{

"Византийская империя": {

"Пехота": {

"Archer Militia": {

"image": "images/Byz\_s\_archer\_militia.png",

"specifications": {

" primary\_weaponName": "Self bow (Missile)",

"primary\_attack": "6",

"primary\_bonus": "1",

"Range:": "120",

"Ammunition:": "30",

"secondary\_weaponName": "Weak sword (Melee)",

"totalDefence": "3",

"arm": "0",

"defSkill": "3",

"shield": "0",

"health": "1"

},

"description": "A type of trained civilian guard called,' tzakones' responsible for protecting settlements, roads and forts.\n"

},

"Byzantine Guard Archers": {

"image": "images/Byz\_byzantine\_guard\_archers.png",

"specifications": {

" primary\_weaponName": "Composite bow (Missile)",

"primary\_attack": "11",

"primary\_bonus": "3",

"Range:": "160",

"Ammunition:": "30",

"secondary\_weaponName": "Sword (Melee)",

"totalDefence": "16",

"arm": "5",

"defSkill": "8",

"shield": "3",

"health": "1"

},

"description": "Byzantium Guard Archers are well trained missile troops equipped with composite bow, sword, mail and a shield.\n"

},

"Peasant Archers": {

"image": "images/Byz\_s\_peasant\_archers.png",

"specifications": {

" primary\_weaponName": "Self bow (Missile)",

"primary\_attack": "2",

"primary\_bonus": "1",

"Range:": "120",

"Ammunition:": "30",

"secondary\_weaponName": "Knife (Melee)",

"totalDefence": "1",

"arm": "0",

"defSkill": "1",

"shield": "0",

"health": "1"

},

"description": "A peasant archer is armed with a small bow, and a knife. Unreliable, and only moderately effective as archers.\n"

},

"Trebizond Archers": {

"image": "images/Byz\_trebizond\_archers.png",

"specifications": {

" primary\_weaponName": "Composite bow (Missile)",

"primary\_attack": "8",

"primary\_bonus": "2",

"Range:": "160",

"Ammunition:": "30",

"secondary\_weaponName": "Weak sword (Melee)",

"totalDefence": "7",

"arm": "0",

"defSkill": "4",

"shield": "3",

"health": "1"

},

"description": "Hailing from the edge of the Black Sea, these well trained archers wear padded armour and use a composite bow.\n"

}

},

"Кавалерия": {

"Byzantine Cavalry": {

"image": "images/Byz\_byzantine\_cavalry.png",

"specifications": {

" primary\_weaponName": "Cavalry composite bow (Missile)",

"primary\_attack": "7",

"primary\_bonus": "2",

"Range:": "120",

"Ammunition:": "25",

"secondary\_weaponName": "Cavalry sword (Melee)",

"totalDefence": "12",

"arm": "4",

"defSkill": "5",

"shield": "3",

"health": "1"

},

"description": "Versatile lightly armoured medium cavalry, equally able shooting their bows, or fighting with their swords.\n"

},

"Skythikon": {

"image": "images/Byz\_skythikon.png",

"specifications": {

" primary\_weaponName": "Cavalry composite bow (Missile)",

"primary\_attack": "6",

"primary\_bonus": "2",

"Range:": "120",

"Ammunition:": "25",

"secondary\_weaponName": "Cavalry weak sword (Melee)",

"totalDefence": "3",

"arm": "0",

"defSkill": "3",

"shield": "0",

"health": "1"

},

"description": "Asiatic Nomads, who serve the Byzantine Empire as horse archers, wearing little armour and armed with a composite bow.\n"

},

"Vardariotai": {

"image": "images/Byz\_vardariotai.png",

"specifications": {

" primary\_weaponName": "Cavalry composite bow (Missile)",

"primary\_attack": "10",

"primary\_bonus": "4",

"Range:": "120",

"Ammunition:": "25",

"secondary\_weaponName": "Cavalry sword (Melee)",

"totalDefence": "17",

"arm": "5",

"defSkill": "9",

"shield": "3",

"health": "1"

},

"description": "Disciplined and highly trained, the Vardariotai wear light armour and fire a composite bow from horseback.\n"

}

},

"Артиллерия": {

"Ballista": {

"image": "images/Eng\_ne\_ballista.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "55",

"primary\_bonus": "3",

"secondary\_weaponName": "Ballista (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "180",

"Ammunition:": "50",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "Resembling a giant crossbow, this powerful weapon can fling a javelin to a great range, skewering men with ease.\n"

},

"Bombard": {

"image": "images/Eng\_ne\_bombard.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "55",

"primary\_bonus": "3",

"secondary\_weaponName": "Bombard (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "325",

"Ammunition:": "30",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "Primitive siege-gun forged of bronze or iron, can shoot solid stone or flaming shot. Inaccurate versus units.\n"

},

"Catapult": {

"image": "images/Eng\_ne\_catapult.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "55",

"primary\_bonus": "3",

"secondary\_weaponName": "Catapult (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "200",

"Ammunition:": "30",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "Older style rock-flinging wooden artillery piece. Can throw flaming and normal shots.\n"

},

"Trebuchet": {

"image": "images/Eng\_ne\_trebuchet.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "12",

"primary\_bonus": "3",

"secondary\_weaponName": "Trebuchet (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "215",

"Ammunition:": "3",

"Tertiary weapon:": "Trebuchet - cow carcass (Siege)",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "Giant rock flinging artillery piece. Capable of flaming and normal shot. Also able to fling diseased cows!\n"

}

},

"Флот": {

"Carrack": {

"image": "images/Eng\_carrack.png",

"specifications": {

" primary\_weaponName": "Melee",

"primary\_attack": "30",

"primary\_bonus": "0",

"totalDefence": "30",

"arm": "0",

"defSkill": "30",

"shield": "0",

"health": "1"

},

"description": "\n"

},

"Dromon": {

"image": "images/Byz\_dromon.png",

"specifications": {

" primary\_weaponName": "Melee",

"primary\_attack": "7",

"primary\_bonus": "0",

"totalDefence": "9",

"arm": "0",

"defSkill": "9",

"shield": "0",

"health": "1"

},

"description": "\n"

},

"Fire Ship": {

"image": "images/Byz\_fire\_ship.png",

"specifications": {

" primary\_weaponName": "Melee",

"primary\_attack": "16",

"primary\_bonus": "0",

"totalDefence": "10",

"arm": "0",

"defSkill": "10",

"shield": "0",

"health": "1"

},

"description": "\n"

},

"Lanternas": {

"image": "images/Spa\_lanternas.png",

"specifications": {

" primary\_weaponName": "Melee",

"primary\_attack": "18",

"primary\_bonus": "0",

"totalDefence": "18",

"arm": "0",

"defSkill": "18",

"shield": "0",

"health": "1"

},

"description": "\n"

}

}

},

"Дания": {

"Пехота": {

"Arquebusiers": {

"image": "images/Den\_arquebusiers.png",

"specifications": {

" primary\_weaponName": "Arquebus (Missile)",

"primary\_weaponAttributes": "Armour piercing",

"primary\_attack": "6",

"primary\_bonus": "1",

"Range:": "120",

"Ammunition:": "20",

"secondary\_weaponName": "Weak sword (Melee)",

"totalDefence": "3",

"arm": "0",

"defSkill": "3",

"shield": "0",

"health": "1"

},

"description": "Fired at close range, this noisy, smokey and lethal weapon causes morale damage as well as physical hurt.\n"

},

"Crossbowmen": {

"image": "images/Den\_crossbowmen.png",

"specifications": {

" primary\_weaponName": "Crossbow (Missile)",

"primary\_weaponAttributes": "Armour piercing",

"primary\_attack": "6",

"primary\_bonus": "1",

"Range:": "120",

"Ammunition:": "30",

"secondary\_weaponName": "Weak sword (Melee)",

"totalDefence": "8",

"arm": "5",

"defSkill": "3",

"shield": "0",

"health": "1"

},

"description": "Slow to reload, but a potent and easy to use missile weapon firing powerful bolts.\n"

},

"Crossbow Militia": {

"image": "images/Den\_crossbow\_militia.png",

"specifications": {

" primary\_weaponName": "Crossbow (Missile)",

"primary\_weaponAttributes": "Armour piercing",

"primary\_attack": "2",

"primary\_bonus": "1",

"Range:": "120",

"Ammunition:": "30",

"secondary\_weaponName": "Knife (Melee)",

"totalDefence": "1",

"arm": "0",

"defSkill": "1",

"shield": "0",

"health": "1"

},

"description": "Crossbow Militia are peasant crossbowmen called up to defend settlements. Very poorly armoured.\n"

},

"Hand Gunners": {

"image": "images/Den\_hand\_gunners.png",

"specifications": {

" primary\_weaponName": "Hand gun (Missile)",

"primary\_weaponAttributes": "Armour piercing",

"primary\_attack": "11",

"primary\_bonus": "2",

"Range:": "55",

"Ammunition:": "20",

"secondary\_weaponName": "Sword (Melee)",

"totalDefence": "13",

"arm": "7",

"defSkill": "6",

"shield": "0",

"health": "1"

},

"description": "Earliest hand-held firearm unit. Causes more fear than actual damage. These soldiers need to be capable in close combat due to the short range of their weapons.\n"

},

"Norse Archers": {

"image": "images/Den\_norse\_archers.png",

"specifications": {

" primary\_weaponName": "Self bow (Missile)",

"primary\_attack": "11",

"primary\_bonus": "2",

"Range:": "120",

"Ammunition:": "30",

"secondary\_weaponName": "Sword (Melee)",

"totalDefence": "16",

"arm": "4",

"defSkill": "6",

"shield": "6",

"health": "1"

},

"description": "Armed with a bow, a sword, shield and light armour, Norse archers are weak at shooting, but can stand their ground in melee.\n"

},

"Peasant Archers": {

"image": "images/Den\_peasant\_archers.png",

"specifications": {

" primary\_weaponName": "Self bow (Missile)",

"primary\_attack": "2",

"primary\_bonus": "1",

"Range:": "120",

"Ammunition:": "30",

"secondary\_weaponName": "Knife (Melee)",

"totalDefence": "1",

"arm": "0",

"defSkill": "1",

"shield": "0",

"health": "1"

},

"description": "A peasant archer is armed with a small bow, and a knife. Unreliable, and only moderately effective as archers.\n"

}

},

"Кавалерия": {

"Mounted Crossbowmen": {

"image": "images/Den\_mounted\_crossbowmen.png",

"specifications": {

" primary\_weaponName": "Cavalry crossbow (Missile)",

"primary\_weaponAttributes": "Armour piercing",

"primary\_attack": "7",

"primary\_bonus": "2",

"Range:": "120",

"Ammunition:": "30",

"secondary\_weaponName": "Cavalry sword (Melee)",

"totalDefence": "10",

"arm": "5",

"defSkill": "5",

"shield": "0",

"health": "1"

},

"description": "Using smaller crossbows than the infantry, these units use their mobility to stay out of trouble while they reload.\n"

