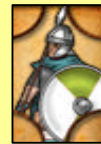


HEAVY INFANTRY



Heavy Symbol



Greek, Hellenistic
Rome & civilized

Semitic, Arabic
Egyptian

Berber, Desertic

Celtic

Germanic
Slavic

Anglo-Saxon
Frankish

Scandinavian

Persian, Iranian

Combat Characteristics

Fire

0

Levy Cost (land):

4



Shock

4

Resistance

5

Gold cost:

25



Weight

4

Monthly Move

15

Construction Time (months) :

6



Men

2000

Morale

7

Yearly Maintenance (gold):

5



Experience

3

Special Features

* Contributes to Heavy Units superiority in combat



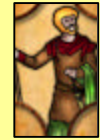
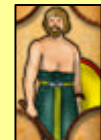
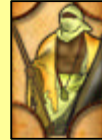
* Desertic & Scandinavian units have extra looting ability



* Empires receive usually a Heavy Infantry free of charge of Elite status and with higher morale when their original one has been eliminated (which is the Imperial Guard)



INFANTRY



Greek, Hellenistic
Rome & civilized

Semitic, Arabic
Egyptian

Berber, Desertic

Celtic

Germanic, Frankish
Anglo-Saxon

Slavic

Scandinavian

Persian, Iranian

British

Turkish

Combat Characteristics

Fire

0

Levy Cost (land):

3



Shock

3

Resistance

4

Gold cost:

15



Weight

3

Monthly Move

20

Construction Time (months) :

4



Men

2000

Morale

7

Yearly Maintenance (gold):

3



Experience

2

Special Features

* Contributes to Heavy Units superiority in combat



* Desertic & Scandinavian units have extra looting ability



AUXILLIA



Greek, Hellenistic
Rome & civilized



Semitic, Arabic
Egyptian



Berber, Desertic



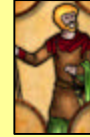
Celtic



Germanic, Frankish
Anglo-Saxon



Slavic



Scandinavian



Persian, Iranian



Turkish, Hunnish

Combat Characteristics

Fire

1

Levy Cost (land):

2



Shock

2

Resistance

3

Gold cost:

10



Weight

3

Monthly Move

20

Construction Time (months) :

3



Men

2000

Morale

7

Yearly Maintenance (gold):

2



Experience

1

Special Features

* small fire value that contributes to archer superiority in combat.



MILITIA



Greek, Hellenistic
Rome & civilized



Semitic, Arabic
Egyptian



Berber, Desertic



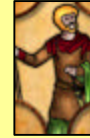
Celtic



Germanic, Frankish
Anglo-Saxon



Slavic



Scandinavian



Persian, Iranian



Turkish, Hunnish

Combat Characteristics

Fire

0

Levy Cost (land):

3



Shock

1

Resistance

2

Gold cost:

5



Weight

7

Monthly Move

15

Construction Time (months) :

2



Men

2000

Morale

6



Yearly Maintenance (gold):

0



Experience

0

Special Features

* cheap to build, they do not cost maintenance, but are virtually useless in battles (although they help versus bandits and revolts)

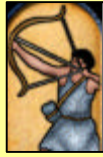
* most revolt units are militia-types.

* Low morale

BOWMEN



Greek, Hellenistic



Rome & civilized



Semitic, Arabic
Desert, Berber



Scandinavian
Celtic



Germanic, Frankish
Anglo-Saxon, Slavic



Persian, Iranian



Turkish

Combat Characteristics

Fire

2

Levy Cost (land):

1



Shock

1

Resistance

1

Gold cost:

10



Weight

1

Monthly Move

20

Construction Time (months) :

6



Men

1000

Morale

8



Yearly Maintenance (gold):

2



Experience

3

Special Features

* Contributes to Archer superiority in combat

* Long to build (training)

