}	5	0	0	3	0	3	0	5
Heavy Billmen*	hvy	48	300	150	15 ^{AP}	5	0	0	10	7	3	0	5
Heavy Bill Militia*	hvy	48	300	150 ^F	15 ^{AP}	5	0	0	10	7	3	0	5
Armored Sergeants	spr	60	540	155	7 ^{AC8}	3	0	0	14 ^{sch}	5	3	6	5
Yeoman Archers*	mis	48	650	150	8 ^{AP}	2	9 ^{AP}	3	5 ^{sta}	0	2	3	5
Dis. Longbowmen*	mis	48	710	150	8 ^{AP}	2	11	2	14 ^{sta}	5	6	3	5
Mounted Longbow*	cav	32	770	210	7 ^{AP}	2	8	3	10 ^{CC}	5	5	0	5
Dis. Feudal Knights	hvy	48	570	225	13	3	0	0	21	7	8	6	9
Armored Swords*	hvy	48	610	150	13	3	0	0	22	8	8	6	9
Mailed Knights	cav	32	680	250	10	6	11	4	14 ^{wed}	5	5	4	9
Feudal Knights	cav	32	730	250	10	6	11	4	16 ^{wed}	7	5	4	9
English Knights*	cav	32	860	250	10	8	11 ^{AP}	4	16 ^{wed}	8	4	4	9
Sherwood Archers*	mis	24	510	250	13 ^{AP}	3	16	3	9 ^{2HP}	0	9	0	11
Dis. English Knights*	hvy	48	530	225	21 ^{AP}	6	0	0	13	8	5	0	11
Dis. Bodyguard	hvy	16	570	55	16	3	0	0	21 ^{2HP}	9	9	3	11
Demi Lancers*	cav	32	700	250	13	8	14	4	12	7	5	0	11
General's Bodyguard	cav	16	820	250	13	8	14	4	16 ^{2HP}	7	5	4	11
Late Bodyguard	cav	16	870	250	13	8	14	4	17 ^{2HP}	9	5	3	11
Templar / Hospitaller	cav	32	880	250	13	8	14	4	16 ^{wed}	7	5	4	11

* faction unique

Free City Garrison = F

AP = Armor Piercing J = Javelin

wed = wedge

sch = schiltrom

Units sorted in ascending order of:

AC = Anti-Cav bonus + n a = AC4

HP = Hit Points

pha = phalanx

1. Morale (discipline & training)

gun = gunpowder (AP)

CC = Cantabrian Circle

sta = stakes

2. Cost 3. Armor

nap = nahptha bomb (AP)



France



Religion: Catholic
Regions: Paris, Toulouse, Angers, Marseille, Rheims
Short game: Hold 20 regions; eliminate factions: England.
Long game: Hold 45 regions, including: Jerusalem.
Strengths: best cavalry in West, good infantry in late period
Weaknesses: weak infantry in early period

Unit	Recruitment				Attack				Defence				Morale
	Class	Size	Cost	Upkp	Wpn1	Chg1	Wpn2	Chg2	Total	Armor	Skill	Shield	
Peasants	lgt	60	110	90	4	0	0	0	3	0	3	0	1
Pike Militia	spr	60	150	125 ^F	7 ^{AC8}	2	6	1	1 ^{pha}	0	1	0	3
Peasant Archers	mis	48	220	100	5	1	2	1	1	0	1	0	3
Crossbow Militia	mis	48	220	100 ^F	9 ^{AP}	1	2	1	1	0	1	0	3
Peasant Crossbow	mis	48	220	100	9 ^{AP}	1	2	1	1	0	1	0	3
Town Militia	spr	60	290	125 ^F	5 ^{AC4}	2	0	0	7	0	1	6	3
Spear Militia	spr	60	310	125 ^F	5 ^{AC8}	2	0	0	7 ^{sch}	0	1	6	3
Partisan Militia*	hvy	48	390	150 ^F	5 ^{APa}	2	4 ^{APa}	2	6 ^{pha}	5	1	0	3
Arquebusiers	mis	48	460	125	14 ^{gun}	1	6	1	3	0	3	0	3
Crossbowmen	mis	48	330	125	9 ^{AP}	1	6	1	8	5	3	0	3
Merchant Cav. Militia	cav	32	370	210 ^F	6	2	0	0	14	7	3	4	3
Pikemen*	spr	60	240	155	9 ^{AC8}	3	8	2	3 ^{pha}	0	3	0	5
Sergeant Spearmen	spr	60	420	155	7 ^{AC8}	3	0	0	9 ^{sch}	0	3	6	5
Voulgier*	hvy	48	510	150	7 ^{APa}	3	6 ^{APa}	3	8 ^{pha}	5	3	0	5
Armored Sergeants	spr	60	540	155	7 ^{AC8}	3	0	0	14 ^{sch}	5	3	6	5
Mounted Sergeants	cav	32	470	175	9	4	9	3	13	4	5	4	5
Gendarmes	cav	32	770	320	10	8	11	4	15 ^{wed}	11	4	0	9
Mailed Knights	cav	32	680	250	10	6	11	4	14 ^{wed}	5	5	4	9
Feudal Knights	cav	32	730	250	10	6	11	4	16 ^{wed}	7	5	4	9
Dis. French Archers*	mis	48	750	150	8 ^{AP}	3	11	3	14	6	8	0	9
French Mtd Archers*	cav	32	1030	210	7 ^{AP}	3	9	4	14 ^{CC}	6	8	0	9
Dis. Feudal Knights	hvy	48	570	225	13	3	0	0	21	7	8	6	9
Aventurier*	mis	48	690	175	14 ^{AP}	3	11	3	15	7	8	0	9
Dis. Chivalric Knights	hvy	48	610	225	13	3	0	0	22	8	8	6	9
General's Bodyguard	cav	16	820	250	13	8	14	4	16 ^{2HP}	7	5	4	11
Templar / Hospitaller	cav	32	880	250	13	8	14	4	16 ^{wed}	7	5	4	11
Lancers*	cav	32	930	320	13	8	14	4	16 ^{wed}	11	5	0	11
Dis. Noble Knights*	hvy	48	530	225	21 ^{AP}	6	0	0	13	8	5	0	11
Chivalric Knights	cav	32	930	250	13	8	14	4	17 ^{wed}	8	5	4	11
Noble Knights*	cav	32	930	320	13	8	14	4	17 ^{wed}	8	5	4	11
Late Bodyguard	cav	16	870	250	13	8	14	4	17 ^{2HP}	9	5	3	11
Scots Guard*	mis	48	800	175	9 ^{AP}	3	12	3	17	8	9	0	11
Dis. Bodyguard	hvy	16	570	55	16	3	0	0	21 ^{2HP}	9	9	3	11

* faction unique

Free City Garrison = F

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Units sorted in ascending order of:

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nap = nahptha bomb (AP)



HRE



Religion: Catholic
Regions: Frankfurt, Nuremberg, Staufeu, Vienna, Innsbruck, Bologna.
Short game: Hold 20 regions; eliminate factions: Milan, Denmark.
Long game: Hold 45 regions, including: Rome.
Strengths: strong all-round
Weaknesses: lacks late period armies of England and France

Unit	Recruitment				Attack				Defence				Morale
	Class	Size	Cost	Upkp	Wpn1	Chg1	Wpn2	Chg2	Total	Armor	Skill	Shield	
Peasants	lgt	60	110	90	4	0	0	0	3	0	3	0	1
Pike Militia	spr	60	150	125 ^F	7^{AC8}	2	6	1	1^{pha}	0	1	0	3
Peasant Archers	mis	48	220	100	5	1	2	1	1	0	1	0	3
Crossbow Militia	mis	48	220	100 ^F	9^{AP}	1	2	1	1	0	1	0	3
Peasant Crossbow	mis	48	220	100	9^{AP}	1	2	1	1	0	1	0	3
Town Militia	spr	60	290	125 ^F	5^{AC4}	2	0	0	7	0	1	6	3
Halberd Militia	hvy	48	300	150 ^F	5^{APa}	2	4 ^{APa}	2	1^{pha}	0	1	0	3
Spear Militia	spr	60	310	125 ^F	5^{AC8}	2	0	0	7^{sch}	0	1	6	3
Merchant Cav. Militia	cav	32	370	210 ^F	6	2	0	0	14	7	3	4	3
Arquebusiers	mis	48	460	125	14^{gun}	1	6	1	3	0	3	0	3
Mounted Crossbow	cav	32	470	175	5^{AP}	1	7	2	10^{CC}	5	5	0	3
Pavise Crossbow	mis	48	490	125	12^{AP}	1	6	1	14	5	3	6	3
Sergeant Spearmen	spr	60	420	155	7^{AC8}	3	0	0	9^{sch}	0	3	6	5
Mounted Sergeants	cav	32	470	175	9	4	9	3	13	4	5	4	5
Armored Sergeants	spr	60	540	155	7^{AC8}	3	0	0	14^{sch}	5	3	6	5
Dis. Imperial Knights*	hvy	48	540	225	9^{AP}	3	0	0	17	8	3	6	5
Hand Gunners	mis	48	650	150	13^{gun}	2	11	2	13	7	6	0	5
Landschneckt Pikes*	spr	60	350	225	11^{AC8}	4	10	3	4^{pha}	0	4	0	9
Dis. Feudal Knights	hvy	48	570	225	13	3	0	0	21	7	8	6	9
Mailed Knights	cav	32	680	250	10	6	11	4	14^{wed}	5	5	4	9
Zweihander*	hvy	48	680	150	14	6	0	0	11	7	4	0	9
Feudal Knights	cav	32	730	250	10	6	11	4	16^{wed}	7	5	4	9
Imperial Knights	cav	32	750	250	10	8	10 ^{AP}	4	16^{wed}	8	4	4	9
Dis. Gothic Knights*	hvy	48	810	225	14	6	0	0	14	10	4	0	9
Reiters	cav	32	920	250	20^{gun}	3	11	5	13^{CC}	7	6	0	9
Dis. Bodyguard	hvy	16	570	55	16	3	0	0	21^{2HP}	9	9	3	11
Forlorn Hope*	hvy	24	620	250	17	6	0	0	12	7	5	0	11
General's Bodyguard	cav	16	820	250	13	8	14	4	16^{2HP}	7	5	4	11
Late Bodyguard	cav	16	870	250	13	8	14	4	17^{2HP}	9	5	3	11
Teutonic Knights*	cav	32	950	250	13	8	13 ^{AP}	4	16^{wed}	7	5	4	11
Gothic Knights*	cav	32	1000	320	13	8	13 ^{AP}	4	15^{wed}	10	5	0	11

