

Civ Wars Unit Stats

Updated for 2.35D
Dec 24, 2016

CIV_ONE

T0



150 / 150

Warrior



0

Damage:
11 - 15



Armor:
0

Status:

Warrior

Costs 200 gold, 1 food

1 sec Cooldown

13 DPS

Melee, Normal, Light



150 / 150

Junk

Mechanical



Damage:
11 - 15



Armor:
0

Status:

Junk

Costs 200 gold, 1 food

1 sec Cooldown

13 DPS

Melee, Normal, Light

T1

Savage Warrior



225 / 225



Damage: 16 - 22



Armor: 1

Status:

Savage Warrior
Costs 400 gold, 1 food
1 sec Cooldown, **Splash**
19 DPS
Melee, Normal, Light

Fire Archer



200 / 200



Damage: 16 - 22



Armor: 0

Status:

Fire Archer
Costs 500 gold, 1 food
1 sec Cooldown
19 DPS
550 Range, Siege, Light

Archer



200 / 200



Damage: 16 - 22



Armor: 0

Status:

Archer
Costs 500 gold, 1 food
1 sec Cooldown
19 DPS
550 Range, Piercing, Light

Axeman



300 / 300



Damage:
16 - 22




A armor:
3

Status:

Axeman
 Costs 500 gold, 1 food
 1 sec Cooldown
 19 DPS
 Melee, Shock, Heavy

Horseman



300 / 300
75 / 75



Damage:
16 - 22



A armor:
3

Status: 

Horseman
 Costs 500 gold, 1 food
 1 sec Cooldown
 19 DPS
 Melee, Shock, Horseback, **Evasion**

Spearman



300 / 300



Damage:
16 - 22



A armor:
3

Status:

Spearman
 Costs 500 gold, 1 food
 1 sec Cooldown
 19 DPS
 Melee, Piercing + **Mana Burn**, Heavy

Peasant Conscript



225 / 225



Damage:
11 - 14



A armor:
2

Status:

Peasant Conscript
 Costs 500 gold, 1 food (x2 units)
 1 sec Cooldown
12.5 DPS (x2 units)
 Melee, Normal, Light



Trireme

Mechanical



Damage:
16 - 22



Armor:
1

Status:



Galley

Mechanical



Damage:
16 - 22



Armor:
3

Status:



Raider

Mechanical



Damage:
20 - 26 +2



Armor:
0

Status:



Trireme

Costs 500 gold, 1 food

1 sec Cooldown

19 DPS

Melee, Shock, Fortified

Galley

Costs 500 gold, 1 food

1 sec Cooldown

19 DPS

Melee, Normal, Heavy

Raider

Costs 500 gold, 1 food

1 sec Cooldown

23 DPS

550 Range, Siege, Light

T2



Longbow



Longbow

Costs 800 gold, 1 food

1 sec Cooldown

37 DPS

800 Range, Piercing, Light



Mounted Archer



Mounted Archer

Costs 800 gold, 1 food

1 sec Cooldown

40 DPS

550 Range, Piercing, Horse, **Evasion**



Mounted Raider



Mounted Raider

Costs 800 gold, 1 food

1 sec Cooldown

37 DPS

550 Range, Siege, Horse, **Evasion**



Crossbowman



Crossbowman

Costs 800 gold, 1 food

1.5 sec Cooldown

38 DPS

350 Range, Piercing, Heavy

Knight



500 / 500
150 / 150

Damage: 26 - 37
0

Armor: 5

Status: 

Knight

Costs 800 gold, 1 food

1 sec Cooldown

31.5 DPS

Melee, Shock, Horseback, **Evasion**

Pikeman



500 / 500

Damage: 26 - 37
0

Armor: 5

Status:

Pikeman

Costs 800 gold, 1 food

1 sec Cooldown

31.5 DPS

Melee, Piercing + **Mana Burn**, Heavy

Swordsman



550 / 550

Damage: 26 - 37
0

Armor: 5

Status:

Swordsman

Costs 800 gold, 1 food

1 sec Cooldown

31.5 DPS

Melee, Shock, Heavy



Ballista

Costs 800 gold, 1 food

3 sec Cooldown, Splash, **-2 armor**

19.5 DPS

700 Range, Piercing, Light



Catapult

Costs 800 gold, 1 food

3 sec Cooldown, Splash

29.3 DPS

800 Range, Siege, Light



500 / 500

Penteconter

Mechanical

 Damage: 26 - 37

 Armor: 5

Status: 

