Unit type tables for “War of the Dark God”

Basic game version

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1 Unit type tables

These tables document all the common unit types of “War of the Dark God”. They serve two purposes:

1. The tables give a better overview of the capabilities of all the common military units than the same data presented as one blurb per unit type. Thus these tables replace a lot of almost identical blurbs for the common mass units and you will not receive such blurbs with your turn report. (You *will* receive blurbs for all the character and leader unit types available to you as these individuals have more powers than can be summarised here, but their basic data is listed in the tables for easy comparison with your mass units and the leaders and characters of other nations.)
2. The basic data for most of the unit types presented here will be known to veterans of “War of the Dark God”. Thus these tables level the playing field a bit by making the basic unit type data available to all at the outset.

The unit data are split into three categories: *Basic data* (tables 1–2) such as unit cost, number of individuals in a standard unit *et cetera* are given only for mass units which the various nations can recruit or aquire by other means. *Combat data* (tables 3–6) are given for all units likely to be encountered in the game. And *terrain data* (tables 7–11) are also given for all units likely to be encountered (because terrain affects combat performance). Within each category the unit types have been divided into four groups with a table for each group in order to keep each table small enough to fit on a page (the terrain tables are so large however that each table needs a double page). The four groups of unit types are *military units*, *special mass units*, *leaders and characters*, and *common units in quest-land*.

1.1 Basic data

Basic data for mass units are given in tables 1 and 2. They columns of these tables have the following meaning:

 # Name: The number and name of the unit type.

Class: The basic class (human, elven, dwarven, monster, *et cetera*).

Std. Min. Max.: The standard, minimum and maximum number of individuals in a unit of this type.

Cost: The resource cost for a standard size unit (i.e. a unit of the standard number of individuals).

Upkeep: The upkeep per turn for a standard size unit.

Sz.: The size of an individual of the unit type (how much space a single individual takes up).

Wt.: The weight of an individual.

Carry.: The maximum weight an individual can carry. This is prefixed with an **S** if the unit type is “strong” and therefore not slowed down by carried weight.

Spec.: Special attributes of the unit type. These are given as a letter for each attribute the unit type possesses:

- **F:** The unit type is immune to *Fear*.
- **B:** The unit type cannot be *Bribed*.
- **C:** The unit type is immune to magical *Charming*.

I: The unit type is immune to *Illusions*.

M: The unit type is *Mindless.*

S: The unit type is *Stupid*.

***:** An asterisk means the unit type does not influence control, i.e. it has no effective presence.

1.2 Combat data

Combat data are given in tables 3–6. The columns in these tables have the following meanings:

 # Name: The number and name of the unit type.

Sz.: The size of an individual. This is the same size given in the basic data tables but it is repeated here as it determines how many opponents (or actually: how large opponents) can gang up on one individual (see the section "Restrictions on combat" in the rule book).

W.p. Lt. Hvy. Inc.: The maximum number of wound points an individual has at full strength, when lightly wounded, when heavily wounded and when incapacitated. If no number is given under "Inc." it means the unit type cannot be incapacitated, similarly if light wounds or heavy wounds are missing it means that the unit type has no light or heavy wounds damage level.

Reg.: How fast an individual of the unit type regenerates, given as wound points per number of phases (e.g. 1/16 means one wound point every 16 phases).

Total. –Mis. –Area –M&A: Overall combat ratings *per individual* in various situations.
The "**Total**" column is the combat rating assuming missile and area attacks can be used and that the unit gets one missile attack at each range out to its maximum before it is engaged in melee. It is given as a rating where human Medium Infantry is rated at 10 and higher values are better. Note that the greater the difference in value between different units, the more uncertain is it that it reflects the actual relative strengths in combat between them (i.e. it may not take 1480 Light Infantry to match 100 Heavy Cavalry, but it is not far off that 200 Light Infantry are about as strong as 100 Medium Infantry). Note also that some units may be very good against a special kind of opponent and not so effective against others while the values in the tables are based on average performance.
The "**–Mis.**" column is the overall combat rating if missile attacks cannot be used. It is only listed for unit types with missile attacks (as it is identical to the total rating for other unit types).
The "**–Area**" column is the overall combat rating if area attacks cannot be used effectively (i.e. versus large opponents or versus individuals). Note that the value in the "total" column for units with area attacks is more or less assuming opponents of human stature (size 4) so for smaller opponents the value should be adjusted upwards while for larger opponents it should be adjusted downwards.
The "**–M&A**" column is the overall combat rating if neither missile nor area attacks can be used.

Rng.: The maximum range of the missile attack of the unit type (if any).

Area.: The area affected by the largest area attack available to the unit type (if any). The areas are given in the same units as the unit type sizes in the "**Sz.**" column, so e.g. an area 16 attack will in general affect 4 human-sides opponents.

Walls: If the unit type has non-standard combat performance when fighting across walls, its performance in % will be listed here.

Spec.: Special combat abilities of the unit type, given as a letter for each ability:

B: The unit type is *Brave.*

W: The unit type is *coWardly.*

F: The unit type can fight in *Formation.*

C: The unit type can *Charge.*

R: The unit can *Receive* (and negate) a charge.

V.p.: The number of victory points you gain for eliminating one individual of this unit type.

#	Name	Class	Std.	Min.	Max.	Cost	Upkeep	Sz.	Wt.	Carry	Spec.
1	Light Infantry	human	50	20	200	gold:10 men:50 arms:50	gold:5 food:50	4	4	4	
2	Medium Infantry	human	50	20	200	gold:15 men:50 arms:100	gold:10 food:50	4	5	3	
3	Heavy Infantry	human	50	20	200	gold:30 men:50 arms:150	gold:15 food:50	4	6	2	
4	Militia	human	50	20	100	gold:10 men:50	food:50	4	4	4	
5	Light Cavalry	human	25	10	100	gold:15 horses:25 men:25 arms:25	gold:10 food:25	12	24	S 8	
6	Medium Cavalry	human	25	10	100	gold:30 horses:25 men:25 arms:75	gold:15 food:25	12	27	S 7	
7	Heavy Cavalry	human	25	10	100	gold:75 horses:25 men:25 arms:125	gold:25 food:25	12	30	S 6	
8	Archers	human	50	20	200	gold:15 men:50 arms:50	gold:5 food:50	4	4	4	
9	Crossbowmen	human	50	20	200	gold:20 men:50 arms:100	gold:10 food:50	4	5	3	
10	Engineers	human	50	50	200	gold:30 men:50 arms:50	gold:5 food:50	4	4	4	
11	Pirates	human	50	20	100	gold:10 men:50	gold:5 food:50	4	4	4	
12	Woodsmen	human	50	20	100	gold:10 men:50 arms:50	gold:5 food:50	4	4	4	B
13	Mountain Men	human	50	20	100	gold:10 men:50 arms:50	gold:5 food:50	4	4	4	B
14	Desert Men	human	50	20	100	gold:10 men:50 arms:50	gold:5 food:50	4	4	4	B
15	Hill Men	human	50	20	100	gold:10 men:50 arms:50	gold:5 food:50	4	4	4	B
16	Plainsmen	human	50	20	100	gold:10 men:50 arms:50	gold:5 food:50	4	4	4	B
17	Elephant Riders	human	10	5	25	gold:50 elephants:10 men:50 arms:150	gold:10 food:50	64	260	S 20	
18	Pikemen	human	50	20	200	gold:15 men:50 arms:50	gold:5 food:50	4	4	4	
19	Bandits	human	50	20	100	gold:10 men:50	gold:5 food:50	4	4	4	
20	Mounted Archers	human	25	10	100	gold:25 horses:25 men:25 arms:25	gold:10 food:25	12	24	S 8	
21	Elven Infantry	elven	50	20	200	gold:25 elves:50 arms:50	gold:10 food:50	4	4	4	FBC
22	Elven Pikemen	elven	50	20	200	gold:30 elves:50 arms:50	gold:10 food:50	4	4	4	FBC
23	Elven Archers	elven	50	20	200	gold:30 elves:50 arms:50	gold:10 food:50	4	4	4	FBC
24	Elven Cavalry	elven	25	10	100	gold:35 horses:25 elves:25 arms:75	gold:10 food:25	12	24	S 8	FBC
25	Elven Engineers	elven	50	50	200	gold:40 elves:50 arms:50	gold:10 food:50	4	4	4	FBC
26	Wood Elves	elven	50	20	100	gold:10 elves:50 arms:50	gold:2 food:25	4	4	4	FBC
27	Elven Wolfriders	elven	25	10	100	gold:20 wolves:25 elves:25 arms:25	gold:3 food:25	8	16	8	FBC
31	Dwarven Infantry	dwarven	50	20	200	gold:40 dwarves:50 arms:100	gold:20 food:25	2	3	5	FC
32	Dwarven Crossbowmen	dwarven	50	20	200	gold:50 dwarves:50 arms:100	gold:25 food:25	2	3	5	FC
33	Dwarven Engineers	dwarven	50	50	200	gold:50 dwarves:50 arms:50	gold:25 food:25	2	3	5	FC
34	Gnome Warriors	gnome	50	20	200	gold:20 gnomes:50 arms:50	gold:10 food:50	2	2	3	CI
35	Gnome Archers	gnome	50	20	200	gold:25 gnomes:50 arms:50	gold:10 food:50	2	2	3	CI
36	Gnome Engineers	gnome	50	50	200	gold:40 gnomes:50 arms:50	gold:20 food:50	2	2	3	CI
41	Trolls	troll	25	10	50	trolls:25 arms:50	food:25	6	6	S 12	BCI
42	Hobgoblins	goblin	50	20	100	gold:50 goblins:50 arms:100	gold:10 food:50	4	4	4	
43	Goblins	goblin	50	20	100	gold:10 goblins:50 arms:50	gold:5 food:25	3	3	3	
44	Goblin Wolfriders	goblin	40	10	80	gold:40 wolves:40 goblins:80 arms:80	gold:20 food:40	10	10	1	
45	Desert Snakemen	snakem.	50	20	200	gold:5 snakem.:50	food:50	4	4	4	B
46	Marsh Snakemen	snakem.	50	20	200	gold:5 snakem.:50	food:50	4	4	4	B
47	Grey Snakemen	snakem.	50	20	200	gold:15 snakem.:50 arms:50	food:50	4	5	3	B
48	Black Snakemen	snakem.	50	20	200	gold:10 snakem.:50 arms:50	food:50	4	5	3	B
49	Dzarek Riders	snakem.	20	10	50	gold:15 dzareks:20 snakem.:40 arms:60	food:40	20	58	S 32	B
50	Eagle-men	beastman	20	10	100	beastmen:20		4	3	2	
51	Bull-men	beastman	40	10	100	beastmen:40		6	8	S 6	
52	Wolf-men	beastman	40	10	100	beastmen:40		4	4	4	
53	Dog-men	beastman	40	10	100	beastmen:40		4	4	4	
54	Cat-men	beastman	40	10	100	beastmen:40		4	4	4	
55	Frog-men	beastman	40	10	100	beastmen:40		4	4	4	
66	Treants	special	10	10	50	nature mana:50	nature mana:15	24	200	S 100	FCI
81	Zombies	undead	50	20	200	death mana:25		4	4	4	FCIM
82	Greater Zombies	undead	50	20	200	death mana:50		5	5	5	FCIM
83	Skeletons	undead	25	10	200	death mana:25		4	4	4	FCIM
84	Wraiths	undead	10	10	40	death mana:30	death mana:10	4	1	0	FCI
85	Hordlings	demon	100	20	200	dark god mana:50	dark god mana:25	2	2	2	C*
86	Demons	demon	100	20	200	dark god mana:100	dark god mana:50	4	4	S 4	FC
87	Horned Demons	demon	50	10	50	dark god mana:100	dark god mana:50	6	6	S 6	FCI
88	Winged Demons	demon	50	10	50	dark god mana:150	dark god mana:75	6	6	S 6	FCI

Table 1: Basic data for military units.

