

TOTAL WAR: ROME II

UNOFFICIAL

GAME COUNTERS



FRIEND & ENEMY COUNTERS
FOR BATTLE PLANNING

STOCKHOLM MMXIII · WWW.MINIUM.SE · VERSION 1

GAME COUNTER SYMBOLS › ARMY

MELEE INFANTRY



Mob



Weak melee infantry

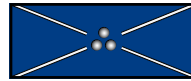


Regular melee infantry



Elite melee infantry

MISSILE INFANTRY



Slings



Javelinmen



Archers

SPEAR INFANTRY



Regular spear infantry



Elite spear infantry

PIKE INFANTRY



Regular pike infantry



Elite pike infantry

CAVALRY



Light cavalry



Spear missile cavalry



Horse archers



Heavy cavalry



Elephants



War dogs

ARTILLERY



Polybolos / Scorpion / Ballista



Onager

COMMAND



GAME COUNTER SYMBOLS › FLEET

MELEE SHIP



Bireme / Dieres
Hemiolia • Trihemiolia



Fire Pot Bireme / Dieres



Trireme / Trieres



Quadreme / Tetreres
Raider



Quinquereme / Penteres
Medium rider



Hexareme / Hexeres
Heavy raider



Hepteres



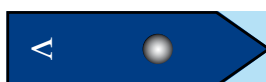
Octeres

MISSILE SHIP



Slings / Javelinmen / Archers

ARTILLERY SHIP



Ballista



Onager

