name	quan ma	ss mount effects	soldiers important attributes	spee t	ormation h	ealt Ra	ang Amr	m 1 d 1	c Primary weapon attributes	2 d 2 ch	hr Secondary weapon attribute armor del	fen shield	heat ground morale, training	c	hrg hire/upkeep build
Empire Halberdiers	50 1,	2 elephant +1	sea_faring, can_withdraw, legionary_name		I, 1, 2, 2, 5, square, phalanx	1		8	3 spear, short_pike, spear_bonus_4				0 0, -1, -2, 0 10, normal, trained		20 1, 800, 160, 100, 100, 800, 0, 0 50
Empire Pikemen	50 1,	2 horse +1, camel +1	sea_faring, can_withdraw, free_upkeep_unit, legionary_name		I, 1, 2, 2, 5, square	1		6	1 spear, spear_bonus_8				0 0, -1, -2, 0 9, normal, trained		20 1, 700, 140, 100, 100, 700, 0, 0 30
Empire Swordsmen	50 1,	2	sea_faring, can_withdraw, legionary_name		I, 1, 2, 2, 5, square, shield_wall	1		7	4		3 (+1+1) 5	5 4	0 0, -1, -1, 0 12, normal, trained		20 1, 800, 160, 100, 100, 800, 0, 0 40
Greatswords	50 1,	5	sea_faring, can_withdraw, legionary_name		I.4, 1.4, 3, 3, 6, square	1		12	7		6 (+2)	7 0	1 0, -1, -2, 0 22, disciplined, highl	ly_trained :	20 2, 1500, 300, 100, 100, 1500, 6, 375 40
Empire Handgunners	50 1		sea_faring, can_withdraw, cannot_skirmish, gunpowder_unit, gunmen, legionary_name		I, 2, 2, 4, 3, square	1 1	130 12	10	5 ap	6 1	0 (+3)	2 0	0 0, -1, -1, 0 9, normal, trained		40 1, 900, 180, 100, 100, 900, 0, 0 40
Empire Crossbowmen	50 1,	2	sea_faring, can_withdraw, crossbow, legionary_name		I, 1.5, 2, 3, 5, square	1 1	150 20	7	2 ap	6 1	3 (+1+1) 3	3 0	0 0, -1, -1, 0 9, normal, trained		40 1, 800, 160, 100, 100, 800, 0, 0 40
Empire Archers	50 1		sea_faring, can_withdraw, legionary_name, stakes, hide_forest, extreme_range	1,2	I, 1.5, 2, 3, 5, square	1 1	190 26	7	1	6 1	1 4	0	0 1, 0, 1, 0 10, normal, untrained	d .	40 1, 900, 180, 100, 100, 900, 6, 225 20
Averland Halberdiers	50 1,	4 elephant +1	sea_faring, can_withdraw, legionary_name	0,9	I, 1, 2, 2, 5, square, phalanx	1		8	4 spear, short_pike, spear_bonus_4		5 (+2)	1	0 0, 0, -2, -1 12, disciplined, traine	ed :	20 1, 1000, 200, 100, 100, 1000, 6, 250 50
Death Heads	50 1,	2 elephant +1	sea_faring, can_withdraw, legionary_name		I, 1, 2, 2, 5, square, shield_wall	1		10	5 spear, short_pike, spear_bonus_4		5 4	3	1 0, -1, -2, 0 16, normal, trained		20 1, 1450, 290, 100, 100, 1450, 4, 725 20
Company of Honor	50 1,	2 elephant +1	sea_faring, can_withdraw, legionary_name			1			4 spear, short_pike, spear_bonus_4		4 6	3 0	0 0, -1, -2, 0 18, disciplined, highly	y trained :	20 2, 1600, 320, 100, 100, 1600, 4, 800 20
Red Guards	50 1,		sea faring, can withdraw, legionary name			1			4 spear, short_pike, spear_bonus_4		1 (+3) 5	5 2			20 2, 1400, 280, 100, 100, 1400, 4, 700 20
Redeemers	50 1	elephant +2, camel +1	sea faring, can withdraw, legionary name, power charge	1,3	I, 1, 2, 2, 5, square	1			8 spear, short_pike, spear_bonus_4		2 6	3 0	0 0, 0, -1, 0 16, impetuous, traine	ed .	40 1, 1100, 220, 100, 100, 1100, 4, 550 20
Drakwald Patrol	50 1	elephant +1, camel +1	sea_faring, can_withdraw, legionary_name, stakes, hide_improved_forest	1,2	I, 1, 2, 2, 5, square	1			4 spear, short_pike, spear_bonus_4		1 6	3	0 1, -1, 2, 0 14, normal, highly_tra	ained :	20 1, 1100, 220, 100, 100, 1100, 6, 275 50
Marienburg Guards	50 1,		sea_faring, can_withdraw, legionary_name, mercenary_unit			1			3 spear, short_pike, spear_bonus_6		4 6	3 0			20 1, 1200, 240, 100, 100, 1200, 6, 300 50
Nuln Guards						1			3 spear, short_pike, spear_bonus_4		5 4	0	1 0. 021 17. normal, trained		20 2. 1650, 330, 100, 100, 1650, 4, 810 20
River Patrol with halberds	50 1,	2 elephant +1	sea faring, can withdraw, legionary name, hardy			1			5 spear, short_pike, spear_bonus_4		3 (+2) 4	3	0 0, 0, -2, 0 12, normal, highly_tra	ained :	20 1, 1200, 240, 100, 100, 1200, 4, 600 30
					, , , , , , , , , , , , , , , , , , , ,										
Grundel Defenders	50 1,	2 horse +1, camel +1	sea_faring, can_withdraw, legionary_name		I, 1, 2, 2, 5, square, shield_wall	1		7	2 spear, spear_bonus_8		3 7	7 3	0 0, 0, -2, -1 12, normal, trained		20 1, 1000, 200, 100, 100, 1000, 4, 500 30
Ostland Spearmen	50 1.					1			2 light_spear, spear_bonus_6		6 (+2) 5	5 4	1 0, -2, -1, 0 14, normal, trained		20 1, 1100, 220, 100, 100, 1100, 6, 275 50
Nuln Landsknechts	50 1,	3 elephant +1, horse +2, camel +2	sea faring, can withdraw, pike, mercenary unit		I, 1.8, 2.4, 2.4, 5, square, phalanx	1			7 spear, long_pike, spear_bonus_12	11 5	6 5	5 0	0 -1, 0, -4, -1 14, normal, trained		20 1, 1600, 320, 100, 100, 1600, 4, 800 20
Swords of Ulric	50 1,	1	sea_faring, can_withdraw, legionary_name	1,2	I, 1, 2, 2, 5, square	1		10	4		3 (+1)	3	0 0, -1, 0, 1 14, normal, trained	:	30 1, 1000, 200, 100, 100, 1000, 4, 500 35
Talabhaim Swordmasters	50 1,		sea_faring, can_withdraw, legionary_name			1		8					0 0, -1, 0, 0 12, normal, trained		20 1, 1000, 200, 100, 100, 1000, 4, 500 40
Karroburg Greatswords	50 1,		sea_faring, hardy, legionary_name, can_withdraw			1		13				7 0			20 2, 1900, 380, 100, 100, 1900, 4, 950 20
Black Guards	50 1,		sea_faring, legionary_name, can_withdraw		I.5, 1.5, 3, 3, 6, square	1		14	6		7 7	0	1 0, -1, -2, 0 22, disciplined, highly		20 2, 1800, 360, 100, 100, 1800, 4, 900 20
Teutogen Guards	50 1,		sea_faring, knight, can_withdraw, legionary_name, power_charge		1.3, 1.3, 3, 3, 6, square	1		11	13 ap				2 0, -2, -2, 1 18, normal, highly_tra		30 3, 2000, 400, 100, 100, 2000, 4, 1000 20
	50 1,		sea_faring, can_withdraw, legionary_name, knight		1, 1, 2, 2, 5, square, shield_wall	1		8	5 light_spear, spear_bonus_6				1 0, -2, -1, 1 17, normal, highly_tra		20 3, 2000, 400, 100, 100, 2000, 4, 1000 20
Reiksguard (dismounted)	50 1,					1		9					2 0, -2, -2, 0 16, disciplined, highly		20 3, 2200, 440, 100, 100, 2200, 4, 1100 20
Reiksguard with halberds	50 1.					1		12	6 spear, short_pike, spear_bonus_4				2 0, -2, -3, 0 16, disciplined, highly		20 3, 2200, 440, 100, 100, 2200, 4, 1100 20
Horned Hunters	50 1					1		12					0 1, -1, 3, 0 16, impetuous, untrai		40 1, 1300, 260, 100, 100, 1300, 6, 325 20
	т.					\neg		17							20
Marines	50 1,	2	sea_faring, can_withdraw, cannot_skirmish, gunmen, legionary_name	1,1	I, 1, 2, 2, 5, square	1 1	100 4	10	4 ap, prec	11 5	3 7	7 0	0 0, 0, -1, 0 12, normal, trained	- i.	40 1, 1000, 200, 100, 100, 1000, 4, 500 20
Ferlangen's Firelogues	50 1		sea_faring, can_withdraw, cannot_skirmish, gunpowder_unit, gunmen, legionary_name, power_charge					11		10 12	2 0 6	3 0	0 0, -1, -1, 0 15, normal, trained		50 1, 1150, 230, 100, 100, 1150, 4, 575 40
Ostland Hunters	35 1		sea_faring, can_withdraw, gunmen, hide_long_grass, hide_improved_forest		1.5, 2, 3, 3.5, 4, square	1 1	120 14	9	4 ap (two shots)	4 2		0	0 1, -1, 2, 0 12, low, untrained		40 1, 1250, 250, 100, 100, 1250, 4, 625 30
Hochland Handgunners	50 1							12		6 1	0 3	3 0	0 011. 0 10. normal, trained		40 2. 1400, 280, 100, 100, 1400, 6, 350 40
Engineers with repeater oun	25 1		sea_faring, can_withdraw, cannot_skirmish, gunmen, legionary_name		I.5. 2. 3. 3.5. 2. square			9		4 1		5 0	0 0121 12. low. untrained		40 3, 2500, 500, 100, 100, 2500, 4, 1250 10
Engineers with long rifle	25 1							13		4 1			0 0121 14. low. untrained		40 3 2000 400 100 100 2000 4 1000 10
				-,0	,,,,,,					- 1			1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1		
Sterntower Marksmen	50 1		sea faring, can withdraw, crossbow, legionary name	11	I, 1.5, 2, 3, 5, square	1 1	160 24	8	2 an	6 2	1 4	0	0 0, 0, -1, -1 10, normal, trained		40 1, 1000, 200, 100, 100, 1000, 4, 500 40
Nordland Crossbowmen	50 1.							9		7 2			1 021. 1 11. normal, trained		40 1, 1400, 280, 100, 100, 1400, 6, 350 40
	.,			-10	,,,,,,	-					-(.,		, , , , , , , , , , , , , , , , , , , ,		,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,
Deathjacks	50 1		sea faring, can withdraw, legionary name, hide forest, hide long grass, extreme range	1.2	I, 1.5, 2, 3, 5, square	1 2	200 26	8	1	9 3	0 4	0	0 0, 0, 0, 0 10, normal, untrained	d .	40 1, 1200, 240, 100, 100, 1200, 6, 300 40
Marienburg Archers	50 1.		sea faring, can withdraw, legionary name, mercenary unit, extreme range				190 22			6 3		0			40 1, 900, 180, 100, 100, 900, 6, 225 30
River Patrol	50 1.		sea_faring, can_withdraw, legionary_name, extreme_range, hardy			1 1	190 30	8 (1	7 3	3 4	3	0 0, 0, -1, 0 12, normal, highly_tra	ained	40 1, 1400, 280, 100, 100, 1400, 4, 700 40
Halflings	50 0.		sea_faring, can_withdraw, hide_long_grass, hide_forest, mercenary_unit, hardy) 9		3 1		3 0	1 2, -1, 2, -2 10, low, untrained		40 1, 1100, 240, 100, 100, 1100, 4, 550 20
Priests of Ulric	35 1.	5 elephant +5	sea faring, can withdraw, druid, command		I.3, 1.3, 3, 3, 5, square	2		15	9 ap		8 6	3 1	1 0, -2, -2, 1 20, impetuous, untrai	ined, lock morale	30 3, 3000, 600, 100, 100, 3000, 4, 1500 10
Priests of Sigmar	35 1.		sea faring, can withdraw, druid, command			2		13	15 ap				1 0, -1, -2, 0 20, impetuous, untrai		40 3, 3000, 600, 100, 100, 3000, 4, 1500 10
Witch Hunters			sea_faring, can_withdraw, gunmen, cannot_skirmish, hardy, mercenary_unit	1.2			105 6	12	5 ap	12 6			0 0, 0, 0, 0 20, normal, untrained		20 3, 3000, 600, 100, 100, 3000, 4, 1500 10
Cursed Company	100 0.		sea_faring, can_withdraw, very_hardy, frighten_foot, frighten_mounted, mercenary_unit, free_upkeep_unit, general_u			1		7	5				-2 0, 0, 0, 0 10, normal, highly_tra		20 1, 1500, 100, 100, 100, 1500, 6, 375 20
Flagelants	50 1					1		10	4				0 0, 0, 0, -1 10, impetuous, untrai		40 1, 1000, 100, 100, 100, 1000, 6, 250 30
- 5				-											
