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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

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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 cannoneers +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 (Anticavalry 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 – Militaline 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.

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Version: 31.08.18 **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, 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 anticavalry 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.

	Version: 31.08.18 Description	Building	: Age	Buildings, Units & Technology	Aztec	Berbers	Britons	Byzant.	Celts	Ethiop.	Franks	Goths	Sun T	Incas	Italians	Japane	Koreans	Magya	Malay	Malians	Monge	Persians	Portug.	Saracens	Slavs	Spanish	Teutons	Vietnam	Vikings	Cost	В
H	wall replaces Stone Wall	U	III	Stone Wall Fortified Wall					=	_			-			_	Н						-		+	+	+			200F 100W	0:5
	replaces Watch Tower	U	Ш	Guard Tower																					т					100F 250W	0:3
Н	replaces Guard Tower	U	IV	Keep																									_	500F 350W	1:1
26	cannon tower	U	IV	Bombard Tower									_					П												800F 400W	1:0
	Watch/Guard T./Keep +1/2/3 attack	U	IV	Arrowslits																	\top								$\overline{}$	250F 250W	0:2
	Towers/Castle bonus dmg vs ships*	U	Ш	Heated Shot																					_					350F 100G	0:3
'	Villagers build 20% faster	Ü	III	Treadmill Crane														Н,								c				300F 200W	0:4
Н	Buildings +10%hp, +armor*	U	III	Masonry				С									Н						-						_	150F 175W	0:5
Н	Buildings +10%hp, +armor*	U	IV	Architecture				С		-																_				300F 200W	1:1
Н	Castles +21% HP	C	IV	Hoardings															_	-									_	400F 400G	1:1
+		MC	III				-		_		_	_		-									_	-	_				_	200F 150W	1:1
_	15% faster gold gathering (1.32 total)	MC	III	Gold Shaft Mine					_	-				-			-		-								-		_		1:1
	5% faster stone gathering (1.32 total)			Stone Shaft Mine						-	_		_			_									_	-			$\overline{}$	200F 150W	_
-	0% faster wood gathering (1.59 total)	LC	IV	Two-Man Saw				-	С												_		-		_		-			300F 200W	1:4
i -	Farms +175F	Mill	IV	Crop Rotation				-											_	-				_						250F 250W	1:1
	-15% trading fee	MK	IV	Guilds															_	_				С					_	300F 200G	0:5
/illa	agers +15 vs build., +15 vs stone def.	С	IV	Sappers			_		_					_			_								_				_	400F 200G	0:1
L	replaces Scout Cavalry	S	Ш	Light Cavalry														ш											_	150F 50G	0:4
L	replaces Light Cavalry	S	IV	Hussar																									<u></u>	400F 600G	0:5
	heavy cavalry	S	Ш	Knight																											
	replaces Knight	S	IV	Cavalier																										300F 300G	1:4
	replaces Cavalier	S	IV	Paladin																										1300F 750G	2:
	Heavy, slow Cavalry	S	III/IV	(E.) Battle Elephant																										1200F 900G	1:
	anti-cavalry		III/IV	(Heavy) Camel																					\top	T				325F 360G	1:4
