

TOTAL WAR: ROME II

UNOFFICIAL

UNIT STATISTICS



COMPLETE LISTS FOR
ALL FACTIONS

STOCKHOLM MMXIII · WWW.MINIUM.SE · VERSION I

ROME

ARMY	Cost	Upkeep	Missile Damage	Range	Shots/ Minute	Ammo	Melee Attack	Weapon Damage	Charge Bonus	Melee Defence	Armour	Health	Base Morale
Missile Infantry													
Leves	200	50	14	80	8	10	5	20	+3	28	15	30	20
Velites	360	70	18	80	13	10	9	20	+3	28	15	30	25
II Aux. Iberian Slingers	370	70	8	150	13	25	9	20	+3	28	15	30	25
II Aux. Briton Slingers	380	80	10	150	18	25	9	20	+3	28	15	30	25
III Aux. Balearic Slingers	430	90	12	150	23	25	11	20	+4	4	10	30	45
III Aux. Rhodian Slingers	520	100	12	150	28	25	13	20	+5	20	10	30	55
II Aux. Eastern Javelinmen	350	70	18	80	13	10	9	20	+3	18	15	30	35
II Aux. Celtic Skirmishers	360	70	18	80	13	10	9	20	+3	28	15	30	25
II Aux. Peltasts	500	100	18	80	18	10	25	55	+8	33	55	30	35
III Aux. Numidian Javelinmen	430	90	18	80	23	10	11	20	+4	29	15	30	45
III Aux. Thracian Peltasts	480	100	22	80	23	10	11	20	+4	19	15	30	45
II Aux. Dacian Bowmen	330	70	20	125	13	15	9	20	+3	3	10	30	25
II Aux. Egyptian Archers	330	70	20	125	13	15	9	20	+3	3	10	30	25
II Aux. Sabaean Archers	330	70	20	125	13	15	9	20	+3	3	10	30	25
II Aux. Longbow Hunters	390	80	25	125	18	15	9	20	+3	3	10	30	25
III Aux. Persian Archers	370	70	25	125	18	15	10	20	+4	4	10	30	30
III Aux. Syrian Archers	470	90	25	125	23	15	11	20	+4	4	40	30	40
IV Aux. Cretan Archers	490	100	25	125	28	15	13	20	+5	3	10	30	55
Spear Infantry													
Triarii	650	130	< Building level II: Manipular Barracks				34	40	+26	59	90	40	65
II Auxiliary Infantry	440	90	< Building level II: Auxiliary Camp				20	40	+16	48	65	35	45
Gladiator Spearmen	490	70	< Building level III: Gladiator School				44	45	+29	76	30	35	50
II Aux. Parthian Spearmen	230	50					14	40	+11	24	40	35	25
II Aux. Sabaean Spearmen	250	50					14	40	+11	24	40	35	30
II Aux. Dacian Spears	290	60					12	40	+17	40	35	35	30
II Aux. Arabian Spearmen	290	60					14	40	+11	39	35	35	30
II Aux. Spearband	400	80					18	40	+23	49	35	35	40
II Aux. Spear Brothers	470	90					28	40	+30	56	35	35	40
II Aux. Hoplites	600	120					32	40	+24	63	75	40	55
Melee Infantry													
Plebs	30	5					5	20	+3	3	10	30	20
Rorarii	250	60					14	40	+11	34	40	35	30
Vigiles	250	60					14	40	+11	34	40	35	30
Hastati	470	90					41	50	+9	31	55	35	45
Principes	610	120	< Building level II: Manipular Barracks				56	50	+11	36	70	40	55
II Socii Hastati	450	90	< Building level II: Auxiliary Camp				31	50	+13	37	50	35	40
III Socii Extraordinarii	640	130	< Building level III: Auxiliary Barracks				41	50	+16	43	85	40	55
Legionaries	600	120	< Tech level II: Cohort Organisation				56	50	+11	31	75	40	55
Veteran Legionaries	680	140	< Tech level II: Cohort Organisation				68	50	+14	36	75	40	65
First Cohort	840	130	< Building level III: Cohort Barracks				68	50	+11	31	75	40	55
Praetorians	1010	150	< Building level III: Cohort Barracks				79	55	+17	41	75	40	75
Legionary Cohort	610	120	< Tech level III: Professional Soldiery				49	50	+11	31	85	40	55
Evocati Cohort	710	140	< Tech level III: Professional Soldiery				68	50	+14	36	85	40	65
Eagle Cohort	860	130	< Tech level III: Professional Soldiery				68	50	+11	31	85	40	55
Armoured Legionaries	710	140	< Building level IV: Legion Barracks				68	50	+14	36	90	40	65
Praetorian Guard	1020	150	< Building level IV: Legion Barracks				79	55	+17	41	85	40	75
Gladiators	600	90	< Building level III: Gladiator School				98	55	+17	46	30	35	55
II Aux. Egyptian Infantry	200	40					9	20	+4	24	45	35	30
II Aux. Hillmen	280	60					22	40	+9	17	15	35	25
II Aux. Coastal Levies	310	60					22	40	+9	22	35	35	30
II Aux. Bactrian Hillmen	310	60					31	40	+9	17	15	35	25
II Aux. Iberian Swordsmen	460	90					37	50	+15	46	15	35	40
II Aux. Celtic Warriors	470	90					28	55	+23	45	35	35	45
II Aux. Gallic Warriors	470	90					28	55	+26	45	35	35	45
III Aux. Axe Warriors	500	100					44	40	+18	23	55	35	55
II = Requires Building level II: Auxiliary Camp III = Requires Building level III: Auxiliary Barracks IV = Requires Building level IV: Auxiliary Garrison													

