Version: 10.07.16

Aztecs

Unique Unit: Jaguar Warrior (Anti-infantry infantry) (Elite: 1000F 500G, 0:45)
Unique Tech: Garland Wars – Infantry +4
Attack (450F 750G, 1:00)

- Villagers carry +5 resources
- All Military units are created 17.6% faster
- Monks +5HP with each Monastery Tech
- Free loom research

Team Bonus: Relics generate +33% Gold

Britons

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

- Town Centers -50% Wood in Castle Age
- Foot archers (not Skirmishers) +1 Range in Castle Age, +1 Imperial (2 total)
- Shepherds work 25% faster

Team Bonus: Archery Ranges 20% faster

Byzantines

Unique Unit: Cataphract (Anti-infantry cav.) (Elite: 1600F 800G, 0:50)

Unique Tech: Logistica - Cataphracts 5 AoE dmg (0.5 blast radius),+6 bonus dmg vs. Infantry (1000F 600G, 0:50)

- Buildings (except Gates) +10/20/30/40% HP in Dark/Feudal/Castle/Imperial Age
- Camels, skirmishers, spear-line cost 25% less
- Fire Ships attack 20% faster
- Town Watch is free
- Advance to Imperial Age costs -33%

Team Bonus: Monks +50% heal speed

Celts

Unique Unit: Woad Raider (fast infantry) (Elite: 1000F 800G, 0:45)

Unique Tech: Furor Celtica – Siege Workshop units +50% HP (750F 450G, 0:50)

- Lumberjacks work 15% faster
- Infantry move 15% faster
- Siege weapons fire 25% faster
- Can convert sheep even if enemy units are next to it.

Team Bonus: Siege Workshops 20% faster

Chinese

Unique Unit: Chu Ko Nu (Fast-firing Crossbowman) (Elite: 760F 760G*, 0:50) Unique Tech: Rocketry - Chu Ko Nu +2 attack, scorpion +4 attack (600F 600G*, 1:00)

- Start: 3 extra villagers, -50 Wood, -200 Food
- Technologies cost -10/15/20% in Feudal/Castle/Imperial Age (*applied to UT)
- Town Centers support 10 population
- Demolition Ships +50% HP

Team Bonus: Farms provide +45 food

Franks

Unique Unit: Throwing Axeman (Short ranged infantry) (Elite: 1000F 850G, 0:45)
Unique Tech: Bearded Axe - Throwing
Axeman +1 range (400F 400G, 1:00)

• Castles are 25% cheaper

- Knights +20% HP
- Free farm upgrades (Mill required)

Team Bonus: Knights +2 Line of Sight

Goths

Unique Unit: Huskarl (Anti-archer infantry) (Elite: 1200F 550G, 0:40)

Castle Age Tech: Anarchy - Create Huskarls at Barracks (450F 250G, 1:00)

Imperial Age Tech: Perfusion - Barracks work twice as fast (400F 600G, 0:40)

- Infantry cost -35% starting in Feudal
- Infantry +1 attack vs buildings.
- Villages +5 attack vs. Wild boar
- Hunters carry +15 meat
- +10 to population limit in Imperial Age

Team Bonus: Barracks work 20% faster

Huns

Unique Unit: Tarkan (Medium Cavalry with bonus against buildings) (Elite: 1000F 500G, 0:45)
Unique Tech: Atheism - Wonder/Relic victory time

+100 years; -50% Spies/Treason cost (500F 500G, 1:00)

- No houses required, but -100 wood at start
- Cavalry Archers cost -25% in Castle Age,
 -30% in Imperial Age
- Trebuchets are +35% more accurate

Team Bonus: Stables are 20% faster

Japanese

Unique Unit: Samura (Anti-unique unit infantry) (Elite: 950F 875G, 1:00)

Unique Tech: Kataparuto -Trebuchets (un)pack 4x faster, fire 33% faster (750F 400G. 1:00)

- Fishing Ships 2x HP and +2 armor
- Fishing Ships work 5/10/15/20% faster in Dark/ Feudal/ Castle / Imperial Age
- Lumber/Mining Camps and Mills 50% cheaper
- Infantry attack 33% faster starting in Feudal Age

Team Bonus: Galleys +50% line of sight

Koreans

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

- Villagers have +3 line of sight
- Stone miners work 20% faster
- Tower researches free (BBT reg. Chemistry)
- Towers (except Bombard tower) +1 Range in Castle Age, +2 in Imperial Age

Team Bonus: Onager line +1 range

Mayans

Unique Unit: Plumed Archer (Fast moving foot archer) (Elite: 1000W 500F, 0:45)

Unique Tech: El Dorado - Eagle Warrior +40 HP (750F 450G, 0:50)

- Start game with 1 extra villager, -50 Food.
- Natural resources last 20% longer.
- Archers cost -10/20/30% in Feudal/Castle/Imperial Age.

Team Bonus: Walls are 50% cheaper.

Mongols

Unique Unit: Mangudai (Fast-shooting cavalry archer) (Elite: 1100F 675G, 0:50)

Unique Tech: Drill - Siege Workshop units move 50% faster (500F 450G, 1:00)

- Cavalry Archers fire 25% faster.
- Light Cavalry and Hussars have +30% HP.
- Hunters work 50% faster.

Team Bonus: Scout-Line +2 line of sight.

Persians

Unique Unit: War Elephant (Slow but powerful heavy cavalry) (Elite: 1600F 1200G, 1:15)
Unique Tech: Mahouts - War Elephant +30% speed (300F 300G, 0:50)

- Start game with +50 wood and food.
- Town Center and Docks have 2x HP.
- Town Centers and Docks operate +10/15/20% faster in Feudal/Castle/Imperial Age

Team Bonus: Knights +2 attack against archer units.

