

## Aztecs

**Unique Unit:** Jaguar Warrior (Anti-infantry infantry) (Elite: 1000F 500G, 0:45)

**Unique Tech:** Garland Wars – Infantry +4 Attack (450F 750G, 1:00)

- Villagers carry +5 resources
- All Military units are created 17.6% faster
- Monks +5HP with each Monastery Tech
- Free loom research

**Team Bonus:** Relics generate +33% Gold

## Britons

**Unique Unit:** Longbowman (Long range archer) (Elite: 850F 850G, 1:00)

**Unique Tech:** Yeomen – Foot Archer Range +1; towers +2 attack (750F 450G, 1:00)

- Town Centers -50% Wood in Castle Age
- Foot archers (not Skirmishers) +1 Range in Castle Age, +1 Imperial (2 total)
- Shepherds work 25% faster

**Team Bonus:** Archery Ranges 20% faster

## Byzantines

**Unique Unit:** Cataphract (Anti-infantry cav.) (Elite: 1600F 800G, 0:50)

**Unique Tech:** Logistica – Cataphracts 5 AoE dmg (0.5 blast radius), +6 bonus dmg vs. Infantry (1000F 600G, 0:50)

- Buildings (except Gates) +10/20/30/40% HP in Dark/Feudal/Castle/Imperial Age
- Camels, skirmishers, spear-line cost 25% less
- Fire Ships attack 20% faster
- Town Watch is free
- Advance to Imperial Age costs -33%

**Team Bonus:** Monks +50% heal speed

## Celts

**Unique Unit:** Woad Raider (fast infantry) (Elite: 1000F 800G, 0:45)

**Unique Tech:** Furor Celtica – +50% HP increase for siege weapons (750F 450G, 0:50)

- Lumberjacks work 15% faster
- Infantry move 15% faster
- Siege weapons fire 25% faster
- Can convert sheep even if enemy units are next to it.

**Team Bonus:** Siege Workshops 20% faster

## Chinese

**Unique Unit:** Chu Ko Nu (Fast-firing Crossbowman) (Elite: 760F 760G\*, 0:50)

**Unique Tech:** Rocketry – Chu Ko Nu +2 attack, scorpion +4 attack (600F 600G\*, 1:00)

- Start: 3 extra villagers, -50 Wood, -200 Food
- Technologies cost -10/15/20% in Feudal/Castle/Imperial Age (\*applied to UT)
- Town Centers support 10 population
- Demolition Ships +50% HP

**Team Bonus:** Farms provide +45 food

## Franks

**Unique Unit:** Throwing Axeman (Short ranged infantry) (Elite: 1000F 850G, 0:45)

**Unique Tech:** Bearded Axe – Throwing Axeman +1 range (400F 400G, 1:00)

- Castles are 25% cheaper
- Knights +20% HP
- Free farm upgrades (Mill required)

**Team Bonus:** Knights +2 Line of Sight

## Goths

**Unique Unit:** Huskarl (Anti-archer infantry) (Elite: 1200F 550G, 0:40)

**Castle Age Tech:** Anarchy – Create Huskarls at Barracks (450F 250G, 1:00)

**Imperial Age Tech:** Perfusion – Barracks work twice as fast (400F 600G, 0:40)

- Infantry cost -35% starting in Feudal
- Infantry +1 attack vs buildings.
- Villages +5 attack vs. Wild boar
- Hunters carry +15 meat
- +10 to population limit in Imperial Age

**Team Bonus:** Barracks work 20% faster

## Huns

**Unique Unit:** Tarkan (Medium Cavalry with bonus against buildings) (Elite: 1000F 500G, 0:45)

**Unique Tech:** Atheism – Wonder/Relic victory time +100 years; -50% Spies/Treason cost (500F 500G, 1:00)

- No houses required, but -100 wood at start
- Cavalry Archers cost -25% in Castle Age, -30% in Imperial Age
- Trebuchets are +35% more accurate

**Team Bonus:** Stables are 20% faster

## Japanese

**Unique Unit:** Samura (Anti-unique unit infantry) (Elite: 950F 875G, 1:00)

**Unique Tech:** Kataparuto –Trebuchets (un)pack 4x faster, fire 33% faster (750F 400G, 1:00)

- Fishing Ships 2x HP and +2 armor
- Fishing Ships work 5/10/15/20% faster in Dark/ Feudal/ Castle / Imperial Age
- Lumber/Mining Camps and Mills 50% cheaper
- Infantry attack 33% faster starting in Feudal Age

