

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

Version: 15.09.18																													
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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	Archer	0/0	4 P	2	4	80	0.53	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	2 P	3	1-4	90	0.5	30			3	3							0				0.96	25F 35W	0:22
	Elite Skirmisher	0/4	3 P	3	1-5	90	0.5	35			3	4	2						0				0.96	25F 35W	0:22
	Imp. Skirmisher	0/5	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						2						0.96	45F 50G	0:34
	Cavalry Archer	0/0	6 P	2	4	50	1	50			2								0				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				1.3	80W 60G	0:21
	Elite Arambai	0/2	19 P	2	5	30	0.7	65			0					1	2		0				1.3	80W 60G	0:21
	Camel Archer	0/1	7P	2	4	95	0.63	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	3.65	4	85	0.21	45			2								0				0.96	40W 35G	0:16
	Elite Chu Ko Nu	0/0	8P/0M	3.85	4	85	0.21	50			2								0				0.96	40W 35G	0:13
	Extra CKN Arrow		3P/0M	2 extra arrows for a normal Chu Ko Nu, 4 for Elite																					
	Conquistador	2/2	16 P	2.9	6	65	0.4	55									4						1.3	60F 70G	0:24
	Elite Cong	2/2	18 P	2.9	6	70	0.4	70									6		2				1.3	60F 70G	0:24
	Ele. Archer	0/3	6 P	2.5	4{-2}	100	0.28	280			0								3	3			0.8	100F 80G	0:25
	Elite Ele. Archer	0/3	7 P	2.5	4{-2}	100	0.28	330			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	0.5	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				1.2	35W 35G*	0:16
	Rattan Archer	0/4	6 P	2	4	80	0.68	40			2								0				1.1	50W 45G	0:16
	Elt. Rattan Archer	0/6	7 P	2	5	90	0.68	45			2								0				1.1	50W 45G	0:16
	Slinger	0/0	5 P	2	1-5	90	0.78	40	10	10	1						3		0				0.96	30F 40G	0:25
	War Wagon	0/3	9 P	2.5	4	100	1	150											5				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
	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	Unique U.	Build. 1 B2	Tow./St. Wall	All Walls	Castle	Move Speed (tiles/s)	Cost	Build Time
	Woodcutting	23.3 W/min		+Double-Bit Axe				27.9 W/min				+Bowsaw		33.5 W/min				+Two-Man Saw				36.9 W/min			
	Celt Woodcut.	26.8 W/min		+Double-Bit Axe				32.1 W/min				+Bowsaw		38.6 W/min											
	Mining Gold	22.7 G/min		+Gold Mining				26.2 G/min				+Gold Shaft Mining				30.1 G/min				Sultans (Indian UT): x1.1					
	Turk Gold M.	27.3 G/min		+Gold Mining				31.4 G/min				+Gold Shaft Mining				36.1 G/min									
	Relic Gold	30 G/min		Aztec TB:			40 G/min		Sultans (Indian UT)				33 G/min				Sultans+Aztec Ally				44 G/min				
	Mining Stone	21.5 S/min		+Stone Mining				24.8 S/min				+Stone Shaft Mining				28.5 S/min									
	Korean Stone M.	25.8 S/min		+Stone Mining				29.7 S/min				+Stone Shaft Mining				34.2 S/min									
	Livestock	19.8 F/min		Livestock+Britons				24.5 F/min				Hunting				24.6 F/min				Hunting+Mongols				36.6 F/min	
	Villager Fishing	25.8 F/min		Vill. Fishing+Indians				29.7 F/min				Foraging				18.6 F/min				Foraging+Franks				23.3 F/min	
	Deep Fish (Ship)	29.3 F/min		+Gillnets				36.2 F/min		Fish Trap		20.5 F/min		+Gillnets		25.5 F/min		Shore Fish (Ship)				16.8 F/min			
	Jap. Fishing (DA)	30.7 F/min		+FA		32.1 F/m.		+CA		33.5 F/min		CA+Gillnets		41.5 F/m.		IA		35.1 F/min		IA+Gillnets		48.4 F/min			
	Jap. Shore F.(DA)	17.6 F/min		+FA		18.4 F/m.		+CA		19.2 F/min		CA+Gillnets		23.9 F/m.		IA		20.1 F/min		IA+Gillnets		24.9 F/min			
	Jap. Fish T. (DA)	-		+FA		22.5 F/m.		+CA		23.5 F/min		CA+Gillnets		29.2 F/m.		IA		24.4 F/min		IA+Gillnets		30.3 F/min			
	Farming	19.8 F/min		Mayans			18.8 F/min		Aztecs		22.6 F/min		Berbers		20.4 F/min		Slavs		22.4 F/min						
	+Wheelbarrow	22.7 F/min		Mayans			21.6 F/min		Aztecs		24.2 F/min		Berbers		23.3 F/min		Slavs		25.7 F/min						
	+Hand Cart	24.4 F/min		Mayans			23.2 F/min		Aztecs		25.2 F/min		Berbers		24.7 F/min		Slavs		27.4 F/min						

Version: 15.09.18																								
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
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