ROME

ARMY	Cost	Upkeep	Missile Damage	Range	Shots/ Minute	Ammo	Melee Attack	Weapon Damage	Charge Bonus	Melee Defence	Armour	Health	Base Morale
Cavalry													
General & Bodyguard	450	90					26	40	+21	56	80	65	55
Equites	520	100	< Building level II: Manipular Barracks				20	40	+16	48	60	65	40
Legatus	430	90	< Tech level III: Professional Soldiery				26	40	+21	56	65	75	55
Legionary Cavalry	550	100	< Tech level III: Professional Soldiery				20	40	+16	48	65	65	45
Praetorian Cavalry	990	150	< Building level IV: Legion Barracks				38	40	+29	70	65	90	75
III Socii Equites	570	110	< Building level III: Auxiliary Barracks				26	40	+21	50	45	75	50
III Socii Equites Extraordinarii	640	130	< Building level III: Auxiliary Barracks				25	36	+47	10	60	90	55
III Auxiliary Cavalry	630	130	< Building level III: Auxiliary Barracks				28	40	+24	56	65	75	55
II Aux. Horse Skirmishers	400	80	18	80	18	10	10	20	+4	19	15	55	30
II Aux. Thracian Cavalry	440	90	18	80	18	10	10	20	+4	24	35	55	35
II Aux. Camel Archers	430	90	25	110	13	15	9	20	+3	3	10	80	25
II Aux. Parthian Horse Archers	420	80	25	110	23	15	11	20	+4	4	10	55	40
II Aux. Scythian Horse Archers	390	80	30	110	18	15	10	20	+4	4	10	55	30
II Aux. Sarmatian Horse Archers	390	80	30	110	18	15	10	20	+4	4	10	55	30
III Aux. Numidian Cavalry	500	100	18	80	28	10	13	20	+5	30	15	55	55
III Aux. Tarantine Cavalry	570	110	18	80	23	10	28	55	+9	35	55	65	50
III Aux. Cantabrian Cavalry	600	120	18	80	28	10	34	50	+10	42	15	55	55
II Aux. Germanic Scout Riders	360	70					18	20	+9	29	35	50	45
II Aux. Sarmatian Lancers	400	80					20	36	+39	10	10	65	35
II Aux. Bactrian Light Horse	410	80					20	40	+15	38	50	55	30
II Aux. Illyrian Cavalry	420	80					14	40	+11	39	30	65	30
II Aux. Briton Scout Riders	420	80					16	40	+21	46	35	55	35
II Aux. Camel Spearmen	430	90					14	40	+11	44	15	80	25
II Aux. Arabian Cavalry	480	100					34	40	+13	46	15	65	40
II Aux. Sabaeen Cavalry	490	100					34	40	+13	46	15	65	40
II Aux. Celtic Light Horse	500	100					30	40	+32	69	30	55	45
II Aux. Gallic Light Horse	510	100					30	40	+32	69	30	55	45
II Aux. Citizen Cavalry	560	110					20	40	+16	38	75	75	45
II Aux. Spear Horsemen	570	110					18	40	+23	49	55	75	45
II Aux. African Elephants	740	150					60	100	+33	16	30	485	55
II War Dogs	500	100					25	55	+26	50	15	30	35
III Aux. Iberian Cavalry	510	100					37	50	+15	46	15	65	40
IV Aux. Cappadocian Cavalry	670	130					32	45	+26	64	60	75	60
IV Aux. Persian Cavalry	640	130					30	36	+55	15	40	90	60
IV Aux. Indian War Elephants	1030	210					71	100	+40	20	10	585	65
Artillery													
Roman Polybolos	620	120	85	260	4	15	10	20	+5	5	10	35	35
Roman Scorpion (Fixed)	490	100	120	350	4	15	10	20	+5	5	10	35	35
Roman Scorpion	520	100	120	350	4	25	10	20	+5	5	10	35	35
Roman Ballista	560	110	170	420	4	15	10	20	+5	5	10	35	40
Roman Giant Ballista	730	150	205	550	4	15	10	20	+5	5	10	35	40
Roman Onager	580	120	190	350	4	15	10	20	+5	5	10	35	40
Roman Heavy Onager	790	160	230	480	4	15	10	20	+5	5	10	35	40
NAVY	Cost	Upkeep	Ship Health	Ship Speed	Crew		Ramming	Boarding		Infantry / Artillery			
Missile Ship													
Raiding Hemiolia	270	81	402	7	Light		Weak	Very Poor		Leves			
Pursuit Trihemiolia	380	114	585	7	Medium		Weak	Poor		Leves			
Missile Trireme	390-	117-	693	6	Light		Weak	Poor		different units			
Scorpion Trireme	490	147	693	6	Light		Weak	Average		Leves			
Missile Quinquereme	700-	280-	1020	6	Medium		Average	Poor		different units			
Melee Ship													
Assault Bireme	220-	88-	501	6	Very Light		Weak	Good		different units			
Fire Pot Bireme	470-	141-	501	6	Very Light		Very Strong	Good		different units			
Assault Quadreme	410-	164-	825	6	Medium		Average	Average		different units			
Assault Hexareme	1190-	357-	1206	5	Heavy		Strong	Very Good		different units			
Tower Hexareme	1360-	408-	1206	5	Heavy		Strong	Very Good		different units			
Artillery Ship													
Light Artillery Quinquereme	620	186	1020	6	Skeleton		Average	Abysmal		Roman Ballista			
Artillery Quinquereme	630	189	1020	6	Skeleton		Average	Abysmal		Roman Onager			

ARVENI

ARMY	Cost	Upkeep	Missile Damage	Range	Shots/ Minute	Ammo	Melee Attack	Weapon Damage	Charge Bonus	Melee Defence	Armour	Health	Base Morale
Missile Infantry													
Celtic Slingers	290	70	8	150	13	25	9	20	+3	28	15	30	25
Celtic Youth	290	70	18	80	8	10	5	20	+3	23	35	30	20
Celtic Skirmishers	320	80	18	80	13	10	9	20	+3	28	15	30	25
Spear Infantry													
Celtic Tribesmen	280	60					10	40	+13	33	35	35	25
Levy Freeman	310	80					16	40	+19	43	35	35	30
Spear Warriors	490	100					22	40	+26	53	55	35	45
Spear Nobles	1040	150					38	45	+40	82	65	40	75
Melee Infantry													
Celtic Warriors	460	90					28	55	+26	40	35	35	45
Naked Warriors	580	120					35	55	+43	45	25	35	65
Oathsworn	1040	160					53	60	+45	68	65	40	75
Cavalry													
Light Horse	450	110					30	40	+32	69	30	55	45
Heavy Horse	650	130					30	40	+32	69	55	75	55
Noble Horse	1040	160					40	45	+43	88	65	90	75
Savage Dogs	500	100					25	55	+26	50	15	30	35
Artillery													
Celtic Scorpion (Fixed)	490	100	120	350	4	15	10	20	+5	5	10	35	40
Celtic Scorpion	520	100	120	350	4	25	10	20	+5	5	10	35	40
Celtic Ballista	560	110	170	420	4	15	10	20	+5	5	10	35	40
Celtic Giant Ballista	730	150	205	550	4	15	10	20	+5	5	10	35	40
Celtic Onager	580	120	190	350	4	15	10	20	+5	5	10	35	40
Celtic Heavy Onager	790	160	230	480	4	15	10	20	+5	5	10	35	40
NAVY	Cost	Upkeep	Ship Health	Ship Speed	Crew		Ramming	Boarding		Infantry / Artillery			
Missile Ship													
Missile Raider	460	138	875	7	Medium		Weak	Poor		Celtic Slingers			
Medium Missile Raider	610	183	1067	7	Medium		Weak	Poor		Celtic Slingers			
Greek Missile Penteres	860	258	880	6	Medium		Average	Poor		Celtic Slingers			
Melee Ship													
Assault Raider	350	105	875	7	Light		Weak	Average		Levy Freeman			
Medium Assault Raider	570	171	1067	7	Medium		Weak	Good		Celtic Warriors			
Persian Assault Teteres	690	207	760	6	Medium		Average	Average		Spear Warriors			
Heavy Raider	1060	318	1290	6	Medium		Average	Very Good		Oathsworn			
Artillery Ship													
Roman Light Artillery													
Quinquereme	640	192	817	6	Skeleton		Average	Abysmal		Celtic Ballista			
Roman Art. Quinquereme	760	228	817	6	Skeleton		Average	Abysmal		Celtic Onager			

