



[Rome Total War Armenia Units](#)

The screenshot displays the game's interface for the Great Forum and Arretium - Capital. The Great Forum panel on the left includes an image of the forum, a list of provided benefits (increase in tradeable goods, 1% population growth bonus), enabled recruitment (Spy, Assassin), and a detailed description of its role as a trading hub. The Arretium - Capital panel on the right shows Governor Cnaeus Pilatus with his stats (Age 37, Command level 2, Management level 3, Influence level 3), settlement details (Income 1541, Population 25400, Public Order +100%, Population Growth +15%), and a construction queue. The bottom of the screen features a map, a city overview, and a resource panel.

Great Forum

Provides:
Increase in tradeable goods
Population growth bonus: 1%

Enables recruitment of:
Spy
Assassin

Description
If it can't be bought or sold somewhere among the traders in the Great Forum, then it probably isn't worth bothering about, whatever it might be. This is the great centre of all business in a city, a place where goods from across the known world can be found. Anything - even a man's loyalty, his secrets or his demise - can be bought - when the price is right.

Such extensive trading activity can, of course, be taxed. It can also be improved when this building is upgraded.

Arretium - Capital

Governor: Cnaeus Pilatus (Age: 37)
Command: ★★
Management: ★★★
Influence: ○○○

Settlement Details
Income: 1541 Population: 25400
Public Order: +100% Population Growth: +15%

Automanage:

Low tax rate

Construction Queue

Army City Agents

Large city Arretium
24752
223 BC

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Unit IDs are sorted by faction within the region sections which follow Barbarian Invasion units are in the BI sections and Alexander units are in the AX sections.. Please Note: Some units are shared between multiple factions, but will only appear in one of the factions that they could be from.

1. [rome total war armenia units](#)
2. [rome total war 2 armenia units](#)

For example:a) a lot of Spain and Numidia's units are Carthage units, and only appear in the Carthage list.

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c) Mercenaries (which can be hired by any faction) appear under the Slave sections.. b) most units in game can be used by slaves, but only those that cannot be used by another faction appear in the slaves list.. Move character 'name of character' 'X,Y' Moves the specified character to the coordinates specified (X, Y). [Football Manager Patch 802](#)



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