

Civ Wars Unit Stats

Updated for v2.35D
12.31.2016

CIV_ONE

T0



150 / 150

Warrior



Damage:
11 - 15



Armor:
0

Status:



150 / 150

Junk

Mechanical



Damage:
11 - 15



Armor:
0

Status:

Warrior

Costs 200 gold, 1 food

Tech Cost 0 gold

1 sec Cooldown

13 DPS, 150 eHPs

Melee, Normal, Light

Junk

Costs 200 gold, 1 food

Tech Cost 0 gold

1 sec Cooldown

13 DPS, 150 eHPs

Melee, Normal, Light

T1

Savage Warrior



225 / 225



Damage: 16 - 22



Armor: 1

Status:

Savage Warrior
 Costs 400 gold, 1 food
 Tech Cost Bot Lane
 1 sec Cooldown, **Splash**
 19 DPS, 239 eHPs
 Melee, Normal, Light

Fire Archer



200 / 200



Damage: 16 - 22



Armor: 0

Status:

Fire Archer
 Costs 500 gold, 1 food
 Tech Cost 125 gold
 1 sec Cooldown
 19 DPS, 200 eHPs
 550 Range, Siege, Light

Archer



200 / 200



Damage: 16 - 22



Armor: 0

Status:

Archer
 Costs 500 gold, 1 food
 Tech Cost 125 gold
 1 sec Cooldown
 19 DPS, 200 eHPs
 550 Range, Piercing, Light



Axeman



Damage:
16 - 22



Armor:
3

Status:



Horseman



Damage:
16 - 22



Armor:
3

Status:



Spearman



Damage:
16 - 22



Armor:
3

Status:



Peasant Conscript



Damage:
11 - 14



Armor:
2

Status:

Axeman

Costs 500 gold, 1 food

Tech Cost 125 gold

1 sec Cooldown

19 DPS, 354 eHPs

Melee, Shock, Heavy

Horseman

Costs 500 gold, 1 food

Tech Cost 125 gold

1 sec Cooldown

19 DPS, 354 eHPs

Melee, Shock, Horseback, **Evasion**

Spearman

Costs 500 gold, 1 food

Tech Cost 125 gold

1 sec Cooldown

19 DPS, 354 eHPs

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

Peasant Conscript

Costs 500 gold, 1 food (x2 units)

Tech Cost 2325 gold

1 sec Cooldown

12.5 DPS, 252 eHPs (x2 units)

Melee, Normal, Light

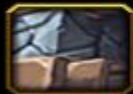


Trireme

Mechanical



Damage:
16 - 22



Armor:
1

Status:

Trireme

Costs 500 gold, 1 food

1 sec Cooldown

Tech Cost 125 gold

19 DPS, 318 eHPs

Melee, Shock, Fortified



Galley

Mechanical



Damage:
16 - 22



Armor:
3

Status:

Galley

Costs 500 gold, 1 food

Tech Cost 125 gold

1 sec Cooldown

19 DPS, 354 eHPs

Melee, Normal, Heavy



Raider

Mechanical



Damage:
20 - 26 +2



Armor:
0

Status:



Raider

Costs 500 gold, 1 food

Tech Cost 125 gold

1 sec Cooldown

23 DPS, 200 eHPs

550 Range, Siege, Light

T2



Longbow

 Damage:
30 - 44
0
 Armor:
0
Status:

Longbow

Costs 800 gold, 1 food
1 sec Cooldown
Tech Cost 1375 gold
37 DPS, 330 eHPs
800 Range, Piercing, Light



Mounted Archer

 Damage:
33 - 47
0
 Armor:
1
Status: 

Mounted Archer

Costs 800 gold, 1 food
Tech Cost 1325 gold
1 sec Cooldown
40 DPS, 408 eHPs
550 Range, Piercing, Horse, **Evasion**



Mounted Raider

 Damage:
30 - 44
0
 Armor:
1
Status: 

Mounted Raider

Costs 800 gold, 1 food
Tech Cost 1325 gold
1 sec Cooldown
37 DPS, 408 eHPs
550 Range, Siege, Horse, **Evasion**



Crossbowman

 Damage:
46 - 68
 Armor:
2
Status:

Crossbowman

Costs 800 gold, 1 food
Tech Cost 1925 gold
1.5 sec Cooldown
38 DPS, 504 eHPs
350 Range, Piercing, Heavy



500 / 500
150 / 150

Knights

 **Damage:**
26 - 37

 **Armor:**
5

Status: 

Knights

Costs 800 gold, 1 food

Tech Cost 1375 gold

1 sec Cooldown

31.5 DPS, 650 eHPs

Melee, Shock, Horseback, **Evasion**



500 / 500

Pikemen

 **Damage:**
26 - 37

 **Armor:**
5

Status:

Pikemen

Costs 800 gold, 1 food

Tech Cost 1375 gold

1 sec Cooldown

31.5 DPS, 650 eHPs

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



550 / 550

Swordsmen

 **Damage:**
26 - 37

 **Armor:**
5

Status:

Swordsmen

Costs 800 gold, 1 food

Tech Cost 1375 gold

1 sec Cooldown

31.5 DPS, 715 eHPs

Melee, Shock, Heavy

Ballista



220 / 220



Damage:
47 - 70



Armor:
0

Status:

Ballista

Costs 800 gold, 1 food

Tech Cost 2575 gold

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

19.5 DPS, 220 eHPs

700 Range, Piercing, Light

Catapult



220 / 220



Damage:
70 - 106



Armor:
0

Status:

Catapult

Costs 800 gold, 1 food

Tech Cost 2575 gold

3 sec Cooldown, Splash

29.3 DPS, 220 eHPs

800 Range, Siege, Light



Penteconter
Mechanical

Damage: 26 - 37

Armor: 5

Status:

500 / 500



Quinquireme
Mechanical

Damage: 26 - 37

Armor: 3

Status:

500 / 500



Longboat
Mechanical

Damage: 30 - 41 +4

Armor: 0

Status:

330 / 330



Dromon
Mechanical

Damage: 21 - 27 +2

Armor: 5

Status:

450 / 450

Penteconter
Costs 800 gold, 1 food
Tech Cost 1375 gold
1 sec Cooldown
31.5 DPS, 650 eHPs
Melee, Normal, Heavy

Quinquireme
Costs 800 gold, 1 food
Tech Cost 1375 gold
1 sec Cooldown
31.5 DPS, 590 eHPs
Melee, Shock, Fortified

Longboat
Costs 800 gold, 1 food
Tech Cost 1625 gold
1 sec Cooldown
35.5 DPS, 330 eHPs
600 Range, Siege, Light

Dromon
Costs 800 gold, 1 food
Tech Cost 2325 gold
1 sec Cooldown, **Steals Ships**
24 DPS, 585 eHPs
Melee, Normal, Light

T3



Guerilla Warrior



Damage:

16 - 22



Armor:

0

Status:



Musketeer



Damage:

40 - 80



Armor:

0

Status:



Cutter Saint



Damage:

39 - 59



Armor:

6

Status:



Maceman



Damage:

44 - 63



Armor:

7

Status:



Guerilla Warrior

Costs 1200 gold, 1 food (x2 units)

Tech Cost 8950 gold

1 sec Cooldown

19 DPS, 400 eHPs (x2 units)

300 Range, Gun, Light

Musketeer

Costs 1200 gold, 1 food

Tech Cost 5150 gold

1 sec Cooldown

60 DPS, 550 eHPs

550 Range, Gun, Light

Cutter Saint

Costs 1200 gold, 1 food

Tech Cost 4475 gold

1 sec Cooldown, **Splash**

49 DPS, 952 eHPs

Melee, Shock, Heavy

Maceman

Costs 1200 gold, 1 food

Tech Cost 5150 gold

1 sec Cooldown

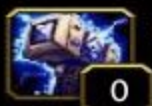
53.5 DPS, 1172 eHPs

Melee, Normal, Heavy

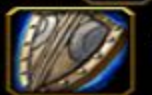


Warlord

660 / 660



Damage:
32 - 43



Armor:
6

Status:



Dragoon

750 / 750

100 / 100



Damage:
55 - 60



Armor:
2

Status:



Cavalry

825 / 825

225 / 225



Damage:
44 - 63



Armor:
3

Status:



Warlord

Costs 1300 gold, 1 food

Tech Cost 2575 gold

1 sec Cooldown

37.5 DPS, 898 eHPs

Melee, Shock, Heavy,

+10% Damage Aura

Dragoon

Costs 1400 gold, 1 food

Tech Cost 5525 gold and Bot Lane

1 sec Cooldown, **Dismount**

57.5 DPS, 840 eHPs

500 Range, Gun, Horseback, Evasion

Cavalry

Costs 1400 gold, 1 food

Tech Cost 5525 gold

1 sec Cooldown

53.5 DPS, 974 eHPs

200 Range, Gun, Horseback, Evasion



Field Cannon

Costs 1600 gold, 1 food

Tech Cost 6000 gold

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

30 DPS, 375 eHPs

700 Range, Gun, Light



Siege Cannon

Costs 1600 gold, 1 food

Tech Cost 6000 gold

3 sec Cooldown, Splash

51.5 DPS, 375 eHPs

900 Range, Siege, Light



Caravel
Mechanical

Damage: 36 - 53 +4

A armor: 5

Status: 

550 / 550



Fire Ship
Mechanical

Damage: 63 - 98 +8

A armor: 5

Status: 

550 / 550



Ancient Flagship
Mechanical

Damage: 32 - 43

A armor: 6

Status: 

660 / 660



Carrack
Mechanical

Damage: 130 - 189 +16

A armor: 7 +3

Status: 

800 / 800

Caravel

Costs 1200 gold, 1 food

Tech Cost 5150 gold

1 sec Cooldown

44.5 DPS, 715 eHPs

700 Range, Gun, Light

Fire Ship

Costs 1200 gold, 1 food

Tech Cost 5525 gold

2 sec Cooldown, **Explosive Kills**

40.25 DPS (24.5 vs buildings)

715 eHPs

350 Range, Siege, Heavy

Ancient Flagship

Costs 1300 gold, 1 food

Tech Cost 2575 gold

1 sec Cooldown

37.5 DPS, 898 eHPs

Melee, Shock, Fortified

+10% Damage Aura

Carrack

Costs 1400 gold, 1 food

Tech Cost 6000 gold

3 sec Cooldown

53.2 DPS, 1136 eHPs

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

Tech Cost 5900 gold

2 sec Cooldown

31 DPS, 1386 eHPs

200 Range, Gun, Infantry

Grenadier

Costs 1600 gold, 1 food

Tech Cost 5750 gold

2 sec Cooldown, **Splash**

61.5 DPS, 826 eHPs

500 Range, Normal, Light

Rifleman

Costs 1600 gold, 1 food

Tech Cost 6500 gold

1 sec Cooldown

67 DPS, 708 eHPs

750 Range, Gun, Infantry

Sharpshooter

Costs 1900 gold, 1 food

Tech Cost 6875 gold

2 sec Cooldown, **Criticals**

67 DPS, 550 eHPs

1000 Range, Piercing, Infantry

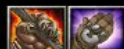


Damage:
55 - 79 +7



Armor:
1 +3

Status:



Captain

Captain

Costs 2500 gold, 1 food

Tech Cost 5525 gold

1 sec Cooldown, 40.6 DPS, 769 eHPs

850 Range, Gun, Infantry

+10% Damage aura, +3 Armor Aura



Damage:
154 - 232 +19



Armor:
12 +3

Status:



Flagship

Mechanical

Flagship

Costs 2500 gold, 1 food

Tech Cost 6375 gold

3 sec Cooldown, 64.3 DPS, 1720 eHPs

900 Range, Siege, Fortified

+10% Damage Aura, +3 Armor Aura



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

Tech Cost 8950 gold

1 sec Cooldown, **Steals Ships**

52.5 DPS, 1030 eHPs

Melee, Normal, Heavy

Ironclad

Costs 1600 gold, 1 food

Tech Cost 6500 gold

2 sec Cooldown

31.75 DPS, 816 eHPs

200 Range, Siege, Infantry

Frigate

Costs 1600 gold, 1 food

Tech Cost 5750 gold

1 sec Cooldown

67 DPS, 780 eHPs

700 Range, Gun, Light

Man-o-War

Costs 1800 gold, 1 food

Tech Cost 8450 gold


3 sec Cooldown

64.3 DPS, 1540 eHPs


800 Range, Siege, Fortified

T5


Medic



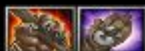
525 / 525



Damage:
15 - 21 +2



Armor:
0 +3

Status: 

Medic

Costs 800 gold, 1 food
Tech Cost 9550 gold
1 sec Cooldown, **Heals**
18 DPS, 525 eHPs
775 Range, Gun, Infantry

Trench Infantry



550 / 550



Damage:
26 - 38



Armor:
-2

Status:

Trench Infantry

Costs 2400 gold, 1 food (x2 units)
Tech Cost 14375 gold
0.5 sec Cooldown
64 DPS, 484 eHPs (x2 units)
350 Range, Gun, Infantry

Machine Gunner



800 / 800



Damage:
61 - 88



Armor:
6

Status:

Machine Gunner

Costs 2400 gold, 1 food
Tech Cost 10575 gold
0.5 sec Cooldown, Air
149 DPS, 1088 eHPs
800 Range, Gun, Infantry



550 / 550

Mortar



Damage:
126 - 138



Armor:
0

Status:

Mortar

Costs 2100 gold, 1 food
Tech Cost 11175 gold
3 sec Cooldown, Splash, **-7 armor**
44 DPS, 550 eHPs
750 Range, Gun, Light



400 / 400

Artillery



Damage:
170 - 256



Armor:
0

Status:

Artillery

Costs 2100 gold, 1 food
Tech Cost 11175 gold
3 sec Cooldown, Splash
71 DPS, 400 eHPs
950 Range, Siege, Light



1000 / 1000

Flamer Troops



Damage:
45 - 64



Armor:
6

Status:



Damage:
121 - 150

Flamer Troops

Costs 2400 gold, 1 food
Tech Cost 12850 gold
0.5 sec Cooldown, Air, **Splash**
109 DPS, 1360 eHPs
600 Range, Normal
1 sec Cooldown, 135.5 DPS vs buildings
Melee, Siege, Infantry



2050 / 2050

Tank



Damage:
170 - 256



Armor:
12

Status:

Tank

Costs 3200 gold, 1 food
Tech Cost 13575 gold
3 sec Cooldown
71 DPS, 3527 eHPs
500 Range, Siege, Modern



1100 / 1100

Privateer

Mechanical



Damage:
135 - 189



Armor:
12

Status:



800 / 800

Destroyer

Mechanical

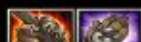


Damage:
61 - 88 +7



Armor:
6 +3

Status:



800 / 800

Submarine

Mechanical



Damage:
220 - 349 +28



Armor:
6 +3

Status:



2050 / 2050

Dreadnought

Mechanical



Damage:
250 - 399



Armor:
12

Status:

Privateer

Costs 2100 gold, 1 food

Tech Cost 14375 gold

2 sec Cooldown, Air, **Steal Ships**

81 DPS, 1892 eHPs

800 Range, Normal, Light

Destroyer

Costs 2400 gold, 1 food

Tech Cost 9850 gold

0.5 sec Cooldown, Air

149 DPS, 1088 eHPs

600 Range, Gun, Light

Submarine

Costs 2400 gold, 1 food

Tech Cost 11175 gold

3 sec Cooldown, **Splash**

94.8 DPS, 1088 eHPs

800 Range, Siege, Light

Dreadnought

Costs 2800 gold, 1 food

Tech Cost 13575 gold

3 sec Cooldown

108.2 DPS, 3527 eHPs

500 Range, Siege, Modern

T6



1000 / 1000

Fighter

Mechanical



Damage:
76 - 110



Armor:
3

Status:

Fighter Plane

Costs 3200 gold, 1 food
Tech Cost 14825 gold
0.5 sec Cooldown, Air
186 DPS, 1180 eHPs
800 Range, Gun, Light



725 / 725

General

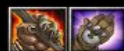


Damage:
55 - 79 +7



Armor:
1 +3

Status:



General Helicopter

Costs 3400 gold, 1 food
Tech Cost 14825 gold
0.5 sec Cooldown, Air
134 DPS, 769 eHPs
850 Range, Gun, Light
+10% Damage Aura, +3 Armor Aura



900 / 900

Stinger Troops



Damage:
573 - 842



Damage:
45 - 65



Armor:
6

Status:

Stinger Troops

Costs 3000 gold, 1 food
Tech Cost 18925 gold
3 and 1 sec Cooldown, Air
235 DPS vs Air, 55 vs Ground
1224 eHPs
800 Range, Gun, Infantry



900 / 900

Commando



Damage:
305 - 447



Armor:
6

Status:

Commando

Costs 3000 gold, 1 food
Tech Cost 16725 gold
2 sec Cooldown
188 DPS, 1224 eHPs
800 Range, Siege, Infantry

T7



1500 / 1500

Humvee



Damage:
79 - 125 +10



Armor:
8 +3

Status: 

Humvee

Costs 3400 gold, 2 food

Tech Cost 12850 gold

0.5 sec Cooldown, Air

204 DPS, 2220 eHPs

800 Range, Gun, Modern



3000 / 3000

Mech Infantry (MG)

Mechanical



Damage:
100 - 159



Armor:
16

Status:

Mech Infantry (MG)

Costs 4400 gold, 2 food

Tech Cost 16825 gold

0.5 sec Cooldown, Air

259 DPS, 5881 eHPs

600 Range, Gun, Modern

Drops off Machine Gunner on Death



3000 / 3000

Mech Infantry (Stinger)

Mechanical



Damage:
91 - 150



Armor:
16

Status:

Mech Infantry (Stinger)

Costs 5000 gold, 2 food

Tech Cost 20125 gold

0.5 sec Cooldown, **Multiple Air Targets**

241 DPS, 5881 eHPs

600 Range, Gun, Modern

Drops off Stinger on Death



3000 / 3000

Mech Infantry (Commando)

Mechanical



Damage:
91 - 150



Armor:
16

Status:

Mech Infantry (Commando)

Costs 5000 gold, 2 food

Tech Cost 17925 gold

0.5 sec Cooldown, Air

241 DPS, 5881 eHPs

600 Range, Gun, Modern

Drops off Commando on Death



Armor Tank

Costs 4000 gold, 1 food

Tech Cost 16725 gold

3 sec Cooldown

98.7 DPS, 6665 eHPs

500 Range, Siege, Modern

Heavy Armor Tank

Costs 4800 gold, 1 food

Tech Cost 16725 gold and Bot Lane

3 sec Cooldown

123.7 DPS, 9242 eHPs

500 Range, Siege, Modern

Divebomber



1500 / 1500



Damage: 236 - 352



A armor: 4

Status:

Interceptor



1600 / 1600



Damage: 169 - 240



A armor: 6

Status:

Striker



1750 / 1750



Damage: 333 - 480



A armor: 6

Status:



Damage: 334 - 628

Divebomber

Costs 4000 gold, 1 food

Tech Cost 16725 gold

2 sec Cooldown, **Splash**

147 DPS, 1860 eHPs

800 Range, Siege, Light

Interceptor

Costs 4000 gold, 1 food

Tech Cost 16725 gold

0.5 sec Cooldown, Air Only

366 DPS, 2176 eHPs

500 Range, Gun, Light

Striker

Costs 6000 gold, 1 food

Tech Cost 23525 gold

1 sec Cooldown, **Splash**, Air

406.5 DPS, 2380 eHPs

1000 Range, Siege, Light



900 / 900

Divebomber Carrier

Mechanical

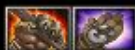


Damage:
68 - 97 +8



Armor:
6 +3

Status:



900 / 900

Interceptor Carrier

Mechanical



Damage:
68 - 97 +8



Armor:
6 +3

Status:



1000 / 1000

Super Carrier

Mechanical

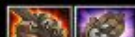


Damage:
71 - 100 +9



Armor:
6 +3

Status:



1700 / 1700

Aegis Cruiser

Mechanical



Damage:
236 - 360 +30



Armor:
8 +3

Status:



Divebomber Carrier

Costs - Free with Divebomber

Tech Cost 16725 gold

2 sec Cooldown

41.25 DPS, 1224 eHPs

800 Range, Gun, Light

Interceptor Carrier

Costs - Free with Interceptor

Tech Cost 16725 gold

2 sec Cooldown

41.25 DPS, 1224 eHPs

800 Range, Gun, Light

Super Carrier

Costs - Free with Striker

Tech Cost 23525 gold

2 sec Cooldown

42.75 DPS, 1360 eHPs

800 Range, Gun, Light

Aegis Cruiser

Costs 3200 gold, 1 food

Tech Cost 17825 gold

1 sec Cooldown, Air

298 DPS, 2516 eHPs

1000 Range, Gun, Modern

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, 960 eHPs

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, 1900 eHPs

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, 3504 eHPs

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, 5877 eHPs

1000 Range, Tower, Fortified



Bunker

Costs 1825 gold, 1 food

0.5 sec Cooldown

156 DPS, 9152 eHPs

1000 Range, Tower, Modern



Hardened Bunker

Costs 2425 gold, 1 food

0.5 sec Cooldown

264 DPS, 16084 eHPs

1100 Range, Tower, Modern

Damage Types vs Armor Types

Damage: 11 - 15

Type: **Normal**

Range: Melee

Speed: Fast

Upgrade: Bronze Melee Weapons - Level 0



Damage against:

Light: 150%

Modern Infantry: 100%

Heavy: 83%

Horseback: 83%

Fortified: 50%

Modern: 33%

Damage: 40 - 80

Type: **Gunpowder**

Range: 550

Speed: Fast



Damage against:

Light: 133%

Horseback: 133%

Heavy: 133%

Modern Infantry: 100%

Fortified: 67%

Modern: 50%

Damage: 16 - 22

Type: **Shock**

Range: Melee

Speed: Fast

Upgrade: Bronze Melee Weapons - Level 0



Damage against:

Heavy: 160%

Light: 100%

Horseback: 67%

Modern Infantry: 67%

Fortified: 50%

Modern: 33%

Damage: 16 - 22

Type: **Siege**

Range: 550

Speed: Fast

Upgrade: Composite Bows - Level 0



Damage against:

Fortified: 200%

Modern: 150%

Heavy: 50%

Horseback: 50%

Light: 50%

Modern Infantry: 50%

Damage: 16 - 22

Type: **Piercing**

Range: 550

Speed: Fast

Upgrade: Composite Bows - Level 0



Damage against:

Light: 116%

Horseback: 116%

Heavy: 100%

Modern Infantry: 88%

Fortified: 33%

Modern: 25%

Damage: 101 - 150

Type: **Tower**

Range: 1100

Speed: Very Fast



Damage against:

Light: 125%

Modern Infantry: 125%

Heavy: 125%

Horseback: 125%

Fortified: 125%

Modern: 125%

Combat Simulator

| Matchup | Trireme | Raider |
|-----------------------|---------|--------------|
| Cost | 600 | 600 |
| DPS | 19.0 | 23.0 |
| Damage Multiplier | 1.00 | 2.00 |
| eHPs | 318 | 200 |
| Combat Value per gold | 0.130 | 0.160 |
| Win Factor | | 1.23 |
| | | Soft Counter |

| Matchup | Junk | Galley |
|-----------------------|-------|--------------|
| Cost | 300 | 600 |
| DPS | 13.0 | 19.0 |
| Damage Multiplier | 0.83 | 1.50 |
| eHPs | 150 | 354 |
| Combat Value per gold | 0.134 | 0.167 |
| Win Factor | | 1.25 |
| | | Soft Counter |

| Matchup | Raider | Galley |
|-----------------------|--------|-------------------|
| Cost | 600 | 600 |
| DPS | 23.0 | 19.0 |
| Damage Multiplier | 0.50 | 1.50 |
| eHPs | 200 | 354 |
| Combat Value per gold | 0.080 | 0.167 |
| Win Factor | | 2.09 |
| | | Very Hard Counter |

| Matchup | Raider | Junk |
|-----------------------|--------|-------------------|
| Cost | 600 | 300 |
| DPS | 23.0 | 13.0 |
| Damage Multiplier | 0.50 | 1.50 |
| eHPs | 200 | 150 |
| Combat Value per gold | 0.080 | 0.180 |
| Win Factor | | 2.26 |
| | | Very Hard Counter |

| Matchup | Galley | Trireme |
|-----------------------|--------|-------------------|
| Cost | 600 | 600 |
| DPS | 19.0 | 19.0 |
| Damage Multiplier | 0.50 | 1.60 |
| eHPs | 354 | 318 |
| Combat Value per gold | 0.097 | 0.164 |
| Win Factor | | 1.70 |
| | | Very Hard Counter |

| Matchup | Junk | Trireme |
|-----------------------|-------|--------------|
| Cost | 300 | 600 |
| DPS | 13.0 | 19.0 |
| Damage Multiplier | 0.50 | 1.00 |
| eHPs | 150 | 318 |
| Combat Value per gold | 0.104 | 0.130 |
| Win Factor | | 1.24 |
| | | Soft Counter |

| Matchup | Longbow | Mounted Archer |
|-----------------------|---------|----------------|
| Cost | 900 | 900 |
| DPS | 37.0 | 40.0 |
| Damage Multiplier | 1.16 | 1.16 |
| eHPs | 330 | 408 |
| Combat Value per gold | 0.132 | 0.153 |
| Win Factor | | 1.16 |
| | | Soft Counter |

| Matchup | Crossbowman | Swordsman |
|-----------------------|-------------|----------------|
| Cost | 900 | 900 |
| DPS | 38.0 | 31.5 |
| Damage Multiplier | 1.00 | 1.60 |
| eHPs | 504 | 715 |
| Combat Value per gold | 0.154 | 0.211 |
| Win Factor | | 1.37 |
| | | Medium Counter |

| Matchup | Longbow | Crossbowman |
|-----------------------|---------|----------------|
| Cost | 900 | 900 |
| DPS | 37.0 | 38.0 |
| Damage Multiplier | 1.00 | 1.16 |
| eHPs | 330 | 504 |
| Combat Value per gold | 0.123 | 0.166 |
| Win Factor | | 1.35 |
| | | Medium Counter |

| Matchup | Crossbowman | Knight |
|-----------------------|-------------|----------------|
| Cost | 900 | 900 |
| DPS | 38.0 | 31.5 |
| Damage Multiplier | 1.00 | 1.60 |
| eHPs | 504 | 650 |
| Combat Value per gold | 0.154 | 0.201 |
| Win Factor | | 1.31 |
| | | Medium Counter |

| Matchup | Mounted Archer | Crossbowman |
|-----------------------|----------------|--------------|
| Cost | 900 | 900 |
| DPS | 40.0 | 38.0 |
| Damage Multiplier | 1.00 | 1.16 |
| eHPs | 408 | 504 |
| Combat Value per gold | 0.142 | 0.166 |
| Win Factor | | 1.17 |
| | | Soft Counter |

| Matchup | Swordsman | Mounted Archer |
|-----------------------|-----------|----------------|
| Cost | 900 | 900 |
| DPS | 31.5 | 40.0 |
| Damage Multiplier | 0.67 | 1.00 |
| eHPs | 715 | 408 |
| Combat Value per gold | 0.136 | 0.142 |
| Win Factor | | 1.04 |
| | | Equal |

| Matchup | Humvee | Tank |
|-----------------------|--------|----------------|
| Cost | 3,500 | 3,300 |
| DPS | 204.0 | 71.0 |
| Damage Multiplier | 0.50 | 1.50 |
| eHPs | 2,220 | 3,527 |
| Combat Value per gold | 0.136 | 0.186 |
| Win Factor | | 1.37 |
| | | Medium Counter |

| Matchup | Humvee | Commando |
|-----------------------|--------|----------|
| Cost | 3,500 | 3,100 |
| DPS | 204.0 | 188.0 |
| Damage Multiplier | 1.00 | 1.50 |
| eHPs | 2,220 | 1,224 |
| Combat Value per gold | 0.192 | 0.190 |
| Win Factor | | 0.99 |
| | | Equal |

| Matchup | Tank | Mech Infantry (Adjusted Cost) |
|-----------------------|-------|----------------------------------|
| Cost | 3,300 | 2,950 |
| DPS | 71.0 | 259.0 |
| Damage Multiplier | 1.50 | 0.50 |
| eHPs | 3,527 | 5,881 |
| Combat Value per gold | 0.186 | 0.296 |
| Win Factor | | 1.59 |
| | | Hard Counter |

| Matchup | Commando | Mech Infantry (Adjusted Cost) |
|-----------------------|----------|----------------------------------|
| Cost | 3,100 | 2,950 |
| DPS | 188.0 | 259.0 |
| Damage Multiplier | 1.50 | 1.00 |
| eHPs | 1,224 | 5,881 |
| Combat Value per gold | 0.190 | 0.418 |
| Win Factor | | 2.21 |
| | | Very Hard Counter |

