

INTRODUCTION

To play good, is to have the plan. To have the plan you must first ask yourself what do you want to play, offense or defense, maybe both....

The safest way to play offense is to have def buddy, who will always be there to defend you, and that is the alliance. When someone is in need, alliance must help.

If you are a def player, then you make as much as you can defensive army, and help others to defend. You will get refines as a reward and players gratitude.

If you are an offensive player, be fast and furious, attack and retaliate.

And finally, if you are somewhere in the middle, build your empire taking part in all and nevertheless, or more important in building temples.

So, make your plan, and grow, play together, share info and resources, defend together, and attack together, make clusters of cities, be a good neighbour, be a strong opponent, win the trust. Win the game!

Hatrix

The First city by Osbourne (written for Lord of Ultima, edited for Crown of the Gods by Hatrix)

There are 5 resources in CotG: Wood, Stone, Iron, Food and Gold. In your first city, you'll want to produce most of **Wood** and **Stone** since those are the resources you use for upgrading buildings and therefore need the most of. Do however NOT forget about the other resources. Figuring out the "perfect" balance is a huge challenge even for the most experienced players. In order to get a second city, you need the following:

- Level 10 Academy (for recruiting a Senator)
- Level 10 Sorcerer's Tower (for refining resources)
- 250 Trader Carts (or 25 Trader Ships)
- 100k wood, 100k stone, 25k iron and 25k food as settlement costs for the 2nd city.
- A Senator (costs 50k iron, 100k gold)
- To do a title advancement (costs 50k wood, stone, iron, food and 50k gold)



	Wood	Stone	Iron	Food	Gold
Level 8 Basilica	57 700	40 900			
Level 10 Academy	48 775	97 550			
Level 10 Sorcerer's Tower	43 710	87 420			
Forum* (5 forums lvl6)	23 400	11 700			
Title advancement (to Equite)	50 000	50 000	50 000	50 000	50 000
Senator			50 000	**	100 000
Settlement costs	100 000	100 000	25 000	25 000	
TOTAL	323585	387570	125000	75000	150000

*ports costs more wood and stone than forums. Build them at the beginning just if you plan moving to the other continent.

**must have some food that your Senator don't starve to death

You however DO want to complete the game tutorial in order to get the resource rewards.

The steps in the game tutorial are:

- Build Forester Hut
- Build Forester Hut
- Build Forester Hut
- Build Cabin
- Build Storehouse
- Build Basilica lvl2
- Build Stone mine
- Build City Wall
- Build Hideaway
- Build Basilica lvl3
- Build Farm Estate
- Build Guard House
- Enlist 3 Guards
- Build Ranger Post
- Build Basilica lvl4
- Build Iron Mine
- Build Barracks
- Build Training Arena
- Enlist 5 Vanquishers
- Build Farm Estate lvl2

Once you have completed the tutorial, start out by removing the Hideaway and the Guard House. Have a few barracks and training arena's in your first city and get some vanquishers (or rangers) to raid a cavern, but you want the city to mainly be a resource city.

IMPORTANT: Learn to distinguish between a resource city and a military city.

Don't upgrade your Basilica above level 8. There's no reason for that and it just costs a shitton of resources that you need elsewhere.



You'll want your first city to produce as much resources as possible. Overall, troops that raid caverns produce the most resources and give you plenty of gold that you'll need. However, the troops themselves cost resources to recruit and since it's your first city, you won't have enough resources for that. Your first city will be a resources city with a military for raiding.

Note: Always strive for efficiency.

You might be confident and think you understand and know how to build a resource city on your own, but that's not a great idea. You'll want to use one of the optimizers that are available in order to make your resource city as efficient as possible. Tweak your layout with some available layout optimizer. If you upgrade manually, upgrade the resource buildings touching the most nodes first (before you upgrade the rest).

At start, resource building upgrades will use more wood. Some players prefer to increase their wood production. However, cabins, military buildings, walls and towers use more stone. Balance is the key. The main aim is that you don't have to wait too long for resources to accrue to continue building. In an ideal world, your build queue would never be empty. So, now that the aims for the first city are defined it is time to suggest some steps. You do not need to do it exactly this way and can choose your way.

Step 1. Set building 7 more forest huts connecting them to as many wood resource nodes as possible. Connections are made diagonally as well as along the edges.

Step 2. Build 9 more stone mines connecting to as many stone resource nodes as possible.