#	Name	Class	Std.	Min.	Max.	Cost	Upkeep	Sz.	Wt.	Carry	Spec.
61	Minotaurs	monster	20	10	50	enchantment mana:40	enchantment mana:15	7	10	S 8	F
62	Centaurs	monster	25	10	100	enchantment mana:50	enchantment mana:10	10	20	10	
63	Darklings	monster	50	20	100	enchantment mana:10	enchantment mana:5	2	2	2	
64	Giants	monster	10	10	50	enchantment mana:30	enchantment mana:10	9	18	S 12	FC
65	Bog Crabs	monster	20	10	100	enchantment mana:30	enchantment mana:10	4	6	S 6	C
68	Giant Scorpions	monster	20	10	50	enchantment mana:30	enchantment mana:15	4	4	4	FCIS
69	Giant Ants	monster	100	25	500	enchantment mana:20	enchantment mana:10	1	1	3	FCIS
70	Giant Spiders	monster	20	10	50	enchantment mana:30	enchantment mana:10	3	3	3	FCIS
71	Lions	animal	10	10	50	nature mana:10	nature mana:5	4	6	S 6	S*
72	Buffalo Herd	animal	50	50	200	nature mana:50	nature mana:25	10	24	S 20	S*
73	Wolves	animal	20	20	100	nature mana:10	nature mana:5	3	3	3	S*
74	Crocodiles	animal	10	10	50	nature mana:10	nature mana:5	4	6	3	S*
76	Giant Eagles	animal	10	10	60	nature mana:20	nature mana:10	3	2	2	*
80	Dark Guardians	special	100	100	100			4	4	S 5	FBCI
117	Wagon Train	special	10	5	50	gold:10 wood:10	gold:5	50	100	S 200	*

Table 2: Basic data for special mass units (monsters *et cetera*).

1.3 Terrain and awareness/visibility/hiding data

The performance of the different unit types in various terrains is listed in tables 7–10, with supplementary data given in table 11 for the very few unit types which can move and/or fight in non-standard terrains (these unit types are marked with an asterisk after the name in the main tables).

Each of the tables 7 to 10 is split across two facing pages but aligned so that it can be read as one table. The unit type numbers and names are listed at both ends of the long table lines and all the other columns correspond to terrains.

Each entry in the terrain columns is made up of three items separated by slashes: *move cost* / *familiarity* / *combat efficiency*.

The *move cost* is the number of phases required to move one hex in the terrain. For location terrains like e.g. "city" it is only relevant for computing control times and determining initiative. If the move cost is listed with a "+" it is a *crossing cost*, a cost should be added to the normal move cost e.g. for crossing a river. A dash means the unit cannot move in this terrain or cross this feature.

The *familiarity* is either **u** for "unfamiliar", **s** for "standard" or **f** for "familiar".

The *combat efficiency* is the efficiency in percent for the unit type when fighting in this terrain, a dash meaning the unit type cannot fight there. It is possible to have a combat efficiency for terrains which there is no move cost and/or familiarity for. This means that the unit type can fight in this terrain even though it cannot normally enter it. Specifically if a unit type has a combat efficiency for "air" listed in table 11 it means that units of that type can fly during combat (and hence attack over castle walls with little penalty) but cannot fly for extended periods of time and therefore cannot move to an "over" position like true flying units can.

In addition to the columns corresponding to terrains there are three columns with ratings for unit *awareness*, *visibility* and *hiding*:

Aw. This is the *awareness rating* of the unit type. The higher this number, the better the unit is at spotting things around it (such as units and locations in neighbouring hexes). The standard awareness rating is 100.

Vis. This is the *visibility rating* of the unit type. The higher this number, the easier it is for other units to spot a unit of this type. For mass units the visibility rating is given for a unit of standard size; units with a number of individuals different from the standard have their visibility rating adjusted by multiplying it with a factor (3/4+n/4) where n is the "size" of the unit in standard units (so for example a unit four times larger than a standard unit has its visibility rating multiplied by 7/4, corresponding to an increase of 75% over a standard unit).

Hide This is the *hiding rating* of the unit type, the higher the better. When a unit is hiding, its visibility rating is decreased making it harder to spot for other units. The exact reduction in visibility rating depends on terrain (it is easier to hide in woods than on the plains) and the familiarity of the unit with the terrain, and on the hiding rating. All else being equal, a unit of hiding rating 100 when hiding becomes twice as hard to spot as when not hiding while a unit of rating 0 does not become harder to spot and a unit of rating 200 becomes three times as hard to spot when hiding.

2 Table of unit types capable of control

Frequently in War of the Dark God it is of importance to calculate how long an enemy control order will take, e.g. when an enemy force is about to start control of a power spot hex and you need to determine whether you can get there in

#	Name	Sz.	W.p.	Lt.	Hvy.	Inc.	Reg.	Total	-Mis.	-Area	-M&A	Rng.	Area	Walls	Spec.	V.p.
1	Light Infantry	4	4	3	2	1	1/24	5							F	0.01
2	Medium Infantry	4	4	3	2	1	1/24	10							F	0.02
3	Heavy Infantry	4	4	3	2	1	1/24	18							BF	0.04
4	Militia	4	4	3	2	1	1/24	4							W	0.00
5	Light Cavalry	12	4	3	2		1/24	26						60	FC	0.05
6	Medium Cavalry	12	4	3	2		1/24	49						60	FC	0.07
7	Heavy Cavalry	12	4	3	2		1/24	76						60	BFC	0.10
8	Archers	4	4	3	2	1	1/24	9	4			2			F	0.01
9	Crossbowmen	4	4	3	2	1	1/24	11	5			1			F	0.02
10	Engineers	4	4	3	2	1	1/24	4							WF	0.05
11	Pirates	4	4	3	2	1	1/24	13	9			1				0.02
12	Woodsmen	4	4	3	2	1	1/24	13	6			1			B	0.02
13	Mountain Men	4	4	3	2	1	1/24	11							B	0.02
14	Desert Men	4	4	3	2	1	1/24	11							B	0.02
15	Hill Men	4	4	3	2	1	1/24	11							B	0.02
16	Plainsmen	4	4	3	2	1	1/24	11							B	0.02
17	Elephant Riders	64	20	15	10		1/5	215						60	BF	0.21
18	Pikemen	4	4	3	2	1	1/24	7						90	FR	0.01
19	Bandits	4	4	3	2	1	1/24	11								0.01
20	Mounted Archers	12	4	3	2		1/24	30	20			1		60	FC	0.05
21	Elven Infantry	4	5	3	2		1/24	28							BF	0.05
22	Elven Pikemen	4	5	3	2		1/24	35						90	BFR	0.05
23	Elven Archers	4	5	3	2		1/24	60	24			3			BF	0.06
24	Elven Cavalry	12	5	3	2		1/24	83						60	BFC	0.10
25	Elven Engineers	4	5	3	2		1/24	19							F	0.10
26	Wood Elves	4	5	3	2		1/24	57	27			1			B	0.07
27	Elven Wolfriders	8	5	3	2		1/24	65						60	BC	0.08
31	Dwarven Infantry	2	5	3	2		1/9	31							B	0.07
32	Dwarven Crossbowmen	2	5	3	2		1/9	40	24			1			B	0.05
33	Dwarven Engineers	2	5	3	2		1/9	21							B	0.10
34	Gnome Warriors	2	4	3	2	1	1/12	8							F	0.02
35	Gnome Archers	2	4	3	2	1	1/12	11	6			1			F	0.02
36	Gnome Engineers	2	4	3	2	1	1/12	6							WF	0.07
41	Trolls	6	6	3	2	1	1/1	140	119			1			B	0.17
42	Hobgoblins	4	5	3	2	1	1/12	37								0.07
43	Goblins	3	4	3	2	1	1/12	8							W	0.02
44	Goblin Wolfriders	10	8	6	4		1/6	66						60	C	0.09
45	Desert Snakemen	4	4	3	2	1	1/24	10							F	0.02
46	Marsh Snakemen	4	4	3	2	1	1/24	10							F	0.02
47	Grey Snakemen	4	4	3	2	1	1/24	21							BF	0.05
48	Black Snakemen	4	4	3	2	1	1/24	16							BF	0.04
49	Dzarek Riders	20	8	6	4		1/12	141						60	B	0.16
50	Eagle-men	4	4	3	2	1	1/18	32							B	0.06
51	Bull-men	6	6	4	3	1	1/18	66							BC	0.10
52	Wolf-men	4	4	3	2	1	1/18	32							B	0.08
53	Dog-men	4	4	3	2	1	1/18	23								0.05
54	Cat-men	4	4	3	2	1	1/18	28							B	0.08
55	Frog-men	4	4	3	2	1	1/18	28	17			1				0.05
66	Treants	24	8	5	3		1/18	172		166			16		B	0.13
81	Zombies	4	4				–	7								0.01
82	Greater Zombies	5	6				–	40								0.08
83	Skeletons	4	4				–	49								0.10
84	Wraiths	4	6		2		1/12	156		133			16			0.29
85	Hordlings	2	4	2	1		1/18	9							B	0.02
86	Demons	4	4	2	1		1/18	31							B	0.06
87	Horned Demons	6	5	3	1		1/12	125		103			16		B	0.18
88	Winged Demons	6	6	4	2		1/12	138		120			16		B	0.20

Table 3: Combat data for military units.

#	Name	Sz.	W.p.	Lt.	Hvy.	Inc.	Reg.	Total	-Mis.	-Area	-M&A	Rng.	Area	Walls	Spec.	V.p.
61	Minotaurs	7	8	5	3	1	1/12	122							B	0.10
62	Centaurs	10	6	4	3		1/18	119	82			2		60	BC	0.07
63	Darklings	2	4	3	2	1	1/12	4								0.01
64	Giants	9	10	6	4	2	1/6	233	159	180	159	1	16		B	0.13
65	Bog Crabs	4	4	3	2	1	1/12	56							B	0.06
68	Giant Scorpions	4	5	2	1		1/12	61								0.07
69	Giant Ants	1	3	2	1		1/12	2						120	B	0.01
70	Giant Spiders	3	6	3	1		1/12	40						120		0.05
71	Lions	4	8	6	4	2	1/12	37							B	0.03
72	Buffalo Herd	10	6	4	3	1	1/12	55						60	BC	0.04
73	Wolves	3	4	3	2	1	1/12	6								0.01
74	Crocodiles	4	6	4	3	1	1/18	32							B	0.03
76	Giant Eagles	3	4	3	2	1	1/12	30							B	0.03
80	Dark Guardians	4	5	2	1		1/12	55							BFR	0.11
117	Wagon Train	50	1				–	0								0.00

Table 4: Combat data for special mass units (monsters *et cetera*).

