

# Unit Stats

Updated for 2.35D

CIV\_ONE

**T0**

Warrior



150 / 150



Damage:  
11 - 15  
0



Armor:  
0

Status:

Costs 200 gold, 1 food  
1 sec Cooldown  
Melee, Normal, Light

Junk  
Mechanical



150 / 150



Damage:  
11 - 15



Armor:  
0

Status:

Costs 200 gold, 1 food  
1 sec Cooldown  
Melee, Normal, Light

**T1**

### Savage Warrior



225 / 225



Damage: 16 - 22



Armor: 1

Status:

Costs 400 gold, 1 food  
1 sec Cooldown, Splash  
Melee, Normal, Light

### Fire Archer



200 / 200



Damage: 16 - 22



Armor: 0

Status:

Costs 500 gold, 1 food  
1 sec Cooldown  
550 Range, Siege, Light

### Archer



200 / 200



Damage: 16 - 22



Armor: 0

Status:

Costs 500 gold, 1 food  
1 sec Cooldown  
550 Range, Light



Axeman



Damage:  
16 - 22



Armor:  
3

Status:

Costs 500 gold, 1 food  
1 sec Cooldown  
Melee, Shock, Heavy



Horseman



Damage:  
16 - 22



Armor:  
3

Status:



Costs 500 gold, 1 food  
1 sec Cooldown  
Melee, Shock, Horseback



Spearman



Damage:  
16 - 22



Armor:  
3

Status:

Costs 500 gold, 1 food  
1 sec Cooldown  
Melee, Piercing + Mana Burn, Heavy



Peasant Conscript



Damage:  
11 - 14



Armor:  
2

Status:

Costs 500 gold, 1 food (x2)  
1 sec Cooldown  
Melee, Normal, Light

**Trireme**  
Mechanical



Damage:  
16 - 22



Armor:  
1

Status:

300 / 300

Costs 500 gold, 1 food  
1 sec Cooldown  
Melee, Shock, Fortified

**Galley**  
Mechanical



Damage:  
16 - 22



Armor:  
3

Status:

300 / 300

Costs 500 gold, 1 food  
1 sec Cooldown  
Melee, Normal, Heavy

**Raider**  
Mechanical



Damage:  
20 - 26 +2



Armor:  
0

Status: 

200 / 200

Costs 500 gold, 1 food  
1 sec Cooldown  
550 Range, Siege, Light

**T2**



### Longbow



330 / 330



Damage: 30 - 44



Armor: 0

Status:

Costs 800 gold, 1 food  
 1 sec Cooldown  
 800 Range, Piercing, Light

### Mounted Archer



385 / 385  
125 / 125



Damage: 33 - 47



Armor: 1

Status: 

Costs 800 gold, 1 food  
 1 sec Cooldown  
 550 Range, Piercing, Horse

### Mounted Raider



385 / 385  
125 / 125



Damage: 30 - 44



Armor: 1

Status: 

Costs 800 gold, 1 food  
 1 sec Cooldown  
 550 Range, Siege, Horse

### Crossbowman



450 / 450



Damage: 46 - 68



Armor: 2

Status:

Costs 800 gold, 1 food  
 1.5 sec Cooldown  
 350 Range, Piercing, Heavy

### Knight



500 / 500  
150 / 150



Damage:  
26 - 37  
0



Armor:  
5

Status: 

Costs 800 gold, 1 food  
1 sec Cooldown  
Melee, Shock, Horse

### Pikeman



500 / 500



Damage:  
26 - 37  
0



Armor:  
5

Status:

Costs 800 gold, 1 food  
1 sec Cooldown  
Melee, Piercing, Mana Burn, Heavy

### Swordsman



550 / 550



Damage:  
26 - 37  
0



Armor:  
5

Status:

Costs 800 gold, 1 food  
1 sec Cooldown  
Melee, Shock, Heavy

### Ballista



220 / 220



Damage:  
47 - 70



Armor:  
0

Status:

Costs 800 gold, 1 food  
1 sec Cooldown,  
Splash, -2 armor  
700 Range, Piercing, Light

### Catapult



220 / 220



Damage:  
70 - 106



Armor:  
0

Status:

Costs 800 gold, 1 food  
1 sec Cooldown, Splash  
800 Range, Siege, Light





500 / 500

### Penteconter

Mechanical

 Damage: 26 - 37

 Armor: 5

Status: 