| Matchup | Heavy Armor | Mech Infantry (Adjusted Cost) |
|-----------------------|-------------|----------------------------------|
| Cost | 4,900 | 2,950 |
| DPS | 123.7 | 259.0 |
| Damage Multiplier | 1.50 | 0.50 |
| eHPs | 9,242 | 5,881 |
| Combat Value per gold | 0.267 | 0.296 |
| Win Factor | | 1.11 |
| | | Soft Counter |

| Matchup | Heavy Armor | Commando |
|-----------------------|-------------|--------------|
| Cost | 4,900 | 3,100 |
| DPS | 123.7 | 188.0 |
| Damage Multiplier | 0.50 | 1.50 |
| eHPs | 9,242 | 1,224 |
| Combat Value per gold | 0.154 | 0.190 |
| Win Factor | | 1.23 |
| | | Soft Counter |

| Matchup | Machine Gunner | Heavy Armor |
|-----------------------|----------------|----------------|
| Cost | 2,500 | 4,900 |
| DPS | 149.0 | 123.7 |
| Damage Multiplier | 0.50 | 0.50 |
| eHPs | 1,088 | 9,242 |
| Combat Value per gold | 0.114 | 0.154 |
| Win Factor | | 1.35 |
| | | Medium Counter |

| Matchup | Commando | Machine Gunner |
|-----------------------|----------|----------------|
| Cost | 3,100 | 2,500 |
| DPS | 188.0 | 149.0 |
| Damage Multiplier | 0.50 | 1.00 |
| eHPs | 1,224 | 1,088 |
| Combat Value per gold | 0.109 | 0.161 |
| Win Factor | | 1.47 |
| | | Hard Counter |

| Matchup | Artillery | Heavy Armor |
|-----------------------|-----------|--------------|
| Cost | 2,200 | 4,900 |
| DPS | 71.0 | 123.7 |
| Damage Multiplier | 1.50 | 0.50 |
| eHPs | 400 | 9,242 |
| Combat Value per gold | 0.094 | 0.154 |
| Win Factor | | 1.64 |
| | | Hard Counter |

| Matchup | Artillery | Machine Gunner |
|-----------------------|-----------|------------------------|
| Cost | 2,200 | 2,500 |
| DPS | 71.0 | 149.0 |
| Damage Multiplier | 0.50 | 1.33 |
| eHPs | 400 | 1,088 |
| Combat Value per gold | 0.054 | 0.186 |
| Win Factor | | 3.43 |
| | | Extremely Hard Counter |

| Matchup | Armor Tank | Heavy Armor |
|-----------------------|------------|--------------|
| Cost | 4,100 | 4,900 |
| DPS | 98.7 | 123.7 |
| Damage Multiplier | 1.50 | 1.50 |
| eHPs | 6,665 | 9,242 |
| Combat Value per gold | 0.242 | 0.267 |
| Win Factor | | 1.10 |
| | | Soft Counter |

| Matchup | Striker | Mech Infantry (Adjusted Cost) |
|-----------------------|---------|-------------------------------|
| Cost | 6,100 | 2,950 |
| DPS | 406.5 | 259.0 |
| Damage Multiplier | 1.50 | 1.33 |
| eHPs | 2,380 | 5,881 |
| Combat Value per gold | 0.197 | 0.482 |
| Win Factor | | 2.44 |
| | | Hard Counter |

| Matchup | Striker | Interceptor |
|-----------------------|---------|-------------------|
| Cost | 6,100 | 4,100 |
| DPS | 406.5 | 366.0 |
| Damage Multiplier | 0.50 | 1.33 |
| eHPs | 2,380 | 2,176 |
| Combat Value per gold | 0.114 | 0.251 |
| Win Factor | | 2.20 |
| | | Very Hard Counter |

| Matchup | Striker | Stinger |
|-----------------------|---------|-------------------|
| Cost | 6,100 | 3,100 |
| DPS | 406.5 | 235.0 |
| Damage Multiplier | 0.50 | 1.33 |
| eHPs | 2,380 | 1,224 |
| Combat Value per gold | 0.114 | 0.200 |
| Win Factor | | 1.75 |
| | | Very Hard Counter |

| Matchup | Fighter Plane | Interceptor |
|-----------------------|---------------|--------------|
| Cost | 3,200 | 4,100 |
| DPS | 186.0 | 366.0 |
| Damage Multiplier | 1.33 | 1.33 |
| eHPs | 1,180 | 2,176 |
| Combat Value per gold | 0.169 | 0.251 |
| Win Factor | | 1.49 |
| | | Hard Counter |

| Matchup | Fighter Plane | Stinger |
|-----------------------|---------------|----------------|
| Cost | 3,200 | 3,100 |
| DPS | 186.0 | 235.0 |
| Damage Multiplier | 1.00 | 1.33 |
| eHPs | 1,180 | 1,224 |
| Combat Value per gold | 0.146 | 0.200 |
| Win Factor | | 1.36 |
| | | Medium Counter |

| Matchup | General Helicopter | Interceptor |
|-----------------------|--------------------|-------------------|
| Cost | 3,500 | 4,100 |
| DPS | 134.0 | 366.0 |
| Damage Multiplier | 1.33 | 1.33 |
| eHPs | 769 | 2,176 |
| Combat Value per gold | 0.106 | 0.251 |
| Win Factor | | 2.37 |
| | | Very Hard Counter |

| Matchup | General Helicopter | Stinger |
|-----------------------|--------------------|-------------------|
| Cost | 3,500 | 3,100 |
| DPS | 134.0 | 235.0 |
| Damage Multiplier | 1.00 | 1.33 |
| eHPs | 769 | 1,224 |
| Combat Value per gold | 0.092 | 0.200 |
| Win Factor | | 2.18 |
| | | Very Hard Counter |