Step 3. Build 9 more cabins. Place these to connect with Forester's Huts and Stone Mines - this boosts production. Resource buildings can be boosted by multiple touching Cabins.

Step 4. Upgrade all resource buildings to level 2 and cabins to level 4.

Step 5. Build 5-6 more cabins.

Step 6. Upgrade basilica to lvl 5.

Step 7. Before you upgrade Basilica to lvl 6 upgrade resource buildings to lvl 3 and cabins to lvl 5.

Monitor your protection expiration day, and before that build some protection against plundering.

Next steps depend on your layout and style of play. But you will probably start thinking of raiding so you will need some troops for that. Start building military but remember that your firstcity should be a resource city. After recruiting you will demolish military buildings and build resource buildings instead. Military troops that you have will be for raiding. So, you will get more resources and gold.

Just look back at the list what do you need for second city, and when you reach that goal go for it. Also, I find this guide very interesting and played something similar back in the past so I am sharing it:

[Bloodlance's Guide to Domination~Early Game and You~](#)

Good luck.



Clusters of cities

You'll be wanting to build in clusters. By building your cities close, you'll need fewer forums (carts) since the traveltimes for these will be smaller. Not only the resource shipments will take less time to travel between your cities, but also your troops, which is very important once you need to for example defend your castles. Building in clusters is also very important for when you want to set up hubs/storage cities. That will probably be difficult if your "cluster" is amoeba-shaped. Simply: having things close to each other means that you can be more effective and efficient.

Storages and Hubs

A storage city is where you store resources. See it as a center which all your resources pass through using the trade councillor.

The hub has a large storage and many carts. Roughly, you will, once you have the hub, set up all your other cities that produce resources to send surplus resources to it. Go into the trade councillor settings and experiment from there and you'll quickly figure out how. You need to manually set these settings in each and every one of your cities (tedious right?), but once you've done it, things should work very smoothly and without you having to do anything.

Now that your cities ship surplus resources to the hub, you'll want the hub itself to distribute resources where needed. The best way to do this is to go into each city that needs resources and set them to request resources from the hub. Set a target resource amount and select the hub as the city it will request from. Save your settings and you're done.

The above explanation for a hub is extremely basic and you'll later discover your own way of how to set the trades the way you want them and the way they work best for you. A few more things:

- You want your hub to be CLOSE to your other cities. That's why we build in clusters to keep down the travel times for the units and resources. This way, the carts will also not be away for too long (meaning you need less of them)
- It's good to have the hub on water. That way, you can put merchant ships in it which will allow you to ship resources to other continents.
- Later on, you'll DEFINITELY want more than one hub. It all depends on what and where, but once you feel that you're starting to stretch a hub's capacity, it's definitely time to make another one. Do your best to predict these kind of things in advantage though, and you'll find the game a lot less stressful than you otherwise would. Previous experiences are that you will need probably 1 hub for no less than 10 castles and no more than 15. Variations are depending on the location of your hub and also castle layout and how big is your army.



- This is not really a beginners advice but still something that's worth saying early on since it becomes very important later. By now, you should know that you need to fill enlightened castles with resources in order to make palaces and win the game. For a level 1 palace, 10 million each of wood and stone is needed. For a level 2, it's 30 million of each. This number increases a lot for every new level. You'll need to set up hub systems with the sole purpose of shipping resources to palaces later on.

On the next picture travel cart times from your hub in one direction, are represented in minutes.

84	78	72	67	63	60	60	60	63	67	72	78	84
78	70	64	58	53	50	50	50	53	58	64	70	78
72	64	56	50	44	41	40	41	44	50	56	64	72
67	58	50	42	36	31	30	31	36	42	50	58	67
63	53	44	36	28	22	20	22	28	36	44	53	63
60	50	41	31	22	14	10	14	22	31	41	50	60
60	50	40	30	20	10	hub	10	20	30	40	50	60
60	50	41	31	22	14	10	14	22	31	41	50	60
63	53	44	36	28	22	20	22	28	36	44	53	63
67	58	50	42	36	31	30	31	36	42	50	58	67
72	64	56	50	44	41	40	41	44	50	56	64	72
78	70	64	58	53	50	50	50	53	58	64	70	78
84	78	72	67	63	60	60	60	63	67	72	78	84

It can be observed that the shortest time travels are in horizontal and vertical directions, and the maximal travel times are in the diagonal directions. Ofc, you will research travel times of your carts during the game but this rule will still be applied. The shortest time is 10 minutes, and that means that the cart will return in 20 minutes.