Penteconter
 Costs 800 gold, 1 food
 1 sec Cooldown
 31.5 DPS
 Melee, Normal, Heavy



500 / 500

Quinquireme

Mechanical

 Damage: 26 - 37

 Armor: 3

Status: 

Quinquireme
 Costs 800 gold, 1 food
 1 sec Cooldown
 31.5 DPS
 Melee, Shock, Fortified



330 / 330

Longboat

Mechanical

 Damage: 30 - 41 +4

 Armor: 0

Status: 

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



450 / 450

Dromon

Mechanical

 Damage: 21 - 27 +2

 Armor: 5

Status: 

Dromon
 Costs 800 gold, 1 food
 1 sec Cooldown, **Steals Ships**
 24 DPS
 Melee, Normal, Light

T3

Guerilla Warrior



400 / 400



Damage: 16 - 22



Armor: 0

Status:

Guerilla Warrior
 Costs 1200 gold, 1 food (x2 units)
 1 sec Cooldown
 19 DPS (x2 units)
 300 Range, Gun, Light

Musketeer



550 / 550



Damage: 40 - 80



Armor: 0

Status:

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

Cutter Saint



700 / 700



Damage: 39 - 59



Armor: 6

Status:

Cutter Saint
 Costs 1200 gold, 1 food
 1 sec Cooldown, **Splash**
 49 DPS
 Melee, Shock, Heavy

Maceman



825 / 825



Damage: 44 - 63



Armor: 7

Status: 

Maceman
 Costs 1200 gold, 1 food
 1 sec Cooldown
 53.5 DPS
 Melee, Normal, Heavy

Dragoon



750 / 750
100 / 100

Damage: 55 - 60

Armor: 2

Status: 

Dragoon

Costs 1400 gold, 1 food

1 sec Cooldown, **Dismount**

57.5 DPS

500 Range, Gun, Horseback, Evasion

Cavalry



825 / 825
225 / 225

Damage: 44 - 63

Armor: 3

Status: 

Cavalry

Costs 1400 gold, 1 food

1 sec Cooldown

53.5 DPS

200 Range, Gun, Horseback, Evasion

Warlord



660 / 660

Damage: 32 - 43

Armor: 6

Status: 

Warlord

Costs 1300 gold, 1 food

1 sec Cooldown

37.5 DPS

Melee, Shock, Heavy,

+10% Damage Aura



Field Cannon

Costs 1600 gold, 1 food

3 sec Cooldown, Splash, **-4 armor**

30 DPS

700 Range, Gun, Light



Siege Cannon

Costs 1600 gold, 1 food

3 sec Cooldown, Splash

51.5 DPS

900 Range, Siege, Light



550 / 550

Caravel
Mechanical

 **Damage:**
36 - 53 +4

 **Armor:**
5

Status: 

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



550 / 550

Fire Ship
Mechanical

 **Damage:**
63 - 98 +8

 **Damage:**
20 - 29 +2

 **Armor:**
5

Status: 

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



660 / 660

Ancient Flagship
Mechanical

 **Damage:**
32 - 43

 **Armor:**
6

Status: 

Ancient Flagship
Costs 1300 gold, 1 food
1 sec Cooldown
37.5 DPS
Melee, Shock, Fortified
+10% Damage Aura



800 / 800

Carrack
Mechanical

 **Damage:**
130 - 189 +16

 **Armor:**
7 +3

Status:  

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

T4



Fusillier



Damage:
50 - 74



Armor:
9

Status:



Grenadier



Damage:
99 - 147



Armor:
3

Status:



Rifleman



Damage:
55 - 79



Armor:
3

Status:



Sharpshooter



Damage:
100 - 168



Armor:
0

Status:

Fusillier

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

Grenadier

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

Rifleman

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

Sharpshooter

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



725 / 725

Pirate Corsair

Mechanical



Damage:
43 - 62 +5



Armor:
7 +3

Status: 



900 / 900

Ironclad

Mechanical



Damage:
49 - 78 +6



Armor:
6 +3

Status: 



