

## Aztecs

**Unique Unit:** Jaguar Warrior (Anti-infantry infantry) (Elite: 1000F 500G, 0:45)

**Castle Age Tech:** Atlatl – Skirmishers, Genitours +1 Attack, +1 Range (400F 350G, 0:40)

**Imperial Age Tech:** Garland Wars – Infantry +4 Attack (450F 750G, 1:00)

- Villagers carry +5 resources
- Military units (not Monks) created 17.6% faster
- Monks +5HP with each Monastery Tech
- start with +50 gold

**Team Bonus:** Relics generate +33% Gold

## Berbers

**Unique Unit:** Camel archer (cavalry archer with bonus against other cavalry archers) (Elite: 1000W 500G, 0:45); Genitour (mounted skirmisher) (Elite: 500F 450W, 1:00)

**Castle Age Tech:** Kasbah - Team castles work +25% faster (250F 250G, 0:40)

**Imperial Age Tech:** Maghrabi Camels - Camel troops regenerate 1HP/4s (700F 300G, 0:40)

- Villagers move 10% faster
- Stable Units cost -15%/20% in Castle/Imperial
- Ships move 10% faster

**Team Bonus:** Genitour available for allies

## Britons

**Unique Unit:** Longbowman (Long range archer) (Elite: 850F 850G, 1:00)

**Castle Age Tech:** Yeomen - Foot Archers +1 Range; towers +2 attack (750F 450G, 1:00)

**Imperial Age Tech:** Warwolf - Trebuchets 0.5 blast radius, 100% accuracy (500W 250G, 0:40)

- Town Centers -50% Wood in Castle Age
- Foot archers (not Skirmishers) +1 Range in Castle Age, +1 Imperial (2 total)
- Shepherds work 25% faster

**Team Bonus:** Archery Ranges 20% faster

## Burmese

**Unique Unit:** Arambai (Powerful, but inaccurate ranged cavalry) (Elite: 100W 500G, 1:05)

**Castle Age Tech:** Howdah – Battle Elephants +1/+2 Armor (300W 200F, 0:40)

**Imperial Age Tech:** Manipur Cavalry – Cavalry and Arambai +6 attack vs. Buildings (650F 400G, 0:40)

- Free Lumbercamp upgrades
- Infantry +1 attack per Age (starting from Feudal Age)
- Monastery techs 50% cheaper

**Team Bonus:** Relics visible on map

## Byzantines

**Unique Unit:** Cataphract (Anti-infantry cav.) (Elite: 1600F 800G, 0:50)

**Castle Age Tech:** Greek Fire - Fire ships +1 range (250F 300G, 0:40)

**Imperial Age Tech:** Logistica - Cataphracts 5 blast dmg (0.5 blast radius), +6 bonus dmg vs. Infantry (1000F 600G, 0:50)

- Buildings (except Gates) +10/20/30/40% HP in Dark/Feudal/Castle/Imperial Age
- Camels, skirmishers, spear-line cost 25% less
- Fire Ships attack 20% faster
- Town Watch is free
- Advance to Imperial Age costs -33%

**Team Bonus:** Monks +50% heal speed

## Celts

**Unique Unit:** Woad Raider (fast infantry) (Elite: 1000F 800G, 0:45)

**Castle Age Tech:** Stronghold - Castles & towers fire 25% faster. (250F 200G, 0:30)

**Imperial Age Tech:** Furor Celtica – Siege Weapons +40% HP (750F 450G, 0:50)

- Lumberjacks work 15% faster
- Infantry move 15% faster
- Siege weapons fire 25% faster
- Can convert sheep even if enemy units are nearby

**Team Bonus:** Siege Workshops 20% faster

## Chinese

**Unique Unit:** Chu Ko Nu (Fast-firing Crossbowman) (Elite: 760F 760G\*, 0:50)

**Castle Age Tech:** Great wall - Walls & towers +30% hp (340W 170S\*, 0:40)

**Imperial Age Tech:** Rocketry - Chu Ko Nu +2 attack, scorpion +4 attack (600F 600G\*, 1:00)

- Start: +3 villagers, -50 Wood, -200 Food
- Technologies cost -10/15/20% in Feudal/Castle/Imperial (\*applied to UTs)
- Town Centers support 10 population
- Town center +5 LOS
- Demolition Ships +50% HP

**Team Bonus:** Farms provide +45 food

## Ethiopians

**Unique Unit:** Shotel Warrior (Strong, but fragile infantry) (Elite: 1200F 550G, 0:45)

**Castle Age Tech:** Royal Heirs - Shotel Warriors are created twice as fast (300F 300G, 0:40)

**Imperial Age Tech:** Torsion Engines – Siege Workshop Units +0.5 blast radius (1000F 600G, 0:40)

- Archers-line fires +17.6 % faster
- Receive +100 gold, +100 food when reaching a new Age
- Pikeman, Halberdier upgrades free

**Team Bonus:** Towers, Outposts +3 LOS

## Franks

**Unique Unit:** Throwing Axeman (Short ranged infantry) (Elite: 1000F 750G, 0:45)

**Castle Age Tech:** Chivalry - Stables work 40% faster (400W 400G, 0:40)

**Imperial Age Tech:** Bearded Axe - Throwing Axeman +1 range (400F 400G, 1:00)

- Foragers work 25% faster
- Castles are 25% cheaper
- Cavalry +20% HP
- Free farm upgrades (Mill required)

**Team Bonus:** Knights +2 Line of Sight

## Goths

**Unique Unit:** Huskarl (Anti-archer infantry) (Elite: 1200F 550G, 0:40)

**Castle Age Tech:** Anarchy - Create Huskarls at Barracks (450F 250G, 1:00)

**Imperial Age Tech:** Perfusion - Barracks work twice as fast (400F 600G, 0:40)

- Infantry cost -35% starting in Feudal
- Infantry +1 attack vs. buildings
- Villages +5 attack vs. Wild boar
- Hunters carry +15 meat
- +10 population limit in Imperial Age

**Team Bonus:** Barracks work 20% faster

## Huns

**Unique Unit:** Tarkan (Cavalry with bonus against buildings) (Elite: 1000F 500G, 0:45)

**Castle Age Tech:** Marauders - Create Tarkans at Stables (300W 200G, 0:40)

**Imperial Age Tech:** Atheism - Wonder/Relic victory time +100 years, -50% cost for Spies (500F 500G, 1:00)

- No houses required, -100 wood
- Cavalry Archers, Genitours cost -10% in Castle Age, -20% in Imperial
- Trebuchets are +35% more accurate

**Team Bonus:** Stables are 20% faster

## Incas

**Unique Units:** Kamayuk (Anti-cavalry infantry) (Elite: 900F 500G, 0:45), Slinger (Anti-infantry archer)

**Castle Age Tech:** Andean Sling – Slingers, Skirmishers, Genitours no minimum range (200F 300G, 0:40)

**Imperial Age Tech:** Couriers - Eagles, Kamayuk and Slingers +1/+2p armor (400F 200G, 0:40)

- Start with a free Llama
- Villagers benefit from blacksmith infantry upgrades
- Houses support 10 population
- Buildings cost -15% stone

**Team Bonus:** Farms are built 2x as fast

## Indians

**Unique Units:** Elephant archer (High HP, slow Cav Archer) (1000F 800G, 1:00), Imperial Camel (Camel upgrade) (1200F 600G, 2:05)

**Castle Age Tech:** Sultan – All gold income +10% (Relics +5G/min) (400F 400W, 0:40)

**Imperial Age Tech:** Shatagni - Hand cannons +1 range (500F 300G, 0:40)

- Camels +1/+1 armor
- Villagers cost -10/-15/-20/-25% in Dark/Feudal/Castle/Imperial Age
- Fishermen work 15% faster and carry +15 food

**Team Bonus:** Camels +6 attack vs buildings, Mamelukes/Camel Archers +5 attack vs. buildings

## Italians

**Unique Units:** Genoese Crossbowman (Anti-cavalry archer)

(Elite: 900F 750G, 1:00),

Condottiero (Anti-gunpowder infantry)

**Castle Age Tech:** Pavise - Foot Archers +1/+1 armor (300F 150G, 0:40)

**Imperial Age Tech:** Silk Road - Trade units 50% cheaper (500F 250G, 0:40)

- Advancing to next age costs -15%
- All dock techs cost -50%
- Fishing ships -25 W
- Gunpowder units cost -20%

**Team Bonus:** Condottiere available in allies' barracks in Imperial age

## Japanese

**Unique Unit:** Samura (Anti-unique unit infantry) (Elite: 950F 875W, 1:00)

**Castle Age Tech:** Yasama - Towers shoot 2 extra arrows (300W 300F, 0:40)

**Imperial Age Tech:** Kataparuto -Trebuchets pack/unpack 4x faster, fire 33% faster (750F 400G, 1:00)

- Fishing Ships 2x HP and +2 armor
- Fishing Ships work 5/10/15/20% faster in Dark/ Feudal/ Castle Age/ Imperial Age
- Lumber Camps, Mining Camps and Mills 50% cheaper (50 Wood)
- Infantry attack 33% faster starting in Feudal Age