**Team Bonus:** Galleys +50% line of sight

## Koreans

**Unique Unit:** War Wagon (High HP; Anti-archer cavalry archer) (Elite: 1000F 800G, 1:15), Turtle Ship (Armored Ship) (Elite: 1000F 800G, 1:05)

**Unique Tech:** Shinkichon – Onager line +1 range (800F 500G, 1:00)

- Villagers have +3 line of sight
- Stone miners work 20% faster
- Tower researches free (BBT req. Chemistry)
- Towers (except Bombard tower) +1 Range in Castle Age, +2 in Imperial Age

**Team Bonus:** Onager line +1 range

## Mayans

**Unique Unit:** Plumed Archer (Fast moving foot archer) (Elite: 1000W 500F, 0:45)

**Unique Tech:** El Dorado – Eagle Warrior +40 HP (750F 450G, 0:50)

- Start game with 1 extra villager, -50 Food.
- Natural resources last 20% longer.
- Archers cost -10/20/30% in Feudal/Castle/Imperial Age.

**Team Bonus:** Walls are 50% cheaper.

## Mongols

**Unique Unit:** Mangudai (Fast-shooting cavalry archer) (Elite: 1100F 675G, 0:50)

**Unique Tech:** Drill – Siege Workshop units move 50% faster (500F 450G, 1:00)

- Cavalry Archers fire 25% faster.
- Light Cavalry and Hussars have +30% HP.
- Hunters work 50% faster.

**Team Bonus:** Scout-Line +2 line of sight.

## Persians

**Unique Unit:** War Elephant (Slow but powerful heavy cavalry) (Elite: 1600F 1200G, 1:15)

**Unique Tech:** Mahouts – War Elephant +30% speed (300F 300G, 0:50)

- Start game with +50 wood and food.
- Town Center and Docks have 2x HP.
- Town Centers and Docks operate +10/15/20% faster in Feudal/Castle/Imperial Age

**Team Bonus:** Knights +2 attack against archer units.

## Saracens

**Unique Unit:** Mameluke (Short ranged anti-cavalry cavalry) (Elite: 600F 500G, 0:50)

**Unique Tech:** Zealotry – Mameluke, Camel+30 HP (750F 800G, 0:50)

- Market trade cost is only 5%
- Transport Ships: 2x HP and +5 carry capacity.
- Galleys attack 25% faster.
- Cavalry Archers +4 attack against buildings.

**Team Bonus:** Foot archers +2 attack vs buildings.

## Spanish

**Unique Units:** Conquistador (Mounted hand cannoner) (Elite: 1200F 600G, 1:00), Missionary (Mounted monk)

**Unique Tech:** Supremacy – Villagers receive +6 Attack, +2 Armor, +40 HP (400F 250G, 1:00)

- Villagers construct buildings 30% faster.
- Blacksmith upgrades don't cost gold.
- Cannon Galleons have Ballistics, fast missiles
- Hand & Bombard Cannons fire 17.6% faster.

**Team Bonus:** Trade units generate +33%.

## Teutons

**Unique Unit:** Teutonic Knight (Slow infantry with heavy melee armor) (Elite: 1200F 600G, 0:50)

**Unique Tech:** Crenellations – Castle +3 range; garrisoned infantry fire arrows (600F 400G, 1:00)

- Monks have 2x healing range.
- Towers can garrison +10 Units, +4 max arrows
- Murder Holes is free.
- Farms cost 33% less.
- Town center +1 attack, +5 LOS

**Team Bonus:** Units resist conversion: min/max time +1/+2s, conversion chance -50%

## Turks

**Unique Unit:** Janissary (Hand cannoner) (Elite: 850F 750G, 0:55)

**Unique Tech:** Artillery – Bombard Towers/Cannons, Cannon Galleons +2 range (500F 450G, 0:40)

- Gunpowder Units have +25% HP.
- Gunpowder technologies cost 50% less.
- Chemistry is free.
- Gold miners work 15% faster.
- Light Cavalry and Hussar upgrades are free.

