

# **Civ Wars Database**

Updated for v2.35E  
1.7.2018

**CIV\_ONE**

**Army**



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

### 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



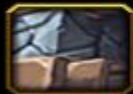


## Trireme

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



## 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



A 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



A 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



### 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





660 / 660

## Warlord



Damage:  
32 - 43



Armor:  
6

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**



825 / 825

225 / 225

## Cavalry



Damage:  
44 - 63



Armor:  
3

Status:



## Cavalry

Costs 1400 gold, 1 food  
Tech Cost 5525 gold  
1 sec Cooldown  
53.5 DPS, 974 eHPs  
200 Range, Gun, Horseback, Evasion



750 / 750

100 / 100

## Dragoon



Damage:  
55 - 60



Armor:  
2

Status:



## 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



563 / 750

## Dismounted



Damage:  
65 - 70



Armor:  
2

Status:



## Dismounted Dragoon

Costs 1400 gold, 1 food  
Tech Cost 5525 gold and Bot Lane  
1 sec Cooldown  
67.5 DPS, 840 eHPs  
550 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



550 / 550

**Caravel**  
Mechanical

 **Damage:**  
36 - 53 +4

 **Armor:**  
5

**Status:** 

Caravel  
Costs 1200 gold, 1 food  
Tech Cost 5150 gold  
1 sec Cooldown  
44.5 DPS, 715 eHPs  
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  
Tech Cost 5525 gold  
2 sec Cooldown, **Explosive Kills**  
40.25 DPS (24.5 vs buildings)  
715 eHPs  
350 Range, Siege, Heavy



660 / 660

**Ancient Flagship**  
Mechanical

 **Damage:**  
32 - 43

 **Armor:**  
6

**Status:** 

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**



800 / 800

**Carrack**  
Mechanical

 **Damage:**  
130 - 189 +16

 **Armor:**  
7 +3

**Status:**  

Carrack  
Costs 1400 gold, 1 food  
Tech Cost 6000 gold  
3 sec Cooldown  
53.2 DPS, 1136 eHPs  
550 Range, Siege, Fortified



### 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

**100 DPS (with Criticals)**, 550 eHPs

**1000 Range**, Piercing, Infantry



## Captain

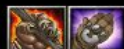


Damage:  
55 - 79 +7



Armor:  
1 +3

Status:



## Flagship

Mechanical



Damage:  
154 - 232 +19



Armor:  
12 +3

Status:



## Captain

Costs 2500 gold, 1 food

Tech Cost 5525 gold

1 sec Cooldown, 67 DPS, 769 eHPs

850 Range, Gun, Infantry

**+10% Damage aura, +3 Armor Aura**

## 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

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, **1224 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


**Medic**



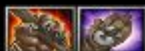
525 / 525



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, Hits Air

**149 DPS**, 1088 eHPs

800 Range, Gun, Infantry



## 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



## 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



## 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, Hits Air, **Splash**

109 DPS, 1360 eHPs

600 Range, Normal

1 sec Cooldown, 135.5 DPS vs buildings

Melee, Siege, Infantry



## 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

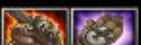


Damage:  
220 - 349 +28



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, Hits 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, **3526 eHPs**

500 Range, Siege, Modern





1000 / 1000

## Fighter

Mechanical



Damage:  
76 - 110



Armor:  
3

Status:



725 / 725

## General

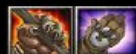


Damage:  
55 - 79 +7



Armor:  
1 +3

Status:



1000 / 1000

## Stinger Troops



Damage:  
573 - 842



Damage:  
45 - 65



Armor:  
6

Status:



1000 / 1000

## Commando



Damage:  
305 - 447



Armor:  
6

Status:

## Fighter Plane

Costs 3200 gold, 1 food

Tech Cost 14825 gold

0.5 sec Cooldown, Hits Air

186 DPS, 1180 eHPs

800 Range, Gun, Light

## General Helicopter

Costs 3400 gold, 1 food

Tech Cost 14825 gold

0.5 sec Cooldown, Hits Air

134 DPS, 769 eHPs

850 Range, Gun, Light

**+10% Damage Aura, +3 Armor Aura**

## Stinger Troops

Costs 3000 gold, 1 food, Tech Cost 18925 gold

**1 sec CD, Hits 1 Ground target and multiple Air targets, 55 DPS per target (primary attack)**

**3 sec CD, Hits multiple Air targets**

**236 DPS per target (if no ground targets)**

1360 eHPs, 800 Range, Gun, Infantry

## Commando

Costs 3000 gold, 1 food

Tech Cost 16725 gold

2 sec Cooldown

188 DPS, 1360 eHPs

1000 Range, Siege, Infantry



1250 / 1250

### Humvee



Damage  
79 - 125



Armor  
8

Status:

## Humvee

Costs 3400 gold, 2 food

**Tech Cost 12850 gold**

0.5 sec Cooldown, Hits Air

204 DPS, 1850 eHPs

600 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, Hits Air

259 DPS, 5880 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, **Hits 1 Ground target and multiple Air targets**

**241 DPS per target**, 5880 eHPs

600(G) and 800(A) 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, Hits Air

241 DPS, 5880 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, **6664 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, **9460 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, Hits Air Only

**409 DPS, 2176 eHPs**

500 Range, Gun, Light

## Striker

Costs 6000 gold, 1 food

Tech Cost 23525 gold

1 sec Cooldown, **Splash**, Hits Air

**406.5 DPS, 2380 eHPs**

1000 Range, Siege, Light





900 / 900

## Divebomber Carrier

Mechanical

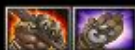


Damage:  
68 - 97 +8



Armor:  
6 +3

Status:



900 / 900

## Interceptor Carrier

Mechanical



Damage:  
68 - 97 +8



Armor:  
6 +3

Status:



1000 / 1000

## Super Carrier

Mechanical

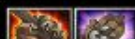


Damage:  
71 - 100 +9



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

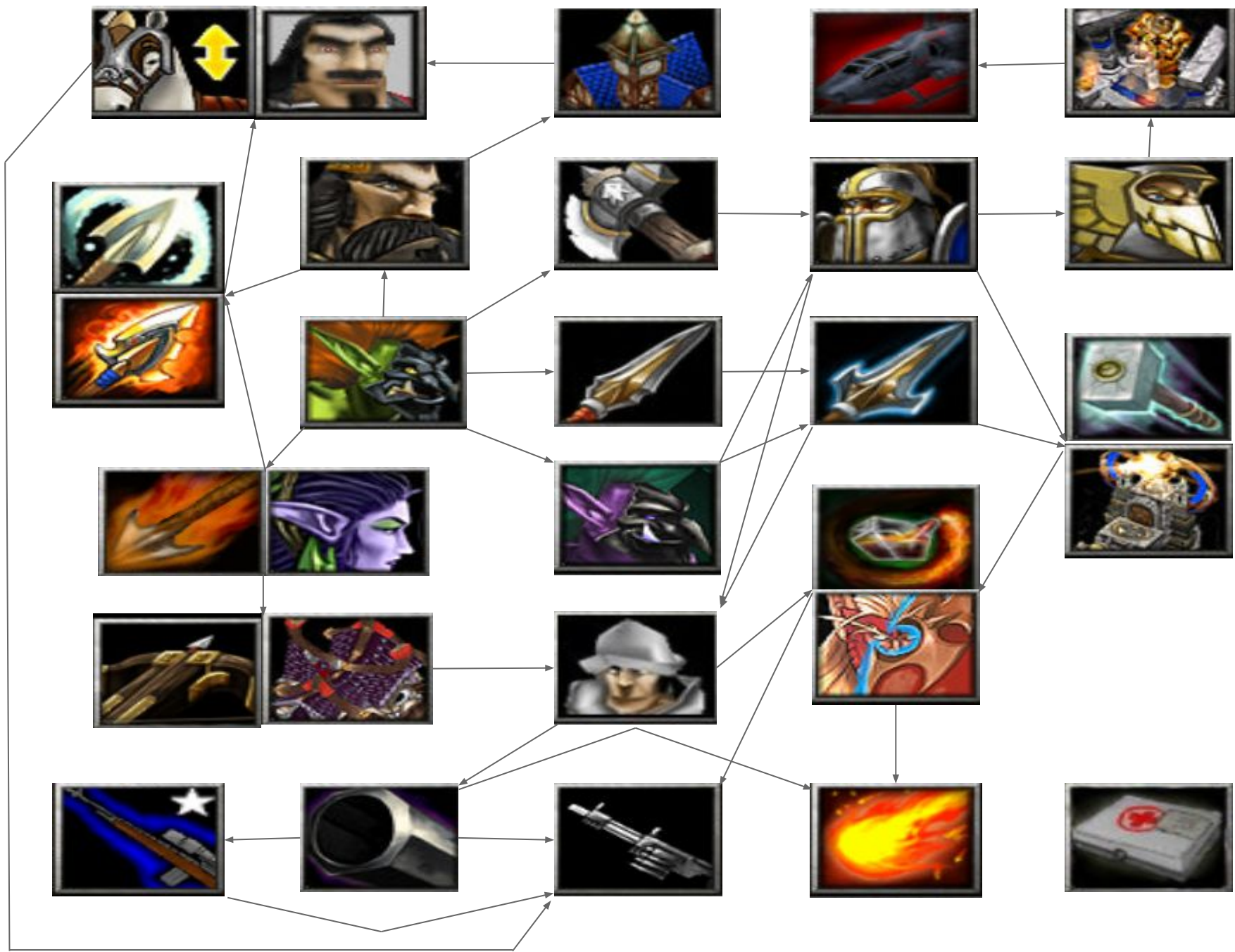
Tech Cost 17825 gold

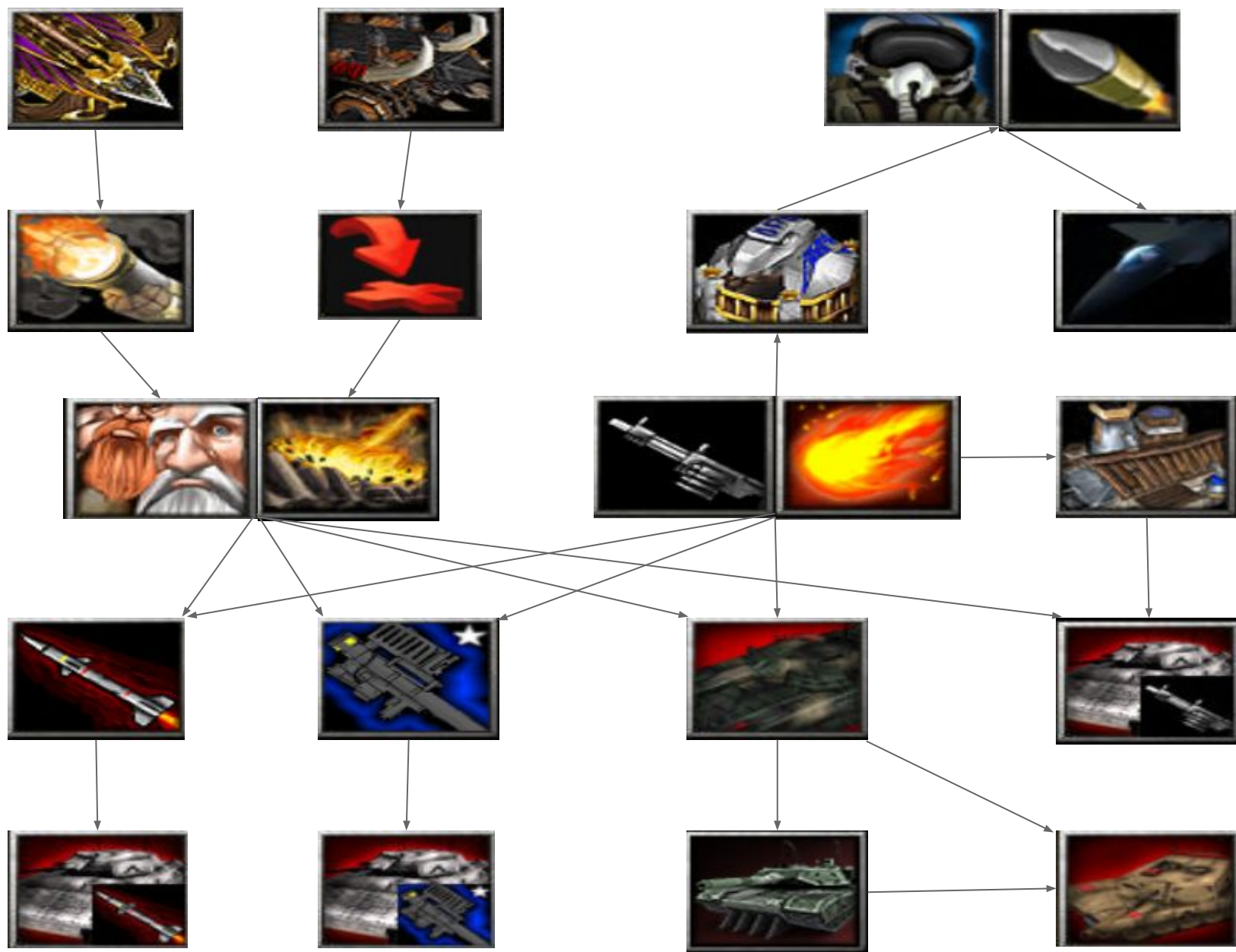
1 sec Cooldown, Air

**298 DPS, 2516 eHPs**

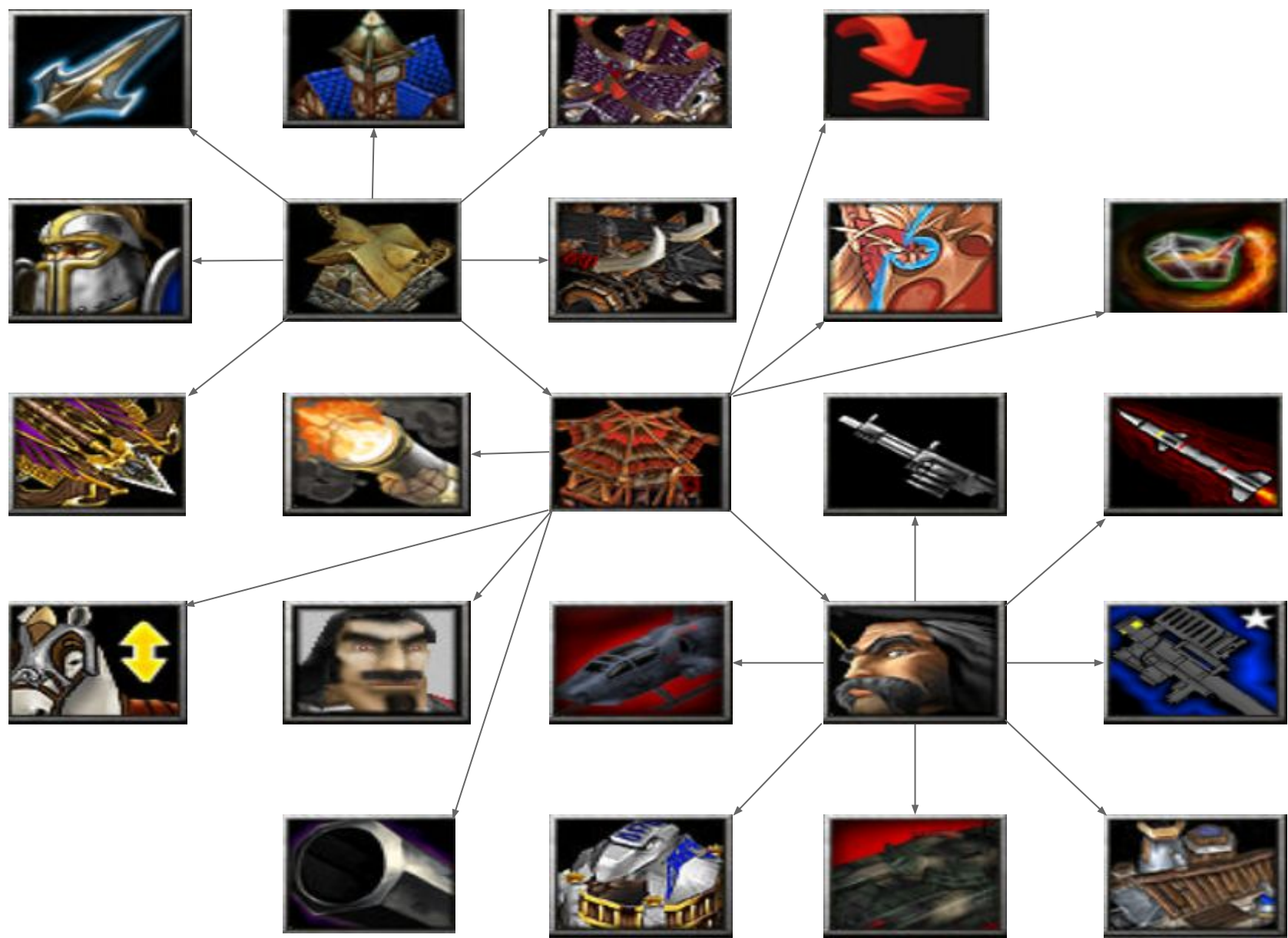
1000 Range, Gun, Modern

# Upgrade Tree











# **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



# **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%

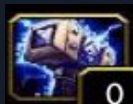
Damage: 16 - 22

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%

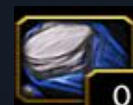
Damage: 30 - 44

Type: **Siege**

Range: 550

Speed: Fast

Upgrade: Composite Bows - Level 0



Damage against:

Fortified: 200%

Modern: 150%

Heavy: 50%

Horseback: 50%

Light: 100%

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 Ratings**

	Junk	Galley	Trireme	Raider	Overall Rating	Rank
Junk	1	0.8	0.8	1.59	1.01	3rd
Galley	1.25	1	0.59	2.09	1.16	2nd
Trireme	1.24	1.7	1	0.81	1.20	1st
Raider	0.63	0.48	1.23	1	0.72	4th

How to read this chart: Red Galley fights Blue Raider. Red Galley wins with Performance Factor of 2.09.