}

},

"Артиллерия": {

"Ballista": {

"image": "images/Eng\_ne\_ballista.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "55",

"primary\_bonus": "3",

"secondary\_weaponName": "Ballista (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "180",

"Ammunition:": "50",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "Resembling a giant crossbow, this powerful weapon can fling a javelin to a great range, skewering men with ease.\n"

},

"Bombard": {

"image": "images/Eng\_ne\_bombard.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "55",

"primary\_bonus": "3",

"secondary\_weaponName": "Bombard (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "325",

"Ammunition:": "30",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "Primitive siege-gun forged of bronze or iron, can shoot solid stone or flaming shot. Inaccurate versus units.\n"

},

"Cannon": {

"image": "images/Hre\_ne\_cannon.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "65",

"primary\_bonus": "3",

"secondary\_weaponName": "Cannon (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "380",

"Ammunition:": "30",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "The typical cannon is powerful and good against both units and defences. Capable of firing solid and explosive shots.\n"

},

"Catapult": {

"image": "images/Eng\_ne\_catapult.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "55",

"primary\_bonus": "3",

"secondary\_weaponName": "Catapult (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "200",

"Ammunition:": "30",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "Older style rock-flinging wooden artillery piece. Can throw flaming and normal shots.\n"

},

"Ribault": {

"image": "images/Eng\_ne\_ribault.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "65",

"primary\_bonus": "3",

"secondary\_weaponName": "Ribault (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "150",

"Ammunition:": "108",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "A small multi-barrel wagon mounted cannon. A good defensive tool able to fire in a nine-barrel barrage.\n"

},

"Serpentine": {

"image": "images/Fra\_ne\_serpentine.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "65",

"primary\_bonus": "3",

"secondary\_weaponName": "Serpentine (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "450",

"Ammunition:": "36",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "Light cannon designed for use against troops rather than walls.\n"

},

"Trebuchet": {

"image": "images/Eng\_ne\_trebuchet.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "12",

"primary\_bonus": "3",

"secondary\_weaponName": "Trebuchet (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "215",

"Ammunition:": "3",

"Tertiary weapon:": "Trebuchet - cow carcass (Siege)",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "Giant rock flinging artillery piece. Capable of flaming and normal shot. Also able to fling diseased cows!\n"

}

},

"Флот": {

"Carrack": {

"image": "images/Eng\_carrack.png",

"specifications": {

" primary\_weaponName": "Melee",

"primary\_attack": "30",

"primary\_bonus": "0",

"totalDefence": "30",

"arm": "0",

"defSkill": "30",

"shield": "0",

"health": "1"

},

"description": "\n"

},

"Dragon Boat": {

"image": "images/Den\_dragon\_boat.png",

"specifications": {

" primary\_weaponName": "Melee",

"primary\_attack": "12",

"primary\_bonus": "0",

"totalDefence": "10",

"arm": "0",

"defSkill": "10",

"shield": "0",

"health": "1"

},

"description": "\n"

},

"Gun Holk": {

"image": "images/Eng\_gun\_holk.png",

"specifications": {

" primary\_weaponName": "Melee",

"primary\_attack": "16",

"primary\_bonus": "0",

"totalDefence": "16",

"arm": "0",

"defSkill": "16",

"shield": "0",

"health": "1"

},

"description": "\n"

},

"Longboat": {

"image": "images/Den\_longboat.png",

"specifications": {

" primary\_weaponName": "Melee",

"primary\_attack": "8",

"primary\_bonus": "0",

"totalDefence": "5",

"arm": "0",

"defSkill": "5",

"shield": "0",

"health": "1"

},

"description": "\n"

}

}

},

"Египет": {

"Пехота": {

"Archer Militia": {

"image": "images/Egy\_me\_archer\_militia.png",

"specifications": {

" primary\_weaponName": "Self bow (Missile)",

"primary\_attack": "2",

"primary\_bonus": "1",

"Range:": "120",

"Ammunition:": "30",

"secondary\_weaponName": "Knife (Melee)",

"totalDefence": "1",

"arm": "0",

"defSkill": "1",

"shield": "0",

"health": "1"

},

"description": "Armed with a bow and knife these troops are made up of locals who have been organised to defend their town.\n"

},

"Desert Archers": {

"image": "images/Egy\_desert\_archers.png",

"specifications": {

" primary\_weaponName": "Composite bow (Missile)",

"primary\_attack": "6",

"primary\_bonus": "1",

"Range:": "160",

"Ammunition:": "30",

"secondary\_weaponName": "Weak sword (Melee)",

"totalDefence": "6",

"arm": "0",

"defSkill": "3",

"shield": "3",

"health": "1"

},

"description": "Hardy men from the desert, adept with the bow, but lacking the equipment for close combat.\n"

},

"Kurdish Javelinmen": {

"image": "images/Egy\_kurdish\_javelinmen.png",

"specifications": {

" primary\_weaponName": "Javelin (Thrown)",

"primary\_weaponAttributes": "Armour piercing",

"primary\_attack": "9",

"primary\_bonus": "1",

"Range:": "55",

"Ammunition:": "8",

"secondary\_weaponName": "Sword (Melee)",

"totalDefence": "11",

"arm": "0",

"defSkill": "5",

"shield": "6",

"health": "1"

},

"description": "Hardy troops who soften the enemy with their javelins, then finish them off with their swords.\n"

},

"Naffatun": {

"image": "images/Egy\_naffatun.png",

"specifications": {

" primary\_weaponName": "Naphtha bomb (Missile)",

"primary\_weaponAttributes": "Armour piercing",

"primary\_attack": "13",

"primary\_bonus": "3",

"Range:": "40",

"Ammunition:": "5",

"secondary\_weaponName": "Weak sword (Melee)",

"totalDefence": "12",

"arm": "5",

"defSkill": "7",

"shield": "0",

"health": "1"

},

"description": "These men throw deadly pots of flaming Naphtha that can seep through any armour.\n"

},

"Nubian Archers": {

"image": "images/Egy\_nubian\_archers.png",

"specifications": {

" primary\_weaponName": "Composite bow (Missile)",

"primary\_attack": "7",

"primary\_bonus": "2",

"Range:": "160",

"Ammunition:": "30",

"secondary\_weaponName": "Mace (Melee)",

"primary\_weaponAttributes": "Armour piercing",

"totalDefence": "4",

"arm": "0",

"defSkill": "1",

"shield": "3",

"health": "1"

},

"description": "Coming from all over Africa these light troops are equipped with a bow and hand weapon.\n"

},

"Peasant Archers": {

"image": "images/Egy\_me\_peasant\_archers.png",

"specifications": {

" primary\_weaponName": "Self bow (Missile)",

"primary\_attack": "2",

"primary\_bonus": "1",

"Range:": "120",

"Ammunition:": "30",

"secondary\_weaponName": "Knife (Melee)",

"totalDefence": "1",

"arm": "0",

"defSkill": "1",

"shield": "0",

"health": "1"

},

"description": "Accustomed to using their bow for hunting, these peasant archers are armed with a small bow and knife.\n"

},

"Sudanese Gunners": {

"image": "images/Egy\_sudanese\_gunners.png",

"specifications": {

" primary\_weaponName": "Arquebus (Missile)",

"primary\_weaponAttributes": "Armour piercing",

"primary\_attack": "9",

"primary\_bonus": "3",

"Range:": "120",

"Ammunition:": "20",

"secondary\_weaponName": "Short sword (Melee)",

"totalDefence": "7",

"arm": "0",

"defSkill": "7",

"shield": "0",

"health": "1"

},

"description": "Hailing from all over Africa these well trained troops are armed with an arquebus.\n"

}

},

"Кавалерия": {

"Desert Cavalry": {

"image": "images/Egy\_desert\_cavalry.png",

"specifications": {

" primary\_weaponName": "Cavalry javelin (Thrown)",

"primary\_weaponAttributes": "Armour piercing",

"primary\_attack": "8",

"primary\_bonus": "3",

"Range:": "55",

"Ammunition:": "8",

"secondary\_weaponName": "Cavalry weak sword (Melee)",

"totalDefence": "8",

"arm": "0",

"defSkill": "5",

"shield": "3",

"health": "1"

},

"description": "Fast skirmishers with javelins, best used to harass enemy flanks and fend off archers.\n"

},

"Mamluk Archers": {

"image": "images/Egy\_mamluk\_archers.png",

"specifications": {

" primary\_weaponName": "Cavalry composite bow (Missile)",

"primary\_attack": "8",

"primary\_bonus": "4",

"Range:": "120",

"Ammunition:": "25",

"secondary\_weaponName": "Cavalry mace (Melee)",

"primary\_weaponAttributes": "Armour piercing",

"totalDefence": "15",

"arm": "5",

"defSkill": "7",

"shield": "3",

"health": "1"

},

"description": "Bought as slaves, and trained from boyhood, these formidable soldiers excel at archery, but can also hold their own in melee.\n"

}

},

"Артиллерия": {

"Ballista": {

"image": "images/Eng\_ne\_ballista.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "55",

"primary\_bonus": "3",

"secondary\_weaponName": "Ballista (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "180",

"Ammunition:": "50",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "Resembling a giant crossbow, this powerful weapon can fling a javelin to a great range, skewering men with ease.\n"

},

"Bombard": {

"image": "images/Eng\_ne\_bombard.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "55",

"primary\_bonus": "3",

"secondary\_weaponName": "Bombard (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "325",

"Ammunition:": "30",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "Primitive siege-gun forged of bronze or iron, can shoot solid stone or flaming shot. Inaccurate versus units.\n"

},

"Cannon": {

"image": "images/Hre\_ne\_cannon.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "65",

"primary\_bonus": "3",

"secondary\_weaponName": "Cannon (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "380",

"Ammunition:": "30",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "The typical cannon is powerful and good against both units and defences. Capable of firing solid and explosive shots.\n"

},

"Catapult": {

"image": "images/Eng\_ne\_catapult.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "55",

"primary\_bonus": "3",

"secondary\_weaponName": "Catapult (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "200",

"Ammunition:": "30",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "Older style rock-flinging wooden artillery piece. Can throw flaming and normal shots.\n"

},

"Grand Bombard": {

"image": "images/Fra\_ne\_grand\_bombard.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "55",

"primary\_bonus": "3",

"secondary\_weaponName": "Grand bombard (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "375",

"Ammunition:": "30",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "The Grand Bombard has increased range, damage and accuracy compared to the bombard.\n"

},

"Trebuchet": {

"image": "images/Eng\_ne\_trebuchet.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "12",

"primary\_bonus": "3",

"secondary\_weaponName": "Trebuchet (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "215",

"Ammunition:": "3",

"Tertiary weapon:": "Trebuchet - cow carcass (Siege)",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "Giant rock flinging artillery piece. Capable of flaming and normal shot. Also able to fling diseased cows!\n"

}

},

"Флот": {

"Baghlah": {

"image": "images/Egy\_baghlah.png",

"specifications": {

" primary\_weaponName": "Melee",

"primary\_attack": "18",

"primary\_bonus": "0",

"totalDefence": "22",

"arm": "0",

"defSkill": "22",

"shield": "0",

"health": "1"

