

Zwirbaum's Unit Guide

Hello and welcome to my unit guide. This is the first section of it - covering infantry.



INFANTRY



WESTERN TECH GROUP

Tech 0-4: **Latin Medieval Infantry.** Halberd Infantry damage increase from +1 Shock is up to (if the Wiki Casualty formula is true) 5 men per regiment in shock phase (assuming 1000 men survived to the shock phase in regiment, otherwise it is $\text{unit \%} * 5$). Also on tech 4, you get military tactics which means that bonus is just 3,75 per regiment in shock phase. And in most cases the morale is clear winner on the battlefield early on, so it's best to invest in a unit, that can help at least mitigate some morale damage (which especially with tech 4 and increased morale (=more morale damage) can be day saver. You may however stick with Halberd Infantry for tech 0-3* if you really find the damage increase that important, but because you may be during war when tech 4 hits, switching unit types during war can be nasty, so it may be better to stick with Latin Infantry.

* - standard game starts with tech 3.

Modifiers for tech 0-4:



- 0.25 at tech 0, 0.35 at tech 1-4. Fire phase is negligible at this point, units do not have any fire pips, and any +fire pips come just from the leaders.



-0.2 at tech 0, 0.3 at tech 1 and 0.5 at tech 2-4. Shock phase is much more important at this point, infantry will deal more damage at this point.



- 0.5 at tech 0-3, 0.75 at tech 4. Tactics of 0.5 means that 100% discipline units will deal 200% damage (so in reality damage modifier is twice as high, as it would indicate from the damage modifier for that phase). Tactics of 0.75 means that damage coming from modifier will be 1.33 times higher.



- 15 at tech 0-1, 20 at tech 2-4.



- 2.0 at tech 0-2, 2.5 at tech 3, 3.0 at tech 4.

Tech 5-8: **Galloglaich Infantry.** With two offensive morale pips and one shock morale pip, they are really, really good when it comes to breaking enemy regiments, and at that point in the game you may even start to get increased morale from things like (Defensive Ideas, Higher Prestige, AT, Power Projection, good early events like Last Jousting Tournament and Morale Advisor).

Modifiers for tech 5-8



- 0.35 at tech 5, 0.55 at tech 6-7, 0.8 at tech 8. Fire phase damage for infantry increases, but it still is just behind in terms of damage to the shock phase. No units have fire pips at this point, and any +fire pip will be coming from the leaders. Remember though, that the fire phase is before shock phase, and 6 fire 0 shock general may not be as bad at tech 8 as you may thought. First cannons also appear at tech 7.



-0.65 at tech 5, 0.95 at tech 6-8. Shock phase is much more important at this point, infantry will

deal more damage at this point.



- 0.75 at tech 5, 1 at tech 6 and 1.25 at tech 7-8. Unit with discipline of 100% will deal 1.33 more damage than the damage modifiers would indicate at tech 5, 100% damage at tech 6, and 80% damage at tech 7-8.



- 22 at tech 5 and 24 at tech 6-8. More units can now fight at the same time on the battlefield, so you may want to consider fielding bigger unit stacks, or run more units near each other to reinforce during the battle.



- 3.0 at tech 5-8. No morale increase



- +50% Supply increase at tech 5-8. More units can station or move through provinces without suffering attrition. Important thing, especially when you consider with the fact that combat width also increases at tech 5 and 6.

Tech 9-11: **Condotta Infantry**. It's my personal choice in most situations, with 2 offensive shock pips, 1 defensive shock pip and 1 offensive morale and 1 defensive morale pip. Reformed Galloglauch Infantry have one more offensive morale pip at the cost of defensive shock pip, which means they are better at breaking enemy regiments, at the same time, receiving more damage during shock phase. If you have a lot of +morale modifiers, you may pick up the Galloglauch Infantry, otherwise, I would recommend Condotta, for better casualty wise ratio. Landsknechten, are worse in terms of dealing damage (other unit types will deal increased damage against them) and their morale pips means they only hold for longer.



- 0.8 at tech 9-11 , no fire damage modifier increase.



-0.95 at tech 9-10, 1.15 at tech 11 . Shock damage is increased at the time of tech 11.



- 1.5 at tech 9-11. Damage dealt by regiments with 100% discipline is 66,(6)% of what would indicate from modifiers.



- 25 at tech 9-10 and 27 at tech 11. Slight increase in combat width.



- 3.0 at tech 9-11. No morale increase.



- +50% Supply increase at tech 9-11. No changes here.



- +25% Flanking range increase at tech 10-11. It doesn't have actual impact during battle at this point.

Tech 12-14: **Free Shooter Infantry**. Both units when fighting against each other have higher by one offensive morale pip than the other unit, and higher offensive shock of Free Shooter Infantry meets with increased defensive shock of the Tercio Infantry. But higher morale offensive (if you have nice +morale modifiers for your army) will allow you to shine in most cases, and 3 offensive morale means they have advantage (deal more morale damage) to most units, cavalry also. If you're struggling, and have for example low prestige, low morale due to event and/or haven't picked ideas/policies increasing religion, you may want to take Tercio, because they will suffer less casualties during shock phase, and have better defensive morale which means, less morale damage. In most cases Free Shooter Infantry wins as better unit.



- 0.8 at tech 12-13 , 1.1 at tech 14. Fire damage increases, and with units starting to get fire pips,

you may see that the fire phase starts to matter. If you're rich, or fight someone who is rich, cannons may start to appear in bigger number, and they, while still relatively weak, cannot be disregarded anymore. Watch out for fire phase, and fire oriented generals can have some merit to them.



- 1.15 at tech 12-14 . No shock damage increase at this point. Shock damage as you can see starts to lose it's big advantage over fire damage, but still due to the cavalry should be deciding factor.



- 1.75 at tech 12-14. Damage dealt by regiments with 100% discipline is around 57,14% of what would indicate from modifiers.



- 27 at tech 12-13 and 29 at tech 14. Slight increase in combat width.