ATHENS

ARMY	Cost	Upkeep	Missile Damage	Range	Shots/ Minute	Ammo	Melee Attack	Weapon Damage	Charge Bonus	Melee Defence	Armour	Health	Base Morale
Missile Infantry													
Slingers	280	70	8	150	13	25	9	20	+3	18	10	30	25
Javelinmen	220	60	14	80	13	10	9	20	+3	3	28	30	25
Archers	330	70	20	125	13	15	9	20	+3	3	10	30	25
Light Peltasts	440	90	18	80	23	15	11	20	+4	24	35	30	45
Peltasts	440	90	18	80	18	10	10	20	+4	24	60	30	35
Spear Infantry													
Thureos Spears	510	100					24	40	+24	53	60	35	50
Citizen Hoplites	320	60					15	40	+11	35	50	35	35
Militia Hoplites	380	100					23	40	+18	49	50	35	45
Light Hoplites	410	80					21	40	+16	45	60	35	40
Thureos Hoplites	550	110					28	40	+21	56	75	35	55
Hoplites	600	120					32	40	+24	63	75	40	55
Thorax Hoplites	650	130					34	40	+26	66	80	40	65
Pike Infantry													
Pikemen	550	110					21	30	+6	28	60	35	45
Melee Infantry													
Mob	30	5					5	20	+3	3	10	30	20
Thorax Swordsmen	590	120					30	50	+32	50	65	40	55
Cavalry													
Skirmisher Cavalry	380	80	14	80	18	10	10	20	+4	29	15	55	35
Tarantine Cavalry	570	110	18	80	23	10	11	20	+4	24	50	65	50
Citizen Cavalry	570	110					21	40	+16	45	65	75	45
Hippeus Lancers	900	140					33	36	+47	16	60	90	65
Artillery													
Greek Polybolos	620	120	85	260	4	15	10	20	+5	5	10	35	35
Greek Scorpion (Fixed)	490	100	120	350	4	15	10	20	+5	5	10	35	35
Greek Scorpion	520	100	120	350	4	25	10	20	+5	5	10	35	35
Greek Ballista	560	110	170	420	4	15	10	20	+5	5	10	35	40
Greek Giant Ballista	730	150	205	550	4	15	10	20	+5	5	10	35	40
Greek Onager	580	120	190	350	4	15	10	20	+5	5	10	35	40
Greek Heavy Onager	790	160	230	480	4	15	10	20	+5	5	10	35	40
NAVY	Cost	Upkeep	Ship Health	Ship Speed	Crew		Ramming	Boarding		Infantry / Artillery			
Missile Ship													
Raiding Hemiolia	370	111	402	7	Light		Weak	Very Poor		Javelinmen			
Pursuit Trihemiolia	410	123	585	7	Medium		Weak	Poor		Javelinmen			
Missile Trieres	520	156	693	6	Light		Weak	Poor		Slingers			
Scorpion Trieres	620	186	693	6	Light		Weak	Average		Slingers			
Missile Penteres	750	225	1020	6	Medium		Average	Poor		Archers			
Scorpion Penteres	950	285	1020	6	Medium		Average	Poor		Archers			
Tower Penteres	950	285	1020	6	Medium		Average	Average		Archers			
Melee Ship													
Assault Dieres	300-	90-	501	6	Very Light		Weak	Good		Militia Hoplites / Light Peltasts			
Fire Pot Dieres	350-	105-	501	6	Very Light		Very Strong	Good		Militia Hoplites / Light Peltasts			
Assault Tetreres	740	222	825	6	Medium		Average	Average		Thureos Spears			
Assault Hexeres	1130	339	1046	5	Heavy		Strong	Very Good		Thorax Swordsmen			
Artillery Ship													
Light Artillery Penteres	640	192	1090	6	Skeleton		Average	Abysmal		Greek Ballista			
Artillery Penteres	760	228	1020	6	Skeleton		Average	Abysmal		Greek Onager			