},

"description": "\n"

},

"Dhow": {

"image": "images/Egy\_dhow.png",

"specifications": {

" primary\_weaponName": "Melee",

"primary\_attack": "5",

"primary\_bonus": "0",

"totalDefence": "6",

"arm": "0",

"defSkill": "6",

"shield": "0",

"health": "1"

},

"description": "\n"

},

"Lanternas": {

"image": "images/Spa\_lanternas.png",

"specifications": {

" primary\_weaponName": "Melee",

"primary\_attack": "18",

"primary\_bonus": "0",

"totalDefence": "18",

"arm": "0",

"defSkill": "18",

"shield": "0",

"health": "1"

},

"description": "\n"

},

"War Galley": {

"image": "images/Spa\_war\_galley.png",

"specifications": {

" primary\_weaponName": "Melee",

"primary\_attack": "12",

"primary\_bonus": "0",

"totalDefence": "12",

"arm": "0",

"defSkill": "12",

"shield": "0",

"health": "1"

},

"description": "\n"

}

}

},

"Англия": {

"Пехота": {

"Archer Militia": {

"image": "images/Eng\_archer\_militia.png",

"specifications": {

" primary\_weaponName": "Self bow (Missile)",

"primary\_attack": "2",

"primary\_bonus": "1",

"Range:": "120",

"Ammunition:": "30",

"secondary\_weaponName": "Knife (Melee)",

"totalDefence": "1",

"arm": "0",

"defSkill": "1",

"shield": "0",

"health": "1"

},

"description": "Archer Militia are peasant archers called up to defend settlements.\n"

},

"Arquebusiers": {

"image": "images/Eng\_arquebusiers.png",

"specifications": {

" primary\_weaponName": "Arquebus (Missile)",

"primary\_weaponAttributes": "Armour piercing",

"primary\_attack": "6",

"primary\_bonus": "1",

"Range:": "120",

"Ammunition:": "20",

"secondary\_weaponName": "Weak sword (Melee)",

"totalDefence": "3",

"arm": "0",

"defSkill": "3",

"shield": "0",

"health": "1"

},

"description": "Fired at close range, this noisy, smokey and lethal weapon causes morale damage as well as physical hurt.\n"

},

"Longbowmen": {

"image": "images/Eng\_longbowmen.png",

"specifications": {

" primary\_weaponName": "Longbow (Missile)",

"primary\_weaponAttributes": "Armour piercing",

"primary\_attack": "7",

"primary\_bonus": "2",

"Range:": "160",

"Ammunition:": "30",

"secondary\_weaponName": "Mace (Melee)",

"totalDefence": "4",

"arm": "0",

"defSkill": "1",

"shield": "3",

"health": "1"

},

"description": "Armed with the armour piercing longbow, Longbowmen can also plant stakes in front of them to keep cavalry at bay.\n"

},

"Peasant Archers": {

"image": "images/Eng\_peasant\_archers.png",

"specifications": {

" primary\_weaponName": "Self bow (Missile)",

"primary\_attack": "2",

"primary\_bonus": "1",

"Range:": "120",

"Ammunition:": "30",

"secondary\_weaponName": "Knife (Melee)",

"totalDefence": "1",

"arm": "0",

"defSkill": "1",

"shield": "0",

"health": "1"

},

"description": "A peasant archer is armed with a small bow, and a knife. Unreliable, and only moderately effective as archers.\n"

},

"Retinue Longbowmen": {

"image": "images/Eng\_dismounted\_longbowmen.png",

"specifications": {

" primary\_weaponName": "Longbow (Missile)",

"primary\_weaponAttributes": "Armour piercing",

"primary\_attack": "11",

"primary\_bonus": "2",

"Range:": "160",

"Ammunition:": "30",

"secondary\_weaponName": "Sword (Melee)",

"totalDefence": "14",

"arm": "5",

"defSkill": "6",

"shield": "3",

"health": "1"

},

"description": "Well armoured professional soldiers. Confident and deadly.\n"

},

"Sherwood Archers": {

"image": "images/Eng\_sherwood\_archers.png",

"specifications": {

" primary\_weaponName": "Longbow (Missile)",

"primary\_weaponAttributes": "Armour piercing",

"primary\_attack": "16",

"primary\_bonus": "3",

"Range:": "160",

"Ammunition:": "30",

"secondary\_weaponName": "Sword (Melee)",

"totalDefence": "18",

"arm": "0",

"defSkill": "9",

"shield": "0",

"health": "2"

},

"description": "Wielding a longbow made of yew, and able to hide in any terrain these men are excellent at ambushes, and are outstanding marksmen.\n"

},

"Yeoman Archers": {

"image": "images/Eng\_yeoman\_archers.png",

"specifications": {

" primary\_weaponName": "Longbow (Missile)",

"primary\_weaponAttributes": "Armour piercing",

"primary\_attack": "9",

"primary\_bonus": "3",

"Range:": "160",

"Ammunition:": "30",

"secondary\_weaponName": "Mace (Melee)",

"totalDefence": "5",

"arm": "0",

"defSkill": "2",

"shield": "3",

"health": "1"

},

"description": "English freeholders are required by the King to be trained in warfare, Yeoman archers are highly skilled ranged troops. \n"

}

},

"Кавалерия": {

"Demi Lancers": {

"image": "images/Eng\_demi\_lancers.png",

"specifications": {

" primary\_weaponName": "Cavalry heavy lance (Melee)",

"primary\_attack": "14",

"primary\_bonus": "4",

"secondary\_weaponName": "Cavalry sword (Melee)",

"totalDefence": "12",

"arm": "7",

"defSkill": "5",

"shield": "0",

"health": "1"

},

"description": "Armed with a lance but with less armour these units are mobile and deadly.\n"

},

"English Knights": {

"image": "images/Eng\_english\_knights.png",

"specifications": {

" primary\_weaponName": "Cavalry heavy lance (Melee)",

"primary\_attack": "11",

"primary\_bonus": "4",

"secondary\_weaponName": "Cavalry axe (Melee)",

"primary\_weaponAttributes": "Armour piercing",

"totalDefence": "16",

"arm": "8",

"defSkill": "4",

"shield": "4",

"health": "1"

},

"description": "Elite warriors clad in steel plate armour, these men pack an effective charge, while being hard to kill.\n"

},

"Feudal Knights": {

"image": "images/Eng\_feudal\_knights.png",

"specifications": {

" primary\_weaponName": "Cavalry light lance (Melee)",

"primary\_attack": "11",

"primary\_bonus": "4",

"secondary\_weaponName": "Cavalry sword (Melee)",

"totalDefence": "16",

"arm": "7",

"defSkill": "5",

"shield": "4",

"health": "1"

},

"description": "Protected by heavy armour and armed with a lance, these elite warriors crush and ride down their opponents.\n"

},

"General's Bodyguard (Early)": {

"image": "images/Eng\_ne\_bodyguard.png",

"specifications": {

" primary\_weaponName": "Cavalry heavy lance (Melee)",

"primary\_attack": "14",

"primary\_bonus": "4",

"secondary\_weaponName": "Cavalry sword (Melee)",

"totalDefence": "32",

"arm": "7",

"defSkill": "5",

"shield": "4",

"health": "2"

},

"description": "Well armed and equipped these elite troops have the task of guarding and fighting alongside the army's general.\n"

},

"General's Bodyguard (Late)": {

"image": "images/Eng\_ne\_late\_bodyguard.png",

"specifications": {

" primary\_weaponName": "Cavalry heavy lance (Melee)",

"primary\_attack": "14",

"primary\_bonus": "4",

"secondary\_weaponName": "Cavalry sword (Melee)",

"totalDefence": "34",

"arm": "9",

"defSkill": "5",

"shield": "3",

"health": "2"

},

"description": "Elite knights hand picked to protect the general.\n"

},

"Knights Hospitaller": {

"image": "images/Eng\_knights\_hospitaller.png",

"specifications": {

" primary\_weaponName": "Cavalry heavy lance (Melee)",

"primary\_attack": "14",

"primary\_bonus": "4",

"secondary\_weaponName": "Cavalry sword (Melee)",

"totalDefence": "16",

"arm": "7",

"defSkill": "5",

"shield": "4",

"health": "1"

},

"description": "Well trained and disciplined these knights are amongst the deadliest heavy cavalry in all Christendom.\n"

},

"Knights Templar": {

"image": "images/Eng\_knights\_templar.png",

"specifications": {

" primary\_weaponName": "Cavalry heavy lance (Melee)",

"primary\_attack": "14",

"primary\_bonus": "4",

"secondary\_weaponName": "Cavalry sword (Melee)",

"totalDefence": "16",

"arm": "7",

"defSkill": "5",

"shield": "4",

"health": "1"

},

"description": "Elite and some say reckless knights formed to protect Christian pilgrims in the Holy Lands.\n"

},

"Mailed Knights": {

"image": "images/Eng\_mailed\_knights.png",

"specifications": {

" primary\_weaponName": "Cavalry light lance (Melee)",

"primary\_attack": "11",

"primary\_bonus": "4",

"secondary\_weaponName": "Cavalry sword (Melee)",

"totalDefence": "14",

"arm": "5",

"defSkill": "5",

"shield": "4",

"health": "1"

},

"description": "Encased in mail and equipped with lances and swords these early knights are formidable fighting machines.\n"

},

"Merchant Cavalry Militia": {

"image": "images/Eng\_merchant\_cavalry\_militia.png",

"specifications": {

" primary\_weaponName": "Cavalry weak sword (Melee)",

"primary\_attack": "6",

"primary\_bonus": "2",

"totalDefence": "14",

"arm": "7",

"defSkill": "3",

"shield": "4",

"health": "1"

},

"description": "Poorly trained, but well equipped cavalry who fight with a sword. \n"

}

},

"Артиллерия": {

"Ballista": {

"image": "images/Eng\_ne\_ballista.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "55",

"primary\_bonus": "3",

"secondary\_weaponName": "Ballista (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "180",

"Ammunition:": "50",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "Resembling a giant crossbow, this powerful weapon can fling a javelin to a great range, skewering men with ease.\n"

},

"Bombard": {

"image": "images/Eng\_ne\_bombard.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "55",

"primary\_bonus": "3",

"secondary\_weaponName": "Bombard (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "325",

"Ammunition:": "30",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "Primitive siege-gun forged of bronze or iron, can shoot solid stone or flaming shot. Inaccurate versus units.\n"

},

"Catapult": {

"image": "images/Eng\_ne\_catapult.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "55",

"primary\_bonus": "3",

"secondary\_weaponName": "Catapult (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "200",

"Ammunition:": "30",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "Older style rock-flinging wooden artillery piece. Can throw flaming and normal shots.\n"

},

"Culverin": {

"image": "images/Eng\_ne\_culverin.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "65",

"primary\_bonus": "3",

"secondary\_weaponName": "Culverin (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "425",

"Ammunition:": "30",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "Able to fire solid or exploding shots, the culverin is devastating against enemy walls and lethal against enemy troops!\n"