F.	+10% cavalry speed (not missionaries)	S	İII	Husbandry																_									-	150F	0:
Н	+20hp cavalry/mounted units	S	II	Bloodlines							С																		_	150F 100G	1:
\vdash	+1/+1p cavalry armor	BS	IV	Plate Barding A.															х										-	350F 200G	1:
H	+1/+1p cavalry armor +2 cavalry & infantry atk	BS	- <u>IV</u> -	Blast Furnace							-					-6			^							-			_	275F 225G	1:
⊬		- <u>B3</u> -	. <u>-ıv</u> _		_		- +	_		-							-			-								_		215F 223G 215F 90G	0:
H	replaces Spearman		IV	Pikeman			-	-	_				_	_				Н	_						-	-					_
\vdash	replaces Pikeman	В		Halberdier			-	-	_	-	_	_	_	_		_		Н							-	-			$\overline{}$	300F 600G	0:
	replaces Long Swordsman	В	IV	2H Swordsman										_				ш	_				_		_	4	_			300F 100G	1:
L	replaces 2H Swordsman	В	IV	Champion										_											_	_	_			750F 350G	1:4
L	+10% infantry speed	В	Ш	Squires					С									Ш											_	100F	0:
L	+1/+2p infantry armor	BS	IV	Plate Mail Armor																										300F 150G	1:
	replaces Skirmisher	Α	Ш	Elite Skirmisher																										200W 100G	0:
	replaces Cavalry Archer	Α	IV	Hvy Cav Archer																										900F 500G	0:
Г	replaces Archer	Α	Ш	Crossbowman																										125F 75G	0:
Г	replaces Crossbowman	Α	IV	Arbalest																										350F 300G	0:
E	100% archer accuracy, faster firing*	Α	Ш	Thumb Ring																									_	300F 250W	0:4
Н	CA: +1/+2p armor, atk. vs. Spears*	Α	IV	Parthian Tactics					_																				_	200F 250G	1:0
Н	+1atk & range for arrow atk	BS	IV	Bracer																	_								_	300F 200G	0:4
Н	-	BS		Ring Archer Armor)	,			_		_			_							-							250F 250G	1:
┢	+1/+2p archer armor	M	III		_			`	_	-	_		_		_	_			_	-		_	-	-	-	-	-	_		325G	0:4
H	Monk can convert Monks			Atonement				-					_							-			-		-	-	-		_		_
\vdash	Monks walk 15% faster	М	III	Fervor												_					-		-		-	-		_	_	200G	0:
	Monk can convert buildings	М	III	Redemption										_		_			_		_		_		_	4	_		_	140G	0:
L	Monk +50% hp	М	Ш	Sanctity															_	_			_		_	_				120G	1:
L	Monk +3 conversion range	М	IV	Block Printing																						_				200G	0:
L	Monk 87.5% faster recharge	М	IV	Illumination																										120G	1:
	1 Monk recharges if in group	М	IV	Theocracy																										200G	1:
	converted units die	M	Ш	Heresy																										1000G	1:
Г	garrisoned units heal x4 faster	М	Ш	Herbal Medicine																										350G	0:
C	onv min/max time +2/5s, chance -66%	М	IV	Faith																										750F 1000G	1:
Г	replaces Scorpion	SW	IV	Heavy Scorpion																										1000F 1100W	V 0:
Г	replaces Ram	SW	IV	Siege Ram																									_	1000F	1:
	anti-infantry, archer	SW	IV	Onager																									_	800F 500G	1:
Н	replaces Onager	SW	IV	Siege Onager																									_	1450F 1000G	_
H	siege +1 range +20% atk vs build.	U	IV	Siege Engineers																									-	600W 500F	0:
۲		A	IV	Hand Cannoneer			_		_	_	_	_	_			_	•	_			_		-	_	_					00011 3001	-
H	close range gun unit (anti-infantry)	SW							-							_	-			_	+		-		-	-	-		Н		+
	long range, anti-building		IV	Bombard Cannon				-					-			_			_		+		-		-	-	-			4005 50014	_
L	long range ship	D	IV	Cannon Galleon									-			_			_	_			_			_			_	400F 500W	0:
L	replaces Cannon Galleon	D	IV	E Cannon Galleon	_			_			_			_		_				_			_			_	_		_	525W 500G	0:
L	replaces War Galley	D	IV	Galleon						_													_							400F 315W	1:
L	short range, anti-ship	D	II/III	Fire Galley/Ship																											
F	replaces Fire Ship	D	IV	Fast Fire Ship																										280W 250G	0:
Г	exploding ship	D	II/III	Demo Raft/Ship																											
Г	replaces Demolition Ship	D	IV	Heavy Demo Ship																										200W 300G	0:
١,	ships -20% wood, +54% create speed	D	IV	Shipwright							Т															_				1000F 300G	1:
F	ships +15% speed, transport +10	D	IV	Dry Dock																									_	600F 400G	1:
	Description	Building	Age	Buildings, Units & Technology	Aztec	Berbers	Britons	Byzant.	Celts	Cninese Ethiop.	Franks	Goths	£ .	Incas Indians	Italians	Japanese	Koreans	Magyar	Malay	Malians	Mongols	Persians	Portug.	Saracens	Slavs	Spanish	Teutons	i urks Vietnam.		Cost	
					-							<u></u>	_		Ш	•	_	\perp				_	_	_						0005 505 5	+
	Only available to (meso-)american civ		$\overline{}$		-	Ш		agle			-	-		gle W				0F 20				BS	$\overline{}$					/arrio	-	800F 500G	0:
	ilable to all but (meso-)american civs:	S	II		Α	_		ıvalry						le Ba					50 F											250F 150G	1:
hu	mb Ring: Archery units 100% accuracy	(for id	le tar	gets), Faster firing: Ski	irm	s/Sli	nger,	/Gen	itour	none	; W	ar W	/ago	n/Cav	alry	Arch	er-l	ine +	11%	6, Ch	u Ko	Nu	+20)%, a	all o	the	r ar	chery	uni	ts: 18% faster	
	ian Tactics: Cavalry Archer +1/+2p armo																														
	sonry/Architecture: Buildings, towers (no				_	_																								13.	
				eep/Bombard T. +4/4															T									simila	ar civ	bonus instea	ad
	"Heated Shot, Castle/Harbor/Walth 17				, -,	/ '	-, -	1		٠٠٠ و		•	. 2.1	L - /.				./													
								C		-	T	R .	^	-	al-	\neg	+				Τ.	т	D	=				$\overline{}$	=		
A	. Tech Cost	ВТ	B.				2005	Cos		_		B. /	_	Те	ch			00F	ost		_	3T :50	Bui	ld. A	١.		Te	ch		Cost 100F 50W	0

B III Longswordsman
B II Tracking 0:55 TC I Feudal Age 1:00 TC II Castle Age BS III Leather Archer Armor 150F 150G LC III Bow Saw 150F 100W 0:50 200F 65G 0:45 500F 2:10 Mill II Horse Collar U III Murder Holes 75F 75W 0:20 200F 100S 800F 200G 50F 0:35 2:40 B III Arson 125F 125W 0:40 150F 50G 0:25 300W 175G 1000F 800G 3:10 Mill III Heavy Plow U III Ballistics 1:00 TC III Imperial Age BS II Forging 100F 75W 0:30 150F 0:50 Α TC II Town Watch 75F 0:25 MC II Gold Mining BS II Scale Mail Armor U 100F 75W 0:30 100F 0:40 IV Chemistry 300F 200G 1:40 TC III Town Patrol 300F 100G 0:40 MC II Stone Mining C C Fletching 100F 50G 0:30 IV Spies \ Treason 200G/vill \400G 0:01 TC I Loom 50G 0:25 Mark. II Cartography 0:01 IV Conscription TC II Wheelbarrow 200F 200G BS II Padded Archer Armor 0:40 150F 150G 175F 50W 1:15 Mark. III Caravan 0:40 100F 1:00 BS III Iron Casting 220F 120G 1:15 D 300F 200W Mark. III Coinage 200F 100G 1:10 III War Galley 230F 100G 0:50 TC III Handcart 0:55 BS III Chain Mail Armor 200F 100G 0:55 250F 100G D III Gillnets 150F 200W Mark. IV Banking 300F 200G 1:10 D III Careening 0:50 0:45