Free Company bodyguards	50 1,	1	sea faring, can withdraw, hide forest, mercenary unit, free upkeep unit, general unit	1.2	I, 1, 2, 2, 5, square	1		12	7		2 5	5 0	0 1, 0, 0, 0 13, normal, untrained	d :	30 1, 1000, 200, 100, 100, 1000, 0, 0 20
Free Company	50 1					1		10					0 1, 0, 1, 0 10, normal, untrained		30 1, 700, 140, 100, 100, 700, 0, 0 30
Free Company Archers	50 1						190 26	7		4 1			0 1, 0, 1, 0 8, normal, untrained		40 1, 850, 170, 100, 100, 850, 0, 0 30
, . ,	т.					\neg							, , , , , , , , , , , , , , , , , , , ,		30
Breton Archers	50 1,	1	sea_faring, can_withdraw, free_upkeep_unit, legionary_name, stakes, mercenary_unit		I, 1.5, 2, 3, 5, square	1 1	190 26	7	1	4 1	2 3	3 0	0 0, 0, -1, -1 10, low, untrained		40 1, 700, 140, 100, 100, 700, 0, 0 40
Breton Spears	50 1.		sea_faring, can_withdraw, free_upkeep_unit, legionary_name, mercenary_unit			1			2 light_spear, spear_bonus_6			3	0 0, 0, -1, -1 10, normal, untrained	d :	20 1, 500, 100, 100, 100, 500, 0, 0 50
Peasants	50 1		sea_faring, can_withdraw, free_upkeep_unit, mercenary_unit, is_peasant, peasant			1		6					0 0, 0, -1, -1 6, low, untrained		30 1, 250, 60, 100, 100, 250, 0, 0 30
															1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
Norska Berserkers	50 1,	1 elephant +2, camel +1	sea_faring, can_withdraw, warcry, hardy		I.3, 1.3, 3, 3, 6, square	2		13	15		1 2	2 0	1 0, -3, -2, 2 28, impetuous, untrai	ined	50 2, 2000, 400, 100, 100, 2000, 4, 1000 20
Norska Huskarls	50 1,		sea_faring, can_withdraw		1.1, 1.1, 2, 2, 5, square	1	70 2	13	4 thrown, prec	12 10	6 6	3 0	2 0, -3, -2, 2 18, normal, highly_tra	ained	40 1, 1500, 300, 100, 100, 1500, 6, 375 30
Norska Bonds	50 1,3		sea_faring, can_withdraw, free_upkeep_unit			1		7					1 0, -3, -1, 2 13, normal, trained		30 1, 800, 160, 100, 100, 800, 0, 0 50
Shield Maidens	50 1.		sea_faring, can_withdraw, command			1			2 spear, spear_bonus_6				2 0, -3, -1, 2 13, disciplined, traine	ed :	20 1, 1300, 260, 100, 100, 1300, 6, 325 30
Norska Whalers	50 1,		sea_faring, hide_forest, can_withdraw, is_peasant, free_upkeep_unit				75 5		4 thrown	6 3	light_spear, spear_bonus_6 1 (+2) 4				40 1, 1000, 200, 100, 100, 1000, 0, 0 40
Norska Bowmen	50 1,		sea_faring, can_withdraw, start_not_skirmishing, free_upkeep_unit					7		6 6			1 0, -3, 0, 2 12, normal, trained		40 1, 1100, 220, 100, 100, 1100, 0, 0 30
Heretic Halberdiers	50 1,	2 elephant +1	sea_faring, can_withdraw, mercenary_unit, warcry		I, 1, 2, 2, 5, square	1		8	3 spear, short_pike, spear_bonus_4		3 3	3 2	0 0, -1, -2, 0 11, impetuous, traine	ed :	20 1, 800, 160, 100, 100, 800, 0, 0 50
Heretic Pikemen	50 1,		sea_faring, can_withdraw, mercenary_unit, warcry			1			1 spear, spear_bonus_8		3 2	2 3	0 0, -1, -2, 0 10, impetuous, traine	ed :	20 1, 700, 140, 100, 100, 700, 0, 0 30
Heretic Swordsmen	50 1,	2	sea_faring, can_withdraw, mercenary_unit, warcry			1		7			3 5	5 4	0 0, -1, -1, 0 13, impetuous, traine	ed :	20 1, 800, 160, 100, 100, 800, 0, 0 40
Heretic Crossbowmen	50 1,		sea_faring, can_withdraw, mercenary_unit, warcry, crossbow			1 1	150 20	7	2 ap	6 1	2 3	3 0	0 0, -1, -1, 0 10, impetuous, traine	ed .	40 1, 800, 160, 100, 100, 800, 0, 0 40
Heretic Archers	50 1		sea_faring, can_withdraw, stakes, hide_forest, warcry, mercenary_unit, extreme_range				190 26			6 1	1 4	0	0 1, 0, 1, 0 11, impetuous, traine		40 1, 900, 180, 100, 100, 900, 6, 225 20
Warriors of Chaos	50 2		sea_faring, can_withdraw, knight, chaos	0,9	I.4, 1.4, 3, 3, 6, square	1		9	6		11 (+1)	6	3 0, -3, -2, 2 25, impetuous, highly	y_trained :	30 2, 2000, 400, 100, 100, 2000, 6, 500 30
						1			8 spear, short_pike, spear_bonus_6				3 0, -3, -3, 2 25, impetuous, highly		30 2, 2000, 400, 100, 100, 2000, 6, 500 30
Marauders	50 1,		sea_faring, can_withdraw, warcry, free_upkeep_unit, chaos			1		7					1 0, -3, -1, 2 17, impetuous, traine		30 1, 700, 140, 100, 100, 700, 0, 0 50
Marauders (great weapon)			sea_faring, can_withdraw, warcry, free_upkeep_unit, chaos			1		9					1 0, -3, -2, 2 17, impetuous, traine		30 1,700, 140, 100, 100, 700, 0, 0 30
Marauders Throwers	50 1,		sea_faring, can_withdraw, cannot_skirmish, warcry, free_upkeep_unit, chaos			1	60 4	16	5 thrown	9 6			1 0, -3, -1, 2 17, impetuous, traine		40 1, 1000, 200, 100, 100, 1000, 6, 250 30
Champions of Khorne	50 2		sea_faring, knight	0,9	I.5, 1.5, 3, 3, 6, square	1		20	6		11 (+1)	5 0	3 0, -3, -2, 2 42, impetuous, highly	y_trained	50 3, 3100, 620, 100, 100, 3100, 4, 1550 20
Champions of Tzeench	50 2					1		12	8 ap				3 0, -3, -3, 2 25, normal, highly_tra		30 3, 3100, 620, 100, 100, 3100, 4, 1550 20
Champions of Slaanesh	50 1,		sea_faring, can_withdraw, knight			1		10							30 3, 3100, 620, 100, 100, 3100, 4, 1550 20
Champions of Nurgle	50 2,		sea_faring, can_withdraw, knight	0,7	I.6, 1.6, 3, 3, 6, square	2		8	7				3 0, -4, -3, 2 23, normal, highly_tra		25 3, 3100, 620, 100, 100, 3100, 4, 1550 20
													1 1 3 72		
HE Spearmen	40 1	horse +1, camel +1	sea_faring, can_withdraw, free_upkeep_unit	1,1	I, 1.5, 2, 3, 4, square, shield_wall	1		7	3 light_spear, spear_bonus_6		4 (+1+1+1)	6	0 0, 0, 0, -1 11, normal, highly_tra	ained :	20 1, 1000, 200, 100, 100, 1000, 0, 0 50
-	-			-		_	-			-	-	-			

HE Swordmasters	40 1,1				25, 1.75, 2.5, 3.5, 4, square 1			14 5					1 0, -1, -1 16, disciplined, highly_trained	26 3, 2300, 460, 100, 100, 2300, 6, 575
Lothern Seaguard	40 1		sea_faring, can_withdraw, cannot_skirmish				200 10	9 1	2	8 4	light_spear, spear_bonus_1 4 (+1+1+ 7	6		40 2, 1600, 320, 100, 100, 1600, 6, 400 3
Phoenix Guard	40 1,2	elephant +1	sea_faring, can_withdraw	1	1.1, 2, 2.2, 4, square, phalanx 1			14	6 spear, short_pike, spear_bonus_8		8 (+1+1+1) 10	0	2 0, -1, -2, -1 18, disciplined, highly_trained	26 4, 3800, 760, 100, 100, 3800, 4, 1900 1
White Lions	40 1,1	elephant +3	sea_faring, can_withdraw, power_charge	1,1 1	25, 1.75, 2.5, 3.5, 4, square 1	Т		13 13	2 ap		8 9	0	1 0, -1, -1, 0 17, disciplined, highly trained	26 3, 2900, 580, 100, 100, 2900, 4, 1450 2
HE Archers	40 0.8		sea faring, can withdraw, free upkeep unit, extreme range		1.5, 2, 3, 4, square 1			9 :		7 1	1 (+1+1+1) 6	0	0 0, 0, 0, -1 10, normal, highly trained	40 1, 1300, 260, 100, 100, 1300, 0, 0 5
Shadow Warriors	40 0.8		sea_faring, can_withdraw, hardy, extreme_range, hide_anywhere				210 30			8 2) 0		40 3, 2000, 400, 100, 100, 2000, 6, 500 2
	0,0		g,g,	1,0 1	-, -, -, o, o, -, oqualit	+	_10 00						- 1, 0, 1, 1 14, also plines, highly_salites	0, 2000, 400, 100, 100, 2000, 0, 300
						+	\rightarrow	-		-		-		
WE Guards	40 0,9		sea_faring, can_withdraw, hide_improved_forest		5, 1.5, 3, 3, 4, square 1			19					0 1, -2, 3, -2 15, normal, untrained	26 2, 2000, 400, 100, 100, 2000, 4, 1000 2
WE Archers	40 0,8		sea_faring, can_withdraw, free_upkeep_unit, extreme_range, hide_improved_forest	1,3 1	5, 2, 3, 4, 4, square 1		210 30	10 :	2	7 2	! 1 (+1) 8	0	0 1, -2, 3, -2 10, normal, untrained	40 1, 1500, 300, 100, 100, 1500, 6, 375 4
DE Spearmen	40 1,1	horse +1, camel +1	sea_faring, free_upkeep_unit, can_withdraw	1,1 1	1.5, 2, 3, 4, square, shield_wall 1			8 '	3 light_spear, spear_bonus_4		8 (+1) 5	6	1 0, -1, -1, 1 13, disciplined, highly_trained	20 1, 1200, 240, 100, 100, 1200, 0, 0 5
DE Warriors	40 1,1		sea_faring, can_withdraw, free_upkeep_unit	1,1 1	1.5, 2, 3, 4, square, shield_wall 1			10	5		8 (+1) 5	6	1 0, -1, -1, 1 13, disciplined, highly_trained	20 1, 1300, 260, 100, 100, 1300, 0, 0 4
Corsairs	40 1		sea_faring, can_withdraw, hide_forest, hide_long_grass	1.3 1	2, 1.6, 2.4, 3, 4, square 1			15 4	4		5 1	0	0 0, -1, -1, 1 15, impetuous, highly trained	26 2, 1600, 320, 100, 100, 1600, 6, 400 3
Executioners	40 1,1				25. 1.75. 2.5. 3.5. 4. square 1	+		17 /			8 9			26 3 2400 480 100 100 2400 4 1200 2
Black Guards					1.1. 2. 2.2. 4. square. phalanx 1				7 spear, short_pike, spear_bonus_6	_) 0	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	
			sea_faring, hardy, command			_					10 10			
DE Crossbowmen	40 1,1							8 (8 2		0		40 1, 1600, 320, 100, 100, 1600, 6, 400 4
DE Shades	40 0,8				o, =, =.o, o.o, ., oqea.o			9 (9 3		0		40 3, 2200, 540, 100, 100, 2200, 6, 550 3
Witches	40 0,7		sea_faring, very_hardy, frighten_foot, screeching_women	1,3 1	2, 1.6, 2, 3, 4, square 2			13	2 ap		1 10	0	0 0, 0, -1, 1 20, impetuous, trained, lock_morale	30 4, 3500, 700, 100, 100, 3500, 4, 1750 1
DE Assasins	20 0,8		sea_faring, can_withdraw, hardy, hide_anywhere, cannot_skirmish	1,3 2	2, 2.2, 3.4, 3.4, 4, square 2		85 3	14	2 ap, prec, thrown	16 6	2 14	0	0 1, 0, 0, 1 16, disciplined, highly_trained, lock_mora	1 40 3, 3000, 600, 100, 100, 3000, 4, 1500 2
Dwarf Greatbeards	40 18	elephant +1, horse +1, camel +1	sea faring can withdraw	0.9 1	3. 1.3. 2.4. 2.4. 4. square 1	\top		18 1	4		15 8	0	2 0, -2, -3, 2 16, disciplined, highly trained, lock mora	20 4 4000 800 100 100 4000 4 2000 1
Elders	30 1.8				., ., , , , , , , , , , , , , , , , , ,		110 8	13	5 20	21 9			2 0, -2, -3, 2 18, disciplined, highly_trained, lock_mora	
					., , , , , , , , , , , , , , , , , , ,	_				21 0			1 0 0 -3 1 13 normal trained	
Dwarf Warriors	50 1,2		sea_faring, can_withdraw, hardy, free_upkeep_unit, stakes		2, 1.2, 2.4, 2.4, 6, square, shield_wall 1			7 :		\rightarrow				20 1, 1000, 200, 100, 100, 1000, 0, 0 5
Dwarf Axemen					3, 1.3, 2.4, 2.4, 6, square 1			13 10		\vdash			1 0, 0, -3, 1 13, normal, trained	20 1, 1000, 200, 100, 100, 1000, 0, 0 5
Longbeard Warriors	50 1,4		sea_faring, can_withdraw, hardy, command		2, 1.2, 2.4, 2.4, 6, square, shield_wall 1			9 :					1 0, -1, -3, 1 15, normal, highly_trained, lock_morale	
