# Ideal army composition for every tech

| Mil tech | Combat width | Infantry | Cavalry | Cannons | Total | Comments |
|---|---|---|---|---|---|---|
| 0 | 15 | 17 | 4 | 0 | 21 | For the reasoning behind this, see Zwirbaum's great unit guide. |
| 2 | 20 | 22 | 4 | 0 | 26 | Or this video by darkfireslide |
| 5 | 22 | 24 | 4 | 0 | 28 | If you find yourself to be a horde you may want to ignore all this and go full cavalry; I'm not sure if that's better or worse than these compositions. |
| 6 | 24 | 26 | 4 | 0 | 30 | Also, if you have insane cavalry combat ability (eg. Poland) you can consider adding more cavalry. |
| 9 | 25 | 27 | 4 | 0 | 31 | If you have any sense of army aesthetics, add one inf to odd numbers for when you split the army up to avoid attrition. |
| 11 | 27 | 29 | 4 | 0 | 33 | |
| 14 | 29 | 31 | 4 | 0 | 35 | |
| 16 | 30 | 32 | 4 | 30 | 66 | Only from this tech onwards will artillery deal more damage than infantry in fire phase. That doesn't mean it's bad to get them earlier, but they spike in efficiency here. |
| 18 | 32 | 32 | 6 | 32 | 70 | Flanking range increases to 3, making 2 more cavalry useful |
| 20 | 34 | 34 | 6 | 34 | 74 | |
| 22 | 36 | 36 | 6 | 36 | 78 | |
| 23 | 36 | 34 | 8 | 36 | 78 | Flanking range increases to 4, making 2 more cavalry useful |
| 24 | 38 | 36 | 8 | 38 | 82 | |
| 26 | 40 | 38 | 8 | 40 | 86 | |

## Best unit type for every tech and tech group
According to Zwirbaum          Yellow cells contain notes with nuances [1]          Red cells mean you stick with old units [2]

(Groups are sorted alphabetically after Western)

### Western

| Tech | 0-4 | 5-8 | 9-11 | 12-14 | 15-18 | 19-22 | 23-25 | 26-27 | 28-29 | 30-32 |
|---|---|---|---|---|---|---|---|---|---|---|
| Infantry | Latin | Galloglaigh | Condotta | Free Shooter | Maurician | Gustavian [3] | Line | Frederickan [4] | Impulse [5] | Drill Infantry |

| Tech | 0-9 | 10-13 | 14-17 | 18-22 | 23-25 | 26-27 | 28-32 |
|---|---|---|---|---|---|---|---|
| Cavalry | Chevauchée | Schwarze Reiter | Latin Caracole | Gallop | Latin Hussars [6] | Uhlan | Latin Lancers |

| Tech | 7-9 | 10-12 | 13-15 | 16-17 | 18-19 | 20-21 | 22-24 | 25-28 | 29-32 |
|---|---|---|---|---|---|---|---|---|---|
| Artillery | Large Cast | Culverin | Small Cast | Chambered Demi | Leather | Swivel | Coehorn | Royal | Flying Battery |

### African

| Tech | 0-4 | 5-11 | 12-14 | 15-22 | 23-25 | 26-29 | 30-32 |
|---|---|---|---|---|---|---|---|
| Infantry | Clubmen | South | Plains | South | Central | East | Westernized East African Infantry |

| Tech | 0-9 | 10-13 | 14-17 | 18-22 | 23-25 | 26-27 | 28-32 |
|---|---|---|---|---|---|---|---|
| Cavalry | Abyssinian | Tuareg | Abyssinian | Hussar | Swarm | Dragoon | Cuirassier |

| Tech | 7-9 | 10-12 | 13-15 | 16-17 | 18-19 | 20-21 | 22-24 | 25-28 | 29-32 |
|---|---|---|---|---|---|---|---|---|---|
| Artillery | Large Cast | Culverin | Small Cast | Chambered Demi | Leather | Swivel | Coehorn | Royal | Flying Battery |

