Rise to War - Units

Khamøl

May 25th, 2022

Contents

1   Introduction

This short paper includes a breakdown of the different units in Rise to War, broken up into good and evil side, types and races. Neutral units will also be added at a later time. It does not include the different skills that the units use, but only the actual stats of the units (the Morgul Arbalest's chance to fire twice and the Alchemist's burn damage is an exception to this, and is noted when it has been used). Please have this in mind when interpreting the data, and the conclusions you draw from it.

2   Breakdown by Sides

First comes a short overview of the two sides, which can be seen below. The table shows average values of the stats, based on all T3 units which both sides can train (neutral units excluded).

Table 1: Overview of Sides

	Good	Evil
Attack	1825	1691
HP	3782	3727
Siege	1400	1681
Defense	48	36
Speed	87	78
Lumber	3741	3483
Iron	4177	3738
Grain	5027	5341
Total	12945	12562

The good side has on average a distinct Attack, Defense and Speed advantage, as well as a small advantage in HP. The evil side enjoys a higher Siege value, and a small resource cost advantage. However, to better understand what parts of these contribute the most, the next subsection goes through both melee and ranged units separately.

2.1   Melee Units (T3)

This section goes through a breakdown of the T3 melee units on both sides. There are six good side melee units, and nine evil side melee units. Melee units encompasses all units that is not considered ranged, and includes most cavalry units. All numbers have been rounded to the nearest full point for readability. Note that Attack, HP and Siege have been multiplied with the command size of the units.

Table 2: Good Melee

	Mean	Median	Minimum	Maximum	Range
Attack	1613	1513	1350	2050	700
HP	4150	4050	3600	4700	1100
Siege	1533	1575	1100	2000	900
Defense	64	66	34	101	67
Speed	87	81	52	139	87
Lumber	3375	3100	2800	4550	1750
Iron	4408	4250	3400	5550	2150
Grain	5525	5025	4000	7800	3800

Table 3: Evil Melee

	Mean	Median	Minimum	Maximum	Range
Attack	1678	1800	900	2100	1200
HP	3844	3600	3000	4800	1800
Siege	1778	1800	850	3000	2150
Defense	40	33	16	66	50
Speed	80	75	42	133	91
Lumber	3557	3450	2400	4500	2100
Iron	3869	3500	2800	6050	3250
Grain	5528	4800	3200	10200	7000

Overall, evil side melee units have a higher average Attack (the variance is much greater on the evil side as well), more Siege (caused by Alchemists, most likely), less HP and substantially less Defense. The good side melee units also have a somewhat higher Speed. The resource costs are quite close to each other overall, with a lower Lumber cost, but higher Iron cost for the good side. The variance is higher for the evil side across the board, which is probably due to the high cost of Mountain Trolls.

2.2 Ranged Units (T3)

There are five good side ranged units, and two evil side ranged units. All numbers have been rounded to the nearest full point for readability. Note that Attack, HP and Siege have been multiplied with the command size of the units.

Table 4: Good Ranged

	Mean	Median	Minimum	Maximum	Range
Attack	2080	1950	1850	2650	800
HP	3340	3200	2800	3900	1100
Siege	1240	1200	800	1600	800
Defense	28	31	14	44	30
Speed	88	71	55	127	72
Lumber	4180	3900	3400	5900	2500
Iron	3900	3500	3000	5400	2400
Grain	4430	4000	3500	5950	2450

Table 5: Evil Ranged

	Mean	Median	Minimum	Maximum	Range
Attack*	1985	1985	1900	2070	170
HP	2400	2400	1600	3200	1600
Siege	1000	1000	500	1500	1000
Defense	21	21	19	22	3
Speed	66	66	65	66	1
Lumber	3150	3150	2800	3500	700
Iron	3150	3150	2800	3500	700
Grain	4500	4500	4500	4500	0

* The ability for the Morgul Arbalest to fire twice 90% of the time have been used to calculate the Attack numbers for a fairer comparison

The good side ranged units have a higher overall Attack, while also having a substantial higher amount of HP, Siege and Speed, and their Defense is somewhat higher as well. The costs for good ranged units are also substantially higher in terms of Lumber and Iron, though the variance is higher as well.

