Version: 15.09.18 Unit	M/P Armor	M/P Attack	Re- load	Ra. LoS	Acc (%)	AD	НР	Ship Co	Infantry	Eagles Spear	Archers	Camel (Cavalry	Elephant		Gunp. R	Monk L	Build.1 E	Tow./St. V	All Walls	Castle	Move Speed	Cost	Build Time
			Time					Condo	<	ear	S	5		=	Mam.	Ram		B2	Wall	S		(tiles/s)		
Militia	0/1	4 M	2	4			40					0	0					0				0.9	60F 20G	0:21
Men at Arms	0/1	6 M	2	4			45			2		0	0					2				0.9	60F 20G	0:21
Longswordsm.	0/1	9 M	2	4			60			6		0	0					3				0.9	60F 20G	0:21
2h Swordsm.	0/1	12 M	2	5			60			8		0	0					4				0.9	60F 20G	0:21
Champion	1/1	13 M	2	5			70			8		0	0					4				0.9	60F 20G	0:21
Spearman	0/0	3 M	3	4			45	9		1		12		15				1				1	35F 25W	0:22
Pikeman	0/0	4 M	3	4			55	16		1		18	_	25				1				1	35F 25W	0:22
Halberdier	0/0	6 M	3	4			60	17		1		26	32	28				1				1	35F 25W	0:22
Eagle Scout	0/2	4 M	2	6			50								3		8	0				1.1	20F 50G	1:00
Eag. Sc. (CA+)	0/2	7 M	2	6			50	1				1	2		3		8	0				1.1	20F 50G	0:35
Eagle Warrior	0/3	7 M	2	6			55	1				2	3		3		8	0				1.15	20F 50G	0:35
Elt. Eagle W.	0/4	9 M	2	6			60	2				3	4		5		10	0				1.3	20F 50G	0:20
Berserk	0/1	9 M	2	3			61*			2		0	0					2				1.05	65F 25G	0:14
Elite Berserk	2/1	14 M	2	5			75*			3		0	0					3				1.05	65F 25G	0:14
Condottie. {10}	1/0	9 M	1.9	6			80					0	0			10		2				1.2	50F 35G	0:18
Gbeto	0/0	10 M	2	5	100	_	30			1	0							0	_			1.25	50F 40G	0:17
Elite Gbeto	0/0	13 M	2	6	100	1.2	45			1	0							0				1.25	50F 40G	0:17
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	1/1	10 M	2	3			50		10									2				1	60F 30G	0:17*
Elite Jaguar W.	2/1	12 M	2	5	100		75	10	11	2								2				1	60F 30G	0:17*
Kamayuk	0/0	7 M	2	1	100		60					6	_	20				0				1	60F 30G	0:10
Elite Kamayuk	1/0	8 M	2	1	100		80			_	//	10		20			Ļ	0				1	60F 30G	0:10
Karambit Warrior	-	6 M	2	3			30			2	_	<u> </u>		0.5		•	_	0				1.2	30F 15G	0:06
Elite Karambit W.	1/1	7 M	2	3			40			2	(C	nly i	uses	0.5	pop	spac	Ė	1				1.2	30F 15G	0:06
Samurai Elite Samurai	1/1	8 M	1.43*	4			60			2							10	2				1	60F 30G	0:09
Shotel Warrior	1/1 0/0	12 M 16 M	1.43*	5 3			80 40			0							12	3 2				1.2	60F 30G 50F 35G	0:09
Elt. Shotel Warr.	0/0	18 M	2	3			50			1								3				1.2	50F 35G	0:08
Teutonic Knight	5/2	12 M	2	3			80			4	_							4				0.7	85F 40G	0:08
E. Teutonic K.	10/2	17 M	2	5			100			4								4				0.7	85F 40G	0:12
Throwing Axem.	0/0	7 M	2	3	100	1	60			1	0							1				1	55F 25G	0:12
Elite Throwing A.	-	8 M	2	4	100		70			2	0							2				1	55F 25G	0:17
Woad Raider	0/1	8 M	2	3		0.0	65			2	_							2				1.38*	65F 25G	0:10
Elt. Woad Raider	0/1	13 M	2	5			80			3								3				1.38*	65F 25G	0:10
Mangonel	0/6	40 M	6	3-7	100	0	50	(1	3last		ius:	1)			12			35				0.6	160W 135G	
Onager	0/7	50 M	6	3-8	100	_	60	_			ıs: 1.				12				(Car	n fell	trees)	0.6	160W 135G	_
Siege Onager	0/8	75 M	6	3-8	100	0	70	(B	last	Radi	us: 1	.5)			12			60	(Car	n fell	trees)	0.6	160W 135G	0:46
Batter. Ram [4]	-3/180	2 M	5	3			175								40			125				0.5	160W 75G	0:36
Capped Ram [5]	-3/190	3M {1}	5	3			200	(B	last	Radi	us: 1	.5)			50			150				0.5	160W 75G	0:36
Siege Ram [6]	-3/195	4M {2 }	5	3			270	(1	3last	Rad	ius: î	2)			65			200				0.6	160W 75G	0:36
Siege Tow. [10]	-2/100			8			220															0.8	200W 160G	0:36
Bonus per infar	ntry unit	ř –												R	Rams	only	y:	10		Вс	oth:	0.05		
Scorpion	0/7	12 P	3.6	2-7		0.21	40							6		1		2				0.65	75W 75G	0:30
Heavy Scorpion	0/7	16 P	3.6			0.21	50							8		2		4				0.65	75W 75G	0:30
														deal	_		0M				agains		ege towers)	
Bomb. Cannon	2/5	40M	6.5	5-12	_	0.21	80	40	(B	last	Radi	us: 0	.5)		20			200				0.7	225W 225G	0:56
Trebuchet	1/150	200P	10	4-16	15	0.6	150											250	(Car	n fell	trees)	0		-
Packed Treb	2/8	0-:-		19					<u> </u>	<u></u>	<u> </u>	<u>_</u> .								0.0	4.0.	0.8	200W 200G	+