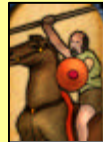
* Higher morale



LIGHT HORSES AND SPECIAL LIGHT CAVALRIES



Western nations



Semitic, Arabic
Iranian, Persian



Berber, Deseritic



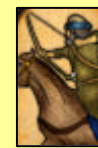
Hunnish, Turkish

Camels

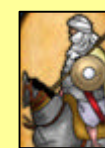


Arabic, Deseritic

Horsemen



Nomadic Barbarians



Arabic

Combat Characteristics

Fire

1 / 2 ♂

Levy Cost (land):

2



Shock

1

Resistance

2

Gold cost:

20



Weight

1

Monthly Move

30

Construction Time (months) :

4



Men

1000

Morale

7

Yearly Maintenance (gold):

4



Experience

3

Special Features

* Contributes to Cavalry Units superiority in combat

* Also contribute to Archer superiority in combat (fire of 1)

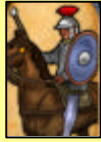
* Nomadic Light horses ♂ have double fire value than the others

* Camels do not suffer attrition in Deseritic areas and have 1 fire value increased to 2 if Nomadic barbarians

* Light horses are deadly in pursuits, because their shock value is doubled.



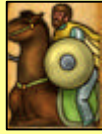
CAVALRY



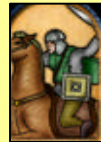
Greek, Hellenistic
Rome & civilized



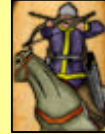
Semitic, Arabic
Egyptian



Berber



Germanic, Frankish
Slavic, Scandinavian



Persian, Iranian



Turkish



Hunnish

Combat Characteristics

Fire	0 / 3 ⚔	Levy Cost (land):	2
Shock	2	Gold cost:	30
Resistance	3	Construction Time (months) :	6
Weight	3	Yearly Maintenance (gold):	6
Monthly Move	25		
Men	1000		
Morale	7		
Experience	3		

Special Features

- * Contributes to Heavy Units superiority in combat
- * Some Persian (1) and Nomadic cavalries (3) also contribute ⚔ to Archer superiority in combat
- * Long to build
- * Cavalry is deadly during pursuits, because its shock value is doubled then, and even tripled for Nomads in palins and steppes.

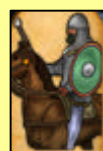
HEAVY CAVALRY



Greek, Hellenistic, Rome
& civilized, Scandinavian



Arabic



Persian, Turkish



Germanic
Slavic



Hunnish

Nobles



Arabic



Germanic



Hunnish

Heavy Symbol



Combat Characteristics

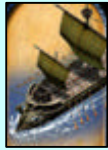
Fire	0	Levy Cost (land):	2
Shock	3	Gold cost:	50
Resistance	5	Construction Time (months) :	9
Weight	3	Yearly Maintenance (gold):	10
Monthly Move	22		
Men	1000		
Morale	8		
Experience	4		

Special Features

- * Contributes to Heavy Units and Cavalry superiority in combat
- * Nobles are Barbarian only units, often elite
- * Cataphract shock tripled in clear terrains, but also cost 50% more gold and time (75 gold, 12 months) to build. Always Elite units
- * Knights shock tripled in clear terrains, but also cost 20% more gold (60 gold) but only 8 months to build. Always elite units.
- * Nobles and Catphracts also have 1 fire value. cellent polyvalent units
- * Other heavy units shock value doubled in clear terrains.

COMBAT SHIPS

Galley



Civilized Mediterranean

Warship



Northern Seas

Dhows



Muslim ships

Pirate Ship



Pirates

Dromon

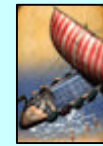


Byzantine ships only

Fire Dromon



Drakkars



Scandinavian

Drakkars have the unique ability to navigate on rivers!



