

Unit Stats

Updated for 2.35D

CIV_ONE

TO



Warrior

150 / 150

Damage: 11 - 15

Armor: 0

Status:

The Warrior unit card features a dark, metallic, insect-like creature with a glowing green core. The health bar at the bottom shows 150 / 150. The stats are listed as Damage: 11 - 15, Armor: 0, and Status: (blank).

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



Junk
Mechanical

150 / 150

Damage: 11 - 15

Armor: 0

Status:

The Junk unit card features a mechanical, insect-like creature with a green and brown body. The health bar at the bottom shows 150 / 150. The stats are listed as Damage: 11 - 15, Armor: 0, and Status: (blank).

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

T1



Savage Warrior



Damage:
16 - 22



Armor:
1

Status:

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



Fire Archer



Damage:
16 - 22



Armor:
0

Status:

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



Archer



Damage:
16 - 22



Armor:
0

Status:

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



Axeman

 Damage:
16 - 22
0

 Armor:
3

Status:

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



Horseman

 Damage:
16 - 22
0

 Armor:
3

Status: 

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



Spearman

 Damage:
16 - 22
0

 Armor:
3

Status:

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



Peasant Conscript

 Damage:
11 - 14
0

 Armor:
2

Status:

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

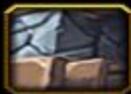


Trireme

Mechanical



Damage:
16 - 22



Armor:
1

Status:

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



Galley

Mechanical



Damage:
16 - 22



Armor:
3

Status:

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



Raider

Mechanical



Damage:
20 - 26 +2



Armor:
0

Status:



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

T2



330 / 330

Longbow



Damage:
30 - 44



Armor:
0

Status:

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



385 / 385

125 / 125

Mounted Archer



Damage:
33 - 47



Armor:
1

Status:



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



385 / 385

125 / 125

Mounted Raider



Damage:
30 - 44



Armor:
1

Status:



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



450 / 450

Crossbowman



Damage:
46 - 68



Armor:
2

Status:

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



500 / 500
150 / 150

Knight



Damage:
26 - 37



Armor:
5

Status: 

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



500 / 500

Pikeman



Damage:
26 - 37



Armor:
5

Status:

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



550 / 550

Swordsman



Damage:
26 - 37



Armor:
5

Status:

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

Ballista



Damage:
47 - 70



Armor:
0

Status:

220 / 220

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

Catapult



Damage:
70 - 106



Armor:
0

Status:

220 / 220

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

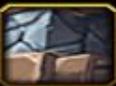


500 / 500

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

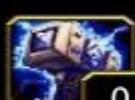
Status: 

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

Field Cannon



Damage:
75 - 105



Armor:
0

Status:

375 / 375

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

Siege Cannon



Damage:
125 - 184



Armor:
0

Status:

375 / 375

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



Caravel
Mechanical

Damage: 36 - 53 +4

Armor: 5

Status: 

550 / 550

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



Fire Ship
Mechanical

Damage: 63 - 98 +8

Armor: 5

Status: 

550 / 550

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



Ancient Flagship
Mechanical

Damage: 32 - 43

Armor: 6

Status: 

660 / 660

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



Carrack
Mechanical

Damage: 130 - 189 +16

Armor: 7 +3

Status:  

800 / 800

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

T4



900 / 900

Fusillier



Damage:
50 - 74



Armor:
9

Status:

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



700 / 700

Grenadier



Damage:
99 - 147



Armor:
3

Status:

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



600 / 600

Rifleman



Damage:
55 - 79



Armor:
3

Status:

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



550 / 550

Sharpshooter



Damage:
100 - 168



Armor:
0

Status:

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



Pirate Corsair
Mechanical

Damage: 43 - 62 +5

Armor: 7 +3

Status: 

725 / 725

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



Ironclad
Mechanical

Damage: 49 - 78 +6

Armor: 6 +3

Status: 

900 / 900

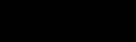
Costs 1600 gold, 1 food
2 sec Cooldown
200 Range, Siege, Infantry



Frigate
Mechanical

Damage: 55 - 79

Armor: 5

Status: 

600 / 600

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



Man-o-War
Mechanical

Damage: 154 - 232 +19

Armor: 9 +3

Status: 

1000 / 1000

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:

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



800 / 800

Destroyer

Mechanical



Damage:
61 - 88 +7



Armor:
6 +3

Status:



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



800 / 800

Submarine

Mechanical



Damage:
220 - 349 +28



Armor:
6 +3

Status:



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



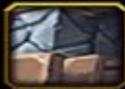
1000 / 1000

Flagship

Mechanical

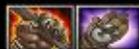


Damage:
154 - 232 +19



Armor:
12 +3

Status:



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

T6



Damage:
170 - 256



Armor:
12

Status:

Tank

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



Damage:
573 - 842



Damage:
45 - 65



Armor:
6

Status:

Stinger Troops

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



Damage:
305 - 447



Armor:
6

Status:

Commando

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



Damage:
76 - 110



Armor:
3

Status:

Fighter

Mechanical

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

Tank



Damage:
170 - 256



Armor:
12

Status:



2050 / 2050

Humvee



Damage:
79 - 125 +10



Armor:
8 +3

Status:



1500 / 1500

General



Damage:
55 - 79 +7



Armor:
1 +3

Status:



725 / 725

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

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

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:

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



3000 / 3000

Mech Infantry (Stringer)

Mechanical



Damage:
91 - 150



Armor:
16

Status:

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



3000 / 3000

Mech Infantry (Commando)

Mechanical



Damage:
91 - 150



Armor:
16

Status:

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



3000 / 3000

Mech Infantry (MG)

Mechanical



Damage:
100 - 159



Armor:
16

Status:

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



1700 / 1700

Aegis Cruiser

Mechanical



Damage:
236 - 360 +30



Armor:
8 +3

Status: Two small square icons, one red and one purple, representing the ship's status or abilities.

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



900 / 900

Interceptor Carrier

Mechanical



Damage:
68 - 97 +8



Armor:
6 +3

Status: Two small square icons, one red and one purple, representing the ship's status or abilities.

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



900 / 900

Divebomber Carrier

Mechanical



Damage:
68 - 97 +8



Armor:
6 +3

Status: Two small square icons, one red and one purple, representing the ship's status or abilities.

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



1000 / 1000

Super Carrier

Mechanical



Damage:
71 - 100 +9



Armor:
6 +3

Status: Two small square icons, one red and one purple, representing the ship's status or abilities.

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

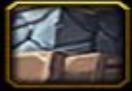


2600 / 2600

Gun Tower



Damage:
193 - 266



Armor:
21

Status:

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

Bunker



3750 / 3750



Damage:
64 - 92



Armor:
24

Status:

Hardened Bunker



6000 / 6000



Damage:
106 - 158



Armor:
28

Status:

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