Red Trireme fights Blue Raider. Red Trireme loses with Performance Factor of 0.81.

All numbers are Performance Factors of red ships, and take ship cost into account.

Trireme is the best overall ship in this group.

	Penteconter	Quinquireme	Longboat	Dromon	Overall Rating	Rank
Penteconter	1	0.59	2.29	1.62	1.30	2nd
Quinquireme	1.7	1	0.89	1.63	1.35	1st
Longboat	0.44	1.12	1	0.75	0.72	4th
Dromon	0.62	0.61	1.34	1	0.80	3rd

How to read this chart: Red Pent fights Blue Longboat. Red Pent wins with Performance Factor of 2.29.

Red Quin fights Blue Longboat. Red Quin loses with Performance Factor of 0.89.

All numbers are Performance Factors of red ships, and take ship cost into account.

Quinquireme is the best overall ship in this group.



	Caravel	Fireship	Carrack	Frigate	Ironclad	Man-o-War	Overall Rating	Rank
Caravel	1	1.21	0.69	1.02	1.18	0.68	0.93	5th
Fireship	0.82	1	1.59	0.84	1.13	1.59	1.14	1st
Carrack	1.46	0.63	1	1.49	0.71	0.99	0.99	4th
Frigate	0.98	1.19	0.67	1	1.16	0.66	0.90	6th
Ironclad	0.85	0.89	1.42	0.86	1	1.4	1.05	2nd
Man-o-War	1.47	0.63	1.01	1.5	0.71	1	1.00	3rd

Fireship is the best overall ship in this group. Fireship explosion effect not considered. Ratings take ship cost into account.

	Destroyer	Submarine	Dreadnought	Aegis	Privateer	Ironclad	Overall Rating	Rank