},

"Mortar": {

"image": "images/Eng\_ne\_mortar.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "65",

"primary\_bonus": "3",

"secondary\_weaponName": "Mortar (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "300",

"Ammunition:": "30",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "A siege weapon capable of firing over walls and plunging shots down on enemies hiding behind said walls.\n"

},

"Ribault": {

"image": "images/Eng\_ne\_ribault.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "65",

"primary\_bonus": "3",

"secondary\_weaponName": "Ribault (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "150",

"Ammunition:": "108",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "A small multi-barrel wagon mounted cannon. A good defensive tool able to fire in a nine-barrel barrage.\n"

},

"Trebuchet": {

"image": "images/Eng\_ne\_trebuchet.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "12",

"primary\_bonus": "3",

"secondary\_weaponName": "Trebuchet (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "215",

"Ammunition:": "3",

"Tertiary weapon:": "Trebuchet - cow carcass (Siege)",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "Giant rock flinging artillery piece. Capable of flaming and normal shot. Also able to fling diseased cows!\n"

}

},

"Флот": {

"Carrack": {

"image": "images/Eng\_carrack.png",

"specifications": {

" primary\_weaponName": "Melee",

"primary\_attack": "30",

"primary\_bonus": "0",

"totalDefence": "30",

"arm": "0",

"defSkill": "30",

"shield": "0",

"health": "1"

},

"description": "\n"

},

"Cog": {

"image": "images/Eng\_cog.png",

"specifications": {

" primary\_weaponName": "Melee",

"primary\_attack": "5",

"primary\_bonus": "0",

"totalDefence": "8",

"arm": "0",

"defSkill": "8",

"shield": "0",

"health": "1"

},

"description": "\n"

},

"Gun Holk": {

"image": "images/Eng\_gun\_holk.png",

"specifications": {

" primary\_weaponName": "Melee",

"primary\_attack": "16",

"primary\_bonus": "0",

"totalDefence": "16",

"arm": "0",

"defSkill": "16",

"shield": "0",

"health": "1"

},

"description": "\n"

},

"Holk": {

"image": "images/Eng\_holk.png",

"specifications": {

" primary\_weaponName": "Melee",

"primary\_attack": "10",

"primary\_bonus": "0",

"totalDefence": "12",

"arm": "0",

"defSkill": "12",

"shield": "0",

"health": "1"

},

"description": "\n"

}

}

},

"Франция": {

"Пехота": {

"Arquebusiers": {

"image": "images/Fra\_arquebusiers.png",

"specifications": {

" primary\_weaponName": "Arquebus (Missile)",

"primary\_weaponAttributes": "Armour piercing",

"primary\_attack": "6",

"primary\_bonus": "1",

"Range:": "120",

"Ammunition:": "20",

"secondary\_weaponName": "Weak sword (Melee)",

"totalDefence": "3",

"arm": "0",

"defSkill": "3",

"shield": "0",

"health": "1"

},

"description": "Fired at close range, this noisy, smokey and lethal weapon causes morale damage as well as physical hurt.\n"

},

"Aventurier": {

"image": "images/Fra\_aventurier.png",

"specifications": {

" primary\_weaponName": "Crossbow (Missile)",

"primary\_weaponAttributes": "Armour piercing",

"primary\_attack": "11",

"primary\_bonus": "3",

"Range:": "160",

"Ammunition:": "30",

"secondary\_weaponName": "Sword (Melee)",

"totalDefence": "15",

"arm": "7",

"defSkill": "8",

"shield": "0",

"health": "1"

},

"description": "Well skilled troops armed with a crossbow and sword and armoured in plate.\n"

},

"Crossbowmen": {

"image": "images/Fra\_crossbowmen.png",

"specifications": {

" primary\_weaponName": "Crossbow (Missile)",

"primary\_weaponAttributes": "Armour piercing",

"primary\_attack": "6",

"primary\_bonus": "1",

"Range:": "120",

"Ammunition:": "30",

"secondary\_weaponName": "Weak sword (Melee)",

"totalDefence": "8",

"arm": "5",

"defSkill": "3",

"shield": "0",

"health": "1"

},

"description": "Slow to reload, but a potent and easy to use missile weapon firing powerful bolts.\n"

},

"Crossbow Militia": {

"image": "images/Fra\_crossbow\_militia.png",

"specifications": {

" primary\_weaponName": "Crossbow (Missile)",

"primary\_weaponAttributes": "Armour piercing",

"primary\_attack": "2",

"primary\_bonus": "1",

"Range:": "120",

"Ammunition:": "30",

"secondary\_weaponName": "Knife (Melee)",

"totalDefence": "1",

"arm": "0",

"defSkill": "1",

"shield": "0",

"health": "1"

},

"description": "Crossbow Militia are peasant crossbowmen called up to defend settlements. Very poorly armoured.\n"

},

"Peasant Archers": {

"image": "images/Fra\_peasant\_archers.png",

"specifications": {

" primary\_weaponName": "Self bow (Missile)",

"primary\_attack": "2",

"primary\_bonus": "1",

"Range:": "120",

"Ammunition:": "30",

"secondary\_weaponName": "Knife (Melee)",

"totalDefence": "1",

"arm": "0",

"defSkill": "1",

"shield": "0",

"health": "1"

},

"description": "A peasant archer is armed with a small bow, and a knife. Unreliable, and only moderately effective as archers.\n"

},

"Peasant Crossbowmen": {

"image": "images/Fra\_peasant\_crossbowmen.png",

"specifications": {

" primary\_weaponName": "Crossbow (Missile)",

"primary\_weaponAttributes": "Armour piercing",

"primary\_attack": "2",

"primary\_bonus": "1",

"Range:": "120",

"Ammunition:": "30",

"secondary\_weaponName": "Knife (Melee)",

"totalDefence": "1",

"arm": "0",

"defSkill": "1",

"shield": "0",

"health": "1"

},

"description": "Peasant crossbowmen are armed with a crossbow, knife and if lucky enough, some armour.\n"

},

"Scots Guard": {

"image": "images/Fra\_scots\_guard.png",

"specifications": {

" primary\_weaponName": "Longbow (Missile)",

"primary\_weaponAttributes": "Armour piercing",

"primary\_attack": "12",

"primary\_bonus": "3",

"Range:": "160",

"Ammunition:": "30",

"secondary\_weaponName": "Sword (Melee)",

"totalDefence": "17",

"arm": "8",

"defSkill": "9",

"shield": "0",

"health": "1"

},

"description": "These Scottish troops are elite armoured longbowmen, and form part of the French King's guard.\n"

}

},

"Кавалерия": {

"French Mounted Archers": {

"image": "images/Fra\_french\_mounted\_archers.png",

"specifications": {

" primary\_weaponName": "Cavalry longbow (Missile)",

"primary\_weaponAttributes": "Armour piercing",

"primary\_attack": "9",

"primary\_bonus": "4",

"Range:": "120",

"Ammunition:": "25",

"secondary\_weaponName": "Cavalry sword (Melee)",

"totalDefence": "14",

"arm": "6",

"defSkill": "8",

"shield": "0",

"health": "1"

},

"description": "Professional soldiers equipped with longbows in the English style, and mounted on horses for mobility\n"

}

},

"Артиллерия": {

"Ballista": {

"image": "images/Eng\_ne\_ballista.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "55",

"primary\_bonus": "3",

"secondary\_weaponName": "Ballista (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "180",

"Ammunition:": "50",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "Resembling a giant crossbow, this powerful weapon can fling a javelin to a great range, skewering men with ease.\n"

},

"Basilisk": {

"image": "images/Fra\_ne\_basilisk.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "65",

"primary\_bonus": "3",

"secondary\_weaponName": "Basilisk (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "450",

"Ammunition:": "30",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "Very powerful cannon with great range, damage and accuracy. Punishing against defences and units. Can fire solid or explosive shots.\n"

},

"Bombard": {

"image": "images/Eng\_ne\_bombard.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "55",

"primary\_bonus": "3",

"secondary\_weaponName": "Bombard (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "325",

"Ammunition:": "30",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "Primitive siege-gun forged of bronze or iron, can shoot solid stone or flaming shot. Inaccurate versus units.\n"

},

"Catapult": {

"image": "images/Eng\_ne\_catapult.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "55",

"primary\_bonus": "3",

"secondary\_weaponName": "Catapult (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "200",

"Ammunition:": "30",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "Older style rock-flinging wooden artillery piece. Can throw flaming and normal shots.\n"

},

"Culverin": {

"image": "images/Eng\_ne\_culverin.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "65",

"primary\_bonus": "3",

"secondary\_weaponName": "Culverin (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "425",

"Ammunition:": "30",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "Able to fire solid or exploding shots, the culverin is devastating against enemy walls and lethal against enemy troops!\n"

},

"Grand Bombard": {

"image": "images/Fra\_ne\_grand\_bombard.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "55",

"primary\_bonus": "3",

"secondary\_weaponName": "Grand bombard (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "375",

"Ammunition:": "30",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "The Grand Bombard has increased range, damage and accuracy compared to the bombard.\n"

},

"Serpentine": {

"image": "images/Fra\_ne\_serpentine.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "65",

"primary\_bonus": "3",

"secondary\_weaponName": "Serpentine (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "450",

"Ammunition:": "36",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "Light cannon designed for use against troops rather than walls.\n"

},

"Trebuchet": {

"image": "images/Eng\_ne\_trebuchet.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "12",

"primary\_bonus": "3",

"secondary\_weaponName": "Trebuchet (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "215",

"Ammunition:": "3",

"Tertiary weapon:": "Trebuchet - cow carcass (Siege)",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "Giant rock flinging artillery piece. Capable of flaming and normal shot. Also able to fling diseased cows!\n"

}

},

"Флот": {

"Carrack": {

"image": "images/Eng\_carrack.png",

"specifications": {

" primary\_weaponName": "Melee",

"primary\_attack": "30",

"primary\_bonus": "0",

"totalDefence": "30",

"arm": "0",

"defSkill": "30",

"shield": "0",

"health": "1"

},

"description": "\n"

},

"Cog": {

"image": "images/Eng\_cog.png",

"specifications": {

" primary\_weaponName": "Melee",

"primary\_attack": "5",

"primary\_bonus": "0",

"totalDefence": "8",

"arm": "0",

"defSkill": "8",

"shield": "0",

"health": "1"

},

"description": "\n"

},

"Gun Holk": {

"image": "images/Eng\_gun\_holk.png",

"specifications": {

" primary\_weaponName": "Melee",

"primary\_attack": "16",

"primary\_bonus": "0",

"totalDefence": "16",

"arm": "0",

"defSkill": "16",

"shield": "0",

"health": "1"

},

"description": "\n"

},

"Holk": {

"image": "images/Eng\_holk.png",

"specifications": {

" primary\_weaponName": "Melee",

"primary\_attack": "10",

"primary\_bonus": "0",

"totalDefence": "12",

"arm": "0",

"defSkill": "12",

"shield": "0",

"health": "1"

},

"description": "\n"

