

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/+1 Armor (300W 400F, 0:40)
Imperial Age Tech: Manipur Cavalry – Cavalry and Arambai +6 attack vs. Buildings (only +3 is blockable) (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 Works. units +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 upgrade 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 (600F 600G, 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) (Elite: 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 +0/+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 cost -15%
- 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
- Houses can garrison 5 villagers

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 and castles built 33% faster, Towers built 5% 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, +1 attack (600F 400G, 0:40)

- Forging, Iron Casting, Blast Furnace free
- Scout line costs 15% 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 – Milita-line costs no gold (1000F 600G, 0:40)

- Advancing to Ages 80% faster
- Fish Traps cost -33%
- Fish Traps provide unlimited food
- Battle Elephants 30% 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 free

Team Bonus: University researches 80% faster

Mayans

Unique Unit: Plumed Archer (Fast moving foot archer) (Elite: 1000W 700F, 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.

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, BBT/BBC projectiles +0.2 speed, HC/Organ Gun/Cannon Galleon projectiles +0.5 speed (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 cannoneer) (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, +2/2 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 Cannoneers 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 cannoneer) (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 +50 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 +20% HP
- 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, +4 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 15/15/20% 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.

Unit	M/P Armor	M/P Attack	Re- load Time	Ra. LoS	Acc (%)	AD	HP	Ship Condo	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
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	15	4			1				1	35F 25W	0:22
Pikeman	0/0	4 M	3	4			55	16		1		18	22	25	11			1				1	35F 25W	0:22
Halberdier	0/0	6 M	3	4			60	17		1		26	32	28	16			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	1.2	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	10	2								2				1	60F 30G	0:17*
Elite Jaguar W.	2/1	12 M	2	5			75	10	11	2								2				1	60F 30G	0:17*
Kamayuk	0/0	7 M	2	1	100		60					6	8	20				0				1	60F 30G	0:10
Elite Kamayuk	1/0	8 M	2	1	100		80					10	12	20	1			0				1	60F 30G	0:10
Karambit Warrior	0/1	6 M	2	3			30			2	(Only uses 0.5 pop space)							0				1.2	30F 15G	0:06
Elite Karambit W.	1/1	7 M	2	3			40			2	(Only uses 0.5 pop space)							1				1.2	30F 15G	0:06
Samurai	1/1	8 M	1.43*	4			60			2							10	2				1	60F 30G	0:09
Elite Samurai	1/1	12 M	1.43*	5			80			3							12	3				1	60F 30G	0:09
Shotel Warrior	0/0	16 M	2	3			40			0								2				1.2	50F 35G	0:08
Elt. Shotel Warr.	0/1	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	0:12
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	0:17
Elite Throwing A.	1/0	8 M	2	4	100	0.8	70			2	0							2				1	55F 25G	0:17
Woad Raider	0/1	8 M	2	3			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	(Blast Radius: 1)							12			35				0.6	160W 135G	0:46
Onager	0/7	50 M	6	3-8	100	0	60	(Blast Radius: 1.25)							12			45	(Can fell trees)			0.6	160W 135G	0:46
Siege Onager	0/8	75 M	6	3-8	100	0	70	(Blast Radius: 1.5)							12			60	(Can 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	(Blast Radius: 1.5)							50			150				0.5	160W 75G	0:36
Siege Ram [6]	-3/195	4M {2}	5	3			270	(Blast Radius: 2)							65			200				0.6	160W 75G	0:36
Siege Tow. [10]	-2/100			8			220															0.8	200W 160G	0:36
Bonus per infantry unit garrisoned															Rams only:			10	Both:			0.05		
Scorpion	0/7	12 P	3.6	2-7	100	0.21	40							6		1		2				0.65	75W 75G	0:30
Heavy Scorpion	0/7	16 P	3.6	2-7	100	0.21	50							8		2		4				0.65	75W 75G	0:30
Scorpion bolts deal 50% pass-through damage to any unit in their path. They also deal an extra 0M dmg (relevant against rams/siege towers)																								
Bomb. Cannon	2/5	40M	6.5	5-12	92	0.21	80	40	(Blast Radius: 0.5)							20		200	40			0.7	225W 225G	0:56
Trebuchet	1/150	200P	10	4-16	15	0.6	150											250	(Can fell trees)			0		
Packed Treb	2/8			19																		0.8	200W 200G	0:50
Petard	0/2	25 M		4			50	(Blast Radius: 0.5)							60			500		900	100	0.8	65F 20G	0:25
Organ Gun	2/4	16 P	3.45	1-7	50	0.6	60	(+4x 2 dmg bullets)														0.85	80W 60G*	0:21
Elite Organ Gun	2/6	20 P	3.45	1-7	50	0.6	70	(+4x 2 dmg bullets)														0.85	80W 60G*	0:21
Unit	M/P Armor	M/P Attack	Re- load Time	Ra. LoS	Acc (%)	AD	HP	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

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Unit	M/P Armor	M/P Attack	Re-load Time	Ra. LoS	Acc (%)	AD	HP	Ship	Infantry	Spearmen	Archers	Camel CA	Cavalry	Elephant	Siege Mam.	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: 0.4)												7	7			0.85	120F 70G	0:28		
El. Battle Elephant	1/3	16 M	2	5			300	(Blast Radius: 0.4)												10	10			0.85	120F 70G	0:28		
Ballista Ele. {-2}	0/3{-2}	8P{-2}	2.5	5	100	0.4	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	0.4	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	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	(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		7			0				1.45	55F 60G	0:22				
Imp. Camel	0/1*	9 M	2	5			140	9				9	18		7			0				1.45	55F 60G	0:20				
Fishing Ship	0/4			5			60	(Fire Galleys only deal 1 dmg to Fishing Ships)																		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}	0/6	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	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				

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Unit	M/P Armor	M/P Attack	Re- load Time	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
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 Arrow (has different values for bonus atk)								0		2						0								
Watch Tower	1/7	5 P	2	1-8	100		1020	7		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	10		2		1											50W 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
Unit	M/P Armor	M/P Attack	Re- load Time	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

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