Petard	0/2	25 M		4			50				us: 0				60			500		900	100	0.8	65F 20G	0:25
Organ Gun	2/4	16 P	3.45	1-7	50		60	_				ullets										0.85	80W 60G*	0:21
Elite Organ Gun	2/6	20 P	3.45	1-7	50	0.6	70	(+4x		ng bi	ullets	s)									0.85	80W 60G*	0:21
Unit	M/P Armor	M/P Attack	Re- load Time	Ra. LoS	Acc (%)	AD	НР	Ship	Infantry	Eagles Spear	Archers	Camel CA	Cavalry	Elephant	Siege Mam.	Gunp. Ram	Monk UU	Build.1 B2	Tow./St. Wall	All Walls	Castle	Move Speed (tiles/s)	Cost	Build Time

Version: 15.09.18 Unit	M/P Armor	M/P Attack	Re- load Time	Ra. LoS	Acc (%)	AD	НР	Ship	Infantry	Spearmen	Archers	Camel CA	Cavalry	Elephant	Siege Mam	Gunp. 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	(B	last	Radiı	us: 0	.4)						7	7			0.85	120F 70G	0:28
El. Battle Elephant		16 M	2	5			300	-	last									10	10			0.85	120F 70G	0:28
					100	0.4						Ė	<u> </u>	£ - 11 4	<u> </u>									
Ballista Ele. (-2)			2.5	5	100		250	8		0		 `		fell t				2+3				0.8	100F 80G	0:25
E. Ballista Ele {-2}	<mark>0/3{-2}</mark>		2.5	5	100	0.4	290	8		3		_	Can	fell t	rees	S)		4+4	4			0.8	100F 80G	0:25
Second Bolt		6 P		After										3				1			<u> </u>			
					dama	age, o		firs	t (2 f	or th	ne re	gula	r on	e; 4 f	for E	lite)	can	be re	duce	d by	build		(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	10	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	0/0	8 M	2	3	100	0.6	65						9					0				1.4	55F 85G	0:23
Elite Mam.	1/0	10 M	2	3	100	0.5	80						12		1			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	(B	last	L—— Radiı	us: 0	1.5)						7	7			0.6	200F 75G	0:31
Elt. War Eleph.	1/3	20 M	2	5			600	-	last									10	10			0.6	200F 75G	0:31
Camel	0/0	6 M	2	4			100	5	last	laan	43. 0	5	9					0	10			1.45	55F 60G	0:22
Heavy Camel	0/0	7 M	2	5			120	9				9	18		7			0				1.45	55F 60G	0:22
Imp. Camel	0/0	9 M	2	5			140	9				9	18		7	_		0				1.45	55F 60G	0:20
-	0/4	9 101		5					- C	llavi				1 4.5		L	ch in	_	.in a\			1.43	75W	0:40
Fishing Ship	· ·							(FII	e Ga	illey	SOI	lly u	eai	ı uı	ng t	LO FI	51111	ig Sh	iips)					+
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	(B	last	Radiu	us: 2	5)						180				1.5	70W 50G	0:45
Demo. Ship {3}	0/3	110 M		6			60	(B	last	Radiu	us: 2	5)						220				1.6	70W 50G	0:31
H. Demo Ship {5}	0/5	140 M		6			70	(B	last	Radiu	us: 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}	0/6	2P/1M	0.25	2.49		0	120	3									2	2				1.35	75W 45G	0:36
Fast Fire Sh. {9}	0/8	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	_	0	150		15		15		15		40			275				1.1	200W 150G	
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 d						_		_	neir	nath	`					4		3				1.73	2044 40Q	0.50
Longboat	0/6	7P	3.34	6	100	0 any	130	9	ieii	ναιί	1.					4		7				1.54	85W 43G*	0:25
Elite Longboat	0/8	8P	3.34	7	100	0	_	11						\vdash		4		8				1.54	80W 40G*	0:25
3 Extra Arrows per		1P	5.54	,	100	_ U	100	1 1								4		U				1.54	0044 400	0.23
Turtle Ship {8}	6/5	50 M	6	6	100	0	200															0.9	180W 180G	0:50
E.Turtle Ship (11)			6	6	100	0	300															0.9	180W 180G	
Monk	0/0	Conv:	5-12s	9	25		30	Co	n. Bı	uild:	17-	29s	He	al Ra	ange	e: 4	Не	al Ra	ite:	1HP/	0.4s	0.7	100G	0:51
Missionary	0/0	Conv:	5-12s	7	25		30	Co	n. Bı	ıild:	17-	29s	He	al Ra	ange	e: 4	Не			1HP/	0.8s	1.1	100G	0:51
Unit	M/P	M/P Attack	Re- load Time	Ra. LoS	Acc (%)	AD	НР	Ship	Infantry	10	Archers	Camel CA			Siege	Gunp. Ram	Turtle UU		Tow./St. Wall	All Walls	Castle	Move Speed (tiles/s)	Cost	Build Time