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Spain



Religion: Catholic
Regions: Toledo, Leon
Short game: Hold 15 regions; eliminate factions: Moors, Portugal.
Long game: Hold 45 regions, including: Granada, Jerusalem.
Strengths: excellent navy, light infantry and cavalry
Weaknesses: lacks heavy infantry and spears early period

Unit	Recruitment				Attack				Defence				Morale
	Class	Size	Cost	Upkp	Wpn1	Chg1	Wpn2	Chg2	Total	Armor	Skill	Shield	
Peasants	lgt	60	110	90	4	0	0	0	3	0	3	0	1
Pike Militia	spr	60	150	125 ^F	7 ^{AC8}	2	6	1	1 ^{pha}	0	1	0	3
Peasant Archers	mis	48	220	100	5	1	2	1	1	0	1	0	3
Crossbow Militia	mis	48	220	100 ^F	9 ^{AP}	1	2	1	1	0	1	0	3
Peasant Crossbow	mis	48	220	100	9 ^{AP}	1	2	1	1	0	1	0	3
Javelinmen*	mis	48	270	100	6 ^{APJ}	1	6	1	6	0	3	3	3
Town Militia	spr	60	290	125 ^F	5 ^{AC4}	2	0	0	7	0	1	6	3
Spear Militia	spr	60	310	125 ^F	5 ^{AC8}	2	0	0	7 ^{sch}	0	1	6	3
Merchant Cav. Militia	cav	32	370	210 ^F	6	2	0	0	14	7	3	4	3
Swordsmen Militia	hvy	48	400	100 ^F	11	2	0	0	18	5	7	6	5
Arquebusiers	mis	48	460	125	14 ^{gun}	1	6	1	3	0	3	0	3
Mounted Crossbow	cav	32	470	175	5 ^{AP}	1	7	2	10 ^{CC}	5	5	0	3
Pavise Crossbow	mis	48	490	125	12 ^{AP}	1	6	1	14	5	3	6	3
Musketeers	mis	48	540	150	14 ^{gun}	1	6	1	3	0	3	0	3
Jinetes	cav	32	520	175	8 ^{APJ}	2	9	3	15 ^{CC}	4	7	4	5
Hand Gunners	mis	48	650	150	13 ^{gun}	2	11	2	13	7	6	0	5
Sword Buckler Men	hvy	48	540	150	13	3	0	0	19	5	8	6	9
Dis. Feudal Knights	hvy	48	570	225	13	3	0	0	21	7	8	6	9
Dis. Chivalric Knights	hvy	48	610	225	13	3	0	0	22	8	8	6	9
Mailed Knights	cav	32	680	250	10	6	11	4	14 ^{wed}	5	5	4	9
Feudal Knights	cav	32	730	250	10	6	11	4	16 ^{wed}	7	5	4	9
Gendarmes	cav	32	770	320	10	8	11	4	15 ^{wed}	11	4	0	9
Tercio Pikemen*	spr	60	350	155	11 ^{AC8}	4	10	3	4 ^{pha}	0	4	0	11
Almughavars	mis	48	640	150	13 ^{APJ}	3	12 ^{AC4}	4	8	0	5	3	11
Dis. Conquistadores	hvy	48	690	150	16	3	0	0	22	7	9	6	11
General's Bodyguard	cav	16	820	250	13	8	14	4	16 ^{2HP}	7	5	4	11
Late Bodyguard	cav	16	870	250	13	8	14	4	17 ^{2HP}	9	5	3	11
Knights of Santiago	cav	32	880	250	13	8	14	4	16 ^{wed}	7	5	4	11
Conquistadores	cav	32	880	250	13	6	14	4	17 ^{wed}	7	6	4	11
Chivalric Knights	cav	32	930	250	13	8	14	4	17 ^{wed}	8	5	4	11

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Venice



Religion: Catholic
Regions: Venice, Ragusa, Iraklion
Short game: Hold 15 regions; eliminate factions: Milan, Byzantine.
Long game: Hold 45 regions, including: Constantinople.
Strengths: strong *militia* infantry, good colonial units and late tech.
Weaknesses: somewhat poor cavalry

Unit	Recruitment				Attack				Defence				Morale
	Class	Size	Cost	Upkp	Wpn1	Chg1	Wpn2	Chg2	Total	Armor	Skill	Shield	
Peasants	lgt	60	110	90	4	0	0	0	3	0	3	0	1
Pike Militia	spr	60	150	125 ^F	7 ^{AC8}	2	6	1	1 ^{pha}	0	1	0	3
Peasant Archers	mis	48	220	100	5	1	2	1	1	0	1	0	3
Peasant Crossbow	mis	48	220	100	9 ^{AP}	1	2	1	1	0	1	0	3
Arquebusiers	mis	48	460	125	14 ^{gun}	1	6	1	3	0	3	0	3
Mounted Crossbow	cav	32	470	175	5 ^{AP}	1	7	2	10 ^{CC}	5	5	0	3
Pavise Crossbow Mil.	mis	48	490	100 ^F	12 ^{AP}	1	6	1	14	5	3	6	3
Musketeers	mis	48	540	150	14 ^{gun}	1	6	1	3	0	3	0	3
Italian Militia	spr	60	370	125 ^F	7 ^{AC4}	3	0	0	9	0	3	6	5
Sergeant Spearmen	spr	60	420	155	7 ^{AC8}	3	0	0	9 ^{sch}	0	3	6	5
Italian Spear Militia	spr	60	460	125 ^F	7 ^{AC8}	3	0	0	13 ^{sch}	4	3	6	5
Dis. Men at Arms	hvy	48	460	225	11	2	0	0	21	8	7	6	5
Mounted Sergeants	cav	32	470	175	9	4	9	3	13	4	5	4	5
Dis. Broken Lances	hvy	48	490	225	11	2	0	0	22	9	7	6	5
Armored Sergeants	spr	60	540	155	7 ^{AC8}	3	0	0	14 ^{sch}	5	3	6	5
Italian Cavalry Militia	cav	32	540	150 ^F	8	5	9	3	15 ^{wed}	7	4	4	5
Italian Men at Arms	cav	32	580	250	8	7	9	3	15 ^{wed}	8	3	4	5
Venetian Archers*	mis	48	610	150	9	2	11	2	13	7	6	0	5
Venetian Hvy Infantry*	hvy	48	640	150	16 ^{AP}	5	0	0	16	7	3	6	5
Hand Gunners	mis	48	650	150	13 ^{gun}	2	11	2	13	7	6	0	5
Dis. Feudal Knights	hvy	48	570	225	13	3	0	0	21	7	8	6	9
Stradiots*	cav	32	610	210	11	5	10 ^{AP}	4	10	4	6	0	9
Mailed Knights	cav	32	680	250	10	6	11	4	14 ^{wed}	5	5	4	9
Feudal Knights	cav	32	730	250	10	6	11	4	16 ^{wed}	7	5	4	9
Broken Lances	cav	32	730	320	10	8	11	4	13 ^{wed}	9	4	0	9
General's Bodyguard	cav	16	820	250	13	8	14	4	16 ^{2HP}	7	5	4	11
Late Bodyguard	cav	16	870	250	13	8	14	4	17 ^{2HP}	9	5	3	11
Templar / Hospitaller	cav	32	880	250	13	8	14	4	16 ^{wed}	7	5	4	11

* faction unique

Free City Garrison = F

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gun = gunpowder (AP)

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sta = stakes

2. Cost 3. Armor

nap = nahptha bomb (AP)



Sicily



Religion: Catholic
Regions: Palermo, Naples
Short game: Hold 15 regions; eliminate factions: Venice, Milan.
Long game: Hold 45 regions, including: Jerusalem.
Strengths: strong *militia*, Norman knights, Muslim archers
Weaknesses: lacks good late period cavalry

