

Aztecs

- Unique Unit:** Jaguar Warrior (Anti-infantry infantry) (Elite: 1000F 500G, 0:45)
- Unique Tech:** Garland Wars – Infantry +4 Attack (450F 750G, 1:00)
- Villagers carry +5 resources
 - All Military units are created 17.6% faster
 - Monks +5HP with each Monastery Tech
 - Free loom research
- Team Bonus:** Relics generate +33% Gold

Britons

- Unique Unit:** Longbowman (Long range archer) (Elite: 850F 850G, 1:00)
- Unique Tech:** Yeomen – Foot Archer Range +1; towers +2 attack (750F 450G, 1:00)
- 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

Byzantines

- Unique Unit:** Cataphract (Anti-infantry cav.) (Elite: 1600F 800G, 0:50)
- Unique Tech:** Logistica - Cataphracts 5 AoE 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)
- Unique Tech:** Furor Celtica – Siege Workshop units +50% 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 next to it.
- Team Bonus:** Siege Workshops 20% faster

Chinese

- Unique Unit:** Chu Ko Nu (Fast-firing Crossbowman) (Elite: 760F 760G*, 0:50)
- Unique Tech:** Rocketry - Chu Ko Nu +2 attack, scorpion +4 attack (600F 600G*, 1:00)
- Start: 3 extra villagers, -50 Wood, -200 Food
 - Technologies cost -10/15/20% in Feudal/Castle/Imperial Age (*applied to UT)
 - Town Centers support 10 population
 - Demolition Ships +50% HP
- Team Bonus:** Farms provide +45 food

Franks

- Unique Unit:** Throwing Axeman (Short ranged infantry) (Elite: 1000F 850G, 0:45)
- Unique Tech:** Bearded Axe - Throwing Axeman +1 range (400F 400G, 1:00)
- Castles are 25% cheaper
 - Knights +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 to population limit in Imperial Age
- Team Bonus:** Barracks work 20% faster

Huns

- Unique Unit:** Tarkan (Medium Cavalry with bonus against buildings) (Elite: 1000F 500G, 0:45)
- Unique Tech:** Atheism - Wonder/Relic victory time +100 years; -50% Spies/Treason cost (500F 500G, 1:00)
- No houses required, but -100 wood at start
 - Cavalry Archers cost -25% in Castle Age, -30% in Imperial Age
 - Trebuchets are +35% more accurate
- Team Bonus:** Stables are 20% faster

Japanese

- Unique Unit:** Samura (Anti-unique unit infantry) (Elite: 950F 875G, 1:00)
- Unique Tech:** Kataparuto -Trebuchets (un)pack 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 / Imperial Age
 - Lumber/Mining Camps and Mills 50% cheaper
 - Infantry attack 33% faster starting in Feudal Age
- Team Bonus:** Galleys +50% line of sight

Koreans

- Unique Unit:** War Wagon (High HP; Anti-archer cavalry archer) (Elite: 1000F 800G, 1:15), Turtle Ship (Armored Ship) (Elite: 1000F 800G, 1:05)
- Unique Tech:** Shinkichon - Onager line +1 range (800F 500G, 1:00)
- Villagers have +3 line of sight
 - 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 line +1 range

Mayans

- Unique Unit:** Plumed Archer (Fast moving foot archer) (Elite: 1000W 500F, 0:45)
- Unique Tech:** El Dorado - Eagle Warrior +40 HP (750F 450G, 0:50)
- Start game with 1 extra villager, -50 Food.
 - Natural resources last 20% 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)
- Unique Tech:** Drill - Siege Workshop units move 50% faster (500F 450G, 1:00)
- Cavalry Archers fire 25% faster.
 - Light Cavalry and Hussars have +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)
- Unique Tech:** Mahouts - War Elephant +30% speed (300F 300G, 0:50)
- Start game with +50 wood and food.
 - Town Center and Docks have 2x HP.
 - Town Centers and Docks operate +10/15/20% faster in Feudal/Castle/Imperial Age
- Team Bonus:** Knights +2 attack against archer units.