So, what is the best way to organize your HUB supply system? If you choose to supply with one HUB, let say, 15 cities (castles), you should put HUB in the center and the supplied cities around. The best spots around your HUB are at maximum 30 minutes, because that means that your carts will come back to your HUB in max. an 1 hour. Everything above that time is very long.

Now let's look at the next picture representing trader ships travel times.

95	92	89	86	85	85	85	86	89	92	95
92	88	85	82	80	80	80	82	85	88	92
89	85	81	78	75	75	75	78	81	85	89
86	82	78	74	71	70	71	74	78	82	86
85	80	75	71	67	65	67	71	75	80	85
85	80	75	70	65	hub	65	70	75	80	85
85	80	75	71	67	65	67	71	75	80	85
86	82	78	74	71	70	71	74	78	82	86
89	85	81	78	75	75	75	78	81	85	89
92	88	85	82	80	80	80	82	85	88	92
95	92	89	86	85	85	85	86	89	92	95



It can be observed again that the diagonal travel will be longer than in vertical and horizontal directions. The shortest time is 65 minutes, and that means that your ship will return to hub in 130 minutes.



If you send carts to the closest spot they will return in 20 minutes and that is more than 6 times quicker than sending trader ships. That is why in the beginning of the game you will build ports just if you want to get to the other continent.

Now let's talk a bit about a temple hub. Making Temple hubs allow you to be a top donator while still running a large empire. The design of a Temple Hub should be with a large amount of carts. The idea is to build it close to your wood and stone storage, and then transport large quantities to enlightened temple. Layout can have 16k carts and store about 8 mil of wood and stone. On the other side wood and stone storage will have maybe over 40 mil wood and stone but much less carts. About this matter you can read more in some other guides like this one:

[Temple Supply Guide](#)



Quick military city builds by TirPrince (edited by Hatrix)

When you have an established city cluster, you should be able to build pure military cities. It is assumed that you are using Construction Councillor and Trade Councillor.

Protection of the resources can be applied (this is mostly done in the first stage of the game). So, place 1 or 2 hideaways dependant upon the location of enemy forces. Usually after several unsuccessful plunders the enemy give up and you won't be seeing him much on your stepdoor.



About plunder proof cities you can read in some other guide:

https://docs.google.com/document/d/1TOWGwOQYRuWd1yv57OzvbExwtGSGIoRpJYCc5EU_BNo/edit#heading=h.l8lfdhtvme3a

Note that for the different type of military training building there are certain prerequisites.

Military building	Needs
Training arena	Basilica lvl 4
Stable	Basilica lvl 6
Sorcerer's Tower	Basilica lvl 7
Academy	Basilica lvl 8
Blacksmith	Basilica lvl 9
Shipyard	Basilica lvl 10

The most effective build for your military city is to build a minimum of:

- **30 cabins**,
- **10 barracks** and
- **10 training grounds/stables** or other military building.

Build just one type of military training facility!

Step 1. Start your city by building 30 cabins and Basilica to needed lvl.



Variation could be to build Basilica to lvl 4, then 39 cabins and 1 storage.



The idea is to start the troop build as soon as possible so at the early stage of the build restrict building of the training facility to the level required to recruit that troop type (look at the following table) to minimize costs.

Troop	Military building	LvL
Vanquisher	Training arena	1
Ranger	Training arena	4
Triari	Training arena	10
Scout	Stable	1
Arbalist	Stable	5
Horseman	Stable	10
Sorcerer	Sorcerer's Tower	1
Druid	Sorcerer's Tower	7
Priestess	Academy	1
Praetor	Academy	6
Senator	Academy	10
Battering Ram	Blacksmith	1
Ballista	Blacksmith	6
Scorpion	Blacksmith	10
Stinger	Shipyard	1
Galley	Shipyard	6
Warship	Shipyard	10

You should have in mind that every type of military city costs different amounts of resources depending on prerequisites and type of military building. That is illustrated in the next table (the cost of building barracks are not included because they cost the same for every city).

Military building	Resources	LVL					
		1	4	5	6	7	10
Training arena	wood	1720	2040				30640
+Basilica lvl 4	stone	440	1080				58280
Stable	wood	12725		13965			51815
+Basilica lvl 6	stone	5950		8430			84130
Sorcerer's Tower	wood	27730				7710	
+Basilica lvl 7	stone	15960				15420	
Academy	wood	57735			61625		106475
+Basilica lvl 8	stone	40970			48750		138450
Blacksmith	wood	117740			122035		171635
+Basilica lvl 9	stone	100980			109570		208770
Shipyard	wood	237750			243550		310550
+Basilica lvl 10	stone	221000			232600		366600

As it can be observed the cheapest is Training Arena military city and the most expensive is Shipyard military city.