Saracens

Unique Unit: Mameluke (Short ranged anti-cavalry cavalry) (Elite: 600F 500G, 0:50)

Unique Tech: Zealotry – Mameluke, Camel+30 HP (750F 800G, 0:50)

- Market trade cost is only 5%
- Transport Ships: 2x HP and +5 carry capacity.
- Galleys attack 25% faster.
- Cavalry Archers +4 attack against buildings.

Team Bonus: Foot archers +2 attack vs buildings.

Spanish

Unique Units: Conquistador (Mounted hand cannoneer) (Elite: 1200F 600G, 1:00), Missionary (Mounted monk)

Unique Tech: Supremacy - Villagers receive +6 Attack, +2/2 Armor, +40 HP (400F 250G, 1:00)

- Villagers construct buildings 30% faster.
- Blacksmith upgrades don't cost gold.
- Cannon Galleons have Ballistics, fast missiles
- Hand & Bombard Cannons fire 17.6% faster.

Team Bonus: Trade units generate +33%.

Teutons

Unique Unit: Teutonic Knight (Slow infantry with heavy melee armor) (Elite: 1200F 600G, 0:50)
Unique Tech: Crenellations – Castle +3 range;
garrisoned infantry fire arrows (600F 400G, 1:00)

- Monks have 2x healing range.
- Towers can garrison +10 Units, +4 max arrows
- Murder Holes is free.
- Farms cost 33% less.
- Town center +1 attack, +5 LOS

Team Bonus: Units resist conversion:

min/max time +1/+2s, conversion chance -50%

Turks

Unique Unit: Janissary (Hand cannoneer) (Elite: 850F 750G, 0:55)

Unique Tech: Artillery - Bombard Towers/Cannons, Cannon Galleons +2 range (500F 450G, 0:40)

- Gunpowder Units have +25% HP.
- Gunpowder technologies cost 50% less.
- Chemistry is free.
- Gold miners work 15% faster.
- Light Cavalry and Hussar upgrades are free.

Team Bonus: Gunpowder units create 25% faster.

Vikings

Unique Units: Berserk (Regenerating infantry) (Elite: 1300F 550G, 0:45), Longboat (Warship with multiple arrow fire) (Elite: 750F 475G, 1:00)

Unique Tech: Berserkergang – Berserks regenerate 2x faster – 1HP/1.5s (500F 850G, 0:40)

- Warships cost 20% less.
- Infantry have +10/15/20% HP in Feudal / Castle/Imperial Age
- Free Wheelbarrow and Hand Cart

Team Bonus: Docks are 25% cheaper.