Saracens

- Unique Unit:** Mameluke (Short ranged anti-cavalry cavalry) (Elite: 600F 500G, 0:50)
- Unique Tech:** Zealotry – Mameluke, Camel+30 HP (750F 800G, 0:50)
- Market trade cost is only 5%
 - Transport Ships: 2x HP and +5 carry capacity.
 - Galleys attack 25% faster.
 - Cavalry Archers +4 attack against buildings.
- Team Bonus:** Foot archers +2 attack vs buildings.

Spanish

- Unique Units:** Conquistador (Mounted hand cannoneer) (Elite: 1200F 600G, 1:00), Missionary (Mounted monk)
- Unique Tech:** Supremacy - Villagers receive +6 Attack, +2/2 Armor, +40 HP (400F 250G, 1:00)
- Villagers construct buildings 30% faster.
 - Blacksmith upgrades don't cost gold.
 - Cannon Galleons have Ballistics, fast missiles
 - Hand & Bombard Cannons fire 17.6% faster.
- Team Bonus:** Trade units generate +33%.

Teutons

- Unique Unit:** Teutonic Knight (Slow infantry with heavy melee armor) (Elite: 1200F 600G, 0:50)
- Unique 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
 - Murder Holes is free.
 - Farms cost 33% less.
 - Town center +1 attack, +5 LOS
- Team Bonus:** Units resist conversion: min/max time +1/+2s, conversion chance -50%

Turks

- Unique Unit:** Janissary (Hand cannoneer) (Elite: 850F 750G, 0:55)
- Unique Tech:** Artillery - Bombard Towers/Cannons, Cannon Galleons +2 range (500F 450G, 0:40)
- Gunpowder Units have +25% HP.
 - Gunpowder technologies cost 50% less.
 - Chemistry is free.
 - Gold miners work 15% faster.
 - Light Cavalry and Hussar upgrades are free.
- Team Bonus:** Gunpowder units create 25% faster.

Vikings

- Unique Units:** Berserk (Regenerating infantry) (Elite: 1300F 550G, 0:45), Longboat (Warship with multiple arrow fire) (Elite: 750F 475G, 1:00)
- Unique Tech:** Berserkergang – Berserks regenerate 2x faster – 1HP/1.5s (500F 850G, 0:40)
- Warships cost 20% less.
 - Infantry have +10/15/20% HP in Feudal / Castle/Imperial Age
 - Free Wheelbarrow and Hand Cart
- Team Bonus:** Docks are 25% cheaper.

