

CITY BUILDINGS

 Wooden Palisade	 Town Militia MAX 1 ATTK 3 DEF 3	 Italian Militia MAX 1 ATTK 4 DEF 4	
 Stone Wall	 Hobliars MAX 1 ATTK 4 DEF 2	 Mounted Sergeants MAX 1 ATTK 5 DEF 5	 Jinetes MAX 1 ATTK 5 DEF 5
 Huge Stone Wall	 Scots Guards MAX 3 ATTK 8 DEF 7	 Broken Lances MAX 4 ATTK 5 DEF 7	
 Town Watch	 Town Militia MAX 4 ATTK 3 DEF 3	 Italian Militia MAX 4 ATTK 4 DEF 4	
 Town Guard	 Spear Militia MAX 4 ATTK 6 DEF 4	 Italian Spear Militia MAX 4 ATTK 7 DEF 6	
 City Watch	 Archer Militia MAX 4 ATTK 2 DEF 1	 Crossbow Militia MAX 4 ATTK 2 DEF 1	 Pavise Crossbow Militia MAX 4 ATTK 3 DEF 4
 Militia Drill Square	 Bill Militia MAX 6 ATTK 5 DEF 2	 Vouge Militia MAX 6 ATTK 5 DEF 4	 Halberd Militia MAX 6 ATTK 5 DEF 2
 Militia Barracks	 Swordsmen Militia MAX 6 ATTK 7 DEF 6	 Cavalry Militia MAX 6 ATTK 5 DEF 6	
 Army Barracks	 Heavy Bill Militia MAX 6 ATTK 6 DEF 6	 Pike Militia MAX 6 ATTK 4 DEF 1	 Hand Gunner MAX 6 ATTK 7 DEF 5
 Royal Armoury	 Arquebusier MAX 6 ATTK 6 DEF 1	 Pikemen MAX 6 ATTK 6 DEF 1	
 Council Chambers	 Musketeers MAX 6 ATTK 8 DEF 1		
 Mayor's Palace	 Carroccio Standard MAX 1 ATTK 9 DEF 7	 Forlorn Hope MAX 3 ATTK 8 DEF 7	

 Masons' Guild	 Town Militia MAX 3 ATTK 3 DEF 3	 Italian Spear Militia MAX 3 ATTK 4 DEF 4	
 Master Masons' Guild	 Bill Militia MAX 4 ATTK 4 DEF 2	 Vouge Militia MAX 4 ATTK 5 DEF 4	 Halberd Militia MAX 4 ATTK 5 DEF 2
 Masons' Guild Headquarters	 Swordsmen Militia MAX 4 ATTK 6 DEF 6	 Pike Militia MAX 4 ATTK 4 DEF 1	
 Merchants' Guild	 Merchant Cavalry Militia MAX 1 ATTK 3 DEF 6	 Cavalry Militia MAX 1 ATTK 5 DEF 6	
 Military Academy	 Demi Lancers MAX 4 ATTK 7 DEF 5	 French Mounted Archers MAX 4 ATTK 5 DEF 6	 Tercio Pikemen MAX 4 ATTK 5 DEF 2
 Royal Officer's Academy	 Gendarmes MAX 6 ATTK 5 DEF 9		
 Plaza del Toro	 Jinetes MAX 4 ATTK 5 DEF 5		
 Port	 Cog MAX 3 ATTK 1 DEF 2	 Galley MAX 3 ATTK 2 DEF 2	
 Shipwright	 Hulk MAX 3 ATTK 2 DEF 3	 War Galley MAX 3 ATTK 3 DEF 3	
 Dockyard	 Gun Hulk MAX 3 ATTK 4 DEF 4	 Lanternas MAX 3 ATTK 5 DEF 5	 Caravel MAX 3 ATTK 4 DEF 4
 Naval Drydock	 Galleass MAX 3 ATTK 7 DEF 5	 Carrack MAX 3 ATTK 9 DEF 8	 Grande Carrack MAX 3 ATTK 10 DEF 10

COMMON BUILDINGS

 Ballista Range	 Ballista MAX 3 ATTK 7 DEF 3		
 Catapult Range	 Catapult MAX 3 ATTK 8 DEF 3		
 Siege Works	 Trebuchet MAX 3 ATTK 5 DEF 3		
 Gunsmith	 Bombard MAX 3 ATTK 9 DEF 3		
 Cannon Maker	 Mortar MAX 3 ATTK 5 DEF 3	 Grand Bombard MAX 3 ATTK 9 DEF 3	 Ribault MAX 3 ATTK 7 DEF 3
 Cannon Foundry	 Culverin MAX 8 ATTK 7 DEF 3	 Cannon MAX 3 ATTK 8 DEF 3	 Serpentine MAX 4 ATTK 8 DEF 3
 Royal Arsenal	 Basilisk MAX 3 ATTK 10 DEF 3	 Monster Ribault MAX 3 ATTK 8 DEF 3	 Roters MAX 4 ATTK 8 DEF 6
 Templars' Headquarters	 Knights Templar MAX 3 ATTK 7 DEF 8		
 St John's Headquarters	 Knights Hospitaller MAX 3 ATTK 7 DEF 7		
 Teutonic Knights' Headquarters	 Teutonic Knights MAX 3 ATTK 6 DEF 8		
 Knights of Santiago Headquarters	 Knights of Santiago MAX 3 ATTK 7 DEF 7		