Longbeard Axemen	50 1,4	elephant +1, horse +1, camel +1	sea_faring, can_withdraw, hardy, command	1,1 1	3, 1.3, 2.4, 2.4, 6, square 1			15 10	J		9 5	0	1 0, -1, -3, 1 15, normal, highly_trained, lock_morale	20 2, 2200, 440, 100, 100, 2200, 6, 550 3
Dwarf Hammerers	50 1,6		sea_faring, hardy, can_withdraw	1	3, 1.3, 2.4, 2.4, 6, square 1			13 1	3 ap		9 (+1+1+1) 6	0	2 0, -2, -3, 2 26, disciplined, highly_trained	30 3, 3000, 600, 100, 100, 3000, 4, 1500 2
Miners	25 1,2		sea_faring, hardy, incendiary, cannot_skirmish, can_withdraw						5 area, thrown	9 9			1 0, 0, -3, 1 12, normal, trained	40 2, 2500, 500, 100, 100, 2500, 4, 1250 2
Slayers (two weapons)					5, 1.5, 2.4, 2.4, 6, square 2				1 area, launching				0 0, 0, -3, 0 16, impetuous, untrained, lock_morale	75 3, 3000, 600, 100, 100, 3000, 4, 1200 2
						_			1 area, launching 6 area, launching, ap	\vdash				75 4, 4000, 800, 100, 100, 4000, 2, 2000 1
Slayers (great weapon)		elephant +10, horse +1, camel +4			2, 2.6, 4, 5, 4, square 3				37.1				0 0, 0, -3, 0 20, impetuous, untrained, lock_morale	
Ironbreakers	50 1,9				2, 1.2, 2.4, 2.4, 6, square, shield_wall 1			9 !					2 0, -2, -3, 2 20, disciplined, highly_trained	20 3, 3200, 640, 100, 100, 3200, 4, 1550 2
Dwarf Rangers	40 1,2	elephant +1, horse +1, camel +1	sea_faring, can_withdraw, cannot_skirmish, crossbow, very_hardy, stakes, hide_long_grass, hide_forest, extreme_ra	1,2 1			170 24			12 8		0	0 0, 0, -2, 1 14, normal, trained	40 1, 1750, 350, 100, 100, 1750, 4, 875 2
Quarelles	50 1,2		sea_faring, can_withdraw, cannot_skirmish, crossbow, hardy, free_upkeep_unit, stakes, extreme_range			Т	170 18	7	2 ap	6 4	4 (+1+1+1) 2	6	1 0, 0, -3, 1 12, normal, trained	40 1, 1500, 300, 100, 100, 1500, 0, 0 4
Thunderers	50 1.2		sea_faring, can_withdraw, cannot_skirmish, gunmen, hardy, gunpowder_unit	1	2, 1.6, 2.4, 3.2, 3, square 1		135 14	12	ô ap	6 4	4 (+1+1+1) 3	0	1 0, 0, -3, 1 13, normal, highly_trained	40 1, 1500, 300, 100, 100, 1500, 0, 0 3
Long Drong Pirates	50 1		sea_faring, can_withdraw, cannot_skirmish, gunmen, mercenary_unit, very_hardy				110 6			10 4			0 0, 1, -2, 1 17, impetuous, highly_trained	40 2 3000 660 100 100 3000 4 1500 2
Dragon Company	50 1.4		sea_faring, can_withdraw, carinot_skirmsn, gunifier, mercenary_unit, very_nardy sea_faring, can_withdraw, hardy, mercenary_unit, warcry		2, 1.2, 2.4, 2.4, 6, square 2	_		10				6		20 1, 1900, 380, 100, 100, 1900, 4, 1500 2
														45 1 1800 360 100 100 1800 4 900
Bugman Axemen	50 1,4		sea_faring, can_withdraw, hardy					-		14 10		0		1,,,,,
Norska Dwarf Warriors	50 1,4		sea_faring, can_withdraw, very hardy, mercenary_unit, stakes, free_upkeep_unit		2, 1.2, 2.4, 2.4, 6, square, shield_wall 1			8 6					2 0, -2, -3, 3 15, normal, trained	30 1, 1400, 280, 100, 100, 1400, 6, 350
Norska Dwarf Crossbows	50 1,4		sea_faring, can_withdraw, cannot_skirmish, crossbow, very_hardy, stakes, mercenary_unit, free_upkeep_unit	1	2, 1.6, 2.4, 3.2, 5, square 1		160 20	8 '	2 ap	13 8	7 4	0	2 0, -2, -3, 3 15, normal, trained	40 1, 1750, 350, 100, 100, 1750, 6, 435
Infernal Guards (muskets)	50 1,8		sea_faring, can_withdraw, cannot_skirmish, gunmen, hardy, gunpowder_unit	0,9 1	2, 1.6, 2.4, 3.2, 3, square 1	Т	145 12	13	3 ap, area	9 6	14 4	0	1 0, 1, -5, 2 26, disciplined, highly_trained	40 3, 3500, 700, 100, 100, 3500, 4, 1750 2
Infernal Guards (melee)	50 1.8		sea faring, can withdraw, hardy		2. 1.2. 2.4. 2.4. 5. square 1			10		Ť		7		20 3.3500.700.100.100.3500.4.1750 2
Chaos Dwarfs with musketons	50 1,6		sea_faring, can_withdraw, cannot_skirmish, gunpowder_unit, gunmen, hardy, mercenary_unit, chaos, stakes						1 (x6 grapes)	9 6		0		40 1, 1700, 340, 100, 100, 1700, 0, 0
						_				9 6				
Chaos Dwarfs Warriors	50 1,4		sea_faring, can_withdraw, hardy, mercenary_unit, chaos, stakes		2, 1.2, 2.4, 2.4, 5, square 1			9		\rightarrow		6		20 1, 1500, 300, 100, 100, 1500, 0, 0 4
Fire Crossbows	50 1,3		sea_faring, can_withdraw, cannot_skirmish, crossbow, hardy, stakes	1	2, 1.6, 2.4, 3.2, 5, square 1	4	150 16	10	j ap	10 5	9 4	0	0 0, 2, -5, 2 16, normal, trained	40 2, 2000, 400, 100, 100, 2000, 6, 500 3
Hobgoblins	80 0,6		sea_faring, hardy, can_withdraw, free_upkeep_unit, warcry, is_peasant	1	7, 2, 3, 3, 8, square 1			5 4	4		0 2	4	0 0, 1, -3, 0 8, low, untrained	30 1, 700, 140, 100, 100, 700, 0, 0 5
Hobgoblins Archers	80 0,6		sea faring, hardy, can withdraw, free upkeep unit, warcry, is peasant	1	7, 2.5, 3, 4, 7, square 1		160 26	5	1	5 2	. 0 2	0	0 0, 1, -3, 0 7, low, untrained	40 1, 900, 180, 100, 100, 900, 0, 0 4
Sneaky Gits	80 0.6		sea faring, hardy, can withdraw, hide anywhere, warcry, is peasant		7, 2, 3, 3, 8, square 1			10 ;			0 5	0	0 0.13.0 10. low. untrained	30 1, 900, 180, 100, 100, 900, 6, 225 3
Oncord Onc	00 0,0		dea_taing, nately, ear_models, not_arymore, watery, to_peadate	,,-	7, 2, 0, 0, 0, uquare	+		-	1	-	, ,	-	0 0, 1, 0, 0 10,100, 010,010	00 1,000,100,100,100,000,0,220
Goblins	100 04				. 1. 2. 2. 10. square 1	+	\rightarrow	2 (-			0 0. 021 5. low. untrained	20 1 550 110 150 100 550 0 0 4
						-			-	_				1,110,110,100,100,000,000
Goblin Spearmen	100 0,4				. 1, 2, 2, 10, square 1	_			0 light_spear				0 0, 0, -2, -1 5, low, untrained	20 1, 550, 110, 150, 100, 550, 0, 0 4
Forest Goblin Spearmen	100 0,3	horse +1	sea_faring, can_withdraw, free_upkeep_unit, hide_long_grass, hide_improved_forest, is_peasant	1,3 1	. 1, 2, 2, 10, square 1			3 /	0 light_spear				0 1, -1, 2, -2 6, low, untrained	30 1,600, 120, 100, 100, 600, 0, 0
Night Goblins	100 0,35	i	sea_faring, can_withdraw, free_upkeep_unit, hide_long_grass, hide_forest, is_peasant	1,2 1	. 1, 2, 2, 10, square 1			4	1		0 2	2	1 0, 0, -2, 0 7, low, untrained	30 1, 800, 160, 100, 100, 800, 0, 0
Night Goblin Spearmen	100 0.35	horse +1	sea_faring, can_withdraw, free_upkeep_unit, hide_long_grass, hide_forest, is_peasant	1.2 1	. 1. 2. 2. 10. square 1	т		4	1 light_spear		0 2	2	1 0. 02. 0 7. low. untrained	30 1, 800, 160, 100, 100, 800, 0, 0
Night Goblin Fanatics	12 75			16 2	4. 3.6. 4. 5. 2. square 3				0 ap, bp, area, launching, long pike		0 10	0 0	2 0. 05. 0 6. impetuous, untrained, lock morale	75 2, 1200, 240, 100, 100, 1200, 4, 600 2
Night Goblin Netters	70 0.35				3. 1.3. 2.5. 2.5. 8. square 1				0 prec, thrown, launching, area	5 3				50 1. 1050, 210, 100, 100, 1200, 4, 000
0			sea_faring, free_upkeep_unit, can_withdraw, hide_long_grass, hide_forest, is_peasant			_				3				
Orc Boys	60 2		sea_faring, hardy, can_withdraw, free_upkeep_unit, warcry		. 2, 3.5, 3.5, 8, square 1			8		\rightarrow		3		50 1, 850, 170, 100, 100, 850, 0, 0
Orc Spear Boys			sea_faring, hardy, can_withdraw, free_upkeep_unit, warcry		. 2.2, 3.5, 3.5, 8, square 1				4 light_spear, spear_bonus_8			3		50 1, 850, 170, 100, 100, 850, 0, 0
Savage Orc Boys	60 1,7		sea_faring, hardy, can_withdraw, free_upkeep_unit, warcry	1,2 1	3, 1.3, 3, 3, 2, horde 1			14 6			1 4	0		75 1, 900, 180, 100, 100, 900, 6, 225
Big 'Uns	50 4		sea_faring, hardy, can_withdraw, warcry	0,9 3	3, 3.3, 4.5, 4.5, 8, square 2			11	9 area, launching		8 2	4	1 0, 1, -4, 0 14, impetuous, untrained	40 2, 2000, 400, 100, 100, 2000, 6, 500 3
Black Orks (two weapons)	50 5	elephant +1	sea faring, hardy, can withdraw, command, warcry	0,9 3	3, 3.3, 4.5, 4.5, 8, square 2			19	9 area, launching		10 3	0	2 0, 1, -5, 0 17, normal, untrained	40 3, 3500, 700, 100, 100, 3500, 4, 1750 2
Black Orks (great weapon)					3, 3.3, 4.5, 4.5, 8, square 2				4 area, launching, ap				2 0, 1, -5, 0 17, normal, untrained	40 3, 4000, 800, 100, 100, 4000, 4, 2000 2
(great weapon)	50 5			0,0 3	2,,,, o, oquale 2	+	+		, wantaming, up	\rightarrow	10 3	- 0	_ 3, 1, 0, 0 17, normal, unualited	0, 4000, 000, 100, 100, 4000, 4, 2000 2
Goblin Archers	100 0.35		and facing and withdraw fore values and hide land and 1995 for the control of	4.	12 2 2 4 40	+	150 24	-	0	2 0		-	0 0 0 -2 -1 4 low untrained	40 1, 550, 110, 150, 100, 550, 0, 0 4
		-											1 111 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	
Forest Goblin Archers	100 0,3						150 24			3 0			0 1, -1, 2, -2 5, low, untrained	40 1, 700, 140, 150, 100, 700, 0, 0
Night Goblin Archers	100 0,35		sea_faring, hardy, can_withdraw, free_upkeep_unit, hide_long_grass, hide_forest, is_peasant	1,2 1			150 24						1 0, 0, -2, 0 6, low, untrained	40 1, 950, 190, 100, 100, 950, 0, 0
Orc Archers	60 1,9		sea_faring, hardy, can_withdraw, free_upkeep_unit, cannot_skirmish, warcry	2	2.4, 3.5, 4, 7, square 1		170 20	9	\$	8 4	4 2	0	0 0, 1, -3, 0 11, impetuous, untrained	40 1, 1100, 220, 100, 100, 1100, 0, 0 4
Savage Orc Archers	60 1,7			1,2 1	2, 1.2, 3, 3, 2, horde 1		180 24	10	3	7 6	1 4	0	0 0, 2, -2, -1 12, impetuous, untrained	60 1, 1250, 250, 100, 100, 1250, 4, 625 2
						\top								
Kisley Spearmen	50 12	horse +1, camel +1	sea_faring, can_withdraw, free_upkeep_unit	1	. 1. 2. 2. 5. square 1		\rightarrow	6	2 spear, spear bonus 10	\neg	2 (+3) 4	n	1 022. 1 10. normal, trained	20 1,600,120,100,100,600,0,0 3
Kisley Halberdiers			sea_faring, can_withdraw, free_upkeep_unit		1, 2, 2, 5, square, phalanx 1	_			4 spear, short_pike, spear_bonus_4	\rightarrow			1 0, -2, -2, 1 10, normal, trained	20 1, 700, 140, 100, 100, 700, 0, 0
Drovashki	50 1,2				2. 1.2. 2.6. 2.6. 5. square 2	-				\rightarrow				30 3. 3000, 600, 100, 100, 3000, 4, 1500 2
.,			sea_faring, hardy, can_withdraw, hide_anywhere		, , , , , , , , , , , , , , , , , , , ,	-		16					0 0, 0, 0, 0 30, disciplined, highly_trained	
Kislev Cossars	50 1,2		sea_faring, can_withdraw, start_not_skirmishing, stakes			_	180 22			8 9		_	0 0, -2, -1, 1 11, normal, trained	40 1, 950, 190, 100, 100, 950, 0, 0