3   Breakdown by Race and Type

An additional breakdown of the races and the unit's types can be found in this section. First a general overview is presented, and after that tables of their melee and ranged units are presented. Bold text represents the race with the best stat (for Attack, the number in parentheses is if the burn Attack skill for Alchemists are used)

Table 6: Overview of Races

	Men	Dwarves	Elves	Evil Men	Orcs	Uruk-Hai
Attack	1735	1583	**2217**	1800	1818	1783 (**2883**)
HP	**3920**	3900	3433	3833	3625	3400
Siege	1330	1650	1267	1617	1387	**2033**
Defense	47	**58**	39	43	38	18
Speed	**100**	70	86	92	83	69
Lumber	3790	**3000**	4400	3750	3600	3033
Iron	4350	4000	4067	4417	**3663**	3233
Grain	5660	4517	**4483**	5516	4600	4533
Total	13800	11517	12950	13683	11863	**10799**

A quick overview shows that Elves have the highest average Attack of all units (Uruk-Hai takes the number one spot if using their Alchemist burn Attack skill for calculating), while Dwarves are the worst. Men have the highest average HP, with Uruk-Hai having the worst. Uruk-Hai have the highest Siege, while Elves have the lowest. Dwarves have the highest Defense, while Uruk-Hai have the lowest. And Men have the highest Speed, with Uruk-Hai being the slowest.

Looking at the resource costs for training, Dwarves have the lowest Lumber costs, while Elves have the highest. Orcs have the lowest Iron cost, while Evil Men have the highest Iron cost. Elves have the lowest Grain cost on average, and Men have the highest Grain cost. On average, Men have the highest total training costs on average, while Uruk-Hai have the lowest.

3.1 Men

There are five men units in total. Three of them are melee units (two of those are cavalry), and one is a ranged unit.

Table 7: Men General

	Mean	Median	Minimum	Maximum	Range
Attack	1735	1850	1350	2050	700
HP	3920	4000	3200	4700	1500
Siege	1330	1150	1100	1800	700
Defense	47	44	19	78	59
Speed	100	110	59	139	80
Lumber	3790	3900	2800	4550	1750
Iron	4350	4200	3000	5550	2550
Grain	5660	4800	4000	7800	3800

Table 8: Men Melee

	Mean	Median	Minimum	Maximum	Range
Attack	1592	1525	1350	1900	550
HP	4267	4100	4000	4700	700
Siege	1350	1150	1100	1800	700
Defense	58	61	34	78	44
Speed	103	110	59	139	80
Lumber	3750	3900	2800	4550	1750
Iron	4850	5400	3600	5550	1950
Grain	6500	7300	4400	7800	3400

Table 9: Men Ranged

	Mean	Median	Minimum	Maximum	Range
Attack	1950	1950	1850	2050	200
HP	3400	3400	3200	3600	400
Siege	1300	1300	1100	1500	400
Defense	32	32	19	44	25
Speed	93	93	64	122	58
Lumber	3850	3850	3800	3900	100
Iron	3600	3600	3000	4200	1200
Grain	4400	4400	4000	4800	800

3.2   Dwarves

There are three dwarf units in total. Two of these are melee units, one infantry and one cavalry, and one is a ranged unit.

Table 10: Dwarves General

	Mean	Median	Minimum	Maximum	Range
Attack	1583	1500	1350	1900	550
HP	3900	4000	3200	4500	1300
Siege	1650	1650	1350	2000	650
Defense	58	40	32	101	69
Speed	70	55	52	102	50
Lumber	3000	2800	2800	3400	600
Iron	4000	4000	3500	4500	1000
Grain	4517	4000	3900	5650	1750

Table 11: Dwarves Melee

	Mean	Median	Minimum	Maximum	Range
Attack	1425	1425	1350	1500	150
HP	4250	4250	4000	4500	500
Siege	1675	1675	1350	2000	650
Defense	71	71	40	101	61
Speed	77	77	52	102	50
Lumber	2800	2800	2800	2800	0
Iron	4250	4250	4000	4500	500
Grain	4825	4825	4000	5650	1650

Table 12: Dwarves Ranged

	Mean	Median	Minimum	Maximum	Range
Attack	1900	1900	1900	1900	0
HP	3200	3200	3200	3200	0
Siege	1600	1600	1600	1600	0
Defense	32	32	32	32	0
Speed	55	55	55	55	0
Lumber	3400	3400	3400	3400	0
Iron	3500	3500	3500	3500	0
Grain	3900	3900	3900	3900	0

3.3 Elves

There are three elf units, two ranged (one of which is a cavalry unit) and one melee unit.

Table 13: Elves General

	Mean	Median	Minimum	Maximum	Range
Attack	2217	2050	1950	2650	700
HP	3433	3600	2800	3900	1100
Siege	1267	1200	800	1800	1000
Defense	39	31	14	71	57
Speed	86	71	60	127	67
Lumber	4400	3900	3400	5900	2500
Iron	4067	3400	3400	5400	2000
Grain	4483	4000	3500	5950	2450

Table 14: Elves Melee

	Mean	Median	Minimum	Maximum	Range
Attack	2050	2050	2050	2050	0
HP	3600	3600	3600	3600	0
Siege	1800	1800	1800	1800	0
Defense	71	71	71	71	0
Speed	60	60	60	60	0
Lumber	3400	3400	3400	3400	0
Iron	3400	3400	3400	3400	0
Grain	4000	4000	4000	4000	0

Table 15: Elves Ranged

	Mean	Median	Minimum	Maximum	Range
Attack	2300	2300	1950	2650	700
HP	3350	3350	2800	3900	1100
Siege	1000	1000	800	1200	400
Defense	23	23	14	31	17
Speed	99	99	71	127	56
Lumber	4900	4900	3900	5900	2000
Iron	4400	4400	3400	5400	2000
Grain	4725	4725	3500	5850	2450

3.4   Evil Men

There are three evil men units. All three are melee units, one of which is a cavalry unit.