Elite Ele. Archer 0/3 3 P 3 {1} Genitour 0/4 4P 3 {1} Elite Genitour 0/4 4P 3 {1} Genoese xBow 1/0 6 P 3 Elite Gen. xBow 1/0 6 P 2 Janissary 1/0 17 P 3.45 Elite Janissary 2/0 22 P 3.45 Longbowman 0/0 6 P 2 Elite Longbowm. 0/1 7 P 2 Mangudai 0/0 6 P 1.68* Elite Mangudai 1/0 8 P 1.68* Elite Mangudai 1/0 8 P 1.68* Plumed Archer 0/1 5 P 1.9 Elite Plumed A. 0/2 5 P 1.9 Rattan Archer 0/4 6 P 2 Elt. Rattan Archer 0/6 7 P 2 Slinger 0/0 5 P 2 War Wagon 0/3 9 P 2.5 Elite WW 0/4 9 P 2.5 Woodcutting 23.3 W/min + Doi Mining Gold 22.7 G/min + Gold Turk Gold M. 27.3 G/min + Gold Turk Gold M. 27.3 G/min Aztec Mining Stone 21.5 S/min + Ston Livestock 19.8 F/min Livestock Villager Fishing 25.8 F/min Vill. Fishing 29.3 F/min + Gilli Jap. Fishing (DA) 30.7 F/min + FA		Do					_	Sp	_	Car		ш	Sie	n	<u>_</u>	Bui	NO_	Þ		Move		
Archer	Ra.	load		_ ΔI)	НР	Ship	Infantry	Spearmen	Archers	ame	Cavalry	Elephant	<mark>Siege</mark> Mam	Gunp. <mark>Ram</mark>	Unique U	uild.	Tow./St. Wa	All Walls	Castle	Speed	Cost	Build
Crossbowman 0/0 5 P 2 Arbalest 0/0 6 P 2 Skirmisher 0/3 2 P 3 Elite Skirmisher 0/4 3 P 3 Imp. Skirmisher 0/5 4 P 3 Hand Cannon. 1/0 17 P 3.45 Cavalry Archer 0/0 6 P 2 Hvy Cav Arch. 1/0 7 P 2 Elite Arambai 0/1 17 P 2 Elite Arambai 0/2 19 P 2 Camel Archer 0/1 7P 2 End Chu Ko Nu 0/0 8P/0M 3.65 Elite Chu Ko Nu 0/0 8P/0M 3.85 Extra CKN Arrow 3P/0M 2 ex Conquistador 2/2 16 P 2.9 Elite Chu Ko Nu 0/0 8P/0M 3.85 Extra CKN Arrow 3P/0M 2 ex Conquistador 2/2 18 P 2.9 Elite Archer 0	LoS		5 (%))		σ	itry	mer	ers	S	Ž	ant	/an	Ran	e U	B2	\$	'alls	Шe	(tiles/s)		Time
Crossbowman 0/0 5 P 2 Arbalest 0/0 6 P 2 Skirmisher 0/3 2 P 3 Elite Skirmisher 0/4 3 P 3 Imp. Skirmisher 0/5 4 P 3 Hand Cannon. 1/0 17 P 3.45 Cavalry Archer 0/0 6 P 2 Hvy Cav Arch. 1/0 7 P 2 Elite Arambai 0/1 17 P 2 Elite Arambai 0/2 19 P 2 Camel Archer 0/1 7P 2 End Chu Ko Nu 0/0 8P/0M 3.65 Elite Chu Ko Nu 0/0 8P/0M 3.85 Extra CKN Arrow 3P/0M 2 ex Conquistador 2/2 16 P 2.9 Elite Chu Ko Nu 0/0 8P/0M 3.85 Extra CKN Arrow 3P/0M 2 ex Conquistador 2/2 18 P 2.9 Elite Archer 0	4	2	80	0.53	30			3						٦	•	0	<u>a</u>			0.96	25W 45G	0:35
Arbalest 0/0 6 P 2 Skirmisher 0/3 2 P 3 Elite Skirmisher 0/4 3 P 3 Imp. Skirmisher 0/5 4 P 3 Hand Cannon. 1/0 17 P 3.45 Cavalry Archer 0/0 6 P 2 Hvy Cav Arch. 1/0 7 P 2 Elite Arambai 0/1 17 P 2 Elite Arambai 0/2 19 P 2 Camel Archer 0/1 7P 2 Elite Chu Ko Nu 0/0 8P/0M 3.65 Elite Ele. Archer 0/3 6 P 2.5 Elite Ele. Archer 0/3 6 P 2.5 Elite Ele. Archer 0/3 3P 3 {1} Elite Genitour 0/4 4P 3 {1} Genoese xBow 1/0 6 P 3 Elite Genitour 0/4 4P 3 {1} Genoese xBow 1/0 6 P 2 Janissary 1/0 17 P 3.45 Elite Janissary 2/0 22 P 3.45 Longbowman 0/0 6 P 2 Elite Longbowm. 0/1 7 P 2 Mangudai 0/0 6 P 1.68* Elite Mangudai 1/0 8 P 1.68* Elite Plumed A. 0/2 5 P 1.9 Elite Plumed Archer 0/4 6 P 2 Elit. Rattan Archer 0/4 6 P 2 Elit. Rattan Archer 0/6 7 P 2 Slinger 0/0 5 P 2 Elit. Rattan Archer 0/4 6 P 2 Elit. Rodd M. 27.3 G/min + Doid Armor Arthack Time Celt Woodcut. 26.8 W/min + Doid Armor Arthack Time Celt Woodcut. 26.8 M/min + Cold Armor Arthack Time Celt Woodcut. 26.8 M/min + Cold Armor Arthack Time Celt Woodcut. 27.3 G/min + Cold Armor Arthack Time Celt Woodcut. 27.3 G/min + Cold Armor Arthack Time Celt Woodcut. 27.3 G/min + Cold Armor Arthack Time Celt Woodcut. 27.5 G/min + Cold Armor Arthack Time	5		85		35			3								0				0.96	25W 45G	0:27
Skirmisher 0/3 2 P 3 Elite Skirmisher 0/4 3 P 3 1 mp. Skirmisher 0/5 4 P 3 1 mp. Skirmisher 0/6 4 P 3 1 mp. Skirmisher 0/0 6 P 2 1 my Cav Arch. 1/0 7 P 2 1 my Caw Arch. 1/0 7 P 2 1 my Camel Archer 0/1 7 P 2 1 my Camel Archer 1/1 8 P 2 2 my Camel Archer 1/1 8 P 2 2 my Camel Archer 0/0 8 P/0 M 3.85 1 my Camel Archer 0/3 6 P 2.5 1 my Camel Archer 0/3 6 P 2.5 1 my Camel Archer 0/3 7 P 2.5 1 my Camel Archer 0/4 4 P 3 1 my Camel Archer 1/1 7 P 3.45 1 my Camel Archer 1/1 7 P 3.45 1 my Camel Archer 1/1 7 P 2 1 my Camel Archer 0/1 7 P 2 1 my Camel Archer 0/1 5 P 1.9 1 my Camel Archer 0/4 6 P 2	5	_	90	_	40			3								0				0.96	25W 45G	0:27