Kreml Guards	50 1,5		sea_faring, can_withdraw, command					12					2 0, -2, -2, 1 14, disciplined, highly_trained, lock_mora	
Kvasniki	25 1		sea_faring, can_withdraw, cannot_skirmish, incendiary	1	2, 1.2, 2.4, 2.4, 3, square 2		60 5	10	1 area, ap, bp, thrown	7 6			3 0, -2, -2, 1 15, impetuous, trained	40 2, 2000, 400, 100, 100, 2000, 4, 1000 2
Kislev Streltsy	50 1		sea_faring, can_withdraw, cannot_skirmish, gunmen, gunpowder_unit	0,9 1	. 1.5, 2, 3, 3, square 1		140 10	11	5 ap	10 5			1 0, -2, -2, 1 14, disciplined, trained	40 1, 1200, 340, 100, 100, 1200, 6, 300 4
·						\top				, T		Ť		
Stormvermins	60 12	elephant +1	sea faring, can withdraw, knight	11 1	4, 1.4, 3, 3, 6, square 1	+	\rightarrow	10	5 spear, short_pike, spear_bonus_4	-	7 (+1+2) 6	0	2 0, 1, -1, -1 12, impetuous, trained	30 2, 1700, 340, 100, 100, 1700, 6, 425 3
									6 spear, short_pike, spear_bonus_4	-				30 3, 3000, 600, 100, 100, 3000, 4, 1500 2
Albino Guards			sea_faring, can_withdraw, knight		4, 1.4, 3, 3, 6, square 1					\rightarrow			1 0, 1, -1, -1 14, normal, highly_trained, lock_morale	
Skaven Slaves	70 0,7		sea_faring, can_withdraw, free_upkeep_unit, is_peasant, peasant		7, 2, 3, 3, 7, square 1			4 :					0 0, 1, 0, -1 5, impetuous, untrained	30 1, 450, 90, 100, 100, 450, 0, 0 4
Skaven Slaves (spears)			sea_faring, can_withdraw, free_upkeep_unit, is_peasant, peasant		7, 2, 3, 3, 7, square 1				2 light_spear				0 0, 1, 0, -1 5, impetuous, untrained	30 1, 450, 90, 100, 100, 450, 0, 0 4
Clanrats	70 0,8		sea_faring, can_withdraw, free_upkeep_unit	1,4 1	7, 2, 3, 3, 7, square 1	Т		5 :	2		3 (+1) 4	3	0 0, 1, 0, -1 8, impetuous, untrained	30 1, 900, 180, 100, 100, 900, 0, 0 5
Clanrats (spears)			sea_faring, can_withdraw, free_upkeep_unit		7, 2, 3, 3, 7, square 1	_			1 light_spear, spear_bonus_4				0 0, 1, 0, -1 8, impetuous, untrained	30 1, 900, 180, 100, 100, 900, 0, 0
Plague Monks	60 0.7		sea_faring, hardy, can_withdraw, frighten_foot, frighten_mounted, druid		2, 1.2, 2.4, 2.4, 6, square 2	_		10 4		+			0 0, 1, 0, 0 14, impetuous, untrained	40 1, 1350, 270, 100, 100, 1350, 4, 675 2
										\rightarrow	1 4			
													0 110 1 0 immediate	
Night Runners	70 0,7		sea_faring, can_withdraw, hide_forest, hide_long_grass		2, 1.2, 2.4, 2.4, 7, square 1				2 thrown	5 2			0 1, 1, 0, -1 9, impetuous, untrained	40 1, 1250, 250, 100, 100, 1250, 6, 310 4
Night Runners Gutter Runners	70 0,7 70 0,8		sea_faring, can_withdraw, hardy, hide_anywhere	1,5 1	2, 1.2, 2.4, 2.4, 7, square 1			13	5		3 7	0	0 1, 1, 0, -1 11, impetuous, untrained	30 2, 2000, 400, 100, 100, 2000, 4, 1000 3
Night Runners	70 0,7		sea_faring, can_withdraw, hardy, hide_anywhere	1,5 1	2, 1.2, 2.4, 2.4, 7, square 1			13	5	5 2 16 4	3 7	0		30 2, 2000, 400, 100, 100, 2000, 4, 1000

Warp Jezzails	30 0	7	sea_faring, can_withdraw, cannot_skirmish, gunmen	1,3 2, 3, 3.5, 4.5, 4, square	1 160 15 13 5 ap	5 3 ap	2	3 4	0 0, 1, 0,	-1 8, normal, untrained	40 2, 1600, 320, 100, 100, 1600, 4, 800 3
Ratling Guns	6 0		sea_faring, can_withdraw, cannot_skirmish, gunmen	0.9 3, 3, 5, 5, 2, square	2 125 25 10 5 ap	5 2	0	2 0	1 0, 1, 0,	-1 10, impetuous, untrained	40 4, 4000, 800, 100, 100, 4000, 2, 2000 1
Globadiers	6 0	8	sea faring, can withdraw, start not skirmishing, incendiary	1,1 2.5, 2.5, 4, 4, 2, square	2 60 5 10 0 area, ap, bp, thrown	5 2	3	2 0	3 0,0,0	0 10, impetuous, untrained	40 3, 3500, 700, 100, 100, 3500, 4, 1750 2
Packmasters	10 0	8 elephant +5, horse +5, camel +5	sea faring, hardy, can withdraw, general unit, command	1,5 3, 3, 5, 5, 2, square	2 10 5		5	8 0	0 0.1.0.	-1 10. disciplined untrained lock morale	30 2, 1500, 300, 100, 100, 750, 1, 750 2
Blood Dragons	30 1	4	sea faring, knight, very hardy, frighten mounted	1,1 1.5, 1.5, 3, 3, 6, square	2 15 7		10	14 0	0 0, 0, -1	, 0 20, normal, highly trained, lock morale	30 5, 5000, 1000, 100, 100, 5000, 2, 2500 2
Orakenhof Guards	50 0	8	sea faring, can withdraw, very hardy, free upkeep unit	1.4, 1.4, 3, 3, 6, square	1 14 7		6	3 0	-2 0, 0, -1	, 0 22, disciplined, highly trained, lock moral	20 2, 1500, 300, 100, 100, 1500, 6, 375 3
Carstein Vampires	40		sea_faring, very_hardy, frighten_mounted	1,4 1.5, 1.5, 3, 3, 5, square	2 14 4		2	11 0	0 0,0,0	0 16, impetuous, trained	30 2, 2600, 520, 100, 100, 2600, 4, 1300 3
Zombies	100		sea faring, very hardy, mercenary unit, free upkeep unit, wagon fort	0.5 1. 1. 2. 2. 10. square	1 5 0		0 (+3)	0 0	0 03.0	, 1 6, normal, untrained, lock morale	1 1, 250, 10, 150, 100, 0, 4, 250 4
Skeletons	60 0		sea_faring, can_withdraw, very_hardy, mercenary_unit, free_upkeep_unit		1 7 1		0 (+3)	0 5			15 1, 550, 110, 100, 100, 550, 0, 0 5
Skeletons (spears)	60 0	4 horse +1, camel +1	sea_faring, can_withdraw, very_hardy, mercenary_unit, free_upkeep_unit	0.8 1.1. 1.1. 2.2. 2.2. 7. square	1 7 1 light spear, spear bonus 6		0 (+3)	0 5			15 1, 550, 110, 100, 100, 550, 0, 0 5
Marauder Skeletons	50 0		sea faring, can withdraw, very hardy, mercenary unit, free upkeep unit		1 9 5		1	0 3			30 1.700.140.100.100.700.0.0
Marauder Skeletons (gr. weapon)		4 elephant +1	sea faring, can withdraw, very hardy, mercenary unit, free upkeep unit	0.9 1.1, 1.1, 2, 2, 5, square	1 11 10		1	0 0			30 1.700.140.100.100.700.0.0
Chans War Skeletons	50 1		sea_faring, can_withdraw, very_hardy, mercenary_unit, knight, free_upkeep_unit		1 11 5		10	0 6		, 0 25, impetuous, highly trained, lock moral	
		-	sea_faring, can_withdraw, very_hardy, mercenary_unit, knight, free_upkeep_unit		1 14 7 spear, short pike, spear bonu	us 6	10	0 0		, 0 25, impetuous, highly trained, lock moral	
Khorn Warriors Skeletons	50 1		sea faring, very hardy, mercenary unit, knight, general unit, free upkeep unit	0.8 1.5, 1.5, 3, 3, 6, square	1 20 5	au_0	9	0 0		. 0 42. impetuous, highly trained, lock moral	
	34 0		sea faring, can withdraw, very hardy, frighten mounted, frighten foot, free upkeep unit		1 13 0 ap		1	1 1	-, -, -, -,	7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7	15 3, 3000, 600, 100, 100, 3000, 4, 1000
	34 0		sea faring, can withdraw, very hardy, frighten mounted, frighten foot, free upkeep unit	0,7 2, 2.5, 3, 4, 5, square	1 7 0 ap		1	1 1	, -, -		10 2, 2000, 400, 100, 100, 2000, 6, 500 3
Grave Guards	50 0				1 7 0 ap			0 4			30 2, 1800, 360, 100, 100, 1800, 6, 500 3
Grave Guards Grave Guards (halberd)		5 elephant +1	sea_faring, can_withdraw, very_hardy, free_upkeep_unit			. 10 10 1		0 0			30 2, 1800, 360, 100, 100, 1800, 6, 450 3
Grave Guards (halberd) Skeleton Archers	60 0		sea_faring, can_withdraw, very_hardy, free_upkeep_unit, pike	ate it met = mt = it at entered business	1 10 4 spear, long_pike, spear_bonu 1 190 24 7 0	s_10, 10 4 spear, short_pike	e, spear_bo 5				30 2, 2200, 440, 100, 100, 2200, 6, 550 3 40 1, 700, 140, 100, 100, 700, 0, 0
			sea_faring, can_withdraw, cannot_skirmish, very_hardy, mercenary_unit, free_upkeep_unit, extreme_range		1 190 24 7 0 1 150 18 7 2 ap	3 0					40 1, 700, 140, 100, 100, 700, 0, 0 4 40 1, 800, 160, 100, 100, 800, 6, 200 3
Skeleton Crossbowmen	60 0	4	sea_faring, can_withdraw, crossbow, cannot_skirmish, very_hardy, mercenary_unit, free_upkeep_unit	0,8 1, 1.5, 2, 3, 7, square	1 150 18 7 2 ap	3 0	4	0 0	-2 0, 0, 0	, u b, normal, trained, lock_morale	40 1, 800, 160, 100, 100, 800, 6, 200
Tomb Sun Spearmen	00 -	4 horse +1, camel +1		0.9 1.4. 1.6. 2.6. 3. 8. square	4 9 9 7 7 11 9 9 9		-	5 5		0 40 5 35 4134 43 41	25 1 1300 260 100 100 1300 6 300 3
Tomb Sun Spearmen Tomb Warriors			sea_faring, can_withdraw, very_hardy, free_upkeep_unit		1 8 2 ap, light_spear, spear_bonus_	_6				, 0 12, disciplined, highly_trained, lock_moral	
	60 0		sea_faring, can_withdraw, very_hardy, free_upkeep_unit		1 8 4		3	7 7		, 0 10, disciplined, highly_trained, lock_moral	
Tomb Spearmen		3 horse +1, camel +1	sea_faring, can_withdraw, very_hardy, free_upkeep_unit	0,9 1.4, 1.6, 2.6, 3, 8, square	1 5 1 light_spear, spear_bonus_6		1	3 3		, 0 8, disciplined, highly_trained, lock_morale	
Tomb Javelinmen	60 0		sea_faring, can_withdraw, very_hardy, free_upkeep_unit		1 70 7 11 2 thrown	5 1	1	3 3		0 8, disciplined, highly_trained, lock_morale	
Tomb Slaves	70 0		sea_faring, can_withdraw, very_hardy, free_upkeep_unit, is_peasant, peasant	0,0 1.4, 1.0, 2.0, 0, 0, 0quare	1 4 1		0	2 1		, 0 4, disciplined, highly_trained, lock_morale	
Tomb Pike Marines			sea_faring, can_withdraw, very_hardy, pike, free_upkeep_unit		1 8 5 spear, long_pike, spear_bonu	s_10 5 2	1	5 2		0 10, disciplined, highly_trained, lock_moral	
Tomb Noble Sons	60 0		sea_faring, can_withdraw, very_hardy, free_upkeep_unit		1 12 7			4 0		, 0 10, disciplined, highly_trained, lock_moral	
Tomb Guards	50 0	•	sea_faring, can_withdraw, very_hardy, free_upkeep_unit	0,9 1.4, 1.6, 2.6, 3, 7, square	1 9 3		5	6 7		0 18, disciplined, highly_trained, lock_moral	
Tomb Archers	60 0		sea_faring, can_withdraw, very_hardy, free_upkeep_unit		1 170 26 7 0	3 0	0	3 0		, 0 6, disciplined, highly_trained, lock_morale	
Herolds	40		sea_faring, can_withdraw, very_hardy, free_upkeep_unit	0,8 1.4, 1.6, 2.6, 3, 5, square	2 15 8		3	6 0	0 0, 2, 0	0 18, disciplined, highly_trained, lock_moral	25 3, 3000, 600, 100, 100, 3000, 4, 1500 2
Gors	70 1	7	sea_faring, hardy, hide_forest, free_upkeep_unit, mercenary_unit	1.2. 1.2. 2.4. 2.4. 6. horde	1 11 5		1	3 0	0 0 1 1	. 0 10. impetuous, untrained	40 1, 650, 130, 100, 100, 650, 0, 0 4
Ungors	-	horse +1, camel +1	sea_faring, hardy, hide_forest, free_upkeep_unit, mercenary_unit		1 6 3 light spear, spear bonus 4			3 4		, , , ,	30 1.500.100.100.100.500.0.0 5