#	Name	Sz.	W.p.	Lt.	Hvy.	Inc.	Reg.	Total	-Mis.	-Area	-M&A	Rng.	Area	Walls	Spec.	V.p.
37	Fire Sprites	4	3	1			1/4	37	25			1			B	0.30
38	Bandit Leader	4	8	6	4	2	1/6	11							B	0.40
56	Ogre	8	12	5			1/8	103							B	2.75
57	Rock Giant	9	12	6	4	2	1/6	85							B	2.50
58	Ice Giant	9	12	6	4	2	1/6	140		85			16		B	3.00
67	Giant Rats	1	3	2	1		1/12	2								0.00
75	Bats	1	3	2	1		1/12	1								0.00
120	Templar	4	12	6	3	1	1/2	59							B	1.75
176	Ghost	4	8	2	1		1/8	102	66			1			B	2.30
177	Water Elemental	8	10				1/12	129							B	3.00
178	Air Elemental	6	10				1/12	184	128	154	128	1	16		B	3.25
179	Fire Elemental	6	10				1/12	194	133	149	133	1	32		B	3.25
198	Minor Golem	9	10				–	123							B	1.35
199	Major Golem	9	20				–	178							B	1.95

Table 5: Combat data for common units in quest-land.

time to interrupt control. How control times can be calculated is detailed in the rule book in the section entitled "How to compute the exact time required for a control". The information needed is the composition of the enemy force and the exact control capabilities of the enemy force leader. A table of the control capabilities of the various leader types is made available here to give veterans and new players alike the chance to compute control times (table 12).

The columns in table 12 have the following meanings:

 # Name: The number and name of the leader unit type.

Bs.: Base time multiplier.

Sh.: Shared time multiplier.

Valid helpers: The unit types which count as helpers (mnemonic names, sorted by unit type number).

Notes: Letters marking special control capabilities or restrictions:

- **A:** The leader can control *Alone*, without a helping force.
- **N:** The leader can only control hexes *Neighbouring* already controlled hexes or containing locations already controlled.
- **H:** The leader can only control *Hexes*, not locations.
- **U:** The leader can only control previously *Unowned* hexes and locations, i.e. the leader cannot neutralise enemy control.

3 Information on strikes, shielding and warding

A key strategic element of the game are the *strike spells*, such as *firestrike* and *lightning*. Equally important is the ability to *shield* units against strike spells and to *ward* locations against strikes. The tables 13, 14 and 15 summarize the strike, shielding and warding capabilities of the different unit types. In the three tables are the following columns:

#	Name	Sz.	W.p.	Lt.	Hvy.	Inc.	Reg.	Total	-Mis.	-Area	-M&A	Rng.	Area	Walls	Spec.	V.p.
121	Warlord	4	10	5	3	1	1/6	31							B	1.60
122	Knight	4	10	5	3	1	1/6	49							B	0.75
123	Hero	4	10	5	3	1	1/6	30							B	0.50
124	Scout	4	4	3	2	1	1/24	1								0.00
125	Captain	4	8	6	4	2	1/12	12							B	0.25
126	General	4	8	6	4	2	1/12	12							B	0.50
127	Noble	4	10	5	3	1	1/6	33							B	1.50
128	Emir	4	10	5	3	1	1/24	33							B	1.50
129	Pirate Lord	4	10	5	3	1	1/6	30							B	1.40
130	Pirate	4	10	5	3	1	1/6	27							B	0.40
131	Priest	4	10	5	3	1	1/1	66		15			32		B	1.40
132	Acolyte	4	8	5	3	1	1/1	32		10			16			0.70
135	Sorcerer	4	8	5	3	1	1/6	115	61	72	14	2	48			2.45
136	Minor Sorcerer	4	8	5	3	1	1/6	54	27	33	7	2	16			0.65
141	Druid	4	10	5	3	1	1/3	155	127	94	28	2	64		B	3.30
142	Minor Druid	4	8	5	3	1	1/3	64	52	34	10	2	32		B	1.10
145	Grand Mahout	4	8	6	4	2	1/12	12							B	0.25
146	Mercenary Captain	4	8	6	4	2	1/12	12							B	0.25
151	Elven Lord	4	12	6	3		1/12	73	57			3			B	2.45
152	Elven Knight	4	12	6	3		1/12	69							B	1.15
153	Elven Captain	4	10	7	5		1/12	30							B	0.50
154	Elven Scout	4	5	3	2		1/24	6								0.00
155	Lord of the Woods	4	12	6	3		1/12	67	46			1			B	2.25
156	Elven Ranger	4	12	6	3		1/12	62	46			1			B	0.75
157	Elven Wolfmaster	4	10	7	5		1/12	30	22			1			B	0.50
158	Elven Priest	4	12	6	3		1/1	120		21			64		B	1.90
159	Woodelven Scout	4	5	3	2		1/24	11	6			1				0.00
161	Dwarven Lord	2	12	8	4		1/4	59							B	1.95
162	Dwarven Hero	2	12	8	4		1/4	57							B	0.90
163	Dwarven Captain	2	10	7	5		1/6	32							B	0.50
164	Dwarven Scout	2	5	3	2		1/9	8								0.00
165	Gnome Lord	2	10	7	5	2	1/6	42	32			1			B	1.40
166	Gnome Hero	2	10	7	5	2	1/6	38	29			1			B	0.45
167	Gnome Wizard	2	10	7	5	2	1/6	137	57	57	22	2	32			1.70
168	Gnome Captain	2	10	7	5	2	1/6	15								0.50
169	Gnome Scout	2	4	3	2	1	1/12	4	3			1				0.00
171	Troll Chief	6	12	5	3		1/1	124	96			1			B	2.40
172	Troll Shaman	6	10	5	3		1/1	130	78	114	78	2	32		B	2.80
173	Troll Hero	6	12	5	3		1/1	113	79			1			B	1.35
174	Hobgoblin Captain	4	6	4	3	1	1/8	19							B	0.50
175	Goblin Scout	3	4	3	2	1	1/12	1								0.00
181	Snakeman Lord	4	12	6	3	1	1/8	81							B	2.20
182	Snakeman General	4	8	6	4	2	1/12	14							B	0.50
183	Snakeman Knight	4	10	6	3	1	1/8	64							B	0.90
184	Snakeman Captain	4	8	6	4	2	1/12	14							B	0.25
185	Snakeman Scout	4	4	3	2	1	1/24	2								0.00
186	Lion-man	6	16	12	8		1/4	113							BC	2.45
187	Bear-man	6	12	9	6		1/4	71							B	1.20
188	Lizard-man	4	10	7	5		1/8	47							B	0.50
189	Vulture-man	4	10	7	5		1/4	125	82	36	20	1	48			1.70
190	Toad-man	4	10	7	5		1/8	25	17			1				0.50
191	Greater Vampire	4	12				1/4	182		134			64		B	5.35
192	Vampire	4	10	4	2		1/6	78							B	2.00
193	Ghostly Warrior	4	10		2		1/12	149		84			32		B	1.50
194	Skeleton Knight	4	8				–	64							B	0.50
195	Demon Prince	6	12	6	3		1/4	176	149	135	126	1	48		B	2.00
196	Demon Knight	6	10	6	3		1/8	133	91	83	64	1	16		B	1.00
197	Fox-man	4	4	3	2	1	1/18	6							B	0.00

Table 6: Combat data for leaders and characters.