Elite Skirmisher 0/4 3 P 3 1 1 1 1 1 1 1 1 1	1-4		_	_	30			3	3							0				0.96	25F 35W	0:22
Imp. Skirmisher 0/5	1-5	-		_	35			3	4	2						0				0.96	25F 35W	0:22
Hand Cannon. 1/0 17 P 3.45	1-5		_		35			3	5	3						0				0.96	25F 35W	0:22
Cavalry Archer	7	_	65	_	35		10	1						2						0.96	45F 50G	0:34
Hvy Cav Arch. 1/0 7 P 2	4		50	_	50			2								0				1.4	40W 60G	0:34
Arambai	4		50	_	60			2								0				1.4	40W 60G	0:27
Elite Arambai 0/2 19 P 2 Camel Archer 0/1 7P 2 E. Camel Archer 1/1 8P 2 Chu ko Nu 0/0 8P/0M 3.65 Elite Chu Ko Nu 0/0 8P/0M 3.85 Extra CKN Arrow 3P/0M 2 ex Conquistador 2/2 16 P 2.9 Elite Conq 2/2 18 P 2.9 Elite Charcher 0/3 6 P 2.5 6 Elite Ele. Archer 0/3 3P 3 {1} Elite Genitour 0/4 4P 3 {1} Elite Genitour 0/4 4P 3 {1} Elite Genitour 0/4 4P 3 {1} Elite Gen. xBow 1/0 6 P 2 Janissary 1/0 17 P 3.45 Elite Janissary 2/0 22 P 3.45 Longbowman 0/0 6 P 2 Elite Longbowm. 0/1 7 P 2 Mangudai 0/0 6 P 1.68* Elite Mangudai 1/0 8 P 1.68* Elite Plumed Archer 0/1 5 P 1.9 Elite Plumed A. 0/2 5 P 1.9 Elite Rattan Archer 0/4 6 P 2 Elit. Rattan Archer 0/6 7 P 2 Slinger 0/0 5 P 2 War Wagon 0/3 9 P 2.5 Elite WW 0/4 9 P 2.5 Elite WW 0/4 9 P 2.5 Elite Woodcut. 26.8 W/min +Doi	5	2	20		60			0					1	2		0				1.3	80W 60G	0:21
Camel Archer 0/1 7P 2 E. Camel Archer 1/1 8P 2 Chu ko Nu 0/0 8P/0M 3.65 Elite Chu Ko Nu 0/0 8P/0M 3.85 Extra CKN Arrow 3P/0M 2 ex Conquistador 2/2 16 P 2.9 Elite Conq 2/2 18 P 2.9 Elite Archer 0/3 6 P 2.5 Genitour 0/3 7 P 2.5 Genitour 0/4 4P 3 {1} Genoese xBow 1/0 6 P 2 Janissary 1/0 6 P 2 Janissary 1/0 17 P 3.45 Elite Janissary 2/0 22 P 3.45 Elite Longbowm 0/1 7 P 2 Mangudai 0/0 6 P 2 Elite Mangudai 1/0 8 P 1.68* Plumed Archer 0/1 5 P 1.9 Rattan Archer <th< td=""><td>5</td><td></td><td>30</td><td>_</td><td>65</td><td></td><td></td><td>0</td><td></td><td></td><td></td><td></td><td>1</td><td>2</td><td></td><td>0</td><td></td><td></td><td></td><td>1.3</td><td>80W 60G</td><td>0:21</td></th<>	5		30	_	65			0					1	2		0				1.3	80W 60G	0:21
E. Camel Archer	4		95	_	55			0		4			'	۷		0				1.4	50W 60G	0:25
Chu ko Nu 0/0 8P/0M 3.65 Elite Chu Ko Nu 0/0 8P/0M 3.85 Extra CKN Arrow 3P/0M 2 ex Conquistador 2/2 16 P 2.9 Elite Conq 2/2 18 P 2.9 Elite Conq 2/2 18 P 2.9 Elite He. Archer 0/3 6 P 2.5 Elite Ele. Archer 0/3 7 P 2.5 Genitour 0/3 3P 3 {1} Elite Genitour 0/4 4P 3 {1} Genoese xBow 1/0 6 P 3 Elite Gen. xBow 1/0 6 P 2 Janissary 1/0 17 P 3.45 Elite Janissary 2/0 22 P 3.45 Longbowman 0/0 6 P 2 Elite Mangudai 1/0 8 P 1.68* Plumed Archer 0/1 5 P 1.9 Elite Plumed A. 0/2 5 P 1.9 E	4			0.63	60			0		6						0				1.4	50W 60G	0:25
Elite Chu Ko Nu 0/0 8P/0M 3.85 Extra CKN Arrow 3P/0M 2 ex Conquistador 2/2 16 P 2.9 Elite Conq 2/2 18 P 2.9 Ele. Archer 0/3 6 P 2.5 Elite Ele. Archer 0/3 7 P 2.5 Elite Ele. Archer 0/3 3P 3 {1} Elite Genitour 0/4 4P 3 {1} Elite Genitour 0/4 4P 3 {1} Elite Gen. xBow 1/0 6 P 3 Elite Janissary 1/0 17 P 3.45 Elite Janissary 2/0 22 P 3.45 Longbowman 0/0 6 P 2 Elite Longbowm. 0/1 7 P 2 Mangudai 0/0 6 P 1.68* Elite Mangudai 1/0 8 P 1.68* Elite Mangudai 1/0 8 P 1.68* Elite Plumed A. 0/2 5 P 1.9 Elite Plumed A. 0/2 5 P 1.9 Elite Rattan Archer 0/4 6 P 2 Elt. Rattan Archer 0/4 6 P 2 Elt. Rattan Archer 0/4 6 P 2 Elt. Rattan Archer 0/6 7 P 2 Elite WW 0/4 9 P 2.5 Elite WW 0/4 9 P 2.5 Elite WW 0/4 9 P 2.5 Elite Wodcut. 26.8 W/min +Doute Mining Gold 22.7 G/min +Gold Turk Gold M. 27.3 G/min +Gold Mining Stone 21.5 S/min +Gold Mining Stone 21.5 S/min +Ston Elivestock 19.8 F/min Livestock 19.8 F/min Fin Livestock 19.8 F/min Livestock	4		85	_	45			2		U						0				0.96	40W 35G	0:16
Extra CKN Arrow 3P/OM 2 extra CKN Arrow Conquistador 2/2 16 P 2.9 Elite Conq 2/2 18 P 2.9 Ele. Archer 0/3 6 P 2.5 Elite Ele. Archer 0/3 7 P 2.5 Genitour 0/3 3P 3 {1}	4		85	_	50			2								0				0.96	40W 35G	0:13
Conquistador 2/2 16 P 2.9 Elite Conq 2/2 18 P 2.9 Ele. Archer 0/3 6 P 2.5 Elite Ele. Archer 0/3 7 P 2.5 Genitour 0/3 3P 3 {1} Elite Genitour 0/4 4P 3 {1} Genoese xBow 1/0 6 P 2 Janissary 1/0 17 P 3.45 Elite Janissary 2/0 22 P 3.45 Longbowman 0/0 6 P 2 Elite Longbowm. 0/1 7 P 2 Mangudai 0/0 6 P 1.68* Elite Mangudai 1/0 8 P 1.68* Elite Mangudai 1/0 8 P 1.68* Plumed Archer 0/1 5 P 1.9 Elite Plumed A. 0/2 5 P 1.9 Elite Plumed A. 0/2 5 P 1.9 Elite Rattan Archer 0/4 6 P 2 Elt. Rattan Archer 0/6 7 P 2 Slinger 0/0 5 P 2 War Wagon 0/3 9 P 2.5 Elite WW 0/4 9 P 2.5 Unit M/P Armor Attack Time Woodcutting 23.3 W/min +Doi Armor Attack Time Woodcutting 23.3 W/min +Doi Turk Gold M. 27.3 G/min +Gold Turk Gold M. 27.3 G/min +Gold Relic Gold 30 G/min Aztec Mining Stone 21.5 S/min +Ston Korean Stone M. 25.8 S/min +Ston Livestock 19.8 F/min Livest Villager Fishing 25.8 F/min Vill. Fis Deep Fish (Ship) 29.3 F/min +Gilli Jap. Fishing (DA) 30.7 F/min +FA				_		Chu	Ko I		1 for	Elite						0				0.90	4000 330	0.13
Elite Conq Ele. Archer O/3 Ele. Archer O/3 Elite Ele. Archer O/3 Genitour O/3 Genitour O/3 Flite Genitour O/4 Genoese xBow O/0 Elite Gen. xBow O/0 Elite Janissary O/0 Elite Janissary O/0 Elite Longbowman O/0 Flite Mangudai O/0 Flite Mangudai O/0 Flite Plumed A. Celt Woodcut. Celt Woodcut. Mining Gold Turk Gold M. Celt Woodcut. Celt Woodcut. Celt Woodcut. Celt Woodcut. Celt Woodcut. Celt Woodcut. Celt Gold Celt G	xtra arr		65	_	55	Citu	NO I	vu, 4	+ 101	LIILE	-			4						1.3	60F 70G	0:24
Ele. Archer 0/3 6 P 2.5 Elite Ele. Archer 0/3 7 P 2.5 Genitour 0/3 3P 3 {1} Elite Genitour 0/4 4P 3 {1} Genoese xBow 1/0 6 P 3 Elite Gen. xBow 1/0 6 P 2 Janissary 1/0 17 P 3.45 Elite Janissary 2/0 22 P 3.45 Longbowman 0/0 6 P 2 Elite Longbowm. 0/1 7 P 2 Mangudai 0/0 6 P 1.68* Elite Mangudai 1/0 8 P 1.68* Plumed Archer 0/1 5 P 1.9 Elite Plumed A. 0/2 5 P 1.9 Elite Rattan Archer 0/4 6 P 2 Elt. Rattan Archer 0/6 7 P 2 Slinger 0/0 5 P 2 War Wagon 0/3 9 P 2.5 Elite WW 0/4 9 P 2.5 Wining Gold 22.7 G/min + Doi Mining Gold 22.7 G/min + Gold Turk Gold M. 27.3 G/min + Gold Mining Stone 21.5 S/min + Ston Korean Stone M. 25.8 S/min + Ston Livestock 19.8 F/min Lives Villager Fishing 25.8 F/min Vill. Fig Deep Fish (Ship) 29.3 F/min + Gilli Jap. Fishing (DA) 30.7 F/min + FA	6		70	_	70		\vdash							6		2				1.3	60F 70G	0:24
Elite Ele. Archer 0/3 7 P 2.5 Genitour 0/3 3P 3 {1} Elite Genitour 0/4 4P 3 {1} Genoese xBow 1/0 6 P 3 Elite Gen. xBow 1/0 6 P 2 Janissary 1/0 17 P 3.45 Elite Janissary 2/0 22 P 3.45 Longbowman 0/0 6 P 2 Elite Longbowm. 0/1 7 P 2 Mangudai 0/0 6 P 1.68* Elite Mangudai 1/0 8 P 1.68* Elite Plumed A. 0/2 5 P 1.9 Elite Plumed A. 0/2 5 P 1.9 Elite Plumed A. 0/2 5 P 2 Elite Rattan Archer 0/4 6 P 2 Elt. Rattan Archer 0/6 7 P 2 Slinger 0/0 5 P 2 War Wagon 0/3 9 P 2.5 Elite WW 0/4 9 P 2.5 Woodcutting 23.3 W/min + Doi Attack Re-load Time Woodcutting 23.3 W/min + Doi Celt Woodcut. 26.8 W/min + Doi Mining Gold 22.7 G/min + Gold Turk Gold M. 27.3 G/min + Gold Turk Gold M. 27.3 G/min Aztec Mining Stone 21.5 S/min + Ston Livestock 19.8 F/min Livest Villager Fishing 25.8 F/min Vill. Fishing 29.3 F/min + Gilli Deep Fish (Ship) 29.3 F/min + Gilli Jap. Fishing (DA) 30.7 F/min + FA	4{- 2 }			_	280			0						U		3	3			0.8	100F 80G	0:24
Genitour O/3 3P 3 {1} Elite Genitour O/4 4P 3 {1} Genoese xBow 1/0 6 P 3 Elite Gen. xBow 1/0 6 P 2 Janissary 1/0 17 P 3.45 Elite Janissary 2/0 22 P 3.45 Longbowman O/0 6 P 2 Elite Longbowm. O/1 7 P 2 Mangudai D/0 6 P 1.68* Elite Mangudai 1/0 8 P 1.68* Elite Mangudai 1/0 8 P 1.68* Elite Plumed A. O/2 5 P 1.9 Elite Plumed A. O/2 5 P 1.9 Elite Rattan Archer O/4 6 P 2 Elt. Rattan Archer O/6 7 P 2 Slinger O/0 5 P 2 War Wagon O/3 9 P 2.5 Elite WW O/4 9 P 2.5	4{- 2 } 4{- 2 }				330			0								4	4			0.8	100F 80G	0:25