Version: 15.09.18 Unit	M/P	M/P	Re-	Ra.	Acc	AD	НР	Ship	Infantry	Eagles Spear	Archers	Camel	Cavalry	Elephant		Gunp.	Monk	Build.1	Tow./St.	All Walls	Castle	Move Speed	Cost	Build
011110	Armor	Attack	Time	LoS	(%)	, (5	•••	Condo	ıtıy	Spea	ers	S	yllg	nant	Mam	Ram	UU	B2	: Wall	/alls	tle	(tiles/s)	Cost	Time
Militia	0/1	4 M	2	4			40	0		7		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	_	20				0				1	60F 30G	0:10
Elite Kamayuk	1/0	8 M	2	1	100		80					10		20				0				1	60F 30G	0:10
Karambit Warrior		6 M	2	3			30			2	_	<u> </u>		ا 0.5		•		0				1.2	30F 15G	0:06
Elite Karambit W.	1/1	7 M	2	3			40			2	(C)nly ι	uses	0.5	pop	spac	_	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 18 M	2	3			40 50			0	_							3				1.2 1.2	50F 35G 50F 35G	0:08
Elt. Shotel Warr. Teutonic Knight	5/2	10 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	100	0.0	65			2	Ť							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	ı fell	trees)	0.6	160W 135G	_
Siege Onager	0/8	75 M	6	3-8	100		70	(B	last	Radi	us: 1	.5)			12			60	(Car	n fell	trees)	0.6	160W 135G	_
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	lius: i	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													R	Rams	only	/:	10		Вс	oth:	0.05		ļ
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		ge towers)	T
Bomb. Cannon	2/5	40M	6.5	5-12	_	0.21	80	40	(B	last	Radi	us: 0	.5)		20			200			<u> </u>	0.7	225W 225G	0:56
Trebuchet	1/150	200P	10	4-16	15	0.6	150											250	(Car	n tell	trees)	0	20014/2020	0.50
Packed Treb	2/8 0/2	25 M		19 4			50	/D	lact I	D 24:	us: 0	5)			60			500		000	100	0.8	200W 200G 65F 20G	0:50
Petard			2		F.	0.0									00		_	200		900	100			
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)		10	0	7	В				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 l	L Radii		(4)						7	7			0.85	120F 70G	0:28
El. Battle Elephant		16 M	2	5			300	+ 		Radi								10	10			0.85	120F 70G	0:28
					100			_	last		3.0	Ė	_			<u> </u>								
Ballista Ele. {-2}			2.5	5	100		250	8		0		 `		fell t			\vdash	2+3			-	0.8	100F 80G	0:25
E. Ballista Ele {-2}	0/3{-2}		2.5	5	100	0.4	290	8		3		_	Can	fell t	rees	i)		4+4	4			0.8	100F 80G	0:25
Second Bolt		6 P		After										3				1						
			1		dama	age, o	_	firs	t (2 f	or th	e 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	L	L			L	L		5	1			L		L	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	1.35	60F 60G	0:14
War Elephant	1/2	15 M	2	4			450	(B	last	L Radii	12. ()	5)						7	7			0.6	200F 75G	0:31
Elt. War Eleph.	1/3	20 M	2	5			600	<u> </u>		Radi								10	10			0.6	200F 75G	0:31