#	Name	farmlnd.	plains	woods	w. hills	hills	mts.	high mts.	swamp	jungle	desert	waste
1	Light Infantry	6/f/125	6/s/100	7/u/100	7/u/100	7/u/100	10/u/94	13/u/88	8/u/75	8/u/75	7/u/100	7/u/100
2	Medium Infantry	6/f/125	6/s/100	7/u/88	8/u/88	8/u/88	11/u/81	14/u/75	9/u/63	8/u/63	8/u/88	8/u/88
3	Heavy Infantry	7/f/125	7/s/100	8/u/88	8/u/84	8/u/81	12/u/72	16/u/63	10/u/50	8/u/63	9/u/88	8/u/88
4	Militia	6/f/125	6/s/100	7/u/88	7/u/88	7/u/88	10/u/81	13/u/75	8/u/75	8/u/75	7/u/75	7/u/75
5	Light Cavalry	4/f/138	4/s/138	6/u/75	6/u/88	6/u/100	10/u/75	14/u/50	8/u/50	8/u/50	5/u/100	5/u/100
6	Medium Cavalry	5/f/138	5/s/138	7/u/75	7/u/81	7/u/88	12/u/63	16/u/38	8/u/50	8/u/50	6/u/100	6/u/100
7	Heavy Cavalry	6/f/138	6/s/138	8/u/75	8/u/75	8/u/75	14/u/50	20/u/25	8/u/50	8/u/50	6/u/88	6/u/88
8	Archers	6/f/125	6/s/100	7/u/100	7/u/100	7/u/100	10/u/94	13/u/88	8/u/75	8/u/75	7/u/100	7/u/100
9	Crossbowmen	6/f/125	6/s/100	7/u/88	8/u/88	8/u/88	11/u/81	14/u/75	9/u/63	8/u/63	8/u/88	8/u/88
10	Engineers	6/f/125	6/s/100	7/u/100	7/u/100	7/u/100	10/u/94	13/u/88	8/u/75	8/u/75	7/u/100	7/u/100
11	Pirates	6/s/113	6/s/100	7/s/100	7/s/100	7/s/100	10/s/88	13/s/75	8/u/100	8/u/100	7/u/100	7/u/100
12	Woodsmen	6/s/100	6/s/100	6/s/125	7/s/113	7/s/100	10/s/100	13/s/100	8/u/75	7/u/88	7/u/100	7/u/100
13	Mountain Men	6/s/100	6/s/100	7/s/100	7/s/106	7/s/113	9/s/119	10/s/125	8/u/75	8/u/75	7/u/100	7/u/100
14	Desert Men	6/s/100	6/s/100	7/s/100	7/s/100	7/s/100	10/s/100	13/s/100	8/u/75	8/u/75	6/f/125	7/s/100
15	Hill Men	6/s/100	6/s/100	7/s/100	7/s/113	6/f/125	9/s/113	12/s/100	8/u/75	8/u/75	7/u/100	7/u/100
16	Plainsmen	6/s/100	6/f/125	7/s/100	7/s/100	6/s/100	9/s/94	12/s/88	8/u/75	8/u/75	7/s/100	7/s/100
17	Elephant Riders	6/s/125	6/s/125	7/u/88	9/u/88	10/u/88	14/u/56	18/u/25	12/u/50	7/u/88	6/u/88	6/u/100
18	Pikemen	6/f/138	6/s/138	7/u/63	7/u/81	7/u/100	10/u/81	13/u/63	8/u/63	8/u/50	7/u/125	7/u/125
19	Bandits	6/s/100	6/s/100	7/s/100	7/s/100	7/s/100	10/s/100	13/s/100	8/s/100	8/s/100	7/s/100	7/s/100
20	Mounted Archers	4/f/138	4/s/138	6/u/75	6/u/88	6/u/100	10/u/75	14/u/50	8/u/50	8/u/50	5/u/100	5/u/100
21	Elven Infantry	6/f/125	6/s/100	7/s/100	7/s/100	7/s/100	9/s/100	11/s/100	8/u/75	8/u/75	7/u/100	7/u/100
22	Elven Pikemen	6/f/138	6/s/138	7/s/63	7/s/81	7/s/100	9/s/88	11/s/75	8/u/63	8/u/50	7/u/125	7/u/125
23	Elven Archers	6/f/125	6/s/100	7/s/100	7/s/100	7/s/100	9/s/100	11/s/100	8/u/75	8/u/75	7/u/100	7/u/100
24	Elven Cavalry	4/f/138	5/s/138	6/s/75	6/s/88	6/s/100	10/s/75	14/s/50	8/u/50	8/u/50	5/u/100	5/u/100
25	Elven Engineers	6/f/125	6/s/100	7/s/100	7/s/100	7/s/100	9/s/100	11/s/100	8/u/75	8/u/75	7/u/100	7/u/100
26	Wood Elves	6/s/100	6/s/100	6/f/138	6/f/119	6/s/100	9/s/100	12/u/100	8/u/75	7/s/100	7/u/100	7/u/100
27	Elven Wolfriders	5/s/100	5/s/100	5/f/138	5/f/119	5/s/100	9/s/81	12/u/63	8/u/50	7/s/100	6/u/100	5/u/100
31	Dwarven Infantry	7/s/100	7/s/100	7/u/100	7/s/113	7/f/125	8/f/125	9/f/125	10/u/63	8/u/88	7/u/100	7/u/100
32	Dwarven Crossbowmen	7/s/100	7/s/100	7/u/100	7/s/113	7/f/125	8/f/125	9/f/125	10/u/63	8/u/88	7/u/100	7/u/100
33	Dwarven Engineers	7/s/100	7/s/100	7/u/100	7/s/113	7/f/125	8/f/125	9/f/125	10/u/63	8/u/88	7/u/100	7/u/100
34	Gnome Warriors	6/f/100	6/s/100	7/u/100	7/s/119	6/f/138	9/s/119	12/s/100	10/u/63	8/u/88	7/u/100	7/u/100
35	Gnome Archers	6/f/100	6/s/100	7/u/100	7/s/119	6/f/138	9/s/119	12/s/100	10/u/63	8/u/88	7/u/100	7/u/100
36	Gnome Engineers	6/f/100	6/s/100	7/u/100	7/s/119	6/f/138	9/s/119	12/s/100	10/u/63	8/u/88	7/u/100	7/u/100
41	Trolls	5/u/100	5/s/100	6/s/81	6/s/103	6/f/125	8/f/131	9/f/138	7/s/88	8/u/63	6/u/100	7/u/100
42	Hobgoblins	6/s/100	6/s/100	6/s/113	6/s/113	6/s/113	9/s/113	11/s/113	8/s/88	8/u/88	7/u/100	7/u/100
43	Goblins	6/s/100	6/s/100	6/f/125	6/f/125	6/f/125	9/s/113	12/s/100	8/s/88	7/u/100	7/u/100	7/u/100
44	Goblin Wolfriders	5/s/100	5/s/100	5/f/113	5/f/113	5/f/113	9/s/94	12/s/75	8/s/88	7/u/100	6/u/100	6/u/100
45	Desert Snakemen	6/u/100	6/s/100	7/s/100	7/s/100	7/s/100	10/s/100	13/s/100	8/s/100	7/s/100	6/f/125	6/s/100
46	Marsh Snakemen *	6/u/100	6/s/100	7/s/100	7/s/100	7/s/100	10/s/100	13/s/100	6/f/125	7/s/100	8/s/100	8/s/100
47	Grey Snakemen	6/u/100	6/s/100	7/s/100	7/s/106	6/s/113	9/s/113	12/s/113	7/s/88	7/s/100	7/s/100	6/s/100
48	Black Snakemen *	6/u/100	6/s/100	7/s/100	7/s/100	7/s/100	10/s/100	13/s/100	6/f/125	7/s/100	7/s/100	6/s/100
49	Dzarek Riders	6/s/100	6/s/100	8/s/75	7/s/88	6/s/100	10/s/75	14/s/50	6/s/113	9/s/63	6/s/100	6/s/100
50	Eagle-men *	4/s/100	4/s/100	4/s/75	4/s/88	4/s/100	4/s/113	4/f/125	4/s/100	4/s/50	4/s/100	4/s/100
51	Bull-men	6/s/125	6/f/138	7/s/88	7/s/94	7/s/100	9/s/94	11/u/88	8/u/75	8/u/75	6/s/100	6/s/125
52	Wolf-men	6/u/100	6/s/100	6/s/125	7/s/119	7/s/113	9/s/106	11/s/100	8/u/75	7/u/100	6/u/100	6/u/100
53	Dog-men	6/s/100	6/f/100	6/s/100	6/s/106	6/f/113	9/s/106	11/s/100	7/s/88	7/s/100	6/s/100	6/s/100
54	Cat-men	5/s/100	5/s/100	6/s/100	6/s/100	6/s/100	9/s/100	11/u/100	7/s/88	6/f/125	6/s/100	6/s/100
55	Frog-men	8/s/88	8/s/88	7/s/88	8/s/81	9/s/75	12/s/69	15/u/63	6/f/138	7/s/88	8/u/75	8/s/88
66	Treants	4/u/100	4/s/100	4/f/150	4/f/125	4/s/100	7/s/100	10/u/100	8/u/75	5/u/100	5/u/88	4/u/88
81	Zombies	7/u/100	7/u/100	9/u/100	9/u/100	9/u/100	12/u/100	15/u/100	9/u/113	9/u/100	8/u/100	7/s/125
82	Greater Zombies	7/u/100	7/u/100	9/u/100	9/u/100	9/u/100	12/u/100	15/u/100	9/u/113	9/u/100	8/u/100	7/s/125
83	Skeletons	7/u/100	7/u/100	8/u/100	8/u/100	8/u/100	10/u/100	12/u/100	9/u/100	8/u/100	7/u/100	7/s/125
84	Wraiths	5/u/100	5/u/100	5/u/100	5/u/100	5/u/100	5/u/100	5/u/100	5/s/100	5/u/113	5/s/100	5/s/138
85	Hordlings *	7/s/100	7/s/100	7/s/100	7/s/100	7/s/100	10/s/100	12/s/100	9/s/100	7/s/100	7/s/100	7/s/100
86	Demons *	6/s/100	6/s/100	6/s/100	6/s/100	6/s/100	9/s/100	12/s/100	8/s/100	7/s/100	6/s/100	6/s/100
87	Horned Demons *	5/s/100	5/s/100	6/s/100	6/s/100	6/s/100	8/s/100	10/s/100	6/s/100	7/s/100	5/s/100	5/s/100
88	Winged Demons *	4/s/100	4/s/100	5/s/100	5/s/100	5/s/100	6/s/100	7/s/100	4/s/100	5/s/100	4/s/100	4/s/100

Table 7: Terrain data for military units.