Elite Genitour 0/4 4P 3 {1}	4 {-2} 1-4			_	50		\vdash	U	4							0	4			1.35	50F 35W	0:25
Genoese xBow	1-4			_	55				5	2						0				1.35	50F 35W	0:23
Elite Gen. xBow	4		100		45	4)	4	5	5				0				0.96	45W 45G	0:23
Janissary	4	_	100	_	50	5				6	7	7				0				0.96	45W 45G	0:22
Elite Janissary 2/0 22 P 3.45 Longbowman 0/0 6 P 2 Elite Longbowm. 0/1 7 P 2 Mangudai 0/0 6 P 1.68* Elite Mangudai 1/0 8 P 1.68* Plumed Archer 0/1 5 P 1.9 Elite Plumed A. 0/2 5 P 1.9 Elite Plumed A. 0/2 5 P 1.9 Rattan Archer 0/4 6 P 2 Elt. Rattan Archer 0/6 7 P 2 Slinger 0/0 5 P 2 War Wagon 0/3 9 P 2.5 Elite WW 0/4 9 P 2.5 Unit M/P Armor Attack Re-load Time Woodcutting 23.3 W/min + Doi Celt Woodcut. 26.8 W/min + Doi Celt Woodcut. 26.8 W/min + Gold Turk Gold M. 27.3 G/min + Gold Aztec Mining Stone 21.5 S/min + Ston Livestock 19.8 F/min Livestock Villager Fishing 25.8 F/min Vill. Figure Villager Fishing 29.3 F/min + Gilli Jap. Fishing (DA) 30.7 F/min + FA	8		50	_	44*)				U	'			2		0				0.96	60F 55G	0:17*
Longbowman 0/0 6 P 2	8		50	_	50*									3						0.96	60F 55G	0:17
Elite Longbowm. 0/1 7 P 2 Mangudai 0/0 6 P 1.68*	6*		_	_	35			2						٦		0				0.96	35W 40G	0:17
Mangudai	8*	_	_	_	40			2								0				0.96	35W 40G	0:18
Elite Mangudai	4		95	_	60			1					3							1.45	55W 40G	0:16
Plumed Archer 0/1 5 P 1.9 Elite Plumed A. 0/2 5 P 1.9 Rattan Archer 0/4 6 P 2 Elt. Rattan Archer 0/6 7 P 2 Slinger 0/0 5 P 2 War Wagon 0/3 9 P 2.5 Elite WW 0/4 9 P 2.5 Unit M/P Armor Attack Re-load Time Woodcutting 23.3 W/min + Doi Celt Woodcut. 26.8 W/min + Doi Mining Gold 22.7 G/min + Gold Turk Gold M. 27.3 G/min + Gold Relic Gold 30 G/min Aztec Mining Stone 21.5 S/min + Ston Livestock 19.8 F/min Livest Villager Fishing 25.8 F/min Vill. Figure Deep Fish (Ship) 29.3 F/min + Gilli Jap. Fishing (DA) 30.7 F/min + FA	4		95	_	60			1					5							1.45	55W 65G	0:26
Elite Plumed A. 0/2 5 P 1.9 Rattan Archer 0/4 6 P 2 Elt. Rattan Archer 0/6 7 P 2 Slinger 0/0 5 P 2 War Wagon 0/3 9 P 2.5 Elite WW 0/4 9 P 2.5 Elite WW 0/4 9 P 2.5 War Wagon 23.3 W/min + Doi	4		80		50	1	1	2					<u> </u>			0				1.2	40W 40G*	0:16
Rattan Archer	5	_	90	_	65		2	2								0				1.2	35W 35G*	0:16
Slinger	4	1	80	_	40	_	_	2								0				1.1	50W 45G	0:16
Slinger	5	+	90	_				2								0				1.1	50W 45G	0:16
War Wagon 0/3 9 P 2.5 Elite WW 0/4 9 P 2.5 Unit M/P Armor M/P Attack Reload Time Woodcutting 23.3 W/min + Dot Attack + Dot Attack Celt Woodcut. 26.8 W/min + Dot Attack + Gold Hold Attack Mining Gold 22.7 G/min + Gold Hold Attack + Gold Attack Turk Gold M. 27.3 G/min + Gold Attack + Gold Attack Relic Gold 30 G/min Aztect Aztect Mining Stone 21.5 S/min + Ston Korean Stone M. 25.8 S/min + Ston Livestock 19.8 F/min Livestock Villager Fishing 25.8 F/min Vill. Fis Deep Fish (Ship) 29.3 F/min + Gilli Jap. Fishing (DA) 30.7 F/min + FA	1-5	+	_	0.78	40	10	10							3		0				0.96	30F 40G	0:25
Unit M/P Armor M/P Armor M/P Armor M/P Attack M/P Attack M/P Attack M/P Attack Mining Celt Woodcut. 26.8 W/min + Doi Mining Gold 22.7 G/min + Gold Turk Gold M. 27.3 G/min + Gold Relic Gold 30 G/min Aztec Mining Stone 21.5 S/min + Ston Korean Stone M. 25.8 S/min Livestock Villager Fishing 25.8 F/min Vill. Fis Deep Fish (Ship) 29.3 F/min + Gilli Jap. Fishing (DA) 30.7 F/min + FA	4		100	_	150	10	10	•						<u> </u>		5				1.2	110W 60G	0:21
Unit M/P Armor Attack Woodcutting 23.3 W/min +Doi Celt Woodcut. 26.8 W/min +Gold Turk Gold M. 27.3 G/min +Gold Relic Gold 30 G/min Aztec Mining Stone 21.5 S/min +Ston Korean Stone M. 25.8 S/min Livestock 19.8 F/min Livest Villager Fishing 25.8 F/min Vill. Fis Deep Fish (Ship) 29.3 F/min +FA	5		100	_	200											5				1.2	110W 60G	0:21