Camel	0/0	6 M	2	4			100	5	1431	ladii	3.0	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
<u> </u>	-	9 101		5										1			د: داد		:\					
Fishing Ship	0/4							(FIII	e Ga	illey	SOF	ily d	eai	ı ar	ng t	.O FI	SHILL	ıg Sh	iips)			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	(B	last	Radi	us: 2	5)						180				1.5	70W 50G	0:45
Demo. Ship {3}	0/3	110 M		6			60	(B	last	Radi	us: 2	5)						220				1.6	70W 50G	0:31
H. Demo Ship {5}	0/5	140 M		6			70	(B	last	Radi	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	L			1.35	75W 45G	0:36
Fast Fire Sh. {9}	0/8	3P/1M	0.25	2.49		0	140	4	L		L						3	3	L			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*									4		9				1.43	90W 40G	0:36
Caravel bolts de						_			neir	nath	∟ ì					7						5	2211 100	0.50
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	_	11								4		8				1.54	80W 40G*	0:25
3 Extra Arrows per		1P	3.54	<u> </u>	. 50		. 50																	
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	Coi	n. Bı	uild:	17-	29s	He	al Ra	anae	e: 4	He	al Ra	ate:	1HP/	0.4s	0.7	100G	0:51
Missionary	0/0	Conv:		7	25		30	_				29s								1HP/		1.1	100G	0:51
Unit	M/P	M/P Attack	Re- load Time	Ra. LoS	Acc (%)	AD	HP	Ship	Infantry	Spearmen	Archers	Camel CA			Siege	Gunp. Ram	Turtle UU		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	Ra. LoS	Acc (%)	AD	НР	Ship	Infantry	Spearmen	Archers	Came CA	Cavalry	Elephant	<mark>Siege</mark> Mam	Gunp. Ram	Unique U	Build. B2	Fow./St. V	All Walls	Castle	Move Speed	Cost	Build Time
	0.10		Time						_		V)	Þ		<u></u>	3	3	Ç		Wal	S		(tiles/s)		
Archer	0/0	4 P	2	4		0.53	30			3								0				0.96	25W 45G	0:35
Crossbowman	0/0	5 P 6 P	2	5	85	0.35	35			3								0	\vdash			0.96	25W 45G	0:27
Arbalest Skirmisher	0/0	2 P	3	5 1-4	90	0.35	40 30			3	3							0				0.96 0.96	25W 45G 25F 35W	0:27
Elite Skirmisher	0/3	3 P	3	1-4	90	0.5	35			3	4	2						0	\vdash			0.96	25F 35W	0:22
Imp. Skirmisher	0/4	4 P	3	1-5	95	0.5	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	,	3				2		0	Н			0.96	45F 50G	0:34
Cavalry Archer	0/0	6 P	2	4	50	1	50		10	2								0	Н			1.4	40W 60G	0:34
Hvy Cav Arch.	1/0	7 P	2	4	50	1	60			2								0				1.4	40W 60G	0:27
Arambai	0/1	17 P	2	5	20	0.7	60			0					1	2		0	H			1.3	80W 60G	0:21
Elite Arambai	0/1	17 P	2	5	30	0.7	65			0					1	2		0				1.3	80W 60G	0:21
Camel Archer	0/2	7P	2	4	95	0.7	55			0		4			'			0				1.4	50W 60G	0:25
E. Camel Archer	1/1	8P	2	4	95	0.63	60			0		6						0				1.4	50W 60G	0:25
Chu ko Nu	0/0	8P/0M		4	85	0.03	45			2		0						0	Н			0.96	40W 35G	0:16
Elite Chu Ko Nu	0/0	8P/0M	_	4	_	0.21	50			2								0	\vdash			0.96	40W 35G	0:13
Extra CKN Arrow	3/0	3P/0M		xtra ar				Chu	L ι Κο		1 1 for	Elite	<u> </u>						\vdash			3.50	1011 330	0.15
Conquistador	2/2	16 P	2.9	6	65	0.4	55				. 101		_			4			\vdash			1.3	60F 70G	0:24
Elite Conq	2/2	18 P	2.9	6	70	_	70									6		2				1.3	60F 70G	0:24
Ele. Archer	0/3	6 P	2.5	4{-2}		_	280			0								3	3			0.8	100F 80G	0:25
