

# **Civ Wars Unit Stats**

Updated for v2.35D  
12.28.2016

**CIV\_ONE**

**T0**



150 / 150

### Warrior



0

Damage:  
11 - 15



Armor:  
0

Status:

Warrior  
Costs 200 gold, 1 food  
Tech Cost 0 gold  
1 sec Cooldown  
13 DPS  
Melee, Normal, Light



150 / 150

### Junk

Mechanical



Damage:  
11 - 15



Armor:  
0

Status:

Junk  
Costs 200 gold, 1 food  
Tech Cost 0 gold  
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  
 Tech Cost Bot Lane  
 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  
 Tech Cost 125 gold  
 1 sec Cooldown  
 19 DPS  
 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  
 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



500 / 500  
150 / 150

**Knight**

Damage: 26 - 37  
0

Armor: 5

Status: 

## Knight

Costs 800 gold, 1 food

Tech Cost 1375 gold

1 sec Cooldown

31.5 DPS

Melee, Shock, Horseback, **Evasion**



500 / 500

**Pikeman**

Damage: 26 - 37  
0

Armor: 5

Status:

## Pikeman

Costs 800 gold, 1 food

Tech Cost 1375 gold

1 sec Cooldown

31.5 DPS

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



550 / 550

**Swordsman**

Damage: 26 - 37  
0

Armor: 5

Status:

## Swordsman

Costs 800 gold, 1 food

Tech Cost 1375 gold

1 sec Cooldown

31.5 DPS

Melee, Shock, Heavy



## Ballista

Costs 800 gold, 1 food

Tech Cost 2575 gold

3 sec Cooldown, Splash, **-2 armor**

19.5 DPS

700 Range, Piercing, Light



## Catapult

Costs 800 gold, 1 food

Tech Cost 2575 gold

3 sec Cooldown, Splash

29.3 DPS

800 Range, Siege, Light





500 / 500

### Penteconter

Mechanical

 Damage: 26 - 37

 Armor: 5

Status:



500 / 500

### Quinquireme

Mechanical

 Damage: 26 - 37

 Armor: 3

Status: 



330 / 330

### Longboat

Mechanical

 Damage: 30 - 41 +4

 Armor: 0

Status: 



450 / 450

### Dromon

Mechanical

 Damage: 21 - 27 +2

 Armor: 5

Status: 

Penteconter  
 Costs 800 gold, 1 food  
 Tech Cost 1375 gold  
 1 sec Cooldown  
 31.5 DPS  
 Melee, Normal, Heavy

Quinquireme  
 Costs 800 gold, 1 food  
 Tech Cost 1375 gold  
 1 sec Cooldown  
 31.5 DPS  
 Melee, Shock, Fortified

Longboat  
 Costs 800 gold, 1 food  
 Tech Cost 1625 gold  
 1 sec Cooldown  
 35.5 DPS  
 600 Range, Siege, Light

Dromon  
 Costs 800 gold, 1 food  
 Tech Cost 2325 gold  
 1 sec Cooldown, **Steals Ships**  
 24 DPS  
 Melee, Normal, Light

**T3**



### 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 (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

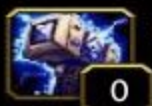
53.5 DPS

Melee, Normal, Heavy

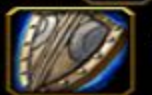


## Warlord

660 / 660



Damage:  
32 - 43



Armor:  
6

Status: 



## Dragoon

750 / 750

100 / 100



Damage:  
55 - 60



Armor:  
2

Status: 



## Cavalry

825 / 825

225 / 225



Damage:  
44 - 63



Armor:  
3

Status: 