Version: 31.10.17		Building	Age	Buildings, Units & Technology	Aztec	Britons	Byzantines	Celts	Chinese	Franks	Goths	Huns	Japanese	Koreans	Mayans	Mongols	Persians	Saracens	Spanish	Teutons	Turks	Vikings	Buildings, Units & Technology	Cost	BT
Description																									
Buildings	wall		II	Stone Wall																			Stone Wall		
	replaces Stone Wall	U	III	Fortified Wall																			Fortified Wall	200F 100W	0:50
	replaces Watch Tower	U	III	Guard Tower																			Guard Tower	100F 250W	0:30
	replaces Guard Tower	U	IV	Keep																			Keep	500F 350W	1:15
	cannon tower	U	IV	Bombard Tower																			Bombard Tower	800F 400W	1:00
	Buildings +10%hp, +armor*	U	III	Masonry																			Masonry	150F 175W	0:50
	Buildings +10%hp, +armor*	U	IV	Architecture																			Architecture	300F 200W	1:10
Castles +21% HP	C	IV	Hoardings																			Hoardings	400F 400G	1:15	
Towers/Castle extra bonus dmg vs ships*	U	III	Heated Shot																			Heated Shot	350F 100G	0:30	
Economy	15% faster gold mining (1.32 total)	MC	III	Gold Shaft Mine																			Gold Shaft Mine	200F 150W	1:15
	15% faster stone mining (1.32 total)	MC	III	Stone Shaft Mine																			Stone Shaft Mine	200F 150W	1:15
	10% faster wood cutting (1.59 total)	LC	IV	Two-Man Saw				C															Two-Man Saw	300F 200W	1:40
	Farms +175f	Mill	IV	Crop Rotation																			Crop Rotation	250F 250W	1:10
	Villagers build 20% faster	U	III	Treadmill Crane																C			Treadmill Crane	300F 200W	0:50
	Villagers +15 atk vs buildings, stone defense	C	IV	Sappers																			Sappers	400F 200G	0:10
	-15% trading fee	MK	IV	Guilds																			Guilds	300F 200G	0:50
Cavalry	replaces Scout Cavalry	S	III	Light Cavalry																			Light Cavalry	150F 50G	0:45
	replaces Light Cavalry	S	IV	Hussar																			Hussar	500F 600G	0:50
	replaces Knight	S	IV	Cavalier																			Cavalier	300F 300G	1:40
	replaces Cavalier	S	IV	Paladin																			Paladin	1300F 750G	2:50
	anti-cavalry	S	III	Camel																			Camel		
	replaces Camel	S	IV	Heavy Camel																			Heavy Camel	325F 360G	2:05
	+10% mounted unit speed (not missionaries)	S	III	Husbandry																			Husbandry	250F	0:50
+20hp all mounted units (not missionaries)	S	II	Bloodlines					C														Bloodlines	150F 100G	0:50	
Archers	+1/+1p cavalry armor	BS	IV	Plate Barding																			Plate Barding	350F 200G	1:15
	+2 cavalry & infantry atk	BS	IV	Blast Furnace																			Blast Furnace	275F 225G	1:40
	replaces Skirmisher	A	III	Elite Skirmisher																			Elite Skirmisher	250W 160G	0:50
	replaces Cavalry Archer	A	IV	Hvy Cav Archer																			Hvy Cav Archer	900F 500G	0:50
	replaces Archer	A	III	Crossbowman																			Crossbowman	125F 75G	0:35
	replaces Crossbowman	A	IV	Arbalest																			Arbalest	350F 300G	0:50
	close range gun unit	A	IV	Hand Cannoneer																			Hand Cannoneer		
Infantry	100% archer accuracy, faster firing*	A	III	Thumb Ring																			Thumb Ring	300F 250W	0:45
	CA: +1/+2p armor, bonus atk. vs. Spears*	A	IV	Parthian Tactics																			Parthian Tactics	200F 250G	1:05
	+1atk & range for arrow atk	BS	IV	Bracer																			Bracer	300F 200G	0:40
	+1/+2p archer armor	BS	IV	Ring Archer Armor																			Ring Archer Armor	250F 250G	1:10
	Fast Infantry, Meso Civs only	B	III	Eagle Warrior																			Eagle Warrior		
	replaces Eagle Warrior	B	IV	Elite Eagle W.																			Elite Eagle W.	800F 500G	0:40
	replaces Spearman	B	III	Pikeman																			Pikeman	215F 90G	0:45
Monks	replaces Pikeman	B	IV	Halberdier																			Halberdier	300F 600G	0:50
	replaces Long Swordsman	B	IV	2H Swordsman																			2H Swordsman	300F 100G	1:15
	replaces 2H Swordsman	B	IV	Champion																			Champion	750F 350G	1:40
	+10% infantry speed	B	III	Squires				C															Squires	100F	0:40
	+1/+2p infantry armor	BS	IV	Plate Mail Armor																			Plate Mail Armor	300F 150G	1:10
	Monk +50%hp	M	III	Sanctity																			Sanctity	120G	1:00
	Monks 87.5% faster recharge	M	IV	Illumination																			Illumination	120G	1:05
Siege	Monk +3 conversion range	M	IV	Block Printing																			Block Printing	200G	0:55
	Monk can convert buildings	M	III	Redemption																			Redemption	475G	0:50
	Monk can convert Monks	M	III	Atonement																			Atonement	325G	0:40
	garrisoned units heal x4 faster	M	III	Herbal Medicine																			Herbal Medicine	350G	0:35
	converted units die	M	III	Heresy																			Heresy	1000G	1:00
	1 Monk recharges if in group	M	IV	Theocracy																			Theocracy	200G	1:15
	Ships	replaces Scorpion	SW	IV	Heavy Scorpion																			Heavy Scorpion	1000F 1100W
replaces Ram		SW	IV	Siege Ram																			Siege Ram	1000F	1:15
anti-infantry, archer		SW	IV	Onager																			Onager	800F 500G	1:15
replaces Onager		SW	IV	Siege Onager																			Siege Onager	1450F 1000G	2:30
long range, anti-building		SW	IV	Bombard Cannon																			Bombard Cannon		
siege +1 range +20% atk		U	IV	Siege Engineers																			Siege Engineers	600W 500F	0:45
Replaces War Galleys		D	IV	Galleon																			Galleon	400F 315W	1:05
Ships	long range ship	D	IV	Cannon Galleon																			Cannon Galleon	400F 500W	0:50
	replaces Cannon Galleon	D	IV	E Cannon Galleon																			E Cannon Galleon	525W 500G	0:30
	short range, anti-ship	D	III	Fire Ship																			Fire Ship		
	replaces Fire Ship	D	IV	Fast Fire Ship																			Fast Fire Ship	280W 250G	0:50
	exploding ship	D	III	Demolition Ship																			Demolition Ship		
	replaces Demolition Ship	D	IV	Heavy Demo Ship																			Heavy Demo Ship	200W 300G	0:50
	ships -20% wood, +54% creation speed	D	IV	Shipwright																			Shipwright	1000F 300G	1:00
ships +15% speed, transport +10	D	IV	Dry Dock																			Dry Dock	600F 400G	1:00	
Description		Building	Age	Buildings, Units & Technology	Aztec	Britons	Byzantines	Celts	Chinese	Franks	Goths	Huns	Japanese	Koreans	Mayans	Mongols	Persians	Saracens	Spanish	Teutons	Turks	Vikings	Buildings, Units & Technology	Cost	BT

*Thumb Ring: Archery units 100% accuracy (for idle targets), Faster firing: Skirmishers none, War Wagon, Cavalry Archer +11%, Chu Ko Nu +20%, all other archery units: 18% faster													
*Masonry/Architecture: Buildings, towers (not walls&gates) +10% HP, +1/+1p armor and +3 building armor (does not protect against building dmg from infantry, archers)													
*Heated Shot: First arrow of Castles and Towers does increased bonus damage to Camels/Ships: Castles +4, Watch Tower/Guard Tower/Keep +9/11/13, Bombard Tower +50 bonus damage increase.								*Parthian Tactics: Cavalry Archer +1/+2p armor and +4 dmg vs. Spear-line; Mangudai, Elephant Archer +1/+2p armor and +2 dmg vs. Spear-line;					
C: Missing a tech, but has a similar/better civ bonus			Advancing requires 2 new buildings/age (or 1 castle for imp)					Feudal Age 500F 2:10		Castle Age 800F 200G 2:40		Imperial Age 1000F 800G 3:10	
Build.	Age	Tech	Description	Cost	BT	B.	A.	Tech	Description	Cost	BT		
B	II	Man-at-Arms	replaces Militia	100F 40G	0:40	TC	II	Town Watch	Towers, Build. +4 LoS (Not Walls&Gates)	75F	0:25		
B	III	Longswordsman	replaces Man-at-Arms	200F 65G	0:45	TC	III	Town Patrol	Towers, Build. +4 LoS (Not Walls&Gates)	300F 200G	0:40		
B	II	Tracking	Infantry LoS +2, Search Radius +2	75F	0:35	TC	I	Loom	Villagers +15 HP, +1/+2p armor	50G	0:25		
BS	II	Forging	+2 Atk for Infantry, Cavalry	150F	0:50	TC	II	Wheelbarrow	Villagers +10% move speed, +25% carry	175F 50W	1:15		
BS	II	Scale Mail Armor	+1/+1p armor for Infantry	100F	0:40	TC	III	Handcart	Villagers +10% move speed, +50% carry	300F 200W	0:55		
BS	II	Scale Barding Armor	+1/+1p armor for Cavalry	150F	0:45	LC	II	Double Bit Axe	+20% faster wood cutting (1.2 total)	100F 50W	0:25		
BS	II	Fletching	+1 atk & range for arrow attack	100F 50G	0:30	LC	III	Bow Saw	+20% faster wood cutting (1.44 total)	150F 100W	0:50		
BS	II	Padded Archer Armor	+1/+1p archer armor	100F	0:40	Mill	II	Horse Collar	Farm food amount +75	75F 75W	0:20		
BS	III	Iron Casting	+2 Atk for Infantry, Cavalry	220F 120G	1:15	Mill	III	Heavy Plow	Farm food amount +125	125F 125W	0:40		
BS	III	Chain Mail Armor	+1/+1p armor for Infantry	200F 100G	0:55	MC	II	Gold Mining	15% faster gold mining (1.15 total)	100F 75W	0:30		
BS	III	Chain Barding Armor	+1/+1p armor for Cavalry	250F 150G	1:00	MC	II	Stone Mining	15% faster stone mining (1.15 total)	100F 75W	0:30		
BS	III	Bodkin Arrow	+1 atk & range for arrow attack	200F 100G	0:35	Mark.	I	Cartography	Allied Line of Sight	100F 100G	1:00		
BS	III	Leather Archer Armor	+1/+1p archer armor	150F 150G	0:55	Mark.	III	Caravan	Trade Carts&Cogs +50% Move Speed	200F 200G	0:40		
Uni.	III	Murder Holes	Towers, BBT, Castles no min range	200F 200S	1:00	Mark.	I	Coinage	20% instead of 30% tribute fee	150F 50G	0:50		
Uni.	III	Ballistics	Arrow units/build: Better movement aim	300W 175G	1:00	Mark.	III	Banking	No tribute fee	200F 100G	0:50		
Uni.	IV	Chemistry	Archers, Ranged Siege, Build +1 atk	300F 200G	1:40	Castle	IV	Conscription	+33% Mil. Unit Creation Speed	150F 150G	1:00		
S.W.	IV	Capped Ram	replaces Battering Ram	300F	0:50	Castle	IV	Spies/Treason	Show enemy LoS \ Flare King Position	200G/vill \400G	0:01		
Mon.	III	Fervor	Monk with Relic +15% speed	140G	0:50	Dock	III	War Galley	replaces Galley	230F 100G	0:50		
Mon.	IV	Faith	Conv min/max time +2/+5s, chance -66%	750F 1000G	1:00	Dock	III	Careneing	Ships +0/+1p armor, transport +5 space	250F 150G	0:50		