Bestigors	50 4		sea_faring, hardy, mercenary_unit		2 14 10		7	3 0			40 1 2000 400 100 100 2000 6 500
									, -, -	, - , -, -, -, -, -, -, -, -, -, -, -, -	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,
Kislev Rangers	50 0	8	sea_faring, hide_anywhere, can_withdraw, hardy, mercenary_unit, extreme_range	1,3 1, 1, 2, 2, 4, horde	1 200 28 9 2	6 4	0	5 0	0 0, -2, 0	, 1 10, normal, untrained	40 2, 1600, 320, 100, 100, 1600, 4, 800 2
Outlaws	50 1	2	sea_faring, can_withdraw, mercenary_unit, hide_forest	1,1 1, 1, 2, 2, 5, square	1 9 3		4	7 0	0 0, -1, 0	, 0 11, normal, trained	25 1, 850, 190, 100, 100, 850, 4, 425 4
Knights of Origo	50 1	4	sea_faring, knight, can_withdraw, mercenary_unit	0,9 1, 1, 2, 2, 5, square, shield_wall	1 9 5		9	6 3	2 0, 0, -1	, -1 16, disciplined, highly_trained, lock_moral	20 2, 1800, 395, 100, 100, 1800, 4, 900 2
Black Avengers	50		sea_faring, can_withdraw, mercenary_unit, is_peasant	1, 1, 2, 2, 5, square	2 7 10		2	2 0	0 0, -1, -1	, 0 20, low, untrained	40 1, 850, 170, 100, 100, 850, 4, 425 2
Buccaneers	50		sea_faring, can_withdraw, warcry, mercenary_unit, hide_forest, hide_long_grass	1,2 1, 1, 2, 2, 5, square	1 10 3		1	7 3	0 0,-1,-1	, 0 13, impetuous, untrained	30 1, 900, 200, 100, 100, 900, 4, 450 3
Grudgebringer Infantry	50 1		sea_faring, can_withdraw, mercenary_unit	1, 1, 2, 2, 5, square, shield_wall	1 8 5		7	5 5	1 0, -1, -1	, 0 12, disciplined, highly_trained	20 1, 1200, 265, 100, 100, 1200, 4, 600 4
Grudgebringer Crossbowmen	50		sea faring, can withdraw, crossbow, mercenary unit, hide forest	1, 1.5, 2, 3, 5, square	1 150 24 8 2 ap	7 2	4	5 0	0 0, -1.0	, 0 10, disciplined, highly trained	40 1, 1200, 265, 100, 100, 1200, 4, 600 3
Alcatani		2 elephant +1, horse +2, camel +2	sea_faring, can_withdraw, pike, mercenary_unit		1 9 5 spear, long_pike, spear_bonu			6 0			40 1, 1200, 265, 100, 100, 1200, 4, 600 3
eopard Company			sea_faring, can_withdraw, pike, mercenary_unit	1, 1.8, 2.4, 2.4, 5, square, phalanx	1 11 6 spear, long pike, spear bonu		6	5 0			40 1, 1500, 330, 100, 100, 1500, 4, 750 3
Lost Legio Pikes			sea faring, can withdraw, pike, hardy, mercenary unit	1,1 1, 1.8, 2.4, 2.4, 5, square, phalanx	1 10 4 spear, long pike, spear bonu		7	4 0			40 1, 1300, 285, 100, 100, 1300, 4, 650 3
ost Legio Crossbows	50 1		sea faring, can withdraw, crossbow, hardy, mercenary unit	1,1 1, 1.5, 2, 3, 5, square	1 150 26 8 2 ap	7 3	7	4 0			40 1, 1300, 285, 100, 100, 1300, 4, 650 2
Bandolleros	50 1	-	sea faring, can withdraw, cannot skirmish, fire by rank, gunmen, mercenary unit		1 140 16 12 5	7 2	5 (+2)				40 1, 1500, 330, 100, 100, 1500, 4, 750 3
Hombres	50 1		sea faring, can withdraw, mercenary unit		1 7 3	- 1 · 1 · -		7 4			25 1, 1100, 240, 100, 100, 1100, 4, 550
tenublican Guards			sea_faring, can_withdraw, pike, mercenary_unit	0,8 1, 1.8, 2.4, 2.4, 5, square, phalanx	1 10 8 spear, long pike, spear bonu	ıs 12 7 4	10				40 1 1800 395 100 100 1800 4 900
iragliano Marksmen	50 1		sea_faring, can_withdraw, crossbow, mercenary_unit, extreme_range		1 160 20 9 3 ap	7 2	4	6 0			40 1, 1400, 310, 100, 100, 1400, 4, 300
lesiegers	50 1		sea faring, can withdraw, cannot skirmish, crossbow, mercenary unit, extreme range		1 170 40 10 4 ap	6 2	10	1 10			40 1 2500 550 100 100 2500 4 1250
esiegers mazons		9 elephant +1, camel +1			1 170 40 10 4 ap	0 2	10	7 1			40 1, 2500, 550, 100, 100, 2500, 4, 1250 .
mazons (esnero's Vendetta	40		sea_faring, hardy, screeching_women, hide_improved_forest, mercenary_unit		2 8 3 2 70 3 10 3 prec, thrown	12 4	1			-5 24, impetuous, trained -2 14, disciplined, highly trained, lock moral	
			sea_faring, can_withdraw, hardy, hide_improved_forest, hide_long_grass, cannot_skirmish, mercenary_unit		2 70 3 10 3 prec, thrown 1 150 16 13 5 ap	7 6	7	0 0			50 1, 1900, 420, 100, 100, 1900, 4, 950 1 40 1 1800 395 100 100 1800 4 900
tuglud's Orc Crossbowmen	60 2		sea_faring, can_withdraw, crossbow, mercenary_unit, cannot_skirmish, warcry			7 6	7		, -, -	, - 10, persons, e e	.,,,,,,
lobgoblin Despoilers	80 0		sea_faring, can_withdraw, mercenary_unit, hide_long_grass	1.1, 2, 0, 0, 0, uquure	1 0 4		-	2 3			40 1, 900, 200, 100, 100, 900, 4, 450
lack Mountain Boyz	60 2		sea_faring, hardy, can_withdraw, warcry, mercenary_unit	2.5, 2.5, 3.5, 3.5, 8, square	1 10 8		6	3 4		, - ,	50 1, 1400, 310, 100, 100, 1400, 4, 700 4
Harbot's Archers	60 2		sea_faring, hardy, can_withdraw, cannot_skirmish, warcry, mercenary_unit		1 170 20 10 4	8 6		2 4		, , , , , , , , , , , , , , , , , , , ,	40 1, 1600, 350, 100, 100, 1600, 4, 800 4
Halforc Maniacs	60 1	5	sea_faring, hardy, can_withdraw, warcry, mercenary_unit	2, 2.3, 3, 3, 7, square	1 8 9		4	3 4	0 0, 1, -3	, 0 11, impetuous, untrained	40 1, 950, 210, 100, 100, 950, 4, 475 3

name	quan mas mount effects	soldiers important attributes	spee formation he	eal Ran Amm	1 d	1 c Primary weapon attrib	2 d 2 c	ch Secondar a	rmor	defen shield	heat ground morale, training	chrg hir	re/upkeep	bu
Knights of Cold Flame	25 1,5	sea_faring, can_withdraw, legionary_name, knight	1.5, 1.5, 3, 3, 4, square, wedge	1	0	8	10	5	13	6 4	2 0, -3, -4, 0 16, normal, highly trained	45 3	2500, 500, 100, 100, 2500, 4, 1250	- 5
nights of Bull	25 1,6	sea_faring, knight, can_withdraw, legionary_name	0,9 1.5, 1.5, 3, 3, 4, square, wedge			10	10		14	5 4	3 0, -3, -4, 0 18, normal, highly_trained		2500, 500, 100, 100, 2500, 4, 1250	
					-		10							-
carmine Knights	25 1,5	sea_faring, knight, can_withdraw, legionary_name	1.5, 1.5, 3, 3, 4, square	<u>'</u>		4	+		13	6 0	2 0, -3, -3, 0 15, impetuous, highly_trained		2300, 460, 100, 100, 2300, 4, 1150 2700, 540, 100, 100, 2700, 4, 1350	
ights of Morr	25 1,5	sea_faring, knight, can_withdraw, legionary_name	1.5, 1.5, 3 ,3, 4, square			6	-		13	0 4	2 0, -3, -4, 0 20, normal, highly_trained, lock_morale			
ights of Raven	25 1,5	sea_faring, knight, can_withdraw, legionary_name, cannot_skirmish		1 160 18		1	9	-	13	6 0	2 0, -2, -4, 0 18, normal, highly_trained, lock_morale	,	2600, 520, 100, 100, 2600, 4, 1300	_
ights of Panther	25 1,5	sea_faring, knight, can_withdraw, legionary_name	1,1 1.5, 1.5, 3, 3, 4, square, wedge		10	10	9		13	6 4	2 0, -3, -4, 0 16, normal, highly_trained		2500, 500, 100, 100, 2500, 4, 1250	-
ights of Blazing Sun	25 1,5	sea_faring, knight, can_withdraw, legionary_name	1.5, 1.5, 3, 3, 4, square, wedge	1	10	8	9	6	13	6 4	1 0, -1, -4, -2 16, normal, highly_trained	45 3,	2500, 500, 100, 100, 2500, 4, 1250) 2
nights of Wolf	25 1,5	sea_faring, knight, can_withdraw, legionary_name	1.5, 1.5, 3, 3, 4, square	1	11	6 ap			11	5 0	2 0, -3, -3, 2 18, normal, highly_trained	30 3,	2600, 520, 100, 100, 2600, 4, 1300) 3
nights of Manann	25 1,5	sea_faring, can_withdraw, knight, legionary_name	1.5, 1.5, 3, 3, 4, square	1	9	8			12	6 4	1 0, -2, -4, 1 16, normal, highly_trained	45 3,	2300, 460, 100, 100, 2300, 4, 1150	1
eiksguard	25 1,5	sea_faring, knight, can_withdraw, command, legionary_name	1.5, 1.5, 3, 3, 4, square, wedge	1	10	8	9	6	13	6 4	2 0, -3, -4, 0 16, disciplined, highly_trained	45 3.	2700. 540. 100. 100. 2700. 4. 1350	3
nights of Golden Lion	25 1,5	sea_faring, knight, can_withdraw, hardy, legionary_name	1.5, 1.5, 3, 3, 4, square, wedge		0	8	8	5	13	6 4	1 0, -1, -4, -1 14, normal, highly trained, lock morale		2300, 460, 100, 100, 2300, 4, 1150	
•			1.5, 1.5, 3, 3, 4, square, wedge			6 ap	0		11	4 4	2 0, -1, -3, 0 17, normal, trained, lock_morale		3000, 600, 100, 100, 3000, 4, 1500	
unters of Sigmar	25 1,5	sea_faring, knight, can_withdraw, mercenary_unit				· ·								_
ounted Swordsmen	25 1,25	sea_faring, can_withdraw, legionary_name	1.5, 1.5, 3, 3, 4, square	1	8	4			6	5 4	0 0, -2, -3, 0 12, normal, trained	30 1,	1500, 300, 100, 100, 1500, 6, 375	1
istoliers	25 1,25	sea_faring, can_withdraw, guncavalry, gunpowder_unit, legionary_name	1.5, 1.5, 3, 3, 4, square	1 100 12	10	4 ap	7	5 5 (+2+1)	5 0	1 0, -2, -3, 0 12, impetuous, trained	30 2,	1800, 360, 100, 100, 1800, 6, 450	3
utriders	16 1,25	sea_faring, can_withdraw, incendiary, guncavalry, gunpowder_unit, mercenary_un	nit 2.5, 2.5, 4, 4, 3, square	1 75 8	13	6 area	7	5	8	6 0	1 0, -2, -3, 0 14, normal, trained	30 3,	2400, 480, 100, 100, 2400, 4, 1200	1
nights of the Realm	25 1,5	sea_faring, can_withdraw, knight, command, power_charge, mercenary_unit, can_	formed charge 15 15 3 3 4 square wedge	1	11	10	10	6 10 (+1+1	1)	6 4	2 0, -2, -4, -1 22, normal, highly_trained	50 3	2700, 540, 100, 100, 2700, 4, 1350	4
rrant Knights	25 1,3	sea_faring, can_withdraw, knight, power_charge, mercenary_unit, can_formed_ch				9	9		9	6 4	1 0, -1, -3, -1 18, normal, trained		2000, 400, 100, 100, 2000, 6, 500	_
rant Knights	25 1,5	sea_laring, can_withdraw, knight, power_charge, mercenary_unit, can_formed_ch	1,1 1.5, 1.5, 5, 5, 4, square, wedge	'	10	9	9 '	0	9	0 4	1 0, -1, -3, -1 16, Hollinai, trained	30 2,	2000, 400, 100, 100, 2000, 0, 300	-3
	00 4.05	e i min	15.15.0.0.1		-						0040044	00 0	1500 000 100 100 1500 0 075	+-
Iorska Raiders	32 1,35	sea_faring, can_withdraw	1.5, 1.5, 3, 3, 4, square	1	-	6			4	4 4	2 0, -4, -3, 2 14, normal, untrained	30 2,	1500, 300, 100, 100, 1500, 6, 375	3
nights of Chaos	25 2	sea_faring, can_withdraw, knight, chaos	0,9 1.5, 1.5, 3, 3, 4, square	1	9	6			13	4 6	3 0, -4, -5, 2 25, impetuous, highly_trained	30 3	2800, 560, 100, 100, 2800, 4, 1400	2
ounted Marauders	25 1,3	sea_faring, can_withdraw, warcry, chaos, start_not_skirmishing	-10 1.01 1.01 0, 0, 0, 0, 0, 0			3 thrown	7		(+3)	5 3	1 0, -4, -3, 2 17, impetuous, trained		1700, 340, 100, 100, 1700, 0, 0	4
							1							