Unit	Recruitment				Attack				Defence				Morale
	Class	Size	Cost	Upkp	Wpn1	Chg1	Wpn2	Chg2	Total	Armor	Skill	Shield	
Southern Peasants	lgt	60	110	90	4	0	0	0	3	0	3	0	1
Pike Militia	spr	60	150	125 ^F	7 ^{AC8}	2	6	1	1 ^{pha}	0	1	0	3
Peasant Archers	mis	48	220	100	5	1	2	1	1	0	1	0	3
Halberd Militia	hvy	48	300	150 ^F	5 ^{APa}	2	4 ^{APa}	2	1 ^{pha}	0	1	0	3
Arquebusiers	mis	48	460	125	14 ^{gun}	1	6	1	3	0	3	0	3
Mounted Crossbow	cav	32	470	175	5 ^{AP}	1	7	2	10 ^{CC}	5	5	0	3
Pavise Crossbow Mil.	mis	48	490	100 ^F	12 ^{AP}	1	6	1	14	5	3	6	3
Pavise Crossbow	mis	48	490	125	12 ^{AP}	1	6	1	14	5	3	6	3
Italian Militia	spr	60	370	125 ^F	7 ^{AC4}	3	0	0	9	0	3	6	5
Sergeant Spearmen	spr	60	420	155	7 ^{AC8}	3	0	0	9 ^{sch}	0	3	6	5
Italian Spear Militia	spr	60	460	125 ^F	7 ^{AC8}	3	0	0	13 ^{sch}	4	3	6	5
Dis. Men at Arms	hvy	48	460	225	11	2	0	0	21	8	7	6	5
Mounted Sergeants	cav	32	470	175	9	4	9	3	13	4	5	4	5
Dis. Broken Lances	hvy	48	490	225	11	2	0	0	22	9	7	6	5
Condottieri*	cav	32	520	400	8	7	9	3	15 ^{wed}	9	3	3	5
Armored Sergeants	spr	60	540	155	7 ^{AC8}	3	0	0	14 ^{sch}	5	3	6	5
Italian Cavalry Militia	cav	32	540	150 ^F	8	5	9	3	15 ^{wed}	7	4	4	5
Muslim Archers*	mis	48	550	125	9	2	11	2	10	4	6	0	5
Hand Gunners	mis	48	650	150	13 ^{gun}	2	11	2	13	7	6	0	5
Sword Buckler Men	lgt	48	540	150	13	3	0	0	19	5	8	6	9
Dis. Norman Knights*	hvy	48	570	225	13	3	0	0	21	7	8	6	9
Mailed Knights	cav	32	680	250	10	6	11	4	14 ^{wed}	5	5	4	9
General's Bodyguard	cav	16	820	250	13	8	14	4	16 ^{2HP}	7	5	4	11
Late Bodyguard	cav	16	870	250	13	8	14	4	17 ^{2HP}	9	5	3	11
Norman Knights*	cav	32	880	250	13	6	14	4	17 ^{wed}	7	6	4	11
Templar / Hospitaller	cav	32	880	250	13	8	14	4	16 ^{wed}	7	5	4	11
Chivalric Knights	cav	32	930	250	13	8	14	4	17 ^{wed}	8	5	4	11

* faction unique

Free City Garrison = F

AP = Armor Piercing J = Javelin

wed = wedge

sch = schiltrom

Units sorted in ascending order of:

AC = Anti-Cav bonus + n a = AC4

HP = Hit Points

pha = phalanx

1. Morale (discipline & training)

gun = gunpowder (AP)

CC = Cantabrian Circle

sta = stakes

2. Cost 3. Armor

nap = nahptha bomb (AP)



Milan



Religion: Catholic
Regions: Milano, Genoa
Short game: Hold 15 regions; eliminate factions: HRE, Venice.
Long game: Hold 45 regions, including: Constantinople.
Strengths: strong *militia* infantry, crossbowmen, and late tech
Weaknesses: poor offensive cavalry

Unit	Recruitment				Attack				Defence				Morale
	Class	Size	Cost	Upkp	Wpn1	Chg1	Wpn2	Chg2	Total	Armor	Skill	Shield	
Peasants	lgt	60	110	90	4	0	0	0	3	0	3	0	1
Pike Militia	spr	60	150	125 ^F	7 ^{AC8}	2	6	1	1 ^{pha}	0	1	0	3
Peasant Archers	mis	48	220	100	5	1	2	1	1	0	1	0	3
Peasant Crossbow	mis	48	220	100	9 ^{AP}	1	2	1	1	0	1	0	3
Arquebusiers	mis	48	460	125	14 ^{gun}	1	6	1	3	0	3	0	3
Mounted Crossbow	cav	32	470	175	5 ^{AP}	1	7	2	10 ^{CC}	5	5	0	3
Musketeers	mis	48	540	150	14 ^{gun}	1	6	1	3	0	3	0	3
Genoese Crsbw Mil*	mis	48	570	100 ^F	12 ^{AP}	1	6	1	15	6	3	6	3
Italian Militia	spr	60	370	125 ^F	7 ^{AC4}	3	0	0	9	0	3	6	5
Sergeant Spearmen	spr	60	420	155	7 ^{AC8}	3	0	0	9 ^{sch}	0	3	6	5
Italian Spear Militia	spr	60	460	125 ^F	7 ^{AC8}	3	0	0	13 ^{sch}	4	3	6	5
Dis. Men at Arms	hvy	48	460	225	11	2	0	0	21	8	7	6	5
Mounted Sergeants	cav	32	470	175	9	4	9	3	13	4	5	4	5
Dis. Broken Lances	hvy	48	490	225	11	2	0	0	22	9	7	6	5
Armored Sergeants	spr	60	540	155	7 ^{AC8}	3	0	0	14 ^{sch}	5	3	6	5
Italian Cavalry Militia	cav	32	540	150 ^F	8	5	9	3	15 ^{wed}	7	4	4	5
Italian Men at Arms	cav	32	580	250	8	7	9	3	15 ^{wed}	8	3	4	5
Genoese Crossbows*	mis	48	610	125	14 ^{AP}	2	8	2	16	6	4	6	5
Hand Gunners	mis	48	650	150	13 ^{gun}	2	11	2	13	7	6	0	5
Dis. Feudal Knights	hvy	48	570	225	13	3	0	0	21	7	8	6	9
Mailed Knights	cav	32	680	250	10	6	11	4	14 ^{wed}	5	5	4	9
Feudal Knights	cav	32	730	250	10	6	11	4	16 ^{wed}	7	5	4	9
Broken Lances	cav	32	730	320	10	8	11	4	13 ^{wed}	9	4	0	9
General's Bodyguard	cav	16	820	250	13	8	14	4	16 ^{2HP}	7	5	4	11
Late Bodyguard	cav	16	870	250	13	8	14	4	17 ^{2HP}	9	5	3	11
Templar / Hospitaller	cav	32	880	250	13	8	14	4	16 ^{wed}	7	5	4	11
Famiglia Ducale*	cav	32	880	320	13	8	14	4	14 ^{wed}	9	5	0	11

* faction unique

Free City Garrison = F

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wed = wedge

sch = schiltrom

Units sorted in ascending order of:

AC = Anti-Cav bonus + n a = AC4

HP = Hit Points

pha = phalanx

1. Morale (discipline & training)

gun = gunpowder (AP)

CC = Cantabrian Circle

sta = stakes

2. Cost 3. Armor

nap = nahptha bomb (AP)



Scotland



Religion: Catholic
Regions: Edinburgh
Short game: Hold 15 regions; eliminate factions: England.
Long game: Hold 45 regions, including: Jerusalem.
Strengths: makes excellent use of spears and pikes
Weaknesses: lacking in cavalry and nobles; often fights on foot

Unit	Recruitment				Attack				Defence				Morale
	Class	Size	Cost	Upkp	Wpn1	Chg1	Wpn2	Chg2	Total	Armor	Skill	Shield	
Highland Rabble*	lgt	60	120	90	2	1	0	0	1	0	1	0	3
Scots Pike Militia*	spr	60	150	125 ^F	7 ^{AC8}	2	6	1	1 ^{pha}	0	1	0	3
Peasant Archers	mis	48	220	100	5	1	2	1	1	0	1	0	3
Town Militia	spr	60	290	125 ^F	5 ^{AC4}	2	0	0	7	0	1	6	3
Spear Militia	spr	60	310	125 ^F	5 ^{AC8}	2	0	0	7 ^{sch}	0	1	6	3
Highland Archers*	mis	48	320	100	5	1	7 ^{AP}	1	4	0	1	3	3
Merchant Cav. Militia	cav	32	370	210 ^F	6	2	0	0	14	7	3	4	3
Highland Pikemen*	spr	60	210	125	9 ^{AC8}	3	8	2	3 ^{pha}	0	3	0	5
Border Horse*	cav	32	390	150	9	4	9	3	9	4	5	0	5
Highlanders*	lgt	60	400	125	11 ^{AP}	3	0	0	4	0	1	3	5
Heavy Pike Militia*	spr	60	410	185 ^F	9 ^{AP8}	3	8	2	11 ^{pha}	8	3	0	5
Highland Nobles*	hvy	48	490	175	14	6	0	0	9	5	4	0	9
Dis. Feudal Knights	hvy	48	570	225	13	3	0	0	21	7	8	6	9
Noble Pikemen*	spr	60	570	215	11 ^{AC8}	4	10	3	12 ^{pha}	8	4	0	9
Nob. Highland Archer*	mis	48	600	175	7	3	9 ^{AP}	3	12	5	4	3	9
Galloglach*	hvy	48	600	150	17 ^{AP}	6	0	0	9	5	4	0	9
Noble Swordsmen*	hvy	48	610	175	13	3	0	0	22	8	8	6	9
Mailed Knights	cav	32	680	250	10	6	11	4	14 ^{wed}	5	5	4	9
Feudal Knights	cav	32	730	250	10	6	11	4	16 ^{wed}	7	5	4	9
Dis. Bodyguard	hvy	16	570	55	16	3	0	0	21 ^{2HP}	9	9	3	11
General's Bodyguard	cav	16	820	250	13	8	14	4	16 ^{2HP}	7	5	4	11
Late Bodyguard	cav	16	870	250	13	8	14	4	17 ^{2HP}	9	5	3	11
Templar / Hospitaller	cav	32	880	250	13	8	14	4	16 ^{wed}	7	5	4	11