**Team Bonus:** Galleys +50% line of sight

## Khmer

**Unique Unit:** Ballista Elephant (Cavalry Siege) (Elite: 1000W 500G, 1:10)

**Castle Age Tech:** Tusk Swords – Battle Elephants +3 attack (300G 200W, 0:40)

**Imperial Age Tech:** Double Crossbow – Ballista Elephants and Scorpions shoot two projectiles (700F 400G, 0:40)

• No buildings required to advance to the next Age or unlock other buildings

- Battle Elephants 15% faster
- Villagers can garrison in Houses

**Team Bonus:** Scorpions +1 range

## Koreans

**Unique Unit:** War Wagon (Anti-archer cavalry archer) (Elite: 1000F 800G, 1:15); Turtle Ship (Armored Ship) (Elite: 1000F 800G, 1:05)

**Castle Age Tech:** Panokseon - Turtle ships +15% speed (300W 300F, 0:40)

**Imperial Age Tech:** Shinkichon – Onager line +1 range (800F 500G, 1:00)

- Villagers have +3 line of sight
- Walls, towers, castle built 33% faster
- Stone miners work 20% faster
- Tower researches free (BBT req. Chemistry)

• Towers (except Bombard tower) +1 Range in Castle Age, +2 in Imperial Age

**Team Bonus:** Onager min. range reduced to 1

## Magyars

**Unique Units:** Magyar Huszar (Light Cavalry) (Elite: 800F 600G, 1:00)

**Castle Age Tech:** Mercenaries - Magyar Huszars cost no gold (200F 300G, 0:40)

**Imperial Age Tech:** Recurve Bow - Cavalry Archer line +1 range (600F 400G, 0:40)

- Forging, Iron Casting, Blast Furnace free (requires blacksmith)
- Scout line costs 10% less
- Villagers kill wolves in one strike

**Team Bonus:** Foot archers +2 LOS

## Malay

**Unique Units:** Karambit Warrior (cheap infantry occupying 0.5 pop space) (Elite: 1000W 500G, 0:40)

**Castle Age Tech:** Thalassocracy – Docks upgraded to Harbours, which shoot arrows. (300F 300G, 0:40)

**Imperial Age Tech:** Forced Levy – Militia-line costs no gold (1000F 600G, 0:40)

- Advancing to Ages 2x as fast
- Fishing Ships, Fish Traps cost -33%
- Fish Traps provide unlimited food
- Battle Elephants 20% cheaper

**Team Bonus:** Docks 2x Line of Sight

## Malians

**Unique Unit:** Gbeto (Ranged infantry) (Elite: 900F 600G, 0:45)

**Castle Age Tech:** Tigui - Town Centers fire 5 extra arrows, even if empty (300W 200F, 0:40)

**Imperial Age Tech:** Farimba – Cavalry, Camels +5 attack (650F 400G, 0:40)

- Buildings cost -15% wood (except Farms)
- Barracks Units +1 Pierce Armour per Age, starting in Feudal Age
- Gold Mining upgrades free

**Team Bonus:** University researches 80% faster

## Mayans

**Unique Unit:** Plumed Archer (Fast moving foot archer) (Elite: 1000W 500F, 0:45)

**Castle Age Tech:** Obsidian arrows - Archer-line +6 attack vs. Buildings, +6 vs stone defense (walls, towers gates) (300F 300G, 0:40)

**Imperial Age Tech:** El Dorado - Eagle Warriors +40 HP (750F 450G, 0:50)

- Start with 1 extra villager, -50 Food.
- Natural resources last 15% longer.
- Archers cost -10/20/30% in Feudal/Castle/Imperial Age.

**Team Bonus:** Walls are 50% cheaper.

## Mongols

**Unique Unit:** Mangudai (Fast-shooting cavalry archer) (Elite: 1100F 675G, 0:50)

**Castle Age Tech:** Nomads - Destroyed houses don't lose population room (300W 150G, 0:40)

**Imperial Age Tech:** Drill - Siege Workshop units move 50% faster (500F 450G, 1:00)

- Cavalry Archers, Mangudai, Genitours fire 25% faster.
- Light Cavalry and Hussars +30% HP.
- Hunters work 50% faster.