Woodcutting 23.3 W/min +Dor Celt Woodcut. 26.8 W/min +Gold Turk Gold M. 27.3 G/min +Gold Relic Gold 30 G/min Aztec Mining Stone 21.5 S/min +Ston Korean Stone M. 25.8 S/min +Ston Livestock 19.8 F/min Lives Villager Fishing 25.8 F/min Vill. Fis Deep Fish (Ship) 29.3 F/min +Gilli Jap. Fishing (DA) 30.7 F/min +FA		2.3	100	, ,	200			10		\cap			S	G	_		7			1,2	11000 000	0.21
Woodcutting 23.3 W/min +Doi Celt Woodcut. 26.8 W/min +Doi Mining Gold 22.7 G/min +Gold Turk Gold M. 27.3 G/min +Gold Relic Gold 30 G/min Aztec Mining Stone 21.5 S/min +Ston Korean Stone M. 25.8 S/min +Ston Livestock 19.8 F/min Livest Villager Fishing 25.8 F/min Vill. Fis Deep Fish (Ship) 29.3 F/min +Gilli Jap. Fishing (DA) 30.7 F/min +FA	Ra.	Re-	. Acc			S	Inf	ρe	¥	Camel	Ca	Ee	Siege	Gunp.	ni.	Build.1	Tow./St.	≜	Ű	Move		Build
Woodcutting 23.3 W/min +Doi Celt Woodcut. 26.8 W/min +Doi Mining Gold 22.7 G/min +Gold Turk Gold M. 27.3 G/min +Gold Relic Gold 30 G/min Aztec Mining Stone 21.5 S/min +Ston Korean Stone M. 25.8 S/min +Ston Livestock 19.8 F/min Lives Villager Fishing 25.8 F/min Vill. Fis Deep Fish (Ship) 29.3 F/min +Gilli Jap. Fishing (DA) 30.7 F/min +FA	LoS			Δ1)	HP	Ship	Infantry	Spearmer	Archers		Cavalry	Elephant	Ф 		Unique		St.	All Walls	Castle	Speed	Cost	Time
Celt Woodcut. 26.8 W/min +Door Mining Gold 22.7 G/min +Gold Turk Gold M. 27.3 G/min +Gold Relic Gold 30 G/min Aztec Mining Stone 21.5 S/min +Ston Korean Stone M. 25.8 S/min +Ston Livestock 19.8 F/min Livest Villager Fishing 25.8 F/min Vill. Figure 19.3 F/min +Gilling Fishing (DA) 30.7 F/min +FA		Time	(1.5)				٧	en	S	5	~	큐	Mam	Ram	<u>_</u>	B2	Wal	S	עו	(tiles/s)		
Celt Woodcut. 26.8 W/min +Door Mining Gold 22.7 G/min +Gold Turk Gold M. 27.3 G/min +Gold Relic Gold 30 G/min Aztec Mining Stone 21.5 S/min +Ston Korean Stone M. 25.8 S/min +Ston Livestock 19.8 F/min Livest Villager Fishing 25.8 F/min Vill. Figure 19.3 F/min +Gilling Fishing (DA) 30.7 F/min +FA	uble-	+Do	e-Bit	Axe	27.	9 W	//mii	n	+B	ows	aw				in	+Tv	vo-N	/lan	Saw	36.9	9 W/min	
Mining Gold 22.7 G/min +Gold Turk Gold M. 27.3 G/min +Gold Relic Gold 30 G/min Aztec Mining Stone 21.5 S/min +Ston Korean Stone M. 25.8 S/min +Ston Livestock 19.8 F/min Livest Villager Fishing 25.8 F/min Vill. Fis Deep Fish (Ship) 29.3 F/min +Gilli Jap. Fishing (DA) 30.7 F/min +FA		<u> </u>	uble-Bit Axe				//mir			ows			3.5 W/min 3.6 W/min									
Turk Gold M. 27.3 G/min +Gold Relic Gold 30 G/min Azted Mining Stone 21.5 S/min +Ston Korean Stone M. 25.8 S/min +Ston Livestock 19.8 F/min Livest Villager Fishing 25.8 F/min Vill. Fishing (DA) 30.7 F/min +FA	d Min	+Gol	ining	2	6.2 G/				_	Sha		/ /lini	ing	3	0.1	G/mi	n		Sult	ans (Ind	ian UT): x1.1	
Relic Gold 30 G/min Aztec Mining Stone 21.5 S/min +Ston Korean Stone M. 25.8 S/min +Ston Livestock 19.8 F/min Lives Villager Fishing 25.8 F/min Vill. Fisher Fishing 29.3 F/min +Gilli Jap. Fishing (DA) 30.7 F/min +FA	d Min	_		+	1.4 G/					Sha						G/mi				•		
Mining Stone 21.5 S/min +Ston Korean Stone M. 25.8 S/min +Ston Livestock 19.8 F/min Livest Villager Fishing 25.8 F/min Vill. Fis Deep Fish (Ship) 29.3 F/min +Gilli Jap. Fishing (DA) 30.7 F/min +FA				40 G/n		Т	Sulta							G/n	nin	S	ulta	ns+	Azte	c Ally	44 G/min	
Korean Stone M. 25.8 S/min +Ston Livestock 19.8 F/min Livest Villager Fishing 25.8 F/min Vill. Fis Deep Fish (Ship) 29.3 F/min +Gilli Jap. Fishing (DA) 30.7 F/min +FA		_	_		4.8 S/	_				ne S						28.5						
Livestock 19.8 F/min Livest Villager Fishing 25.8 F/min Vill. Fis Deep Fish (Ship) 29.3 F/min +Gilla Jap. Fishing (DA) 30.7 F/min +FA				4	9.7 S/					ne S				_		34.2 9						