	Version: 31.10.17	ь					j.						Se	v		<u></u>	<u>s</u>	2	_	S			5 11 11 11 11 1		
	Description	Building	Age	Buildings, Units & Technology	Aztec	Britons	Byzantines	Celts	Chinese	Franks	Goths	Huns	Japanese	Koreans	Mayans	Mongols	Persians	Saracens	Spanish	Teutons	Lurks	Vikings	Buildings, Units & Technology	Cost	ВТ
		_			¥	ğ	S.	ប៉	ū	ü	ĕ	Í	Ja	호	Ž	Žί	2	Sa	S.	<u>"</u>	₽	5			
	wall		П	Stone Wall							_								_				Stone Wall		
	replaces Stone Wall	U	III	Fortified Wall														_					Fortified Wall	200F 100W	0:50
S	replaces Watch Tower	U	III	Guard Tower							_							_					Guard Tower	100F 250W	0:30
ing	replaces Guard Tower	U	IV	Keep												_			_	_		_	Keep	500F 350W	1:15
Buildings	cannon tower	U	IV	Bombard Tower															_	_			Bombard Tower	800F 400W	1:00
В	Buildings +10%hp, +armor*	U	III	Masonry			_											-	_		-		Masonry	150F 175W	0:50
	Buildings +10%hp, +armor*	U	IV	Architecture																	-		Architecture	300F 200W	1:10
	Castles +21% HP	С	IV	Hoardings																_	-		Hoardings	400F 400G	1:15
	Towers/Castle extra bonus dmg vs ships*	U	III	Heated Shot														_					Heated Shot	350F 100G	0:30
	15% faster gold mining (1.32 total)	MC	III	Gold Shaft Mine							_									_			Gold Shaft Mine	200F 150W	1:15
_	15% faster stone mining (1.32 total)	MC	III	Stone Shaft Mine					_										_				Stone Shaft Mine	200F 150W	1:15
Economy	10% faster wood cutting (1.59 total)	LC	IV	Two-Man Saw				C															Two-Man Saw	300F 200W	1:40
100	Farms +175f	Mill	IV	Crop Rotation												_			_		_		Crop Rotation	250F 250W	1:10
	Villagers build 20% faster	U	III	Treadmill Crane														-		_			Treadmill Crane	300F 200W	0:50
	Villagers +15 atk vs buildings, stone defense		IV	Sappers									-					_			-		Sappers	400F 200G	0:10
	-15% trading fee	MK	IV	Guilds										_									Guilds	300F 200G	0:50
	replaces Scout Cavalry	S	III	Light Cavalry														_					Light Cavalry	150F 50G	0:45
	replaces Light Cavalry	S	IV	Hussar																			Hussar	500F 600G	0:50
	replaces Knight	S	IV	Cavalier																			Cavalier	300F 300G	1:40
2	replaces Cavalier	S	IV	Paladin	_																	_	Paladin	1300F 750G	2:50
Cavalry	anti-cavalry	S	III	Camel				_			-								+			_	Camel	2255 2525	
Ca	replaces Camel	S	IV	Heavy Camel												-	_	_		_	_	_	Heavy Camel	325F 360G	2:05
	+10% mounted unit speed (not missionaries)		III	Husbandry						-						-		-					Husbandry	250F	0:50
	+20hp all mounted units (not missionaries)	S		Bloodlines						С				_				-	_	_		-	Bloodlines	150F 100G	0:50
	+1/+1p cavalry armor	BS	IV	Plate Barding														-	_				Plate Barding	350F 200G	1:15
	+2 cavalry & infantry atk	BS	IV	Blast Furnace												_			_				Blast Furnace	275F 225G	1:40
	replaces Skirmisher	Α	III	Elite Skirmisher																			Elite Skirmisher	250W 160G	0:50
	replaces Cavalry Archer	Α	IV	Hvy Cav Archer																			Hvy Cav Archer	900F 500G	0:50
	replaces Archer	Α	III	Crossbowman														_	_				Crossbowman	125F 75G	0:35
Archers	replaces Crossbowman	Α	IV	Arbalest																			Arbalest	350F 300G	0:50
rch	close range gun unit	Α	IV	Hand Cannoneer														_					Hand Cannoneer		
A	100% archer accuracy, faster firing*	Α	III	Thumb Ring							-					_					_		Thumb Ring	300F 250W	0:45
	CA: +1/+2p armor, bonus atk. vs. Spears*	Α	IV	Parthian Tactics																_			Parthian Tactics	200F 250G	1:05
	+1atk & range for arrow atk	BS	IV	Bracer			_		_				_					_	_	_	-		Bracer	300F 200G	0:40
	+1/+2p archer armor	BS	IV	Ring Archer Armor																			Ring Archer Armor	250F 250G	1:10
	Fast Infantry, Meso Civs only	В	III	Eagle Warrior																			Eagle Warrior		\perp
	replaces Eagle Warrior	В	IV	Elite Eagle W.																			Elite Eagle W.	800F 500G	0:40
	replaces Spearman	В	III	Pikeman															_		_		Pikeman	215F 90G	0:45
2	replaces Pikeman	В	IV	Halberdier																			Halberdier	300F 600G	0:50
Infantry	replaces Long Swordsman	В	IV	2H Swordsman													_	_	_	_	_		2H Swordsman	300F 100G	1:15
Jul	replaces 2H Swordsman	В	IV	Champion														_	_	_	_		Champion	750F 350G	1:40
	+10% infantry speed	В	III	Squires				С								-		_	_		_		Squires	100F	0:40
	+1/+2p infantry armor	BS	IV	Plate Mail Armor																			Plate Mail Armor	300F 150G	1:10
	Monk +50%hp	М	Ш	Sanctity																			Sanctity	120G	1:00
	Monks 87.5% faster recharge	М	IV	Illumination																			Illumination	120G	1:05
S	Monk +3 conversion range	М	IV	Block Printing																			Block Printing	200G	0:55
Monks	Monk can convert buildings	М	III	Redemption																			Redemption	475G	0:50
Mo	Monk can convert Monks	М	III	Atonement																			Atonement	325G	0:40
	garrisoned units heal x4 faster	М	III	Herbal Medicine																			Herbal Medicine	350G	0:35
	converted units die	M	III	Heresy																			Heresy	1000G	1:00
	1 Monk recharges if in group	М	IV	Theocracy				_															Theocracy	200G	1:15
	replaces Scorpion	SW	IV	Heavy Scorpion														I					Heavy Scorpion	1000F 1100W	0:50
	replaces Ram	SW	IV	Siege Ram																			Siege Ram	1000F	1:15
Siege	anti-infantry, archer	SW		Onager																			Onager	800F 500G	1:15
Sie	replaces Onager	SW	IV	Siege Onager]	Siege Onager	1450F 1000G	2:30
	long range, anti-building		IV	Bombard Cannon																			Bombard Cannon		
	siege +1 range +20% atk	U	IV	Siege Engineers															_				Siege Engineers	600W 500F	0:45
	Replaces War Galleys	D	IV	Galleon																			Galleon	400F 315W	1:05
	long range ship	D	IV	Cannon Galleon																			Cannon Galleon	400F 500W	0:50
	replaces Cannon Galleon	D	IV	E Cannon Galleon																J			E Cannon Galleon		0:30
S	short range, anti-ship	D	Ш	Fire Ship																			Fire Ship		
Ships	replaces Fire Ship	D	IV	Fast Fire Ship																			Fast Fire Ship	280W 250G	0:50
Ň	exploding ship	D	Ш	Demolition Ship																			Demolition Ship		
	replaces Demolition Ship	D	IV	Heavy Demo Ship																			Heavy Demo Ship	200W 300G	0:50
	ships -20% wood, +54% creation speed	D	IV	Shipwright																			Shipwright	1000F 300G	1:00
	ships +15% speed, transport +10	D	IV	Dry Dock																			Dry Dock	600F 400G	1:00
	Description	Building	Age	Buildings, Units & Technology	Aztec	Britons	Byzantines	Celts	Chinese	Franks	Goths	Huns	Japanese	Koreans	Mayans	Mongols	Persians	Saracens	Spanish	Teutons	Turks	Vikings	Buildings, Units & Technology	Cost	ВТ

^{*}Thumb Ring: Archery units 100% accuracy (for idle targets), Faster firing: Skirmishers none, War Wagon, Cavalry Archer +11%, Chu Ko Nu +20%, all other archery units: 18% faster

^{*}Parthian Tactics: Cavalry Archer +1/+2p armor and +4 dmg vs. Spear-line; Mangudai, Elephant Archer +1/+2p armor and +2 dmg vs. Spear-line;