Elite Ele. Archer	0/3	7 P	2.5	4{-2}		_	_			0								4	4			0.8	100F 80G	0:25
Genitour	0/3	3P	3 (1)	1-4	90	0.5	50				4							0				1.35	50F 35W	0:25
Elite Genitour	0/4	4P	3 (1)	1-4	90	0.5	55				5	2						0				1.35	50F 35W	0:23
Genoese xBow	1/0	6 P	3	4	100	_	45	4				4	5	5				0				0.96	45W 45G	0:22
Elite Gen. xBow	1/0	6 P	2	4	100	0.5	50	5				6	7	7				0				0.96	45W 45G	0:19
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	0:17*
Longbowman	0/0	6 P	2	6*	70	0.5	35			2								0				0.96	35W 40G	0:18
Elite Longbowm.	0/1	7 P	2	8*	80	0.5	40			2								0				0.96	35W 40G	0:18
Mangudai	0/0	6 P	1.68*	4	95	0.5	60			1					3							1.45	55W 65G	0:26
Elite Mangudai	1/0	8 P	1.68*	4	95	0.5	60			1					5							1.45	55W 65G	0:26
Plumed Archer	0/1	5 P	1.9	4	80	0.5	50	1	1	2								0				1.2	40W 40G*	0:16
Elite Plumed A.	0/2	5 P	1.9	5	90	0.5	65	2	2	2								0	Ш			1.2	35W 35G*	0:16
Rattan Archer	0/4	6 P	2	4	80	_				2								0	Ш			1.1	50W 45G	0:16
Elt. Rattan Archer		7 P	2	5	90	_				2								0	Ш			1.1	50W 45G	0:16
Slinger	0/0	5 P	2	1-5	90	_		10	10	1						3		0				0.96	30F 40G	0:25
War Wagon	0/3	9 P	2.5	4	100	_	150											5	Ш			1.2	110W 60G	0:21
Elite WW	0/4	9 P	2.5	5	100	1	200					_				_		5				1.2	110W 60G	0:21
			Re-						=	Spo	⊳	Camel CA	\cap	Ξ.	Siege	Gunp.	Cn	Build.1	ow	≥		Move		
Unit	M/P	M/P	load	Ra.	Acc	AD	НР	Ship	Infantry	Spearmer	Archers	<u>e</u>	Cavalry	Elephant	ge		Unique	4.1	/St.	All Walls	Castl	Speed	Cost	Build
	Armor	Attack	Time	LoS	(%)			J	Ţ	nen	SZE	S	₹	ant	Mam	Ram	e C	B2	Tow./St. Wa	alls	ē	(tiles/s)		Time
Woodcutting	23 3 7	V/min	+Dc	uble-	Ri+ /	\ \vo	27	.9 W	//mi	n	⊥ R	ows	214/	33		N/m	nin			/lan	Saw	36	│ 9 W/min	
Celt Woodcut.		W/min		ouble-				.9 W				ows				/v/11 N/m		T 1 V	VO-1	viaii	Jaw	30.	9 00/111111	
Mining Gold		G/min	 	d Mir		1	6.2 G					Sha				T.		∟ G/mi	in		Cult	ans (Ind	∟ lian UT): x1.1	
Turk Gold M.		G/min		d Mir		_	0.2 G/ 1.4 G/					Sha				_		G/mi			Juli	ians (inc		
Relic Gold		/min	1	c TB:		0 G/n		_				dian				G/r				ns+	Azte	c Ally	44 G/min	
Mining Stone		S/min		ne Mi			4.8 S/	_				ne S						28.5					11 0/11111	
Korean Stone M.		S/min		ne Mi		1	.4.0 <i>3/</i> .9.7 S/					ne S						34.2						
Livestock		F/min		stock-			24.5					Hun				24.6	_		_		ua+M	lonaols	36.6 F/min	
Villager Fishing			Vill. F									ora				18.6							23.3 F/min	
Deep Fish (Ship)		F/min		Inets		5.2 F/ı		T		rap		0.5				illn			 5 F/r				(Ship) 16.8 F	/min
Jap. Fishing (DA)		F/min	_	32.1		1				•		illne				/m.	1		3				48.4 F/min	
Jap. Shore F.(DA)		F/min		18.4								illne				/m.			,. 1 F/r				24.9 F/min	
Jap. Fish T. (DA)		-		22.5		_						illne				/m.	_				_		30.3 F/min	
Farming	19.8	F/min		/ans		3.8 F/i		T	zte			2.6				erbe				F/mi			22.4 F/min	
+Wheelbarrow		F/min		/ans		1.6 F/i		_	zte			4.2 l				erbe				F/mi			25.7 F/min	
+Hand Cart		F/min		ans/		3.2 F/i		_	zte			5.2				erbe				F/mi			27.4 F/min	
· · · · · · · · · · · · · · · · · · ·		. ,		,		'/'						J	,							. ,	• •			t info

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)