- 3.0 at tech 12-14. No morale increase.



- +100% Supply increase at tech 12-14. That change is really important, because you can field more easily bigger stacks without worrying to much about attrition. With bigger combat width AND artillery making some importance, think about your stack compositions.



- +25% Flanking range increase at tech 12-14. It doesn't have actual impact during battle at this point.

Tech 15-18: **Maurician Infantry**. Maurician Infantry have better offensive fire (2v1) when compared to Charge Infantry, while Charge Infantry have better offensive shock (3v2) against Maurician. Damage for shock phase is even better for infantry at this points (1.15 vs 1.1) so why this way? Answer is simple - Fire Phase is first during the battle, and ability to deal more damage during this phase, means enemy regiments will be more depleted, and as such they will deal less damage during the shock phase, than they should, which will help close the gap of their shock damage advantage. And after shock phase, there will be another fire phase where you will have advantage. Things to consider switching up, is generals. But still I would recommend sticking with Maurician Infantry in most cases.



- 1.1 at tech 15-18. No fire damage increase.



- 1.15 at tech 15-18 . No shock damage increase at this point.



- 2.0 at tech 15-18. Damage dealt by regiments with 100% discipline is 50% of what would indicate from modifiers.



- 29 at tech 15, 30 at tech 16-17 and 32 at tech 18. Slight increase in combat width.



- 4.0 at tech 15-18. Morale increases by 1.0 at the tech 15. (It means you get +33% of the base morale increase), and because all other modifiers like Military Drill, Army Tradition Prestige scales from base morale, that increase is really important - don't neglect morale.



- +100% Supply increase at tech 15-16. +150% at tech 17-18. Don't forget about it, and update your stacks.



- +25% Flanking range increase at tech 15-17. +50% flanking range increase at tech 18. Change matters only for Cavalry and Artillery (increase of flanking range from 2 to 3). Doesn't affect infantry.

Tech 19-22: This is tough choice. At tech 19 you *could* pick the **Highlanders Infantry**, for their awesome 4 offensive morale pips (and seeing that morale increased to 4.0 and can be really important at this point) at the cost of 1 less offensive fire versus Gustavian Infantry, and having no

advantage in terms of shock over Reformed Tercio (3/2 vs 2/3). However tech 20 sees huge and massive boost to the infantry fire (+0.5) and that means **Gustavian Infantry** is much better at this point (mainly due to the 3 offensive fire pips) With tech 21 increasing shock damage as well by 0.5 means that **Gustavian Infantry** reign supreme, due to also having 3 offensive shock. TL; DR version - **Gustavian Infantry** best choice during tech 19-22, with Highlanders being good option for tech 19.



- 1.1 at tech 19. 1.6 at tech 20-22. This is a massive boost to the fire damage phase (around 45% damage increase), and for the brief moment (tech 20) fire damage is bigger on the infantry for the first time (beside tech 0). Fire phase, with really good artillery now starts to be really important, and with battle starting from the fire phase, devastating (good roll vs bad roll) fire phase can easily decide the course of battle.



- 1.15 at tech 19-20, 1.65 at tech 21-22 . Shock damage loses the crown on tech 20 (crown of dealing most damage by infantry), and regains biggest modifier at tech 21, but at this point shock phase being second phase during the battle, depleted regiments, deal less and less damage during this phase, and it's role and strength of this phase goes from **deciding factor**, to **supplementary factory**



- 2.25 at tech 19-20 and 2.5 at tech 21-22. Damage dealt by regiments with 100% discipline is respectively 44,(4)% and 40% of what would indicate from modifiers.



- 32 at tech 19, 34 at tech 20-21 and 36 at tech 22. Slight increase in combat width.



- 4.0 at tech 19-22. No change to morale at this point.



- +200% at tech 19-22. Don't forget about it, and update your stacks, remember about backrow artillery.



- +50% flanking range increase at tech 19-22. Change matters only for Cavalry and Artillery (increase of flanking range from 2 to 3). Doesn't affect infantry.

Tech 23-25: **Line Infantry**. While Caroline Infantry have better Offensive Shock, they have lower Defensive Fire, so they will receive bigger casualties during the firing phase, and that means, there will be less men to capitalize on their shock damage phase advantage.



- 1.6 at tech 23-25. No increase in damage during this phase.



- 1.65 at tech 23-25. No increase in damage during this phase.



- 2.75 at tech 23 and 3 at tech 24-25. Damage dealt by regiments with 100% discipline is respectively 36,(36)% and 33,(3)% of what would indicate from modifiers.



- 36 at tech 23 and 38 at tech 24-25. Slight increase in combat width.



- 4.0 at tech 23-25. No change to morale at this point.



- +200% at tech 23-25. Don't forget about it, and update your stacks, remember about backrow artillery.



- +100% flanking range increase at tech 23-25. Allows infantry to flank at 2 range, and cavalry and artillery can engage at 4 range. This means, at this point, flanking can be pretty devastating (even more than before, because earlier, less units could engage your regiments as the flanks started to falter, while now it is even more significant range).

Tech 26-27: **Frederickian Infantry** - if you want to be offensive. At tech 27, there is another great increase in firing damage for infantry, which leads to the fact that the more fire the better. You can **alternatively** think about picking **Red Coat Infantry** for their 4 defensive fire pips, if you want to minimise casualties (which also helps with damage incoming from enemy artillery). At this point of the game, you're however already really big, with a lot of manpower/income to support mercenaries, so casualties should not be a concern. However if you engage in many wars on different fronts where reinforcements may not be coming handily (not enough stacks, divided army) - pick **Red Coats**, they should stay longer and protect artillery from enemy slightly longer. Otherwise, and especially if you have a lot of +morale, combat ability, discipline go for **Frederickian Infantry**.



- 1.6 at tech 26. 2.1 at tech 27. During this time fire becomes the king of the battlefield. Watch out for enemy generals with a lot of fire pips. And 4/0 general is much better than 0/5 at this point (probably even better than 0/6).