* faction unique

Free City Garrison = F

AP = Armor Piercing J = Javelin

wed = wedge

sch = schiltrom

Units sorted in ascending order of:

AC = Anti-Cav bonus + n a = AC4

HP = Hit Points

pha = phalanx

1. Morale (discipline & training)

gun = gunpowder (AP)

CC = Cantabrian Circle

sta = stakes

2. Cost 3. Armor

nap = nahptha bomb (AP)



Denmark



Religion: Catholic
Regions: Arhus
Short game: Hold 20 regions; eliminate factions: HRE.
Long game: Hold 45 regions, including: Jerusalem.
Strengths: good all-round mix of units; infantry prefer swords and axes.
Weaknesses: lacks good heavy cavalry

Unit	Recruitment				Attack				Defence				Morale
	Class	Size	Cost	Upkp	Wpn1	Chg1	Wpn2	Chg2	Total	Armor	Skill	Shield	
Peasants	lgt	60	110	90	4	0	0	0	3	0	3	0	1
Peasant Archers	mis	48	220	100	5	1	2	1	1	0	1	0	3
Crossbow Militia	mis	48	220	100 ^F	9 ^{AP}	1	2	1	1	0	1	0	3
Town Militia	spr	60	290	125 ^F	5 ^{AC4}	2	0	0	7	0	1	6	3
Spear Militia	spr	60	310	125 ^F	5 ^{AC8}	2	0	0	7 ^{sch}	0	1	6	3
Crossbowmen	mis	48	330	125	9 ^{AP}	1	6	1	8	5	3	0	3
Merchant Cav. Militia	cav	32	370	210 ^F	6	2	0	0	14	7	3	4	3
Scouts*	cav	32	410	150	7	3	7 ^{AP}	2	11	4	3	4	3
Arquebusiers	mis	48	460	125	14 ^{gun}	1	6	1	3	0	3	0	3
Mounted Crossbow	cav	32	470	175	5 ^{AP}	1	7	2	10 ^{CC}	5	5	0	3
Norse Swordsmen*	hvy	48	400	150	11	2	0	0	18	5	7	6	5
Viking Raiders*	lgt	60	480	155	9 ^{AP}	2	0	0	9	0	3	6	5
Norse Archers*	mis	48	480	125	7	2	11	2	16	4	6	6	5
Swordstaff Militia*	hvy	48	550	150	7 ^{APa}	3	6 ^{APa}	3	10 ^{pha}	7	3	0	5
Hand Gunners	mis	48	650	150	13 ^{gun}	2	11	2	13	7	6	0	5
Dis. Feudal Knights	hvy	48	570	225	13	3	0	0	21	7	8	6	9
Dis. Chivalric Knights	hvy	48	610	225	13	3	0	0	22	8	8	6	9
Huscarls*	cav	32	690	210	11 ^{AP}	4	0	0	16 ^{wed}	5	7	4	9
Dis.Huscarls*	hvy	48	690	150	11 ^{AP}	3	0	0	15	5	4	6	9
Norse Axemen*	hvy	48	700	150	17 ^{AP}	6	0	0	11	7	4	0	9
Obudshaer*	spr	48	720	150	9 ^{APa}	4	8 ^{APa}	4	12 ^{pha}	8	4	0	9
Feudal Knights	cav	32	730	250	10	6	11	4	16 ^{wed}	7	5	4	9
Armored Clergy*	cav	32	750	250	10 ^{AP}	4	0	0	19 ^{wed}	8	7	4	9
Dis. Bodyguard	hvy	16	570	55	16	3	0	0	21 ^{2HP}	9	9	3	11
General's Bodyguard	cav	16	820	250	13	8	14	4	16 ^{2HP}	7	5	4	11
Late Bodyguard	cav	16	870	250	13	8	14	4	17 ^{2HP}	9	5	3	11
Templar / Hospitaller	cav	32	880	250	13	8	14	4	16 ^{wed}	7	5	4	11
Chivalric Knights	cav	32	930	250	13	8	14	4	17 ^{wed}	8	5	4	11

* faction unique

Free City Garrison = F

AP = Armor Piercing J = Javelin

wed = wedge

sch = schiltrom

Units sorted in ascending order of:

AC = Anti-Cav bonus + n a = AC4

HP = Hit Points

pha = phalanx

1. Morale (discipline & training)

gun = gunpowder (AP)

CC = Cantabrian Circle

sta = stakes

2. Cost 3. Armor

nap = nahptha bomb (AP)



Portugal



Religion: Catholic
Regions: Lisbon, Pamplona
Short game: Hold 15 regions; eliminate factions: Spain, The Moors.
Long game: Hold 45 regions, including: Granada, Jerusalem.
Strengths: excellent navy and light infantry units, good light cavalry
Weaknesses: lacks professional armies

Unit	Recruitment				Attack				Defence			Morale	
	Class	Size	Cost	Upkp	Wpn1	Chg1	Wpn2	Chg2	Total	Armor	Skill		Shield
Peasants	lgt	60	110	90	4	0	0	0	3	0	3	0	1
Pike Militia	spr	60	150	125 ^F	7 ^{AC8}	2	6	1	1 ^{pha}	0	1	0	3
Peasant Archers	mis	48	220	100	5	1	2	1	1	0	1	0	3
Crossbow Militia	mis	48	220	100 ^F	9 ^{AP}	1	2	1	1	0	1	0	3
Peasant Crossbow	mis	48	220	100	9 ^{AP}	1	2	1	1	0	1	0	3
Town Militia	spr	60	290	125 ^F	5 ^{AC4}	2	0	0	7	0	1	6	3
Spear Militia	spr	60	310	125 ^F	5 ^{AC8}	2	0	0	7 ^{sch}	0	1	6	3
Merchant Cav. Militia	cav	32	370	210 ^F	6	2	0	0	14	7	3	4	3
Mounted Crossbow	cav	32	470	175	5 ^{AP}	1	7	2	10 ^{CC}	5	5	0	3
Pavise Crossbow	mis	48	490	125	12 ^{AP}	1	6	1	14	5	3	6	3
Musketeers	mis	48	540	150	14 ^{gun}	1	6	1	3	0	3	0	3
Lusitanian Javelins*	mis	48	330	100	8 ^{APJ}	2	8	2	7	0	4	3	5
Swordsmen Militia	hvy	48	400	100 ^F	11	2	0	0	18	5	7	6	5
Jinetes	cav	32	520	175	8 ^{APJ}	2	9	3	15 ^{CC}	4	7	4	5
Hand Gunners	mis	48	650	150	13 ^{gun}	2	11	2	13	7	6	0	5
Dis. Feudal Knights	hvy	48	570	225	13	3	0	0	21	7	8	6	9
Mailed Knights	cav	32	680	250	10	6	11	4	14 ^{wed}	5	5	4	9
Portuguese Knights*	cav	32	700	250	10	8	11	4	16 ^{wed}	8	4	4	9
Feudal Knights	cav	32	730	250	10	6	11	4	16 ^{wed}	7	5	4	9
Portu. Arquebusiers*	mis	48	760	150	16 ^{gun}	3	11	3	13	5	8	0	9
Dis. Portu. Knights*	hvy	48	530	225	21 ^{AP}	6	0	0	13	8	5	0	11
Aventuros*	spr	60	610	185	14 ^{AC8}	4	13	3	10 ^{pha}	5	5	0	11
Almughavars	mis	48	640	150	13 ^{APJ}	3	12 ^{AC4}	4	8	0	5	3	11
Dis. Conquistadores	hvy	48	690	150	16	3	0	0	22	7	9	6	11
General's Bodyguard	cav	16	820	250	13	8	14	4	16 ^{2HP}	7	5	4	11
Late Bodyguard	cav	16	870	250	13	8	14	4	17 ^{2HP}	9	5	3	11
Knights of Santiago	cav	32	880	250	13	8	14	4	16 ^{wed}	7	5	4	11
Conquistadores	cav	32	880	250	13	6	14	4	17 ^{wed}	7	6	4	11

* faction unique

Free City Garrison = F

AP = Armor Piercing J = Javelin

wed = wedge

sch = schiltron

Units sorted in ascending order of:

AC = Anti-Cav bonus + n a = AC4

HP = Hit Points

pha = phalanx

1. Morale (discipline & training)

gun = gunpowder (AP)

CC = Cantabrian Circle

sta = stakes

2. Cost 3. Armor

nap = nahptha bomb (AP)



Poland



Religion: Catholic
Regions: Cracov, Halych
Short game: Hold 15 regions; eliminate factions: Russia, Hungary.
Long game: Hold 45 regions, including: Jerusalem.
Strengths: strong cavalry
Weaknesses: somewhat mediocre infantry