| Matchup | Aegis | Dreadnought |
|-----------------------|-------|----------------|
| Cost | 3,300 | 2,900 |
| DPS | 298.0 | 108.2 |
| Damage Multiplier | 0.50 | 1.50 |
| eHPs | 2,516 | 3,527 |
| Combat Value per gold | 0.186 | 0.261 |
| Win Factor | | 1.41 |
| | | Medium Counter |

| Matchup | Submarine | Aegis |
|-----------------------|-----------|-------------------|
| Cost | 2,500 | 3,300 |
| DPS | 94.8 | 298.0 |
| Damage Multiplier | 1.50 | 1.33 |
| eHPs | 1,088 | 2,516 |
| Combat Value per gold | 0.157 | 0.303 |
| Win Factor | | 1.92 |
| | | Very Hard Counter |

| Matchup | Striker | Aegis |
|-----------------------|---------|--------------|
| Cost | 6,100 | 3,300 |
| DPS | 406.5 | 298.0 |
| Damage Multiplier | 1.50 | 1.33 |
| eHPs | 2,380 | 2,516 |
| Combat Value per gold | 0.197 | 0.303 |
| Win Factor | | 1.53 |
| | | Hard Counter |

| Matchup | Ironclad | Aegis |
|-----------------------|----------|-------------------|
| Cost | 1,700 | 3,300 |
| DPS | 31.8 | 298.0 |
| Damage Multiplier | 1.50 | 1.00 |
| eHPs | 816 | 2,516 |
| Combat Value per gold | 0.116 | 0.262 |
| Win Factor | | 2.26 |
| | | Very Hard Counter |

| Matchup | Submarine | Dreadnought |
|-----------------------|-----------|-------------------|
| Cost | 2,500 | 2,900 |
| DPS | 94.8 | 108.2 |
| Damage Multiplier | 1.50 | 1.50 |
| eHPs | 1,088 | 3,527 |
| Combat Value per gold | 0.157 | 0.261 |
| Win Factor | | 1.66 |
| | | Very Hard Counter |

| Matchup | Ironclad | Dreadnought |
|-----------------------|----------|----------------|
| Cost | 1,700 | 2,900 |
| DPS | 31.8 | 108.2 |
| Damage Multiplier | 1.50 | 0.50 |
| eHPs | 816 | 3,527 |
| Combat Value per gold | 0.116 | 0.151 |
| Win Factor | | 1.30 |
| | | Medium Counter |

| Matchup | Hardened Bunker | Dreadnought |
|-----------------------|-----------------|-------------|
| Cost | 2,525 | 2,900 |
| DPS | 164.0 | 108.2 |
| Damage Multiplier | 1.25 | 1.50 |
| eHPs | 16,084 | 3,527 |
| Combat Value per gold | 0.719 | 0.261 |
| Tower Kill Rating | | 0.36 |
| | | Very Good |

| Matchup | Hardened Bunker | Mech Infantry (Adjusted Cost) |
|-----------------------|-----------------|----------------------------------|
| Cost | 2,525 | 2,950 |
| DPS | 164.0 | 259.0 |
| Damage Multiplier | 1.25 | 0.50 |
| eHPs | 16,084 | 5,881 |
| Combat Value per gold | 0.719 | 0.296 |
| Tower Kill Rating | | 0.41 |
| | | Extremely Good |

| Matchup | Hardened Bunker | Aegis |
|-----------------------|-----------------|-------|
| Cost | 2,525 | 3,300 |
| DPS | 164.0 | 298.0 |
| Damage Multiplier | 1.25 | 0.50 |
| eHPs | 16,084 | 2,516 |
| Combat Value per gold | 0.719 | 0.186 |
| Tower Kill Rating | | 0.26 |
| | | Good |

| Matchup | Hardened Bunker | Commando |
|-----------------------|-----------------|----------|
| Cost | 2,525 | 3,100 |
| DPS | 164.0 | 188.0 |
| Damage Multiplier | 1.25 | 1.50 |
| eHPs | 16,084 | 1,224 |
| Combat Value per gold | 0.719 | 0.190 |
| Tower Kill Rating | | 0.26 |
| | | Good |

| Matchup | Hardened Bunker | Striker |
|-----------------------|-----------------|---------|
| Cost | 2,525 | 6,100 |
| DPS | 164.0 | 406.5 |
| Damage Multiplier | 1.25 | 1.50 |
| eHPs | 16,084 | 2,380 |
| Combat Value per gold | 0.719 | 0.197 |
| Tower Kill Rating | | 0.27 |
| | | Good |

| Matchup | Hardened Bunker | Heavy Armor |
|-----------------------|-----------------|-------------|
| Cost | 2,525 | 4,900 |
| DPS | 164.0 | 123.7 |
| Damage Multiplier | 1.25 | 1.50 |
| eHPs | 16,084 | 9,242 |
| Combat Value per gold | 0.719 | 0.267 |
| Tower Kill Rating | | 0.37 |
| | | Very Good |

Bottom Player

Suggested Build Formation



11 camp formation (late T2, ~20 mins)
Front Line Tanks: 5 Swordsman
Back Line DPS: 6 Mounted Archers
Mid Support: Warlord and Ballista



9 camp formation (early T2, ~15 mins)
Front Line Tanks: 1 Horseman, 1 Spearman, 1 Axeman
Back Line DPS: 2 Longbows and 4 Mounted Archers
Mid Support: Ballista

Top Player

Suggested Build Formation



12 dock formation (late T2, ~20 mins)
Front Line Tanks: 7 Pents and 3 Quins
Back Line DPS: 2 Longboats
Mid Support: Flagship and 2 Longboats





9 dock formation (late T1, ~10 mins)
Front Line Tanks: 5 Galleys and 3 Triremes
Back Line DPS: 1 raider
Mid Support: 2 raider