}

}

},

"Священная Римская империя": {

"Пехота": {

"Arquebusiers": {

"image": "images/Hre\_arquebusiers.png",

"specifications": {

" primary\_weaponName": "Arquebus (Missile)",

"primary\_weaponAttributes": "Armour piercing",

"primary\_attack": "6",

"primary\_bonus": "1",

"Range:": "120",

"Ammunition:": "20",

"secondary\_weaponName": "Weak sword (Melee)",

"totalDefence": "3",

"arm": "0",

"defSkill": "3",

"shield": "0",

"health": "1"

},

"description": "Fired at close range, this noisy, smokey and lethal weapon causes morale damage as well as physical hurt.\n"

},

"Crossbow Militia": {

"image": "images/Hre\_crossbow\_militia.png",

"specifications": {

" primary\_weaponName": "Crossbow (Missile)",

"primary\_weaponAttributes": "Armour piercing",

"primary\_attack": "2",

"primary\_bonus": "1",

"Range:": "120",

"Ammunition:": "30",

"secondary\_weaponName": "Knife (Melee)",

"totalDefence": "1",

"arm": "0",

"defSkill": "1",

"shield": "0",

"health": "1"

},

"description": "Crossbow Militia are peasant crossbowmen called up to defend settlements. Very poorly armoured.\n"

},

"Hand Gunners": {

"image": "images/Hre\_hand\_gunners.png",

"specifications": {

" primary\_weaponName": "Hand gun (Missile)",

"primary\_weaponAttributes": "Armour piercing",

"primary\_attack": "11",

"primary\_bonus": "2",

"Range:": "55",

"Ammunition:": "20",

"secondary\_weaponName": "Sword (Melee)",

"totalDefence": "13",

"arm": "7",

"defSkill": "6",

"shield": "0",

"health": "1"

},

"description": "Earliest hand-held firearm unit. Causes more fear than actual damage. These soldiers need to be capable in close combat due to the short range of their weapons.\n"

},

"Pavise Crossbowmen": {

"image": "images/Hre\_pavise\_crossbowmen.png",

"specifications": {

" primary\_weaponName": "Crossbow (Missile)",

"primary\_weaponAttributes": "Armour piercing",

"primary\_attack": "6",

"primary\_bonus": "1",

"Range:": "160",

"Ammunition:": "30",

"secondary\_weaponName": "Weak sword (Melee)",

"totalDefence": "14",

"arm": "5",

"defSkill": "3",

"shield": "6",

"health": "1"

},

"description": "These troops are armed with a large shield to protect them during the slow process of reloading their crossbow.\n"

},

"Peasant Archers": {

"image": "images/Hre\_peasant\_archers.png",

"specifications": {

" primary\_weaponName": "Self bow (Missile)",

"primary\_attack": "2",

"primary\_bonus": "1",

"Range:": "120",

"Ammunition:": "30",

"secondary\_weaponName": "Knife (Melee)",

"totalDefence": "1",

"arm": "0",

"defSkill": "1",

"shield": "0",

"health": "1"

},

"description": "A peasant archer is armed with a small bow, and a knife. Unreliable, and only moderately effective as archers.\n"

},

"Peasant Crossbowmen": {

"image": "images/Hre\_peasant\_crossbowmen.png",

"specifications": {

" primary\_weaponName": "Crossbow (Missile)",

"primary\_weaponAttributes": "Armour piercing",

"primary\_attack": "2",

"primary\_bonus": "1",

"Range:": "120",

"Ammunition:": "30",

"secondary\_weaponName": "Knife (Melee)",

"totalDefence": "1",

"arm": "0",

"defSkill": "1",

"shield": "0",

"health": "1"

},

"description": "Peasant crossbowmen are armed with a crossbow, knife and if lucky enough, some armour.\n"

}

},

"Кавалерия": {

"Mounted Crossbowmen": {

"image": "images/Hre\_mounted\_crossbowmen.png",

"specifications": {

" primary\_weaponName": "Cavalry crossbow (Missile)",

"primary\_weaponAttributes": "Armour piercing",

"primary\_attack": "7",

"primary\_bonus": "2",

"Range:": "120",

"Ammunition:": "30",

"secondary\_weaponName": "Cavalry sword (Melee)",

"totalDefence": "10",

"arm": "5",

"defSkill": "5",

"shield": "0",

"health": "1"

},

"description": "Using smaller crossbows than the infantry, these units use their mobility to stay out of trouble while they reload.\n"

},

"Reiters": {

"image": "images/Hre\_reiters.png",

"specifications": {

" primary\_weaponName": "Cavalry pistol (Missile)",

"primary\_weaponAttributes": "Armour piercing",

"primary\_attack": "11",

"primary\_bonus": "5",

"Range:": "45",

"Ammunition:": "20",

"secondary\_weaponName": "Cavalry spear (Melee)",

"totalDefence": "13",

"arm": "7",

"defSkill": "6",

"shield": "0",

"health": "1"

},

"description": "Effective gunpowder units, Reiters are armed with a pistol and spear, and protected by plate armour.\n"

}

},

"Артиллерия": {

"Ballista": {

"image": "images/Eng\_ne\_ballista.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "55",

"primary\_bonus": "3",

"secondary\_weaponName": "Ballista (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "180",

"Ammunition:": "50",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "Resembling a giant crossbow, this powerful weapon can fling a javelin to a great range, skewering men with ease.\n"

},

"Basilisk": {

"image": "images/Fra\_ne\_basilisk.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "65",

"primary\_bonus": "3",

"secondary\_weaponName": "Basilisk (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "450",

"Ammunition:": "30",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "Very powerful cannon with great range, damage and accuracy. Punishing against defences and units. Can fire solid or explosive shots.\n"

},

"Bombard": {

"image": "images/Eng\_ne\_bombard.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "55",

"primary\_bonus": "3",

"secondary\_weaponName": "Bombard (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "325",

"Ammunition:": "30",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "Primitive siege-gun forged of bronze or iron, can shoot solid stone or flaming shot. Inaccurate versus units.\n"

},

"Cannon": {

"image": "images/Hre\_ne\_cannon.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "65",

"primary\_bonus": "3",

"secondary\_weaponName": "Cannon (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "380",

"Ammunition:": "30",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "The typical cannon is powerful and good against both units and defences. Capable of firing solid and explosive shots.\n"

},

"Catapult": {

"image": "images/Eng\_ne\_catapult.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "55",

"primary\_bonus": "3",

"secondary\_weaponName": "Catapult (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "200",

"Ammunition:": "30",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "Older style rock-flinging wooden artillery piece. Can throw flaming and normal shots.\n"

},

"Grand Bombard": {

"image": "images/Fra\_ne\_grand\_bombard.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "55",

"primary\_bonus": "3",

"secondary\_weaponName": "Grand bombard (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "375",

"Ammunition:": "30",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "The Grand Bombard has increased range, damage and accuracy compared to the bombard.\n"

},

"Serpentine": {

"image": "images/Fra\_ne\_serpentine.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "65",

"primary\_bonus": "3",

"secondary\_weaponName": "Serpentine (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "450",

"Ammunition:": "36",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "Light cannon designed for use against troops rather than walls.\n"

},

"Trebuchet": {

"image": "images/Eng\_ne\_trebuchet.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "12",

"primary\_bonus": "3",

"secondary\_weaponName": "Trebuchet (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "215",

"Ammunition:": "3",

"Tertiary weapon:": "Trebuchet - cow carcass (Siege)",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "Giant rock flinging artillery piece. Capable of flaming and normal shot. Also able to fling diseased cows!\n"

}

},

"Флот": {

"Carrack": {

"image": "images/Eng\_carrack.png",

"specifications": {

" primary\_weaponName": "Melee",

"primary\_attack": "30",

"primary\_bonus": "0",

"totalDefence": "30",

"arm": "0",

"defSkill": "30",

"shield": "0",

"health": "1"

},

"description": "\n"

},

"Cog": {

"image": "images/Eng\_cog.png",

"specifications": {

" primary\_weaponName": "Melee",

"primary\_attack": "5",

"primary\_bonus": "0",

"totalDefence": "8",

"arm": "0",

"defSkill": "8",

"shield": "0",

"health": "1"

},

"description": "\n"

},

"Gun Holk": {

"image": "images/Eng\_gun\_holk.png",

"specifications": {

" primary\_weaponName": "Melee",

"primary\_attack": "16",

"primary\_bonus": "0",

"totalDefence": "16",

"arm": "0",

"defSkill": "16",

"shield": "0",

"health": "1"

},

"description": "\n"

},

"Holk": {

"image": "images/Eng\_holk.png",

"specifications": {

" primary\_weaponName": "Melee",

"primary\_attack": "10",

"primary\_bonus": "0",

"totalDefence": "12",

"arm": "0",

"defSkill": "12",

"shield": "0",

"health": "1"

},

"description": "\n"

}

}

},

"Венгрия": {

"Пехота": {

"Arquebusiers": {

"image": "images/Hun\_arquebusiers.png",

"specifications": {

" primary\_weaponName": "Arquebus (Missile)",

"primary\_weaponAttributes": "Armour piercing",

"primary\_attack": "6",

"primary\_bonus": "1",

"Range:": "120",

"Ammunition:": "20",

"secondary\_weaponName": "Weak sword (Melee)",

"totalDefence": "3",

"arm": "0",

"defSkill": "3",

"shield": "0",

"health": "1"

},

"description": "Fired at close range, this noisy, smokey and lethal weapon causes morale damage as well as physical hurt.\n"

},

"Bosnian Archers": {

"image": "images/Hun\_bosnian\_archers.png",

"specifications": {

" primary\_weaponName": "Self bow (Missile)",

"primary\_attack": "3",

"primary\_bonus": "1",

"Range:": "120",

"Ammunition:": "30",

"secondary\_weaponName": "Weak sword (Melee)",

"totalDefence": "9",

"arm": "0",

"defSkill": "3",

"shield": "6",

"health": "1"

},

"description": "Bosnian archers are lightly armoured, well trained archers with the added protection of a winged shield.\n"

},

"Crossbowmen": {

"image": "images/Hun\_crossbowmen.png",

"specifications": {

" primary\_weaponName": "Crossbow (Missile)",

"primary\_weaponAttributes": "Armour piercing",

"primary\_attack": "6",

"primary\_bonus": "1",

"Range:": "120",

"Ammunition:": "30",

"secondary\_weaponName": "Weak sword (Melee)",

"totalDefence": "8",

"arm": "5",

"defSkill": "3",

"shield": "0",

"health": "1"

},

"description": "Slow to reload, but a potent and easy to use missile weapon firing powerful bolts.\n"

},

"Pavise Crossbow Militia": {

"image": "images/Hun\_pavise\_crossbow\_militia.png",

"specifications": {

" primary\_weaponName": "Steel crossbow (Missile)",

"primary\_weaponAttributes": "Armour piercing",

"primary\_attack": "6",

"primary\_bonus": "1",

"Range:": "160",

"Ammunition:": "30",

"secondary\_weaponName": "Weak sword (Melee)",

"totalDefence": "14",

"arm": "5",

"defSkill": "3",

"shield": "6",

"health": "1"