Destroyer	1	1.45	0.53	0.38	0.85	1.39	0.81	4th
Submarine	0.69	1	0.74	0.52	0.59	0.78	0.66	6th
Dreadnought	1.87	1.35	1	1.41	2.08	1.06	1.51	2nd
Aegis	2.66	1.92	0.71	1	2.96	1.85	1.82	1st
Privateer	1.17	1.7	0.48	0.34	1	1.53	0.87	3rd
Ironclad	0.72	1.28	0.94	0.54	0.65	1	0.79	5th

Aegis is the best overall ship in this group. Sub splash damage not considered. Ratings take ship cost into account.

	Warrior	Savage	Archer	Axeman	Horseman	Spearman	Overall Rating	Rank
Warrior	1	1.09	1.63	0.98	0.90	0.91	1.07	3rd
Savage	0.92	1	1.49	0.9	0.83	0.83	0.97	5th
Archer	0.61	0.67	1	0.75	0.75	0.7	0.69	6th
Axeman	1.02	1.11	1.33	1	0.60	1.26	1.03	4th
Horseman	1.1	1.2	1.34	1.67	1	0.84	1.20	1st
Spearman	1.1	1.2	1.43	0.79	1.19	1	1.12	2nd

Horseman is the best overall unit in this group. Splash and range not considered. Ratings take unit cost into account.

	Knight	Pikeman	Swordsman	Longbow	Mount Archer	Crossbow	Overall Rating	Rank
Knight	1	0.86	1.59	1.3	0.92	1.31	1.16	1st
Pikeman	1.16	1	0.75	1.39	1.21	1.03	1.09	2nd
Swordsman	0.63	1.33	1	1.36	0.96	1.37	1.08	3rd
Longbow	0.77	0.72	0.74	1	0.86	0.74	0.76	6th
Mount Archer	1.09	0.83	1.04	1.16	1	0.86	0.99	4th
Crossbow	0.76	0.97	0.73	1.35	1.17	1	0.97	5th

Knight is the best overall unit in this group. Range not considered. Ratings take unit cost into account.