600 / 600

Frigate

Mechanical



Damage:
55 - 79



Armor:
5

Status: 



1000 / 1000

Man-o-War

Mechanical



Damage:
154 - 232 +19



Armor:
9 +3

Status: 

Pirate Corsair
 Costs 1400 gold, 1 food
 1 sec Cooldown, **Steals Ships**
 52.5 DPS
 Melee, Normal, Heavy

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

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

Man-o-War
 Costs 1800 gold, 1 food
 3 sec Cooldown
 64.3 DPS
 800 Range, Siege, Fortified

T5

Mortar



550 / 550



Damage:
126 - 138



Armor:
0

Status:

Mortar

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

Artillery



400 / 400



Damage:
170 - 256



Armor:
0

Status:

Artillery

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

Medic



525 / 525



Damage:
15 - 21 **+2**



Armor:
0 **+3**

Status: 

Medic

Costs 800 gold, 1 food
1 sec Cooldown, **Heals**
18 DPS
775 Range, Gun, Infantry



550 / 550

Trench Infantry



Damage:
26 - 38



Armor:
-2

Status:

Trench Infantry

Costs 2400 gold, 1 food (x2 units)

0.5 sec Cooldown

64 DPS (x2 units)

350 Range



1000 / 1000

Flamer Troops



Damage:
45 - 64



Armor:
6

Status:



Damage:
121 - 150

Flamer Troops

Costs 2400 gold, 1 food

0.5 sec Cooldown, Air, **Splash**, 109 DPS

600 Range, Normal

1 sec Cooldown, 135.5 DPS

Melee, Siege, Infantry



800 / 800

Machine Gunner



Damage:
61 - 88



Armor:
6

Status:

Machine Gunner

Costs 2400 gold, 1 food

0.5 sec Cooldown, Air

149 DPS

800 Range, Gun, Infantry



725 / 725

Captain

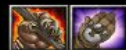


Damage:
55 - 79 +7



Armor:
1 +3

Status:



Captain

Costs 2500 gold, 1 food

1 sec Cooldown, 40.6 DPS

850 Range, Gun, Infantry

+10% Damage aura, +3 Armor Aura



1100 / 1100

Privateer
Mechanical

 **Damage:**
135 - 189

 **Armor:**
12

Status:

Privateer
Costs 2100 gold, 1 food
2 sec Cooldown, Air, **Steal Ships**
81 DPS
800 Range, Normal, Light



800 / 800

Destroyer
Mechanical

 **Damage:**
61 - 88 +7

 **Armor:**
6 +3

Status: 

Destroyer
Costs 2400 gold, 1 food
0.5 sec Cooldown, Air
149 DPS
600 Range, Gun, Light



800 / 800

Submarine
Mechanical

 **Damage:**
220 - 349 +28

 **Armor:**
6 +3

Status: 

Submarine
Costs 2400 gold, 1 food
3 sec Cooldown, **Splash**
94.8 DPS
800 Range, Siege, Light



1000 / 1000

Flagship
Mechanical

 **Damage:**
154 - 232 +19

 **Armor:**
12 +3

Status: 

Flagship
Costs 2500 gold, 1 food
3 sec Cooldown, 64.3 DPS
900 Range, Siege, Fortified
+10% Damage Aura, +3 Armor Aura

T6

Tank



2050 / 2050

Damage: 170 - 256

Armor: 12

Status:

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

Stinger Troops



900 / 900

Damage: 573 - 842

Armor: 6

Status:

Damage: 45 - 65

Stiner Troops
 Costs 3000 gold, 1 food
 3 and 1 sec Cooldown, Air
 235 DPS vs Air
 800 Range, Gun, Infantry

Commando



900 / 900

Damage: 305 - 447

Armor: 6

Status:

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

Fighter
 Mechanical



1000 / 1000

Damage: 76 - 110

Armor: 3

Status:

Fighter
 Costs 3200 gold, 1 food
 0.5 sec Cooldown, Air
 186 DPS
 800 Range, Gun, Light

Humvee



1500 / 1500



Damage:
79 - 125 +10



Armor:
8 +3

Status: 

General



725 / 725



Damage:
55 - 79 +7



Armor:
1 +3

Status: 

Dreadnought

Mechanical



2050 / 2050



Damage:
250 - 399



Armor:
12

Status:

Humvee
 Costs 3400 gold, 2 food
 0.5 sec Cooldown, Air
 204 DPS
 800 Range, Gun, Modern

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

Dreadnought
 Costs 3500 gold, 1 food
 3 sec Cooldown
 108.2 DPS
 500 Range, Siege, Modern

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:

Armor Tank

Costs 4000 gold, 1 food

3 sec Cooldown

98.7 DPS

500 Range, Siege, Modern

Mech Infantry (Stinger)

Costs 5000 gold, 2 food

0.5 sec Cooldown

Multiple Air Targets

241 DPS

600 Range, Gun, Modern

Mech Infantry (Commando)

Costs 5000 gold, 2 food

0.5 sec Cooldown, Air

241 DPS

600 Range, Gun, Modern

Mech Infantry (MG)

Costs 4400 gold, 2 food

0.5 sec Cooldown, Air

259 DPS

600 Range, Gun, Modern

Heavy Armor

Mechanical



Damage: 296 - 446



A armor: 20

Status:

4300 / 4300

Heavy Armor Tank
 Costs 4800 gold, 1 food
 3 sec Cooldown
 123.7 DPS
 500 Range, Siege, Modern

Interceptor



Damage: 169 - 240



A armor: 6

Status:

1600 / 1600

Interceptor
 Costs 4000 gold, 1 food
 0.5 sec Cooldown, Air Only
366 DPS
 500 Range, Gun, Light

Divebomber



Damage: 236 - 352



A armor: 4

Status:

1500 / 1500

Divebomber
 Costs 4000 gold, 1 food
 2 sec Cooldown, **Splash**
 147 DPS
 800 Range, Siege, Light

Striker



Damage: 333 - 480



A armor: 6

Status:

1750 / 1750



Damage: 334 - 628

Striker
 Costs 6000 gold, 1 food
 1 sec Cooldown, **Splash**, Air
406.5 DPS
 1000 Range, Siege, Light



1700 / 1700

Aegis Cruiser

Mechanical



Damage:
236 - 360 +30



Armor:
8 +3

Status:



900 / 900

Interceptor Carrier

Mechanical

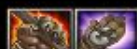


Damage:
68 - 97 +8



Armor:
6 +3

Status:



900 / 900

Divebomber Carrier

Mechanical

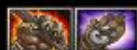


Damage:
68 - 97 +8



Armor:
6 +3

Status:



1000 / 1000

Super Carrier

Mechanical



Damage:
71 - 100 +9



Armor:
6 +3

Status:



Aegis Cruiser

Costs 3200 gold, 1 food

1 sec Cooldown, Air

298 DPS

1000 Range, Gun, Modern

Interceptor Carrier

Costs - Free with Interceptor

2 sec Cooldown

41.25 DPS

800 Range, Gun, Light

Divebomber Carrier

Costs - Free with Divebomber

2 sec Cooldown

41.25 DPS

800 Range, Gun, Light

Super Carrier

Costs - Free with Striker

2 sec Cooldown

42.75 DPS

800 Range, Gun, Light

Towers

built by player



600 / 600



Damage:
26 - 37



Armor:
10

Status:

Ancient Tower

Ancient Tower

Costs 375 gold, 1 food

1 sec Cooldown

31.5 DPS

800 Range, Tower, Fortified



1000 / 1000



Damage:
36 - 51



Armor:
15

Status:

Improved Tower

Improved Tower

Costs 550 gold, 1 food

1 sec Cooldown

43.5 DPS

800 Range, Tower, Fortified



1550 / 1550



Damage:
60 - 76



Armor:
21

Status:

Superior Tower

Superior Tower

Costs 825 gold, 1 food

1 sec Cooldown

68 DPS

900 Range, Tower, Fortified



2600 / 2600



Damage:
193 - 266



Armor:
21

Status:

Gun Tower

Gun Tower

Costs 1325 gold, 1 food

3 sec Cooldown, Splash

76.5 DPS

1000 Range, Tower, Fortified



Bunker

Costs 1825 gold, 1 food

0.5 sec Cooldown

156 DPS

1000 Range, Tower, Modern



Hardened Bunker

Costs 2425 gold, 1 food

0.5 sec Cooldown

264 DPS

1100 Range, Tower, Modern

Wonders

Techs