Costs 800 gold, 1 food  
1 sec Cooldown  
Melee, Normal, Heavy



500 / 500

### Quinquireme

Mechanical

 Damage: 26 - 37

 Armor: 3

Status: 

Costs 800 gold, 1 food  
1 sec Cooldown  
Melee, Shock, Fortified



330 / 330

### Longboat

Mechanical

 Damage: 30 - 41 +4

 Armor: 0

Status: 

Costs 800 gold, 1 food  
1 sec Cooldown  
600 Range, Siege, Light



450 / 450

### Dromon

Mechanical

 Damage: 21 - 27 +2

 Armor: 5

Status: 

Costs 800 gold, 1 food  
1 sec Cooldown  
Melee, Normal, Light

**T3**

**Guerilla Warrior**



400 / 400



Damage:  
16 - 22



Armor:  
0

Status:

Costs 1200 gold, 1 food (x2)  
1 sec Cooldown  
300 Range, Gun, Light

**Musketeer**



550 / 550



Damage:  
40 - 80



Armor:  
0

Status:

Costs 1200 gold, 1 food  
1 sec Cooldown  
550 Range, Gun, Light

**Cutter Saint**



700 / 700



Damage:  
39 - 59



Armor:  
6

Status:

Costs 1200 gold, 1 food  
1 sec Cooldown  
Melee, Shock, Heavy

**Maceman**



825 / 825



Damage:  
44 - 63



Armor:  
7

Status:

Costs 1200 gold, 1 food  
1 sec Cooldown  
Melee, Normal, Heavy

### Dragoon



750 / 750  
100 / 100

Damage: 55 - 60

Armor: 2

Status: 

Costs 1400 gold, 1 food  
1 sec Cooldown  
500 Range, Gun, Horse

### Cavalry



825 / 825  
225 / 225

Damage: 44 - 63

Armor: 3

Status: 

Costs 1400 gold, 1 food  
1 sec Cooldown  
200 Range, Gun, Horse

### Warlord



660 / 660

Damage: 32 - 43

Armor: 6

Status: 

Costs 1300 gold, 1 food  
1 sec Cooldown  
Melee, Shock, Heavy,  
+10% Damage aura



Costs 1600 gold, 1 food  
3 sec Cooldown,  
Splash, -4 armor  
700 Range, Gun, Light



Costs 1600 gold, 1 food  
3 sec Cooldown, Splash  
900 Range, Siege, Light





550 / 550

### Caravel

Mechanical

 Damage: 36 - 53 +4

 Armor: 5

Status: 

Costs 1200 gold, 1 food  
1 sec Cooldown  
700 Range, Gun, Light



550 / 550

### Fire Ship

Mechanical

 Damage: 63 - 98 +8

 Damage: 20 - 29 +2

 Armor: 5

Status: 

Costs 1200 gold, 1 food  
2 and 1 sec Cooldown  
Explosive Kills  
350 Range, Siege, Heavy



660 / 660

### Ancient Flagship

Mechanical

 Damage: 32 - 43

 Armor: 6

Status: 

Costs 1300 gold, 1 food  
1 sec Cooldown  
Melee, Shock, Fortified  
+10% Damage aura



800 / 800

### Carrack

Mechanical

 Damage: 130 - 189 +16

 Armor: 7 +3

Status:  

Costs 1400 gold, 1 food  
3 sec Cooldown  
550 Range, Siege, Fortified

**T4**



### Fusillier



Damage:  
50 - 74



Armor:  
9

Status:

Costs 1600 gold, 1 food  
2 sec Cooldown  
200 Range, Gun, Infantry



### Grenadier



Damage:  
99 - 147



Armor:  
3

Status:

Costs 1600 gold, 1 food  
2 sec Cooldown, Splash  
500 Range, Normal, Light



### Rifleman



Damage:  
55 - 79



Armor:  
3

Status:

Costs 1600 gold, 1 food  
1 sec Cooldown  
750 Range, Gun, Infantry



### Sharpshooter



Damage:  
100 - 168



Armor:  
0

Status:

Costs 1900 gold, 1 food  
2 sec Cooldown, Criticals  
1000 Range, Piercing, Infantry



725 / 725

### Pirate Corsair

Mechanical



Damage:  
43 - 62 +5



Armor:  
7 +3

Status: 