Unit	Recruitment				Attack				Defence				Morale
	Class	Size	Cost	Upkp	Wpn1	Chg1	Wpn2	Chg2	Total	Armor	Skill	Shield	
EE Peasants	lgt	60	110	90	4	0	0	0	3	0	3	0	1
EE Town Militia	spr	48	160	100 ^F	5^{AC4}	2	0	0	4	0	1	3	3
Woodsmen	lgt	48	170	70	13^{AP}	4	0	0	1	0	1	0	3
EE Peasant Archers	mis	48	220	100	5	1	2	1	1	0	1	0	3
EE Spear Militia	spr	60	290	125 ^F	5^{AC4}	2	0	0	7	0	1	6	3
Halberd Militia	hvy	48	300	150 ^F	5^{APa}	2	4^{APa}	2	1^{pha}	0	1	0	3
EE Crossbow Militia	mis	48	300	100 ^F	9^{AP}	1	6	1	7	4	3	0	3
Merchant Cav. Militia	cav	32	370	210 ^F	6	2	0	0	14	7	3	4	3
Lithuanian Archers*	mis	48	430	125	5	1	6	1	9^{sta}	0	3	6	3
Arquebusiers	mis	48	460	125	14^{gun}	1	6	1	3	0	3	0	3
Polish Shooters*	cav	32	510	175	5^{AP}	1	7^{AP}	2	12^{CC}	4	4	4	3
Dis. Polish Nobles*	hvy	48	410	150	7^{AC4}	3	0	0	14	5	3	6	5
Dis. Lithuanian Cav*	mis	48	420	150	7	2	11	2	12	0	6	6	5
Lithuanian Cavalry*	cav	32	500	175	6	2	9	3	11^{CC}	0	7	4	5
EE Spearmen	spr	60	500	125	7^{AC8}	3	0	0	13^{sch}	4	3	6	5
Hand Gunners	mis	48	650	150	13^{gun}	2	11	2	13	7	6	0	5
Dis. Polish Knights*	hvy	48	610	225	13	3	0	0	22	8	8	6	9
Polish Retainers*	cav	32	650	175	10	8	11	4	14^{wed}	6	4	4	9
Polish Nobles*	cav	32	800	210	10^{APJ}	3	11	4	17^{CC}	5	8	4	9
Dis. NE Bodyguard	hvy	16	570	55	16	3	0	0	21^{2HP}	9	9	3	11
Hussars	cav	32	750	210	13	6	14	4	15	5	6	4	11
General's Bodyguard	cav	16	820	250	13	8	14	4	16^{2HP}	7	5	4	11
Polish_Knights*	cav	32	840	250	13	8	14	4	17^{wed}	8	5	4	11
Polish Guard*	cav	32	840	320	13	8	14	4	17^{wed}	8	5	4	11
Late Bodyguard	cav	16	870	250	13	8	14	4	17^{2HP}	9	5	3	11
Templar / Hospitaller	cav	32	880	250	13	8	14	4	16^{wed}	7	5	4	11

* faction unique

Free City Garrison = F

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wed = wedge

sch = schiltrom

Units sorted in ascending order of:

AC = Anti-Cav bonus + n a = AC4

HP = Hit Points

pha = phalanx

1. Morale (discipline & training)

gun = gunpowder (AP)

CC = Cantabrian Circle

sta = stakes

2. Cost 3. Armor

nap = nahptha bomb (AP)



Hungary



Religion: Catholic
Regions: Budapest, Bran
Short game: Hold 15 regions; eliminate factions: HRE, Poland.
Long game: Hold 45 regions, including: Jerusalem.
Strengths: strong mix of heavy knights and skilled archers
Weaknesses: lacks good offensive infantry

Unit	Recruitment				Attack				Defence				Morale
	Class	Size	Cost	Upkp	Wpn1	Chg1	Wpn2	Chg2	Total	Armor	Skill	Shield	
EE Peasants	lgt	60	110	90	4	0	0	0	3	0	3	0	1
EE Town Militia	spr	48	160	100 ^F	5 ^{AC4}	2	0	0	4	0	1	3	3
Slav Levies*	lgt	48	210	100	5 ^{AC4}	2	0	0	7	0	1	6	3
Peasant Archers	mis	48	220	100	5	1	2	1	1	0	1	0	3
Transilvanian Peas*	lgt	48	270	100	5 ^{APa}	2	0	0	1	0	1	0	3
EE Spear Militia	spr	60	290	125 ^F	5 ^{AC4}	2	0	0	7	0	1	6	3
Halberd Militia	hvy	48	300	150 ^F	5 ^{APa}	2	4 ^{APa}	2	1 ^{pha}	0	1	0	3
Bosnian Archers*	mis	48	300	125	5	1	6	1	9	0	3	6	3
Crossbowmen	mis	48	330	125	9 ^{AP}	1	6	1	8	5	3	0	3
Merchant Cav. Militia	cav	32	370	210 ^F	6	2	0	0	14	7	3	4	3
Magyar Cavalry*	cav	32	400	175	6	1	6	2	7 ^{CC}	4	3	0	3
Arquebusiers	mis	48	460	125	14 ^{gun}	1	6	1	3	0	3	0	3
Pavise Crossbow Mil.	mis	48	490	100 ^F	12 ^{AP}	1	6	1	14	5	3	6	3
Croat Axemen*	lgt	48	260	125	15 ^{AP}	5	0	0	7	4	3	0	5
Pavise Spearmen*	lgt	60	490	155	7 ^{AC8}	3	0	0	14 ^{sch}	5	3	6	5
Dis. Feudal Knights	hvy	48	570	225	13	3	0	0	21	7	8	6	9
Dis. E Chiv Knights*	hvy	48	590	225	13	3	0	0	19	8	8	3	9
Hungarian Nobles*	cav	32	750	210	8	3	9	4	16 ^{CC}	5	8	3	9
Dis. NE Bodyguard	hvy	16	570	55	16	3	0	0	21 ^{2HP}	9	9	3	11
Battlefield Assassins*	lgt	24	660	250	16	3	0	0	16 ^{2HP}	4	9	3	11
Feudal Knights	cav	32	730	250	10	6	11	4	16 ^{wed}	8	5	3	11
Hussars	cav	32	750	210	13	6	14	4	15	5	6	4	11
Royal Banderium*	cav	32	790	320	13	8	14	4	16 ^{wed}	8	5	3	11
General's Bodyguard	cav	16	820	250	13	8	14	4	16 ^{2HP}	7	5	4	11
Late Bodyguard	cav	16	870	250	13	8	14	4	17 ^{2HP}	9	5	3	11
Templar / Hospitaller	cav	32	880	250	13	8	14	4	16 ^{wed}	7	5	4	11
E Chivalric Knights*	cav	32	880	250	13	8	14	4	16 ^{wed}	8	5	3	11

* faction unique

Free City Garrison = F

AP = Armor Piercing J = Javelin

wed = wedge

sch = schiltrom

Units sorted in ascending order of:

AC = Anti-Cav bonus + n a = AC4

HP = Hit Points

pha = phalanx

1. Morale (discipline & training)

gun = gunpowder (AP)

CC = Cantabrian Circle

sta = stakes

2. Cost 3. Armor

nap = nahptha bomb (AP)



Russia



Religion: Orthodox
Regions: Novgorod
Short game: Hold 15 regions; eliminate factions: Poland, Hungary.
Long game: Hold 45 regions, including: Constantinople, Jerusalem.
Strengths: great mix of missile and melee cavalry
Weaknesses: Poor early infantry and missile units

Unit	Recruitment				Attack				Defence				Morale
	Class	Size	Cost	Upkp	Wpn1	Chg1	Wpn2	Chg2	Total	Armor	Skill	Shield	
EE Peasants	lgt	60	110	90	4	0	0	0	3	0	3	0	1
Woodsmen	lgt	48	170	70	13^{AP}	4	0	0	1	0	1	0	3
EE Peasant Archers	mis	48	220	100	5	1	2	1	1	0	1	0	3
EE Archer Militia*	mis	48	220	100 ^F	5	1	2	1	1	0	1	0	3
EE Spear Militia	spr	60	290	125 ^F	5^{AC4}	2	0	0	7	0	1	6	3
EE Crossbow Militia	mis	48	300	100 ^F	9^{AP}	1	6	1	7	4	3	0	3
EE Cavalry Militia*	cav	32	350	150 ^F	7	3	7	2	11^{wed}	4	3	4	3
Kazaks*	cav	32	380	150	6	1	6	2	3^{CC}	0	3	0	3
Arquebusiers	mis	48	460	125	14^{gun}	1	6	1	3	0	3	0	3
EE Spearmen	spr	60	500	125	7^{AC8}	3	0	0	13^{sch}	4	3	6	5
Boyar Sons*	cav	32	670	210	8^{APJ}	2	9 ^{AP}	3	14^{CC}	5	5	4	5
Berdiche Axemen*	hvy	48	380	150	17^{AP}	6	0	0	9	5	4	0	9
Dismounted Druchima'	hvy	48	690	150	11^{AP}	3	0	0	15	5	4	6	9
Dis. Boyar Sons*	hvy	48	690	150	11^{AP}	3	0	0	15	5	4	6	9
Druzhina*	cav	32	690	210	11	5	11 ^{AP}	4	15^{wed}	5	6	4	9
Cossack Cavalry*	cav	32	700	150	8	3	9	4	11^{CC}	0	8	3	9
Dismounted Dvor*	mis	48	770	225	11	3	11 ^{AP}	3	15	5	4	6	9
Dvor Cavalry*	cav	32	800	250	10	3	11 ^{AP}	4	16^{CC}	5	7	4	9
EE Bodyguard*	cav	16	820	250	14	5	14	4	18^{2HP}	7	7	4	11
Tsars Guard*	cav	32	840	320	14	5	14	4	19^{wed}	8	7	4	11
EE Late Bodyguard*	cav	16	910	250	13	8	14	4	18^{2HP}	9	5	4	11
Cossack Musketeers*	mis	48	950	150	17^{gun}	3	12	3	9	0	9	0	11

* faction unique

Free City Garrison = F

AP = Armor Piercing J = Javelin

wed = wedge

sch = schiltrom

Units sorted in ascending order of:

AC = Anti-Cav bonus + n a = AC4

HP = Hit Points

pha = phalanx

1. Morale (discipline & training)

gun = gunpowder (AP)

CC = Cantabrian Circle

sta = stakes

2. Cost 3. Armor

nap = nahptha bomb (AP)