Inights Champions of Khorne	25 2	sea_faring, knight		1		3	+		14	5 0	3 0, -4, -5, 2 42, impetuous, highly_trained		3500, 700, 100, 100, 3500, 4, 1750	
nights Champions of Tzeench	25 2	sea_faring, can_withdraw, knight	-1- 1.0, 1.0, 0, 0, 0, 0, 0, 0	1	-	9 ap	+		14	5 5	3 0, -4, -5, 2 25, normal, highly_trained		3500, 700, 100, 100, 3500, 4, 1750	_
nights Champions of Slaanesh	25 1,8	sea_faring, can_withdraw, knight	110) 110) 0) 0) 1) 0	1	12	7			13	6 4	3 0, -3, -4, 2 20, impetuous, highly_trained, lock_mora			
nights Champions of Nurgle	25 2,3	sea_faring, can_withdraw, knight	0,8 1.6, 1.6, 3, 3, 4, square	2	10	6			14	4 0	3 0, -5, -5, 2 23, normal, highly_trained	30 3,	3500, 700, 100, 100, 3500, 4, 1750	2
ragon Princes	20 1.2	sea faring, can withdraw, knight	1.5, 1.5, 3, 3, 4, square	1	11	10	11	8 11 (+1+1+	⊦ 1)	10 6	2 0, -2, -3, -1 19, disciplined, highly_trained	45 4.	3500, 700, 100, 100, 3500, 4, 1750	2
Silver Helms	20 1,1	sea_faring, can_withdraw, knight		1	10	0	10	· · ·	11	8 0	1 0, -1, -2, -1 14, disciplined, highly trained		2200 440 100 100 2200 0 0	4
Ilyrian Reavers	20 1	sea_faring, can_withdraw, extreme_range	7 3 3 3 3 4 4 4 5				9	-	7	8 0	0 0, -1, -2, -1 15, normal, highly trained	,	2200, 440, 100, 100, 2200, 6, 550	3
liyrian Reavers	20 1	sea_raring, can_withdraw, extreme_range	1,1 1.5, 1.5, 3, 3, 4, square	1 170 24	9	2	9	1		8 0	0 0, -1, -2, -1 15, normal, nignly_trained	75 3,	2200, 440, 100, 100, 2200, 6, 550	-3
old One Knights	20 1,2	sea_faring, knight, can_withdraw	1,4 2.2, 4.5, 4, 6, 4, square	1	12	9	12	7	13	9 6	2 0, -2, -4, 1 18, disciplined, highly_trained	65 4,	3650, 730, 100, 100, 3650, 4, 1810	2
ark Riders	20 1,1	sea_faring, can_withdraw, crossbow	1,1 1.5, 1.5, 3, 3, 4, square	1 140 30	8	2 ap	11	5	9	7 0	1 0, -1, -3, 1 14, disciplined, highly_trained	30 3,	2300, 460, 100, 100, 2300, 6, 575	4
														+
lobgoblin Wolf Riders	40 0.6	sea_faring, hardy, can_withdraw, warcry, is_peasant	2.6, 2.6, 3.8, 3.8, 8, square	1	- 5	3			0	3 4	0 0 -1 0 0 9 low untrained	30 1	1300, 260, 100, 100, 1300, 6, 325	3
lobgoblin Wolf Archers	40 0,6	sea_faring, hardy, can_withdraw, warcry, is_peasant	2.6, 2.6, 3.8, 3.8, 8, square	1 150 36			5		0	3 0	0 0, -1, 0, 0 9, low, untrained		1600, 320, 100, 100, 1600, 6, 400	3
														\top
Big 'Uns Boar Boys	25 3,3	sea_faring, hardy, can_withdraw, warcry	0,8 4, 4, 7, 7, 6, square	2	11	8 area, launching			9	2 4	1 1, 1, -5, 0 14, impetuous, untrained	50 2	2500 500 100 100 2500 4 1250	2
Boar Boys	30 2	sea_faring, hardy, can_withdraw, warcry	3.3, 3.3, 6, 6, 6, square			7			6	2 3	0 1, 1, -4, 0 12, impetuous, untrained	,	1700, 340, 100, 100, 1700, 0, 0	3
	30 1,7		1.5, 1.5, 2.5, 2.5, 6, horde		-	6 thrown	8 -		2	4 0	0 1, 1, -4, 0 12, impetious, untrained		1700, 340, 100, 100, 1700, 0, 0	2
Savage Boar Boys		sea_faring, hardy, can_withdraw, warcry, start_not_skirmishing					-					,	,,,,,	
Soblin Wolf Riders	50 0,4	sea_faring, can_withdraw, is_peasant	2.25, 2.25, 3.5, 3.5, 10, square		-		3		2	1 2	0 0, -1, 0, -1 6, low, untrained		1300, 300, 150, 100, 1300, 6, 325	3
quig Riders	40 0,35	can_withdraw, is_peasant	1,6 1.4, 1.4, 3, 3, 8, horde			2			0	6 0	2 0, 0, -1, -1 11, low, untrained	30 2,	1700, 340, 100, 100, 1700, 6, 425	2
Squig Riders Archers	40 0,35	can_withdraw, is_peasant	1,4 1.4, 1.4, 3, 3, 8, horde	2 140 28	4	0	5	2	0	4 0	2 0, 0, -1, -1 11, low, untrained	20 2,	2300, 460, 100, 100, 2300, 4, 1150	2
ions of Ursun	25 1,3 horse +1, camel +1	sea faring, can withdraw, knight	0,9 2, 2, 4, 4, 4, square	2	13	7			7	7 0	2 0 -4 -3 2 18 normal trained	30 2	3000, 600, 100, 100, 3000, 4, 1500	-
				1			7 .		7		_ 1, 1, 2, _ 12, 12, 12, 12, 12			_
Vinged Lancers	25 1,2	sea_faring, can_withdraw, can_formed_charge, power_charge	1.0, .0, 0, 0, 0, 0, 0, 0, 0			10	-				1 0, -3, -4, 1 12, normal, trained		1750, 350, 100, 100, 1750, 0, 0	5
riffin Legio	25 1,3	sea_faring, can_withdraw, can_formed_charge, power_charge	1.5, 1.5, 3, 3, 4, square		10	**	8 -		8	6 3	1 0, -3, -4, 1 16, disciplined, highly_trained		2000, 400, 100, 100, 2000, 4, 1000	
Ingols	25 1	sea_faring, can_withdraw, cantabrian_circle		1 160 28		1	7	-	(+1)		0 0, -1, -3, 0 11, normal, trained		1500, 300, 100, 100, 1500, 6, 375	4
)ragoons	25 1,1	sea_faring, can_withdraw, guncavalry, gunpowder_unit	1.5, 1.5, 3, 3, 4, square	1 110 10	10	4 ap	9	6	2	5 3	1 0, -2, -3, 1 14, impetuous, untrained		2000, 400, 100, 100, 2000, 6, 500	3
hekists	25 1	sea_faring, can_withdraw, guncavalry, gunpowder_unit, command	1.5, 1.5, 3, 3, 4, square	2 130 14	12	5 ap	7	5 ap	1	6 0	0 0, -2, -3, 1 16, disciplined, highly_trained, lock_mora	al 40 3,	2500, 500, 100, 100, 2500, 4, 1250	2
Skaven Flayers	20 0,7 elephant +1, horse +6	6, camel + sea_faring, very_hardy, can_withdraw, power_charge	0,8 3.7, 3.7, 6, 6, 5, square	2	6	4 ap, bp, area, launching	g		4	6 0	0 -2, 2, -6, 0 12, impetuous, trained	20 3,	2750, 550, 100, 100, 2750, 4, 1375	2
arstein Cavalry	20 1	sea_faring, can_withdraw, very_hardy, frighten_mounted	1.5. 1.5. 3. 3. 4. square	2	12	8	10	4	5	11 0	0 0, -1, -2, 0 16, impetuous, trained	45 2	3000, 600, 100, 100, 3000, 4, 1500	-
						-							5000, 600, 100, 100, 3000, 4, 1500	
lood Dragon Knights	20 1,4	sea_faring, knight, very_hardy, frighten_mounted		2		10	12		13	12 5	0 0, -2, -3, 0 20, normal, highly_trained, lock_morale	,		-
lack Knights	25 0,5	sea_faring, can_withdraw, very_hardy, free_upkeep_unit	0,9 1.5, 1.5, 3, 3, 4, square			10 ap	8 -		8	0 4	-2 0, -2, -3, 0 10, normal, highly_trained, lock_morale		2200, 440, 100, 100, 2200, 6, 550	3
Frail Knights	25 1	sea_faring, can_withdraw, very_hardy, knight, frighten_foot, frighten_mounted, free		1	13	11	13	7	13	6 4	-2 0, -2, -3, 0 16, normal, highly_trained, lock_morale	,	3700, 740, 100, 100, 3700, 4, 1850	2
keleton Cavalry	30 0,4	sea_faring, can_withdraw, very_hardy, mercenary_unit, free_upkeep_unit	0,8 1.5, 1.5, 3, 3, 5, square	1	7	2		0	(+3)	0 5	-2 0, -1, -2, 0 6, normal, trained, lock_morale	30 1,	1400, 280, 100, 100, 1400, 0, 0	4
ndead Mounted Marauders	25 0,4	sea_faring, can_withdraw, very_hardy, mercenary_unit, free_upkeep_unit	0,8 1.5, 1.5, 3, 3, 4, square	1	10	8			3	1 3	-2 0, -1, -2, 0 17, impetuous, trained, lock_morale	45 1,	1600, 320, 100, 100, 1600, 0, 0	3
mb Skalatan Carreter	20 0.4	on foring one withdraw your hards for selections	09 17 17 25 25 5		-	6			4	4 -	2 0 2 2 0 40 dissipli Li-Li-Li-Li-Li-	1 45 1	1700 240 400 400 4700 0 0	+.
mb Skeleton Cavalry	30 0,4	sea_faring, can_withdraw, very_hardy, free_upkeep_unit	0,8 1.7, 1.7, 3.5, 3.5, 5, square		7		+++				-2 0, 2, -2, 0 10, disciplined, highly_trained, lock_mora			4
mb Heavy Cavalry	25 0,6	sea_faring, can_withdraw, very_hardy, free_upkeep_unit		1		3	+				-2 0, 1, -2, 0 18, disciplined, highly_trained, lock_mora			
	30 0,3	sea_faring, can_withdraw, very_hardy, free_upkeep_unit	0,8 1.7, 1.7, 3.5, 3.5, 5, square	1 150 24	7	0	3	0	1	2 0	-2 0, 2, -2, 0 6, disciplined, highly_trained, lock_morale	e 40 1,	1500, 300, 100, 100, 1500, 0, 0	5
omb Mounted Archers			1.5, 1.5, 3, 3, 4, square	1	12	5			3	5 0	1 0, -3, -3, 2 16, normal, trained	30 1.	1700, 375, 100, 100, 1700, 4, 850	3
	25 1,2	sea taring, nardy, can withdraw, mercenary unit							-				,,,,,	_
agnar Wolves		sea_faring, hardy, can_withdraw, mercenary_unit					8	7	13	6 4	2 0 -1 -4 -2 15 impetuous trained	45 2	2500 550 100 100 2500 4 1250	
agnar Wolves enators	25 1,5	sea_faring, can_withdraw, knight, mercenary_unit, power_charge	1.5, 1.5, 3, 3, 4, square	1	10	10	8	7	13		2 0, -1, -4, -2 15, impetuous, trained		2500, 550, 100, 100, 2500, 4, 1250	
agnar Wolves enators rudgebringer Cavalry	25 1,5 25 1,4	sea_faring, can_withdraw, knight, mercenary_unit, power_charge sea_faring, can_withdraw, hardy, mercenary_unit	1.5, 1.5, 3, 3, 4, square 1.5, 1.5, 3, 3, 4, square	1	10 9	10			8	5 4	1 0, -2, -2, 0 12, disciplined, highly_trained	30 1,	1800, 395, 100, 100, 1800, 4, 900	3
agnar Wolves enators rudgebringer Cavalry aballeros	25 1,5 25 1,4 25 1,3	sea_faring, can_withdraw, knight, mercenary_unit, power_charge sea_faring, can_withdraw, hardy, mercenary_unit sea_faring, knight, mercenary_unit, power_charge	1.5, 1.5, 3, 3, 4, square 1.5, 1.5, 3, 3, 4, square 1.5, 1.5, 3, 3, 4, square	1 1 1	10 9 11	10 4 10	9	4	8	5 4 6 0	1 0, -2, -2, 0 12, disciplined, highly_trained 1 0, 2, -4, -2 12, normal, highly_trained	30 1, 45 1,	1800, 395, 100, 100, 1800, 4, 900 2000, 440, 100, 100, 2000, 4, 1000	3
omb Mounted Archers Lagnar Wolves enators srudgebringer Cavalry Laballeros Joblin Wolfboyz	25 1,5 25 1,4	sea_faring, can_withdraw, knight, mercenary_unit, power_charge sea_faring, can_withdraw, hardy, mercenary_unit	1.5, 1.5, 3, 3, 4, square 1.5, 1.5, 3, 3, 4, square 1.5, 1.5, 3, 3, 4, square	1	10 9 11	10		4	8	5 4 6 0	1 0, -2, -2, 0 12, disciplined, highly_trained	30 1, 45 1,	1800, 395, 100, 100, 1800, 4, 900	3

name	quanti n	nas mount effects	soldiers important attributes	spee formation	health	Rang Amr	m 1 d 1	chr Primary weapon attributes	2 d	2 ch Secondary weapon attributes	armo	rdefe	shiel h	nea g	round	morale, training	chrg d	di hire/upkeep	buil
Steam Tank	- 1	100	can withdraw, very hardy, cannot skirmish, gunpowder unit, artillery, cannon, power charge,	0,6 -	8	275 16	20	0 ap, bp, area, launching	20	20 ap, bp, area, launching (0.33 I	30	0	15	5 -1,	5, -10, -3	20, disciplined, highly trained	30	8, 10000, 2000, 1000, 1000, 10000,	1, 5 1
Bloodletters on Juggernauts	17 :	2,5	sea_faring, very_hardy, frighten_foot, frighten_mounted, chaos	0,7 2.5, 3, 3.5, 4, 3, square	3		18	14 ap			5	2	0	0 0,	-2, -6, 0	7, impetuous, trained, lock_morale	50	5, 5500, 1100, 100, 100, 5500, 2, 27	50 2