**Team Bonus:** Gunpowder units create 25% faster.

## Vikings

**Unique Units:** Berserk (Regenerating infantry) (Elite: 1300F 550G, 0:45), Longboat (Warship with multiple arrow fire) (Elite: 750F 475G, 1:00)

**Unique Tech:** Berserkergang – Berserks regenerate 2x faster – 1HP/1.5s (500F 850G, 0:40)

- Warships cost 20% less.
- Infantry have +10/15/20% HP in Feudal / Castle/Imperial Age
- Free Wheelbarrow and Hand Cart

**Team Bonus:** Docks are 25% cheaper.



Unit	M/P Armor	M/P Attack	Fire Rate	Ra. LoS	Acc (%)	Att. Delay (in s)	HP	Camel/Ship	Infantry	Eagle Spear	Archers	Cav Archer	Cavalry	Elephant	Siege Ram	Monk UU	Build B2	Tow/S. Wall	All Walls	Castle	Move Speed (tiles/s)	Cost	Build Time	
Villager	0/0	3 M	2	4			25										3	6				0.8	50F	0:25
Trade Cart	0/0			7			70															1	100W 50G	0:51
Militia	0/1	4 M	2	4			40			0							0					0.9	60F 20G	0:21
Men at Arms	0/1	6 M	2	4			45			2							1					0.9	60F 20G	0:21
Longswordsm.	0/1	9 M	2	4			60			4							2					0.9	60F 20G	0:21
2h Swordsm.	0/1	11 M	2	5			60			6							3					0.9	60F 20G	0:21
Champion	1/1	13 M	2	5			70			6							3					0.9	60F 20G	0:21
Spearman	0/0	3 M	3	4			45	7	1				15	15			1					1	35F 25W	0:22
Pikeman	0/0	4 M	3	4			55	11	1				22	25			1					1	35F 25W	0:22
Halberdier	0/0	6 M	3	4			60	16	1				32	28			1					1	35F 25W	0:22
Eagle Warrior	0/2	4M	2	6			50	0					0		3	8	0					1.1	20F 50G	
Eagle W. (CA+)	0/2	7M	2	6			50	1					2		3	8	0					1.1	20F 50G	0:35
E. Eagle Warrior	0/4	9 M	2	6			60	2					4		5	10	0					1.3	20F 50G	0:20
Berserk	0/1	9 M	2	3			55*			2							2					1.05	65F 25G	0:16
Elite Berserk	2/1	14 M	2	5			72*			3							3					1.05	65F 25G	0:16
Huskarl	0/6	10 M	2	3			60			2	6						3*					1.05	52F 26G*	0:16
Elite Huskarl	0/8	12 M	2	5			70			3	10						4*					1.05	52F 26G*	0:16
Jaguar Warrior	1/0	10 M	2	3			50		10	2							2					1	60F 30G	0:17*
E. Jaguar W.	2/0	12 M	2	5			75		10	2							2					1	60F 30G	0:17*
Samurai	1/1	8M	1.43*	4			60			2						10	2					1	60F 30G	0:09
Elite Samurai	1/1	12M	1.43*	5			80			3						12	3					1	60F 30G	0:09
Teutonic Knight	5/2	12 M	2	3			70			4							4					0.65	85F 40G	0:12
E. Teutonic K.	10/2	17 M	2	5			100			4							4					0.65	85F 40G	0:12
Throwing Axem.	0/0	7 M	2	3	100	0.84	50			1							1					0.9	55F 25G	0:17
E. Throwing A.	1/0	8 M	2	4	100	0.56	60			2							2					0.9	55F 25G	0:17
Woad Raider	0/1	8 M	2	3			65			2							2					1.38*	65F 25G	0:10