**Team Bonus:** Scout-line +2 line of sight.

**Persians**

**Unique Unit:** War Elephant

(Slow but powerful heavy cavalry)

(Elite: 1600F 1200G, 1:15)

**Castle Age Tech:** Boiling Oil - Castles do +9 damage to rams (first arrow only) (200W 100S, 0:40)

**Imperial Age Tech:** Mahouts - +30% War Elephant speed (300F 300G, 0:50)

- Start game with +50 wood and food.
- Town Center and Docks have 2x HP.
- Town Centers, Docks operate +10/15/20% faster in Feudal/Castle/Imperial Age.

**Team Bonus:** Knights +2 attack versus archer units.

**Portuguese**

**Unique Units:** Organ Gun (Gunpowder Siege) (Elite: 1200F 500G, 0:45),

Caravel (Scorpion-like Ship)

(Elite: 750F 475G, 1:00)

**Castle Age Tech:** Carrack - Ships +1/+1 armor (200W 300G, 0:40)

**Imperial Age Tech:** Arquebus – Ballistics for Gunpowder units (700F 400G, 0:40)

- All units cost -15% gold
- Ships +10% HP
- Can build Feitoria in Imperial Age (costs 250G 250S, 20 population; produces 0.8F/s, 0.8W/s, 0.45G/S, 0.25 S/s)

**Team Bonus:** free Cartography from Dark Age

**Saracens**

**Unique Unit:** Mameluke (Short ranged anti-cavalry cavalry) (Elite: 600F 500G, 0:50)

**Castle Age Tech:** Madrasah - Killed monks return 33% of their gold cost (200F 100G, 0:30)

**Imperial Age Tech:** Zealotry – Mamelukes, Camels +30 HP (750F 800G, 0:50)

- Market trade cost is only 5%
- Market costs -75 wood.
- Transport Ships have 2x HP and +5 carry capacity.
- Galleys attack 25% faster.
- Cavalry Archers, Genitours have +4 bonus attack against buildings.

**Team Bonus:** Foot archers have +2 bonus attack against buildings.

**Spanish**

**Unique Units:** Conquistador (Mounted hand cannoner) (Elite: 1200F 600G, 1:00), Missionary (Mounted monk)

**Castle Age Tech:** Inquisition – Min/Max conversion time -1s for units, -7s for buildings (300G 100F, 0:40)

**Imperial Age Tech:** Supremacy - Villagers +6 Attack, +2 Armor, +40 HP (400F 250G, 1:00)

- Villagers construct buildings 30% faster.
- Blacksmith upgrades don't cost gold.
- Cannon Galleons have Ballistics, missiles 3.5 times faster than normal
- Hand Cannoners and Bombard Cannons fire 17.6% faster.

**Team Bonus:** Trade units generate +25%.

**Slavs**

**Unique Unit:** Boyar (Heavy armored cavalry) (Elite: 1000F 600G, 1:00)

**Castle Age Tech:** Orthodoxy - Monks +3 melee/pierce armor (200F 300G, 0:40)

**Imperial Age Tech:** Druzhina - Infantry deal 5 dmg in 0.5 blast radius (1200F 500G, 0:40)

- Farmers work 15% faster
  - Free Tracking
  - Siege workshop units 15% cheaper
- Team Bonus:** Military buildings provide +5 population

**Teutons**

**Unique Unit:** Teutonic Knight (Slow but powerful infantry) (Elite: 1200F 600G, 0:50)

**Castle Age Tech:** Ironclad - Siege weapons +4 melee armor (400W 350G, 1:00)

**Imperial Age Tech:** Crenellations – Castle +3 range; garrisoned infantry fire arrows (600F 400G, 1:00)

- Monks have 2x healing range.
- Towers can garrison 10 Units, +4 max arrows
- Town Centers can garrison 25 Units, +5 max arrows
- Murder Holes is free.
- Farms cost 33% less.

**Team Bonus:** Units resist conversion: min/max time +1/+2s, conversion chance -50%

**Turks**

**Unique Unit:** Janissary (Hand cannoner) (Elite: 850F 750G, 0:55)

**Castle Age Tech:** Sipahi - Cavalry archers, Genitours +20 HP (500W 350G, 0:40)

**Imperial Age Tech:** Artillery - Cannon Galleons, Bombard Towers, Bombard Cannons, +2 range (500F 450G, 0:40)

- Gunpowder Units have +25% HP.
- Gunpowder technologies cost 50% less.
- Chemistry is free.
- Gold miners work 20% faster.
- Light Cavalry and Hussar upgrades are free.