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C: Mis	ssing	a tech, but has a similar/b	petter civ bonus Advancing requires 2 new	buildings/age	e (or 1 ca	astle for i	imp)	Feudal Age 500F 2	:10 Castle Age 800F 200G 2:40 Imperial	Age 1000F 800	G 3:10
Build.	Age	Tech	Description	Cost	BT	B.	A.	Tech	Description	Cost	BT
В	Ш	Man-at-Arms	replaces Militia	100F 40G	0:40	TC	Ш	Town Watch	Towers, Build. +4 LoS (Not Walls&Gates)	75F	0:25
В	III	Longswordsman	replaces Man-at-Arms	200F 65G	0:45	TC	Ш	Town Patrol	Towers, Build. +4 LoS (Not Walls&Gates)	300F 200G	0:40
В	II	Tracking	Infantry LoS +2, Search Radius +2	75F	0:35	TC	1	Loom	Villagers +15 HP, +1/+2p armor	50G	0:25
BS	Ш	Forging	+2 Atk for Infantry, Cavalry	150F	0:50	TC	Ш	Wheelbarrow	Villagers +10% move speed, +25% carry	175F 50W	1:15
BS	Ш	Scale Mail Armor	+1/+1p armor for Infantry	100F	0:40	TC	Ш	Handcart	Villagers +10% move speed, +50% carry	300F 200W	0:55
BS	II	Scale Barding Armor	+1/+1p armor for Cavalry	150F	0:45	LC	Ш	Double Bit Axe	+20% faster wood cutting (1.2 total)	100F 50W	0:25
BS	Ш	Fletching	+1 atk & range for arrow attack	100F 50G	0:30	LC	Ш	Bow Saw	+20% faster wood cutting (1.44 total)	150F 100W	0:50
BS	Ш	Padded Archer Armor	+1/+1p archer armor	100F	0:40	Mill	Ш	Horse Collar	Farm food amount +75	75F 75W	0:20
BS	III	Iron Casting	+2 Atk for Infantry, Cavalry	220F 120G	1:15	Mill	Ш	Heavy Plow	Farm food amount +125	125F 125W	0:40
BS	III	Chain Mail Armor	+1/+1p armor for Infantry	200F 100G	0:55	MC	Ш	Gold Mining	15% faster gold mining (1.15 total)	100F 75W	0:30
BS	III	Chain Barding Armor	+1/+1p armor for Cavalry	250F 150G	1:00	MC	Ш	Stone Mining	15% faster stone mining (1.15 total)	100F 75W	0:30
BS	III	Bodkin Arrow	+1 atk & range for arrow attack	200F 100G	0:35	Mark.	Ш	Cartography	Allied Line of Sight	100F 100G	1:00
BS	III	Leather Archer Armor	+1/+1p archer armor	150F 150G	0:55	Mark.	Ш	Caravan	Trade Carts&Cogs +50% Move Speed	200F 200G	0:40
Uni.	III	Murder Holes	Towers, BBT, Castles no min range	200F 200S	1:00	Mark.	Ш	Coinage	20% instead of 30% tribute fee	150F 50G	0:50
Uni.	III	Ballistics	Arrow units/build: Better movement aim	300W 175G	1:00	Mark.	Ш	Banking	No tribute fee	200F 100G	0:50
Uni.	IV	Chemistry	Archers, Ranged Siege, Build +1 atk	300F 200G	1:40	Castle	IV	Conscription	+33% Mil. Unit Creation Speed	150F 150G	1:00
S.W.	IV	Capped Ram	replaces Battering Ram	300F	0:50	Castle	IV	Spies\Treason	Show enemy LoS \ Flare King Position	200G/vill \4000	3 0:01
Mon.	III	Fervor	Monk with Relic +15% speed	140G	0:50	Dock	III	War Galley	replaces Galley	230F 100G	0:50
Mon.	IV	Faith	Conv min/max time +2/+5s, chance -66%	750F 1000G	1:00	Dock	III	Careening	Ships +0/+1p armor, transport +5 space	250F 150G	0:50

^{*}Masonry/Architecture: Buildings, towers (not walls&gates) +10% HP, +1/+1p armor and +3 building armor (does not protect against building dmg from infantry, archers)

^{*}Heated Shot: First arrow of Castles and Towers does increased bonus damage to Camels/Ships: Castles +4, Watch Tower/Guard Tower/Keep +9/11/13, Bombard Tower +50 bonus damage increase.