Byzantium



Religion: Orthodox
Regions: Constantinople, Nicaea, Thessalonica, Corinth, Nicosia
Short game: Hold 15 regions; eliminate factions: Venice, The Turks.
Long game: Hold 45 regions, including: Rome, Jerusalem.
Strengths: good heavy cavalry, missile cavalry, capable archers
Weaknesses: lacks late period gunpowder

Unit	Recruitment				Attack				Defence				Morale
	Class	Size	Cost	Upkp	Wpn1	Chg1	Wpn2	Chg2	Total	Armor	Skill	Shield	
Southern Peasants	lgt	60	110	90	4	0	0	0	3	0	3	0	1
Peasant Archers	mis	48	220	100	5	1	2	1	1	0	1	0	3
SE Town Militia*	spr	60	230	100 ^F	5 ^{AC4}	2	0	0	7	0	1	6	3
S Archer Militia*	mis	48	250	100 ^F	5	1	6	1	3	0	3	0	3
SE Spear Militia	spr	60	310	125 ^F	5 ^{AC8}	2	0	0	7	0	1	6	3
Byzantine Spearmen*	spr	60	310	155	5 ^{AC8}	2	0	0	7 ^{sch}	0	1	6	3
Greek Militia Cavalry*	cav	32	320	150 ^F	7	3	7	2	10	4	3	3	3
Skythikon*	cav	32	380	175	6	1	6	2	3 ^{CC}	0	3	0	3
Cuman Horse Archers'	cav	32	380	180	6	1	6	2	3	0	3	0	3
Byzantine Cavalry*	cav	32	530	175	6	1	7	2	12 ^{CC}	4	5	3	3
Byzantine Infantry*	hvy	48	400	125	11	2	0	0	18	5	7	6	5
Dis. Byzantine Lances'	hvy	48	440	150	11	2	0	0	18	5	7	6	5
Trebizond Archers*	mis	48	460	150	9	2	8	2	7	0	4	3	5
Byzantine Lancers*	cav	32	500	210	8	5	9	3	13 ^{wed}	5	4	4	5
Alan Light Cavalry	cav	32	550	250	11	5	10	4	13	4	6	3	9
Dismounted Latinkon*	hvy	48	630	225	13	3	6	1	21	7	8	6	9
Byz. Guard Archers*	mis	48	710	175	9	3	11	3	16	5	8	3	9
Latinkon*	cav	32	730	250	10	8	11	4	15 ^{wed}	7	4	4	9
Kataphractoi*	cav	32	790	250	10	6	10 ^{AP}	4	16 ^{wed}	8	5	3	9
Varangian Guard*	hvy	48	520	175	20 ^{AP}	6	0	0	15	7	5	3	11
Vardariotai*	cav	32	800	250	9	3	10	4	17 ^{CC}	5	9	3	11
Greek Bodyguard*	cav	16	820	250	13	6	14	4	17 ^{2HP}	7	6	4	11

* faction unique

Free City Garrison = F

AP = Armor Piercing J = Javelin

wed = wedge

sch = schiltrom

Units sorted in ascending order of:

AC = Anti-Cav bonus + n a = AC4

HP = Hit Points

pha = phalanx

1. Morale (discipline & training)

gun = gunpowder (AP)

CC = Cantabrian Circle

sta = stakes

2. Cost 3. Armor

nap = nahptha bomb (AP)



The Moors



Religion: Islam
Regions: Algiers, Marrakech, Grenada, Cordoba
Short game: Hold 15 regions; eliminate factions: Portugal, Spain.
Long game: Hold 45 regions, including: Toledo, Jerusalem.
Strengths: good mix of light cavalry and infantry, and effective spears
Weaknesses: lack strong late period units

Unit	Recruitment				Attack				Defence				Morale
	Class	Size	Cost	Upkp	Wpn1	Chg1	Wpn2	Chg2	Total	Armor	Skill	Shield	
ME Peasants	lgt	60	90	90	1	0	0	0	1	0	1	0	1
ME Peasant Archers	mis	48	220	100	5	1	2	1	1	0	1	0	3
ME Town Militia	spr	48	250	100 ^F	5 ^{AC4}	2	0	0	7	0	1	6	3
ME Spear Militia	spr	60	310	125 ^F	5 ^{AC8}	2	0	0	7	0	1	6	3
ME Crossbow Militia*	mis	48	330	100 ^F	9 ^{AP}	1	6	1	8	5	3	0	3
Sudanese Javelins*	spr	48	350	100	6 ^{APJ}	1	6	1	9	0	3	6	3
Desert Archers	mis	48	390	100	7	1	6	1	6	0	3	3	3
ME Peasant Crossbow	mis	48	400	100	12 ^{AP}	1	7	1	4	0	4	0	3
Nubian Spearmen	spr	60	400	155	7 ^{AC4}	3	0	0	9	0	3	6	5
Berber Spearmen*	spr	60	400	155	7 ^{AC4}	3	0	0	9 ^{sch}	0	3	6	5
Urban Militia*	hvy	48	400	125 ^F	11	2	0	0	18	5	7	6	5
Dis. Arab Cavalry	hvy	48	430	150	7 ^{AC8}	3	0	0	13	4	3	6	5
Arab Cavalry	cav	32	510	175	9	4	9	3	13 ^{wed}	4	5	4	5
Desert Cavalry	cav	32	540	150	8 ^{APJ}	2	8	3	8 ^{CC}	0	5	3	5
Lamtuna Spearmen*	spr	60	580	185	9 ^{AC8}	4	0	0	10 ^{sch}	0	4	6	5
Granadine CB Cav*	cav	32	580	175	7 ^{AP}	2	8	3	9 ^{CC}	5	4	0	5
Granadine Jinetes*	cav	32	670	175	8 ^{APJ}	2	8	3	13 ^{CC}	5	5	3	5
Dismounted Tuareg*	spr	48	510	150	9 ^{AC8}	4	0	0	10	0	4	6	9
Sudanese Gunners	mis	48	570	150	16 ^{gun}	3	9	3	7	0	7	0	9
Tuareg Camel Spears*	cav	32	600	300	11	5	11	4	10	0	6	4	9
Granadine Lancers*	cav	32	750	250	10	6	11	4	14 ^{wed}	5	5	4	9
Kwarizmian Cavalry	cav	32	750	300	10	6	11	4	13 ^{wed}	8	5	0	9
ME Hand Gunners	mis	48	850	150	13 ^{gun}	3	11	3	13	5	8	0	9
Camel Gunners*	cav	32	1180	300	16 ^{gun}	3	8	4	6	0	6	0	9
Dis.Christian Guard*	hvy	48	690	175	16	3	0	0	22	7	9	6	11
ME Bodyguard	cav	16	900	250	14	5	14	4	18 ^{2HP}	7	7	4	11
Hashishim	hvy	24	940	250	16	3	0	0	21 ^{2HP}	6	9	6	11
Christian Guard*	cav	32	970	250	13	8	14	4	16 ^{wed}	7	5	4	11
ME Late Bodyguard	cav	16	1070	250	13	6	13 ^{AP}	4	19 ^{2HP}	9	6	4	11

* faction unique

Free City Garrison = F

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wed = wedge

sch = schiltrom

Units sorted in ascending order of:

AC = Anti-Cav bonus + n a = AC4

HP = Hit Points

pha = phalanx

1. Morale (discipline & training)

gun = gunpowder (AP)

CC = Cantabrian Circle

sta = stakes

2. Cost 3. Armor

nap = nahptha bomb (AP)



The Turks



Religion: Islam
Regions: Iconium, Caesarea, Yerevan, Mosul
Short game: Hold 20 regions; eliminate factions: Byzantium.
Long game: Hold 45 regions, including: Constantinople, Jerusalem.
Strengths: outstanding mounted archers and janissary troops
Weaknesses: lacking in heavy arms and early period infantry

Unit	Recruitment				Attack				Defence				Morale
	Class	Size	Cost	Upkp	Wpn1	Chg1	Wpn2	Chg2	Total	Armor	Skill	Shield	
ME Peasants	lgt	60	90	90	1	0	0	0	1	0	1	0	1
Azabs*	spr	48	190	100	5 ^{AC4}	2	0	0	4	0	1	3	3
ME Peasant Archers	mis	48	220	100	5	1	2	1	1	0	1	0	3
ME Town Militia	spr	48	250	100 ^F	5 ^{AC4}	2	0	0	7	0	1	6	3
Turkish Javelinmen*	spr	48	300	100	6 ^{APJ}	1	6	1	6	0	3	3	3
ME Spear Militia	spr	60	310	125 ^F	5 ^{AC8}	2	0	0	7	0	1	6	3
Armenian Archers*	mis	48	390	150	7	1	6	1	6	0	3	3	3
Turkish Horse Archers	cav	32	420	150	6	1	6	2	3 ^{CC}	0	3	0	3
Turkish Archers	mis	48	440	100	7	1	6	1	10	4	3	3	3
Turkomans	mis	32	510	150	6	1	7	2	8 ^{CC}	0	5	3	3
Saracen Militia	spr	60	490	155 ^F	7 ^{AC8}	3	0	0	14	5	3	6	5
ME Halberd Militia	spr	48	510	150 ^F	7 ^{APa}	3	0	0	8	5	3	0	5
Ottoman Infantry*	mis	48	670	150	9	2	11	2	17	5	6	6	5
Sipahis*	cav	32	760	175	8	2	9	3	15 ^{CC}	5	7	3	5
Dis. Sipahi Lancers*	hvy	48	630	175	9 ^{AC8}	4	0	0	15	5	4	6	9
Sipahi Lancers*	cav	32	750	210	11	5	11	4	15 ^{wed}	5	6	4	9
Kwarizmian Cavalry	cav	32	750	300	10	6	11	4	13 ^{wed}	8	5	0	9
Armenian Cavalry*	cav	32	800	300	10	6	11	4	16 ^{wed}	7	5	4	9
ME Hand Gunners	mis	48	850	150	13 ^{gun}	3	11	3	13	5	8	0	9
Naffatun	mis	16	380	50	23 ^{nap}	3	13	3	12	5	7	0	11
Janissary Archers*	mis	48	780	175	10	3	10	3	13 ^{sta}	5	8	0	11
Janissary Musketeers*	mis	48	830	175	17 ^{gun}	3	12	3	14	5	9	0	11
Janissary Heavy Inf*	hvy	48	840	175	12 ^{APa}	4	0	0	10	5	5	0	11
ME Bodyguard	cav	16	900	250	14	5	14	4	18 ^{2HP}	7	7	4	11
Hashishim	hvy	24	940	250	16	3	0	0	21 ^{2HP}	6	9	6	11
ME Late Bodyguard	cav	16	1070	250	13	6	13 ^{AP}	4	19 ^{2HP}	9	6	4	11
Quapukulu*	cav	32	1100	250	13	6	13 ^{AP}	4	18 ^{wed}	8	6	4	11