road	bridge	ford	lg. river	sm. river	city	structure	ruins	caves	Aw.	Vis.	Hide	#	Name
5/-/-	+0/-/-	+1/-/-	+8/-/-	+4/-/-	4/f/125	4/f/125	6/s/113	10/u/63	100	100	100	1	Light Infantry
5/-/-	+0/-/-	+1/-/-	+8/-/-	+4/-/-	4/f/125	4/f/125	6/s/106	10/u/63	100	100	100	2	Medium Infantry
5/-/-	+0/-/-	+1/-/-	+8/-/-	+4/-/-	4/f/125	4/f/125	6/s/106	10/u/63	100	100	88	3	Heavy Infantry
5/-/-	+0/-/-	+1/-/-	+8/-/-	+4/-/-	4/f/125	4/f/125	6/s/100	10/u/50	75	100	75	4	Militia
3/-/-	+0/-/-	+1/-/-	+8/-/-	+4/-/-	4/f/88	6/f/50	6/s/75	-/-/-	100	100	63	5	Light Cavalry
4/-/-	+0/-/-	+1/-/-	+8/-/-	+4/-/-	4/f/81	6/f/50	6/s/75	-/-/-	100	100	56	6	Medium Cavalry
4/-/-	+0/-/-	+1/-/-	+8/-/-	+4/-/-	4/f/75	6/f/50	6/s/69	-/-/-	100	100	50	7	Heavy Cavalry
5/-/-	+0/-/-	+1/-/-	+8/-/-	+4/-/-	4/f/125	4/f/125	6/s/113	10/u/63	100	100	100	8	Archers
5/-/-	+0/-/-	+1/-/-	+8/-/-	+4/-/-	4/f/125	4/f/125	6/s/106	10/u/63	100	100	100	9	Crossbowmen
5/-/-	+0/-/-	+1/-/-	+8/-/-	+4/-/-	4/f/125	4/f/125	6/s/113	10/u/63	100	100	100	10	Engineers
5/-/-	+0/-/-	+1/-/-	+8/-/-	+4/-/-	4/f/125	4/f/125	6/s/113	10/u/63	125	80	113	11	Pirates
5/-/-	+0/-/-	+1/-/-	+8/-/-	+4/-/-	5/s/100	4/s/100	6/s/100	10/u/63	125	80	131	12	Woodsmen
5/-/-	+0/-/-	+1/-/-	+8/-/-	+4/-/-	5/s/100	4/s/100	6/s/100	8/u/75	125	80	131	13	Mountain Men
5/-/-	+0/-/-	+1/-/-	+8/-/-	+4/-/-	5/s/100	4/s/100	6/s/100	10/u/63	125	80	131	14	Desert Men
5/-/-	+0/-/-	+1/-/-	+8/-/-	+4/-/-	5/s/100	4/s/100	6/s/100	8/u/75	125	80	131	15	Hill Men
5/-/-	+0/-/-	+1/-/-	+8/-/-	+4/-/-	5/s/100	4/s/100	6/s/100	8/u/75	125	80	131	16	Plainsmen
6/-/-	+0/-/-	+0/-/-	+4/-/-	+2/-/-	6/s/50	6/u/25	6/u/63	-/-/-	88	200	50	17	Elephant Riders
5/-/-	+0/-/-	+1/-/-	+8/-/-	+4/-/-	5/f/100	5/f/75	6/s/100	10/u/50	100	100	100	18	Pikemen
5/-/-	+0/-/-	+1/-/-	+8/-/-	+4/-/-	4/s/100	4/s/100	6/s/100	10/u/88	125	80	113	19	Bandits
3/-/-	+0/-/-	+1/-/-	+8/-/-	+4/-/-	4/f/88	6/f/50	6/s/75	-/-/-	100	100	63	20	Mounted Archers
5/-/-	+0/-/-	+1/-/-	+8/-/-	+4/-/-	4/f/125	4/f/125	6/s/113	10/u/63	138	100	138	21	Elven Infantry
5/-/-	+0/-/-	+1/-/-	+8/-/-	+4/-/-	4/f/100	4/f/75	6/s/100	10/u/50	138	100	138	22	Elven Pikemen
5/-/-	+0/-/-	+1/-/-	+8/-/-	+4/-/-	4/f/125	4/f/125	6/s/113	10/u/63	138	100	138	23	Elven Archers
4/-/-	+0/-/-	+1/-/-	+8/-/-	+4/-/-	4/f/81	6/f/50	6/s/75	-/-/-	138	100	88	24	Elven Cavalry
5/-/-	+0/-/-	+1/-/-	+8/-/-	+4/-/-	4/f/125	4/f/125	6/s/113	10/u/63	138	100	138	25	Elven Engineers
5/-/-	+0/-/-	+1/-/-	+8/-/-	+4/-/-	4/s/100	4/s/100	6/s/100	10/u/63	138	89	200	26	Wood Elves
4/-/-	+0/-/-	+1/-/-	+8/-/-	+4/-/-	4/s/88	6/s/63	6/s/81	10/u/50	138	89	125	27	Elven Wolfriders
5/-/-	+0/-/-	+1/-/-	+12/-/-	+6/-/-	4/s/113	4/f/125	6/s/113	8/s/100	125	80	125	31	Dwarven Infantry
5/-/-	+0/-/-	+1/-/-	+12/-/-	+6/-/-	4/s/113	4/f/125	6/s/113	8/s/100	125	80	125	32	Dwarven Crossbowmen
5/-/-	+0/-/-	+1/-/-	+12/-/-	+6/-/-	4/s/113	4/f/125	6/s/113	8/s/100	125	80	125	33	Dwarven Engineers
5/-/-	+0/-/-	+1/-/-	+12/-/-	+6/-/-	4/f/125	4/f/125	6/s/113	8/s/100	125	73	175	34	Gnome Warriors
5/-/-	+0/-/-	+1/-/-	+12/-/-	+6/-/-	4/f/125	4/f/125	6/s/113	8/s/100	125	73	175	35	Gnome Archers
5/-/-	+0/-/-	+1/-/-	+12/-/-	+6/-/-	4/f/125	4/f/125	6/s/113	8/s/100	125	73	175	36	Gnome Engineers
5/-/-	+0/-/-	+0/-/-	+6/-/-	+2/-/-	4/u/100	4/s/100	6/s/100	6/f/138	125	80	150	41	Trolls
5/-/-	+0/-/-	+1/-/-	+8/-/-	+4/-/-	4/u/100	4/s/100	6/s/100	8/s/88	113	80	125	42	Hobgoblins
5/-/-	+0/-/-	+1/-/-	+10/-/-	+5/-/-	4/u/100	4/s/100	6/s/100	8/s/100	113	89	125	43	Goblins
4/-/-	+0/-/-	+1/-/-	+10/-/-	+5/-/-	4/u/88	5/s/63	6/s/81	8/s/75	113	100	125	44	Goblin Wolfriders
5/-/-	+0/-/-	+1/-/-	+8/-/-	+4/-/-	4/s/100	4/s/100	5/s/100	9/u/75	100	100	125	45	Desert Snakemen
5/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	4/s/100	4/s/100	6/s/100	9/u/75	100	100	125	46	Marsh Snakemen *
5/-/-	+0/-/-	+1/-/-	+4/-/-	+2/-/-	4/s/100	4/s/100	5/s/100	8/s/88	125	100	125	47	Grey Snakemen
5/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	4/s/100	4/s/100	5/s/100	9/u/75	100	100	150	48	Black Snakemen *
5/-/-	+0/-/-	+0/-/-	+2/-/-	+1/-/-	5/s/75	5/u/50	6/s/75	-/-/-	100	100	100	49	Dzarek Riders
4/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	4/u/88	4/u/88	4/s/94	8/s/50	150	67	100	50	Eagle-men *
5/-/-	+0/-/-	+1/-/-	+4/-/-	+2/-/-	4/u/100	4/u/88	5/s/106	8/s/75	100	67	125	51	Bull-men
5/-/-	+0/-/-	+1/-/-	+4/-/-	+2/-/-	4/u/100	4/u/100	5/u/100	8/s/88	138	57	138	52	Wolf-men
5/-/-	+0/-/-	+1/-/-	+4/-/-	+2/-/-	4/u/100	4/u/100	5/s/100	7/s/100	125	62	125	53	Dog-men
5/-/-	+0/-/-	+1/-/-	+8/-/-	+4/-/-	4/u/100	4/u/100	5/s/100	7/s/100	125	62	150	54	Cat-men
7/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	4/u/88	4/s/75	6/s/81	9/u/75	125	62	150	55	Frog-men
4/-/-	+0/-/-	+0/-/-	+2/-/-	+1/-/-	4/u/88	4/u/88	4/u/88	-/-/-	125	133	200	66	Treants
6/-/-	+0/-/-	+1/-/-	+2/-/-	+2/-/-	8/u/100	8/s/100	8/s/113	8/s/125	38	100	125	81	Zombies
6/-/-	+0/-/-	+1/-/-	+2/-/-	+2/-/-	8/u/100	8/s/100	8/s/113	8/s/125	75	100	125	82	Greater Zombies
6/-/-	+0/-/-	+1/-/-	+2/-/-	+2/-/-	8/u/100	8/s/100	8/s/113	7/s/125	75	100	100	83	Skeletons
5/-/-	+0/-/-	-/-/-	-/-/-	-/-/-	4/s/113	4/s/113	5/s/125	5/s/125	100	67	200	84	Wraiths
6/-/-	+0/-/-	+1/-/-	+8/-/-	+4/-/-	5/s/100	5/s/100	6/s/100	7/s/100	50	89	100	85	Hordlings *
5/-/-	+0/-/-	+1/-/-	+8/-/-	+4/-/-	4/s/100	4/s/100	5/s/100	6/s/113	75	100	100	86	Demons *
5/-/-	+0/-/-	+0/-/-	+6/-/-	+3/-/-	4/s/100	4/s/100	5/s/100	6/s/113	100	100	100	87	Horned Demons *
4/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	4/s/113	4/s/113	4/s/106	6/s/100	100	100	100	88	Winged Demons *

#	Name	farmlnd.	plains	woods	w. hills	hills	mts.	high mts.	swamp	jungle	desert	waste
61	Minotaurs	6/u/100	6/s/100	7/s/100	7/s/100	7/s/100	8/s/100	9/s/100	8/s/100	8/s/100	6/s/100	6/s/100
62	Centaurs	4/s/125	4/s/125	6/s/100	6/s/100	6/s/100	9/s/94	12/s/88	7/s/75	7/s/88	5/s/100	5/s/100
63	Darklings	6/s/88	6/s/88	6/s/100	6/s/100	6/s/100	9/s/100	12/s/100	8/s/100	6/s/125	7/u/88	7/s/100
64	Giants	5/u/100	5/s/100	5/s/100	5/s/106	5/s/113	6/s/113	7/s/113	6/s/100	8/s/88	5/s/100	5/s/100
65	Bog Crabs	8/u/88	8/u/88	7/u/88	8/u/88	9/u/88	12/u/69	15/u/50	5/f/113	7/s/88	8/u/75	8/u/88
68	Giant Scorpions	5/s/100	5/s/100	5/s/100	5/s/100	5/s/100	8/s/100	11/s/100	7/u/75	5/s/100	5/f/113	5/s/100
69	Giant Ants	6/s/100	6/s/100	6/s/100	6/s/100	6/s/100	8/s/100	10/s/100	8/s/100	6/s/100	6/s/100	6/s/100
70	Giant Spiders	5/s/88	5/s/88	5/s/125	5/s/119	5/s/113	7/s/106	9/s/100	7/s/100	5/s/125	5/s/88	5/s/88
71	Lions	5/s/125	5/f/138	5/s/100	5/s/100	5/f/100	8/s/100	10/s/100	7/u/88	5/u/100	5/u/100	5/u/100
72	Buffalo Herd	5/s/125	5/f/138	6/s/88	7/s/94	8/s/100	10/s/75	12/u/50	8/u/75	8/u/75	6/u/100	6/u/100
73	Wolves	4/s/100	4/s/100	4/f/125	4/f/125	4/f/125	7/s/106	10/s/88	8/u/88	5/u/100	5/u/100	4/u/100
74	Crocodiles	7/u/100	7/s/100	7/s/100	9/s/94	10/u/88	13/u/69	16/u/50	5/f/125	7/s/100	7/u/75	7/u/100
76	Giant Eagles *	4/s/100	4/s/100	4/s/75	4/s/88	4/s/100	4/s/113	4/f/125	4/s/100	4/s/50	4/s/100	4/s/100
80	Dark Guardians *	4/s/100	4/s/100	5/s/100	5/s/100	5/s/100	6/s/100	7/s/100	4/s/100	5/s/100	4/s/100	4/s/100
117	Wagon Train	7/s/100	8/s/100	10/s/88	10/s/88	10/s/88	15/u/69	20/u/50	15/u/50	15/u/50	10/u/75	8/u/100

Table 8: Terrain data for special mass units (monsters *et cetera*).