Step 2. Set my trade councillor to pull 130k wood and 130k stone (or more) from my hub, and turn auto-build in Construction Councillor settings.

Step 3. Upgrade all cabins to Lvl 5, and then set building barracks to Level 10. This will give you an army maximum of 1000 per barrack when fully built.



Step 4. At the same time remove all resource nodes in the middle of the city.

Step 5. Once resource nodes removed, replace them with barracks, set to build to Lv 10, and military facilities to minimum required to build troop type. In this step recruiting of troops can start if there is enough resources.

Step 6. After that set upgrading the military facility to Lv 10, this will increase the build speed of your specific troop type. The variation of this step is to set upgrading cabins to some higher lvl than 5 to get more speed for building and at the same time to set military facility to build up to lvl 10.

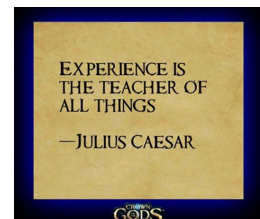


Please note, a military city can produce 4 x the amount of resources per day than a resource city, more once all research is completed with troop travel speed, plus raiding gives gold.

Cities and castles

Cities are usually attacked for plundering resources. Enemy picks to plunder cities when they want to starve your forces and to slow your growth.

If the city is just with resources, building **Hideaways** will help, and there is no need for spending res for building walls and towers.



If the city is military, you can put wall of few levels just to give some protection to your forces and put some towers. Military cities should be built with one type of forces in it. One suggestion is that because of the fact that you can not attack from the city (you can do that just from the castles) if you are not planning to castle that city choose to build defensive forces type, so you can use it to defend castles. Another suggestion is that, you should always try to recruit type of forces which are good for raiding nearby dungeons.

NOTE: For example, if there are three spots of the mountains you should build infantry defense forces which are good for raiding mountain dungeons.

Defensive military cities also need to have nearby food storage, and enough food for your army not to starve when you send them to defend the castle. In previous world someone told me that he never sends all troops out to defend the castle, but holds about 30% in for raiding so his army will not starve. My suggestion is that this is just good in the first stage of the game, but later, when there can be more than 100 attacks on one castle, you should always send all troops from 1 city to defend 1 castle (when it is attacked ofc), and never split forces.

You must build walls and barricades in your castles. In the early stages of the game artillery is very expensive so, in your castle, you will probably skip this kind of barricades and also



mystic units are also expensive and probably this will be also skipped. Furthermore, for castles it is much better to build def posts but you should also have adequate defense warriors to put them in. You can also always leave some empty spots on your walls to add some def towers later. Castle can be with offensive or defensive forces. The same principle is, **DO NOT MIX types of forces recruiting in your castles**. Castles must have an additional defensive support from military cities.

It is very important to know you can get free title advancements. For each new senator you make, you need to make a title advancement (TA) that costs refined resources. Every fourth TA is free given that 25% (1/4) of your current cities are castled. This is something you really should take advantage of, so no matter if you're going down the military or merchant road, aim for at least 25% castles so that you can get these free title advancements. It may sound like a lot of castles but it definitely isn't. If you do the military way, 70-80% of your total cities might be castles (often even more than that). Another final point that needs to be made about the free TAs is that you cannot claim the free ones later. If you skip a free TA (i.e you pay for it since you don't have enough castles), you can never go back and reclaim that free TA. Once you skip it, you lose it. So, **you'll want one out of your first three cities to be a castle so that you can get your fourth city for free.**

To conclude, regarding the example of ranger defensive city (not castled): if you decide to build the best choice can be ranger posts (rangers hide inside) and cavalry barricades (equine barricade) to repel some cavalry plunders.

If, for example, you are making vanquisher castle then you must have def forces from other cities and castles to use as defenses. Appropriate type of wall posts should be made, and as vanquishers are also infantry they are weak against cavalry so you can put some cavalry barricades in the early stage of the game and later you can remove them and build some post.

Remember to aim to get free TA.



Castle building strategy

(following text was copied from noname guide and may need some corrections)

As important, if not more important than the build you use is how you build the city, and building a military city can take forever unless you do it right. Castle building is a much more intensive process than a standard city, so lets overview that first.