},

"description": "Italian crossbow militia, armoured with mail and a pavise.\n"

},

"Peasant Archers": {

"image": "images/Hun\_s\_peasant\_archers.png",

"specifications": {

" primary\_weaponName": "Self bow (Missile)",

"primary\_attack": "2",

"primary\_bonus": "1",

"Range:": "120",

"Ammunition:": "30",

"secondary\_weaponName": "Knife (Melee)",

"totalDefence": "1",

"arm": "0",

"defSkill": "1",

"shield": "0",

"health": "1"

},

"description": "A peasant archer is armed with a small bow, and a knife. Unreliable, and only moderately effective as archers.\n"

}

},

"Кавалерия": {

"Hungarian Nobles": {

"image": "images/Hun\_hungarian\_nobles.png",

"specifications": {

" primary\_weaponName": "Cavalry composite bow (Missile)",

"primary\_attack": "9",

"primary\_bonus": "4",

"Range:": "120",

"Ammunition:": "25",

"secondary\_weaponName": "Cavalry sword (Melee)",

"totalDefence": "16",

"arm": "5",

"defSkill": "8",

"shield": "3",

"health": "1"

},

"description": "Well equipped with light armour and composite bows, these warriors are good horse archers who are also capable in close combat.\n"

},

"Magyar Cavalry": {

"image": "images/Hun\_magyar\_cavalry.png",

"specifications": {

" primary\_weaponName": "Cavalry composite bow (Missile)",

"primary\_attack": "6",

"primary\_bonus": "2",

"Range:": "120",

"Ammunition:": "25",

"secondary\_weaponName": "Cavalry weak sword (Melee)",

"totalDefence": "7",

"arm": "4",

"defSkill": "3",

"shield": "0",

"health": "1"

},

"description": "These natural horsemen are armed with a composite bow and wear light armour.\n"

}

},

"Артиллерия": {

"Ballista": {

"image": "images/Eng\_ne\_ballista.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "55",

"primary\_bonus": "3",

"secondary\_weaponName": "Ballista (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "180",

"Ammunition:": "50",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "Resembling a giant crossbow, this powerful weapon can fling a javelin to a great range, skewering men with ease.\n"

},

"Basilisk": {

"image": "images/Fra\_ne\_basilisk.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "65",

"primary\_bonus": "3",

"secondary\_weaponName": "Basilisk (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "450",

"Ammunition:": "30",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "Very powerful cannon with great range, damage and accuracy. Punishing against defences and units. Can fire solid or explosive shots.\n"

},

"Bombard": {

"image": "images/Eng\_ne\_bombard.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "55",

"primary\_bonus": "3",

"secondary\_weaponName": "Bombard (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "325",

"Ammunition:": "30",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "Primitive siege-gun forged of bronze or iron, can shoot solid stone or flaming shot. Inaccurate versus units.\n"

},

"Catapult": {

"image": "images/Eng\_ne\_catapult.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "55",

"primary\_bonus": "3",

"secondary\_weaponName": "Catapult (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "200",

"Ammunition:": "30",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "Older style rock-flinging wooden artillery piece. Can throw flaming and normal shots.\n"

},

"Ribault": {

"image": "images/Eng\_ne\_ribault.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "65",

"primary\_bonus": "3",

"secondary\_weaponName": "Ribault (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "150",

"Ammunition:": "108",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "A small multi-barrel wagon mounted cannon. A good defensive tool able to fire in a nine-barrel barrage.\n"

},

"Serpentine": {

"image": "images/Fra\_ne\_serpentine.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "65",

"primary\_bonus": "3",

"secondary\_weaponName": "Serpentine (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "450",

"Ammunition:": "36",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "Light cannon designed for use against troops rather than walls.\n"

},

"Trebuchet": {

"image": "images/Eng\_ne\_trebuchet.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "12",

"primary\_bonus": "3",

"secondary\_weaponName": "Trebuchet (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "215",

"Ammunition:": "3",

"Tertiary weapon:": "Trebuchet - cow carcass (Siege)",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "Giant rock flinging artillery piece. Capable of flaming and normal shot. Also able to fling diseased cows!\n"

}

},

"Флот": {

"Carrack": {

"image": "images/Eng\_carrack.png",

"specifications": {

" primary\_weaponName": "Melee",

"primary\_attack": "30",

"primary\_bonus": "0",

"totalDefence": "30",

"arm": "0",

"defSkill": "30",

"shield": "0",

"health": "1"

},

"description": "\n"

},

"Cog": {

"image": "images/Eng\_cog.png",

"specifications": {

" primary\_weaponName": "Melee",

"primary\_attack": "5",

"primary\_bonus": "0",

"totalDefence": "8",

"arm": "0",

"defSkill": "8",

"shield": "0",

"health": "1"

},

"description": "\n"

},

"Lanternas": {

"image": "images/Spa\_lanternas.png",

"specifications": {

" primary\_weaponName": "Melee",

"primary\_attack": "18",

"primary\_bonus": "0",

"totalDefence": "18",

"arm": "0",

"defSkill": "18",

"shield": "0",

"health": "1"

},

"description": "\n"

},

"War Galley": {

"image": "images/Spa\_war\_galley.png",

"specifications": {

" primary\_weaponName": "Melee",

"primary\_attack": "12",

"primary\_bonus": "0",

"totalDefence": "12",

"arm": "0",

"defSkill": "12",

"shield": "0",

"health": "1"

},

"description": "\n"

}

}

},

"Милан": {

"Пехота": {

"Arquebusiers": {

"image": "images/Mil\_arquebusiers.png",

"specifications": {

" primary\_weaponName": "Arquebus (Missile)",

"primary\_weaponAttributes": "Armour piercing",

"primary\_attack": "6",

"primary\_bonus": "1",

"Range:": "120",

"Ammunition:": "20",

"secondary\_weaponName": "Weak sword (Melee)",

"totalDefence": "3",

"arm": "0",

"defSkill": "3",

"shield": "0",

"health": "1"

},

"description": "Fired at close range, this noisy, smokey and lethal weapon causes morale damage as well as physical hurt.\n"

},

"Genoese Crossbowmen": {

"image": "images/Mil\_genoese\_crossbowmen.png",

"specifications": {

" primary\_weaponName": "Steel crossbow (Missile)",

"primary\_weaponAttributes": "Armour piercing",

"primary\_attack": "8",

"primary\_bonus": "2",

"Range:": "160",

"Ammunition:": "30",

"secondary\_weaponName": "Weak sword (Melee)",

"totalDefence": "16",

"arm": "6",

"defSkill": "4",

"shield": "6",

"health": "1"

},

"description": "Superior Italian crossbow unit armoured with brigandine and a pavise.\n"

},

"Genoese Crossbow Militia": {

"image": "images/Mil\_genoese\_crossbow\_militia.png",

"specifications": {

" primary\_weaponName": "Steel crossbow (Missile)",

"primary\_weaponAttributes": "Armour piercing",

"primary\_attack": "6",

"primary\_bonus": "1",

"Range:": "160",

"Ammunition:": "30",

"secondary\_weaponName": "Weak sword (Melee)",

"totalDefence": "15",

"arm": "6",

"defSkill": "3",

"shield": "6",

"health": "1"

},

"description": "Superior Italian crossbow garrison unit armoured with brigandine and a pavise.\n"

},

"Hand Gunners": {

"image": "images/Mil\_hand\_gunners.png",

"specifications": {

" primary\_weaponName": "Hand gun (Missile)",

"primary\_weaponAttributes": "Armour piercing",

"primary\_attack": "11",

"primary\_bonus": "2",

"Range:": "55",

"Ammunition:": "20",

"secondary\_weaponName": "Sword (Melee)",

"totalDefence": "13",

"arm": "7",

"defSkill": "6",

"shield": "0",

"health": "1"

},

"description": "Earliest hand-held firearm unit. Causes more fear than actual damage. These soldiers need to be capable in close combat due to the short range of their weapons.\n"

},

"Musketeers": {

"image": "images/Mil\_musketeers.png",

"specifications": {

" primary\_weaponName": "Musket (Missile)",

"primary\_weaponAttributes": "Armour piercing",

"primary\_attack": "6",

"primary\_bonus": "1",

"Range:": "180",

"Ammunition:": "20",

"secondary\_weaponName": "Weak sword (Melee)",

"totalDefence": "3",

"arm": "0",

"defSkill": "3",

"shield": "0",

"health": "1"

},

"description": "The musket is an improved form of firearm. Firing a heavy shot to a good range, it causes fear, and can pierce any armour.\n"

},

"Peasant Archers": {

"image": "images/Mil\_peasant\_archers.png",

"specifications": {

" primary\_weaponName": "Self bow (Missile)",

"primary\_attack": "2",

"primary\_bonus": "1",

"Range:": "120",

"Ammunition:": "30",

"secondary\_weaponName": "Knife (Melee)",

"totalDefence": "1",

"arm": "0",

"defSkill": "1",

"shield": "0",

"health": "1"

},

"description": "A peasant archer is armed with a small bow, and a knife. Unreliable, and only moderately effective as archers.\n"

},

"Peasant Crossbowmen": {

"image": "images/Mil\_peasant\_crossbowmen.png",

"specifications": {

" primary\_weaponName": "Crossbow (Missile)",

"primary\_weaponAttributes": "Armour piercing",

"primary\_attack": "2",

"primary\_bonus": "1",

"Range:": "120",

"Ammunition:": "30",

"secondary\_weaponName": "Knife (Melee)",

"totalDefence": "1",

"arm": "0",

"defSkill": "1",

"shield": "0",

"health": "1"

},

"description": "Peasant crossbowmen are armed with a crossbow, knife and if lucky enough, some armour.\n"

}

},

"Кавалерия": {

"Mounted Crossbowmen": {

"image": "images/Mil\_mounted\_crossbowmen.png",

"specifications": {

" primary\_weaponName": "Cavalry crossbow (Missile)",

"primary\_weaponAttributes": "Armour piercing",

"primary\_attack": "7",

"primary\_bonus": "2",

"Range:": "120",

"Ammunition:": "30",

"secondary\_weaponName": "Cavalry sword (Melee)",

"totalDefence": "10",

"arm": "5",

"defSkill": "5",

"shield": "0",

"health": "1"

},

"description": "Using smaller crossbows than the infantry, these units use their mobility to stay out of trouble while they reload.\n"

}

},

"Артиллерия": {

"Ballista": {

"image": "images/Eng\_ne\_ballista.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "55",

"primary\_bonus": "3",

"secondary\_weaponName": "Ballista (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "180",

"Ammunition:": "50",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "Resembling a giant crossbow, this powerful weapon can fling a javelin to a great range, skewering men with ease.\n"

},

"Bombard": {

"image": "images/Eng\_ne\_bombard.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "55",

"primary\_bonus": "3",

"secondary\_weaponName": "Bombard (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "325",

"Ammunition:": "30",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "Primitive siege-gun forged of bronze or iron, can shoot solid stone or flaming shot. Inaccurate versus units.\n"