#	Name	farmlnd.	plains	woods	w. hills	hills	mts.	high mts.	swamp	jungle	desert	waste
37	Fire Sprites *	4/s/100	4/s/100	4/s/100	4/s/100	4/s/100	4/s/100	4/s/100	4/s/100	4/s/100	4/s/100	4/s/100
38	Bandit Leader	4/f/100	4/s/100	6/s/100	6/s/100	6/s/100	10/s/100	13/s/100	8/s/100	8/s/100	5/s/100	5/s/100
56	Ogre	5/u/100	5/s/100	5/s/100	5/s/100	5/s/100	7/s/100	8/s/100	6/s/88	7/u/75	5/s/100	6/s/100
57	Rock Giant	5/u/100	5/s/100	5/s/100	5/s/106	5/s/113	6/s/113	7/s/113	6/s/100	8/s/88	5/s/100	5/s/100
58	Ice Giant	5/u/100	5/s/100	5/s/100	5/s/106	5/s/113	6/s/113	7/s/113	6/s/100	8/s/88	5/s/100	5/s/100
67	Giant Rats	7/s/100	7/s/100	7/s/100	7/s/100	7/s/100	9/s/100	10/s/100	7/s/100	7/s/100	7/u/100	7/s/100
75	Bats *	4/s/100	4/s/100	4/s/100	4/s/100	4/s/100	5/s/100	6/s/100	4/s/100	4/s/100	4/s/100	4/s/100
120	Templar	4/f/100	4/s/100	6/s/100	6/s/100	6/s/100	10/s/100	13/s/100	8/s/100	8/s/100	5/s/100	5/s/100
176	Ghost	5/s/100	5/s/100	5/s/100	5/s/100	5/s/100	5/s/100	5/s/100	5/s/100	5/s/100	5/s/100	5/s/100
177	Water Elemental *	5/s/100	5/s/100	5/s/100	5/s/100	5/s/100	5/s/100	5/s/100	5/s/100	5/s/100	5/s/100	5/s/100
178	Air Elemental *	4/s/100	4/s/100	4/s/100	4/s/100	4/s/100	4/s/100	4/s/100	4/s/100	4/s/100	4/s/100	4/s/100
179	Fire Elemental *	4/s/100	4/s/100	4/s/100	4/s/100	4/s/100	4/s/100	4/s/100	4/s/100	4/s/100	4/s/100	4/s/100
198	Minor Golem	5/s/100	5/s/100	5/s/100	5/s/100	5/s/100	6/s/100	7/s/100	6/s/100	6/s/100	5/s/100	5/s/100
199	Major Golem	5/s/100	5/s/100	5/s/100	5/s/100	5/s/100	6/s/100	7/s/100	6/s/100	6/s/100	5/s/100	5/s/100

Table 9: Terrain data for common units in quest-land.

road	bridge	ford	lg. river	sm. river	city	structure	ruins	caves	Aw.	Vis.	Hide	#	Name
5/-/-	+0/-/-	+1/-/-	+4/-/-	+2/-/-	4/u/100	4/s/100	5/s/100	7/s/100	100	89	113	61	Minotaurs
3/-/-	+0/-/-	+1/-/-	+6/-/-	+3/-/-	4/s/88	6/s/50	6/s/75	-/-/-	100	89	100	62	Centaurs
5/-/-	+0/-/-	+1/-/-	+12/-/-	+6/-/-	4/u/100	4/s/100	6/s/100	5/f/150	113	67	150	63	Darklings
5/-/-	+0/-/-	+1/-/-	+2/-/-	+1/-/-	4/u/100	4/s/113	5/s/106	8/u/88	125	114	88	64	Giants
7/-/-	+0/-/-	+0/-/-	+2/-/-	+1/-/-	4/u/88	4/s/88	6/s/88	9/u/88	100	80	175	65	Bog Crabs
5/-/-	+0/-/-	-/-/-	-/-/-	-/-/-	4/s/100	4/s/100	5/s/100	5/s/100	100	67	150	68	Giant Scorpions
6/-/-	+0/-/-	-/-/-	-/-/-	-/-/-	5/s/100	5/s/100	6/s/100	6/f/125	100	80	125	69	Giant Ants
5/-/-	+0/-/-	-/-/-	-/-/-	-/-/-	4/s/125	4/s/125	5/s/106	5/s/138	100	67	200	70	Giant Spiders
5/-/-	+0/-/-	+1/-/-	+4/-/-	+2/-/-	5/u/100	5/u/88	5/u/94	5/s/88	88	80	150	71	Lions
5/-/-	+0/-/-	+1/-/-	+4/-/-	+2/-/-	5/u/75	5/u/63	6/u/81	-/-/-	50	200	88	72	Buffalo Herd
4/-/-	+0/-/-	+1/-/-	+4/-/-	+2/-/-	4/u/100	4/u/100	4/u/100	5/s/100	75	100	150	73	Wolves
6/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	7/u/75	7/u/75	7/u/88	6/s/100	75	80	188	74	Crocodiles
4/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	4/u/88	4/u/88	4/s/94	8/u/50	150	67	100	76	Giant Eagles *
4/-/-	+0/-/-	+0/-/-	+4/-/-	+2/-/-	4/s/100	4/s/100	4/s/100	6/s/100	150	67	100	80	Dark Guardians *
5/-/-	+0/-/-	+2/-/-	+8/-/-	+4/-/-	5/s/100	5/s/100	7/s/100	-/-/-	50	100	50	117	Wagon Train

road	bridge	ford	lg. river	sm. river	city	structure	ruins	caves	Aw.	Vis.	Hide	#	Name
4/-/-	+0/-/-	-/-/-	-/-/-	-/-/-	4/s/100	4/s/100	4/s/100	4/s/100	100	100	75	37	Fire Sprites *
3/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/f/100	3/f/100	4/s/100	10/s/88	100	67	150	38	Bandit Leader
5/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	4/u/100	3/s/100	5/s/100	5/s/100	113	100	150	56	Ogre
5/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	4/u/100	4/s/100	5/s/100	8/s/100	125	114	88	57	Rock Giant
5/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	4/u/100	4/s/100	5/s/100	8/s/100	125	114	88	58	Ice Giant
7/-/-	+0/-/-	+2/-/-	+4/-/-	+2/-/-	5/s/100	5/s/100	6/s/100	5/s/100	150	67	150	67	Giant Rats
4/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	4/s/100	4/s/100	4/s/100	4/f/150	50	57	125	75	Bats *
3/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/f/100	3/f/100	4/s/100	10/u/88	100	67	113	120	Templar
5/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	4/s/100	3/s/100	4/s/100	5/s/100	100	50	200	176	Ghost
5/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	5/s/100	5/s/100	5/s/100	5/s/100	100	67	150	177	Water Elemental *
4/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	4/u/75	4/u/50	4/u/75	-/-/-	100	67	150	178	Air Elemental *
4/-/-	+0/-/-	-/-/-	-/-/-	-/-/-	4/s/100	4/s/100	4/s/100	4/s/100	100	100	75	179	Fire Elemental *
5/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	5/s/100	5/s/100	5/s/100	8/s/75	125	114	88	198	Minor Golem
5/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	5/s/100	5/s/100	5/s/100	8/s/75	125	114	88	199	Major Golem