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Unit	M/P Armor	M/P Attack	Fire Rate	Ra. LoS	Acc (%)	Att. Delay (in s)	НР	Camel/Ship	Infantry	Eagle Spear	Archers	Cav Archer	Cavalry	Elephant	Siege Ram	Monk UU	Build B2	Tow/S. Wall	All Walls	Castle	Move Speed (tiles/s)	Cost	Build Time
Villager	0/0	3 M	2	4			25	ס		ar		-			3		3	6			0.8	50F	0:25
Trade Cart	0/0	3 141		7			70										<u> </u>				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		10	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						10	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 5			70 100			4							4				0.65	85F 40G	0:12
E. Teutonic K.	10/2	17 M	2	3	100	0.84	50			4							4				0.65	85F 40G 55F 25G	0:12
Throwing Axem.	0/0	7 M	2	4	100		60			1							1				0.9		0:17
E. Throwing A. Woad Raider	1/0 0/1	8 M 8 M	2	3	100	0.56	65			2							2				1.38*	55F 25G 65F 25G	0:17
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	0:10
Crossbowman	0/0	5 P	2	5	85	0.35	35			3							0				0.96	25W 45G	0:27
Arbalest	0/0	6 P	2	5	90	0.35	40			3							0				0.96	25W 45G	0:27
Skirmisher	0/3	2P	3	1-4	90	0.35	30			3	3						0				0.96	25F 35W	0:22
Elite Skirmisher	0/4	3P	3	1-5	90	0.35	35			3	4	2					0				0.96	25F 35W	0:22
Cavalry Archer	0/0	6 P	2	4	50	0.7	50			2		_					0				1.4	40W 70G	0:34
Hvy Cav Arch.	1/0	7 P	2	4	50	0.7	60			2							0				1.4	40W 70G	0:27
Hand Cannon.	1/0	17P	3.45	7	65	0.35	35		10	1					2						0.96	45F 50G	0:34
Chu ko Nu	0/0	8P/0M	3.6	4	85	0.21	45			2							0				0.96	40W 35G	0:19
Elite CKN	0/0	8P/0M	3.75	4	85	0.21	50			2							0				0.96	40W 35G	0:13
CKN Arrow		3P/0M	2	extra a	rrows	for a n	ormal	Chu	Ko I	Nu, 4	4 for	Elite											
Conquistador	2/2	16P	2.9	6	65	0.28	55								4						1.3	60F 70G	0:24
Elite Conq	2/2	18P	2.9	6	70	0.28	70								6		2				1.3	60F 70G	0:24
Janissary	1/0	17 P	3.45	8	50	0.28	44*								2						0.96	60F 55G	0:17*
Elite Janissary	2/0	22 P	3.45	8	50	0	50*								3						0.96	60F 55G	0:20*
Longbowman	0/0	6 P	2	6*	70	0.35	35			2							0				0.96	35W 40G	0:19
Elite LBM	0/1	7 P	2	8*	80	0.35	40			2							0				0.96	35W 40G	0:19
Mangudai	0/0	6P	1.68*	4	95	0.7	60			1					3						1.45	55W 65G	0:26
Elite Mangudai	1/0	8P	1.68*	4	95	0	60			1					5						1.45	55W 65G	0:26
Plumed Archer	0/1	5P	1.9	4	80	0.35	50		1	2							0				1.2	37W 37G*	0:16
Elite Plumed	0/2	5P	1.9	5	90	0.35	65		2	2							0				1.2	32W 32G*	0:16
War Wagon	0/3	9P	2.5	4	100	0.7	150										5				1.2	110W 60G	0:25
Elite WW	0/4	9P	2.5	5	100	0.7	200						4.0				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	100	0.42	120	9					18				0				1.45	55F 60G	0:22
Mameluke (11)	0/0	7 M	2	3	100		65 80						9								1.4	55F 85G	0:23
Elite Mam. {11}	1/0	10 M	2	3	100	0	80		<u> </u>	:1-1	10.5	7-	12	L D -	nc: 1		001.0	\ ***	1110.00) 45	1.4	55F 85G	0:23
Monk	0/0	Conv. 5		9			30	_			16-2			l Ran					1HP/0		0.7	100G	0:51
Missionary	0/0	Conv: 5	125	7			30	_	л. В		16-2		пеа	l Ran					1HP/C	J.05	1.1	100G	0:51
Unit	M/P Armor	M/P Attack	Fire Rate		Acc (%)	Att. Delay (in s)	НР	Camel/Ship	Infantry	Eagles Spea	Archers	Cav Archer	Cavalry	Elephant	Siege Ram	Monk UU	Build B2	Tow/S. Wall	All Walls	Castle	Move Speed (tiles/s)	Cost	Build Time