	Musketeer	Cutter Saint	Maceman	Grenadier	Dragoon	Cavalry	Overall Rating	Rank
Musketeer	1	0.97	0.68	0.99	0.95	0.92	0.89	5th
Cutter Saint	1.03	1	1.09	1.14	0.80	0.77	0.95	4th
Maceman	1.46	0.92	1	1.95	1.04	1	1.22	1st
Grenadier	1.01	0.88	0.51	1	0.71	0.69	0.74	6th
Dragoon	1.05	1.24	0.96	1.4	1	0.96	1.11	3rd
Cavalry	1.09	1.29	1	1.45	1.04	1	1.16	2nd

Maceman is the best overall unit in this group. Splash, evasion, dismount, and range not considered. Ratings take unit cost into account.

	Fusillier	Rifleman	Sharpshooter	Grenadier	Dragoon	Cavalry	Overall Rating	Rank
Fusillier	1	0.95	1.11	1.06	0.96	0.92	1.00	4th
Rifleman	1.05	1	1.16	1.11	1.01	0.97	1.06	3rd
Sharpshooter	0.9	0.86	1	0.95	0.86	0.83	0.88	5th
Grenadier	0.94	0.9	1.05	1	0.71	0.69	0.85	6th
Dragoon	1.04	0.99	1.16	1.4	1	0.96	1.10	2nd
Cavalry	1.08	1.03	1.2	1.45	1.04	1	1.15	1st

Cavalry is the best overall unit in this group. Splash, evasion, dismount, and range not considered. Ratings take unit cost into account.

	Machine Gun	Flamer	Commando	Tank	Humvee	Artillery	Overall Rating	Rank
Machine Gun	1	1.05	1.4	1.03	0.65	3.43	1.28	2nd
Flamer	0.96	1	0.94	0.8	0.50	3.48	1.05	5th
Commando	0.72	1.06	1	1.81	1.14	2.13	1.27	3rd
Tank	0.97	1.25	0.55	1	1.54	1.67	1.11	4th
Humvee	1.54	1.98	0.88	0.65	1	2.16	1.30	1st
Artillery	0.29	0.29	0.47	0.6	0.46	1	0.41	6th

Humvee is the best overall unit in this group. Splash and range not considered. Ratings take unit cost into account.

	Machine Gun	Flamer	Mech Inf (MG)	Fighter Plane	Striker	Mech (Str/Com)	Overall Rating	Rank
Machine Gun	1	1.05	0.42	1.31	1.63	0.49	0.86	3rd
Flamer	0.96	1	0.33	1.33	1.65	0.38	0.77	4th
Mech Inf (MG)	2.36	3.03	1	3.08	1.57	1.15	2.09	1st
Fighter Plane	0.76	0.75	0.32	1	1.02	0.37	0.59	6th
Striker	0.61	0.6	0.34	0.98	1	0.73	0.62	5th
Mech (Str/Com)	2.05	2.61	0.87	2.38	1.36	1	1.72	2nd

Mech Infantry (MG) is the best overall unit in this group. Splash, range, multi-missile attack and Mech deathrattle not considered. Ratings take unit cost into account.

# Towers

built by player





Ancient Tower



Damage:  
26 - 37



Armor:  
10

Status:

Ancient Tower  
Costs 375 gold, 1 food  
1 sec Cooldown  
31.5 DPS, 960 eHPs  
800 Range, Tower, Fortified



Improved Tower



Damage:  
36 - 51



Armor:  
15

Status:

Improved Tower  
Costs 550 gold, 1 food  
1 sec Cooldown  
43.5 DPS, 1900 eHPs  
800 Range, Tower, Fortified



Superior Tower



Damage:  
60 - 76



Armor:  
21

Status:

Superior Tower  
Costs 825 gold, 1 food  
1 sec Cooldown  
68 DPS, 3504 eHPs  
900 Range, Tower, Fortified



Gun Tower



Damage:  
193 - 266



Armor:  
21

Status:

Gun Tower  
Costs 1325 gold, 1 food  
3 sec Cooldown, **Splash**  
76.5 DPS, 5876 eHPs  
1000 Range, Tower, Fortified

**Bunker**



3750 / 3750

Damage: 64 - 92

Armor: 24

Status:

## Bunker

Costs 1825 gold, 1 food  
 0.5 sec Cooldown  
 156 DPS, 9152 eHPs  
 1000 Range, Tower, Modern

**Hardened Bunker**



6000 / 6000

Damage: 106 - 158

Armor: 28

Status:

## Hardened Bunker

Costs 2425 gold, 1 food  
 0.5 sec Cooldown  
 264 DPS, **16080** eHPs  
 1100 Range, Tower, Modern

**The Great Wall**



6357 / 7500

Damage: 78 - 112

Armor: 18

Status:

## The Great Wall

Costs 1350 (+200 speed build) gold  
 1 sec Cooldown  
 95 DPS, **15625** eHPs  
 1000 Range, Tower, Fortified

**The Maginot Line**



15000 / 15000

Damage: 120 - 174

Armor: 28

Status:

## The Maginot Line

Costs 2100 gold  
 0.5 sec Cooldown  
 294 DPS, **40540** eHPs  
 1100 Range, Tower, Modern

**The Eiffel Tower**



1000 / 1000

Damage: 45 - 65

Armor: 0 +8

Status:

## The Eiffel Tower














Costs 1000 gold  
 0.5 sec Cooldown  
 110 DPS, 1471 eHPs  
 1000 Range, Tower, Fortified

**Techs**

Ancient			Medieval 1			Medieval 2			Industrial			Modern		
Tech Name	Cost	Time (min)	Tech Name	Cost	Time (min)	Tech Name	Cost	Time (min)	Tech Name	Cost	Time (min)	Tech Name	Cost	Time (min)
Horseback	125	0.75	Masonry	200	0.93	Banking	375	1.12	Biology	300	1.3	Civil Defense	1200	1.5
Formations	125	0.75	Feudalism	250	0.93	Gunpowder	375	1.12	Economics	600	1.3	Radio	1100	1.5
Pottery	125	0.75	Currency	250	0.93	Machinery	375	1.12	Steam Engine	600	1.3	Rocketry	1100	1.5
Archery	125	0.75	Mathematics	250	0.93	Metallurgy	475	1.12	Assembly Line	725	1.3	Radar	1100	1.5
Bronze Working	125	0.75	Invention	300	0.93	Military Tradition	375	1.12	Physics	600	1.3	Computers	1100	1.5
Writing	200	0.75	Iron Working	250	0.93	Guerilla Warfare	375	1.12	Blast Furnace	725	1.3	Composites	1200	1.5
Library	300	0.1	Construction	300	0.75	Rifling	500	1.12	Electricity	725	1.3	Combined Arms	1100	1.5
			Stirrups	200	0.93	Chemistry	600	1.12	Combustion	950	1.3			
			Chivalry	250	0.93	Scientific Method	600	1.12	Flight	950	1.3			
			Leadership	250	0.93	Industrial Capital	500	1	Refrigeration	300	1.3			
			Education	350	0.93	Laboratory	300	0.1	Modern Capital	500	0.75			
			Medieval Capital	500	0.67	Industrial Worker		0.25	Research Institute	300	0.1			
			University	300	0.1				Modern Worker		0.25			
			Medieval Worker		0.25									
Era Total	1125	4.6		3650	11.07		4850	11.43		7275	14.1		7900	10.5
Running Total	1125	4.6		4775	15.67		9625	27.1		16900	41.2		24800	51.7



**Wonders**

<p><b>Build The Great Obelisk</b>      Save -40 Resource!</p> <p> 540  200</p> <p>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.</p>	<p><b>Build The Great Wall</b></p> <p> 1350</p> <p>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.</p>
<p><b>Build The Old Stables</b>      Save 450 Resource!</p> <p> 900</p> <p>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.</p>	<p><b>Build The Great Lighthouse</b>      Save 675 Resource!</p> <p> 1125</p> <p>The Great Lighthouse will spawn a raider, a trireme, and a galley. You may disable the spawn to increase your Great Leader chance.</p>
<p><b>Build Atilla's Hut</b>      Save 350 Resource!</p> <p> 1550      When upgrading from OS</p> <p>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.</p>	<p><b>Build The Hanging Gardens</b></p> <p> 750</p> <p>The Hanging Gardens will increase the income of all food markets you own by 5 gold.</p>
<p><b>Build Leonardo's Workshop</b>      Save 400 Resource!</p> <p> 1100</p> <p>Leonardo's Workshop acts as a windmill, a university, and a ballista spawn. You may disable the spawn to increase your Great Leader chance.</p>	<p><b>Build The Statue of Zeus</b></p> <p> 750</p> <p>The Statue of Zeus will increase the income of all material markets you own by 5 gold.</p>
<p><b>Build Sun Tzu's War Academy</b>      Save 875 Resource!</p> <p> 1725</p> <p>Sun Tzu's War Academy spawns a Warlord and 4 Peasant Conscripts. You may disable the spawn to increase your Great Leader chance.</p>	<p><b>Build The Colossus</b></p> <p> 750</p> <p>The Colossus will increase the income of all trade markets you own by 5 gold.</p>
<p><b>Build The Iron Works</b>      Save 1000 Resource!</p> <p> 2400</p> <p>The Iron Works spawns a siege cannon and a field cannon. You may disable the spawn to increase your Great Leader chance.</p>	<p><b>Build Bazaar of Alexandria</b></p> <p> 750</p> <p>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.</p>



<b>Build East Zipang Trade Company</b> 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.	<b>Build Transcontinental Railroad</b> Save 800 Resource! 1000 The Transcontinental Railroad will provide the benefits on a rail station on the entire map.
<b>Build Saint Michel's Abbey</b> Save 1100 Resource! 1600 Saint Michel's Abbey acts as a bank, spawns a Cutter Saint, and adds +4/8/+4 materials for each point you control on bot lane.	<b>Build Statue of Liberty</b> 1200 The Statue of Liberty can heal a unit anywhere on the map with the same effect as a medic.
<b>Build The Holy Cathedral</b> 1750 The Holy Cathedral inspires units across the map, providing +2 armor and +5% damage to all allied units.	<b>Build Rock 'n Roll</b> 2100 Rock 'n Roll increases the attack speed of all units by 15%.
<b>Build The Great Temple</b> 1600 The Great Temple adds +3 armour to every unit on the map. Does not stack with the General's aura.	<b>Build Magellan's Expedition</b> Save 1100 Resource! 2300 Magellan's Expedition spawns 2 frigate units. You may disable the spawn to increase your Great Leader chance.
<b>Build The Mausoleum</b> 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.	<b>Build Big Ben</b> Save 1400 Resource! 4200 Big Ben spawns 2 dreadnought units. You may disable the spawn to increase your Great Leader chance.
<b>Build The Maginot Line</b> 2100 The Maginot Line is a strong defensive structure that can help thwart enemy attacks.	<b>Build Interstate Superhighway</b> Save 1200 Resource! 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.
<b>Build The Eiffel Tower</b> 1000 The Eiffel Tower will provide +8 armor to all allied units near the structure. As well as attack units like a bunker.	<b>Build Hoover Dam</b> <b>Build the Panama Canal</b> <b>Build General Mills</b> 1500  1500  1500 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.