E. Woad Raider	0/1	13 M	2	5			80			3							3					1.38*	65F 25G	0:10
Archer	0/0	4 P	2	4	80	0.35	30			3							0					0.96	25W 45G	0:35
Crossbowman	0/0	5 P	2	5	85	0.35	35			3							0					0.96	25W 45G	0:27
Arbalest	0/0	6 P	2	5	90	0.35	40			3							0					0.96	25W 45G	0:27
Skirmisher	0/3	2P	3	1-4	90	0.35	30			3	3						0					0.96	25F 35W	0:22
Elite Skirmisher	0/4	3P	3	1-5	90	0.35	35			3	4	2					0					0.96	25F 35W	0:22
Cavalry Archer	0/0	6 P	2	4	50	0.7	50			2							0					1.4	40W 70G	0:34
Hvy Cav Arch.	1/0	7 P	2	4	50	0.7	60			2							0					1.4	40W 70G	0:27
Hand Cannon.	1/0	17P	3.45	7	65	0.35	35	10	1						2							0.96	45F 50G	0:34
Chu ko Nu	0/0	8P/0M	3.6	4	85	0.21	45			2							0					0.96	40W 35G	0:19
Elite CKN	0/0	8P/0M	3.75	4	85	0.21	50			2							0					0.96	40W 35G	0:13
CKN Arrow		3P/0M	2 extra arrows for a normal Chu Ko Nu, 4 for Elite																					
Conquistador	2/2	16P	2.9	6	65	0.28	55								4							1.3	60F 70G	0:24
Elite Conq	2/2	18P	2.9	6	70	0.28	70								6		2					1.3	60F 70G	0:24
Janissary	1/0	17 P	3.45	8	50	0.28	44*								2							0.96	60F 55G	0:17*
Elite Janissary	2/0	22 P	3.45	8	50	0	50*								3							0.96	60F 55G	0:20*
Longbowman	0/0	6 P	2	6*	70	0.35	35			2							0					0.96	35W 40G	0:19
Elite LBM	0/1	7 P	2	8*	80	0.35	40			2							0					0.96	35W 40G	0:19
Mangudai	0/0	6P	1.68*	4	95	0.7	60			1					3							1.45	55W 65G	0:26
Elite Mangudai	1/0	8P	1.68*	4	95	0	60			1					5							1.45	55W 65G	0:26
Plumed Archer	0/1	5P	1.9	4	80	0.35	50		1	2							0					1.2	37W 37G*	0:16
Elite Plumed	0/2	5P	1.9	5	90	0.35	65		2	2							0					1.2	32W 32G*	0:16
War Wagon	0/3	9P	2.5	4	100	0.7	150										5					1.2	110W 60G	0:25
Elite WW	0/4	9P	2.5	5	100	0.7	200										5					1.2	110W 60G	0:25
Camel	0/0	5 M	2	4			100	5					10				0					1.45	55F 60G	0:22
Heavy Camel	0/0	7 M	2	5			120	9					18				0					1.45	55F 60G	0:22
Mameluke {11}	0/0	7 M	2	3	100	0.42	65						9									1.4	55F 85G	0:23
Elite Mam. {11}	1/0	10 M	2	3	100	0	80						12									1.4	55F 85G	0:23
Monk	0/0	Conv: 5-12s		9			30	Con. Build: 16-27s					Heal Range: 4			Heal Rate: 1HP/0.4s						0.7	100G	0:51
Missionary	0/0	Conv: 5-12s		7			30	Con. Build: 16-27s					Heal Range: 4			Heal Rate: 1HP/0.8s						1.1	100G	0:51
Unit	M/P Armor	M/P Attack	Fire Rate	Ra. LoS	Acc (%)	Att. Delay (in s)	HP	Camel/Ship	Infantry	Eaglespear	Archers	Cav Archer	Cavalry	Elephant	Siege Ram	Monk UU	Build B2	Tow/S. Wall	All Walls	Castle	Move Speed (tiles/s)	Cost	Build Time	