#	Name	farmlnd.	plains	woods	w. hills	hills	mts.	high mts.	swamp	jungle	desert	waste
121	Warlord	4/f/100	4/s/100	6/s/100	6/s/100	6/s/100	10/s/100	13/s/100	8/s/100	8/s/100	5/s/100	5/s/100
122	Knight	4/f/100	4/s/100	6/s/100	6/s/100	6/s/100	10/s/100	13/s/100	8/s/100	8/s/100	5/s/100	5/s/100
123	Hero	4/f/100	4/s/100	6/s/100	6/s/100	6/s/100	10/s/100	13/s/100	8/s/100	8/s/100	5/s/100	5/s/100
124	Scout	4/f/100	4/s/100	6/s/100	6/s/100	6/s/100	10/s/100	13/s/100	8/s/100	8/s/100	5/s/100	5/s/100
125	Captain	4/f/100	4/s/100	6/s/100	6/s/100	6/s/100	10/s/100	13/s/100	8/s/100	8/s/100	5/s/100	5/s/100
126	General	4/f/100	4/s/100	6/s/100	6/s/100	6/s/100	10/s/100	13/s/100	8/s/100	8/s/100	5/s/100	5/s/100
127	Noble	4/f/100	4/s/100	6/s/100	6/s/100	6/s/100	10/s/100	13/s/100	8/s/100	8/s/100	5/s/100	5/s/100
128	Emir	4/f/100	4/s/100	6/s/100	6/s/100	6/s/100	10/s/100	13/s/100	8/s/100	8/s/100	5/s/100	5/s/100
129	Pirate Lord	4/f/100	4/s/100	6/s/100	6/s/100	6/s/100	10/s/100	13/s/100	8/s/100	8/s/100	5/s/100	5/s/100
130	Pirate	4/f/100	4/s/100	6/s/100	6/s/100	6/s/100	10/s/100	13/s/100	8/s/100	8/s/100	5/s/100	5/s/100
131	Priest	4/f/100	4/s/100	6/s/100	6/s/100	6/s/100	10/s/100	13/s/100	8/s/100	8/s/100	5/s/100	5/s/100
132	Acolyte	4/f/100	4/s/100	6/s/100	6/s/100	6/s/100	10/s/100	13/s/100	8/s/100	8/s/100	5/s/100	5/s/100
135	Sorcerer	4/s/100	4/s/100	5/s/100	6/s/100	6/s/100	10/s/100	13/s/100	8/s/100	7/s/100	5/s/100	5/s/100
136	Minor Sorcerer	4/s/100	4/s/100	5/s/100	6/s/100	6/s/100	10/s/100	13/s/100	8/s/100	7/s/100	5/s/100	5/s/100
141	Druid	4/s/100	4/f/125	4/f/138	5/f/131	6/f/125	10/s/113	13/s/100	8/s/100	5/s/125	5/s/88	5/s/88
142	Minor Druid	4/s/100	4/f/125	4/f/138	5/f/131	6/f/125	10/s/113	13/s/100	8/s/100	5/s/125	5/s/88	5/s/88
145	Grand Mahout	4/f/100	4/s/100	6/s/100	6/s/100	6/s/100	10/s/100	13/s/100	8/s/100	8/s/100	5/s/100	5/s/100
146	Mercenary Captain	4/f/100	4/s/100	6/s/100	6/s/100	6/s/100	10/s/100	13/s/100	8/s/100	8/s/100	5/s/100	5/s/100
151	Elven Lord	4/f/100	5/s/100	6/s/100	6/s/100	6/s/100	9/s/100	11/s/100	8/u/75	8/u/75	5/u/100	5/u/100
152	Elven Knight	4/f/100	5/s/100	6/s/100	6/s/100	6/s/100	9/s/100	11/s/100	8/u/75	8/u/75	5/u/100	5/u/100
153	Elven Captain	4/f/100	5/s/100	6/s/100	6/s/100	6/s/100	9/s/100	11/s/100	8/u/75	8/u/75	5/u/100	5/u/100
154	Elven Scout	4/f/100	5/s/100	6/s/100	6/s/100	6/s/100	9/s/100	11/s/100	8/u/75	8/u/75	5/u/100	5/u/100
155	Lord of the Woods	5/s/100	5/s/100	5/f/138	5/f/119	5/s/100	8/s/100	11/u/100	8/s/75	7/s/100	6/u/100	5/u/100
156	Elven Ranger	5/s/100	5/s/100	5/f/138	5/f/119	5/s/100	8/s/100	11/u/100	8/s/75	7/s/100	6/u/100	5/u/100
157	Elven Wolfmaster	5/s/100	5/s/100	5/f/138	5/s/119	5/u/100	8/u/100	11/u/100	8/s/75	7/s/100	6/u/100	5/u/100
158	Elven Priest	4/f/100	5/s/100	6/s/100	6/s/100	6/s/100	9/s/100	11/s/100	8/u/75	8/u/75	5/u/100	5/u/100
159	Woodelven Scout	5/s/100	5/s/100	5/f/138	5/f/119	5/s/100	8/s/100	11/u/100	8/s/75	7/s/100	6/u/100	5/u/100
161	Dwarven Lord	7/s/100	7/s/100	7/u/100	7/s/113	7/f/125	8/f/125	9/f/125	10/u/63	8/u/88	7/u/100	7/u/100
162	Dwarven Hero	7/s/100	7/s/100	7/u/100	7/s/113	7/f/125	8/f/125	9/f/125	10/u/63	8/u/88	7/u/100	7/u/100
163	Dwarven Captain	7/s/100	7/s/100	7/u/100	7/s/113	7/f/125	8/f/125	9/f/125	10/u/63	8/u/88	7/u/100	7/u/100
164	Dwarven Scout	6/s/100	6/s/100	6/u/100	6/s/113	6/f/125	7/f/125	8/f/125	10/u/63	7/u/88	6/u/100	6/u/100
165	Gnome Lord	6/f/100	6/s/100	7/u/100	7/s/119	6/f/138	9/s/119	12/s/100	10/u/63	8/u/88	7/u/100	7/u/100
166	Gnome Hero	6/f/100	6/s/100	7/u/100	7/s/119	6/f/138	9/s/119	12/s/100	10/u/63	8/u/88	7/u/100	7/u/100
167	Gnome Wizard	6/f/100	6/s/100	6/u/100	6/s/119	6/f/138	9/s/119	11/s/100	10/u/63	7/u/88	6/u/100	6/u/100
168	Gnome Captain	6/f/100	6/s/100	7/u/100	7/s/119	6/f/138	9/s/119	12/s/100	10/u/63	8/u/88	7/u/100	7/u/100
169	Gnome Scout	6/f/100	6/s/100	6/u/100	6/s/119	6/f/138	9/s/119	11/s/100	10/u/63	7/u/88	6/u/100	6/u/100
171	Troll Chief	5/u/100	5/s/100	5/s/81	5/s/91	5/s/100	7/s/119	8/f/138	6/s/88	7/u/63	5/u/100	6/u/100
172	Troll Shaman	5/u/100	5/s/100	5/s/81	5/s/91	5/s/100	7/s/119	8/f/138	6/s/88	7/u/63	5/u/100	6/u/100
173	Troll Hero	5/u/100	5/s/100	5/s/81	5/s/91	5/s/100	7/s/119	8/f/138	6/s/88	7/u/63	5/u/100	6/u/100
174	Hobgoblin Captain	6/s/100	6/s/100	6/f/125	6/f/125	6/f/125	9/f/125	11/f/125	8/s/88	7/u/88	6/u/100	6/u/100
175	Goblin Scout	5/s/100	5/s/100	5/f/125	5/f/125	5/f/125	8/f/125	11/f/125	8/s/88	7/u/100	6/u/100	6/u/100
181	Snakeman Lord *	5/u/100	5/s/100	7/s/88	7/s/100	6/s/113	9/s/113	12/s/113	6/s/113	7/s/88	6/s/113	6/s/100
182	Snakeman General *	5/u/100	5/s/100	7/s/88	7/s/100	6/s/113	9/s/113	12/s/113	6/s/113	7/s/88	6/s/113	6/s/100
183	Snakeman Knight *	5/u/100	5/s/100	7/s/88	7/s/100	6/s/113	9/s/113	12/s/113	6/s/113	7/s/88	6/s/113	6/s/100
184	Snakeman Captain *	5/u/100	5/s/100	7/s/88	7/s/100	6/s/113	9/s/113	12/s/113	6/s/113	7/s/88	6/s/113	6/s/100
185	Snakeman Scout *	5/u/100	5/s/100	6/s/88	6/s/100	6/s/113	9/s/113	12/s/113	6/s/113	6/s/88	6/s/113	6/s/100
186	Lion-man	5/s/125	5/f/138	5/s/88	5/s/94	5/f/100	8/s/100	10/s/100	7/u/88	5/u/100	5/u/100	5/u/100
187	Bear-man	6/s/100	6/s/100	6/f/125	7/s/113	7/s/100	9/s/100	11/s/100	8/u/75	7/u/100	6/u/100	6/u/100
188	Lizard-man	5/u/100	5/s/100	7/s/88	7/s/100	6/s/113	9/s/106	12/s/100	6/s/113	7/s/88	6/s/113	6/u/100
189	Vulture-man	5/s/100	5/s/100	5/s/100	5/s/100	5/s/100	8/s/100	10/s/100	7/s/100	5/s/100	5/s/100	5/s/100
190	Toad-man	6/s/88	6/s/88	6/s/88	7/s/81	7/s/75	10/s/69	12/u/63	5/f/138	6/s/88	7/u/75	7/s/88
191	Greater Vampire	4/s/100	4/s/100	4/s/100	4/s/100	4/s/100	4/s/100	4/s/100	4/s/100	4/s/100	4/s/100	4/s/125
192	Vampire	4/s/100	4/s/100	4/s/100	4/s/100	4/s/100	4/s/100	4/s/100	4/s/100	4/s/100	4/s/100	4/s/125
193	Ghostly Warrior	5/u/100	5/u/100	5/u/100	5/u/100	5/u/100	5/u/100	5/u/100	5/s/100	5/u/113	5/s/100	5/s/138
194	Skeleton Knight	6/u/100	6/u/100	6/u/100	6/u/100	6/u/100	8/u/100	10/u/100	7/u/100	7/u/100	6/u/100	6/s/125
195	Demon Prince *	4/s/100	4/s/100	4/s/100	4/s/100	4/s/100	4/s/100	4/s/100	4/s/100	4/s/100	4/s/100	4/s/100
196	Demon Knight *	4/s/100	4/s/100	5/s/100	5/s/100	5/s/100	6/s/100	7/s/100	4/s/100	5/s/100	4/s/100	4/s/100
197	Fox-man	5/s/100	5/s/100	5/f/125	5/s/113	5/s/100	7/s/100	9/s/100	7/u/75	6/u/100	5/u/100	5/u/100

Table 10: Terrain data for leaders and characters.

road	bridge	ford	lg. river	sm. river	city	structure	ruins	caves	Aw.	Vis.	Hide	#	Name
3/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/f/100	3/f/100	4/s/100	10/u/75	63	67	113	121	Warlord
3/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/f/100	3/f/100	4/s/100	10/u/88	63	67	113	122	Knight
3/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/f/100	3/f/100	4/s/100	10/s/88	63	67	150	123	Hero
3/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/f/100	3/f/100	4/s/100	10/u/75	125	50	200	124	Scout
3/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/f/100	3/f/100	4/s/100	10/u/75	63	67	100	125	Captain
3/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/f/100	3/f/100	4/s/100	10/u/75	63	67	100	126	General
3/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/f/100	3/f/100	4/s/100	10/s/88	63	67	113	127	Noble
3/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/f/100	3/f/100	4/s/100	10/s/88	63	67	113	128	Emir
3/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/f/100	3/f/100	4/s/100	10/s/88	75	67	150	129	Pirate Lord
3/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/f/100	3/f/100	4/s/100	10/s/88	75	67	150	130	Pirate
3/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/f/100	3/f/100	4/s/100	10/s/88	75	67	150	131	Priest
3/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/f/100	3/f/100	4/s/100	10/s/88	75	67	150	132	Acolyte
3/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/s/100	3/s/100	4/s/100	10/s/100	100	67	150	135	Sorcerer
3/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/s/100	3/s/100	4/s/100	10/s/100	100	67	150	136	Minor Sorcerer
3/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/s/75	3/s/75	4/s/81	10/s/88	100	50	200	141	Druid
3/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/s/75	3/s/75	4/s/81	10/s/88	100	50	200	142	Minor Druid
3/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/f/100	3/f/100	4/s/100	10/u/75	63	67	100	145	Grand Mahout
3/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/f/100	3/f/100	4/s/100	10/u/75	63	67	100	146	Mercenary Captain
4/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/f/100	3/f/100	4/s/100	10/s/88	138	67	138	151	Elven Lord
4/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/f/100	3/f/100	4/s/100	10/s/88	138	67	138	152	Elven Knight
4/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/f/100	3/f/100	4/s/100	10/u/75	138	67	138	153	Elven Captain
4/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/f/100	3/f/100	4/s/100	10/u/75	138	50	200	154	Elven Scout
4/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/s/100	3/s/75	4/s/88	10/s/88	138	67	200	155	Lord of the Woods
4/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/s/100	3/s/75	4/s/88	10/s/100	138	50	200	156	Elven Ranger
4/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/s/100	3/s/75	4/s/88	10/u/75	138	67	200	157	Elven Wolfmaster
4/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/f/100	3/f/100	4/s/100	10/s/88	138	67	138	158	Elven Priest
4/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/s/100	3/s/75	4/s/88	10/s/100	138	50	200	159	Woodelven Scout
5/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/f/125	3/f/125	5/s/113	8/s/100	125	62	125	161	Dwarven Lord
5/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/f/125	3/f/125	5/s/113	8/s/100	125	62	125	162	Dwarven Hero
5/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/f/125	3/f/125	5/s/113	8/s/100	125	62	125	163	Dwarven Captain
4/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/f/125	3/f/125	5/s/113	7/s/100	125	50	200	164	Dwarven Scout
5/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/f/125	3/f/125	5/s/113	8/s/100	125	62	175	165	Gnome Lord
5/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/f/125	3/f/125	5/s/113	8/s/100	138	62	175	166	Gnome Hero
4/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/f/125	3/f/125	5/s/113	7/s/100	138	50	200	167	Gnome Wizard
5/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/f/125	3/f/125	5/s/113	8/s/100	125	62	175	168	Gnome Captain
4/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	3/f/125	3/f/125	5/s/113	7/s/100	138	50	200	169	Gnome Scout
5/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	4/u/100	3/s/100	5/s/100	5/f/138	113	67	175	171	Troll Chief
5/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	4/u/100	3/s/100	5/s/100	5/f/138	113	67	175	172	Troll Shaman
5/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	4/u/100	3/s/100	5/s/100	5/f/138	113	67	175	173	Troll Hero
4/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	4/u/100	3/s/100	5/s/100	7/s/88	100	67	150	174	Hobgoblin Captain
4/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	4/u/100	3/s/100	5/s/100	8/s/100	125	50	200	175	Goblin Scout
5/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	4/s/100	3/s/100	5/s/100	8/s/88	100	67	125	181	Snakeman Lord *
5/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	4/s/100	3/s/100	5/s/100	8/s/88	100	67	125	182	Snakeman General *
5/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	4/s/100	3/s/100	5/s/100	8/s/88	100	67	125	183	Snakeman Knight *
5/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	4/s/100	3/s/100	5/s/100	8/s/88	100	67	125	184	Snakeman Captain *
5/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	4/s/100	3/s/100	5/s/100	8/s/88	125	67	200	185	Snakeman Scout *
5/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	4/u/100	3/u/88	4/u/94	5/s/100	100	57	150	186	Lion-man
5/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	4/u/100	3/u/100	5/u/100	8/s/100	100	57	150	187	Bear-man
5/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	4/u/100	3/u/100	5/u/100	8/s/88	100	57	150	188	Lizard-man
5/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	4/u/100	3/u/88	4/s/94	5/s/100	100	57	200	189	Vulture-man
6/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	4/u/88	3/s/75	5/s/81	7/u/75	100	57	150	190	Toad-man
4/-/-	+0/-/-	-/-/-	-/-/-	-/-/-	4/s/125	3/s/125	4/s/125	4/s/125	150	67	200	191	Greater Vampire
4/-/-	+0/-/-	-/-/-	-/-/-	-/-/-	4/s/125	3/s/125	4/s/125	4/s/125	150	67	200	192	Vampire
5/-/-	+0/-/-	-/-/-	-/-/-	-/-/-	4/s/113	3/s/113	4/s/125	5/s/125	100	50	200	193	Ghostly Warrior
5/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	4/u/100	3/s/100	5/s/113	6/s/125	75	67	100	194	Skeleton Knight
4/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	4/s/100	3/s/100	4/s/100	4/s/100	100	67	200	195	Demon Prince *
4/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	4/s/125	4/s/125	4/s/113	6/s/100	100	67	150	196	Demon Knight *
4/-/-	+0/-/-	+0/-/-	+0/-/-	+0/-/-	4/u/100	3/u/100	4/u/100	7/s/100	138	57	175	197	Fox-man