Bloodletters (on foot)	34 2	2,5	sea_faring, very_hardy, frighten_foot, frighten_mounted, chaos	1.2, 1.2, 2, 2, 6, horde	3		18	12 ap			1	2	0	0 0	0, 0, 0	7, impetuous, trained, lock_morale	50	5, 4900, 980, 100, 100, 4900, 2, 2450	0 2
Horrors	34	1,5	sea_faring, very_hardy, explode, frighten_foot, frighten_mounted, chaos	1,2 1.5, 1.5, 3, 3, 6, horde	1	100 50	5	0 ap	8	2 1 (+1+1+1)		3	0	0 0,	1, 0, -1	7, impetuous, trained, lock_morale	15	3, 2500, 500, 100, 100, 2500, 6, 625	31
Screamers	25 (0,5	sea_faring, very_hardy, frighten_foot, frighten_mounted, chaos	0,6 2, 2, 3.5, 3.5, 6, horde	1		12	4			2	8	0	0 0,	0, -3, 0	7, impetuous, trained, lock_morale	40	3, 2200, 440, 100, 100, 2200, 4, 110	0 3
Flamers	34 (0,7	very_hardy, cannot_skirmish, incendiary, frighten_foot, frighten_mounted, chaos	0,4 1.2, 1.2, 2, 2, 6, horde	2	60 15	3	0 ap, bp, area	6	0	1	4	0	-2 0,	1, 0, -1	7, impetuous, untrained, lock_moral	5	5, 5500, 1100, 500, 100, 5500, 2, 27	50 2
Daemonettes	34	1,2	sea_faring, very_hardy, screeching_women, chaos	1,3 1.2, 1.2, 2, 2, 6, horde	3		15	7 ap		1 (+1+1+1)		11	0	0 0	0, 0, 0	7, impetuous, trained, lock_morale	35	5, 4700, 940, 100, 100, 4700, 2, 235	0 2
Pleasureseekers	17	1,2	sea_faring, very_hardy, chaos	1,3 1.6, 1.6, 3, 3, 6, horde	3		15	4 ap			2	11	0	0 0	0, 0, 0	7, impetuous, trained, lock_morale	35	5, 5500, 1100, 100, 100, 5500, 2, 27	50 2
Plaguebearers	34	3	sea_faring, very_hardy, frighten_foot, frighten_mounted, chaos	0,7 1.2, 1.2, 2, 2, 6, horde	5		12	5 ap		2 (+1+1+1)		2	0	0 0	0, 0, 0	7, normal, trained, lock_morale	25	5, 4700, 940, 100, 100, 4700, 2, 235	0 2
Nurglings	80 (0,8	sea_faring, very_hardy, command, chaos, wagon_fort	0,7 1, 1, 2, 2, 8, square	2		3	1			2	1	1	1 -1	0, -3, 0	6, normal, untrained, lock_morale	15	1, 1000, 200, 200, 100, 1000, 6, 250	31
Daemon Prince	-	50	very_hardy, frighten_foot, frighten_mounted, unique_unit	0,8 -	12		40	20 launching, bp, area, ap			25	10	0	-2 0,	0, -6, 0	6, impetuous, highly_trained, lock_m	n 50	6, 6000, 1200, 0, 0, 6000, 1, 3000	10
Changer	-	35	very hardy, frighten foot, frighten mounted, unique unit, cannot skirmish	0.9 -	12	200 30	10	0 ap, bp, area	25	10 launching, bp, area, ap	20	15	0	-2 0,	0, -6, 0	6, impetuous, highly trained, lock m	n 30	9, 9000, 1800, 0, 0, 9000, 1, 4500	10
Keeper of Secrets		40	very hardy, frighten foot, frighten mounted, unique unit	- -	15		45	15 launching, bp, area, ap			25	20	0	-2 0.	0, -6, 0	6, impetuous, highly trained, lock m	n 40	9, 9000, 1800, 0, 0, 9000, 1, 4500	10
Great Unclean	- 1	100	very_hardy, frighten_foot, frighten_mounted, unique_unit	0,4 -	25				30	5 launching, bp, area, ap	29	5	0	-2 0,	0, -6, 0	6, impetuous, highly_trained, lock_m	1 30	9, 9000, 1800, 0, 0, 9000, 1, 4500	10
Chaos Troll	6	37 elephant -15, horse -15, camel -1	1 very_hardy, frighten_foot, frighten_mounted, chaos	0,9 3.6, 3.6, 6, 7, 2, square	7		45	18 ap, bp, area, long_pike, launching			16	4	0	1 0,	-1, -5, 0	34, impetuous, untrained	40	4, 4500, 900, 100, 100, 4500, 2, 225	0 2
Troll	6	33 elephant -18, horse -18, camel -1	1 very_hardy, frighten_foot, frighten_mounted	0,9 3.6, 3.6, 6, 7, 2, square	7		38	24 ap, bp, area, long_pike, launching			15	4	0	0 0,	0, -5, 0	28, impetuous, untrained	40	4, 4000, 800, 100, 100, 4000, 4, 200	0 3
Stone Troll	6	44 elephant -18, horse -18, camel -1	1 very_hardy, frighten_foot, frighten_mounted	0,7 3.6, 3.6, 6, 7, 2, square	7		38	24 ap, bp, area, long_pike, launching			20	2	0	0 0,	0, -5, 0	28, impetuous, untrained	35	5, 6000, 1200, 100, 100, 6000, 2, 30	00 2
Minotaurs	6	55 elephant -12, horse -12, camel -1	1 very_hardy, frighten_foot, frighten_mounted, mercenary_unit	0,9 6, 6, 12, 12, 2, square	8		42	28 ap, bp, area, long_pike, launching			12	14	0	0 0,	-1, -6, 0	28, impetuous, untrained	50	4, 5000, 1000, 100, 100, 5000, 2, 25	00 2
Giant	-	E E	very hardy, frighten foot, frighten mounted, command	0.5 15. 15. 30 .30. 1. square	10		20	20 launching, bp. area			20	10	0	0 0	0 6 1	32, impetuous, highly trained	20	5, 5500, 1100, 100, 100, 5500, 2, 27	EO 1
Bone Giant			very_nardy, frighten_foot, frighten_mounted, free_upkeep_unit	0,7 15, 15, 30 ,30, 1, square	9			10 launching, bp, area			-	0	-				-	5, 5500, 1100, 100, 100, 5500, 2, 27	
bone Glant	+	20	very_nardy, mgmen_loot, mgmen_mounted, mee_upkeep_unit	0,7 13, 13, 30 ,30, 1, aquale	-		35	To lauticinity, bp, area			25		0	-2 0,	0, -0, 0	o, disciplined, highly_trained, lock_	- 30	3, 3300, 1100, 100, 100, 3300, 2, 21	
Rat Ogres	16	17 elephant -11, horse -11, camel -1	sea_faring, very_hardy, frighten_foot, frighten_mounted, power_charge	2.8, 3.6, 5, 6, 4, square	5		26	19 bp, area, launching			8	15	0	0 0,	0, -3, 0	25, impetuous, untrained	60	2, 2600, 520, 100, 100, 2600, 6, 650	31
Ogres Chaos	16	24 elephant -11, horse -11, camel -1	sea_faring, can_withdraw, power_charge, frighten_foot, frighten_mounted, mercenary_unit, ch	0,9 3, 3.8, 5, 6, 4, square	4		26	20 ap, bp, area, launching			16	8	0	1 0,	-1, -4, 0	30, impetuous, untrained	40	3, 4000, 800, 100, 100, 4000, 4, 200	0 2
Ogres	16	18 elephant -13, horse -13, camel -1	sea_faring, can_withdraw, hardy, power_charge, frighten_foot, frighten_mounted, mercenary_r	ınit 2.8, 3.6, 5, 6, 4, square	4		28	22 ap, bp, area, launching			9	12	1	0 0,	0, -4, -1	22, impetuous, untrained	40	2, 2600, 570, 100, 100, 2600, 6, 650	3
Lead Belchers	(4?)	24	can_withdraw, cannot_skirmish, gunpowder_unit, mercenary_unit, frighten_mounted, mercena	0,7 6, 6, 8, 8, 2, square	4	225 7	26	8 ap, bp, area, launching	12	6 ap	9	1	0	1 -1,	0, -5, -1	22, impetuous, untrained	40	4, 6000, 1320, 100, 100, 6000, 2, 30	00 2
Golfag Ogres	16	20 elephant -14, horse -14, camel -1	sea_faring, can_withdraw, hardy, power_charge, frighten_foot, frighten_mounted, mercenary_	nit 2.8, 3.6, 5, 6, 4, square	4		34	20 ap, bp, area, launching			10	10	0	0 0,	0, -4, -1	28, impetuous, untrained	40	3, 3800, 835, 100, 100, 3800, 4, 190	0 2
Ushabti	25	10 elephant -5, horse -5, camel -5	sea_faring, very_hardy, frighten_foot, frighten_mounted, command, free_upkeep_unit	2.25, 2.25, 5, 5, 4, square	4		20	15 ap, launching			10	0	0	-2 0,	0, -2, 0	6, disciplined, highly_trained, lock_	40	4, 4000, 800, 100, 100, 4000, 4, 200	0 2
Dire Wolves	34		sea_faring, very_hardy, hide_forest, free_upkeep_unit	1,3 2.25, 2.25, 3.5, 3.5, 6, horde	1		12	13			0	6	0	0 0.	-3, 1, 1	6, impetuous, untrained, lock_moral	40	1, 1200, 240, 100, 100, 1200, 6, 300	21
Chaos Hound	34		sea_faring, very_hardy	1,1 2.25, 2.25, 3.5, 3.5, 6, horde	1		11	14			2	4	0	2 1,	-3, 0, 2	26, impetuous, untrained	50	1, 1200, 240, 100, 100, 1200, 6, 300	3
Night Goblin Squig	14 (42 0	,35	very_hardy, is_peasant	1,8 2.25, 2.25, 3.5, 3.5, 6, horde	1,2		5	2 light_spear	9	11	0	3	2	2 0,	0, -1, -1	12, low, untrained	30	1, 1500, 300, 100, 100, 1500, 6, 375	3
Scarabs	70	3 elephant -2, horse -1, camel -1	sea_faring, can_withdraw, very_hardy, free_upkeep_unit	1.2, 1.2, 2.4, 2.4, 6, horde	1		6	10 spear, long_pike, ap	6	4 ap	8	0	3	0 0,	2, -6, -2	6, normal, trained, lock_morale	7	1, 1500, 300, 100, 100, 1500, 6, 375	31
Rat Packs	100 0	.05 elephant -10, horse -1, camel -2	hardy, free upkeep unit, is peasant, peasant	0.5, 0.5, 1, 1, 8, horde	1		1				0	0	0	0 0.	113	5, impetuous, untrained, lock moral	10	1, 250, 25, 250, 250, 0, 2, 250	41

name	quantit	mas mount effec	soldiers important attributes	speed formation	health	Rang A	mm 1	dm 1 chr Primary weapon attributes	Dmg b dr	ng hp	2 dm	2 chr Secondary weapon attrib	out armo	or defe	shiel h	heat	ground	morale, training	chrg d	di hire/upkeep buile	i
Great Cross	75 (1)	1.2 elephant +1	sea_faring, standard, command, legionary_name	1, 1, 2, 2, 5, square	1		+	8 3 spear, short pike, spear bonus	4	400 f	f		5	3	2	0 ()12. 0	10. normal, trained, lock morale	20	2. 1700. 340. 100. 100. 1700. 1. 850 10	Н
Empire Cannon	16 (4)		sea_faring, can_withdraw, artillery, cannon, legionary_name	1.5. 1.5. 3. 3. 1. square	1	300	18	30 10 ap, bp, area, launching	150 5	300 f	f 6	1	0		0			7. normal, trained	-	2. 2000. 400. 500. 0. 2000. 6. 500 40	
Nuln Cannon	16 (4)		sea_faring, can_withdraw, artillery, cannon, legionary_name	1.5, 1.5, 3, 3, 1, square	1	310		30 10 ap, bp, area, launching	160 5	300 f			0		0			9, disciplined, highly_trained		3, 3000, 600, 500, 0, 3000, 4, 1500 40	
Empire Mortar	16 (4)		sea_faring, can_withdraw, artillery, mortar, legionary_name	1.5, 1.5, 3, 3, 1, square	1	300		25 5 bp, launching, area	125 4	300 f			0		0			7, normal, trained	-	2, 3000, 600, 500, 0, 3000, 4, 1500 30	
Rocket Launcher	16 (4)		sea_faring, can_withdraw, artillery, rocket, legionary_name	1.5, 1.5, 3, 3, 1, square	1	375	-	15 0 launching, area	40 2	175 f			0	-	0	_		7, normal, trained	-	4, 5000, 1000, 500, 0, 5000, 2, 2500 20	
Hellblaster	16 (4)		sea_faring, can_withdraw, artillery, cannon, legionary_name, explode	1.5, 1.5, 3, 3, 1, square	1	260 1		20 5 ap, bp, launching, area	40 3	250	6		-	3	-			7, disciplined, highly trained		4, 6000, 1200, 500, 0, 6000, 2, 3000 20	
Tronblactor	10 (1)	•	coa_taing, can_watatan, attacry, cannon, regionary_name, expecte	1.0, 1.0, 0, 0, 1, 0quare	T.	200 .	-	20 c up, pp, iddnorning, dred	10 0	200							., ., 0, .	r, dissiplined, highly_danied		1, 0000, 1200, 000, 0, 0000, 2, 0000	
Grudgebringer Cannon	16 (4)		sea_faring, can_withdraw, cannon, artillery, mercenary_unit	1.5, 1.5, 3, 3, 1, square	1	310		30 10 ap, bp, area, launching	140 5	350 f				4		_		8, disciplined, highly_trained	-	2, 3000, 660, 500, 0, 3000, 4, 1500 30	