* faction unique

Free City Garrison = F

AP = Armor Piercing J = Javelin

wed = wedge

sch = schiltrom

Units sorted in ascending order of:

AC = Anti-Cav bonus + n a = AC4

HP = Hit Points

pha = phalanx

1. Morale (discipline & training)

gun = gunpowder (AP)

CC = Cantabrian Circle

sta = stakes

2. Cost 3. Armor

nap = nahptha bomb (AP)



Egypt



Religion: Islam
Regions: Cairo, Alexandria, Gaza
Short game: Hold 15 regions; eliminate factions: Moors, Turks.
Long game: Hold 45 regions, including: Constantinople, Jerusalem.
Strengths: relies on powerful cavalry, mamlukes
Weaknesses: lacks heavy infantry, particularly late period

Unit	Recruitment				Attack				Defence				Morale
	Class	Size	Cost	Upkp	Wpn1	Chg1	Wpn2	Chg2	Total	Armor	Skill	Shield	
ME Peasants	lgt	60	90	90	1	0	0	0	1	0	1	0	1
ME Archer Militia*	mis	48	220	100 ^F	5	1	2	1	1	0	1	0	3
ME Peasant Archers	mis	48	220	100	5	1	2	1	1	0	1	0	3
ME Spear Militia	spr	60	310	125 ^F	5 ^{AC8}	2	0	0	7	0	1	6	3
Desert Archers	mis	48	390	100	7	1	6	1	6	0	3	3	3
Kurdish Javelinmen*	spr	48	400	125	6 ^{APJ}	1	9	1	11	0	5	6	3
Nubian Archers*	mis	48	470	125	7	1	7 ^{AP}	2	4	0	1	3	3
Nubian Spearmen	spr	60	400	155	7 ^{AC4}	3	0	0	9	0	3	6	5
Dis. Arab Cavalry	hvy	48	430	150	7 ^{AC8}	3	0	0	13	4	3	6	5
Saracen Militia	spr	60	490	155 ^F	7 ^{AC8}	3	0	0	14	5	3	6	5
Arab Cavalry	cav	32	510	175	9	4	9	3	13 ^{wed}	4	5	4	5
ME Halberd Militia	spr	48	510	150 ^F	7 ^{APa}	3	0	0	8	5	3	0	5
Desert Cavalry	cav	32	540	150	8 ^{APJ}	2	8	3	8 ^{CC}	0	5	3	5
Bedouin Camel Rider*	cav	32	630	300	8	2	9	3	10	0	7	3	5
Sudanese Gunners	mis	48	570	150	16 ^{gun}	3	9	3	7	0	7	0	9
Kwarizmian Cavalry	cav	32	750	300	10	6	11	4	13 ^{wed}	8	5	0	9
Mamluks*	cav	32	820	210	11	5	10 ^{AP}	4	15 ^{wed}	6	6	3	9
Mamluk Archers*	cav	32	900	210	8	3	8 ^{AP}	4	15 ^{CC}	5	7	3	9
Naffatun	mis	16	380	50	23 ^{nap}	3	13	3	12	5	7	0	11
Tabardariyya*	hvy	48	490	175	20 ^{AP}	6	0	0	11	6	5	0	11
ME Bodyguard	cav	16	900	250	14	5	14	4	18 ^{2HP}	7	7	4	11
Hashishim	hvy	24	940	250	16	3	0	0	21 ^{2HP}	6	9	6	11
Royal Mamluks*	cav	32	1050	250	14	5	13 ^{AP}	4	17 ^{wed}	6	7	4	11
ME Late Bodyguard	cav	16	1070	250	13	6	13 ^{AP}	4	19 ^{2HP}	9	6	4	11

* faction unique

Free City Garrison = F

AP = Armor Piercing J = Javelin

wed = wedge

sch = schiltrom

Units sorted in ascending order of:

AC = Anti-Cav bonus + n a = AC4

HP = Hit Points

pha = phalanx

1. Morale (discipline & training)

gun = gunpowder (AP)

CC = Cantabrian Circle

sta = stakes

2. Cost 3. Armor

nap = nahptha bomb (AP)



Papal States



Religion: Catholic
Regions: Rome
Game: NON PLAYABLE Campaign
Strengths: have the typically strong militia of the Italian powers
Weaknesses: poor cavalry

Unit	Recruitment				Attack				Defence				Morale
	Class	Size	Cost	Upkp	Wpn1	Chg1	Wpn2	Chg2	Total	Armor	Skill	Shield	
Peasants	lgt	60	110	90	4	0	0	0	3	0	3	0	1
Pike Militia	spr	60	150	125 ^F	7 ^{AC8}	2	6	1	1 ^{pha}	0	1	0	3
Peasant Archers	mis	48	220	100	5	1	2	1	1	0	1	0	3
Peasant Crossbow	mis	48	220	100	9 ^{AP}	1	2	1	1	0	1	0	3
Halberd Militia	hvy	48	300	150 ^F	5 ^{APa}	2	4 ^{APa}	2	1 ^{pha}	0	1	0	3
Arquebusiers	mis	48	460	125	14 ^{gun}	1	6	1	3	0	3	0	3
Mounted Crossbow	cav	32	470	175	5 ^{AP}	1	7	2	10 ^{CC}	5	5	0	3
Pavise Crossbow	mis	48	490	125	12 ^{AP}	1	6	1	14	5	3	6	3
Pavise Crossbow Mil.	mis	48	490	100 ^F	12 ^{AP}	1	6	1	14	5	3	6	3
Italian Militia	spr	60	370	125 ^F	7 ^{AC4}	3	0	0	9	0	3	6	5
Sergeant Spearmen	spr	60	420	155	7 ^{AC8}	3	0	0	9 ^{sch}	0	3	6	5
Italian Spear Militia	spr	60	460	125 ^F	7 ^{AC8}	3	0	0	13 ^{sch}	4	3	6	5
Dis. Men at Arms	hvy	48	460	225	11	2	0	0	21	8	7	6	5
Mounted Sergeants	cav	32	470	175	9	4	9	3	13	4	5	4	5
Dis. Broken Lances	hvy	48	490	225	11	2	0	0	22	9	7	6	5
Condottieri	cav	32	520	400	8	7	9	3	15 ^{wed}	9	3	3	5
Armored Sergeants	spr	60	540	155	7 ^{AC8}	3	0	0	14 ^{sch}	5	3	6	5
Italian Cavalry Militia	cav	32	540	150 ^F	8	5	9	3	15 ^{wed}	7	4	4	5
Italian Men at Arms	cav	32	580	250	8	7	9	3	15 ^{wed}	8	3	4	5
Hand Gunners	mis	48	650	150	13 ^{gun}	2	11	2	13	7	6	0	5
Dis. Feudal Knights	hvy	48	570	225	13	3	0	0	21	7	8	6	9
Mailed Knights	cav	32	680	250	10	6	11	4	14 ^{wed}	5	5	4	9
Feudal Knights	cav	32	730	250	10	6	11	4	16 ^{wed}	7	5	4	9
Broken Lances	cav	32	730	320	10	8	11	4	13 ^{wed}	9	4	0	9
Papal Guard*	spr	60	740	215	12 ^{AC8}	4	0	0	16 ^{sch}	5	5	6	11
General's Bodyguard	cav	16	820	250	13	8	14	4	16 ^{2HP}	7	5	4	11
Late Bodyguard	cav	16	870	250	13	8	14	4	17 ^{2HP}	9	5	3	11
Templar / Hospitaller	cav	32	880	250	13	8	14	4	16 ^{wed}	7	5	4	11
Swiss Guard*	spr	48	890	175	12 ^{APa}	4	11 ^{APa}	4	12 ^{pha}	7	5	0	11

* faction unique

Free City Garrison = F

AP = Armor Piercing J = Javelin

wed = wedge

sch = schiltrom

Units sorted in ascending order of:

AC = Anti-Cav bonus + n a = AC4

HP = Hit Points

pha = phalanx

1. Morale (discipline & training)

gun = gunpowder (AP)

CC = Cantabrian Circle

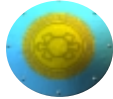
sta = stakes

2. Cost 3. Armor

nap = nahptha bomb (AP)