},

"Carroccio Standard": {

"image": "images/Mil\_carroccio\_standard\_m.png",

"specifications": {

" primary\_weaponName": "Long spear (Melee)",

"primary\_weaponAttributes": "Bonus vs. cavalry = 8",

"primary\_attack": "12",

"primary\_bonus": "4",

"totalDefence": "16",

"arm": "5",

"defSkill": "5",

"shield": "6",

"health": "1"

},

"description": "Wagon bearing standard to inspire the army, pushed by elite troops armed with spears and light armour.\n"

},

"Catapult": {

"image": "images/Eng\_ne\_catapult.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "55",

"primary\_bonus": "3",

"secondary\_weaponName": "Catapult (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "200",

"Ammunition:": "30",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "Older style rock-flinging wooden artillery piece. Can throw flaming and normal shots.\n"

},

"Culverin": {

"image": "images/Eng\_ne\_culverin.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "65",

"primary\_bonus": "3",

"secondary\_weaponName": "Culverin (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "425",

"Ammunition:": "30",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "Able to fire solid or exploding shots, the culverin is devastating against enemy walls and lethal against enemy troops!\n"

},

"Grand Bombard": {

"image": "images/Fra\_ne\_grand\_bombard.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "55",

"primary\_bonus": "3",

"secondary\_weaponName": "Grand bombard (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "375",

"Ammunition:": "30",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "The Grand Bombard has increased range, damage and accuracy compared to the bombard.\n"

},

"Monster Ribault": {

"image": "images/Ven\_ne\_monster\_ribault.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "68",

"primary\_bonus": "3",

"secondary\_weaponName": "Monster ribault (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "150",

"Ammunition:": "108",

"totalDefence": "9",

"arm": "4",

"defSkill": "5",

"shield": "0",

"health": "1"

},

"description": "36 cannon barrels mounted on a wagon frame. Deadly short-ranged defensive gun capable of laying down a tremendous barrage.\n"

},

"Ribault": {

"image": "images/Eng\_ne\_ribault.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "65",

"primary\_bonus": "3",

"secondary\_weaponName": "Ribault (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "150",

"Ammunition:": "108",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "A small multi-barrel wagon mounted cannon. A good defensive tool able to fire in a nine-barrel barrage.\n"

},

"Trebuchet": {

"image": "images/Eng\_ne\_trebuchet.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "12",

"primary\_bonus": "3",

"secondary\_weaponName": "Trebuchet (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "215",

"Ammunition:": "3",

"Tertiary weapon:": "Trebuchet - cow carcass (Siege)",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "Giant rock flinging artillery piece. Capable of flaming and normal shot. Also able to fling diseased cows!\n"

}

},

"Флот": {

"Carrack": {

"image": "images/Eng\_carrack.png",

"specifications": {

" primary\_weaponName": "Melee",

"primary\_attack": "30",

"primary\_bonus": "0",

"totalDefence": "30",

"arm": "0",

"defSkill": "30",

"shield": "0",

"health": "1"

},

"description": "\n"

},

"Galley": {

"image": "images/Ven\_galley.png",

"specifications": {

" primary\_weaponName": "Melee",

"primary\_attack": "26",

"primary\_bonus": "0",

"totalDefence": "20",

"arm": "0",

"defSkill": "20",

"shield": "0",

"health": "1"

},

"description": "\n"

},

"Lanternas": {

"image": "images/Spa\_lanternas.png",

"specifications": {

" primary\_weaponName": "Melee",

"primary\_attack": "18",

"primary\_bonus": "0",

"totalDefence": "18",

"arm": "0",

"defSkill": "18",

"shield": "0",

"health": "1"

},

"description": "\n"

},

"War Galley": {

"image": "images/Spa\_war\_galley.png",

"specifications": {

" primary\_weaponName": "Melee",

"primary\_attack": "12",

"primary\_bonus": "0",

"totalDefence": "12",

"arm": "0",

"defSkill": "12",

"shield": "0",

"health": "1"

},

"description": "\n"

}

}

},

"Мавров": {

"Пехота": {

"Crossbow Militia": {

"image": "images/Moo\_me\_crossbow\_militia.png",

"specifications": {

" primary\_weaponName": "Crossbow (Missile)",

"primary\_weaponAttributes": "Armour piercing",

"primary\_attack": "6",

"primary\_bonus": "1",

"Range:": "120",

"Ammunition:": "30",

"secondary\_weaponName": "Weak sword (Melee)",

"totalDefence": "8",

"arm": "5",

"defSkill": "3",

"shield": "0",

"health": "1"

},

"description": "Local militia armed with crossbows and some armour, good for ranged combat, but will melt away in melee.\n"

},

"Desert Archers": {

"image": "images/Moo\_desert\_archers.png",

"specifications": {

" primary\_weaponName": "Composite bow (Missile)",

"primary\_attack": "6",

"primary\_bonus": "1",

"Range:": "160",

"Ammunition:": "30",

"secondary\_weaponName": "Weak sword (Melee)",

"totalDefence": "6",

"arm": "0",

"defSkill": "3",

"shield": "3",

"health": "1"

},

"description": "Hardy men from the desert, adept with the bow, but lacking the equipment for close combat.\n"

},

"Hand Gunners": {

"image": "images/Moo\_me\_hand\_gunners.png",

"specifications": {

" primary\_weaponName": "Hand gun (Missile)",

"primary\_weaponAttributes": "Armour piercing",

"primary\_attack": "11",

"primary\_bonus": "3",

"Range:": "55",

"Ammunition:": "20",

"secondary\_weaponName": "Sword (Melee)",

"totalDefence": "13",

"arm": "5",

"defSkill": "8",

"shield": "0",

"health": "1"

},

"description": "Somewhat inaccurate but capable of firing a powerful shot, the noise and smoke from these handguns can demoralise enemy troops.\n"

},

"Peasant Crossbowmen": {

"image": "images/Moo\_me\_peasant\_crossbowmen.png",

"specifications": {

" primary\_weaponName": "Steel crossbow (Missile)",

"primary\_weaponAttributes": "Armour piercing",

"primary\_attack": "7",

"primary\_bonus": "1",

"Range:": "160",

"Ammunition:": "30",

"secondary\_weaponName": "Short sword (Melee)",

"totalDefence": "4",

"arm": "0",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "Wearing little to no armour, but armed with a crossbow these peasants can give far superior troops a nasty surprise.\n"

},

"Sudanese Gunners": {

"image": "images/Moo\_sudanese\_gunners.png",

"specifications": {

" primary\_weaponName": "Arquebus (Missile)",

"primary\_weaponAttributes": "Armour piercing",

"primary\_attack": "9",

"primary\_bonus": "3",

"Range:": "120",

"Ammunition:": "20",

"secondary\_weaponName": "Short sword (Melee)",

"totalDefence": "7",

"arm": "0",

"defSkill": "7",

"shield": "0",

"health": "1"

},

"description": "Hailing from all over Africa these well trained troops are armed with an arquebus.\n"

},

"Sudanese Javelinmen": {

"image": "images/Moo\_sudanese\_javelinmen.png",

"specifications": {

" primary\_weaponName": "Javelin (Thrown)",

"primary\_weaponAttributes": "Armour piercing",

"primary\_attack": "6",

"primary\_bonus": "1",

"Range:": "55",

"Ammunition:": "8",

"secondary\_weaponName": "Weak sword (Melee)",

"totalDefence": "9",

"arm": "0",

"defSkill": "3",

"shield": "6",

"health": "1"

},

"description": "Good for weakening units and breaking up formations, but will quickly dissolve if caught in melee.\n"

}

},

"Кавалерия": {

"Camel Gunners": {

"image": "images/Moo\_camel\_gunners.png",

"specifications": {

" primary\_weaponName": "Cavalry musket (Missile)",

"primary\_weaponAttributes": "Armour piercing",

"primary\_attack": "8",

"primary\_bonus": "4",

"Range:": "180",

"Ammunition:": "20",

"secondary\_weaponName": "Cavalry weak sword (Melee)",

"totalDefence": "6",

"arm": "0",

"defSkill": "6",

"shield": "0",

"health": "1"

},

"description": "Mounted on a camel this unit fires a powerful musket called a jezail'n"

},

"Desert Cavalry": {

"image": "images/Moo\_desert\_cavalry.png",

"specifications": {

" primary\_weaponName": "Cavalry javelin (Thrown)",

"primary\_weaponAttributes": "Armour piercing",

"primary\_attack": "8",

"primary\_bonus": "3",

"Range:": "55",

"Ammunition:": "8",

"secondary\_weaponName": "Cavalry weak sword (Melee)",

"totalDefence": "8",

"arm": "0",

"defSkill": "5",

"shield": "3",

"health": "1"

},

"description": "Fast skirmishers with javelins, best used to harass enemy flanks and fend off archers.\n"

},

"Granadine Crossbow Cavalry": {

"image": "images/Moo\_granadine\_cb\_cav.png",

"specifications": {

" primary\_weaponName": "Cavalry crossbow (Missile)",

"primary\_weaponAttributes": "Armour piercing",

"primary\_attack": "8",

"primary\_bonus": "3",

"Range:": "120",

"Ammunition:": "30",

"secondary\_weaponName": "Cavalry weak sword (Melee)",

"totalDefence": "9",

"arm": "5",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "These troops combine the crossbow, favoured by Granadine troops, with the Eastern tradition of mobile warfare.\n"

},

"Granadine Jinetes": {

"image": "images/Moo\_granadine\_jinetes.png",

"specifications": {

" primary\_weaponName": "Cavalry javelin (Thrown)",

"primary\_weaponAttributes": "Armour piercing",

"primary\_attack": "8",

"primary\_bonus": "3",

"Range:": "55",

"Ammunition:": "8",

"secondary\_weaponName": "Cavalry weak sword (Melee)",

"totalDefence": "13",

"arm": "5",

"defSkill": "5",

"shield": "3",

"health": "1"

},

"description": "Lightly armoured skirmishers, armed with a javelin, and capable of forming a circle formation providing constant fire against the enemy.\n"

}

},

"Артиллерия": {

"Ballista": {

"image": "images/Eng\_ne\_ballista.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "55",

"primary\_bonus": "3",

"secondary\_weaponName": "Ballista (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "180",

"Ammunition:": "50",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "Resembling a giant crossbow, this powerful weapon can fling a javelin to a great range, skewering men with ease.\n"

},

"Bombard": {

"image": "images/Eng\_ne\_bombard.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "55",

"primary\_bonus": "3",

"secondary\_weaponName": "Bombard (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "325",

"Ammunition:": "30",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "Primitive siege-gun forged of bronze or iron, can shoot solid stone or flaming shot. Inaccurate versus units.\n"

},

"Cannon": {

"image": "images/Hre\_ne\_cannon.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "65",

"primary\_bonus": "3",

"secondary\_weaponName": "Cannon (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "380",

"Ammunition:": "30",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "The typical cannon is powerful and good against both units and defences. Capable of firing solid and explosive shots.\n"