- 1.65 at tech 26-27. No increase in damage during this phase.



- 3 at tech 26-27. Damage dealt by regiments with 100% discipline is 33,(3)% of what would indicate from modifiers.



-40 at tech 26-27. Slight increase in combat width.



- 5.0 at tech 26-27. Another big increase to morale (+25% base increase)



- +200% at tech 26 and +250% at tech 27. Don't forget about it, and update your stacks, remember about backrow artillery.



- +100% flanking range increase at tech 27.

Tech 28-29: **Impulse Infantry**. Better offensive fire. You can pick once again **Square Infantry** - for the reasons mentioned in the section above for Red Coats.



- 2.1 at tech 28-29. No increase.



- 2.15 at tech 28-29. Damage increased in this phase, but shock is no longer deciding factor of the battles.



- 3 at tech 28-29. Damage dealt by regiments with 100% discipline is 33,(3)% of what would indicate from modifiers.



-40 at tech 28-29. No increase in combat width



- 5.0 at tech 28-29. No increase in morale.



- +250% at tech 28-29. No increase in here.



-+125% flanking range increase at tech 28-29. Slight increase that doesn't matter that much.

Tech 30-32: Another tough choice. Choice is between **Drill Infantry**, **Jaeger Infantry**, **Napoleonic Square** (Mixed Order Infantry is the weakest and shouldn't be picked). All mentioned units have 4 both offensive and defensive fire pips. **Drill Infantry** have weakest shock phase stats (3/3 vs 4/3 of both Napoleonic and Jaeger). While they have both offensive and defensive morale of 4/4. **Jaeger and Napoleonic** units have identical shock stats of 4/3 and reversed morale stats of each other 3/4

and 4/3. Seeing as the shock phase is less of an importance during this time of the game, and better ability to withstand morale shocks, I would probably pick **Drill Infantry** as the best one. Otherwise If you want to go offensive, go for **Napoleonic Square**



- 2.1 at tech 30. 3.1 at tech 31-32. It is a huge increase in fire phase damage modifier.



- 2.15 at tech 30-32. No increase



- 3.25 at tech 30-31 and 3.5 at tech 32. Damage dealt by regiments with 100% discipline respectively is around 30,77% and around of 28,57% of what would indicate from modifiers.



-40 at tech 30-32. No increase in combat width



- 6.0 at tech 30-32. 20% base increase in morale.



- +250% at tech 30. +300% at tech 31-32.



+150% flanking range increase at tech 30-32. Slight increase that doesn't matter that much for infantry.

OTHER TECH GROUPS:



EASTERN TECH GROUP:

Tech 0-4: **Bardiche Infantry**. Situation same as in terms of Western Tech group. Eastern Medieval Infantry could be considered slightly better at tech 0-3.

Tech 5-8: **Eastern Militia**. Only choice here.

Tech 9-11: **Pike Infantry**. Again only choice here.

Tech 12-14: **Offensive Eastern Musketeers**. Situation is similar to the "dilemma" of Western units at tech 12-14. If you want to see my reasoning read that section.

Tech 15-18: **Soldaty Infantry**. Better offensive stats (fire, shock and morale). Good all-round choice.

Tech 19-22: **Saxon Infantry**. Only choice here. Only downgrade from the Soldaty Infantry is in terms of offensive morale.

Tech 23-25: **Petrine Infantry**. They're more defense oriented than Saxon Infantry from previous category, but with increased casualties done by artillery, it is not that bad. However you may consider if you have a lot of +combat ability, discipline, morale etc. to maybe stay with Saxon Infantry, but that is something to think about, and maybe do more number crunching.

Tech 26-29: **Green Coat**. Only choice here. Nice upgrade from previous "dilemma".

Tech 30-32: **Mass Infantry**. Only choice here. Only thing that it is sad here is the loss of the defensive morale pip from Green Coat. But better fire and shock should be more than enough.



ANATOLIAN TECH GROUP:

Tech 0-4: **Yaya Infantry**. Only choice here.

Tech 5-8: **Azab Infantry**. Only choice here.

Tech 9-11: **Janissary Infantry**. Only choice here.

Tech 12-18: **Sekban Infantry**. Only choice here.

Tech 19-22: **Reformed Janissary Infantry**. Only choice here.

Tech 23-25: **Nizami-Cedid Infantry**. Only choice here.

Tech 26-29: **Eastern Carabineer**. Only choice here.

Tech 30-32: **Eastern New Model Infantry/Eastern Carabineer**. If you have much really good generals

with a lot of fire pips, +combat ability and discipline, I would probably go for **Eastern Carabineer** from previous category. If you see you have problem with infantry holding out, and crumbling really fast (retreating) have problems with morale, choose **Eastern New Model Infantry**.



MUSLIM TECH GROUP:

Tech 0-4: **Muslim Footsoldier**, have offensive, defensive morale and offensive shock pip. Muslim Archers lose offensive morale pip for the defensive shock pip. You may consider at tech 3 as better choice Muslim Archers, but I would in most cases suggest Footsoldiers (especially if you have +morale from piety).

Tech 5-8: **Muslim Duel Infantry**. Only choice here.

Tech 9-11: **Shamshir Infantry**. Only choice here.

Tech 12-14: **Muslim Musketeer**. Only choice here.

Tech 15-22: **Afsharid Reformed Infantry**. Only choice here.

Tech 23-25: **Reformed Muslim Musketeers/Afsharid Reformed Infantry**. If you have great general with a lot of fire pips, and have good combat ability, advantageous terrain, discipline, pick previous unit (**Afsharid**). They have 2 more fire pips, while they are weaker during the shock phase, and have worse morale. However with better fire, they should deal more damage to enemy, and negate his shock phase advantage by depleting their regiments. With bigger casualties piled on them, morale advantage of enemy should not be that big. Otherwise change to **Reformed Muslim Musketeers**.

Tech 26-29: **Muslim Mass Infantry**. Only choice here.