**Team Bonus:** Gunpowder units are created 25% faster.

**Vietnamese**

**Unique Units:** Rattan Archer (anti-Archer Archer) (Elite: 1000W 500G, 0:45),

Elite Skirmisher (Upgrade: 300W 450H, 0:50)

**Castle Age Tech:** Chatras – Battle Elephants +30 HP (250F 250G, 0:40)

**Unique Tech:** Paper Money – You and your allies receive 500 gold each (800F 200G, 0:40)

- Reveal enemy positions at game start
- Archery Range units +10/15/20% HP in Feudal/Castle/Imperial Age.

• Free Conscription

**Team Bonus:** Have access to Imperial Skirmisher upgrade

**Vikings**

**Unique Units:** Berserk (Regenerating infantry) (Elite: 1300F 550G, 0:45), Longboat (Warship with multiple arrow fire) (Elite: 750F 475G, 1:00)

**Castle Age Tech:** Chieftains - Infantry +5 atk vs. Cavalry, +2 vs Camels (400F 300G, 0:40)

**Unique Tech:** Berserkergang – Berserks regenerate 2x faster – 2HP/3s instead of 1HP/3s (850F 400G, 0:40)

- Warships cost 10/15/20% less in Feudal/Castle/Imperial Age.
- Infantry have +10/15/20% HP in Feudal / Castle/Imperial Age
- Free Wheelbarrow and Hand Cart

**Team Bonus:** Docks are 15% cheaper.





Version: 28.12.16																										
Unit	M/P Armor	M/P Attack	Fire Rate	Ra. LoS	Acc (%)	AD	HP	Ship	Infantry	Spearmen	Archers	Camel CA	Cavalry	Elephant	Siege	Gump. Ram	Turtle UU	Build.1 B2	Tow/St. Wall	All Walls	Castle	Move Speed (tiles/s)	Cost	Build Time		
Scout	0/2	3 M	2	4			45										6	0				1.2				
Scout(Feudal+)	0/2	5 M	2	6			45										6	0				1.55	80F	0:30		
Light Cavalry	0/2	7 M	2	8			60										10	0				1.5	80F	0:30		
Hussar	0/2	7 M	1.9	10			75										12	0				1.5	80F	0:30		
Knight	2/2	10 M	1.8	4			100				0							0				1.35	60F 75G	0:30		
Cavalier	2/2	12 M	1.8	4			120				0							0				1.35	60F 75G	0:30		
Paladin	2/3	14 M	1.9	5			160				0							0				1.35	60F 75G	0:30		
Battle Elephant	1/2	12 M	2	4			250	(Blast Radius: 0.5)									7	7					0.85	120F 70G	0:28	
El. Battle Elephant	1/3	16 M	2	5			300	(Blast Radius: 0.5)									10	10					0.85	120F 70G	0:28	
Ballista Ele. {-2}	0/3{-2}	8P{-2}	2.5	5	100	0.28	250	8		0			(Can fell trees)				2+3	3					0.8	100F 80G	0:25	
E. Ballista Ele {-2}	0/3{-2}	9P{-2}	2.5	5	100	0.28	290	8		3			(Can fell trees)				4+4	4					0.8	100F 80G	0:25	
Second Bolt		6 P	(After the „Double Crossbow“ research)											3				1								
Ballista Elephants do both kinds of building damage, only the first (2 for the regular one; 4 for Elite) can be reduced by building armor (e.g. Masonry)																										
Boyar	4/1	12 M	1.9	5			100															1.4	50F 80G	0:23		
Elite Boyar	6/2	14 M	1.9	5			130															1.4	50F 80G	0:20		