#	Name	lake	coastal ocean	deep ocean	air	underground	lake bottom	ocean bottom	volcano
37	Fire Sprites	-/-/-	-/-/-	-/-/-	-/-/-	-/-/-	-/-/-	-/-/-	4/f/150
46	Marsh Snakemen	6/u/75	8/u/63	-/-/-	-/-/-	-/-/-	-/-/-	-/-/-	-/-/-
48	Black Snakemen	6/u/75	8/u/63	-/-/-	-/-/-	-/-/-	-/-/-	-/-/-	-/-/-
50	Eagle-men	-/-/-	-/-/-	-/-/-	4/u/75	-/-/-	-/-/-	-/-/-	-/-/-
75	Bats	-/-/-	-/-/-	-/-/-	-/s/100	-/-/-	-/-/-	-/-/-	-/-/-
76	Giant Eagles	-/-/-	-/-/-	-/-/-	4/f/125	-/-/-	-/-/-	-/-/-	-/-/-
80	Dark Guardians	-/-/-	-/-/-	-/-/-	-/-/-	-/-/-	-/-/-	-/-/-	6/s/100
85	Hordlings	-/-/-	-/-/-	-/-/-	-/-/-	-/-/-	-/-/-	-/-/-	10/s/100
86	Demons	-/-/-	-/-/-	-/-/-	-/-/-	-/-/-	-/-/-	-/-/-	9/s/100
87	Horned Demons	-/-/-	-/-/-	-/-/-	-/-/-	-/-/-	-/-/-	-/-/-	8/s/100
88	Winged Demons	-/-/-	-/-/-	-/-/-	-/s/75	-/-/-	-/-/-	-/-/-	6/s/100
177	Water Elemental	4/f/125	4/f/125	4/f/125	-/-/-	-/-/-	4/f/150	4/f/150	-/-/-
178	Air Elemental	-/-/-	-/-/-	-/-/-	3/f/150	-/-/-	-/-/-	-/-/-	-/-/-
179	Fire Elemental	-/-/-	-/-/-	-/-/-	-/-/-	-/-/-	-/-/-	-/-/-	4/f/150
181	Snakeman Lord	6/u/75	8/u/63	-/-/-	-/-/-	-/-/-	-/-/-	-/-/-	-/-/-
182	Snakeman General	6/u/75	8/u/63	-/-/-	-/-/-	-/-/-	-/-/-	-/-/-	-/-/-
183	Snakeman Knight	6/u/75	8/u/63	-/-/-	-/-/-	-/-/-	-/-/-	-/-/-	-/-/-
184	Snakeman Captain	6/u/75	8/u/63	-/-/-	-/-/-	-/-/-	-/-/-	-/-/-	-/-/-
185	Snakeman Scout	6/u/75	8/u/63	-/-/-	-/-/-	-/-/-	-/-/-	-/-/-	-/-/-
195	Demon Prince	-/-/-	-/-/-	-/-/-	3/s/100	-/-/-	-/-/-	-/-/-	4/s/100
196	Demon Knight	-/-/-	-/-/-	-/-/-	-/s/75	-/-/-	-/-/-	-/-/-	6/s/100

Table 11: Special terrain data (only relevant units).

#	Name	Bs.	Sh.	Valid helpers	Notes
121	Warlord	4	12	L.Inf., M.Inf., H.Inf., L.Cav., M.Cav., H.Cav., Arch., X-bm., M.Arch., Eleph., Pkm.	
126	General	4	24	L.Inf., M.Inf., H.Inf., L.Cav., M.Cav., H.Cav., Arch., X-bm., M.Arch., Pkm.	N
127	Noble	4	12	L.Inf., M.Inf., H.Inf., L.Cav., M.Cav., H.Cav., Arch., X-bm., M.Arch., Pkm.	
128	Emir	4	12	L.Inf., M.Inf., H.Inf., L.Cav., M.Cav., H.Cav., Arch., X-bm., M.Arch., Pkm.	
129	Pirate Lord	3	10	L.Inf., M.Inf., H.Inf., L.Cav., M.Cav., H.Cav., Arch., X-bm., Pir., M.Arch., Pkm., Band.	
135	Sorcerer	4	11	Wdsm., Mt.m., Des.m., Hillm., Plainsm., Dem., H.Dem., W.Dem.	
141	Druid	4	12	Druid, M.Druid, Wdsm., Mt.m., Des.m., Hillm., Plainsm., Treants	A
142	Minor Druid	4	20	Druid, M.Druid, Wdsm., Mt.m., Des.m., Hillm., Plainsm.	ANHU
151	Elven Lord	4	12	Elv.Inf., Elv.Pkm., Elv.Arch., Elv.Cav.	
155	Lord of the Woods	4	12	Woodelves, Elv.Wolfr.	
157	Elven Wolfmaster	4	20	Elv.Wolfr.	N
161	Dwarven Lord	3	8	Dw.Inf., Dw.X-bm.	
163	Dwarven Captain	4	12	Dw.Inf., Dw.X-bm.	N
165	Gnome Lord	3	9	Gn.Warr., Gn.Arch.	
168	Gnome Captain	4	14	Gn.Warr., Gn.Arch.	N
171	Troll Chief	4	12	Trolls, Hobg., Gob., Gob.Wolfr.	
172	Troll Shaman	5	12	Trolls, Hobg., Gob., Gob.Wolfr.	N
181	Snakeman Lord	4	12	Des.Sn., Marsh Sn, Grey Sn., Black Sn., Dzarek R.	
182	Snakeman General	4	20	Des.Sn., Marsh Sn, Grey Sn., Black Sn., Dzarek R.	N
186	Lion-man	4	12	Eag.m., Bull.m., Wolf.m., Dog.m., Cat.m., Frog.m., Mino., Cent., Darkl., Giants	
187	Bear-man	4	16	Bull.m., Wolf.m., Dog.m., Cat.m., Mino., Cent., Darkl.	
189	Vulture-man	4	20	Eag.m., Dog.m., Darkl.	HU
190	Toad-man	4	20	Dog.m., Frog.m.	HU
191	Greater Vampire	4	12	Wraiths, G.Vamp., Vamp., Gh.Warr., Sk.Knight	A
192	Vampire	4	20	Wraiths, G.Vamp., Vamp., Gh.Warr., Sk.Knight	AU
195	Demon Prince	4	11	Dem., H.Dem., W.Dem.	

Table 12: Control capabilities of leader unit types.

 # Name: The number and name of the unit type.

The units King of Pyr (3601) and Queen of Wey (3801) have special magic not common to their type of unit and are therefore listed specially. The King of Pyr has his *nightmares* and the Queen of Wey has her *coldstrike* only when there are 5 or more dark obelisks.

The human Priests have ward spells depending on their religion. Each entry for a Priest's ward spells are marked with the nation code of the nation the Priest belongs to.

Power: Maximum strike power.

Range: Maximum range to target of spell, in hexes.

Time: Time required to cast spell.

Base cost: Fixed basic cost of the spell.

Range cost: Cost per hex of distance to target.

Power cost: Cost per point of strike power.

Cost per charge: Cost per point of shield power.

Cost per phase: Cost per phase of warding.

#	Name	Strike type	Power	Range	Time	Base cost	Range cost	Power cost
135	Sorcerer	sparks		2	1	enchantment mana:10		
		lightning	4	2	4	enchantment mana:10		enchantment mana:20
136	Minor Sorcerer	sparks		1	2	enchantment mana:10		
		lightning	3	1	6	enchantment mana:10		enchantment mana:20
141	Druid	lightning	4	3	4			nature mana:40
142	Minor Druid	lightning	3	2	6			nature mana:40
167	Gnome Wizard	sparks		8	1	enchantment mana:10	enchantment mana:2	
		firestrike	3	8	6		enchantment mana:8	enchantment mana:30
189	Vulture-man	sparks		4	2	enchantment mana:10	enchantment mana:2	
		firestrike	3	4	6		enchantment mana:6	enchantment mana:25
191	Greater Vampire	frost		4	1	death mana:10	death mana:2	
		coldstrike	3	4	4		death mana:4	death mana:30
192	Vampire	frost		3	2	death mana:10	death mana:2	
193	Ghostly Warrior	frost		3	2	death mana:10	death mana:2	
		coldstrike	3	3	6		death mana:4	death mana:30
195	Demon Prince	firestrike	4	2	4	dark god mana:10		dark god mana:30
196	Demon Knight	firestrike	3	1	6	dark god mana:10		dark god mana:30
*	King of Pyr (3601)	nightmares	3	3	4	enchantment mana:10		enchantment mana:30
*	Queen Aratin of Wey (3801)	coldstrike	3	4	4		death mana:4	death mana:30

Table 13: Strike capabilities.

#	Name	Shield type	Range	Time	Cost per charge
131	Priest	strikeshield	0	1	holy mana:5
		fireshield	0	1	holy mana:4
		coldshield	0	1	holy mana:4
		lightningshield	0	1	holy mana:4
132	Acolyte	fireshield	0	1	holy mana:5
		coldshield	0	1	holy mana:5
		lightningshield	0	1	holy mana:5
141	Druid	lightningshield	0	1	nature mana:7
		coldshield	0	1	nature mana:10
		fireshield	0	1	nature mana:15
158	Elven Priest	strikeshield	0	1	holy mana:5
		fireshield	0	1	holy mana:4
		coldshield	0	1	holy mana:4
		lightningshield	0	1	holy mana:4
172	Troll Shaman	lightningshield	0	1	enchantment mana:4
189	Vulture-man	strikeshield	0	1	enchantment mana:5
*	King of Pyr (3601)	strikeshield	0	1	enchantment mana:5

Table 14: Shielding capabilities.

#	Name	Ward type	Range	Time	Base cost	Cost per phase
131	Priest (OQ)	lightningward	0	1	holy mana:20	holy mana:1
131	Priest (EK)	coldward	0	1	holy mana:20	holy mana:1
131	Priest (NI)	fireward	0	1	holy mana:20	holy mana:1
141	Druid	lightningward	0	1	nature mana:20	nature mana:1
158	Elven Priest	strikeward	0	1	holy mana:20 enchantment mana:20	holy mana:1 enchantment mana:1

Table 15: Warding capabilities.