UNIT PLANNER

MEDIEVAL II

TOTAL WAR™

CASTLE BUILDINGS

 Motte & Bailey	 Hobliars MAX 1 ATTK 4 DEF 2	 Mounted Sergeants MAX 1 ATTK 5 DEF 5	 Jinetes MAX 1 ATTK 5 DEF 5			
 Wooden Castle	 Mailed Knights MAX 1 ATTK 5 DEF 5					
 Fortress	 Feudal Knights MAX 3 ATTK 5 DEF 5	 Dismounted Feudal Knights MAX 4 ATTK 5 DEF 8	 Noble Knights MAX 3 ATTK 7 DEF 8	 Imperial Knights MAX 3 ATTK 8 DEF 8	 Chivalric Knights MAX 3 ATTK 7 DEF 8	 Men At Arms MAX 3 ATTK 8 DEF 8
 Citadel	 Dismounted English Knights MAX 3 ATTK 9 DEF 7	 Dismounted Noble Knights MAX 3 ATTK 9 DEF 7	 Dismounted Imperial Knights MAX 1 ATTK 4 DEF 8	 Dismounted Chivalric Knights MAX 1 ATTK 8 DEF 9	 Dismounted Men At Arms MAX 1 ATTK 7 DEF 8	
 Mustering Hall	 Peasants MAX 6 ATTK 2 DEF 1	 Levy Spearman MAX 6 ATTK 6 DEF 4	 Sergeant Spearman MAX 6 ATTK 7 DEF 5	 Javelinmen MAX 6 ATTK 3 DEF 2		
 Garrison Quarters	 Armoured Swordsman MAX 6 ATTK 8 DEF 9	 Venetian Heavy Infantry MAX 6 ATTK 7 DEF 8	 Almughavars MAX 6 ATTK 6 DEF 4			
 Drill Square	 Bilmen MAX 6 ATTK 6 DEF 2	 Armoured Sergeants MAX 6 ATTK 7 DEF 8	 Zwei hander MAX 6 ATTK 6 DEF 6			
 Barracks	 Sword and Buckler Men MAX 6 ATTK 8 DEF 7	 Venetian Heavy Infantry MAX 6 ATTK 8 DEF 8	 Zwei hander MAX 6 ATTK 7 DEF 6			
 Armoury	 Heavy Bilmen MAX 6 ATTK 6 DEF 6	 Voulgier MAX 6 ATTK 5 DEF 5	 Zwei hander MAX 6 ATTK 7 DEF 6			
 Stables	 Hobliars MAX 4 ATTK 4 DEF 2	 Mounted Sergeants MAX 4 ATTK 5 DEF 5	 Jinetes MAX 4 ATTK 5 DEF 5			
 Knight's Stables	 Mailed Knights MAX 6 ATTK 5 DEF 6					
 Baron's Stables	 Feudal Knights MAX 6 ATTK 5 DEF 7					

 Earl's Stables	 English Knights MAX 6 ATTK 5 DEF 8	 Chivalric Knights MAX 6 ATTK 7 DEF 8	 Imperial Knights MAX 6 ATTK 5 DEF 8	 Men At Arms MAX 6 ATTK 5 DEF 8
 King's Stables	 Lancers MAX 6 ATTK 10 DEF 10	 Gothic Knights MAX 6 ATTK 6 DEF 9	 Stradiots MAX 6 ATTK 5 DEF 3	
 Bowyer	 Peasant Archers MAX 6 ATTK 2 DEF 1	 Longbowmen MAX 6 ATTK 3 DEF 2	 Peasant Crossbowmen MAX 6 ATTK 2 DEF 1	
 Practice Range	 Yeoman Archers MAX 6 ATTK 4 DEF 1	 Crossbowmen MAX 6 ATTK 3 DEF 3	 Pavise Crossbowmen MAX 6 ATTK 3 DEF 4	
 Archery Range	 Venetian Archers MAX 6 ATTK 7 DEF 5	 Retinue Longbowmen MAX 6 ATTK 7 DEF 7	 Aventurier MAX 6 ATTK 7 DEF 6	 Mounted Crossbowmen MAX 6 ATTK 4 DEF 4
 Marksmen's Range	 Sherwood Archers MAX 1 ATTK 10 DEF 5			

KEY
 MAX: Maximum number of units available for recruiting from this building
 ATTK: Approximation of unit attack value
 DEF: Approximation of unit defence value

BATTLE TIPS

Don't engage with all your units. The best way to defeat an enemy unit is to engage it from multiple sides.

Learn the controls. Make sure you know how to access all your different units quickly, either with grouping, or hotkeys that select the units you need to give orders to.

Experience matters. Experience makes all the difference in battle, so use your more experienced units to overcome foes that would otherwise be an even match for them.

Protect your missile units. If you can ensure that your missile units are able to keep wearing down the enemy without having to move, they'll cause more casualties.

Let the enemy make the mistakes. Most moves on the battlefield take time to execute, and there's usually time to counter them.

Avoid engaging with weak units. Units that are likely to face superior foes are often a routing unit waiting to happen. Make sure you only use units like peasants and town militia as support units to more capable infantry whenever possible.

Have cavalry ready to strike. Once you have enemy units engaged with your infantry, look for opportunities to hit their foes hard from the side with cavalry. Also be ready to send the cavalry running out of battle just after they engage if staying in a melee will prove too costly.

Use the run key. Having your troops move into a desirable position quickly is usually worth the effort of running. Better to be a little tired in a strong position than fresh in a weak one.

Don't waste ammunition. If your missile units aren't in a good position to fire, or the enemy has cover, don't waste your ammunition to cause minimal damage.