Tech 30-32: **Muslim Mass Infantry** will suffer less casualties during fire phase, while will deliver less morale damage to enemy and suffer at the same time more. If you have problem with morale switch to new **Muslim Rifle Infantry**. Otherwise stick with **Muslim Mass Infantry**.



INDIAN TECH GROUP:

Tech 0-4: **Indian Footsoldier**. Only choice here.

Tech 5-8: **Indian Arquebussier**. At tech 5 you could consider staying with **Footsoldiers**, because fire damage modifier is low at tech 5, and Footsoldiers have better defensive morale, but all in all, **Arquebussiers** are better.

Tech 9-11: **Toofangchis**. It is better unit than Poligars. They have better offensive morale, while Poligars have better defensive fire, at the time where fire damage is not that big concern.

Tech 12-17: **South Indian Infantry**. Unit more oriented toward offense, with more offensive morale pips than Akbarid Musketeers. Reasoning of the choice more or less the same as with Free Shooter Infantry.

Tech 18-22: **Deccani Musket Infantry**. They have one more defensive fire pip, for the period where the fire starts to really matter, while losing one offensive morale pip. If you have a lot of morale modifiers you can however pick up the **North Indian Musket Infantry**.

Tech 23-25: **Telingas**. Only choice here.

Tech 26-29: **North Indian Sepoy**. Only choice here.

Tech 30-32: **North Indian Drill Infantry**. Only choice here.



CHINESE TECH GROUP:

Tech 0-4: **Asian Longbow** for tech 0-3, while **East Asian Spearmen** for tech 4. Reasoning similar to the case of Halberd Infantry vs. Western Medieval Inf.

Tech 5-8: **Offensive Asian Footsoldier**. Better offensive morale, when morale is really important.

Tech 9-11: **Asian Arquebussier**. Only choice here.

Tech 12-14: **Banner Infantry**. Only choice here.

Tech 15-18: **Asian Mass Infantry**. Only choice here.

Tech 19-25: **Asian Musketeer**. Only choice here.

Tech 26-32: **Reformed Asian Musketeer**. Only choice here.



NOMADIC TECH GROUP:

All units that appear later are better than the previous ones. No dual choices. Unit from higher mil tech = better.



SUB-SAHARAN TECH GROUP:

Tech 0-4: **African Clubmen**. Offensive shock vs Defensive shock of Spearmen. Choice is obvious.

Tech 5-11: **South African Warrior**. Chosen for both offensive shock and morale value of 2 pips.

Tech 12-14: **African Plain Warriors**. Best offensive value of other unit types presented at this point.

Tech 15-22: **South African Musketeers**. Again best offensive value.

Tech 23-25: **Central African Guerillas** have best offensive value, while **East African Guerillas** hold their ground during fire phase better, and can hold a little bit longer with their increased defensive morale.

Tech 26-29: **Westernized East African Infantry**. Best stats in fire phase (4/4) and really nice morale stats (3/4). Only downside to them is their low shock values of 2/2.

Tech 30-32: **Westernized East African Infantry**. The new unit introduced at tech 30, have lower fire phase stats (3/3) better shock values (3/3) and better morale values of (4/4). However I don't find that losing one fire pip in both offensive and defensive to be worth it. However you may consider that **African Western Franchise Infantry** unit to be better.



NORTH AMERICAN TECH GROUP:

Tech 0-4: **Clubmen**. Choice is similar as in Sub-Saharan tech group.

Tech 5-9: **Algonkin Tomahawk Warriors**. Best choice in the group. 2 pips of offensive shock and morale value.

Tech 10-13: **Native American Mountain Warriors**. Only choice here.

Tech 14-18: **Native American Arquebussier**. Only choice here.

Tech 19-25: **Rifle Scout Infantry**. Only choice here.

Tech 26-29: **North American Guerillas**. Only choice here.

Tech 30-32: **American Westernized Infantry**. Only choice here.



MESOAMERICAN TECH GROUP:

Tech 0-4: **Mesoamerican Spearmen**. Only choice here.

Tech 5-9: **American Hill Warriors**. Best choice in the group. 2 pips of offensive shock and morale value.

Tech 10-13: **Reformed American Hill Warriors**. 3 pips of offensive shock and 2 offensive morale value. Great choice.

Tech 14-18: **American Hill Musketeers**. Best offensive choice here.

Tech 19-25: **American Guerilla Warfare**. Much more casualty oriented than the Central America Guerillas (3 offensive fire and shock, while Central Americas have 3/3 morale instead of 2/2).

Tech 26-29: **Westernized American Plains Infantry**. Deals more damage, while also receives more damage than their counterpart. Depends on your modifiers, ideas. etc

Tech 30-32: **Westernized Central American Infantry**. Only choice here.



SOUTH AMERICAN TECH GROUP:

Tech 0-4: **South American Spearmen**.

Tech 5-9: **Incan Slingshots/South American Forest Warriors**. Slingshots deal more casualties, while American Forest Warriors deal more morale damage. Depends on situation, morale modifiers, you

may consider one of these two.

Tech 10-13: **South American Arquebussier**. For the slightly higher morale damage value.

Tech 14-18: **Reformed American Musketeers**. Only choice here.

Tech 19-25: **Incan Guerilla/South American Guerilla**. One have one more offensive morale pip, and another one more defensive fire pip. Choose to what you like, and need the most.

Tech 26-29: **Westernized Incan Infantry**. More offensive fire and offensive shock than their counterpart (at the cost of lower defensive fire and morale)

Tech 30-32: **Reformed Westernized Incan Infantry**. Only choice here.

Now it's time to take a look into cavalry.

As usual, I'll start with Western Tech Group, Do some technology modifiers overview for them, and then deal with the rest of the tech groups in the short-ish way. Some technology modifiers will be omitted (like supply limit increase, combat width), and I'll post the flanking range value (how far unit can flank) instead of percentage increase. Again, there may be some mistakes, and there will be probably some updates, cleaning up and tidying guide later.

