

Civ Wars Unit Stats

Updated for v2.35D
12.26.2016

CIV_ONE

TO



Warrior

150 / 150

Damage: 11 - 15

Armor: 0

Status:

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

Warrior
Costs 200 gold, 1 food
1 sec Cooldown
13 DPS
Melee, Normal, Light



Junk
Mechanical

150 / 150

Damage: 11 - 15

Armor: 0

Status:

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

Junk
Costs 200 gold, 1 food
1 sec Cooldown
13 DPS
Melee, Normal, Light

T1



Savage Warrior



Damage:
16 - 22



Armor:
1

Status:

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



Fire Archer



Damage:
16 - 22



Armor:
0

Status:

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



Archer



Damage:
16 - 22



Armor:
0

Status:

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



Axeman



Damage:
16 - 22



Armor:
3

Status:

Axeman

Costs 500 gold, 1 food

1 sec Cooldown

19 DPS

Melee, Shock, Heavy



Horseman



Damage:
16 - 22



Armor:
3

Status: 

Horseman

Costs 500 gold, 1 food

1 sec Cooldown

19 DPS

Melee, Shock, Horseback, **Evasion**



Spearman



Damage:
16 - 22



Armor:
3

Status:

Spearman

Costs 500 gold, 1 food

1 sec Cooldown

19 DPS

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



Peasant Conscript



Damage:
11 - 14



Armor:
2

Status:

Peasant Conscript

Costs 500 gold, 1 food (x2 units)

1 sec Cooldown

12.5 DPS (x2 units)

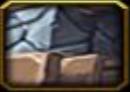
Melee, Normal, Light



Trireme

Mechanical

 **Damage:**
16 - 22

 **Armor:**
1

Status:

Trireme
Costs 500 gold, 1 food
1 sec Cooldown
19 DPS
Melee, Shock, Fortified



Galley

Mechanical

 **Damage:**
16 - 22

 **Armor:**
3

Status:

Galley
Costs 500 gold, 1 food
1 sec Cooldown
19 DPS
Melee, Normal, Heavy



Raider

Mechanical

 **Damage:**
20 - 26 +2

 **Armor:**
0

Status: 

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

T2



330 / 330

Longbow



Damage:
30 - 44



Armor:
0

Status:

Longbow

Costs 800 gold, 1 food

1 sec Cooldown

37 DPS

800 Range, Piercing, Light



385 / 385

125 / 125

Mounted Archer



Damage:
33 - 47



Armor:
1

Status:



Mounted Archer

Costs 800 gold, 1 food

1 sec Cooldown

40 DPS

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



385 / 385

125 / 125

Mounted Raider



Damage:
30 - 44



Armor:
1

Status:



Mounted Raider

Costs 800 gold, 1 food

1 sec Cooldown

37 DPS

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



450 / 450

Crossbowman



Damage:
46 - 68



Armor:
2

Status:

Crossbowman

Costs 800 gold, 1 food

1.5 sec Cooldown

38 DPS

350 Range, Piercing, Heavy



Knight



Damage:
26 - 37



Armor:
5

Status: 

Knight

Costs 800 gold, 1 food

1 sec Cooldown

31.5 DPS

Melee, Shock, Horseback, **Evasion**



Pikeman



Damage:
26 - 37



Armor:
5

Status:

Pikeman

Costs 800 gold, 1 food

1 sec Cooldown

31.5 DPS

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



Swordsman



Damage:
26 - 37



Armor:
5

Status:

Swordsman

Costs 800 gold, 1 food

1 sec Cooldown

31.5 DPS

Melee, Shock, Heavy

Ballista



Damage:
47 - 70



Armor:
0

Status:

220 / 220

Ballista
Costs 800 gold, 1 food
3 sec Cooldown, Splash, **-2 armor**
19.5 DPS
700 Range, Piercing, Light

Catapult



Damage:
70 - 106



Armor:
0

Status:

220 / 220

Catapult
Costs 800 gold, 1 food
3 sec Cooldown, Splash
29.3 DPS
800 Range, Siege, Light



Penteconter

Mechanical



Damage:
26 - 37



Armor:
5

Status:



Quinquireme

Mechanical



Damage:
26 - 37



Armor:
3

Status:



Longboat

Mechanical



Damage:
30 - 41 +4



Armor:
0

Status:



Dromon

Mechanical



Damage:
21 - 27 +2



Armor:
5

Status:



Penteconter

Costs 800 gold, 1 food

1 sec Cooldown

31.5 DPS

Melee, Normal, Heavy

Quinquireme

Costs 800 gold, 1 food

1 sec Cooldown

31.5 DPS

Melee, Shock, Fortified

Longboat

Costs 800 gold, 1 food

1 sec Cooldown

35.5 DPS

600 Range, Siege, Light

Dromon

Costs 800 gold, 1 food

1 sec Cooldown, **Steals Ships**

24 DPS

Melee, Normal, Light

T3



400 / 400

Guerilla Warrior



Damage:
16 - 22



Armor:
0

Status:

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



550 / 550

Musketeer



Damage:
40 - 80



Armor:
0

Status:

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



700 / 700

Cutter Saint



Damage:
39 - 59



Armor:
6

Status:

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



825 / 825

Maceman



Damage:
44 - 63



Armor:
7

Status:



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



Warlord



Damage:
32 - 43



Armor:
6

Status: 

Warlord

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



Dragoon



Damage:
55 - 60



Armor:
2

Status: 

Dragoon

Costs 1400 gold, 1 food
1 sec Cooldown, **Dismount**
57.5 DPS
500 Range, Gun, Horseback, Evasion



Cavalry



Damage:
44 - 63



Armor:
3

Status: 

Cavalry

Costs 1400 gold, 1 food
1 sec Cooldown
53.5 DPS
200 Range, Gun, Horseback, Evasion

Field Cannon



Damage:
75 - 105



Armor:
0

Status:

375 / 375

Field Cannon
Costs 1600 gold, 1 food
3 sec Cooldown, Splash, **-4 armor**
30 DPS
700 Range, Gun, Light

Siege Cannon



Damage:
125 - 184



Armor:
0

Status:

375 / 375

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



Caravel
Mechanical

Damage: 36 - 53 +4

Armor: 5

Status: 

550 / 550

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



Fire Ship
Mechanical

Damage: 63 - 98 +8

Armor: 5

Status: 

550 / 550

Damage: 20 - 29 +2

Fire Ship
Costs 1200 gold, 1 food
2 sec Cooldown
Explosive Kills
40.25 DPS (24.5 vs buildings)
350 Range, Siege, Heavy



Ancient Flagship
Mechanical

Damage: 32 - 43

Armor: 6

Status: 

660 / 660

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



Carrack
Mechanical

Damage: 130 - 189 +16

Armor: 7 +3

Status:  

800 / 800

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

T4



900 / 900

Fusillier



Damage:
50 - 74



Armor:
9

Status:



700 / 700

Grenadier



Damage:
99 - 147



Armor:
3

Status:



600 / 600

Rifleman



Damage:
55 - 79



Armor:
3

Status:



550 / 550

Sharpshooter



Damage:
100 - 168



Armor:
0

Status:

Fusillier

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

Grenadier

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

Rifleman

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

Sharpshooter

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



Captain



Damage:
55 - 79 +7



Armor:
1 +3

Status:

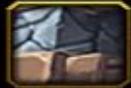


Flagship

Mechanical



Damage:
154 - 232 +19



Armor:
12 +3

Status:



Captain

Costs 2500 gold, 1 food
1 sec Cooldown, 40.6 DPS
850 Range, Gun, Infantry
+10% Damage aura, +3 Armor Aura

Flagship

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



725 / 725

Pirate Corsair

Mechanical

 Damage: 43 - 62 +5

 Armor: 7 +3

Status: 

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



900 / 900

Ironclad

Mechanical

 Damage: 49 - 78 +6

 Armor: 6 +3

Status: 

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



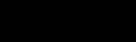
600 / 600

Frigate

Mechanical

 Damage: 55 - 79

 Armor: 5

Status: 

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

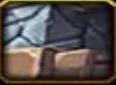


1000 / 1000

Man-o-War

Mechanical

 Damage: 154 - 232 +19

 Armor: 9 +3

Status: 

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

T5

Medic



525 / 525



Damage:
15 - 21 +2



Armor:
0 +3

Status: 

Medic

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

Trench Infantry



550 / 550



Damage:
26 - 38



Armor:
-2

Status:

Trench Infantry

Costs 2400 gold, 1 food (x2 units)
0.5 sec Cooldown
64 DPS (x2 units)
350 Range, Gun, Infantry

Machine Gunner



800 / 800



Damage:
61 - 88



Armor:
6

Status:

Machine Gunner

Costs 2400 gold, 1 food
0.5 sec Cooldown, Air
149 DPS
800 Range, Gun, Infantry



Mortar



Damage:
126 - 138



Armor:
0

Status:

Mortar

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



Artillery



Damage:
170 - 256



Armor:
0

Status:

Artillery

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



Flamer Troops



Damage:
45 - 64



Armor:
6

Status:



Damage:
121 - 150

Flamer Troops

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



Tank



Damage:
170 - 256



Armor:
12

Status:

Tank

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



Privateer

Mechanical

 **Damage:**
135 - 189

 **Armor:**
12

Status:

Privateer

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

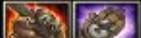


Destroyer

Mechanical

 **Damage:**
61 - 88 +7

 **Armor:**
6 +3

Status: 

Destroyer

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



Submarine

Mechanical

 **Damage:**
220 - 349 +28

 **Armor:**
6 +3

Status: 

Submarine

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



Dreadnought

Mechanical

 **Damage:**
250 - 399

 **Armor:**
12

Status:

Dreadnought

Costs 2800 gold, 1 food
3 sec Cooldown
108.2 DPS
500 Range, Siege, Modern

T6



1000 / 1000

Fighter Mechanical



Damage:
76 - 110



Armor:
3

Status:

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



725 / 725

General

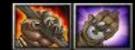


Damage:
55 - 79 +7



Armor:
1 +3

Status:



General
Costs 3400 gold, 1 food
0.5 sec Cooldown, Air
850 Range, Gun, Light
134 DPS
+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
3 and 1 sec Cooldown, Air
235 DPS vs Air, 55 vs Ground
800 Range, Gun, Infantry



900 / 900

Commando



Damage:
305 - 447



Armor:
6

Status:

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

T7



1500 / 1500

Humvee

Damage: 79 - 125 +10

Armor: 8 +3

Status: 

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



3000 / 3000

Mech Infantry (MG)

Mechanical

Damage: 100 - 159

Armor: 16

Status:

Mech Infantry (MG)
 Costs 4400 gold, 2 food
 0.5 sec Cooldown, Air
 259 DPS
 600 Range, Gun, Modern



3000 / 3000

Mech Infantry (Stinger)

Mechanical

Damage: 91 - 150

Armor: 16

Status:

Mech Infantry (Stinger)
 Costs 5000 gold, 2 food
 0.5 sec Cooldown
Multiple Air Targets
 241 DPS
 600 Range, Gun, Modern



3000 / 3000

Mech Infantry (Commando)

Mechanical

Damage: 91 - 150

Armor: 16

Status:

Mech Infantry (Commando)
 Costs 5000 gold, 2 food
 0.5 sec Cooldown, Air
 241 DPS
 600 Range, Gun, Modern



Armor
Mechanical

Damage:
235 - 357 +30

Armor:
16 +3

Status: 

3400 / 3400

Armor Tank
Costs 4000 gold, 1 food
3 sec Cooldown
98.7 DPS
500 Range, Siege, Modern



Heavy Armor
Mechanical

Damage:
296 - 446

Armor:
20

Status:

4300 / 4300

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



1500 / 1500

Divebomber

 **Damage:**
236 - 352

 **Armor:**
4

Status:

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



1600 / 1600

Interceptor

 **Damage:**
169 - 240

 **Armor:**
6

Status:

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



1750 / 1750

Striker

 **Damage:**
333 - 480

 **Damage:**
334 - 628

 **Armor:**
6

Status:

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



Divebomber Carrier

Mechanical



Damage:
68 - 97 +8



Armor:
6 +3

Status:

Divebomber Carrier
Costs - Free with Divebomber
2 sec Cooldown
41.25 DPS
800 Range, Gun, Light



Interceptor Carrier

Mechanical



Damage:
68 - 97 +8



Armor:
6 +3

Status:

Interceptor Carrier
Costs - Free with Interceptor
2 sec Cooldown
41.25 DPS
800 Range, Gun, Light



Super Carrier

Mechanical



Damage:
71 - 100 +9



Armor:
6 +3

Status:

Super Carrier
Costs - Free with Striker
2 sec Cooldown
42.75 DPS
800 Range, Gun, Light



Aegis Cruiser

Mechanical



Damage:
236 - 360 +30



Armor:
8 +3

Status:

Aegis Cruiser
Costs 3200 gold, 1 food
1 sec Cooldown, Air
298 DPS
1000 Range, Gun, Modern

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
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
800 Range, Tower, Fortified



Superior Tower



Damage:
60 - 76



Armor:
21

Status:

Superior Tower
Costs 825 gold, 1 food
1 sec Cooldown
68 DPS
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
1000 Range, Tower, Fortified

Bunker



3750 / 3750



Damage:
64 - 92



Armor:
24

Status:

Hardened Bunker



6000 / 6000



Damage:
106 - 158



Armor:
28

Status:

Bunker

Costs 1825 gold, 1 food

0.5 sec Cooldown

156 DPS

1000 Range, Tower, Modern

Hardened Bunker

Costs 2425 gold, 1 food

0.5 sec Cooldown

264 DPS

1100 Range, Tower, Modern

Wonders

Techs