Note: A strong supply of stone is key to castle builds. They use A LOT of stone.

- 1) Lay down 45 cabins minimum - Go 60 for really long (ie. Lots of recruit buildings) builds.
 - 2) Use Construction Councillor to run cabins levels to at least 3000% Construction Speed (for Training ground cities).. up to 4000% or so for build that use other military production buildings
 - 3) Build all recruit buildings and Forums before anything else. you may need to knock down cabins for the last few. Training grounds, Academies, Sorcerers Towers, Stables, whatever type is needed.
 - 4) Add The first 30 Barracks or so by knocking down cabins & building Barracks 8 at a time (16 build slots).
 - 5) Recruit the first 30k TS or so.
 - 6) Build walls, Sorcerers Tower, Lookout towers (at minimum... all towers if in heavily contested area)
 - ** 7) Castle - usually around 3000% recruit rate so that your TS cap grows faster than you can recruit.
- Finish off the barracks.

With this approach you can have a complete fast-recruiting military build in less than 3 weeks, assuming sufficient stone supply. Step 3 can drain over a million stone a day... so you need lots, particularly if you start 3 or 4 of these at once.

Never castle a water city unless it is outside the EL range of a shrine, you use it for naval forces, and have additional defence available.

I have used a similar strategy with some success. The following may be used in conjunction with shovel artifacts to pump up construction speed:

<https://docs.google.com/document/d/1zcpkKvMSg9o8eGGtaC8G8oVv5lmrFI-RRJO-N6ZSiZw/edit?copiedFromTrash>



Defensive troop castle towers

(following text was copied from noname guide and may need some corrections)

The question is, "How should I setup towers/traps on a Defensive Castle?" The answer is complicated and varies from player to player, but here's one approach to it.

- 1) Maximize the TS of the troops you produce by using the most effective layout for your troop type.
- 2) Trap the opposite troop type (ie. Producing infantry, trap calvary).
- 3) Use towers to fortify the type of troops you have produced onsite.
- 4) Ballista in ballista towers are used to prevent building damage ? either import them from another defense castle, or recruit a few onsite if you don't have a ballista city/castle yet. (This is NOT a free pass to recruit troops of every type i.e. Rainbow!!)
- 5) Veiled towers are used to trap enemy rams and cats. These cause damage to walls, towers, and internal buildings. Make sure you use at least a couple if you have neighbours with siege engines.

An empty tower adds 0 value to your defence. Worst case, recruit City Guards to fill towers that would otherwise be left empty. You won't get the same defence bonus as the appropriate troop type would, but there is still benefit. City guards need food, but do not need barracks and you can recruit up to 100k for each City Guard house.

Don't be afraid to demo and rebuild your towers in other configurations if your particular situation calls for a different defence layout. If it isn't working, try something different.

Towers for an Offensive Troop Castle

(following text was copied from noname guide and may need some corrections)

Same as above, but you need to take into account the availability of defence troops from elsewhere in your empire if all you have in your castle are offensive troops like Horsemen or Vanquishers. If all you have recruited in other cities are Priestesses, then Ranger or Triarii Towers won't do you any good. Only the appropriate troop type gets the full benefit of the extra defence a tower provides, followed by City Guards.

In addition, you should try to match your defence to the type of troops your attacker is sending - eg. ballistae against Siege weapons.

And finally, sometimes the best defence for your offensive troops is to simply not have them there when an attack hits. Most Offensive troops are a bit weak on defence, especially Vanqs. As long as you are SURE there aren't siege engines on the way (a rough guess as to what the attacking troops are can be determined by the travel time from their castle to yours), send them to your closest city on "support" mode before the attack hits. This can be risky and can encourage your enemy to attack again, thinking you don't have troops, so use with care.



Be aware of what you are building near

(following text was copied from noname guide)

The area's around Shrines can be highly contested so if you don't like fighting, you might want to build elsewhere. This is a highly favoured area for palace building, so beware.

Portals allow short notice attacks if you are close to one. Most people won't attack a target more than 7 or 8 spaces away from the Portal: the further you travel before you reach the Portal on your side, and the further your target is from the outbound Portal, the higher the attack penalty your troops take. If you are an offensive player you should populate spots around portals to get minimal penalty for attacking enemy thru the portal. Just beware, you will need also massive support for your castles if the enemy get annoyed of your attacks.

Rainbow Castles - What and Why Not!