CARTHAGE

ARMY	Cost	Upkeep	Missile Damage	Range	Shots/ Minute	Ammo	Melee Attack	Weapon Damage	Charge Bonus	Melee Defence	Armour	Health	Base Morale
Missile Infantry													
Libyan Javelinmen	320	80	18	80	13	10	9	20	+3	28	15	30	25
Libyan Peltasts	460	90	18	80	18	10	10	20	+4	24	60	35	40
Spear Infantry													
Citizen Militia	400	80					20	40	+15	38	75	35	45
Libyan Hoplites	330	80					20	40	+16	38	50	35	45
Late Libyan Hoplites	360	90					20	40	+16	38	75	35	45
Carthaginian Hoplites	510	100					26	40	+21	46	75	40	55
Late Carthaginian Hoplites	520	100					26	40	+21	46	80	40	55
Sacred Band	940	140					38	45	+31	62	100	40	75
Pike Infantry													
African Pikemen	640	130					35	30	+10	35	65	40	55
Melee Infantry													
Mob	40	10					5	20	+3	3	10	30	20
Libyan Infantry	630	130					41	55	+16	48	65	40	55
Cavalry													
Carthaginian Cavalry	610	120					26	40	+21	56	55	75	55
General's Bodyguard	460	90					26	40	+21	56	80	75	55
Noble Cavalry	880	130					25	36	+47	13	60	90	65
African Elephants	770	150					60	100	+33	16	30	485	55
African War Elephants	940	190					71	100	+40	20	30	490	65
Artillery													
Carthaginian Polybolos	620	120	85	260	4	15	10	20	+6	5	10	35	40
Carthaginian Scorpion (Fixed)	490	100	120	350	4	15	10	20	+5	5	10	35	40
Carthaginian Scorpion	520	100	120	350	4	25	10	20	+5	5	10	35	40
Carthaginian Ballista	560	110	170	420	4	15	10	20	+5	5	10	35	40
Carthaginian Giant Ballista	730	150	205	550	4	15	10	20	+5	5	10	35	40
Carthaginian Onager	580	120	190	350	4	15	10	20	+5	5	10	35	40
Carthaginian Heavy Onager	790	160	230	480	4	15	10	20	+5	5	10	35	40
NAVY	Cost	Upkeep	Ship Health	Ship Speed	Crew		Ramming	Boarding		Infantry / Artillery			
Missile Ship													
Raiding Hemiolia	350	105	402	7	Light		Weak	Very Poor		Libyan Javelinmen			
Pursuit Trihemiolia	470	141	585	7	Medium		Weak	Poor		Libyan Javelinmen			
Missile Trieres	470	141	693	6	Light		Weak	Poor		Libyan Javelinmen			
Scorpion Trieres	570	171	693	6	Light		Weak	Average		Libyan Javelinmen			
Missile Penteres	730	219	1020	6	Medium		Average	Poor		Libyan Javelinmen			
Scorpion Penteres	930	279	1020	6	Medium		Average	Poor		Libyan Javelinmen			
Tower Penteres	930	279	1020	6	Medium		Average	Average		Libyan Javelinmen			
Missile Hepteres	1110	333	1617	5	Very Heavy		Strong	Good		Libyan Javelinmen			
Heavy Tower Hepteres	1410	423	1617	5	Very Heavy		Strong	Good		Libyan Javelinmen			
Melee Ship													
Assault Dieres	430–	129–	501	6	Very Light		Weak	Good		Libyan/Late Libyan Hoplites			
Fire Pot Dieres	480–	144–	501	6	Very Light		Very Strong	Good		Libyan/Late Libyan Hoplites			
Assault Tetreres	760–	228–	825	6	Medium		Average	Average		Carthaginian/Late Carthaginian Hoplites			
Assault Hexeres	1260	378	1046	5	Heavy		Strong	Very Good		Sacred Band			
Artillery Ship													
Light Artillery Penteres	640	192	1020	6	Skeleton		Average	Abysmal		Carthaginian Ballista			
Artillery Penteres	760	228	1020	6	Skeleton		Average	Abysmal		Carthaginian Onager			

EGYPT

ARMY	Cost	Upkeep	Missile Damage	Range	Shots/ Minute	Ammo	Melee Attack	Weapon Damage	Charge Bonus	Melee Defence	Armour	Health	Base Morale
Missile Infantry													
Egyptian Slingers	280	70	8	150	13	25	9	20	+3	18	10	30	25
Egyptian Archers	290	70	20	125	13	15	9	20	+3	3	10	30	25
Nubian Bowmen	360	70	20	125	18	15	10	20	+4	4	10	30	35
Egyptian Javelinmen	320	80	18	80	13	10	9	20	+3	28	15	30	25
Light Peltasts	440	90	18	80	23	15	11	20	+4	24	35	30	45
Peltasts	440	90	18	80	18	10	10	20	+4	24	60	30	35
Spear Infantry													
Levy Thureos Spears	340	90					18	40	+20	45	35	35	40
Thureos Spears	510	100					24	40	+24	53	60	35	50
Nubian Spearmen	460	90					26	40	+21	56	35	35	50
Royal Peltasts	1010	150					69	55	+24	50	75	40	75
Pike Infantry													
Egyptian Pikemen	380	100					15	30	+4	25	45	35	30
Pikemen	550	110					21	30	+6	28	60	35	45
Thorax Pikemen	640	130					28	30	+8	38	65	40	55
Hellenic Royal Guard	1060	160					38	35	+12	55	85	40	75
Melee Infantry													
Mob	30	5					5	20	+3	3	10	35	25
Egyptian Infantry	180	50					9	20	+4	24	45	35	30
Thorax Swordsmen	590	120					30	50	+32	50	65	40	55
Karian Axemen	440	70					31	40	+13	23	35	35	40
Galatian Swordsmen	530	110					40	55	+28	53	25	35	50
Royal Thorax Swordsmen	1010	150					48	55	+40	68	65	40	75
Galatian Royal Guard	1040	160					55	60	+40	68	65	40	75
Cavalry													
Camel Archers	430	90	25	110	13	15	9	20	+3	3	10	80	25
Skirmisher Cavalry	380	80	14	80	18	10	10	20	+4	29	15	55	35
Tarantine Cavalry	570	110	18	80	23	10	11	20	+4	24	50	65	50
Camel Spearmen	430	90					14	40	+11	44	15	80	25
Egyptian Cavalry	430	110					20	40	+16	48	40	65	40
Light Cavalry	500	100					20	40	+16	48	50	65	40
Citizen Cavalry	570	110					21	40	+16	45	65	75	45
Ptolemaic Cavalry	960	140					48	36	+52	24	60	90	75
Skythed Chariots	820	160					60	50	+14	26	80	90	65
African Elephants	770	150					60	100	+33	16	30	485	55
African War Elephants	940	190					71	100	+40	20	30	490	65
Artillery													
Greek Polybolos	620	120	85	260	4	15	10	20	+5	5	10	35	35
Greek Scorpion (Fixed)	490	100	120	350	4	15	10	20	+5	5	10	35	35
Greek Scorpion	520	100	120	350	4	25	10	20	+5	5	10	35	35
Greek Ballista	560	110	170	420	4	15	10	20	+5	5	10	35	40
Greek Giant Ballista	730	150	205	550	4	15	10	20	+5	5	10	35	40
Greek Onager	580	120	190	350	4	15	10	20	+5	5	10	35	40
Greek Heavy Onager	790	160	230	480	4	15	10	20	+5	5	10	35	40
NAVY	Cost	Upkeep	Ship Health	Ship Speed	Crew		Ramming	Boarding		Infantry / Artillery			
Missile Ship													
Raiding Hemiolia	370	111	402	7	Light		Weak	Very Poor		Egyptian Javelinmen			
Pursuit Trihemiolia	490	147	585	7	Medium		Weak	Poor		Egyptian Javelinmen			
Missile Trieres	540	162	693	6	Light		Weak	Poor		Egyptian Slingers			
Scorpion Trieres	640	192	693	6	Light		Weak	Average		Egyptian Slingers			
Missile Penteres	790	237	1020	6	Medium		Average	Poor		Egyptian Archers			
Tower Penteres	990	297	1020	6	Medium		Average	Average		Egyptian Archers			
Melee Ship													
Assault Dieres	370	111	501	6	Very Light		Weak	Good		Nubian Spearmen			
Fire Pot Dieres	420	126	501	6	Very Light		Very Strong	Good		Nubian Spearmen			
Assault Hexeres	1050	315	1206	5	Heavy		Strong	Very Good		Karian Axemen			
Assault Octeres	1450	435	2051	4	Very Heavy		Strong	Indomitable		Egyptian Infantry			
Heavy Tower Octeres	1750	525	2051	4	Very Heavy		Strong	Indomitable		Egyptian Infantry			
Artillery Ship													
Light Artillery Penteres	640	192	1020	6	Skeleton		Average	Abysmal		Greek Ballista			
Artillery Penteres	760	228	1020	6	Skeleton		Average	Abysmal		Greek Onager			