Cataphract {12}	2/1	9 M	1.8	4			110		9		0											1.35	70F 75G	0:20		
Elite Cata. {16}	2/1	12 M	1.7	5			150		12		0											1.35	70F 75G	0:23		
Magyar Huszar	0/2	9 M	1.8	5			70								5	1						1.5	80F 10G	0:16		
Elite M. Huszar	0/2	10 M	1.8	6			85								8	2						1.5	80F 10G	0:16		
Mameluke {11}	0/0	8 M	2	3	100	0.42	65						9					0				1.4	55F 85G	0:23		
Elite Mam. {11}	1/0	10 M	2	3	100	0.35	80						12					0				1.4	55F 85G	0:23		
Tarkan	1/3	8 M	2.1	5			100				0							8	12	8	10	1.35	60F 60G	0:14		
Elite Tarkan	1/4	11 M	2.1	7			150				0							10	12	10	10	1.35	60F 60G	0:14		
War Elephant	1/2	15 M	2	4			450	(Blast Radius: 0.5)									7	7					0.6	200F 75G	0:31	
Elt. War Eleph.	1/3	20 M	2	5			600	(Blast Radius: 0.5)									10	10					0.6	200F 75G	0:31	
Camel	0/0	6 M	2	4			100	5				5	9					0				1.45	55F 60G	0:22		
Heavy Camel	0/0	7 M	2	5			120	9				9	18					0				1.45	55F 60G	0:22		
Imp. Camel	1/1*	9 M	2	5			140	9				9	18					0				1.45	55F 60G	0:20		
Fishing Ship	0/4			5			60															1.26	75W	0:40		
Trade Cog	0/6			6			80															1.32	100W 50G	0:36		
Transport Ship	4/8			5			100															1.45	125W	0:46		
Galley	0/6	6 P	3	5	100	0	120	8								3		6				1.43	90W 30G	1:00		
War Galley	0/6	7 P	3	6	100	0	135	9								4		7				1.43	90W 30G	0:36		
Galleon	0/8	8 P	3	7	100	0	165	11								4		8				1.43	90W 30G	0:36		
Demo. Raft {1}	0/2	90 M		6			45	(Blast Radius: 2.5)												180				1.5	70W 50G	0:45
Demo. Ship {3}	0/3	110 M		6			60	(Blast Radius: 2.5)												220				1.6	70W 50G	0:31
H. Demo Ship{5}	0/5	140 M		6			70	(Blast Radius: 3.5)												280				1.6	70W 50G	0:31
Fire Galley {6}	0/4	1P/0M	0.25	2.49		0	100	3									1	1				1.3	75W 45G	1:00		
Fire Ship {6}	0/7	2P/1M	0.25	2.49		0	120	3									2	2				1.35	75W 45G	0:36		
Fast Fire Sh. {9}	0/9	3P/1M	0.25	2.49		0	140	4									3	3				1.43	75W 45G	0:36		
Cannon Galleon	0/6	35 M	10	3-13	50	0	120		15		15		15		40			200				1.1	200W 150G	0:46		
Elt Cannon G.	0/8	45 M	10	3-15	50	0	150		15		15		15		40			275				1.1	200W 150G	0:46		
Caravel	0/8	6 P	3	6	100	0	143*	6								4		8				1.43	90W 40G	0:36		
Elite Caravel	0/8	8 P	3	7	100	0	165*	7								4		9				1.43	90W 40G	0:36		
Caravel bolts deal 50% pass-through damage to any unit in their path.																										
Longboat	0/6	7P	3.34	6	100	0	130	9								4		7				1.54	85W 43G*	0:25		
Elite Longboat	0/8	8P	3.34	7	100	0	160	11								4		8				1.54	80W 40G*	0:25		
3 Extra Arrows per Attack		1P																								
Turtle Ship {8}	6/5	50 M	6	6	100	0	200															0.9	180W 180G	0:50		
E.Turtle Ship{11}	8/6 {1}	50 M	6	6	100	0	300															0.9	180W 180G	0:50		