**Income**

	BASE INCOME = 300 GOLD + 5 MATERIAL			
	FIRST NODE	MIDDLE NODE	LAST NODE	TOTAL
	TOP LANE GOLD PAYOUTS			
ANCIENT	5	10	5	20
MEDIEVAL	9	18	9	36
INDUSTRIAL	13	26	13	52
MODERN	17	34	17	68
	TOP LANE AND MID LANE MATERIAL PAYOUT			
ANCIENT	0	3	0	3
MEDIEVAL	0	4	0	4
INDUSTRIAL	0	5	0	5
MODERN	0	6	0	6
	MID LANE FOOD			
ALL ERAS	1	2	1	4
	BOT LANE MATERIAL PAYOUT			
ANCIENT	4	8	4	16
MEDIEVAL	8	16	8	32
INDUSTRIAL	12	24	12	48
MODERN	16	32	16	64
	SAINT MICHEL'S ABBEY (ADDITIONAL BOT LANE MATERIAL PAYOUT)			
ALL ERAS	4	8	4	16

	GOLD COST	MATERIAL COST	FOOD COST	COMMENTS
TRADE MARKET	150	50	1	Deactivation returns more gold than other markets.
FOOD MARKET	50	50	2	Becomes cheaper with windmills and supermarkets.
MATERIAL MARKET	50	130	1	Cheapest market in the early game.

TRADE MARKET				
GOLD PAYOUT	FIRST NODE	MIDDLE NODE	LAST NODE	COMMENTS
TOP LANE	4	4	4	Lane swings often and predictably.
MID LANE	1	1	1	Deact/React marketing possible.
BOT LANE	1	1	1	Easily switch between markets and army.

FOOD MARKET				
GOLD PAYOUT	FIRST NODE	MIDDLE NODE	LAST NODE	COMMENTS
TOP LANE	1	1	1	Stable Lane. Deact/React marketing possible.
MID LANE	4	4	4	Stealth marketing possible with little army investment.
BOT LANE	1	1	1	



MATERIAL MARKET				
GOLD PAYOUT	FIRST NODE	MIDDLE NODE	LAST NODE	COMMENTS
TOP LANE	1	1	1	Semi Stable Lane. Most commonly marketed lane.
MID LANE	1	1	1	Side lane players can spend materials quickly
BOT LANE	4	4	4	without over-marketing.



The Great Obelisk	Gold Payout	Material Payout	Comments
540 Gold Cost	10	10	Excellent payout. Get this wonder ASAP.
200 Material Cost			
The Colossus	Gold Payout		Strong mid-game income.
750 Gold Cost	5 per Trade Market		Get this wonder when you have 10 stable trade markets.
The Hanging Gardens	Gold Payout		Strong mid-game income.
750 Gold Cost	5 per Food Market		Get this wonder when you have 10 stable food markets.
The Statue of Zeus	Gold Payout		Strong mid-game income.
			Get this wonder when you have 10 stable material
750 Gold Cost	5 per Material Market		markets.
Bazaar of Alexandria	Gold Payout		Strong mid-game income.
750 Gold Cost	15 per Market Set	First 3 Sets	Get this wonder when you have 3 sets of markets.
	20 per Market Set	Additional Sets	
Bank	Gold Payout		Strong mid-game income.
500 Gold Cost	10% of Unspent Gold		Earn interest on your saved up gold.
1 Food Cost	up to 100 gold payout		
Saint Michel's Abbey	Gold Payout	Material Payout	Strong mid-game income.
1600 Gold Cost	10% of Unspent Gold	4+8+4	Get this wonder if you can hold bot.
		based on nodes	
	up to 100 gold payout	controlled in bot lane	Better than Bank.







East Zipang Trade Company 1000 Gold Cost 100 Material Cost	Gold Payout based on	Nodes Controlled	The gambler's mid-game income.
	12	1	Get this wonder if you are feeling lucky.
	26	2	Better than Saint Michel's Abbey and Bank.
	42	3	
	60	4	
	80	5	
	102	6	
	126	7	
	152	8	
	180	9	
Stock Exchange 1000 Gold Cost 1 Food Cost	Gold Payout 12.5% of Unspent Gold up to 250 gold payout		Best late-game income. You can't beat the stock market. Get this building ASAP at industrial.
Interstate Superhighway 4000 Gold Cost	Gold Payout 50		Discounted Heavy Armor Tank Rail Station and free income!
Panama Canal 1500 Gold Cost 0 Material Cost	Gold Payout 5 per Trade Market	for allies only	Strong late-game income. Get this wonder when your allies have 20 trade markets altogether.
General Mills 1500 Gold Cost 0 Material Cost	Gold Payout 5 per Food Market	for allies only	Strong late-game income. Get this wonder when your allies have 20 food markets altogether.
Hoover Dam 1500 Gold Cost 0 Material Cost	Gold Payout 5 per Material Market	for allies only	Strong late-game income. Get this wonder when your allies have 20 material markets altogether.