Cavalry Support Ratio: If your cavalry ratio to cavalry and infantry will be higher than the Cavalry Support ratio of your unit tech group, then you will start to get **Insufficient Support** penalty to Military Tactics of 25%. Ratio is calculated daily - so watch out when composing stacks. 10k infantry and 10k cavalry for Western Tech Group initially meets the ratio, but as soon as the units start getting casualties, moment where infantry will take even 1 more casualty will result in penalty to military tactics and getting even more casualties army-wide during battle. Compose stacks with support ratio in mind.



CAVALRY



WESTERN TECH GROUP (Cavalry Support Ratio: 50%)

Tech level 0-9: **Chevauchée**. The difference between this unit and the Western Medieval Knight, is this unit have 1 defensive shock pip, while Medieval Knights have instead of that 1 defensive morale pip. Now question comes to when cavalry is most efficient on the battlefield (especially at this point). Ideally cavalry does not face any opposition and can flank enemy freely. However if the both armies facing each other will have the same stack size, it means cavalry will be fighting against enemy cavalry/infantry unit. Best thing is to mitigate some damage during shock phase while (1/1 vs 1/0 means you can deal up to 10 more casualties on tech 3 per shock phase), and that difference will be growing with each phase. After enemy cavalry/infantry (hopefully) breaks and stop blocking your cav unit, it will be with relatively more men in the regiment, to deal more damage during flanking than it counterpart would have. Defensive morale is less of an value here - if your army is breaking, one more morale pip on small part of army will not help that much.

Remember - Western Techgroup start on tech 3 on vanilla (unmodded game).



- 0.8 on tech 0-1, 1.0 on tech 2-4, 1.2 on tech 5-7 and 2.0 on tech 8-9. As you can see damage potential in the shock phase with cavalry is great. On tech 2 and 3, taking tactics into consideration, cavalry actually have shock modifier of 2 during this phase. On next tech levels, their shock damage effect will start to be smaller and smaller, with new technologies bumping up slightly, but will never achieve the that high damage modifier. This is why shock oriented generals at this point are so great.



- 0 during tech 0-9. Cavalry will deal 0 damage in all circumstances during fire phase on this tech levels. This means any fire pips on general will only help cavalry mitigate fire phase damage from enemy infantry/artillery (if enemy will field them). That shows that fire oriented generals are not that great at this point into the game.



- Cavalry have flanking range of 2 at tech levels 0-9. It means that it can attack up to 2 squares away unit during battle. (This is why it's generally good idea to field army of same combat width as enemy and after that add additional 4 cavalry regiments for free flanking - 2 units for each flank)*

* - Assuming you can free flank enemy, at later stages with bigger stacks and artillery backrow, you may reconsider if it's worth it.

Tech level 10-13: **Schwarze Reiter**. It's only choice here, and it is big boost over previous units (8 total pips vs 3 pips. Solid unit.



- 2.0 shock damage modifier at tech 10-13. No increase due to technology at this point



- 0 during tech 10, 0.5 on tech 11-13. Cavalry will start to deal damage in the fire phase, and will be slightly behind on infantry in that (they have 0.8 fire damage modifier at this point). While shock will still be main source of damage during battle, especially on cavalry, times of the cold steel being main and deciding factor of the battles will soon pass, leaving romantic engagements into the past.



- Cavalry have flanking range of 2 at tech levels 10-13. It means that it can attack up to 2 squares away unit during battle. (This is why you it's generally good idea to field army of same combat width as enemy and after that add additional 4 cavalry regiments for free flanking - 2 units for each flank)

Tech level: 14-17: **Latin Caracole Cavalry**. It's only choice here, and again straight upgrade over Schwarze Reiter.



- 2.0 shock damage modifier at tech 14-16. 3.0 at tech 17. It's huge increase at tech 17. At this point tactics halve the damage coming from modifier (to 50%) so it increases from 1.0 to 1.5 in fact. Huge increase, but comparing to tech 2-3 where modifier was 2.0 it's far behind that.



- 0.5 fire damage modifier at tech 14-17. No increase at this point, cavalry will fall significantly behind infantry at this point (Infantry will have 1.1 damage modifier during firing phase at this technology point)



- Cavalry have flanking range of 2 at tech levels 14-17. It means that it can attack up to 2 squares away unit during battle. (This is why it's generally good idea to field army of same combat width as enemy and after that add additional 4 cavalry regiments for free flanking - 2 units for each flank)

Tech level: 18-22: **Gallop Cavalry**. Once again only choice here, and straight upgrade over Latin Caracole Cavalry.



- 3.0 shock damage modifier at tech 18-22. No increase at this point.



- 0.5 fire damage modifier at tech 18-21. 1.0 fire damage modifier at tech 22. Nice increase but, nothing too important (infantry at this point runs around with 1.6 modifier)



- Cavalry have flanking range of 3 at tech levels 18-22. It means that it can attack up to 3 squares away unit during battle. (This is why it's generally good idea to field army of same combat width as enemy and after that add additional 6 cavalry regiments for free flanking - 3 units for each flank)

Tech level: 23-25: **Armee Blanche Cavalry/Latin Hussars**. This is one of the choices, depending on the situation. If you fight a lot of battles that you can freely flank, battles are not on the full combat width with no full artillery backrow, Armee Blanche Cavalry is clear choice, more damage in the shock phase, with better morale offensive will help enemy choose the correct way to conduct operations (retreat from field). However when you calculate that shock pip advantage will deal up to 1.44 more casualties (assuming full regiment) - not that big advantage. When you however (and probably will) start to see enemy fielding full combat width, with full backrow artillery, you may consider Hussars for extra ability to withstand enemy firing phase (that should give the ability to lower casualty in firing phase by around up to 1.368 casualty, if you meet infantry + artillery head on). So Armee Blanche can provide more benefits if you will maintain full strength, however their 1.44 dmg increase will decrease with losing men in firing phase before they will be able to deal any damage. However +combat ability and discipline will increase their usefulness. Choose what you think fits you the most your playstyle and idea groups progression.