Monk	0/0	Conv: 5-12s		9	25		30	Con. Build: 17-29s				Heal Range: 4			Heal Rate: 1HP/0.4s			0.7	100G	0:51				
Missionary	0/0	Conv: 5-12s		7	25		30	Con. Build: 17-29s				Heal Range: 4			Heal Rate: 1HP/0.8s			1.1	100G	0:51				
Unit	M/P Armor	M/P Attack	Fire Rate	Ra. LoS	Acc (%)	AD	HP	Ship	Infantry	Spearmen	Archers	Camel CA	Cavalry	Elephant	Siege	Gump. Ram	Turtle UU	Build.1 B2	Tow/St. Wall	All Walls	Castle	Move Speed (tiles/s)	Cost	Build Time

Version: 28.12.16																	Move Speed (tiles/s)	Cost	Build Time						
Unit	M/P Armor	M/P Attack	Fire Rate	Ra. LoS	Acc (%)	AD	HP	Ship	Infantry	Spearmen	Archers	Camel CA	Cavalry	Elephant	Siege	Gump. Ram				Unique U.	Build. B2	Tow./St. Wall	All Walls	Castle	
Archer	0/0	4 P	2	4	80	0.35	30			3								0					0.96	25W 45G	0:35
Crossbowman	0/0	5 P	2	5	85	0.35	35			3								0					0.96	25W 45G	0:27
Arbalest	0/0	6 P	2	5	90	0.35	40			3								0					0.96	25W 45G	0:27
Skirmisher	0/3	2 P	3	1-4	90	0.35	30			3	3							0					0.96	25F 35W	0:22
Elite Skirmisher	0/4	3 P	3	1-5	90	0.35	35			3	4	2						0					0.96	25F 35W	0:22
Imp. Skirmisher	0/5	4 P	3	1-5	95	0.35	35			3	5	3						0					0.96	25F 35W	0:22
Hand Cannon.	1/0	17 P	3.45	7	65	0.35	35		10	1						2							0.96	45F 50G	0:34
Cavalry Archer	0/0	6 P	2	4	50	0.7	50			2								0					1.4	40W 60G	0:34
Hvy Cav Arch.	1/0	7 P	2	4	50	0.7	60			2								0					1.4	40W 60G	0:27
Arambai	0/1	18 P	2	5	20	0.7	60			0					1	2		0					1.35	50W 60G	0:21
Elite Arambai	0/2	20 P	2 {2}	5	30	0.7	65			0					1	2		0					1.35	50W 60G	0:21
Camel Archer	0/1	7P {1}	2	4	95	0.35	60		1	0		4				2		0					1.4	50W 60G	0:21
E. Camel Archer	1/1	8P {2}	2 {2}	4	95	0.35	65		1	0		6				2		0					1.4	50W 60G	0:21
Chu ko Nu	0/0	8P/0M	3.65	4	85	0.21	45			2								0					0.96	40W 35G	0:16
Elite Chu Ko Nu	0/0	8P/0M	3.85	4	85	0.21	50			2								0					0.96	40W 35G	0:13
Extra KKN Arrow		3P/0M	2 extra arrows for a normal Chu Ko Nu, 4 for Elite																						
Conquistador	2/2	16 P	2.9	6	65	0.28	55									4							1.3	60F 70G	0:24
Elite Conq	2/2	18 P	2.9	6	70	0.28	70									6		2					1.3	60F 70G	0:24
Ele. Archer {-2}	0/3	6 P	2.5	4	100	0.28	280			0								3	3				0.8	100F 80G	0:25
Elite Ele. A. {-2}	0/3	7 P	2.5	4	100	0.28	330			0								4	4				0.8	100F 80G	0:25
Genitour	0/3	3P {1}	3	1-4	90	0.7	50				4							0					1.35	50F 35W	0:25
Elite Genitour	0/4	4P {1}	3	1-4	90	0.7	55				5	2						0					1.35	50F 35W	0:23
Genoese xBow	1/0	6 P	3	4	100	0.35	45	4				4	5	5				0					0.96	45W 45G	0:22
Elite Gen. xBow	1/0	6 P	2	4	100	0.35	50	5				5	7	7				0					0.96	45W 45G	0:19
Janissary	1/0	17 P	3.45	8	50	0.28	44*									2							0.96	60F 55G	0:17*
Elite Janissary	2/0	22 P	3.45	8	50	0	50*									3							0.96	60F 55G	0:17*
Longbowman	0/0	6 P	2	6*	70	0.35	35			2								0					0.96	35W 40G	0:18
Elite Longbowm.	0/1	7 P	2	8*	80	0.35	40			2								0					0.96	35W 40G	0:18
Mangudai	0/0	6 P	1.68*	4	95	0.35	60			1					3								1.45	55W 65G	0:26
Elite Mangudai	1/0	8 P	1.68*	4	95	0.35	60			1					5								1.45	55W 65G	0:26
Plumed Archer	0/1	5 P	1.9	4	80	0.35	50		1	2								0					1.2	40W 40G*	0:16
Elite Plumed A.	0/2	5 P	1.9	5	90	0.35	65		2	2								0					1.2	35W 35G*	0:16
Rattan Archer	0/4	6 P	2	4	80	0.35	35		1	2								0					1.1	50W 45G	0:16
Elt. Rattan Archer	0/6	7 P	2	5	90	0.35	40		1	2								0					1.1	50W 45G	0:16
Slinger	0/0	5 P	2	1-5	90	0.35	40		10	1						3		0					0.96	30F 40G	0:25
War Wagon	0/3	9 P	2.5	4	100	0.7	150											5					1.2	110W 60G	0:21
Elite WW	0/4	9 P	2.5	5	100	0.7	200											5					1.2	110W 60G	0:21
Villager	0/0	3 M	2	4			25											3	6				0.8	50F	0:25
Trade Cart	0/0			7			70																1	100W 50G	0:51
Unit	M/P Armor	M/P Attack	Fire Rate	Ra. LoS	Acc (%)	AD	HP	Ship	Infantry	Spearmen	Archers	Camel CA	Cavalry	Elephant	Siege	Gump. Ram	Unique U.	Build. B2	Tow./St. Wall	All Walls	Castle	Move Speed (tiles/s)	Cost	Build Time	