Scoulification O.Z. SM 2 4 45 45 6 6 12 5 80 10	Version: 28.12.16 Unit	M/P Armor	M/P Attack	Fire Rate	Ra. LoS	Acc (%)	Att. Delay (in s)	НР	Camel/Ship	Infantry	UU Spear	Archers	Cav Archer	Cavalry	Elephant	<mark>Siege</mark> Ram	Monk Turtle	Build B2	Tow/S. Wall	All Walls	Castle	Move Speed (tiles/s)	Cost	Build Time
Scoutineutable 0/2 SMM 2 6	Scout	0/2	3M	2	4			45														1.2		
Missart Q/2 7 M 1.9 10 7.5				2	6												6						80F	0:30
Cavalist	Light Cavalry	0/2	7 M	2	8			60									10					1.5	80F	0:30
Casiphrace 2/2 12 M 1,8 4 12 D 0 0	Hussar	0/2	7 M	1.9	10			75									12					1.5	80F	0:30
Catalpharet (12)	Knight	2/2	10 M	1.8	4			100				0										1.35	60F 75G	0:30
Cataphra	Cavalier	2/2	12 M	1.8	4			120				0										1.35	60F 75G	0:30
Tarkann	Paladin	2/3	14 M	1.9	5			160				0										1.35	60F 75G	0:30
Elite Tarkan 1/2 7 M 2.1 5	Cataphract {12}	2/1	9 M	1.8	4			110		9												1.35	70F 75G	0:20
War Elephant 1/2 15 M 2 4 450 5 6 6 6 6 6 6 6 6 6	E. Cataphr. {16}	2/1	12M	1.7	5			150		12												1.35	70F 75G	0:20
Ware Elephant 1/2 15 M 2 4	Tarkan	1/2	7 M	2.1	5			90										8	12	8	10	1.35	60F 60G	0:14
Elt War Eleph	Elite Tarkan	1/3	11 M	2.1	7			150										10	12	10	10	1.35	60F 60G	0:14
Mangone	War Elephant	1/2	15 M	2	4			450										7	7			0.6	200F 75G	0:31
Onager 07 50M 6 3-8 100 0 60 (8last Rad: 1.25) 12 45 0.6 160W 1336 0.8	Elt. War Eleph.	1/3	20 M	2	5			600	(B	last	Radi	us: 0).5)					10	10			0.6	200F 75G	0:31
Siege Onager	Mangonel	0/6	40M	6	3-7	100	0	50	(E	3last	Rad	lius:	1)			12		35				0.6	160W 135G	0:46
Batter, Ram [4] -3/180	Onager	0/7	50M	6	3-8	100	0	60	(E	Blast	Rad	.: 1.2	:5)			12		45				0.6	160W 135G	0:46
Capped Ram [4] - 3/190 3M (1) 5 3 200 (Blast Radius: 1.5) 50 150 0 0.5 160W 756 0 0.5 160W 756 0 0.5 160W 756 0 0 0.5 160W 756 0 0 0 0 0 0 0 0 0	Siege Onager	0/8	75M	6	3-8	100	0	70	(Blast	Rac	d.: 1.5	5)			12		60	(Car	n fell	trees)	0.6	160W 135G	0:46
Siege Ram (6)	Batter. Ram [4]	-3/180	2 M	5	3			175								40		125				0.5	160W 75G	0:36
Bonus per infantry unit parisoned 10 10 10 10 10 10 10 1	Capped Ram [4]	-3/190	3M {1}	5	3			200	(B	last	Radi	us: 1	.5)			50		150				0.5	160W 75G	0:36
Scorpion O/6 12P/OM 3.6 2-7 100 0.49 40 0.5 0.5 0.5 0.65 75W 75G 0.65 0.7 0.	Siege Ram [6]	-3/195	4M {2}	5	3			270	(E	Blast	Rad	lius:	2)			65		200				0.6	160W 75G	0:36
Heavy Scorpion 0.77 16P/OM 3.6 2.7 100 0.49 50 0.49 50 0.49 100 0.49 0.	Bonus per infa	antry unit	garrisone	ed														10				0.05		
Bomb. Cannon 2/5	Scorpion	0/6	12P/0M	3.6	2-7	100		40							6	1						0.65	75W 75G	0:30
Trebuchet 1/150 200P 10 4-16 15 0.42 150 Can fell trees, but not efficiently 250 0 0.0 0.8 200W 200G 0	Heavy Scorpion	0/7	16P/0M	3.6				50							8			4				0.65	75W 75G	0:30
Pecked Treb 2/8	Bomb. Cannon	2/5	40M	6.5	5-12	100	0.49	80	40	(E	Blast	Rad	ius: ().5)		20		200	40			0.7	225W 225G	0:56
Petard	Trebuchet	1/150	200P	10	4-16	15	0.42	150	(C	an f	ell tr	ees,	but	not ef	ficier	ntly)		250				0		
Castle** (8) 8/11 11P 2 1-8 100 4800 11 0**	Packed Treb	2/8			19																	0.8	200W 200G	0:50
Watch Tower 1/7 S P 2 1-8 100 1020 7 2 0** 25W 125S 1 Guard Tower 2/8 6 P 2 1-8 100 1500 9 2 0 0** 25W 125S 1 Bombard Tower 3/9 120P 6 1-8 100 2220 40 0** 25W 125S 1 Town Center 3/5 5 P 2 6 100 2400 5 (+1/+1 armor per age) 5 275W 100S 22W 0 Palisade Wall 2/5 2 6 100 2400 5 (+1/+1 armor per age) 5 275W 100S 2 Stone Gate 6/6 20 6 2750 1 1 1 1 1 2 2 2 2 250 1 1 1 1 1 1 1 2 2 2 2	Petard	0/2	25 M		4			50	(B	last	Radi	us: 0).5)			60		500		900	100	0.8	80F 20G	0:25
Guard Tower 2/8 6 P 2 1-8 100 1500 9 2	Castle** {8}	8/11	11P	2	1-8	100		4800	11		0**								11				650 S	3:20
Reep 3/9 7 P 2 1-8 100 2250 10 2	Watch Tower	1/7	5 P	2	1-8	100		1020	7		2							0**					25W 125S	1:20
Bombard Tower Store Stor	Guard Tower	2/8	6 P	2	1-8	100		1500	9		2							0**					25W 125S	1:20
Town Center 3/5 5 P 2 6 100 2400 5 (+1/+1 armor per age) 5 275W 1005 2 2 2 2 2 2 2 2 2	Keep	3/9	7 P	2	1-8	100		2250	10		2							0**					25W 125S	1:20