The Aztecs



Religion: Pagan
Regions: Americas
Game: NON PLAYABLE Campaign
Strengths: brave, zealous, and vast in numbers
Weaknesses: completely lacking in armor and weapon technology

Unit	Recruitment				Attack				Defence				Morale
	Class	Size	Cost	Upkp	Wpn1	Chg1	Wpn2	Chg2	Total	Armor	Skill	Shield	
Aztec Peasants*	lgt	60	180	90	7	1	0	0	4	0	1	3	3
Aztec Spear Throwers*	spr	60	220	125	4^J	3	7	1	4	0	1	3	3
Aztec Archers*	mis	60	370	125	5	1	7	1	8	4	1	3	3
Aztec Spearmen*	spr	60	220	125	7^{AC8}	2	0	0	6^{sch}	0	3	3	5
Aztec Warriors*	lgt	60	320	155	9	2	0	0	10	4	3	3	5
Arrow Warriors*	mis	48	400	0	6^J	3	7	4	11	4	4	3	9
Eagle Warriors*	lgt	48	340	0	20	5	0	0	9	4	5	0	11
Aztec Bodyguard*	hvy	16	410	0	14	3	0	0	12^{2HP}	4	5	3	11
Coyote Priests*	lgt	24	480	0	14	3	0	0	12	4	5	3	11
Cuahchiqueh*	hvy	48	540	0	14	3	0	0	12	4	5	3	11
Jaguar Warriors*	lgt	60	570	185	14	3	0	0	12	4	5	3	11

* faction unique

Free City Garrison = F

AP = Armor Piercing J = Javelin

wed = wedge

sch = schiltrom

Units sorted in ascending order of:

AC = Anti-Cav bonus + n a = AC4

HP = Hit Points

pha = phalanx

1. Morale (discipline & training)

gun = gunpowder (AP)

CC = Cantabrian Circle

sta = stakes

2. Cost 3. Armor

nap = nahptha bomb (AP)



The Mongols



Religion: Islam
Regions: event spawn - Cental Asia
Game: NON PLAYABLE Campaign
Strengths: best cavalry power in known world
Weaknesses: lacks infantry and effective gunpowder units

Unit	Recruitment				Attack				Defence				Morale
	Class	Size	Cost	Upkp	Wpn1	Chg1	Wpn2	Chg2	Total	Armor	Skill	Shield	
ME Peasants	lgt	60	90	90	1	0	0	0	1	0	1	0	1
ME Peasant Archers	mis	48	220	100	5	1	2	1	1	0	1	0	3
ME Town Militia	spr	48	250	100 ^F	5 ^{AC4}	2	0	0	7	0	1	6	3
Mongol Foot Archers*	mis	48	300	0	7	1	2	1	1	0	1	0	3
ME Levy Spearmen*	spr	60	310	125	5 ^{AC8}	2	0	0	7	0	1	6	3
Mongol Infantry*	mis	48	580	0	9	2	11	2	16	4	6	6	5
Dis. Light Lancers*	spr	48	420	100	9 ^{AC8}	4	0	0	11	4	4	3	9
Dismounted Archers*	mis	48	470	100	9	3	8	3	6	0	6	0	9
Mongol Horse Archers*	cav	32	590	0	8	3	8	4	6 ^{CC}	0	6	0	9
Mongol Light Lancers*	cav	32	590	0	10	6	11	4	12 ^{wed}	4	5	3	9
Dis. Heavy Archers	mis	48	710	150	9	3	9 ^{AP}	4	12	5	4	3	9
Kwarizmian Cavalry	cav	32	750	300	10	6	11	4	13 ^{wed}	8	5	0	9
Mongol Hvy Archers*	mis	32	900	0	8	3	8 ^{AP}	4	15 ^{CC}	5	7	3	9
Naffatun	mis	16	380	50	23 ^{nap}	3	13	3	12	5	7	0	11
Dis. Heavy Lancers	hvy	48	560	150	12 ^{AC8}	4	0	0	13	5	5	3	11
Mongol Hvy Lancers	cav	32	850	0	13	6	13 ^{AP}	4	14 ^{wed}	5	6	3	11
Mongol Bodyguard	cav	16	860	0	13	6	14 ^{AP}	4	17 ^{2HP}	8	6	3	11
Khan's Guard	cav	32	950	250	13	6	13 ^{AP}	4	17	8	6	3	11

* faction unique

Free City Garrison = F

AP = Armor Piercing J = Javelin

wed = wedge

sch = schiltrom

Units sorted in ascending order of:

AC = Anti-Cav bonus + n a = AC4

HP = Hit Points

pha = phalanx

1. Morale (discipline & training)

gun = gunpowder (AP)

CC = Cantabrian Circle

sta = stakes

2. Cost 3. Armor

nap = nahptha bomb (AP)



The Timurids



Religion: Islam
Regions: event spawn - Cental Asia
Game: NON PLAYABLE Campaign
Strengths: extremely strong cavalry units including elephants
Weaknesses: lack heavy infantry and spears

Unit	Recruitment				Attack				Defence				Morale
	Class	Size	Cost	Upkp	Wpn1	Chg1	Wpn2	Chg2	Total	Armor	Skill	Shield	
ME Peasants	lgt	60	90	90	1	0	0	0	1	0	1	0	1
ME Peasant Archers	mis	48	220	100	5	1	2	1	1	0	1	0	3
ME Town Militia	spr	48	250	100 ^F	5 ^{AC4}	2	0	0	7	0	1	6	3
ME Spear Militia	spr	60	310	125 ^F	5 ^{AC8}	2	0	0	7	0	1	6	3
Turkish Horse Archers	cav	32	420	150	6	1	6	2	3 ^{CC}	0	3	0	3
Turkish Archers	mis	48	440	100	7	1	6	1	10	4	3	3	3
Turkomans	mis	32	510	150	6	1	7	2	8 ^{CC}	0	5	3	3
ME Halberd Militia	spr	48	510	150 ^F	7 ^{APa}	3	0	0	8	5	3	0	5
Sabadar Militia*	mis	48	480	0	9	3	9 ^{AP}	3	15	5	4	6	9
Afghan Javelinmen*	spr	48	640	125	10 ^{APJ}	3	13	3	14	0	8	6	9
Dis. Heavy Archers	mis	48	710	150	9	3	9 ^{AP}	4	12	5	4	3	9
Kwarizmian Cavalry	cav	32	750	300	10	6	11	4	13 ^{wed}	8	5	0	9
ME Hand Gunners	mis	48	850	150	13 ^{gun}	3	11	3	13	5	8	0	9
Elephants*	cav	6 ^{ele}	2090	0	16 ^{gun}	3	10 ^{ele}	9 ^{ele}	16 ^{6HP}	13 ^{ele}	3 ^{ele}	0	9
Elephant Artillery*	cav	6 ^{ele}	2750	0	28 ^{can}	3	10 ^{ele}	9 ^{ele}	16 ^{6HP}	13 ^{ele}	3 ^{ele}	0	9
Naffatun	mis	16	380	50	23 ^{nap}	3	13	3	12	5	7	0	11
Dis. Heavy Lancers	hvy	48	560	150	12 ^{AC8}	4	0	0	13	5	5	3	11
Mongol Hvy Lancers	cav	32	850	0	13	6	13 ^{AP}	4	14 ^{wed}	5	6	3	11
Mongol Bodyguard	cav	16	860	0	13	6	14 ^{AP}	4	17 ^{2HP}	8	6	3	11
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HP = Hit Points

pha = phalanx

1. Morale (discipline & training)

gun = gunpowder (AP)

CC = Cantabrian Circle

sta = stakes

2. Cost 3. Armor

nap = nahptha bomb (AP)

can = cannon (AP)

ele = elephant stat.



Appendix A



Defence

Armor
360°

Shield

rear: Armor only defence			
Total	Armor	Skill	Shield
6	6	X	X

right: Armor + Skill (parry)			
Total	Armor	Skill	Shield
11	6	5	X

left: Armor + Shield			
Total	Armor	Skill	Shield
10	6	X	4

front: Armor + Skill + Shield			
Total	Armor	Skill	Shield
15	6	5	4



* Missiles ignore Skill

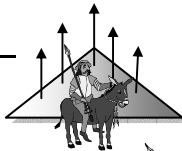


AP, Armor Piercing weapons only count 1/2 target's Armor



Formations

fast **Wedge** attack:
break through lines
with cavalry



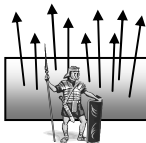
Cantabrian Circle:
circle and shoot
with missile cavalry



Schiltrom stance:
a circle defence of
spear/pike/polearm



forward **Phalanx:**
a slow shield wall of
spear/pike/polearm



Siege*

	vs unit	vs bldg	ammo	range
ribault	63	5	108	150
monst. ribault	63	5	108	150
ballista	55	10	50	180
rocket launch	63	10	108	250
serpentine	63	10	36	450
catapult	55	30	30	200
trebuchet	55	90	30	285
bombard	55	120	30	325
mortar	63	150	30	300
gr. bombard	55	180	30	375
culverin	63	230	30	425
cannon	63	250	30	380
basilisk	63	330	30	450
monst. bomb.	63	1000	20	450
trebuchet			3	215

* crews: 16, attack: 6



Missile

	ammo	range	elite*
arrow	30	120	160
bolt	30	120	160
missile cav	25	120	
handgun	20	55	
arquebusiers	20	120	
musketeers	20	180	
javelin	8	55	
naphtha bomb	5	40	

* longbowmen etc.



Questions?

Visit the Total War community forums:
totalwar.com (official)
totalwar.org
twcenter.net