Unit	M/P Armor	M/P Attack	Fire Rate	Ra. LoS	Acc (%)	AD	HP	Ship	Infantry	Spearmen	Archers	Camel CA	Cavalry	Elephant	Siege Monk	Gump. Ram	Turtle UU	Build: 1 B2	Tow./St. Wall	All Walls	Castle	Move Speed (tiles/s)	Cost	Build Time
Harbor	3/10	6P	2.5	7	100		2200	13															150 W	0:35
3 Extra Arrows per Attack		1P																						
Castle {8}	8/11	11P (5)	2.3	1-8	100		4800	11	0		1									11			650 S	3:20
First Castle Arrow (has different values for bonus atk)								0	2						0									
Watch Tower	1/7	5 P	2	1-8	100		1020	7	2		1												25W 125S	1:20
Watch Tow. extra arrows		5 P	2	1-8	100			7	2		1									5				
Guard Tower	2/8	7 P	2	1-8	100		1500	9	2		1												25W 125S	1:20
Guard Tow. extra arrows		7 P	2	1-8	100			9	2		1									5				
Keep	3/9	8 P	2	1-8	100		2250	10	2		1												25W 125S	1:20
Keep extra arrows		8 P	2	1-8	100			10	2		1									5				
Bombard Tower	3/9	120P	6	1-8	100		2220	40			1												100G 125S	1:20
Town Center	3/5	5 P	2	6	100		2400	5			1											5	275W 100S	2:30
Town Center Armor increases +1/+1 per Age (Like most non-stone buildings as well)																								
Palisade Wall	2/5			2			250																2W	0:06
Stone Wall	8/10	{16}		2			900																5S	0:10
Stone W. (CA+)	8/10	{16}		2			1800																5S	0:10
Fortified Wall	12/12	{24}		2			3000																5S	0:10
Palisade Gate	2/2			6			400																20W	0:30
Stone Gate	6/6	{20}		6			1375																30S	0:70
Stone G (CA+)	6/6	{20}		6			2750																30S	0:70
(Fortified) Gate	6/6	{20}		6			4000																30S	0:70
Outpost	0/0			6			500		Line of Sight increases by +2 per Age													25W 5S	0:15	
Wonder	3/10			8			4800																1000W 1000G 1000S	58:20
House	0/7 (+1/1 per Age)			6			550	(Feudal: 750 HP, Castle/Imp: 900 HP)													25W	0:25		
Lumber Camp	0/7 (+1/1 per Age)			6			600	(Feudal: 800 HP, Castle/Imp: 1000 HP)													100W	0:35		
Mining Camp	0/7 (+1/1 per Age)			6			600	(Feudal: 800 HP, Castle/Imp: 1000 HP)													100W	0:35		
Mill	0/7 (+1/1 per Age)			6			600	(Feudal: 800 HP, Castle/Imp: 1000 HP)													100W	0:35		
Fish Trap	0/0	715 F		1			50																100W	0:40
Farm	0/0	Base=175 F		0			480	Horse Collar=250 F, Heavy Plow=375 F, Crop Rotation=550 F													60W	0:15		
Dock	0/7 (+1/1 per Age)			5			1800																150W	0:35
Barracks	0/7 (+1/1 per Age)			5			1200	(Feudal: 1500 HP, Castle: 1800 HP, Imp: 2100 HP)													175W	0:50		
Archery Range	1/8 (+1/1 per Age)			5			1500	(Castle: 1800 HP, Imp: 2100 HP)													175W	0:50		
Stable	1/8 (+1/1 per Age)			5			1500	(Castle: 1800 HP, Imp: 2100 HP)													175W	0:50		
Blacksmith	1/8 (+1/1 per Age)			5			1800	(Imperial Age: 2100 HP)													150W	0:40		
Market	1/8 (+1/1 per Age)			5			1800	(Imperial Age: 2100 HP)													175W	1:00		
University	2/9 (+1/1 per Age)			4			2100																200W	1:00
Monastery	2/9 (+1/1 per Age)			5			2100																175W	0:40
Siege Workshop	2/9 (+1/1 per Age)			4			1800	(Imperial Age: 2100 HP)													200W	0:40		
Feitoria	3/10			4			1800																250G 250S	2:00

\*Civ Bonuses that affect unique units are already factored in (if a bonus is lower in castle age, the lower bonus is applied to non-elite units)