**Extras**



**Research Increase Build Limit**  
 100  50  
Grants 1 more Build Limit when complete for a total of 1.



**Research Increase Build Limit**  
 300  100  
Grants 1 more Build Limit when complete for a total of 2.

**Research Increase Build Limit**  
 500  150  
Grants 1 more Build Limit when complete for a total of 3.


**Research Increase Build Limit**  
 700  200  
Grants 1 more Build Limit when complete for a total of 4.



**Research Increase Build Limit**  
 900  250  
Grants 1 more Build Limit when complete for a total of 5.


**Research Increase Build Limit**  
 1100  300  
Grants 1 more Build Limit when complete for a total of 6.

**Research Increase Build Limit**  
 1300  350  
Grants 1 more Build Limit when complete for a total of 7.

**Build Rail Station**  
 200  1  
Any friendly units within 1500 range of this structure will gain +50% movement speed and slight health regeneration.

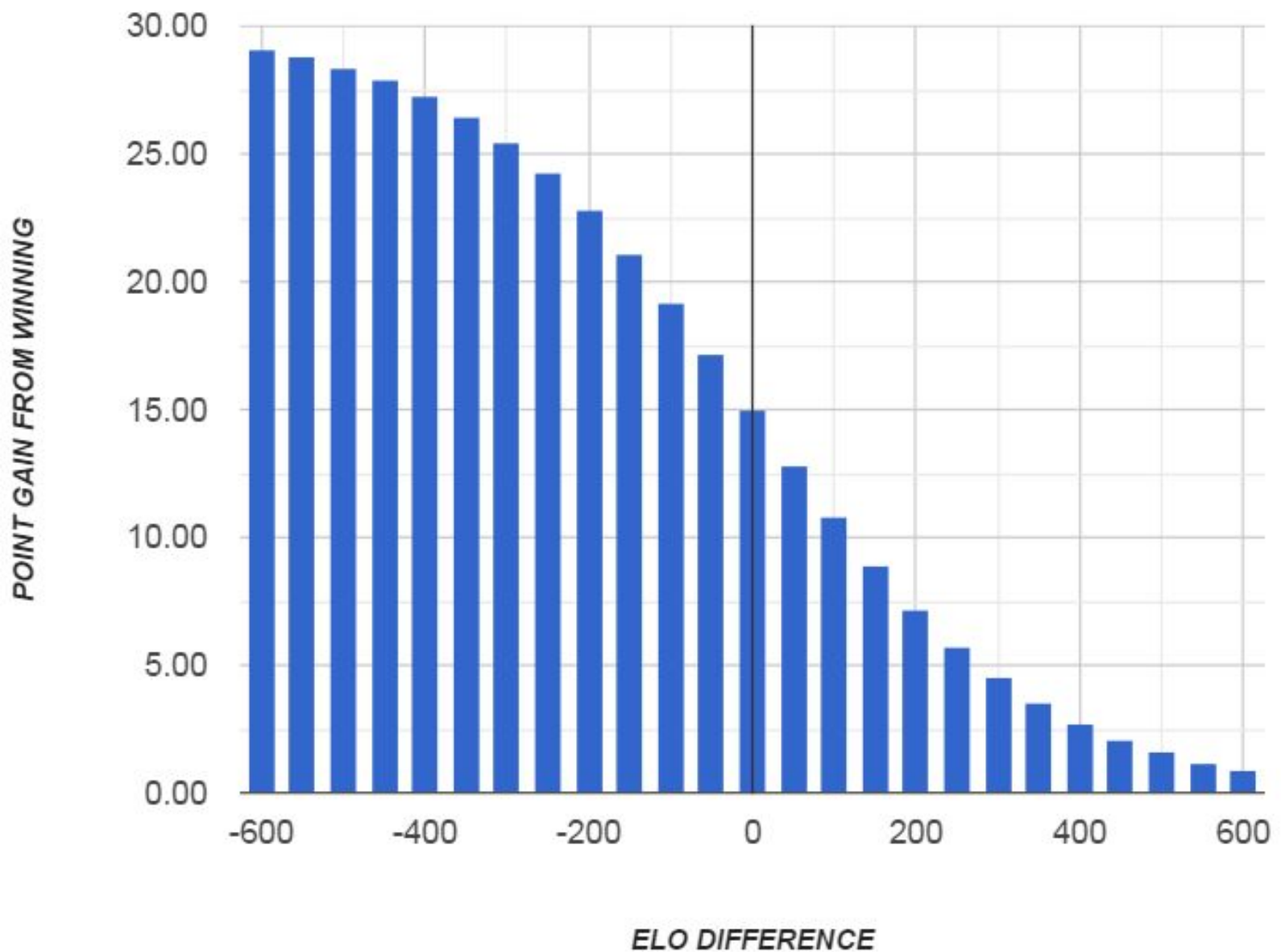
**Build Mission Control Center**  
 11000  
Completing the Mission Control Center allows your team to win the game via the space race if that option was selected at the start of the game.

**Build The Manhattan Project (Q)**  
 4000  1  
The Manhattan Project acts as a missile command unit and the owner gains the knowledge of Fission upon completion.

**Research Atomic Theory**  
 600  
Allows research of Fission. Educated men have debated what the universe actually consists of since the beginning of civilization. While they might not have known it at the time, their combined efforts would eventually lead to nuclear power and nuclear weapons.

# **ELO Ranking System**





How to read this chart: If west team and east team have same average ELO, there is 0 ELO difference, so either team can win 15 points or lose 15 points. If west team has 200 more average ELO than east team, west team can win 7.2 points from east team. If east team wins, they will win 22.8 points from west team.

**GG WP**