Bronzino Guns	16 (4)	1	sea_faring, can_withdraw, cannon, artillery, mercenary_unit	1,3 1.5, 1.5, 3, 3, 1, square	1	260 4	10	20 5 ap, bp, area, launching	50 3	220 f	f 6	1	1	5	0	0 -	1, 1, -3, -2	7, normal, trained	25	2, 2500, 550, 500, 100, 2500, 4, 1250 20	4
Death Rocket	16 (4)	1,4	sea_faring, can_withdraw, hardy, artillery, rocket	1.5, 1.5, 3, 3, 3, square	1	375	16	15 5 ap, bp, area, launching	150 3	300	8	5	10	3	0	0 -	1, 0, -5, 1	10, normal, trained	20	3, 3500, 700, 500, 100, 3500, 6, 875 40	
Earthshaker	12 (1)	1,4	sea_faring, hardy, can_withdraw, artillery, mortar	1.5, 1.5, 3, 3, 3, square	1	350 2	22	20 0 bp, area, launching	1000 2	1000	8	5	10	3	0	0 -	1, 0, -5, 1	10, normal, trained	20	2, 2500, 500, 250, 100, 2500, 4, 1250 30	
Hellcannon	12 (1)	1,4	sea_faring, hardy, can_withdraw, artillery, cannon, frighten_foot, frighten_mounted, cha	nos 1.5, 1.5, 3, 3, 3, square	1	290 2	22	20 0 ap, bp, area, launching	700 3	850	8	5	10	3	0	0 -	1, 0, -5, 0	10, normal, trained	20	4, 5000, 1000, 500, 100, 5000, 4, 250 20	
																					4
Warp Cannon	16 (1)	-,-	sea_faring, hardy, can_withdraw, artillery, cannon, frighten_foot, frighten_mounted	1.5, 1.5, 3, 3, 3, square	1	325	-	15 0 ap, bp, area, launching	330 2	300	-	2	_	4		_		6, impetuous, untrained		3, 3000, 600, 500, 100, 3000, 4, 1500 30	
Plague Claw	16 (4)		sea_faring, can_withdraw, hardy, artillery, frighten_foot, frighten_mounted	1.5, 1.5, 3, 3, 3, square	2	250 2	20	10 5 ap, bp, area, launching	75 1	250 f	f 10	3	0	4	0			10, impetuous, untrained		2, 2000, 400, 100, 100, 2000, 4, 1000 20	
Skreaming Bell	75 (1)	1,2 elephant +1	sea_faring, standard, command, very_hardy, knight	1,1 1.4, 1.4, 3, 3, 6, square	1		_	10 5 spear, short_pike, spear_bonus_	_4	500 f	f		10	6	0	2 (), 1, -1, -1	12, impetuous, trained, lock_morale	30	2, 3000, 600, 100, 100, 3000, 1, 1500 10	4
Uragan	16 (4)	1	sea_faring, can_withdraw, artillery, mortar, stakes	1.5, 1.5, 3, 3, 1, square	1	300	18	30 10 bp, launching, area	160 5	500 f	f 6	1	0	4	0	1 -	1, -2, -3. 0	12, disciplined, trained	20	4, 4000, 800, 500, 0, 4000, 4, 2000 30	Н
Wagons	20 (5)		sea faring, can withdraw, wagon fort	1.5, 1.5, 3, 3, 1, square	1	150 2	_	15 4 ap	0 1	400 f	7	2	0		0	_		12, disciplined, trained	20	2, 1500, 300, 250, 100, 1500, 2, 1500 10	d
	(-,			,, ., ., ., ., ., ., .,	Ť				-	1.00		_		+		-	., _, ., .	1-1,	-		t
Screaming Scull (vampires)	20 (4)	0,3	sea_faring, can_withdraw, very_hardy, artillery, free_upkeep_unit	1.5, 1.5, 3, 3, 3, square	1	250	15	25 7 bp, launching, area	125 2	200	7	1	0	0	0	-2	1, 0, -2, 0	6, normal, untrained, lock_morale	20	3, 3000, 600, 500, 100, 3000, 4, 1500 20	
Screaming Scull (tomb kings)	20 (4)	0,3	sea_faring, can_withdraw, very_hardy, artillery, free_upkeep_unit	1.5, 1.5, 3, 3, 3, square	1	250	15	25 7 bp, launching, area	125 2	200	4	1	0	2	1	-2 -	1, 2, -3, -1	6, disciplined, highly_trained, lock_	20	3, 3000, 600, 500, 100, 3000, 4, 1500 20	
							_									_					4
Doom Diver	30 (5)		sea_faring, can_withdraw, artillery, extreme_range	1.5, 1.5, 3, 3, 3, square	1	425 9		4 1 bp, launching	0 1	250 f	-	-		1	-			4, low, untrained	-	1, 2000, 400, 250, 100, 2000, 2, 1000 20	
Chukka	30 (5)		sea_faring, can_withdraw, artillery	1.5, 1.5, 3, 3, 3, square	1	300 4	-	17 5 ap, bp, launching	20 2	200 f			2					4, low, untrained	-	1, 1000, 200, 200, 100, 1000, 6, 250 30	1
Lobba	30 (4)		sea_faring, can_withdraw, artillery	1.5, 1.5, 3, 3, 3, square	1	275		35 15 ap, bp, area, launching	270 5	500 f	-		2			-	., ., ., .	4, low, untrained	-	3, 3000, 600, 500, 100, 3000, 4, 1500 30	
Chukka Notlob	20 (5)		sea_faring, can_withdraw, artillery, mercenary_unit, stakes	3.5, 3.5, 3, 3, 4, square	1	325 4		20 8 ap, bp, launching	30 3	200 f		4 light_spear, spear_bonu	_		-	_		11, impetuous, untrained		1, 1500, 330, 250, 100, 1500, 4, 1500 20	
Orc Catapult	20 (5)	1,7	sea_faring, can_withdraw, artillery, mercenary_unit, stakes	3.5, 3.5, 3, 3, 4, square	1	250	18	30 8 ap, bp, area, launching	160 3	400 f	f 8	4 light_spear, spear_bonu	s_ 1	4	0	0 -	1, 1, -5, 0	11, impetuous, untrained	50	2, 2500, 550, 500, 100, 2500, 4, 1250 20	-
Great Beer	75 (1)	1,4	sea_faring, can_withdraw, standard, hardy, command, general_unit	1.3, 1.3, 2.4, 2.4, 6, squar	e 1			8 5		200			7	6	6	1	0, 0, -3, 1	14, normal, trained, lock_morale	20	2, 2800, 560, 100, 100, 2800, 1, 1400 10	1
Grudgethrower	16 (4)	1,2	sea_faring, can_withdraw, hardy, artillery	1.5, 1.5, 3, 3, 3, square	1	275 2	24	25 7 ap, bp, area, launching	110 3	300	6	4	4	3	0	1 -	1, 0, -5, 1	12, normal, trained	20	2, 2750, 550, 250, 100, 2750, 4, 1375 30	
Boltthrower	20 (5)	1,2	sea_faring, can_withdraw, hardy, artillery	1.5, 1.5, 3, 3, 3, square	1	350 4	10	20 5 ap, bp, launching	25 2	200	6	4	4	3	0	1 -	1, 0, -5, 1	12, normal, trained	20	1, 1300, 260, 200, 100, 1300, 6, 325 20	1
Dwarf Mortar	16 (4)		sea_faring, can_withdraw, hardy, artillery, mortar	1.5, 1.5, 3, 3, 3, square	1	325 2	20	25 5 bp, launching, area	125 4	350	6	4	4	3	0	1 -	1, 0, -5, 1	12, normal, trained	20	3, 5000, 1000, 500, 100, 5000, 4, 250 30	
Dwarf Cannon	16 (4)	1,2	sea faring, can withdraw, hardy, artillery, cannon	1.5, 1.5, 3, 3, 3, square	1	325 2	20	30 10 ap, bp, area, launching	180 5	350	6	4	4	3	0	1 -	1, 0, -5, 1	12, normal, trained	20	2, 3000, 600, 500, 100, 3000, 6, 750 40	
Organ Gun	16 (4)	1,2	sea faring, can withdraw, artillery, cannon, hardy	1.5, 1.5, 3, 3, 3, square	1	275 9	90	20 5 ap, bp, launching, area	40 3	300	6	4	4	3	0	1 -	1, 0, -5, 1	12, normal, trained	20	4, 6000, 1200, 500, 100, 6000, 4, 300 30	1
Flame Cannon	16 (4)	1,2	sea_faring, can_withdraw, artillery, incendiary, explode, hardy	1.5, 1.5, 3, 3, 3, square	1	125 1	68	17 3 ap, bp (12 projectiles)	20 1	150 f	f 6	4	4	3	0	0 -	1, 1, -5, 0	12, normal, trained	20	4, 6000, 1200, 500, 100, 6000, 2, 300 20	
																					1
Reaper	15 (5)		sea_faring, can_withdraw, artillery	1.5, 1.5, 3, 3, 3, square	1	300 1		15 5 bp (6 arrows per shot)	10 2	150 f	f 8	2	-	5	-			12, disciplined, highly_trained		2, 2500, 500, 250, 100, 2500, 6, 625 20	
Cauldron of Blood	60 (1)	0,7	sea_faring, standard, command	1,3 1.2, 1.6, 2, 3, 4, square	2		_	13 2 ap		600			1	10	0	0	0, 0, -1, 1	20, impetuous, trained, lock_morale	30	3, 5500, 1100, 100, 100, 5500, 1, 275 10	-
Eagle Claw	15 (5)	0,9	sea_faring, can_withdraw, artillery	1.5, 1.5, 3, 3, 3, square	1	325	10	25 10 ap, bp	35 4	150 f	7	1	4	6	0	0 -	1, 0, -2, -1	10, normal, highly_trained	20	2, 1750, 350, 250, 100, 1750, 6, 435 20	1
					-																4
Bright Wizard	4		sea_faring, can_withdraw, cannot_skirmish, incendiary, mercenary_unit, unique_unit	2, 2, 4, 4, 1, horde	2			10 5 ap, bp, area	100		12	2 ap	1	4	5			12, disciplined, untrained		10, 15000, 3000, 100, 100, 15000, 1, 10	
Tzeentch Mage	4	-	sea_faring, can_withdraw, cannot_skirmish, incendiary, unique_unit	2, 2, 4, 4, 1, horde	2	175		10 0 ap, area	35		-	-		-	-	_		24, normal, untrained		10, 15000, 3000, 100, 100, 15000, 1, 10	
Disko' Mage	4	7 -	sea_faring, can_withdraw, cannot_skirmish, incendiary, unique_unit	0,5 3.5, 3.5, 6, 6, 2, square	3	175 3		10 5 ap, bp, area 10 0 ap bp area	250			2 ap 1 ap	10	_	0	_		25, normal, untrained	-	10, 15000, 3000, 100, 100, 15000, 1, 10 10, 15000, 3000, 100, 100, 15000, 1, 10	
Nurgle Mage DaemonSmith	4		sea_faring, can_withdraw, cannot_skirmish, incendiary, unique_unit sea_faring, hardy, cannot_skirmish, can_withdraw, incendiary, unique_unit	0,8 2, 2, 4, 4, 1, horde 2, 2, 4, 4, 1, horde	2	180 3		10 0 ap, bp, area 10 5 ap, bp, area	0			1 ap 4 ap		1 2	-	_		23, normal, untrained 24, disciplined, highly trained		10, 15000, 3000, 100, 100, 15000, 1, 10 10, 15000, 3000, 100, 100, 15000, 1, 10	
	4	-		1,3 2, 2, 4, 4, 1, horde	2			10 0 ap, bp, area	50	_	8		2	_	0			12, impetuous, trained	-	10, 15000, 3000, 100, 100, 15000, 1, 10	
Grey Seers HE Mage	4	.,	sea_faring, can_withdraw incendiary extreme range unitue unit	2, 2, 4, 4, 1, norde	2	190 3		10 0 ap, bp, area 10 5 ap, bp, area	45	-	10		6		0		0, 1, 0, -1			10, 15000, 3000, 100, 100, 15000, 1, 10	
Kislev Mage	4	-	sea_faring, can_withdraw, incendiary, extreme_range, unique_unit	2, 2, 4, 4, 1, norde 2, 2, 4, 4, 1, horde	2	190			70			10	3	_	0			14, disciplined, nighty_trained 14, normal, untrained	_	10, 15000, 3000, 100, 100, 15000, 1, 10	
Vampire Mage	4		sea_faring, can_withdraw, cannot_skirmish, incendiary, unique_unit		2	190		10 5 bp, area, launching 10 0 ap, bp, area	0			10 1 ap		8	-			14, nomal, untrained 16, impetuous, trained		10, 15000, 3000, 100, 100, 15000, 1, 10	
Goblin Shaman	6		sea_faring, can_withdraw, cannot_skirmish, incendiary, frighten_mounted, unique_unit		2	200 1	_		100	10001			0		0	_			_		
	4		sea_faring, can_withdraw, artillery, unique_unit	1,2 1.5, 1.5, 3, 3, 3, square	2			15 5 ap, bp, area, launching		10001			1	-	0	_		16, low, untrained		10, 15000, 3000, 100, 100, 15000, 1, 10 10, 15000, 3000, 100, 100, 15000, 1, 10	
Orc Shaman	4		sea_faring, can_withdraw, artillery, unique_unit	1.5, 1.5, 3, 3, 3, square	_	225	_	15 5 ap, bp, launching, area	500		_	-			0	_), 2, -2, -1		_	.,,,,,	-
		1.4	sea_faring, hardy, can_withdraw, artillery, mortar, frighten_foot, frighten_mounted, free	_upve 1.5, 1.5, 3, 3, 3, square	2	200 3	oU	15 5 ap, bp, area	0	1500	10	4 ap	10	3	U	1 0	J, -1, -2, 1	18, disciplined, highly_trained, lock	25	10, 15000, 3000, 100, 100, 15000, 1, 10	
Runelords DE Mage	4		sea faring, can withdraw, incendiary, extreme range, unique unit	1.3 2. 2. 4. 4. 1. horde	2	200 4		10 5 ap. bp. area	25		14	2	0		0			16. disciplined, trained	- 00	10, 15000, 3000, 100, 100, 15000, 1, 10	