Techs

| ANCIENT | | MEDIEVAL 1 | | MEDIEVAL 2 | | INDUSTRIAL | | MODERN | |
|----------------|------|------------------|------|--------------------|------|--------------------|-------|---------------|-------|
| Tech Name | Cost | Tech Name | Cost | Tech Name | Cost | Tech Name | Cost | Tech Name | Cost |
| Horseback | 125 | Masonry | 200 | Gunpowder | 375 | Biology | 300 | Civil Defense | 1200 |
| Formations | 125 | Feudalism | 250 | Machinery | 375 | Steam Engine | 600 | Radio | 1100 |
| Pottery | 125 | Currency | 250 | Metallurgy | 475 | Assembly Line | 725 | Rocketry | 1100 |
| Archery | 125 | Mathematics | 250 | Military Tradition | 375 | Physics | 600 | Radar | 1100 |
| Bronze Working | 125 | Invention | 300 | Guerilla Warfare | 375 | Blast Furnace | 725 | Computers | 1100 |
| Writing | 200 | Iron Working | 250 | Rifling | 500 | Electricity | 725 | Composites | 1200 |
| Library | 300 | Construction | 300 | Chemistry | 600 | Combustion | 950 | Combined Arms | 1100 |
| | | Stirrups | 200 | Scientific Method | 600 | Flight | 950 | | |
| | | Chivalry | 250 | Industrial Capital | 500 | Modern Capital | 500 | | |
| | | Leadership | 250 | Laboratory | 300 | Research Institute | 300 | | |
| | | Education | 350 | | | | | | |
| | | Medieval Capital | 500 | | | | | | |
| | | University | 300 | | | | | | |
| Era Total | 1125 | | 3650 | | 4475 | | 6375 | | 7900 |
| Running Total | 1125 | | 4775 | | 9250 | | 15625 | | 23525 |

Wonders

Build The Great Obelisk

 540  200

The Great Obelisk acts as a granary, a savage warrior camp, and provides +10 gold and +10 lumber income every tick. You may disable the spawn to increase your Great Leader chance.

Build The Old Stables

 900

The Old Stables acts as a Horseman Camp, an Archer camp, and adds +1 to your Build Limit. You may disable the spawn to increase your Great Leader chance.

Build Atilla's Hut

 1550

Atilla's Hut acts as a Material Market, spawns a Mounted Archer and a Knight, and increases your Build Limit by 1. If your opponent has The Old Stables, they will not be able to upgrade it once this wonder is completed. You may disable the spawn to increase your Great Leader chance.

Build Leonardo's Workshop

 1100

Leonardo's Workshop acts as a windmill, a university, and a ballista spawn. You may disable the spawn to increase your Great Leader chance.

Build Sun Tzu's War Academy

 1725

Sun Tzu's War Academy spawns a Warlord and 4 Peasant Conscripts. You may disable the spawn to increase your Great Leader chance.

Build The Iron Works

 2400

The Iron Works spawns a siege cannon and a field cannon. You may disable the spawn to increase your Great Leader chance.

Build The Great Wall

 1350

The Great Wall is a strong defensive structure that can assist in warding off enemy attacks. Unlike other Wonders, the Great Wall requires extra money to speed build, and money to repair.

Build The Great Lighthouse

 1125

The Great Lighthouse will spawn a raider, a trireme, and a galley. You may disable the spawn to increase your Great Leader chance.

Build The Hanging Gardens

 750

The Hanging Gardens will increase the income of all food markets you own by 5 gold.

Build The Statue of Zeus

 750

The Statue of Zeus will increase the income of all material markets you own by 5 gold.

Build The Colossus

 750

The Colossus will increase the income of all trade markets you own by 5 gold.

Build Bazaar of Alexandria

 750

Bazaar of Alexandria will produce 10 gold for the first set of markets (Trade, Food, and Material) you have, then 15 for the next set, and 20 for every set thereafter.

Build East Zipang Trade Company

 1000  100

The East Zipang Trade Company will produce gold per income period for any resource you control on any of the three lanes. The amount of gold per resource increases with the number you hold.

Build Saint Michel's Abbey

 1800


Saint Michel's Abbey acts as a bank, spawns a Cutter Saint, and adds +5/10/+5 materials for each point you control on bot lane.

Build The Holy Cathedral

 1750

The Holy Cathedral inspires units across the map, providing +2 armor and +5% damage to all allied units.

Build The Great Temple

 1600

The Great Temple adds +3 armour to every unit on the map. Does not stack with the General's aura.

Build The Mausoleum

 1400

The Mausoleum adds command aura to all friendly units on the map as if they were in the presence of a warlord or general.

Build The Maginot Line

 2100

The Maginot Line is a strong defensive structure that can help thwart enemy attacks.

Build The Eiffel Tower

 1000

The Eiffel Tower will provide +8 armor to all allied units near the structure. As well as attack units like a bunker.

Build Transcontinental Railroad

 1000

The Transcontinental Railroad will provide the benefits on a rail station on the entire map.

Build Statue of Liberty

 1200

The Statue of Liberty can heal a unit anywhere on the map with the same effect as a medic.

Build Rock 'n Roll

 2100

Rock 'n Roll increases the attack speed of all units by 15%.

Build Magellan's Expedition

 2300

Magellan's Expedition spawns 2 frigate units. You may disable the spawn to increase your Great Leader chance.

Build Big Ben

 4200

Big Ben spawns 2 dreadnought units. You may disable the spawn to increase your Great Leader chance.

Build Interstate Superhighway

 4000

Interstate Superhighways act as a rail station, spawns a heavy armor unit, and produces an income of 50 gold. You may disable the spawn to increase your Great Leader chance.

Build Hoover Dam Build the Panama Canal Build General Mills

 1700  200  1700  200  1700  200

Hoover Dam gives 5 gold for each Materials Market the player owns. Works only for your allies.

Panama Canal is for Trade Markets.
General Mills is for Food Markets.