

Civ Wars Unit Stats

Updated for v2.35D
12.26.2016

CIV_ONE

T0



150 / 150

Warrior



Damage:
11 - 15
0



Armor:
0

Status:



150 / 150

Junk

Mechanical



Damage:
11 - 15



Armor:
0

Status:

Warrior

Costs 200 gold, 1 food

1 sec Cooldown

13 DPS

Melee, Normal, Light

Junk

Costs 200 gold, 1 food

1 sec Cooldown

13 DPS

Melee, Normal, Light

T1

Savage Warrior



225 / 225



Damage: 16 - 22



Armor: 1

Status:

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

Fire Archer



200 / 200



Damage: 16 - 22



Armor: 0

Status:

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

Archer



200 / 200



Damage: 16 - 22



Armor: 0

Status:

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

Axeman



300 / 300



Damage:
16 - 22




A armor:
3


Status:

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


Horseman




300 / 300
75 / 75



Damage:
16 - 22



A armor:
3

Status: 

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

Spearman



300 / 300



Damage:
16 - 22



A armor:
3

Status:

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

Peasant Conscript



225 / 225



Damage:
11 - 14



A armor:
2

Status:

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



Trireme

Mechanical



Damage:

16 - 22



Armor:

1

Status:

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



500 / 500
150 / 150

Damage: 26 - 37
0

Armor: 5

Status: 

Knight

Costs 800 gold, 1 food

1 sec Cooldown

31.5 DPS

Melee, Shock, Horseback, **Evasion**

Pikeman



500 / 500

Damage: 26 - 37
0

Armor: 5

Status:

Pikeman

Costs 800 gold, 1 food

1 sec Cooldown

31.5 DPS

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

Swordsman



550 / 550

Damage: 26 - 37
0

Armor: 5

Status:

Swordsman

Costs 800 gold, 1 food

1 sec Cooldown

31.5 DPS

Melee, Shock, Heavy



Ballista

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



Catapult

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



500 / 500

Penteconter

Mechanical

 Damage: 26 - 37

 Armor: 5

Status:

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



500 / 500

Quinquireme

Mechanical

 Damage: 26 - 37

 Armor: 3

Status: 

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



330 / 330

Longboat

Mechanical

 Damage: 30 - 41 +4

 Armor: 0

Status: 

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



450 / 450

Dromon

Mechanical

 Damage: 21 - 27 +2

 Armor: 5

Status: 

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

T3

Guerilla Warrior



400 / 400



Damage: 16 - 22



Armor: 0

Status:

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

Musketeer



550 / 550



Damage: 40 - 80



Armor: 0

Status:

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

Cutter Saint



700 / 700



Damage: 39 - 59



Armor: 6

Status:

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

Maceman



825 / 825



Damage: 44 - 63



Armor: 7

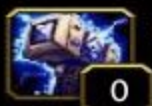
Status: 

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

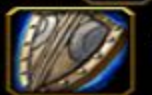


660 / 660

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



750 / 750

100 / 100

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



825 / 825

225 / 225


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

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



Siege Cannon

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



550 / 550

Caravel
Mechanical

 **Damage:**
36 - 53 +4

 **Armor:**
5

Status: 

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



550 / 550

Fire Ship
Mechanical

 **Damage:**
63 - 98 +8

 **Damage:**
20 - 29 +2

 **Armor:**
5

Status: 

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



660 / 660

Ancient Flagship
Mechanical

 **Damage:**
32 - 43

 **Armor:**
6

Status: 

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



800 / 800

Carrack
Mechanical

 **Damage:**
130 - 189 +16

 **Armor:**
7 +3

Status:  

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

T4



Fusillier



Damage:
50 - 74



Armor:
9

Status:



Grenadier



Damage:
99 - 147



Armor:
3

Status:



Rifleman



Damage:
55 - 79



Armor:
3

Status:



Sharpshooter



Damage:
100 - 168



Armor:
0

Status:

Fusillier

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

Grenadier

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

Rifleman

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

Sharpshooter

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



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: 



900 / 900

Ironclad

Mechanical



Damage:
49 - 78 +6



Armor:
6 +3

Status: 



600 / 600

Frigate

Mechanical



Damage:
55 - 79



Armor:
5

Status: 



1000 / 1000

Man-o-War

Mechanical



Damage:
154 - 232 +19



Armor:
9 +3

Status: 

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


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

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


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

T5


Medic



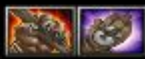
525 / 525



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



550 / 550



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



400 / 400



Damage:
170 - 256



Armor:
0

Status:

Artillery

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

Flamer Troops



1000 / 1000



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



2050 / 2050



Damage:
170 - 256



Armor:
12

Status:

Tank

Costs 3200 gold, 1 food
3 sec Cooldown
71 DPS
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

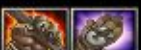


Damage:
220 - 349 +28



Armor:
6 +3

Status:



2050 / 2050

Dreadnought

Mechanical



Damage:
250 - 399



Armor:
12

Status:

Privateer

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

Destroyer

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

Submarine

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

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

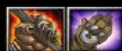


Damage:
55 - 79 +7



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 Tank

Costs 4000 gold, 1 food

3 sec Cooldown

98.7 DPS

500 Range, Siege, Modern

Heavy Armor Tank

Costs 4800 gold, 1 food

3 sec Cooldown

123.7 DPS

500 Range, Siege, Modern

Divebomber



1500 / 1500



Damage: 236 - 352



A armor: 4

Status:

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

Interceptor



1600 / 1600



Damage: 169 - 240



A armor: 6

Status:

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

Striker



1750 / 1750



Damage: 333 - 480



A armor: 6

Status:



Damage: 334 - 628

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



900 / 900

Divebomber Carrier

Mechanical

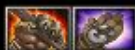


Damage:
68 - 97 +8



Armor:
6 +3

Status:



900 / 900

Interceptor Carrier

Mechanical



Damage:
68 - 97 +8



Armor:
6 +3

Status:



1000 / 1000

Super Carrier

Mechanical

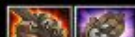


Damage:
71 - 100 +9



Armor:
6 +3

Status:



1700 / 1700

Aegis Cruiser

Mechanical



Damage:
236 - 360 +30



Armor:
8 +3

Status:



Divebomber Carrier

Costs - Free with Divebomber

2 sec Cooldown

41.25 DPS

800 Range, Gun, Light

Interceptor Carrier

Costs - Free with Interceptor

2 sec Cooldown

41.25 DPS

800 Range, Gun, Light

Super Carrier

Costs - Free with Striker

2 sec Cooldown

42.75 DPS

800 Range, Gun, Light

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

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