- 4.0 shock damage modifier at tech 23-25. Another shock damage modifier increase (+33%)



- 1.0 fire damage modifier at tech 23-25. No changes to fire damage at this point and it will remain the same until the end of technology progression.



- Cavalry have flanking range of 4 at tech levels 23-25. It means that it can attack up to 4 squares away unit during battle. (This is why it's generally good idea to field army of same combat width as enemy and after that add additional 8 cavalry regiments for free flanking - 4 units for each flank).

Tech level 26-27: **Uhlans Cavalry**. Best choice here, they have the most amount of offensive shock (while having the same amount of defensive shock as other choices) AND also they have 2 defensive fire pips, while Carabiniers who have the same amount of offensive shock have 2 offensive fire pips but only 1 defensive fire pip. Amount of damage done by cavalry in fire phase is negligible, while amount of the fire damage they can take is much higher, this is why defensive fire on **Uhlans** is better. In rare situations if you fight with not full combat width, and will be able to flank enemy with no opposition, **Carabiniers** are slightly better. But this situation is so rare, it's better to stick with all around **Uhlans**.



- 4.0 shock damage modifier at tech 26-27. No shock damage increase.



- 1.0 fire damage modifier at tech 26-27. No changes to fire damage at this point and it will remain the same until the end of technology progression.



- Cavalry have flanking range of 4 at tech levels 26-27. It means that it can attack up to 4 squares away unit during battle. (This is why it's generally good idea to field army of same combat width as enemy and after that add additional 8 cavalry regiments for free flanking - 4 units for each flank).

Tech 28-32: **Latin Lancers**. They have the best Offensive Shock and Offensive Morale, while sporting healthy 2 defensive fire pips. Cuirassiers and Chassuers are inferior choices (offensive fire pips is not worth it with tactics reducing the effectiveness of fire damage on cavalry to really small value).



- 4.0 shock damage modifier at tech 28-30. 5.0 at 31-32. Shock damage increases at the last two techs.



- 1.0 fire damage modifier at tech 28-32. No changes to fire damage at this point and it will remain the same until the end of technology progression.



- Cavalry have flanking range of 4(5) at tech levels 28-29 (30-32). It means that it can attack up to 4(5) squares away unit during battle. (This is why it's generally good idea to field army of same combat width as enemy and after that add additional 8(10) cavalry regiments for free flanking - 4(5) units for each flank).

And now other tech groups.



EASTERN TECH GROUP (Cavalry Support Ratio: 60%)

Tech level 0-5: **Eastern Knights**. For offensive shock over defensive on Druzhina Cavalry.

Tech level 6-9: **Stratioti Cavalry**. Only choice here, and upgrade over previous units.

Tech level 10-13: **Eastern Hussar**. Only choice here, and upgrade over previous units.

Tech level 14-21: **Southern Cossacks**. For the best offensive shock (4 pips), and having defensive fire pip.

Tech level 22-25: **Winged Hussar**. Better shock stats than Cossack Cavalry (5/4 vs 4/3) while losing one offensive fire pip (doesn't matter that much) and one pip of defensive morale.

Tech level 26-27: **Lancers**. Situation similar to previous tier. Better choice over Reformed Cossacks.

Tech level 28-32: **Eastern Cuirassiers**. They have better defensive fire and better offensive shock.

What's to want more from cavalry?



ANATOLIAN TECH GROUP (Cavalry Support Ratio: 50%)

Tech level 0-5: **Musellem Cavalry**. Only choice here.

Tech level 6-9: **Timariot Cavalry**. Only choice here, upgrade over previous unit.

Tech level 10-17: **Spahi Cavalry**. Only choice here, upgrade over previous unit.

Tech level 18-22: **Reformed Spahi Cavalry**. Only choice here, upgrade over previous unit.

Tech level 23-25: **Toprakli Hit and Run Cavalry**. Only choice here, upgrade over previous unit.

Tech level 26-27: **Eastern Skirmisher**. They have better defensive fire and offensive shock over Eastern Uhlan

Tech level 28-32: **Reformed Lancer/Eastern Skirmisher**. Reformed Lancers lose defensive fire pip, at the same time increasing in offensive shock. You should see, what are your biggest problems, enemy fire phase is devastating for you? (You have generals with low amount of fire pips) Stick with Eastern Skirmishers. Otherwise go Reformed Lancers, and deliver nice shock damage, and weep over glory of the days past.



MUSLIM TECH GROUP (Cavalry Support Ratio: 80%)

Tech level 0-5: **Charge Cavalry**. For having the best offensive shock value of all units. (Especially during tech 2-3 gap). **Muslim Cavalry** is nice alternative as soon as the tactics start to kick in, and damage amount from shock phase is lower.

Tech level 6-9: **Shayhanid Cavalry**. Only choice here and nice upgrade over previous units (only thing that is sad, is only 1 offensive morale pip.)

Tech level 10-13: **Qzilbash Cavalry**. Only choice here, upgrade over previous units.

Tech level 14-17: **Qzilbash Cavalry**. One offensive fire pipe and morale is not worth over losing shock pip. (5 damage in shock phase more, compared to 1,25 more in fire phase). Don't upgrade to Muslim Musketeer Cavalry.

Tech level 18-22: **Musket Charge Cavalry/Afsharid Reformed Cavalry**. Musket Charge cavalry will deal slightly more damage in the fire phase, while Afsharid's will lose less morale. If you deal with battles, where you can flank enemy without problem, go for Musket Charge Cavalry, for that slight, slight flanking benefit. Otherwise depending on your morale (if you have low morale, due to low prestige, fighting enemies with Military Drill or other NI +morale) go for Afsharids, if not Musket Charge Cavalry.