Version: 10.07.16																												
Unit	M/P Armor	M/P Attack	Fire Rate	Ra. LoS	Acc (%)	Att. Delay (in s)	HP	Camel/Ship	Infantry	Eagle Spear	Archers	Cav Archer	Cavalry	Elephant	Siege Ram	Monk UU	Build B2	Tow/S. Wall	All Walls	Castle	Move Speed (tiles/s)	Cost	Build Time					
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					
Militia	0/1	4 M	2	4			40			0							0				0.9	60F 20G	0:21					
Men at Arms	0/1	6 M	2	4			45			2							1				0.9	60F 20G	0:21					
Longswordsm.	0/1	9 M	2	4			60			4							2				0.9	60F 20G	0:21					
2h Swordsm.	0/1	11 M	2	5			60			6							3				0.9	60F 20G	0:21					
Champion	1/1	13 M	2	5			70			6							3				0.9	60F 20G	0:21					
Spearman	0/0	3 M	3	4			45	7	1				15	15			1				1	35F 25W	0:22					
Pikeman	0/0	4 M	3	4			55	11	1				22	25			1				1	35F 25W	0:22					
Halberdier	0/0	6 M	3	4			60	16	1				32	28			1				1	35F 25W	0:22					
Eagle Warrior	0/2	4M	2	6			50	0					0		3	8	0				1.1	20F 50G						
Eagle W. (CA+)	0/2	7M	2	6			50	1					2		3	8	0				1.1	20F 50G	0:35					
E. Eagle Warrior	0/4	9 M	2	6			60	2					4		5	10	0				1.3	20F 50G	0:20					
Berserk	0/1	9 M	2	3			55*			2							2				1.05	65F 25G	0:16					
Elite Berserk	2/1	14 M	2	5			72*			3							3				1.05	65F 25G	0:16					
Huskarl	0/6	10 M	2	3			60			2	6						3*				1.05	52F 26G*	0:16					
Elite Huskarl	0/8	12 M	2	5			70			3	10						4*				1.05	52F 26G*	0:16					
Jaguar Warrior	1/0	10 M	2	3			50		10	2							2				1	60F 30G	0:17*					
E. Jaguar W.	2/0	12 M	2	5			75		10	2							2				1	60F 30G	0:17*					
Samurai	1/1	8M	1.43*	4			60			2						10	2				1	60F 30G	0:09					
Elite Samurai	1/1	12M	1.43*	5			80			3						12	3				1	60F 30G	0:09					
Teutonic Knight	5/2	12 M	2	3			70			4							4				0.65	85F 40G	0:12					
E. Teutonic K.	10/2	17 M	2	5			100			4							4				0.65	85F 40G	0:12					
Throwing Axem.	0/0	7 M	2	3	100	0.84	50			1							1				0.9	55F 25G	0:17					
E. Throwing A.	1/0	8 M	2	4	100	0.56	60			2							2				0.9	55F 25G	0:17					
Woad Raider	0/1	8 M	2	3			65			2							2				1.38*	65F 25G	0:10					
E. Woad Raider	0/1	13 M	2	5			80			3							3				1.38*	65F 25G	0:10					
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	2P	3	1-4	90	0.35	30			3	3						0				0.96	25F 35W	0:22					
Elite Skirmisher	0/4	3P	3	1-5	90	0.35	35			3	4	2					0				0.96	25F 35W	0:22					
Cavalry Archer	0/0	6 P	2	4	50	0.7	50			2							0				1.4	40W 70G	0:34					
Hvy Cav Arch.	1/0	7 P	2	4	50	0.7	60			2							0				1.4	40W 70G	0:27					
Hand Cannon.	1/0	17P	3.45	7	65	0.35	35		10	1					2						0.96	45F 50G	0:34					
Chu ko Nu	0/0	8P/0M	3.6	4	85	0.21	45			2							0				0.96	40W 35G	0:19					
Elite CKN	0/0	8P/0M	3.75	4	85	0.21	50			2							0				0.96	40W 35G	0:13					
CKN Arrow		3P/0M	2 extra arrows for a normal Chu Ko Nu, 4 for Elite																									
Conquistador	2/2	16P	2.9	6	65	0.28	55								4						1.3	60F 70G	0:24					
Elite Conq	2/2	18P	2.9	6	70	0.28	70								6		2				1.3	60F 70G	0:24					
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	0:20*					
Longbowman	0/0	6 P	2	6*	70	0.35	35			2							0				0.96	35W 40G	0:19					
Elite LBM	0/1	7 P	2	8*	80	0.35	40			2							0				0.96	35W 40G	0:19					
Mangudai	0/0	6P	1.68*	4	95	0.7	60			1					3						1.45	55W 65G	0:26					
Elite Mangudai	1/0	8P	1.68*	4	95	0	60			1					5						1.45	55W 65G	0:26					
Plumed Archer	0/1	5P	1.9	4	80	0.35	50		1	2							0				1.2	37W 37G*	0:16					
Elite Plumed	0/2	5P	1.9	5	90	0.35	65		2	2							0				1.2	32W 32G*	0:16					
War Wagon	0/3	9P	2.5	4	100	0.7	150										5				1.2	110W 60G	0:25					
Elite WW	0/4	9P	2.5	5	100	0.7	200										5				1.2	110W 60G	0:25					
Camel	0/0	5 M	2	4			100	5					10				0				1.45	55F 60G	0:22					
Heavy Camel	0/0	7 M	2	5			120	9					18				0				1.45	55F 60G	0:22					
Mameluke {11}	0/0	7 M	2	3	100	0.42	65						9								1.4	55F 85G	0:23					
Elite Mam. {11}	1/0	10 M	2	3	100	0	80						12								1.4	55F 85G	0:23					
Monk	0/0	Conv: 5-12s		9			30	Con. Build: 16-27s						Heal Range: 4		Heal Rate: 1HP/0.4s						0.7	100G	0:51				
Missionary	0/0	Conv: 5-12s		7			30	Con. Build: 16-27s						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 (%)	Att. Delay (in s)	HP	Camel/Ship	Infantry	EaglesSpear	Archers	Cav Archer	Cavalry	Elephant	Siege Ram	Monk UU	Build B2	Tow/S. Wall	All Walls	Castle	Move Speed (tiles/s)	Cost	Build Time					