EPIRUS

ARMY	Cost	Upkeep	Missile Damage	Range	Shots/ Minute	Ammo	Melee Attack	Weapon Damage	Charge Bonus	Melee Defence	Armour	Health	Base Morale
<i>Missile Infantry</i>													
Slingers	280	70	8	150	13	25	9	20	+3	18	10	30	25
Javelinmen	220	60	14	80	13	10	9	20	+3	28	15	30	25
Archers	330	70	20	125	13	15	9	20	+3	3	10	30	25
Agrianian Axemen	480	70	18	80	15	10	16	20	+8	28	35	35	50
Peltasts	440	90	18	80	18	10	10	20	+4	24	60	30	35
<i>Spear Infantry</i>													
Thureos Spears	510	100					24	40	+24	53	60	35	50
Citizen Hoplites	320	60					15	40	+11	35	50	35	35
Militia Hoplites	380	100					23	40	+18	49	50	35	45
Hoplites	600	120					32	40	+24	63	75	40	55
<i>Pike Infantry</i>													
Levy Pikemen	400	100					16	30	+4	23	55	35	35
Pikemen	550	110					21	30	+6	28	60	35	45
Hellenic Royal Guard	1060	160					38	35	+12	55	85	40	75
<i>Melee Infantry</i>													
Mob	30	5					5	20	+3	3	10	30	20
<i>Cavalry</i>													
Skirmisher Cavalry	380	80	14	80	18	10	10	20	+4	29	15	55	35
Tarantine Cavalry	570	110	18	80	23	10	11	20	+4	24	50	65	50
Citizen Cavalry	570	110					21	40	+16	45	65	75	45
Aspis Companion Cavalry	1060	160					59	55	+24	50	90	90	75
Hellenic Royal Cavalry	950	140					35	40	+63	18	60	90	75
<i>Artillery</i>													
Greek Polybolos	620	120	85	260	4	15	10	20	+5	5	10	35	35
Greek Scorpion (Fixed)	490	100	120	350	4	15	10	20	+5	5	10	35	35
Greek Scorpion	520	100	120	350	4	25	10	20	+5	5	10	35	35
Greek Ballista	560	110	170	420	4	15	10	20	+5	5	10	35	40
Greek Giant Ballista	730	150	205	550	4	15	10	20	+5	5	10	35	40
Greek Onager	580	120	190	350	4	15	10	20	+5	5	10	35	40
Greek Heavy Onager	790	160	230	480	4	15	10	20	+5	5	10	35	40
NAVY	Cost	Upkeep	Ship Health	Ship Speed	Crew		Ramming	Boarding		Infantry / Artillery			
<i>Missile Ship</i>													
Raiding Hemiolia	370	111	402	7	Light		Weak	Very Poor		Javelinmen			
Pursuit Trihemolia	410	123	585	7	Medium		Weak	Poor		Javelinmen			
Missile Trieres	520	156	693	6	Light		Weak	Poor		Slingers			
Scorpion Trieres	620	186	693	6	Light		Weak	Average		Slingers			
Missile Penteres	750	225	1020	6	Medium		Average	Poor		Archers			
Scorpion Penteres	950	285	1020	6	Medium		Average	Poor		Archers			
Tower Penteres	950	285	1020	6	Medium		Average	Average		Archers			
<i>Melee Ship</i>													
Assault Dieres	490	147	501	6	Very Light		Weak	Good		Peltasts			
Fire Pot Dieres	540	162	501	6	Very Light		Very Strong	Good		Peltasts			
Assault Tetreres	740	222	825	6	Medium		Average	Average		Thureos Spears			
Assault Hexeres	1060	318	1046	5	Heavy		Strong	Very Good		Agrianian Axemen			
<i>Artillery Ship</i>													
Light Artillery Penteres	640	192	1090	6	Skeleton		Average	Abysmal		Greek Ballista			
Artillery Penteres	760	228	1020	6	Skeleton		Average	Abysmal		Greek Onager			

ICENI

ARMY	Cost	Upkeep	Missile Damage	Range	Shots/ Minute	Ammo	Melee Attack	Weapon Damage	Charge Bonus	Melee Defence	Armour	Health	Base Morale
Missile Infantry													
Briton Slingers	340	90	10	150	18	25	9	20	+3	28	15	30	25
Briton Skirmishers	210	50	14	80	10	10	9	20	+3	28	15	30	25
Spear Infantry													
Levy Freemen	310	80					16	40	+19	43	35	35	30
Spearband	410	80					18	40	+23	49	35	35	40
Chosen Spearband	600	120					26	40	+28	62	65	40	55
Melee Infantry													
Farmers	290	60					10	40	+13	36	35	35	25
Ambushers	680	140					30	55	+26	50	35	35	50
Swordband	430	90					23	55	+21	43	35	35	40
Chosen Swordband	610	120					33	55	+28	50	65	40	55
Painted Ones	570	110					35	55	+34	55	25	35	60
Druidic Nobles	580	90					45	60	+38	65	35	35	75
Heroic Nobles	1020	150					48	60	+40	68	65	40	75
Cavalry													
Briton Scout Riders	420	80					16	40	+21	46	35	55	35
Veteran Riders	570	110					22	40	+30	56	35	75	55
Heroic Riders	1030	150					38	45	+40	82	65	90	75
Chariots	620	120					48	55	+40	68	65	70	75
Artillery													
Briton Scorpion (Fixed)	490	100	120	350	4	15	10	20	+5	5	10	35	40
Briton Scorpion	520	100	120	350	4	25	10	20	+5	5	10	35	40
Briton Ballista	570	110	170	420	4	15	10	20	+5	5	10	40	45
Briton Giant Ballista	730	150	205	550	4	15	10	20	+5	5	10	35	40
Briton Onager	580	120	190	350	4	15	10	20	+5	5	10	35	40
Briton Heavy Onager	780	160	230	480	4	15	10	20	+5	5	10	35	40
NAVY	Cost	Upkeep	Ship Health	Ship Speed	Crew		Ramming	Boarding		Infantry / Artillery			
Missile Ship													
Missile Raider	440	132	875	7	Medium		Weak	Poor		Briton Slingers			
Medium Missile Raider	590	177	1067	7	Medium		Weak	Poor		Briton Slingers			
Greek Missile Pentemis	990	297	880	6	Medium		Average	Poor		Briton Slingers			
Melee Ship													
Assault Raider	350	105	875	7	Light		Weak	Average		Levy Freemen			
Medium Assault Raider	560	168	1067	7	Medium		Weak	Good		Swordband			
Persian Assault Terebas	640	192	760	6	Medium		Average	Average		Spearband			
Heavy Raider	850	255	1290	6	Medium		Average	Very Good		Painted Ones			
Artillery Ship													
Roman Light Artillery Quinquereme	660	198	817	6	Skeleton		Average	Abysmal		Briton Ballista			
Roman Art. Quinquereme	760	228	817	6	Skeleton		Average	Abysmal		Briton Onager			

