


























































































| Unit  |                 | is countered by:  |   |   |  |   |   |
|---|-----------------|---|---|---|--|---|---|
|    | Eagle Warrior   |    |    |   |  |   |   |
|    | Swordsman       |    |    |    |    |    |   |
|    | Halberdier      |    |    |    |    |    |   |
|    | Skirmisher      |    |    |    |    |    |    |
|    | Archer          |    |    |    |    |    |   |
|    | Hand Cannoneer  |    |    |    |    |   |   |
|    | Cav. Archer     |    |    |    |    |   |   |
|    | Light Cavalry   |    |    |    |  |   |   |
|   | Heavy Cavalry   |   |   |   |  |   |   |
|  | Steppe Lancer   |  |  |  |  |   |   |
|  | Camel           |  |  |  |  |   |   |
|  | Battle Elephant |  |  |  |  |   |   |
|  | Onager          |  |  |  |  |  |   |
|  | Ram             |  |  |  |  |  |  |
|  | Scorpion        |  |  |  |  |  |   |
|  | Bombard Cannon  |  |  |  |  |   |   |
|  | Trebuchet       |  |  |  |  |  |   |
|  | Monk            |  |  |  |  |   |   |

Author: u/Frotron, based on info by u/HavelGotPPI, u/Lord\_Commander and others  
Source for the sheet: <https://github.com/TheWaveWarden/AoE2-Counters>