Palisade Wall 8/10 \$16\$ 2 1800	Bombard Tower	3/9	120P	6	1-8	100		2220	40														100G 125S	1:20
Stone Wall 8/10 16	Town Center	3/5	5 P	2	6	100		2400	5	(+	1/+	1 arı	mor	per aç	ge)			5					275W 100S	2:30
Fortified Wall 12/12 24}	Palisade Wall	2/5						250															2W	0:05
(Stone) Gate 6/6 {20} 6 2750	Stone Wall	8/10	{16}		2			1800															5S	0:8
Fishing Ship O/4 S S G G G G G G G G	Fortified Wall	12/12	{24}		2			3000															5S	0:8
Fishing Ship 0/4 5 60 1 1 1.26 75W 0 Trade Cog 0/6 6 80 100 1.32 100W 50G 0 Transport Ship 4/8 5 100 100 1.45 1.45 125W 0 Galley 0/6 6P 3 5 100 0 120 8 3 6 1.43 90W 30G 1 War Galley 0/6 7P 3 6 100 0 135 9 4 7 1.43 90W 30G 0 Galleon 0/8 8P 3 7 100 0 165 11 4 8 1.43 90W 30G 0 Demo. Ship (3) 0/3 110 M 6 50 (Blast Radius: 2.5) 220 1.6 70W 50G 0 Fire Ship (5) 0/5 140 M 6 60 (Blast Radius: 3.5) 280 1.6 70W 50G 0 </td <td>(Stone) Gate</td> <td>6/6</td> <td>{20}</td> <td></td> <td>6</td> <td></td> <td></td> <td>2750</td> <td></td> <td>30S</td> <td>0:70</td>	(Stone) Gate	6/6	{20}		6			2750															30S	0:70
Trade Cog 0/6 Mode 6 Mode 80 Mode	(Fortified) Gate	6/6	{20}		6			4000															30S	0:70
Transport Ship 4/8 S 100 100 S S 100 S S S 100 S S S 100 S S S 100 S	Fishing Ship	0/4			5			60														1.26	75W	0:40
Galley 0/6 6P 3 5 100 0 120 8 0 0 3 6 1.43 90W 30G 1 War Galley 0/6 7P 3 6 100 0 135 9 0 0 4 7 1.43 90W 30G 0 Galleon 0/8 8P 3 7 100 0 165 11 0 4 4 7 1.43 90W 30G 0 Demo. Ship (3) 0/3 110 M 6 50 (Blast Radius: 2.5) 0 220 1.6 70W 50G 0 H Demo Ship (5) 0/5 140 M 6 60 (Blast Radius: 3.5) 280 1.6 70W 50G 0 Fire Ship (5) 0/6 2P/1M 0.25 2.49 0 120 3 2 2 2 2 1.35 75W 45G 0 Cannon Galleon 0/6 35M 10 3-13	Trade Cog	0/6			6			80														1.32	100W 50G	0:36
War Galley 0/6 7P 3 6 100 0 135 9 4 4 7 1.43 90W 30G 0 Galleon 0/8 8P 3 7 100 0 165 11 4 4 8 1.43 90W 30G 0 Demo. Ship (3) 0/3 110 M 6 50 (Blast Radius: 2.5) 220 1.6 70W 50G 0 H Demo Ship (5) 0/5 140 M 6 6 60 (Blast Radius: 3.5) 280 1.6 70W 50G 0 Fire Ship (5) 0/6 2P/1M 0.25 2.49 0 120 3 2 2 2 2 1.35 75W 45G 0 Fast Fire Sh. (7) 0/8 3P/1M 0.25 2.49 0 140 4 15 15 40 200 1.1 200W 150G 0 Cannon Galleon 0/6 35M 10 3-15 50 0 150 15 15 15 40 275 1.1 200W 150G 0 </td <td>Transport Ship</td> <td>4/8</td> <td></td> <td></td> <td>5</td> <td></td> <td></td> <td>100</td> <td></td> <td>1.45</td> <td>125W</td> <td>0:46</td>	Transport Ship	4/8			5			100														1.45	125W	0:46
Galleon 0/8 8P 3 7 100 0 165 11 4 8 1.43 90W 30G 0 Demo. Ship (3) 0/3 110 M 6 50 (Blast Radius: 2.5) 220 1.6 70W 50G 0 H Demo Ship (5) 0/5 140 M 6 60 (Blast Radius: 3.5) 280 1.6 70W 50G 0 Fire Ship (5) 0/6 2P/1M 0.25 2.49 0 120 3 2 2 2 1.35 75W 45G 0 Fast Fire Sh. (7) 0/8 3P/1M 0.25 2.49 0 140 4 3 3 1.43 75W 45G 0 Cannon Galleon 0/6 35M 10 3-13 50 0 120 15 15 40 200 1.1 200W 150G 0 Elt Cannon G. 0/8 45M 10 3-15 50 0 150 15 15 <th< td=""><td>Galley</td><td>0/6</td><td>6P</td><td>3</td><td>5</td><td></td><td>0</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td>3</td><td></td><td></td><td></td><td></td><td></td><td>1.43</td><td>90W 30G</td><td>1:00</td></th<>	Galley	0/6	6P	3	5		0									3						1.43	90W 30G	1:00
Demo. Ship {3} 0/3 110 M 6 50 (Blast Radius: 2.5) 220 1.6 70W 50G 0 H Demo Ship{5} 0/5 140 M 6 60 (Blast Radius: 3.5) 280 1.6 70W 50G 0 Fire Ship {5} 0/6 2P/1M 0.25 2.49 0 120 3 2 2 2 1.35 75W 45G 0 Fast Fire Sh. {7} 0/8 3P/1M 0.25 2.49 0 140 4 2 3 3 1.43 75W 45G 0 Cannon Galleon 0/6 35M 10 3-13 50 0 120 15 15 40 200 1.1 200W 150G 0 Elt Cannon G. 0/8 45M 10 3-15 50 0 150 15 15 40 275 1.1 200W 150G 0 Longboat 0/6 7P 3.34 6 100 0 160 11				3	6		0									4		7				1.43	90W 30G	0:36
H Demo Ship{5} 0/5 140 M 0.25 2.49 0 120 3 0 2 2 2 1.35 75W 45G 0 Fire Ship {5} 0/6 2P/1M 0.25 2.49 0 140 4 0 0 150 15 15 15 40 200 1.1 200W 150G 0 Elt Cannon G. 0/8 45M 10 3-15 50 0 150 0 150 15 15 15 40 275 1.1 200W 150G 0 Elt Cannobat 0/6 7P 3.34 6 100 0 130 9 0 140 140 140 140 140 140 140 140 140 1	Galleon	0/8		3	7	100	0		11							4		8				1.43	90W 30G	0:36
