

Age of Mythology

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LOL,its very possible.Just go to "triggers" in the editor,then pick the one you want. Ex."unit create"it will create whatever unit you pick from its list.You can make it when you wnt a unit to create too,by using "conditons." Ex."timer"pick how many seconds you want the unit to be created,or for advanced people,you could use,the trigger "unit create" condition "unit is dead" condition "timer."It is possible to use more than one trigger and condition at the same time.
P.S.Some triggers dont work in multiplayer,or at least i cant find a way to make them to.