### Anatolian

| Tech | 0-4 | 5-8 | 9-11 | 12-18 | 19-22 | 23-25 | 26-29 | 30-32 |
|---|---|---|---|---|---|---|---|---|
| Infantry | Yaya | Azab | Janissar | Sekban | Janissary | Nizami-Cedid | Carabineer | New Model [7] |

| Tech | 0-5 | 6-9 | 10-17 | 18-22 | 23-25 | 26-27 | 28-32 |
|---|---|---|---|---|---|---|---|
| Cavalry | Musellem | Timariot | Spahi | Reformed Spahi | Toprakli | Skirmisher | Lancers [8] |

| Tech | 7-9 | 10-12 | 13-15 | 16-17 | 18-19 | 20-21 | 22-24 | 25-28 | 29-32 |
|---|---|---|---|---|---|---|---|---|---|
| Artillery | Large Cast | Culverin | Small Cast | Chambered Demi | Leather | Swivel | Coehorn | Royal | Flying Battery |

### Chinese

| Tech | 0-4 | 5-8 | 9-11 | 12-14 | 15-18 | 19-25 | 26-32 |
|---|---|---|---|---|---|---|---|
| Infantry | Spearmen [9] | Offensive | Asian | Banner | Mass | Musketeer | Reformed |

| Tech | 0-5 | 6-9 | 10-13 | 14-16 | 17-22 | 23-27 | 28-32 |
|---|---|---|---|---|---|---|---|
| Cavalry | East Asian | Asian Steppe [10] | Reformed | Charge | Banner | Dragoons | Reformed |

| Tech | 7-9 | 10-12 | 13-15 | 16-17 | 18-19 | 20-21 | 22-24 | 25-28 | 29-32 |
|---|---|---|---|---|---|---|---|---|---|
| Artillery | Large Cast | Culverin | Small Cast | Chambered Demi | Leather | Swivel | Coehorn | Royal | Flying Battery |

### Eastern

| Tech | 0-4 | 5-8 | 9-11 | 12-14 | 15-18 | 19-22 | 23-25 | 26-29 | 30-32 |
|---|---|---|---|---|---|---|---|---|---|
| Infantry | Bardiche | Eastern Militia | Pike Infantry | Offensive | Soldaty | Saxon | Petrine | Green Coat | Mass |

| Tech | 0-5 | 6-9 | 10-13 | 14-21 | 22-25 | 26-27 | 28-32 |
|---|---|---|---|---|---|---|---|
| Cavalry | Eastern | Stratioti | Eastern Hussar | Cossacks | Hussar | Lancers | Cuirassiers |

| Tech | 7-9 | 10-12 | 13-15 | 16-17 | 18-19 | 20-21 | 22-24 | 25-28 | 29-32 |
|---|---|---|---|---|---|---|---|---|---|
| Artillery | Large Cast | Culverin | Small Cast | Chambered Demi | Leather | Swivel | Coehorn | Royal | Flying Battery |

### Indian

| Tech | 0-4 | 5-8 | 9-11 | 12-17 | 18-22 | 23-25 | 26-29 | 30-32 |
|---|---|---|---|---|---|---|---|---|
| Infantry | Footsoldier | Arquebussier [11] | Toofangchis | South Indian | Deccani [12] | Telingas | Sepoy | Drill |

| Tech | 0-5 | 6-9 | 10-13 | 14-16 | 17-22 | 23-27 | 28-32 |
|---|---|---|---|---|---|---|---|
| Cavalry | Elephant | Cavalry Archers | Mansabdar | Mansabdar [13] | Maratha | Deccani [14] | Sowars |

| Tech | 7-9 | 10-12 | 13-15 | 16-17 | 18-19 | 20-21 | 22-24 | 25-28 | 29-32 |
|---|---|---|---|---|---|---|---|---|---|
| Artillery | Large Cast | Culverin | Small Cast | Chambered Demi | Leather | Swivel | Coehorn | Royal | Flying Battery |

### Muslim

| Tech | 0-4 | 5-8 | 9-11 | 12-14 | 15-22 | 23-25 | 26-29 | 30-32 |
|---|---|---|---|---|---|---|---|---|
| Infantry | Footsoldier | Duel | Shamshir | Musketeer | Afsharid | Reformed [15] | Mass | Mass [16] |

| Tech | 0-5 | 6-9 | 10-13 | 14-17 | 18-22 | 23-27 | 28-32 |
|---|---|---|---|---|---|---|---|
| Cavalry | Muslim [17] | Shayhanid | Qzilbash | Qzilbash [18] | Charge [18] | Ali Bey [19] | Durrani [20] |

| Tech | 7-9 | 10-12 | 13-15 | 16-17 | 18-19 | 20-21 | 22-24 | 25-28 | 29-32 |
|---|---|---|---|---|---|---|---|---|---|
| Artillery | Large Cast | Culverin | Small Cast | Chambered Demi | Leather | Swivel | Coehorn | Royal | Flying Battery |