Tech level 23-27: **Ali Bey Reformed Cavalry** for the better offensive stats and/or flanking capability. **Muslim Dragoons**, if you find yourself suffering too much loses, especially during firing phase. Dilemma similar to previous tier. If flank free engagements -> Ali Beys are winner. Otherwise consider Dragoons.

Tech level 28-32: **Durrani Cavalry** for better offensive option, better at flanking etc. In situations mentioned in previous two tiers, consider **Durrani Swivel Cavalry**.



INDIAN TECH GROUP (Cavalry Support Ratio: 50%)

Tech level 0-5: **Elephant Archers** over Indian Cavalry for better offensive shock capabilities.

Tech level 6-9: **Indian Cavalry Archers**. Only choice here, upgrade over previous choices.

Tech level 10-13: **Mansabdar Cavalry**. Only choice here, upgrade over previous choices.

Tech level 14-16: **Mansabdar Cavalry**. If you're flanking enemy, this unit is better over Dai-Phat Cavalry from this tier, due to the better offensive shock value.

Tech level 17-22: **Maratha Riders**. Only choice here, upgrade over previous choices.

Tech level 23-27: **Deccani Light Cavalry**, for better flanking option and damage dealing capabilities. However don't disregard Maratha Riders from previous tier and their 2 defensive fire pips. If your high command is inept at leading your men to fire at broad side of barn (0 fire pips etc.), you can stay with Marathas, to at least mitigate some damage done to your cavalry from enemy fire.

Tech level 28-32: **Sowars**. Better choice over Mysorean Light Cavalry. Better offensive morale and defensive fire.



CHINESE TECH GROUP (Cavalry Support Ratio: 50%)

Tech level 0-5: **East Asian Archer Cavalry** for better offensive capabilities over Archer Cavalry.

Tech level 6-9: **Samurai Cavalry** if you have clear ability to outnumber enemy, and flank freely them. Otherwise **Asian Steppe Cavalry**, will emerge from battles with enemy units will fewer casualties, and will be able pose greater threat at flank after that (due to higher numbers).

Tech level 10-13: **Reformed Asian Steppe Cavalry**. Only choice here, upgrade over previous choices.

Tech level 14-16: **Asian Charge Cavalry**. Only choice here, upgrade over previous choices.

Tech level 17-22: **Banner Cavalry**. Only choice here, upgrade over previous choices.

Tech level 23-27: **Asian Dragoons**. Only choice here, upgrade over previous choices.

Tech level 28-32: **Reformed Asian Cavalry**. Better defensive fire, offensive shock over counterpart.



NOMADIC TECH GROUP (Cavalry Support Ratio: 100%)

Tech level 0-9: **Eastern Swarm Cavalry**, for better offensive capabilities.

Tech level 10-32: Each new unit unlocked will be upgrade over previous ones, so always pick new units.



SUB-SAHARAN TECH GROUP (Cavalry Support Ratio: 50%)

Tech level 0-5: **Abyssinian Light Cavalry**. Better offensive morale over their counterpart. Useful in breaking enemy during flanking.

Tech level 6-9: **Tuareg Cavalry**. Better offensive morale over their counterpart. Useful in breaking enemy during flanking.

Tech level 10-13: **Abyssinian Barded Cavalry**. Better offensive capabilities over their counterpart.

Tech level 14-16: **African Hussar**. Only choice here, upgrade over previous choices.

Tech level 17-22: **African Swarm Cavalry**. Only choice here, upgrade over previous choices.

Tech level 23-27: **African Dragoon Cavalry/Swarm Cavalry**. Tough choice - one will deal more damage during shock phase, other will be dealing more morale damage. If you will not be guaranteed free-flanking, I would probably go for **African Dragoon Cavalry**, for better ability to withstand morale shocks (2 more defensive morale pips, and one morale pips offensive more as well.). Personally I

think **African Dragoon Cavalry** is more all-round good choice here.
Tech level 28-32: **African Cuirassier**. Only choice here, and upgrade over previous choices.



NORTH AMERICAN TECH GROUP (Cavalry Support Ratio: 50%)
Tech level 0-32: Each new unit unlocked will be upgrade over previous ones, so always pick new units.



MESOAMERICAN TECH GROUP (Cavalry Support Ratio: 50%)
Tech level 0-32: Each new unit unlocked will be upgrade over previous ones, so always pick new units.



SOUTH AMERICAN TECH GROUP (Cavalry Support Ratio: 50%)
Tech level 0-32: Each new unit unlocked will be upgrade over previous ones, so always pick new units.

"God fights on the side with the best artillery"

- Napoleon Bonaparte.

With good quote let's start the third part of the guide. This time, we'll put spotlight on the artillery.

All tech groups have the same artillery units, on same tech levels (Starting at tech 7 and getting last unit unlocked at tech 29). As such there is no point of making distinct tech group sections.

Now before we will start with looking for separate units and which one is best, let's cover some artillery basics.



ARTILLERY BASIC INFORMATION

Most important thing to know about artillery is that it can as the **ONLY** unit in the game, that can engage enemy front unit from **BACKROW**. As such artillery is the unit that is useful in your second line during battle. While they're at the second line (backrow) they'll deal **HALF** of the fire damage in the fire phase, and **FULL** shock damage in the shock phase.

When artillery will find itself in the front line it will behave as standard unit with only one exception: they'll also receive **DOUBLE** damage from all sources. This means you don't want to find with your artillery at the frontline.

Last thing to know, is that Artillery units contribute **HALF** of their defensive pips (shock/fire) to unit in front of them. One thing to know is that - in case of 1 defensive fire/shock pip, it'll provide no benefit to the unit in front. (Which means artillery will start to provide defensive benefits earliest at tech 16 with Chambered Demi Cannons and their 2 defensive fire pips.)

Last thing - artillery helps with the sieges, and you get +1 bonus to siege if you have at least 1 unit of artillery, and then you can get up to +5 bonus to siege rolls with more artillery units.