Combat Characteristics

Fire	1	Levy Cost (naval):	3
Shock	3		
Resistance	4	Gold cost:	50
Weight	2		
Monthly Move	25 to 50	Construction Time (months) :	9
Men	10		
Morale	7	Yearly Maintenance (gold):	10
Experience	2		
Transport	6		

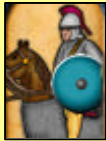
costs above are based on galleys

Special Features

- * Drakkars are the only ship able to enter rivers, faster and stronger ships reserved to Scandinavian ethnic (they also suffer less at sea from risk levels)
- * Dromons are faster, stronger and costly to build/maintain (Byzance only)
- * Fire Dromons are allowed only after Greek fire is invented (around 600 AD) and have a huge fire value of 5 (+ 1 automatic kill on enemy fleet)
- * All ships are usually costly and long to build and maintain
- * Pirates ships cannot be constructed
- * Drakkars and Dromons have a higher morale.

SPECIAL UNITS

Cataphracts

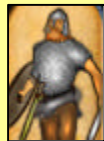


Byzance, Rome



Persians

Vikings



Scandinavian

Knights



Western Europe

Elephants



Persian

Frankish Infantry



Franks & West Germans

Bandits



by Event

Combat Characteristics and costs (Variable)

	Cataphracts	Knights	Vikings	Franks
Fire	1	0	1	1
Shock	2	3	4	4
Resistance	6	6	5	5
Weight	2	2	3	3
Monthly Move	22	22	15	15
Men	500	500	1000	2000
Morale	9	9	8	8
Experience	5	4	4	3

Special Features

- * Cataphracts contributes to Heavy Units, Archer and Cavalry superiority in combat, and are also elite units
- * However, they cost 75 gold and takes 12 months to build.
- * Knights contributes to Heavy Units and Cavalry superiority in combat and are also elite units, available in Western Europe after 900 AD
- * However, they cost 60 gold and takes 8 months to build.
- * Viking are Scandinavian heavy units but of light weight, always elite
- * Frankish Infantry has 1 fire on first combat round, and is heavy unit too
- * Elephants are like heavy cavalry, but may disappear randomly in combat

GARRISONS



Greek, Hellenistic
Rome & civilized



Semitic, Arabic
Egyptian



Berber, Desertic



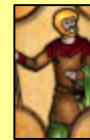
Celtic



Germanic, Frankish
Anglo-Saxon



Slavic



Scandinavian



Persian, Iranian



Turkish, Hunnish





Limes

Combat Characteristics

Fire	1	Levy Cost (land):	NA
Shock	3		
Resistance	5	Gold cost:	NA
Weight	3		
Monthly Move	0	Construction Time	NA
Men	2000		
Morale	7	Yearly Maintenance (gold):	NA
Experience	2		

Special Features

- * Garrisons do not appear on map, but will only be present when a city is assaulted.  Their fire value is increased by city defense level.
- * There are as many garrison units in a city as its fortification level. and Empire garrisons have a better morale 
- * Limes also only fight like garrisons if alone when their province is invaded. If not alone, they absorbed 2 hits inflicted by the enemy at no cost. They cannot retreat, so are destroyed if forced to do so (building removed)

NON-COMBAT UNITS

Supply Wagon



Siege Train



Transport Ship



Hordes





These units are shared by all nations

Combat Characteristics

	Supply	Siege	Levy Cost:	2 each	
Fire	0	2 / 30	(land)		
Shock	0	3 / 20	Gold cost:	Siege 50	
Resistance	2	3		Supply 20	
Weight	3	1	Construction	Siege 12	
Monthly Move	15	15	Time (months) :	Supply 6	
Men	2000	2000			
Morale	6	6	Yearly gold	Siege 15	
Experience	2	2	Maintenance:	Supply 5	

Special Features

- * Supply wagons help taking attrition losses instead of units and have a resistance multiplied by 10 for that purpose (only) 
- * Siege Trains help speed up city sieges and assaults and use the second value in such a case 
- * Transport ships do not fight, but have a large transport capacity of 10
- * Hordes are only for barbarian nation. They do not attack but defend strongly