MACEDON

ARMY	Cost	Upkeep	Missile Damage	Range	Shots/ Minute	Ammo	Melee Attack	Weapon Damage	Charge Bonus	Melee Defence	Armour	Health	Base Morale
Missile Infantry													
Slingers	280	70	8	150	13	25	9	20	+3	18	10	30	25
Javelinmen	220	60	14	80	13	10	9	20	+3	28	15	30	25
Archers	330	70	20	125	13	15	9	20	+3	3	10	30	25
Agrianian Axemen	480	70	18	80	15	10	16	20	+8	28	35	35	50
Light Peltasts	440	90	18	80	23	15	11	20	+4	24	35	30	45
Peltasts	440	90	18	80	18	10	10	20	+4	24	60	30	35
Spear Infantry													
Thureos Spears	510	100					24	40	+24	53	60	35	50
Militia Hoplites	380	100					23	40	+18	49	50	35	45
Hoplites	600	120					32	40	+24	63	75	40	55
Shield Bearers	940	140					38	45	+29	62	100	40	75
Royal Peltasts	1010	150					69	55	+24	50	75	40	75
Pike Infantry													
Levy Pikemen	400	100					16	30	+4	23	55	35	35
Pikemen	550	110					21	30	+6	28	60	35	45
Thorax Pikemen	640	130					28	30	+8	38	65	40	55
Foot Companions	1060	160					40	35	+12	53	85	40	75
Melee Infantry													
Mob	30	5					5	20	+3	3	10	30	20
Thorax Swordsmen	590	120					30	50	+32	50	65	40	55
Cavalry													
Skirmisher Cavalry	380	80	14	80	18	10	10	20	+4	29	15	55	35
Tarantine Cavalry	570	110	18	80	23	10	11	20	+4	24	50	65	50
Sarissa Cavalry	370	70					25	36	+28	13	10	55	35
Citizen Cavalry	570	110					21	40	+16	45	65	75	45
Aspis Companion Cavalry	1060	160					59	55	+24	50	90	90	75
Thessalian Cavalry	660	100					30	36	+55	15	35	75	65
Companion Cavalry	950	140					35	40	+63	18	60	90	75
Artillery													
Greek Polybolos	620	120	85	260	4	15	10	20	+5	5	10	35	35
Greek Scorpion (Fixed)	490	100	120	350	4	15	10	20	+5	5	10	35	35
Greek Scorpion	520	100	120	350	4	25	10	20	+5	5	10	35	35
Greek Ballista	560	110	170	420	4	15	10	20	+5	5	10	35	40
Greek Giant Ballista	730	150	205	550	4	15	10	20	+5	5	10	35	40
Greek Onager	580	120	190	350	4	15	10	20	+5	5	10	35	40
Greek Heavy Onager	790	160	230	480	4	15	10	20	+5	5	10	35	40
NAVY	Cost	Upkeep	Ship Health	Ship Speed	Crew		Ramming	Boarding		Infantry / Artillery			
Missile Ship													
Raiding Hemiolia	370	111	402	7	Light		Weak	Very Poor		Javelinmen			
Pursuit Trihemiolia	410	123	585	7	Medium		Weak	Poor		Javelinmen			
Missile Trieres	520	156	693	6	Light		Weak	Poor		Slingers			
Scorpion Trieres	620	186	693	6	Light		Weak	Average		Slingers			
Missile Penteres	750	225	1020	6	Medium		Average	Poor		Archers			
Scorpion Penteres	950	285	1020	6	Medium		Average	Poor		Archers			
Tower Penteres	950	285	1020	6	Medium		Average	Average		Archers			
Missile Hepteres	1130	339	1617	5	Very Heavy		Strong	Good		Archers			
Heavy Tower Hepteres	1430	429	1617	5	Very Heavy		Strong	Good		Archers			
Melee Ship													
Assault Dieres	300–	90–	501	6	Very Light		Weak	Good		Militia Hoplites / Light Peltasts			
Fire Pot Dieres	350–	105–	501	6	Very Light		Very Strong	Good		Militia Hoplites / Light Peltasts			
Assault Tetreres	740	222	825	6	Medium		Average	Average		Thureos Spears			
Assault Hexeres	1360	408	1046	5	Heavy		Strong	Very Good		Royal Peltasts			
Artillery Ship													
Light Artillery Penteres	640	192	1090	6	Skeleton		Average	Abysmal		Greek Ballista			
Artillery Penteres	760	228	1020	6	Skeleton		Average	Abysmal		Greek Onager			

