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
Version: 23.05.18																							
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	1.2	50			1							1				0.9	55F 25G	0:17
E. Throwing A.	1/0	8 M	2	4	100	0.8	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	0.5	30			3	3						0				0.96	25F 35W	0:22
Elite Skirmisher	0/4	3P	3	1-5	90	0.5	35			3	4	2					0				0.96	25F 35W	0:22
Cavalry Archer	0/0	6 P	2	4	50	1	50			2							0				1.4	40W 70G	0:34
Hvy Cav Arch.	1/0	7 P	2	4	50	1	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	0.4	55								4						1.3	60F 70G	0:24
Elite Conq	2/2	18P	2.9	6	70	0.4	70								6		2				1.3	60F 70G	0:24
Janissary	1/0	17 P	3.45	8	50	0.4	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	0.5	35			2							0				0.96	35W 40G	0:19
Elite LBM	0/1	7 P	2	8*	80	0.5	40			2							0				0.96	35W 40G	0:19
Mangudai	0/0	6P	1.68*	4	95	1	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	0.5	50		1	2							0				1.2	37W 37G*	0:16
Elite Plumed	0/2	5P	1.9	5	90	0.5	65		2	2							0				1.2	32W 32G*	0:16
War Wagon	0/3	9P	2.5	4	100	1	150										5				1.2	110W 60G	0:25
Elite WW	0/4	9P	2.5	5	100	1	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	0.6	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	Eagles 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

Version: 23.05.18

Unit	M/P Armor	M/P Attack	Fire Rate	Ra. LoS	Acc (%)	Att. Delay (in s)	HP	Camel/Ship	Infantry	UU Spear	Archers	Cav Archer	Cavalry	Elephant	Siege Ram	Monk Turtle	Build B2	Tow/S. Wall	All Walls	Castle	Move Speed (tiles/s)	Cost	Build Time
Scout	0/2	3M	2	4			45									6					1.2		
Scout(Feudal+)	0/2	5M	2	6			45									6					1.55	80F	0:30
Light Cavalry	0/2	7 M	2	8			60									10					1.5	80F	0:30
Hussar	0/2	7 M	1.9	10			75									12					1.5	80F	0:30
Knight	2/2	10 M	1.8	4			100				0										1.35	60F 75G	0:30
Cavalier	2/2	12 M	1.8	4			120				0										1.35	60F 75G	0:30
Paladin	2/3	14 M	1.9	5			160				0										1.35	60F 75G	0:30
Cataphract {12}	2/1	9 M	1.8	4			110		9												1.35	70F 75G	0:20
E. Cataphr. {16}	2/1	12M	1.7	5			150		12												1.35	70F 75G	0:20
Tarkan	1/2	7 M	2.1	5			90										8	12	8	10	1.35	60F 60G	0:14
Elite Tarkan	1/3	11 M	2.1	7			150										10	12	10	10	1.35	60F 60G	0:14
War Elephant	1/2	15 M	2	4			450										7	7			0.6	200F 75G	0:31
Elt. War Eleph.	1/3	20 M	2	5			600		(Blast Width: 0.5)								10	10			0.6	200F 75G	0:31
Mangonel	0/6	40M	6	3-7	100	0	50		(Blast Width: 1)						12		35				0.6	160W 135G	0:46
Onager	0/7	50M	6	3-8	100	0	60		(Blast Width 1.25)						12		45				0.6	160W 135G	0:46
Siege Onager	0/8	75M	6	3-8	100	0	70		(Blast Width: 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 [4]	-3/190	3M {1}	5	3			200		(Blast Width: 1.5)						50		150				0.5	160W 75G	0:36
Siege Ram [6]	-3/195	4M {2}	5	3			270		(Blast Width: 2)						65		200				0.6	160W 75G	0:36
Bonus per infantry unit garrisoned																	10				0.05		
Scorpion	0/6	12P/0M	3.6	2-7	100	0.21	40							6	1		2				0.65	75W 75G	0:30
Heavy Scorpion	0/7	16P/0M	3.6	2-7	100	0.21	50							8	2		4				0.65	75W 75G	0:30
Bomb. Cannon	2/5	40M	6.5	5-12	100	0.21	80	40	(Blast Width: 0.5)						20		200	40			0.7	225W 225G	0:56
Trebuchet	1/150	200P	10	4-16	15	0.6	150	(Can fell trees, but not efficiently)									250				0		
Packed Treb	2/8			19																	0.8	200W 200G	0:50
Petard	0/2	25 M		4			50		(Blast Width: 0.5)						60		500	900		100	0.8	80F 20G	0:25
Castle** {8}	8/11	11P	2	1-8	100		4800	11		0**								11				650 S	3:20
Watch Tower	1/7	5 P	2	1-8	100		1020	7		2							0**					25W 125S	1:20
Guard Tower	2/8	6 P	2	1-8	100		1500	9		2							0**					25W 125S	1:20
Keep	3/9	7 P	2	1-8	100		2250	10		2							0**					25W 125S	1:20
Bombard Tower	3/9	120P	6	1-8	100		2220	40														100G 125S	1:20
Town Center	3/5	5 P	2	6	100		2400	5	(+1/+1 armor per age)								5					275W 100S	2:30
Palisade Wall	2/5			2			250															2W	0:05
Stone Wall	8/10	{16}		2			1800															5S	0:8
Fortified Wall	12/12	{24}		2			3000															5S	0:8
(Stone) Gate	6/6	{20}		6			2750															30S	0:70
(Fortified) Gate	6/6	{20}		6			4000															30S	0:70
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	6P	3	5	100	0	120	8							3		6				1.43	90W 30G	1:00
War Galley	0/6	7P	3	6	100	0	135	9							4		7				1.43	90W 30G	0:36
Galleon	0/8	8P	3	7	100	0	165	11							4		8				1.43	90W 30G	0:36
Demo. Ship {3}	0/3	110 M		6			50	(Blast Width: 2.5)									220				1.6	70W 50G	0:31
H Demo Ship{5}	0/5	140 M		6			60	(Blast Width: 3.5)									280				1.6	70W 50G	0:31
Fire Ship {5}	0/6	2P/1M	0.25	2.49		0	120	3							2		2				1.35	75W 45G	0:36
Fast Fire Sh. {7}	0/8	3P/1M	0.25	2.49		0	140	4							3		3				1.43	75W 45G	0:36
Cannon Galleon	0/6	35M	10	3-13	50	0	120		15		15		15		40		200				1.1	200W 150G	0:46
Elt Cannon G.	0/8	45M	10	3-15	50	0	150		15		15		15		40		275				1.1	200W 150G	0:46
Longboat	0/6	7P	3.34	6	100	0	130	9							4		7				1.54	80W 40G*	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 Shot		1P																					
Turtle Ship {8}	6/5	50M	6	6	100		200														0.9	200W 200G	0:50
E.Turtle Sh.{11}	8/6 {1}	50M	6	6	100	0	300														0.9	200W 200G	0:50
Unit	M/P Armor	M/P Attack	Fire Rate	Ra. LoS	Acc (%)	Att. Delay (in s)	HP	Camel/Ship	Infantry	UU Spear	Archers	Cav Archer	Cavalry	Elephant	Siege Ram	Monk Turtle	Build B2	Tow/S. Wall	All Walls	Castle	Move Speed (tiles/s)	Cost	Build Time

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

**First castle arrow: 11P, +2 vs. Spearmen, no other bonuses; Towers: +5 bonus vs stone defense only for extra arrows.