**Units:**

**Melee:**

Soldier

Pike man

Heavy infantry

Barbarian

Legionnaire

Berserk

Angry peasant

**Ranged:**

Archer

Crossbowman

Spear thrower

Slinger

Rifleman

Cannier

Knife thrower

**Cavalry:**

Horseman

Knight

warg rider

Elephant rider

Eagle rider

Dolphin rider

Ostrich rider

**Special:**

Hero

Wizard

Miner

Summoner

Enchanter

Flag Bearer

thief

**Monster:**

Troll

Angel

ghoul

Giant

Phoenix

Dragon

Unicorn

**Buildings:**

Armory

Archery range

Stables

University

Magic grove

Boat

Wall

Gate

Catapult

Battle ram

Village center

Bridge

Defense Tower

Siege Tower

**Leaders:**

General (higher unit attack stats)

Forerunner (higher unit speed stats)

Cleric (higher unit health stats)

Merchant King (more money production)

Pirate Captain (water unit buffs)

Architect Superior (higher building health stats)

Beast Tamer (conversion of enemy beasts)

Emperor (start with extra buildings)

Vampire Count (high stats with bat conversion)

Werewolf (Random transformation for awesome stats)

Spirit Warrior (split into two only the spirit need survive)

Warlord (really high stats)

**Grid Dimensions:**

100 by 100

3 by 3

9 by 9