},

"Catapult": {

"image": "images/Eng\_ne\_catapult.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "55",

"primary\_bonus": "3",

"secondary\_weaponName": "Catapult (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "200",

"Ammunition:": "30",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "Older style rock-flinging wooden artillery piece. Can throw flaming and normal shots.\n"

},

"Grand Bombard": {

"image": "images/Fra\_ne\_grand\_bombard.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "55",

"primary\_bonus": "3",

"secondary\_weaponName": "Grand bombard (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "375",

"Ammunition:": "30",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "The Grand Bombard has increased range, damage and accuracy compared to the bombard.\n"

},

"Trebuchet": {

"image": "images/Eng\_ne\_trebuchet.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "12",

"primary\_bonus": "3",

"secondary\_weaponName": "Trebuchet (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "215",

"Ammunition:": "3",

"Tertiary weapon:": "Trebuchet - cow carcass (Siege)",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "Giant rock flinging artillery piece. Capable of flaming and normal shot. Also able to fling diseased cows!\n"

}

},

"Флот": {

"Baghlah": {

"image": "images/Egy\_baghlah.png",

"specifications": {

" primary\_weaponName": "Melee",

"primary\_attack": "18",

"primary\_bonus": "0",

"totalDefence": "22",

"arm": "0",

"defSkill": "22",

"shield": "0",

"health": "1"

},

"description": "\n"

},

"Dhow": {

"image": "images/Egy\_dhow.png",

"specifications": {

" primary\_weaponName": "Melee",

"primary\_attack": "5",

"primary\_bonus": "0",

"totalDefence": "6",

"arm": "0",

"defSkill": "6",

"shield": "0",

"health": "1"

},

"description": "\n"

},

"Lanternas": {

"image": "images/Spa\_lanternas.png",

"specifications": {

" primary\_weaponName": "Melee",

"primary\_attack": "18",

"primary\_bonus": "0",

"totalDefence": "18",

"arm": "0",

"defSkill": "18",

"shield": "0",

"health": "1"

},

"description": "\n"

},

"War Galley": {

"image": "images/Spa\_war\_galley.png",

"specifications": {

" primary\_weaponName": "Melee",

"primary\_attack": "12",

"primary\_bonus": "0",

"totalDefence": "12",

"arm": "0",

"defSkill": "12",

"shield": "0",

"health": "1"

},

"description": "\n"

}

}

},

"Польша": {

"Пехота": {

"Arquebusiers": {

"image": "images/Pol\_arquebusiers.png",

"specifications": {

" primary\_weaponName": "Arquebus (Missile)",

"primary\_weaponAttributes": "Armour piercing",

"primary\_attack": "6",

"primary\_bonus": "1",

"Range:": "120",

"Ammunition:": "20",

"secondary\_weaponName": "Weak sword (Melee)",

"totalDefence": "3",

"arm": "0",

"defSkill": "3",

"shield": "0",

"health": "1"

},

"description": "Fired at close range, this noisy, smokey and lethal weapon causes morale damage as well as physical hurt.\n"

},

"Crossbow Militia": {

"image": "images/Pol\_ee\_crossbow\_militia.png",

"specifications": {

" primary\_weaponName": "Crossbow (Missile)",

"primary\_weaponAttributes": "Armour piercing",

"primary\_attack": "6",

"primary\_bonus": "1",

"Range:": "120",

"Ammunition:": "30",

"secondary\_weaponName": "Weak sword (Melee)",

"totalDefence": "7",

"arm": "4",

"defSkill": "3",

"shield": "0",

"health": "1"

},

"description": "Crossbow Militia are peasant crossbowmen called up to defend settlements. Very poorly armoured.\n"

},

"Hand Gunners": {

"image": "images/Pol\_hand\_gunners.png",

"specifications": {

" primary\_weaponName": "Hand gun (Missile)",

"primary\_weaponAttributes": "Armour piercing",

"primary\_attack": "11",

"primary\_bonus": "2",

"Range:": "55",

"Ammunition:": "20",

"secondary\_weaponName": "Sword (Melee)",

"totalDefence": "13",

"arm": "7",

"defSkill": "6",

"shield": "0",

"health": "1"

},

"description": "Earliest hand-held firearm unit. Causes more fear than actual damage. These soldiers need to be capable in close combat due to the short range of their weapons.\n"

},

"Lithuanian Archers": {

"image": "images/Pol\_lithuanian\_archers.png",

"specifications": {

" primary\_weaponName": "Self bow (Missile)",

"primary\_attack": "6",

"primary\_bonus": "1",

"Range:": "120",

"Ammunition:": "30",

"secondary\_weaponName": "Weak sword (Melee)",

"totalDefence": "9",

"arm": "0",

"defSkill": "3",

"shield": "6",

"health": "1"

},

"description": "Skilled archery unit lightly armoured but equipped with a large shield. Able to lay stakes at start of battle.\n"

},

"Peasant Archers": {

"image": "images/Pol\_ee\_peasant\_archers.png",

"specifications": {

" primary\_weaponName": "Self bow (Missile)",

"primary\_attack": "2",

"primary\_bonus": "1",

"Range:": "120",

"Ammunition:": "30",

"secondary\_weaponName": "Knife (Melee)",

"totalDefence": "1",

"arm": "0",

"defSkill": "1",

"shield": "0",

"health": "1"

},

"description": "A peasant archer is armed with a small bow and knife. Not to be relied upon.\n"

}

},

"Кавалерия": {

"Lithuanian Cavalry": {

"image": "images/Pol\_lithuanian\_cavalry.png",

"specifications": {

" primary\_weaponName": "Cavalry self bow (Missile)",

"primary\_attack": "9",

"primary\_bonus": "3",

"Range:": "100",

"Ammunition:": "25",

"secondary\_weaponName": "Cavalry sword (Melee)",

"totalDefence": "11",

"arm": "0",

"defSkill": "7",

"shield": "4",

"health": "1"

},

"description": "Fierce East European horse archers. Lightly armoured, but still enjoy a good hand to hand scrap.\n"

},

"Polish Nobles": {

"image": "images/Pol\_polish\_nobles.png",

"specifications": {

" primary\_weaponName": "Cavalry javelin (Thrown)",

"primary\_weaponAttributes": "Armour piercing",

"primary\_attack": "11",

"primary\_bonus": "4",

"Range:": "55",

"Ammunition:": "8",

"secondary\_weaponName": "Cavalry sword (Melee)",

"totalDefence": "17",

"arm": "5",

"defSkill": "8",

"shield": "4",

"health": "1"

},

"description": "Able to circle in front their enemies and shoot, these excellent troops hurl their javelins before engaging in melee.\n"

},

"Strzelcy": {

"image": "images/Pol\_polish\_shooters.png",

"specifications": {

" primary\_weaponName": "Cavalry crossbow (Missile)",

"primary\_weaponAttributes": "Armour piercing",

"primary\_attack": "7",

"primary\_bonus": "2",

"Range:": "120",

"Ammunition:": "30",

"secondary\_weaponName": "Cavalry axe (Melee)",

"totalDefence": "12",

"arm": "4",

"defSkill": "4",

"shield": "4",

"health": "1"

},

"description": "Strzelcy, meaning shooters in Polish, are light horse troops protected by light armour using a small crossbow.\n"

}

},

"Артиллерия": {

"Ballista": {

"image": "images/Eng\_ne\_ballista.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "55",

"primary\_bonus": "3",

"secondary\_weaponName": "Ballista (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "180",

"Ammunition:": "50",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "Resembling a giant crossbow, this powerful weapon can fling a javelin to a great range, skewering men with ease.\n"

},

"Bombard": {

"image": "images/Eng\_ne\_bombard.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "55",

"primary\_bonus": "3",

"secondary\_weaponName": "Bombard (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "325",

"Ammunition:": "30",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "Primitive siege-gun forged of bronze or iron, can shoot solid stone or flaming shot. Inaccurate versus units.\n"

},

"Cannon": {

"image": "images/Hre\_ne\_cannon.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "65",

"primary\_bonus": "3",

"secondary\_weaponName": "Cannon (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "380",

"Ammunition:": "30",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "The typical cannon is powerful and good against both units and defences. Capable of firing solid and explosive shots.\n"

},

"Catapult": {

"image": "images/Eng\_ne\_catapult.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "55",

"primary\_bonus": "3",

"secondary\_weaponName": "Catapult (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "200",

"Ammunition:": "30",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "Older style rock-flinging wooden artillery piece. Can throw flaming and normal shots.\n"

},

"Ribault": {

"image": "images/Eng\_ne\_ribault.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "65",

"primary\_bonus": "3",

"secondary\_weaponName": "Ribault (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "150",

"Ammunition:": "108",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "A small multi-barrel wagon mounted cannon. A good defensive tool able to fire in a nine-barrel barrage.\n"

},

"Serpentine": {

"image": "images/Fra\_ne\_serpentine.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "65",

"primary\_bonus": "3",

"secondary\_weaponName": "Serpentine (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "450",

"Ammunition:": "36",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "Light cannon designed for use against troops rather than walls.\n"

},

"Trebuchet": {

"image": "images/Eng\_ne\_trebuchet.png",

"specifications": {

" primary\_weaponName": "Knife (Melee)",

"primary\_attack": "12",

"primary\_bonus": "3",

"secondary\_weaponName": "Trebuchet (Siege)",

"primary\_weaponAttributes": "Armour piercing",

"Range:": "215",

"Ammunition:": "3",

"Tertiary weapon:": "Trebuchet - cow carcass (Siege)",

"totalDefence": "8",

"arm": "4",

"defSkill": "4",

"shield": "0",

"health": "1"

},

"description": "Giant rock flinging artillery piece. Capable of flaming and normal shot. Also able to fling diseased cows!\n"

}

},

"Флот": {

"Carrack": {

"image": "images/Eng\_carrack.png",

"specifications": {

" primary\_weaponName": "Melee",

"primary\_attack": "30",

"primary\_bonus": "0",

"totalDefence": "30",

"arm": "0",

"defSkill": "30",

"shield": "0",

"health": "1"

},

"description": "\n"

},

"Cog": {

"image": "images/Eng\_cog.png",

"specifications": {

" primary\_weaponName": "Melee",

"primary\_attack": "5",

"primary\_bonus": "0",

"totalDefence": "8",

"arm": "0",

"defSkill": "8",

"shield": "0",

"health": "1"

},

"description": "\n"

},

"Gun Holk": {

"image": "images/Eng\_gun\_holk.png",

"specifications": {

" primary\_weaponName": "Melee",

"primary\_attack": "16",

"primary\_bonus": "0",

"totalDefence": "16",

"arm": "0",

"defSkill": "16",

"shield": "0",

"health": "1"

},

"description": "\n"

},

"Holk": {

"image": "images/Eng\_holk.png",

"specifications": {

" primary\_weaponName": "Melee",

"primary\_attack": "10",

"primary\_bonus": "0",

"totalDefence": "12",

"arm": "0",

"defSkill": "12",

"shield": "0",

"health": "1"

},

"description": "\n"

}

}

}

}