Version: 28.12.16	Unit	M/P Armor	M/P Attack	Fire Rate	Ra. LoS	Acc (%)	Att. Delay (in s)	HP	Camel/Ship	Infantry	UU Spear	Archers	Cav Archer	Cavalry	Elephant	Siege Ram	Monk Turtle	Build B2	Tow/S. Wall	All Walls	Castle	Move Speed (tiles/s)	Cost	Build Time																
Scout	0/2	3M	2	4				45									6					1.2																		
Scout(Feudal+)	0/2	5M	2	6				45									6					1.55	80F	0:30																
Light Cavalry	0/2	7 M	2	8				60									10					1.5	80F	0:30																
Hussar	0/2	7 M	1.9	10				75									12					1.5	80F	0:30																
Knight	2/2	10 M	1.8	4				100				0										1.35	60F 75G	0:30																
Cavalier	2/2	12 M	1.8	4				120				0										1.35	60F 75G	0:30																
Paladin	2/3	14 M	1.9	5				160				0										1.35	60F 75G	0:30																
Cataphract {12}	2/1	9 M	1.8	4				110		9												1.35	70F 75G	0:20																
E. Cataphr. {16}	2/1	12M	1.7	5				150		12												1.35	70F 75G	0:20																
Tarkan	1/2	7 M	2.1	5				90										8	12	8	10	1.35	60F 60G	0:14																
Elite Tarkan	1/3	11 M	2.1	7				150										10	12	10	10	1.35	60F 60G	0:14																
War Elephant	1/2	15 M	2	4				450										7	7			0.6	200F 75G	0:31																
Elt. War Eleph.	1/3	20 M	2	5				600	(Blast Radius: 0.5)									10	10			0.6	200F 75G	0:31																
Mangonel	0/6	40M	6	3-7	100	0	50	(Blast Radius: 1)								12		35				0.6	160W 135G	0:46																
Onager	0/7	50M	6	3-8	100	0	60	(Blast Rad.: 1.25)								12		45				0.6	160W 135G	0:46																
Siege Onager	0/8	75M	6	3-8	100	0	70	(Blast Rad.: 1.5)								12		60	(Can fell trees)			0.6	160W 135G	0:46																
Batter. Ram [4]	-3/180	2 M	5	3				175								40		125				0.5	160W 75G	0:36																
Capped Ram [4]	-3/190	3M {1}	5	3				200	(Blast Radius: 1.5)							50		150				0.5	160W 75G	0:36																
Siege Ram [6]	-3/195	4M {2}	5	3				270	(Blast Radius: 2)							65		200				0.6	160W 75G	0:36																
Bonus per infantry unit garrisoned																		10																				0.05		
Scorpion	0/6	12P/0M	3.6	2-7	100	0.49	40								6	1		2				0.65	75W 75G	0:30																
Heavy Scorpion	0/7	16P/0M	3.6	2-7	100	0.49	50								8	2		4				0.65	75W 75G	0:30																
Bomb. Cannon	2/5	40M	6.5	5-12	100	0.49	80	40	(Blast Radius: 0.5)							20		200	40			0.7	225W 225G	0:56																
Trebuchet	1/150	200P	10	4-16	15	0.42	150	(Can fell trees, but not efficiently)											250					0																
Packed Treb	2/8			19																		0.8	200W 200G	0:50																
Petard	0/2	25 M		4			50	(Blast Radius: 0.5)								60		500		900	100	0.8	80F 20G	0:25																
Castle** {8}	8/11	11P	2	1-8	100		4800	11		0**									11				650 S	3:20																
Watch Tower	1/7	5 P	2	1-8	100		1020	7		2								0**					25W 125S	1:20																
Guard Tower	2/8	6 P	2	1-8	100		1500	9		2								0**					25W 125S	1:20																
Keep	3/9	7 P	2	1-8	100		2250	10		2								0**					25W 125S	1:20																
Bombard Tower	3/9	120P	6	1-8	100		2220	40															100G 125S	1:20																
Town Center	3/5	5 P	2	6	100		2400	5	(+1/+1 armor per age)									5					275W 100S	2:30																
Palisade Wall	2/5			2			250																2W	0:05																
Stone Wall	8/10	{16}		2			1800																5S	0:8																
Fortified Wall	12/12	{24}		2			3000																5S	0:8																
(Stone) Gate	6/6	{20}		6			2750																30S	0:70																
(Fortified) Gate	6/6	{20}		6			4000																30S	0:70																
Fishing Ship	0/4			5			60															1.26	75W	0:40																
Trade Cog	0/6			6			80															1.32	100W 50G	0:36																
Transport Ship	4/8			5			100															1.45	125W	0:46																
Galley	0/6	6P	3	5	100	0	120	8								3		6				1.43	90W 30G	1:00																
War Galley	0/6	7P	3	6	100	0	135	9								4		7				1.43	90W 30G	0:36																
Galleon	0/8	8P	3	7	100	0	165	11								4		8				1.43	90W 30G	0:36																
Demo. Ship {3}	0/3	110 M		6			50	(Blast Radius: 2.5)										220				1.6	70W 50G	0:31																
H Demo Ship{5}	0/5	140 M		6			60	(Blast Radius: 3.5)										280				1.6	70W 50G	0:31																
Fire Ship {5}	0/6	2P/1M	0.25	2.49		0	120	3									2	2				1.35	75W 45G	0:36																
Fast Fire Sh. {7}	0/8	3P/1M	0.25	2.49		0	140	4									3	3				1.43	75W 45G	0:36																
Cannon Galleon	0/6	35M	10	3-13	50	0	120		15		15		15			40		200				1.1	200W 150G	0:46																
Elt Cannon G.	0/8	45M	10	3-15	50	0	150		15		15		15			40		275				1.1	200W 150G	0:46																
Longboat	0/6	7P	3.34	6	100	0	130	9								4		7				1.54	80W 40G*	0:25																
Elite Longboat	0/8	8P	3.34	7	100	0	160	11								4		8				1.54	80W 40G*	0:25																
3 Extra Arrows per Shot		1P																																						
Turtle Ship {8}	6/5	50M	6	6	100	0	200															0.9	200W 200G	0:50																
E.Turtle Sh.{11}	8/6 {1}	50M	6	6	100	0	300															0.9	200W 200G	0:50																

\*Civ Bonuses that affect unique units are already factored in (if a bonus is lower in castle age, the lower rate is applied to non-elite units)

\*\*First castle arrow: 11P, +2 vs. Spearmen, no other bonuses; Towers: +5 bonus vs stone defense only for extra arrows.