Villager Fishing25.8 F/minVill. FishingDeep Fish (Ship)29.3 F/min+GillingJap. Fishing (DA)30.7 F/min+FA	stock+				24.5					Hun				4.6					g+N	longols	36.6 F/min	
Deep Fish (Ship) 29.3 F/min +Gilli Jap. Fishing (DA) 30.7 F/min +FA										ora				8.6							23.3 F/min	
Jap. Fishing (DA) 30.7 F/min +FA			_	6.2 F/ı			h Tr	ар		0.5 I				illn			5 F/r				(Ship) 16.8 F	/min
-	32.1 I	_	_					•		illne				m.				min			48.4 F/min	
Jap. Shore F.(DA) 17.6 F/min +FA	18.4 I									illne				m.			1 F/r				24.9 F/min	
-	22.5 I																	min			30.3 F/min	
Farming 19.8 F/min May				8.8 F/ı			ztec					9.2 F/m. Berbe				20.4 F/mi				22.4 F/min		
+Wheelbarrow 22.7 F/min May		_		1.6 F/ı			ztec						Berbers		23.3 F/m					25.7 F/min		
+Hand Cart 24.4 F/min May		_	_	3.2 F/ı			ztec			5.2 I				erbe				F/mi			27.4 F/min	

Version: 15.09.18 Unit	M/P	M/P	Re- load		Acc	AD	НР	Ship	Infantry	Spearmen	Archers	Camel	Cavalry	Elephant	Siege Monk	Gunp.	Turtle	Build.1	Tow./St. Wall	All Walls	Castle	Move Speed	Cost	Build
J	Armor	Attack	Time	LoS	(%)			ס'	itry	men	ers	CA	ΨĮ	nant	Monk	Ram	E	B2	: Wall	/alls	tle	(tiles/s)		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
Harbor	3/10	6P	3	7	100		2000	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 A	Arrow (ha	as differe	nt valu	es for l	onus	atk)		0		2						0								
Watch Tower	1/7	5 P	2	1-8	100		1020	_		2		1											50W 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											50W 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	_		2		1											50W 125S	1:20
Keep extra arro		8 P	2	1-8	100			10		2		1							5					
Bombard Tower	3/9	120P	6	1-8	100		2220	_				1									-		100G 125S	1:20
Town Center	3/5	5 P	2	6	100		2400					1						5	_				275W 100S	2:30
Town Center		creases	+1/+1	_	e (Lik	e mos		ston	e bu	ildin	gs as	s we	II)	1										
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	(20)		6			400																20W	0:30
Stone Gate	6/6	{20}		6 6			1375 2750																30S	0:70
Stone G (CA+)	6/6	{20}		6			4000																30S 30S	0:70
(Fortified) Gate	6/6	{20}		6			500	1:		f Cia	b+ in	cros	2505	by	2 20	۱							25W 5S	0:70
Outpost Wonder	3/10			8			4800	LI	ne o	1 319	ווונ וו	icrea	ases	Бу 1	+2 p€	er Aç	je				1	000\\/ 10	00G 1000S	58:20
House	-	1/1 per	Vao)	6			550	(Fo	اداما	. 75	 Л Ц [actle	\ \lm	n. 0	00 I	TD/				'	00000 100	25W	0:25
Lumber Camp		1/1 per		6			600	_							•								100W	0:35
Mining Camp		1/1 per		6			600	<u> </u>							_								100W	0:35
Mill		1/1 per		6			600	<u> </u>							_								100W	0:35
Fish Trap	0/0	715		1			50	(1 0		. 00		,			.p		,						100W	0:40
Farm	0/0	Base=		0			480	Н	orse	Col	lar=	250) F. I	⊥ Hea	vv P	low	=37	5 F. (Cror	Rot	ation	=550 F	60W	0:15
Dock		1/1 per		5			1800			-			.,.					.,		- 1101			150W	0:35
Barracks		1/1 per		5			1200	(Fe	ıdal	: 15	 00 F	∟—— НР. (Cast	le: 1	1800	HP	. Imi	o: 21	00 F	∟—— НР)			175W	0:50
Archery Range		1/1 per		5			1500	_							00 F		,			·· ,			175W	0:50
Stable		1/1 per		5			1500								00 F								175W	0:50
Blacksmith		1/1 per		5			1800		nper														150W	0:40
Market		1/1 per		5			1800	_	nper														175W	1:00
University		1/1 per		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	(Ir	nper	ial /	Age:	210	00 F	HP)									200W	0:40
Feitoria	3/10			4			1800																250G 250S	2:00
Unit	M/P Armor	M/P Attack	Re- load Time	Ra. LoS	Acc (%)	AD	НР	Ship	Infantry	Spearmen	Archers	Camel CA	Cavalry	Elephant	Siege Monk	Gunp. Ram	Turtle UU	Build.1 B2	Tow./St. Wall	All Walls	Castle	Move Speed (tiles/s)	Cost	Build Time
*Civ Bonuses th	nat affe	t uniqu	e units	are a	lreac	ly fac	tored	in (i	f a k	onu	ıs is	low	ver i	n ca		age	e, the	e lov	ver b	onu	s is a	pplied to	non-elite un	its)