

Civ Wars Unit Stats

Updated for v2.35D
12.28.2016

CIV_ONE

TO



Warrior

150 / 150

Damage: 11 - 15

Armor: 0

Status:

The image shows a unit card for a Warrior. On the left, there is a small portrait of a dark, armored warrior with a sword, with the text "150 / 150" below it. To the right, the unit's name "Warrior" is at the top. Below the name are two icons: a sword and a wooden shield. Next to the sword icon is the text "Damage: 11 - 15" and next to the shield icon is "Armor: 0". Below these is the text "Status:".

Warrior

Costs 200 gold, 1 food

Tech Cost 0 gold

1 sec Cooldown

13 DPS

Melee, Normal, Light



Junk
Mechanical

150 / 150

Damage: 11 - 15

Armor: 0

Status:

The image shows a unit card for a Junk unit. On the left, there is a small portrait of a mechanical, insect-like creature with a green shell, with the text "150 / 150" below it. To the right, the unit's name "Junk" and type "Mechanical" are at the top. Below the name are two icons: a sword and a wooden shield. Next to the sword icon is the text "Damage: 11 - 15" and next to the shield icon is "Armor: 0". Below these is the text "Status:".

Junk

Mechanical

Costs 200 gold, 1 food

Tech Cost 0 gold

1 sec Cooldown

13 DPS

Melee, Normal, Light

T1



Savage Warrior



Damage:
16 - 22



Armor:
1

Status:

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



Fire Archer



Damage:
16 - 22



Armor:
0

Status:

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



Archer



Damage:
16 - 22



Armor:
0

Status:

Archer
Costs 500 gold, 1 food
Tech Cost 125 gold
1 sec Cooldown
19 DPS
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

Melee, Shock, Heavy

Horseman

Costs 500 gold, 1 food

Tech Cost 125 gold

1 sec Cooldown

19 DPS

Melee, Shock, Horseback, **Evasion**

Spearman

Costs 500 gold, 1 food

Tech Cost 125 gold

1 sec Cooldown

19 DPS

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

Peasant Conscript

Costs 500 gold, 1 food (x2 units)

Tech Cost 2325 gold

1 sec Cooldown

12.5 DPS (x2 units)

Melee, Normal, Light



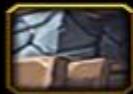
Trireme

Mechanical



Damage:

16 - 22



Armor:

1

Status:

Trireme

Costs 500 gold, 1 food

1 sec Cooldown

Tech Cost 125 gold

19 DPS

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

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

550 Range, Siege, Light

T2



330 / 330

Longbow



Damage:
30 - 44



Armor:
0

Status:

Longbow

Costs 800 gold, 1 food

1 sec Cooldown

Tech Cost 1375 gold

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

Tech Cost 1325 gold

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

Tech Cost 1325 gold

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

Tech Cost 1925 gold

1.5 sec Cooldown

38 DPS

350 Range, Piercing, Heavy



Knight

 **Damage:**
26 - 37

 **Armor:**
5

Status: 

Knight
Costs 800 gold, 1 food
Tech Cost 1375 gold
1 sec Cooldown
31.5 DPS
Melee, Shock, Horseback, **Evasion**



Pikeman

 **Damage:**
26 - 37

 **Armor:**
5

Status:

Pikeman
Costs 800 gold, 1 food
Tech Cost 1375 gold
1 sec Cooldown
31.5 DPS
Melee, Piercing + **Mana Burn**, Heavy



Swordsman

 **Damage:**
26 - 37

 **Armor:**
5

Status:

Swordsman
Costs 800 gold, 1 food
Tech Cost 1375 gold
1 sec Cooldown
31.5 DPS
Melee, Shock, Heavy

Ballista



Damage:
47 - 70



Armor:
0

Status:

220 / 220

Ballista

Costs 800 gold, 1 food

Tech Cost 2575 gold

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

Tech Cost 2575 gold

3 sec Cooldown, Splash

29.3 DPS

800 Range, Siege, Light



Penteconter

Mechanical



Damage:
26 - 37



Armor:
5

Status:

Penteconter

Costs 800 gold, 1 food

Tech Cost 1375 gold

1 sec Cooldown

31.5 DPS

Melee, Normal, Heavy



Quinquireme

Mechanical



Damage:
26 - 37



Armor:
3

Status:



Quinquireme

Costs 800 gold, 1 food

Tech Cost 1375 gold

1 sec Cooldown

31.5 DPS

Melee, Shock, Fortified



Longboat

Mechanical



Damage:
30 - 41 +4



Armor:
0

Status:



Longboat

Costs 800 gold, 1 food

Tech Cost 1625 gold

1 sec Cooldown

35.5 DPS

600 Range, Siege, Light



Dromon

Mechanical



Damage:
21 - 27 +2



Armor:
5

Status:



Dromon

Costs 800 gold, 1 food

Tech Cost 2325 gold

1 sec Cooldown, **Steals Ships**

24 DPS

Melee, Normal, Light

T3



400 / 400

Guerilla Warrior



Damage:
16 - 22



Armor:
0

Status:



550 / 550

Musketeer



Damage:
40 - 80



Armor:
0

Status:



700 / 700

Cutter Saint



Damage:
39 - 59



Armor:
6

Status:



825 / 825

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 (x2 units)

300 Range, Gun, Light

Musketeer

Costs 1200 gold, 1 food

Tech Cost 5150 gold

1 sec Cooldown

60 DPS

550 Range, Gun, Light

Cutter Saint

Costs 1200 gold, 1 food

Tech Cost 4475 gold

1 sec Cooldown, **Splash**

49 DPS

Melee, Shock, Heavy

Maceman

Costs 1200 gold, 1 food

Tech Cost 5150 gold

1 sec Cooldown

53.5 DPS

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

Melee, Shock, Heavy,
+10% Damage Aura



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

500 Range, Gun, Horseback, Evasion



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

200 Range, Gun, Horseback, Evasion

Field Cannon



Damage:
75 - 105



Armor:
0

Status:

375 / 375

Field Cannon

Costs 1600 gold, 1 food

Tech Cost 6000 gold

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

Tech Cost 6000 gold

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
Tech Cost 5150 gold
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
Tech Cost 5525 gold
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
Tech Cost 2575 gold
1 sec Cooldown, 37.5 DPS
Melee, Shock, Fortified
+10% Damage Aura



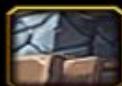
800 / 800

Carrack

Mechanical



Damage:
130 - 189 +16



Armor:
7 +3

Status:

Carrack

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

T4



900 / 900



Damage:
50 - 74



Armor:
9

Status:

Fusillier

Fusillier

Costs 1600 gold, 1 food

Tech Cost 5900 gold

2 sec Cooldown

31 DPS

200 Range, Gun, Infantry



700 / 700



Damage:
99 - 147



Armor:
3

Status:

Grenadier

Grenadier

Costs 1600 gold, 1 food

Tech Cost 5750 gold

2 sec Cooldown, **Splash**

61.5 DPS

500 Range, Normal, Light



600 / 600



Damage:
55 - 79



Armor:
3

Status:

Rifleman

Rifleman

Costs 1600 gold, 1 food

Tech Cost 6500 gold

1 sec Cooldown

67 DPS

750 Range, Gun, Infantry



550 / 550



Damage:
100 - 168



Armor:
0

Status:

Sharpshooter

Sharpshooter

Costs 1900 gold, 1 food

Tech Cost 6875 gold

2 sec Cooldown, **Criticals**

67 DPS

1000 Range, Piercing, Infantry



Captain



Damage:
55 - 79 +7



Armor:
1 +3

Status:

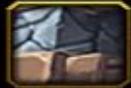


Flagship

Mechanical



Damage:
154 - 232 +19



Armor:
12 +3

Status:



Captain

Costs 2500 gold, 1 food

Tech Cost 5525 gold

1 sec Cooldown, 40.6 DPS

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

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:



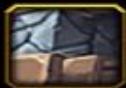
1000 / 1000

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

Melee, Normal, Heavy

Ironclad

Costs 1600 gold, 1 food

Tech Cost 6500 gold

2 sec Cooldown

31.75 DPS

200 Range, Siege, Infantry

Frigate

Costs 1600 gold, 1 food

Tech Cost 5750 gold

1 sec Cooldown

67 DPS

700 Range, Gun, Light

Man-o-War

Costs 1800 gold, 1 food

Tech Cost 8450 gold

3 sec Cooldown

64.3 DPS

800 Range, Siege, Fortified

T5



525 / 525

Medic

 **Damage:**
15 - 21 +2

 **Armor:**
0 +3

Status: 

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



550 / 550

Trench Infantry

 **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 (x2 units)
 350 Range, Gun, Infantry



800 / 800

Machine Gunner

 **Damage:**
61 - 88

 **Armor:**
6

Status:

Machine Gunner
 Costs 2400 gold, 1 food
 Tech Cost 10575 gold
 0.5 sec Cooldown, Air
 149 DPS
 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
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
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, 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
Tech Cost 13575 gold
3 sec Cooldown
71 DPS
500 Range, Siege, Modern



Privateer
Mechanical

 **Damage:**
135 - 189

 **Armor:**
12

Status:

Privateer
Costs 2100 gold, 1 food
Tech Cost 14375 gold
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
Tech Cost 9850 gold
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
Tech Cost 11175 gold
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
Tech Cost 13575 gold
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
Tech Cost 14825 gold
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
Tech Cost 14825 gold
0.5 sec Cooldown, Air, 134 DPS
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
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
800 Range, Siege, Infantry