## Warlord

Costs 1300 gold, 1 food

Tech Cost 2575 gold

1 sec Cooldown

37.5 DPS

Melee, Shock, Heavy,  
**+10% Damage Aura**

## 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

## Cavalry

Costs 1400 gold, 1 food

Tech Cost 5525 gold

1 sec Cooldown

53.5 DPS

200 Range, Gun, Horseback, Evasion





## 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

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:** 



550 / 550

**Fire Ship**  
Mechanical

 **Damage:**  
63 - 98 +8

 **Damage:**  
20 - 29 +2

 **Armor:**  
5

**Status:** 



660 / 660

**Ancient Flagship**  
Mechanical

 **Damage:**  
32 - 43

 **Armor:**  
6

**Status:** 



800 / 800

**Carrack**  
Mechanical

 **Damage:**  
130 - 189 +16

 **Armor:**  
7 +3

**Status:**  

## Caravel

Costs 1200 gold, 1 food

Tech Cost 5150 gold

1 sec Cooldown

44.5 DPS

700 Range, Gun, Light

## 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

## Ancient Flagship

Costs 1300 gold, 1 food

Tech Cost 2575 gold

1 sec Cooldown, 37.5 DPS

Melee, Shock, Fortified

+10% Damage Aura

## Carrack

Costs 1400 gold, 1 food

Tech Cost 6000 gold

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

Tech Cost 5900 gold

2 sec Cooldown

31 DPS

200 Range, Gun, Infantry

### Grenadier

Costs 1600 gold, 1 food

Tech Cost 5750 gold

2 sec Cooldown, **Splash**

61.5 DPS

500 Range, Normal, Light

### Rifleman

Costs 1600 gold, 1 food

Tech Cost 6500 gold

1 sec Cooldown

67 DPS

750 Range, Gun, Infantry

### Sharpshooter

Costs 1900 gold, 1 food

Tech Cost 6875 gold

2 sec Cooldown, **Criticals**

67 DPS

**1000 Range**, Piercing, Infantry



## Captain

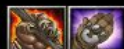


Damage:  
55 - 79 +7



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



A armor:  
7 +3

Status: 



900 / 900

### Ironclad

Mechanical



Damage:  
49 - 78 +6



A armor:  
6 +3

Status: 



600 / 600

### Frigate

Mechanical



Damage:  
55 - 79



A armor:  
5

Status: 



1000 / 1000

### Man-o-War

Mechanical



Damage:  
154 - 232 +19



A 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**




**Medic**



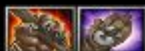
525 / 525



Damage:  
15 - 21 +2



Armor:  
0 +3

Status: 

## Medic

Costs 800 gold, 1 food

Tech Cost 9550 gold

1 sec Cooldown, **Heals**

18 DPS

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 (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, Air

149 DPS

800 Range, Gun, Infantry



550 / 550

## 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



400 / 400

## 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



1000 / 1000

## 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



2050 / 2050

## 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



1100 / 1100

## Privateer

Mechanical



Damage:  
135 - 189



Armor:  
12

Status:



800 / 800

## Destroyer

Mechanical

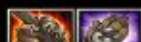


Damage:  
61 - 88 +7



Armor:  
6 +3

Status:



800 / 800

## Submarine

Mechanical

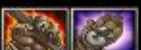


Damage:  
220 - 349 +28



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

800 Range, Normal, Light

Destroyer

Costs 2400 gold, 1 food

Tech Cost 9850 gold

0.5 sec Cooldown, Air

149 DPS

600 Range, Gun, Light

Submarine

Costs 2400 gold, 1 food

Tech Cost 11175 gold

3 sec Cooldown, **Splash**

94.8 DPS

800 Range, Siege, Light

Dreadnought

Costs 2800 gold, 1 food

Tech Cost 13575 gold

3 sec Cooldown

108.2 DPS

500 Range, Siege, Modern

**T6**





### 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



### 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**



### 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



### 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**



1500 / 1500

### Humvee



Damage:  
79 - 125 +10



Armor:  
8 +3

Status: 



3000 / 3000

### Mech Infantry (MG)

Mechanical



Damage:  
100 - 159



Armor:  
16

Status:



3000 / 3000

### Mech Infantry (Stringer)

Mechanical



Damage:  
91 - 150



Armor:  
16

Status:



3000 / 3000

### Mech Infantry (Commando)

Mechanical



Damage:  
91 - 150



Armor:  
16

Status:

## 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

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



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

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



## Divebomber Carrier

Mechanical



Damage:  
68 - 97 +8



Armor:  
6 +3

Status:



## Interceptor Carrier

Mechanical



Damage:  
68 - 97 +8



Armor:  
6 +3

Status:



## Super Carrier

Mechanical

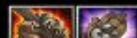


Damage:  
71 - 100 +9



Armor:  
6 +3

Status:



## 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

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

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