Table 16: Evil Men Melee

	Mean	Median	Minimum	Maximum	Range
Attack	1800	1800	1750	1850	100
HP	3833	3600	3500	4400	900
Siege	1617	1700	1050	2100	1050
Defense	43	45	31	52	21
Speed	92	88	65	122	57
Lumber	3750	3450	3300	4500	1200
Iron	4417	3700	3500	6050	2550
Grain	5516	4800	4000	7750	3750

3.5 Orcs

There are four orc units in total. Three of those are melee units, one of which is a cavalry unit, and the fourth is a ranged unit.

Table 17: Orcs General

	Mean	Median	Minimum	Maximum	Range
Attack*	1818	1875	1450	2070	620
HP	3625	3500	3200	4300	1100
Siege	1387	1400	850	1900	1050
Defense	38	32	22	66	44
Speed	83	71	55	133	78
Lumber	3600	3750	2400	4500	2100
Iron	3663	2900	2800	6050	3250
Grain	4600	4000	3200	7200	4000

* The ability for the Morgul Arbalest to fire twice 90% of the time have been used to calculate the Attack numbers for a fairer comparison

Table 18: Orcs Melee

	Mean	Median	Minimum	Maximum	Range
Attack	1733	1850	1450	1900	450
HP	3767	3600	3400	4300	900
Siege	1517	1800	850	1900	1050
Defense	43	33	30	66	36
Speed	88	76	55	133	78
Lumber	3633	4000	2400	4500	2100
Iron	3950	3000	2800	6050	3250
Grain	4633	3500	3200	7200	4000

Table 19: Orcs Ranged

	Mean	Median	Minimum	Maximum	Range
Attack*	2185	2185	2185	2185	0
HP	3200	3200	3200	3200	0
Siege	1000	1000	1000	1000	0
Defense	22	22	22	22	0
Speed	66	66	66	66	0
Lumber	3500	3500	3500	3500	0
Iron	2800	2800	2800	2800	0
Grain	4500	4500	4500	4500	0

* The ability for the Morgul Arbalest to fire twice 90% of the time have been used to calculate the Attack numbers for a fairer comparison

3.6 Uruk-Hai

There are three Uruk-Hai units in total. Two of those are melee units and one is a ranged unit.

Table 20: Uruk-Hai General

	Mean	Median	Minimum	Maximum	Range
Attack*	1783 (2883)	2100	900	2350	1450
HP	3400	3200	3000	4000	1000
Siege	2033	1600	1500	3000	1500
Defense	18	18	16	19	3
Speed	69	66	65	75	10
Lumber	3033	3100	2800	3200	400
Iron	3233	3400	2800	3500	700
Grain	4533	4500	4200	4900	700

* When using 300% burn Attack for calculating Alchemist's Attack in parentheses

Table 21: Uruk-Hai Melee

	Mean	Median	Minimum	Maximum	Range
Attack*	1500 (3150)	1500 (3150)	900 (2800)	2100 (6300)	1200 (3500)
HP	3500	3500	3000	4000	1000
Siege	2300	2300	1600	3000	1400
Defense	17	17	16	18	2
Speed	71	71	66	75	9
Lumber	3150	3150	3100	3200	100
Iron	3100	3100	2800	3400	600
Grain	4550	4550	4200	4900	700

* When using 300% burn Attack for calculating Alchemist's Attack in parentheses

Table 22: Uruk-Hai Ranged

	Mean	Median	Minimum	Maximum	Range
Attack	2350	2350	2350	2350	0
HP	3200	3200	3200	3200	0
Siege	1500	1500	1500	1500	0
Defense	19	19	19	19	0
Speed	65	65	65	65	0
Lumber	2800	2800	2800	2800	0
Iron	3500	3500	3500	3500	0
Grain	4500	4500	4500	4500	0

3.7   Trolls

There is only one troll melee unit at this tier (except a neutral unit, not included here).

Table 23: Troll Melee

	Mean	Median	Minimum	Maximum	Range
Attack	1500	1500	1500	1500	0
HP	4800	4800	4800	4800	0
Siege	2000	2000	2000	2000	0
Defense	66	66	66	66	0
Speed	42	42	42	42	0
Lumber	3560	3560	3560	3560	0
Iron	3520	3520	3520	3520	0
Grain	10200	10200	10200	10200	0