PARTHIA

ARMY	Cost	Upkeep	Missile Damage	Range	Shots/ Minute	Ammo	Melee Attack	Weapon Damage	Charge Bonus	Melee Defence	Armour	Health	Base Morale
<i>Missile Infantry</i>													
Eastern Slingers	320	80	10	150	13	25	9	20	+3	28	15	30	20
Eastern Javelinmen	350	90	22	80	13	10	9	20	+3	18	15	30	20
Persian Light Archers	370	70	25	125	18	15	10	20	+4	4	10	30	30
Parthian Foot Archers	420	60	30	125	18	15	10	40	+4	4	10	30	30
Elite Persian Archers	460	90	25	125	23	15	18	40	+11	19	10	30	40
<i>Spear Infantry</i>													
Eastern Spearmen	200	50					14	40	+11	24	40	35	35
<i>Melee Infantry</i>													
Mob	30	5					5	20	+3	3	10	30	20
Hillmen	270	70					28	40	+11	17	15	35	35
Parthian Swordsmen	650	130					40	50	+34	60	65	35	60
<i>Cavalry</i>													
Horse Skirmishers	390	80	22	80	18	10	10	20	+4	19	15	50	30
Camel Archers	430	90	25	110	13	15	9	20	+3	3	10	80	25
Parthian Horse Archers	460	70	30	110	23	15	11	20	+4	4	10	50	40
Armoured Horse Archers	530	110	25	110	23	15	11	20	+4	4	40	65	45
Noble Horse Archers	700	140	25	110	28	15	13	20	+5	5	40	85	55
Camel Spearmen	430	90					14	40	+11	44	15	80	25
Median Cavalry	610	120					26	40	+21	56	60	75	50
Noble Blood Cavalry	620	120					32	40	+21	56	60	75	50
Eastern Cataphracts	910	140					30	36	+55	15	80	100	60
Royal Cataphracts	1120	170					35	40	+63	18	80	100	70
Indian War Elephants	980	200					38	100	+25	13	30	585	40
<i>Artillery</i>													
Eastern Scorpion (Fixed)	490	100	120	350	4	15	10	20	+5	5	10	35	35
Eastern Scorpion	520	100	120	350	4	25	10	20	+5	5	10	35	35
Eastern Ballista	560	110	170	420	4	15	10	20	+5	5	10	35	35
Eastern Giant Ballista	730	150	205	550	4	15	10	20	+5	5	10	35	35
Eastern Onager	580	120	190	350	4	15	10	20	+5	5	10	35	35
Eastern Large Onager	780	160	230	480	4	15	10	20	+6	5	10	35	35
NAVY	Cost	Upkeep	Ship Health	Ship Speed	Crew		Ramming	Boarding		Infantry / Artillery			
<i>Missile Ship</i>													
Raiding Hemiolia	440	132	467	7	Light		Weak	Very Poor		Eastern Javelinmen			
Pursuit Trihemiolia	540	162	650	7	Medium		Weak	Poor		Eastern Slingers			
Missile Trieres	610	183	758	6	Light		Weak	Poor		Parthian Foot Archers			
Scorpion Trieres	850	255	758	6	Light		Weak	Average		Parthian Foot Archers			
Scorpion Penteres	1210	363	1090	6	Medium		Average	Poor		Persian Light Archers			
Missile Penteres	1010	303	1090	6	Medium		Average	Poor		Persian Light Archers			
Tower Penteres	1210	363	1090	6	Medium		Average	Average		Persian Light Archers			
<i>Melee Ship</i>													
Assault Dieres	310	93	501	6	Very Light		Weak	Good		Eastern Spearmen			
Fire Pot Dieres	360	108	566	6	Very Light		Very Strong	Good		Eastern Spearmen			
Assault Tetreres	560	168	890	6	Medium		Average	Average		Hillmen			
Assault Hexeres	1290	387	1281	5	Heavy		Strong	Very Good		Hillmen			
Assault Tower Hexeres	1360	408	1281	5	Heavy		Strong	Very Good		Hillmen			
<i>Artillery Ship</i>													
Light Artillery Penteres	630	189	1090	6	Skeleton		Average	Abysmal		Eastern Ballista			
Artillery Penteres	750	225	1090	6	Skeleton		Average	Abysmal		Eastern Onager			

PONTUS

ARMY	Cost	Upkeep	Missile Damage	Range	Shots/ Minute	Ammo	Melee Attack	Weapon Damage	Charge Bonus	Melee Defence	Armour	Health	Base Morale
<i>Missile Infantry</i>													
Eastern Slingers	320	80	10	150	13	25	9	20	+3	28	15	30	20
Eastern Javelinmen	350	90	22	80	13	10	9	20	+3	18	15	30	20
Eastern Archers	310	80	25	125	13	15	9	20	+3	3	10	30	30
Pontic Peltasts	430	90	22	80	18	10	10	20	+4	24	35	30	30
<i>Spear Infantry</i>													
Eastern Spearmen	200	50					14	40	+11	24	40	35	35
Thureos Spears	510	100					24	40	+24	53	60	35	50
Hoplites	600	120					32	40	+24	63	75	40	55
<i>Pike Infantry</i>													
Levy Pikemen	400	100					16	30	+4	23	55	35	35
Bronze Shield Pikemen	730	140					34	30	+10	43	60	35	65
<i>Melee Infantry</i>													
Mob	30	5					5	20	+3	3	10	30	20
Hillmen	270	70					28	40	+11	17	15	35	35
Pontic Swordsmen	570	110					41	50	+16	48	65	35	50
<i>Cavalry</i>													
Horse Skirmishers	390	80	22	80	18	10	10	20	+4	19	15	50	30
Citizen Cavalry	570	110					21	40	+16	45	65	75	45
Noble Blood Cavalry	620	120					32	40	+21	56	60	75	50
Pontic Royal Cavalry	940	140					35	36	+63	18	60	90	75
Skythed Chariots	820	160					60	50	+14	26	80	90	65
<i>Artillery</i>													
Eastern Scorpion (Fixed)	490	100	120	350	4	15	10	20	+5	5	10	35	35
Eastern Scorpion	520	100	120	350	4	25	10	20	+5	5	10	35	35
Eastern Ballista	560	110	170	420	4	15	10	20	+5	5	10	35	35
Eastern Giant Ballista	730	150	205	550	4	15	10	20	+5	5	10	35	35
Eastern Onager	580	120	190	350	4	15	10	20	+5	5	10	35	35
Eastern Large Onager	780	160	230	480	4	15	10	20	+6	5	10	35	35
NAVY	Cost	Upkeep	Ship Health	Ship Speed	Crew		Ramming	Boarding		Infantry / Artillery			
<i>Missile Ship</i>													
Raiding Hemiolia	440	132	467	7	Light		Weak	Very Poor		Eastern Javelinmen			
Pursuit Trihemiolia	600	180	650	7	Medium		Weak	Poor		Pontic Peltasts			
Missile Trieres	530	159	758	6	Light		Weak	Poor		Eastern Archers			
Scorpion Trieres	770	231	758	6	Light		Weak	Average		Eastern Archers			
Scorpion Penteres	1020	306	1090	6	Medium		Average	Poor		Eastern Archers			
Missile Penteres	820	246	1090	6	Medium		Average	Poor		Eastern Archers			
Tower Penteres	1020	306	1090	6	Medium		Average	Average		Eastern Archers			
<i>Melee Ship</i>													
Assault Dieres	410	123	566	6	Very Light		Weak	Good		Thureos Spears			
Fire Pot Dieres	460	138	566	6	Very Light		Very Strong	Good		Thureos Spears			
Assault Tetreres	560	168	890	6	Medium		Average	Average		Hillmen			
Assault Hexeres	1170	351	1281	5	Heavy		Strong	Very Good		Pontic Swordsmen			
Assault Tower Hexeres	1270	381	1281	5	Heavy		Strong	Very Good		Pontic Swordsmen			
<i>Artillery Ship</i>													
Light Artillery Penteres	630	189	1090	6	Skeleton		Average	Abysmal		Eastern Ballista			
Artillery Penteres	750	225	1090	6	Skeleton		Average	Abysmal		Eastern Onager			

