Unit type:

* Swordman:
* Axeman
* Spearman
* Bow:
* Mounted:
* Caster:
* Armored:
* Shielded:
* Regeneration:
* Poison:
* Machin:
* Artillery:
* Large:

Race:

* Human:
* Elf:
* Orc:
* Undead:
* Dwarf: