

Unit Manifest
for C&C: Ancients scenarios

Battle	Nation	Light Bow	Light Slingers	Light Infantry	Auxilia	Warrior	Medium Infantry	Heavy Infantry	Chariots	Elephants	Leaders	Light Cavalry	Medium Cavalry	Heavy Cavalry
Akragas	Syracuse	2	-	1	3	-	-	4	-	-	2	1	1	-
	Carthage	1	-	1	4	-	2	1	2	-	2	1	-	-
Crimissos	Syracuse	-	1	1	2	-	-	4	-	-	2	-	1	-
	Carthage	-	1	2	2	2	2	2	1	-	1	-	1	-
Ticinus	Rome	-	-	6	-	-	-	-	-	-	1	-	6	-
	Carthage	-	-	-	-	-	-	-	-	-	3	8	-	4
Lake Trasimenus	Rome	-	-	3	6	-	4	2	-	-	2	-	1	-
	Carthage	-	2	-	4	3	2	2	-	-	3	4	2	-
Cannae	Rome	-	-	2	6	-	4	2	-	-	3	-	2	-
	Carthage	-	3	-	2	2	-	4	-	-	3	3	1	1
Dertosa	Rome	-	-	2	2	-	7	2	-	-	2	-	2	-
	Carthage	-	2	-	5	-	-	2	-	1	1	3	1	-
Castulo	Rome	-	-	3	3	1	4	2	-	-	1	-	3	-
	Carthage	-	1	1	4	2	2	2	-	-	3	4	2	-
Baecula	Rome	-	-	6	3	1	8	-	-	-	3	-	-	-
	Carthage	-	2	4	3	-	-	3	-	-	1	2	-	-
Ilipa	Rome	-	-	4	4	-	4	2	-	-	2	2	2	-
	Carthage	-	-	4	4	2	-	3	-	2	1	2	2	-
Zama	Rome	-	-	4	3	-	6	3	-	-	3	3	2	-
	Carthage	-	1	1	5	2	2	2	-	3	2	2	1	-
Trebbia (corrected)	Rome	-	-	3	4	4	3	1	-	-	1	-	2	-
	Carthage	-	3	-	2	2	2	2	-	2	3	2	3	-
Beneventum (second battle)	Rome	-	-	3	2	2	5	2	-	-	1	-	1	-
	Carthage	1	3	3	-	2	3	2	-	1	2	2	-	-
Metaurus	Rome	-	-	3	3	-	6	3	-	-	3	-	3	-
	Carthage	-	3	-	-	2	3	2	-	1	1	2	1	-