And now let's cover the units:



ARTILLERY

Tech 7-9: **Large Cast Bronze Mortars**. Choice here is really simple. Houfnice and Large Cast Bronze Mortars do the same damage fire phase wise, but Large Cast Bronze Mortars have offensive morale pip while their counterpart have defensive morale pip. Artillery will probably not see much use at this point in the game (expensive, relatively weak), but if you find yourself using them (for sieges for example), it's better to invest in the offensive morale, to help break enemy regiments. If your line will break, no amount of defensive morale will save you at that point.



- 1.0 Fire damage modifier at the tech 7-9. When firing from backrow it is 0.5 damage modifier (it's just taking into account the fact that they deal half damage from backrow). If you'll look into infantry section at the respective tech period, their fire damage modifier is 0.55 and goes up to 0.8. This is why people rarely see artillery worthwhile at this point of the game. Their damage while does add extra casualties, each artillery regiment is dealing smaller amount of damage during fire phase and almost no damage during shock phase, for the price of 3 infantry regiments. And because supply limits are really not that big during this time, it's much harder to field constantly full combat width, and as such it's better to invest in more infantry/cavalry regiments, than going overboard with artillery.



- 0.05 Shock damage modifier at tech 7-9. Amount of damage that will artillery do is negligible, and is good argument AGAINST fielding a lot of artillery early on. Their damage will be smaller than infantry's during fire phase, and during shock phase, they'll pretty much deal almost no damage.

Tech 10-12: **Culverin**. Culverin have one more defensive shock pip, while Pedero have one more defensive morale pip. If battle is going not so good, and enemy actually breaks through mainline, battle in most cases is already lost, and it's much better to minimise casualties dealt to your artillery. (Lower manpower loss, and less painful reinforce cost).



- 1.0 (0.5 for backrow) Fire damage modifier at tech 10-12. No damage increase for artillery, while there is tactics increase at tech 12, which means actual damage done by artillery even of an lesser impact. Situation is the same as described above, don't invest heavily into artillery. It's just not worth it.



- 0.05 Shock damage modifier at tech 10-12. No damage increase for artillery at this point.

Tech 13-15: This is a tough choice, difference between Small Cast Iron Cannons and Large Cast Iron Cannons is in one pip (one have 2 offensive fire, and another 2 offensive morale). Seeing that even with tech increase of damage on tech 13 is still not that big, I would personally stick with **Small Cast Iron Cannons** for their 2 offensive morale pips, especially with the fact that there is tactics increase at tech 15 and big increase to morale at that tech as well. **Large Cast Iron Cannons**, can be considered as good *alternative* on tech 13-14, while there is still no tactics increase, and morale is in smaller value.



- 1.4 (0.7 for backrow) Fire damage modifier at tech 13-15. Small increase but infantry will still

do more damage during fire phase AND shock phase, but you can at this point start to consider adding more artillery to your army, especially that from this point, their usefulness on the battlefield will only increase.



- 0.15 Shock damage modifier at tech 13-15. Big increase to damage (compared to what was previously), but still amount of damage dealt by artillery is laughable.

Tech 16-17: **Chambered Demi Cannons**. Only choice here and upgrade over previous units. From this point each next artillery unit is better than the previous and there will no dual choices.

This unit is the first to grant defensive benefits to unit in front of them: +1 Defensive Fire pip.



- 2.4 (1.2 for backrow) Fire damage modifier at tech 16-17. Nice increase, and actually at this point it deals more damage in this phase than infantry. This is the point where artillery really starts to matter. Going without them can bring only trouble on your head, and the further into game, it will only get worse.



- 0.25 Shock damage modifier at tech 16-17. Increase to damage in shock phase, but as usual, it's just complementary bonus to main artillery role (fire phase).

Tech 18-19: **Leather Cannon**. Only choice here and upgrade over previous units. (+1 defensive fire pip to frontline unit)



- 2.4 (1.2 for backrow) Fire damage modifier at tech 18-19. No increase here.



- 0.25 Shock damage modifier at tech 18-19. No increase here.

Tech 20-21: **Swivel Cannon**. Only choice here and upgrade over previous units. (+1 defensive fire pip to frontline unit)



- 2.4 (1.2 for backrow) Fire damage modifier at tech 20-21. No increase here.



- 0.25 Shock damage modifier at tech 20-21. No increase here.

Tech 22-24: **Coehorn Mortar**. Only choice here and upgrade over previous units. (+1 defensive fire pip to frontline unit)



- 4.4 (2.2 for backrow) Fire damage modifier at tech 22-24. Huge damage increase and potential for artillery.



- 0.35 Shock damage modifier at tech 22-24. Small damage increase here.

Tech 25-28: **Royal Mortar**. Only choice here and upgrade over previous units. (+2 defensive fire pips to frontline unit)



- 6.4 (3.2 for backrow) Fire damage modifier at tech 25-28. Huge damage increase and potential for artillery.



- 0.45 Shock damage modifier at tech 25-28. Small damage increase here.

Tech 29-32: **Flying Battery**. Only choice here and upgrade over previous units. (+2 defensive fire pips and +1 defensive shock to frontline unit)



- 6.4 (3.2 for backrow) Fire damage modifier at tech 29-31. 8.4 (4.2 for backrow) Fire damage modifier at tech 32. Damage increase at the last technology level, nice, but at this point of the game it will probably have rarely an impact.



- 0.45 Shock damage modifier at tech 29-31. 0.55 at tech 32. Small damage increase for artillery.

I hope this guide will be helpful to all that will use it.

If you will like it, and/or find it helpful, you can always let me know about it, or throw a suggestion about what to do next (which part of the game could be covered)

You can check also my youtube channel (where if not now, for sure in the future there'll be videos about mechanics, guides, tutorials etc.) -

<https://www.youtube.com/channel/UCDb9TiMB4aucKvTLtp20Saw>

I also stream at www.twitch.tv/zwirbaum - if you'll find me streaming there, you can always ask for anything 😊

Version of the guide: 0.9 (Some grammar/spelling mistakes correction needs to be done, and maybe guide will be expanded into the future)