SPARTA

ARMY	Cost	Upkeep	Missile Damage	Range	Shots/ Minute	Ammo	Melee Attack	Weapon Damage	Charge Bonus	Melee Defence	Armour	Health	Base Morale
Missile Infantry													
Helot Slingers	290	70	8	150	13	25	9	20	+3	28	15	30	25
Helot Javelinmen	220	60	14	80	13	10	9	20	+3	28	15	30	25
Perioikoi Peltasts	420	80	18	80	13	10	13	20	+6	26	55	30	35
Helot Archers	290	70	20	125	13	15	9	20	+3	3	10	30	25
Spear Infantry													
Spartan Youths	330	70					17	40	+10	31	50	35	40
Perioikoi Spears	440	90					20	40	+16	48	55	35	40
Perioikoi Hoplites	460	90					21	40	+16	45	70	35	45
Spartan Hoplites	660	100					28	40	+21	56	75	50	60
Heroes of Sparta	840	130					44	45	+31	62	100	50	80
Royal Spartans	1060	160					40	45	+31	77	100	50	80
Pike Infantry													
Perioikoi Pikemen	490	100					21	30	+6	28	55	35	45
Spartan Pikemen	560	110					28	30	+8	36	60	50	60
Melee Infantry													
Cavalry													
Skirmisher Cavalry	380	80	14	80	18	10	10	20	+4	29	15	55	35
Tarantine Cavalry	570	110	18	80	23	10	11	20	+4	24	50	65	50
Citizen Cavalry	570	110					21	40	+16	45	65	75	45
Artillery													
Greek Polybolos	620	120	85	260	4	15	10	20	+5	5	10	35	35
Greek Scorpion (Fixed)	490	100	120	350	4	15	10	20	+5	5	10	35	35
Greek Scorpion	520	100	120	350	4	25	10	20	+5	5	10	35	35
Greek Ballista	560	110	170	420	4	15	10	20	+5	5	10	35	40
Greek Giant Ballista	730	150	205	550	4	15	10	20	+5	5	10	35	40
Greek Onager	580	120	190	350	4	15	10	20	+5	5	10	35	40
Greek Heavy Onager	790	160	230	480	4	15	10	20	+5	5	10	35	40
NAVY	Cost	Upkeep	Ship Health	Ship Speed	Crew		Ramming	Boarding		Infantry / Artillery			
Missile Ship													
Raiding Hemiolia	330	99	402	7	Light		Weak	Very Poor		Helot Javelinmen			
Pursuit Trihemiolia	450	135	585	7	Medium		Weak	Poor		Helot Javelinmen			
Missile Trieres	530	159	693	6	Light		Weak	Poor		Helot Slingers			
Scorpion Trieres	590	177	693	6	Light		Weak	Average		Helot Slingers			
Missile Penteres	750	225	1020	6	Medium		Average	Poor		Helot Archers			
Scorpion Penteres	950	285	1020	6	Medium		Average	Poor		Helot Archers			
Tower Penteres	950	285	1020	6	Medium		Average	Average		Helot Archers			
Melee Ship													
Assault Dieres	360	108	501	6	Very Light		Weak	Good		Perioikoi Hoplites			
Fire Pot Dieres	410	123	501	6	Very Light		Very Strong	Good		Perioikoi Hoplites			
Assault Tetreres	660	198	825	6	Medium		Average	Average		Perioikoi Hoplites			
Assault Hexeres	1130	339	1046	5	Heavy		Strong	Very Good		Spartan Hoplites			
Artillery Ship													
Light Artillery Penteres	640	192	1090	6	Skeleton		Average	Abysmal		Greek Ballista			
Artillery Penteres	760	228	1020	6	Skeleton		Average	Abysmal		Greek Onager			

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ARMY	Cost	Upkeep	Missile Damage	Range	Shots/ Minute	Ammo	Melee Attack	Weapon Damage	Charge Bonus	Melee Defence	Armour	Health	Base Morale
Missile Infantry													
Germanic Slingers	280	70	8	150	10	25	9	20	+3	28	15	30	25
Germanic Youths	290	70	18	80	8	10	5	20	+3	23	35	30	20
Longbow Hunters	350	90	25	125	18	15	9	20	+3	3	10	30	25
Spear Infantry													
Germanic Tribesmen	220	60					12	40	+13	33	35	35	25
Spear Levy	330	80					20	40	+21	46	35	35	30
Spear Brothers	480	100					28	40	+30	59	35	35	40
Night Hunters	700	140					30	40	+32	66	25	35	50
Wodanaz Spears	830	120					34	45	+36	69	35	35	60
Melee Infantry													
Club Levy	200	50					22	15	+11	22	35	35	30
Bloodsworn	340	70					38	15	+18	22	25	35	55
Berserkers	700	110					55	55	+49	65	25	60	80
Sword Masters	1000	150					48	55	+40	65	65	40	75
Cavalry													
Germanic Scout Raiders	360	70					18	20	+9	29	35	50	45
Noble Riders	970	150					36	45	+40	79	65	80	75
Artillery													
German Scorpion (Fixed)	490	100	120	350	4	15	10	20	+5	5	10	35	35
German Scorpion	520	100	120	350	4	25	10	20	+5	5	10	35	35
German Ballista	560	110	170	420	4	15	10	20	+5	5	10	35	35
German Giant Ballista	730	150	205	550	4	15	10	20	+5	5	10	35	35
German Onager	580	120	190	350	4	15	10	20	+5	5	10	35	35
German Heavy Onager	790	160	230	480	4	15	10	20	+5	5	10	35	35
NAVY	Cost	Upkeep	Ship Health	Ship Speed	Crew	Ramming	Boarding	Infantry / Artillery					
Missile Ship													
Missile Raider	310	93	875	7	Medium	Weak	Poor	Germanic Slingers					
Medium Missile Raider	520	156	1067	7	Medium	Weak	Poor	Longbow Hunters					
Greek Missile Penteres	750	225	880	6	Medium	Average	Poor	Longbow Hunters					
Melee Ship													
Assault Raider	310	93	875	7	Light	Weak	Average	Spear Levy					
Medium Assault Raider	400	120	1067	7	Medium	Weak	Good	Bloodsworn					
Persian Assault Teteres	640	192	760	6	Medium	Average	Average	Spear Brothers					
Heavy Raider	910	273	1290	6	Medium	Average	Very Good	Sword Masters					
Artillery Ship													
Roman Light Artillery													
Quinquereme	650	195	817	6	Skeleton	Average	Abysmal	German Ballista					
Roman Art. Quinquereme	720	216	817	6	Skeleton	Average	Abysmal	German Onager					