Fire Ship {5} 0/6 2P/1M 0.25 2.49 0 120 3 0 0 120 3 0 1 2 2 2 1.35 75W 45G 0 Fast Fire Sh. {7} 0/8 3P/1M 0.25 2.49 0 140 4 0 0 3 3 1.43 75W 45G 0 Cannon Galleon 0/6 35M 10 3-13 50 0 120 15 15 15 40 200 1.1 200W 150G 0 Elt Cannon G. 0/8 45M 10 3-15 50 0 150 15 15 15 40 275 1.1 200W 150G 0 Longboat 0/6 7P 3.34 6 100 0 160 11 1 4 7 1.54 80W 40G* 0 3 Extra Arrows per Shot 1P 5 5 5 5 6 6 100	Demo. Ship {3}	0/3			6				(B	last	Radi	us: 2	2.5)					220				1.6	70W 50G	0:31
Fast Fire Sh. {7} 0/8 3P/1M 0.25 2.49 0 140 4 8 3 3 1.43 75W 45G 0 Cannon Galleon O/6 35M 10 3-13 50 0 120 15 15 40 200 1.1 200W 150G 0 Elt Cannon G. 0/8 45M 10 3-15 50 0 150 15 15 40 275 1.1 200W 150G 0 Longboat Longboat O/6 7P 3.34 6 100 0 130 9 4 7 1.54 80W 40G* 0 Elite Longboat O/8 8P 3.34 7 100 0 160 11 4 8 1.54 80W 40G* 0 3 Extra Arrows per Shot Turtle Shi (8) 6/5 50M 6 6 100 0 200 1 4 8 1.54 80W 40G* 0 E.Turtle Sh. (11) 8/6 (13) 50M 6 </td <td>H Demo Ship{5}</td> <td>0/5</td> <td>140 M</td> <td></td> <td>_</td> <td></td> <td></td> <td>60</td> <td>(B</td> <td>last</td> <td>Radi</td> <td>us: 3</td> <td>3.5)</td> <td></td> <td></td> <td></td> <td></td> <td>280</td> <td></td> <td></td> <td></td> <td>1.6</td> <td>70W 50G</td> <td>0:31</td>	H Demo Ship{5}	0/5	140 M		_			60	(B	last	Radi	us: 3	3.5)					280				1.6	70W 50G	0:31
Cannon Galleon 0/6 35M 10 3-13 50 0 120 15 15 15 40 200 1.1 200W 150G 0 Elt Cannon G. 0/8 45M 10 3-15 50 0 150 15 15 15 40 275 1.1 200W 150G 0 Longboat 0/6 7P 3.34 6 100 0 130 9 4 7 1.54 80W 40G* 0 Elite Longboat 0/8 8P 3.34 7 100 0 160 11 4 4 8 1.54 80W 40G* 0 3 Extra Arrows per Shot 1P 50M 6 6 100 0 200 5 5 0 0.9 200W 200G 0 E.Turtle Shi [4] 8/6 [1] 50M 6 6 100 0 300 5 0 0 0 0 0 0 0	Fire Ship {5}	0/6	2P/1M	0.25	2.49		0	120	3								2	2				1.35	75W 45G	0:36
Elt Cannon G. 0/8 45M 10 3-15 50 0 150 15 15 15 40 275 1.1 200W 150G 0 Longboat 0/6 7P 3.34 6 100 0 130 9 4 7 1.54 80W 40G* 0 Elite Longboat 0/8 8P 3.34 7 100 0 160 11 4 4 8 1.54 80W 40G* 0 3 Extra Arrows per Shot 1P 5 5 5 5 5 6 6 100 0 200 5 6 6 100 0 200 5 6 1 0.9 200W 200G 0 E.Turtle Sh.{11} 8/6 {1} 50M 6 6 100 0 300 6 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	Fast Fire Sh. {7}	0/8	3P/1M	0.25			0		4								3					1.43	75W 45G	0:36
Longboat 0/6 7P 3.34 6 100 0 130 9 4 7 1.54 80W 40G* 0 Elite Longboat 0/8 8P 3.34 7 100 0 160 11 4 8 1.54 80W 40G* 0 3 Extra Arrows per Shot 1P 50M 6 6 100 0 200 50M 6 6 100 0 200 50M 6 6 100 0 300 50M 300 6 6 100 0 300 300 300 6 4 7 1.54 80W 40G* 0 Turtle Ship {8} 6/5 50M 6 6 100 0 200 0 </td <td>Cannon Galleon</td> <td></td> <td></td> <td></td> <td>_</td> <td></td> <td>0</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td>40</td> <td></td> <td>200</td> <td></td> <td></td> <td></td> <td>1.1</td> <td>200W 150G</td> <td>0:46</td>	Cannon Galleon				_		0									40		200				1.1	200W 150G	0:46
Elite Longboat 0/8 8P 3.34 7 100 0 160 11 4 8 1.54 80W 40G* 0 3 Extra Arrows per Shot 1P	Elt Cannon G.				_	_	0			15		15		15		40		275					200W 150G	
3 Extra Arrows per Shot	Longboat	0/6	7P	3.34			0		9							4		7				1.54		0:25
Turtle Ship {8} 6/5 50M 6 6 100 0 200 0.9 200W 200G 0.9 E.Turtle Sh.{11} 8/6 {1} 50M 6 6 100 0 300 0.9 0.9 200W 200G 0.9	Elite Longboat	0/8	8P	3.34	7	100	0	160	11							4		8				1.54	80W 40G*	0:25
E.Turtle Sh.{11} 8/6 {1} 50M 6 6 100 0 300 0 0.9 200W 200G 0	-	r Shot	1P																					
	Turtle Ship {8}	6/5	50M	6	6		0	200														0.9	200W 200G	0:50
Unit M/P M/P Fire Ra. Acc Delay HP Come Speed Cost B	E.Turtle Sh.{11}	8/6 {1}	50M	6	6	100	0	300														0.9	200W 200G	0:50
Armor Attack Rate Los (%) (in s) Si To	Unit	M/P Armor	M/P Attack	Fire Rate		Acc (%)	Delay	НР	Camel/Ship	Infantry	UU Spear	Archers	Cav Archer	Cavalry	Elephant	Siege Ram	Monk Turtle		Tow/S. Wall	All Walls	Castle	Speed	Cost	Build Time

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