### Native American

| Tech | 0-4 | 5-9 | 10-13 | 14-18 | 19-25 | 26-29 | 30-32 |
|---|---|---|---|---|---|---|---|
| Meso Inf | Spearmen | Hill | Reformed Hill | Hill Musketeers | Guerilla Warfare | Plains | Central |

| Tech | 0-4 | 5-9 | 10-13 | 14-18 | 19-25 | 26-29 | 30-32 |
|---|---|---|---|---|---|---|---|
| North Inf. | Clubmen | Tomahawk | Mountain | Native American | Rifle Scout | Guerillas | Westernized |

| Tech | 0-4 | 5-9 | 10-13 | 14-18 | 19-25 | 26-29 | 30-32 |
|---|---|---|---|---|---|---|---|
| South Inf. | Spearmen | Slingshots [21] | South | Reformed | Incan Guerilla [22] | W. Incan | R. W. Incan |

| Tech | 0-32 |
|---|---|
| Cavalry | Each new unit unlocked will be upgrade over previous ones, so always pick new units. |

| Tech | 7-9 | 10-12 | 13-15 | 16-17 | 18-19 | 20-21 | 22-24 | 25-28 | 29-32 |
|---|---|---|---|---|---|---|---|---|---|
| Artillery | Large Cast | Culverin | Small Cast | Chambered Demi | Leather | Swivel | Coehorn | Royal | Flying Battery |

**Nomad**

| Tech | 0-32 |
|---|---|
| Infantry | Each new unit unlocked will be upgrade over previous ones, so always pick new units. |

| Tech | 0-9 | 10-32 |
|---|---|---|
| Cavalry | Swarm | Each new unit unlocked will be upgrade over previous ones, so always pick new units. |

| Tech | 7-9 | 10-12 | 13-15 | 16-17 | 18-19 | 20-21 | 22-24 | 25-28 | 29-32 |
|---|---|---|---|---|---|---|---|---|---|
| Artillery | Large Cast | Culverin | Small Cast | Chambered Demi | Leather | Swivel | Coehorn | Royal | Flying Battery |

[1] Except for the two sells to the right of this one.

[2] Header backgrounds are excempt

[3] Highlander is better at tech 19, Gustavian at 20-22. I put Gustavian here because people may only consider switching when a new unit gets unlocked.

[4] If you may not have enough armies to reinforce all the fronts you're fighting on, pick the more defensive option; Red Coat Inf.

[5] If you may not have enough armies to reinforce all the fronts you're fighting on, pick the more defensive option; Square Inf.


[6] If your puny foes' armies don't fill the combat width, take Armee Blanche Cavalry.


[7] Zwirbaum: 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.

[8] Zwirbaum: 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 deliever nice shock damage, and weep over glory of the days past.

[9] Longbow is better at tech 3

[10] If you outnumber your enemies,Samurai cav. are better

[11] Zwirbaum: 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

[12] North Indian Musket Inf may be better if you have a lot of morale boosts.

[13] Zwirbaum: If you're flanking enemy, this unit is better over Dai-Phat
Cavalry from this tier, due to the better offensive shock value.


[14] Zwirbaum: 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.

[15] If you have great general
with a lot of fire pips, and have good combat ability, advantegoues terrain, discipline, pick previous unit (Afsharid)

[16] If you have problem with morale switch
to new Muslim Rifle Infantry.

[17] Charge is better at tech 3.

[18] For better flanking. Afsharid if you find yourself suffering too much loses, especially during firing phase.

[19] For better flanking. Dragoons if you find yourself suffering too much loses, especially during firing

phase.

[20] For better flanking. Durrani Swivel, if you find yourself suffering too much loses, especially during firing phase.

[21] Slingshots deal more casaulties, while American Forest Warriors deal more morale damage. Depends on situation, morale modifiers, you may consider one of these two

[22] One have one more offensive morale pip, and another one more defensive fire pip. Choose to what you like, and need the most.