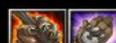
T7



Humvee

Damage:
79 - 125 +10

A armor:
8 +3

Status: 

1500 / 1500



Mech Infantry (MG)
Mechanical

Damage:
100 - 159

A armor:
16

Status:

3000 / 3000



Mech Infantry (Stringer)
Mechanical

Damage:
91 - 150

A armor:
16

Status:

3000 / 3000



Mech Infantry (Commando)
Mechanical

Damage:
91 - 150

A armor:
16

Status:

3000 / 3000

Humvee

Costs 3400 gold, 2 food

Tech Cost 12850 gold

0.5 sec Cooldown, Air

204 DPS

800 Range, Gun, Modern

Mech Infantry (MG)

Costs 4400 gold, 2 food

Tech Cost 16825 gold

0.5 sec Cooldown, Air

259 DPS

600 Range, Gun, Modern

Mech Infantry (Stinger)

Costs 5000 gold, 2 food

Tech Cost 20125 gold

0.5 sec Cooldown

Multiple Air Targets

241 DPS

600 Range, Gun, Modern

Mech Infantry (Commando)

Costs 5000 gold, 2 food

Tech Cost 17925 gold

0.5 sec Cooldown, Air

241 DPS

600 Range, Gun, Modern



Armor Tank in game view with health bar at 3400 / 3400.

Armor

Mechanical

 **Damage:**
235 - 357 +30

 **Armor:**
16 +3

Status: 



Heavy Armor Tank in game view with health bar at 4300 / 4300.

Heavy Armor

Mechanical

 **Damage:**
296 - 446

 **Armor:**
20

Status:

Armor Tank

Costs 4000 gold, 1 food

Tech Cost 16725 gold

3 sec Cooldown

98.7 DPS

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

500 Range, Siege, Modern



Divebomber



Damage:
236 - 352



Armor:
4

Status:



Interceptor



Damage:
169 - 240



Armor:
6

Status:



Striker



Damage:
333 - 480



Damage:
334 - 628



Armor:
6

Status:

Divebomber

Costs 4000 gold, 1 food
Tech Cost 16725 gold
2 sec Cooldown, **Splash**
147 DPS

800 Range, Siege, Light
Interceptor

Costs 4000 gold, 1 food
Tech Cost 16725 gold
0.5 sec Cooldown, Air Only
366 DPS

500 Range, Gun, Light
Striker

Costs 6000 gold, 1 food
Tech Cost 23525 gold
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: Two small icons representing the ship's status or abilities.



900 / 900

Interceptor Carrier

Mechanical



Damage:
68 - 97 +8



Armor:
6 +3

Status: Two small icons representing the ship's status or abilities.



1000 / 1000

Super Carrier

Mechanical



Damage:
71 - 100 +9



Armor:
6 +3

Status: Two small icons representing the ship's status or abilities.



1700 / 1700

Aegis Cruiser

Mechanical



Damage:
236 - 360 +30



Armor:
8 +3

Status: Two small icons representing the ship's status or abilities.

Divebomber Carrier

Costs - Free with Divebomber

Tech Cost 16725 gold

2 sec Cooldown

41.25 DPS

800 Range, Gun, Light

Interceptor Carrier

Costs - Free with Interceptor

Tech Cost 16725 gold

2 sec Cooldown

41.25 DPS

800 Range, Gun, Light

Super Carrier

Costs - Free with Striker

Tech Cost 23525 gold

2 sec Cooldown

42.75 DPS

800 Range, Gun, Light

Aegis Cruiser

Costs 3200 gold, 1 food

Tech Cost 17825 gold

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:

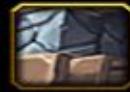
Superior Tower
Costs 825 gold, 1 food
1 sec Cooldown
68 DPS
900 Range, Tower, Fortified



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

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%

Techs

ANCIENT		MIEVEAL 1		MIEVEAL 2		INDUSTRIAL		MODERN	
Tech Name	Cost	Tech Name	Cost	Tech Name	Cost	Tech Name	Cost	Tech Name	Cost
Horseback Formations	125	Masonry	200	Gunpowder	375	Biology	300	Civil Defense	1200
Pottery	125	Feudalism	250	Machinery	375	Steam Engine	600	Radio	1100
Archery	125	Currency	250	Metallurgy	475	Assembly Line	725	Rocketry	1100
Bronze Working	125	Mathematics	250	Military Tradition	375	Physics	600	Radar	1100
Writing	200	Invention	300	Guerilla Warfare	375	Blast Furnace	725	Computers	1100
Library	300	Iron Working	250	Rifling	500	Electricity	725	Composites	1200
		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.