Costs 1400 gold, 1 food  
1 sec Cooldown  
Melee, Normal, Heavy



900 / 900

### Ironclad

Mechanical



Damage:  
49 - 78 +6



Armor:  
6 +3

Status: 

Costs 1600 gold, 1 food  
2 sec Cooldown  
200 Range, Siege, Infantry



600 / 600

### Frigate

Mechanical



Damage:  
55 - 79



Armor:  
5

Status: 

Costs 1600 gold, 1 food  
1 sec Cooldown  
700 Range, Gun, Light



1000 / 1000

### Man-o-War

Mechanical



Damage:  
154 - 232 +19



Armor:  
9 +3

Status: 

Costs 1800 gold, 1 food  
3 sec Cooldown  
800 Range, Siege, Fortified

**T5**



### Mortar



550 / 550



Damage: 126 - 138



Armor: 0

Status:

Costs 2100 gold, 1 food  
 3 sec Cooldown,  
 Splash, -9 armor  
 750 Range, Gun, Light

### Artillery



400 / 400



Damage: 170 - 256



Armor: 0

Status:

Costs 2100 gold, 1 food  
 3 sec Cooldown, Splash  
 950 Range, Siege, Light

### Medic



525 / 525



Damage: 15 - 21 +2



Armor: 0 +3

Status: 

Costs 800 gold, 1 food  
 1 sec Cooldown  
 775 Range, Gun, Infantry



550 / 550

## Trench Infantry



Damage:  
26 - 38



Armor:  
-2

Status:

Costs 2400 gold, 1 food (x2)  
Very 1 sec Cooldown  
350 Range



1000 / 1000

## Flamer Troops



Damage:  
45 - 64



Armor:  
6

Status:



Damage:  
121 - 150

Costs 2400 gold, 1 food  
0.5 sec Cooldown, Air, Splash  
600 Range, Normal  
1 sec Cooldown  
Melee, Siege, Infantry



800 / 800

## Machine Gunner



Damage:  
61 - 88



Armor:  
6

Status:

Costs 2400 gold, 1 food  
0.5 sec Cooldown, Air  
800 Range, Gun, Infantry



725 / 725

## Captain

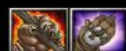


Damage:  
55 - 79 +7



Armor:  
1 +3

Status:



Costs 2500 gold, 1 food  
1 sec Cooldown  
850 Range, Gun, Infantry  
+10% Damage aura  
+3 Armor Aura



1100 / 1100

## Privateer

Mechanical



Damage:  
135 - 189



Armor:  
12

Status:



800 / 800

## Destroyer

Mechanical

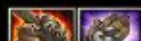


Damage:  
61 - 88 +7



Armor:  
6 +3

Status:



800 / 800

## Submarine

Mechanical

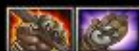


Damage:  
220 - 349 +28



Armor:  
6 +3

Status:



1000 / 1000

## Flagship

Mechanical



Damage:  
154 - 232 +19



Armor:  
12 +3

Status:



Costs 2100 gold, 1 food  
2 sec Cooldown  
800 Range, Normal, Light

Costs 2400 gold, 1 food  
0.5 sec Cooldown  
600 Range, Gun, Light

Costs 2400 gold, 1 food  
3 sec Cooldown, Splash  
800 Range, Siege, Light

Costs 2500 gold, 1 food  
3 sec Cooldown  
900 Range, Siege, Fortified  
+10% Damage aura  
+3 Armor Aura



**T6**



## Tank



Damage:  
170 - 256



Armor:  
12

Status:

Costs 3200 gold, 1 food  
3 sec Cooldown  
500 Range, Siege, Modern



## Stinger Troops



Damage:  
573 - 842



Damage:  
45 - 65



Armor:  
6

Status:

Costs 3000 gold, 1 food  
3 and 1 sec Cooldown  
800 Range, Gun, Infantry



## Commando



Damage:  
305 - 447



Armor:  
6

Status:

Costs 3000 gold, 1 food  
2 sec Cooldown  
800 Range, Siege, Infantry



## Fighter

Mechanical



Damage:  
76 - 110



Armor:  
3

Status:

Costs 3200 gold, 1 food  
0.5 sec Cooldown  
800 Range, Gun, Light

Tank



Damage:  
170 - 256



Armor:  
12

Status:

2050 / 2050

Costs 3200 gold, 1 food  
3 sec Cooldown  
500 Range, Siege, Modern

Humvee



Damage:  
79 - 125 +10



Armor:  
8 +3

Status:  

1500 / 1500

Costs 3400 gold, 2 food  
0.5 sec Cooldown  
800 Range, Gun, Modern

General



Damage:  
55 - 79 +7



Armor:  
1 +3

Status:  

725 / 725

Costs 3400 gold, 1 food  
0.5 sec Cooldown  
850 Range, Gun, Light  
+10% Damage aura  
+3 Armor Aura

**T7**



3400 / 3400

Armor  
Mechanical



Damage:  
235 - 357 +30



Armor:  
16 +3

Status:



3000 / 3000

Mech Infantry (Stringer)

Mechanical



Damage:  
91 - 150



Armor:  
16

Status:



3000 / 3000

Mech Infantry (Commando)

Mechanical



Damage:  
91 - 150



Armor:  
16

Status:



3000 / 3000

Mech Infantry (MG)

Mechanical



Damage:  
100 - 159



Armor:  
16

Status:

Costs 4000 gold, 1 food  
3 sec Cooldown  
500 Range, Siege, Modern

Costs 5000 gold, 2 food  
0.5 sec Cooldown,  
Multiple Targets  
600 Range, Gun, Modern

Costs 5000 gold, 2 food  
0.5 sec Cooldown  
600 Range, Gun, Modern

Costs 4400 gold, 2 food  
0.5 sec Cooldown  
600 Range, Gun, Modern



### Heavy Armor

Mechanical



4300 / 4300



Damage:  
296 - 446



Armor:  
20

Status:

Costs 4800 gold, 1 food  
3 sec Cooldown  
500 Range, Siege, Modern

### Interceptor



1600 / 1600



Damage:  
169 - 240



Armor:  
6

Status:

Costs 4000 gold, 1 food  
0.5 sec Cooldown  
500 Range, Gun, Light

### Divebomber



1500 / 1500



Damage:  
236 - 352



Armor:  
4

Status:

Costs 4000 gold, 1 food  
2 sec Cooldown, Splash  
800 Range, Siege, Light

### Striker



1750 / 1750



Damage:  
333 - 480



Armor:  
6

Status:



Damage:  
334 - 628

Costs 6000 gold, 1 food  
1 sec Cooldown  
1000 Range, Siege, Light



**Aegis Cruiser**  
Mechanical

Damage: 236 - 360 +30

A armor: 8 +3

Status: 

1700 / 1700

Costs 3200 gold, 1 food  
0.5 sec Cooldown  
1000 Range, Gun, Modern



**Interceptor Carrier**  
Mechanical

Damage: 68 - 97 +8

A armor: 6 +3

Status: 

900 / 900

Costs 4000 gold, 1 food  
2 sec Cooldown  
800 Range, Gun, Light



**Divebomber Carrier**  
Mechanical

Damage: 68 - 97 +8

A armor: 6 +3

Status: 

900 / 900

Costs 4000 gold, 1 food  
2 sec Cooldown  
800 Range, Gun, Light



**Super Carrier**  
Mechanical

Damage: 71 - 100 +9

A armor: 6 +3

Status: 

1000 / 1000

Costs 6000 gold, 1 food  
2 sec Cooldown  
800 Range, Gun, Light

# Towers

built by player





600 / 600

## Ancient Tower



Damage:  
26 - 37



Armor:  
10

Status:

Costs 375 gold, 1 food  
1 sec Cooldown  
800 Range, Tower, Fortified



1000 / 1000

## Improved Tower



Damage:  
36 - 51



Armor:  
15

Status:

Costs 550 gold, 1 food  
1 sec Cooldown  
800 Range, Tower, Fortified



1550 / 1550

## Superior Tower



Damage:  
60 - 76



Armor:  
21

Status:

Costs 825 gold, 1 food  
1 sec Cooldown  
900 Range, Tower, Fortified



2600 / 2600

## Gun Tower



Damage:  
193 - 266



Armor:  
21

Status:

Costs 1325 gold, 1 food  
3 sec Cooldown, Splash  
1000 Range, Tower, Fortified



Costs 1825 gold, 1 food  
0.5 sec Cooldown  
1000 Range, Tower, Modern



Costs 2425 gold, 1 food  
0.5 sec Cooldown  
1100 Range, Tower, Modern

**Wonders**

**Techs**