(the following text was copied from noname guide and may need some corrections)

Refrain from building a rainbow castle! A rainbow castle is one that has a handful of every single unit type in it. You will get laughed at attacking with a rainbow army, and if you're scouted the report of your terrible mix of troops will be pasted in the enemy's forums for ridicule by the entire alliance. Jokes aside, your focus should be on maximising enlistment speed and barrack space, and having multiple types of troop recruiting buildings does neither.

The best way to get the most out of your castle is to recruit one type of troop only, with the fastest recruit time that is possible for you. Keep the resources in resource cities!

There are a few exceptions.

For example:

TA Castle: Very early stage of the game when you can't really afford to build an entire military castle. You may want to mix resources and military and castle it for a free title advancement. (you will go back and fix this later, won't you?)

Self-fed castle: This is a castle that has mixed food and military. Generally only for people who play without councillors. I sometimes put a few farms in at the early stages of building to temporarily boost the food production while a food city is levelling up. The farms are removed and replaced with the last set of barracks when the food supply will support the final build.

Senator Castle: You have an Academy in an offensive castle to be able to conquer another castle.



Troops/Galeys castles: For intercontinental purposes, works for offensive or defensive troop types

Offense/Defence mix

It's also recommended not to mix offensive and defensive troops in the same castle. When you send an attack, it's much better to attack with one group of 100k TS, than ten groups with 10k TS each. You cannot combine units from different castles for offense, but you can for defence. Again, there are exceptions to the mixed troop rule.

Examples of this would be:

Very early stage of the game, when you can't afford building an entire castle for offense and another for defence. You need different types of troops for different purposes, but you only have one castle. In this case you would still stick with one type of recruiting building - Horsemen with Arbalists and scouts, or Vanquishers with Rangers and Triari.

For raiding, some players like to mix Vanqs and Rangers, Rangers/Triari

The Cost of Cabins

(the following text was copied from noname guide and may need some corrections)

30 cabins:

lvl 5 Cost: 69000 CS: 1050

lvl 6 Cost: 144000 CS: 1380

lvl 7 Cost: 294000 CS: 1740

lvl 8 Cost: 579000 CS: 2130

40 cabins:

lvl 5 Cost: 92000 CS: 1400

lvl 6 Cost: 192000 CS: 1840

lvl 7 Cost: 392000 CS: 2320

lvl 8 Cost: 772000 CS: 2840

50 cabins:

lvl 5 Cost: 115000 CS: 1750

lvl 6 Cost: 240000 CS: 2300

lvl 7 Cost: 490000 CS: 2900

lvl 8 Cost: 965000 CS: 3550

60 cabins:

lvl 5 Cost: 138000 CS: 2100

lvl 6 Cost: 288000 CS: 2760

lvl 7 Cost: 588000 CS: 3480

lvl 8 Cost: 1158000 CS: 4260

70 cabins: (ok, this is a bit overkill, lol)



lvl 5 Cost: 161000 CS: 2450

lvl 6 Cost: 336000 CS: 3220

lvl 7 Cost: 686000 CS: 4060

lvl 8 Cost: 1351000 CS: 4970

Result of analysis: 30 cabins at lvl 8 will cost over twice as much for 600% less CS than 60 cabins at lvl 6.

60-70 cabins will require changing about twice a day. If you can't do this, you will end up spending a lot more on cabins. It is much cheaper and faster with more cabins, so it is worth the effort to master the technique of building fast.

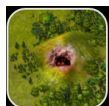
Reading over this again - it's a lot of numbers - the moral of the story is build 60-70 cabins, each to level 5-7 depending on your castle type (tg's can have less speed, se's and tt's need more). It's cheaper, faster, and simply more efficient.



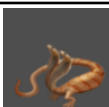
Choosing the best forces for Raiding different types of Dungeons

There are four types of Dungeons in CotG: Forest Cavern, Hill Cavern, Mountain Cavern and Siren's Cove.

Forest Cavern



Forest cavern holds 4 types of monsters: Manticore, Unicorn, Amphis and Centaur. In the following table their strength can be observed. Raiding

Monster Name		Attack	Infantry Defense	Cavalry Defense	Mystic Defense	Artillery Defense
Manticore		55	16	6	16	16
Unicorn		80	28	14	28	28
Amphis		110	40	20	40	40
Centaur		450	160	80	160	160

The green column shows minimal values of their defence. It is obvious that they are weakest against Cavalry attacks. So, you will have less loses if you use cavalry to raid, which means less spending resources on rebuilding your troops after raiding the dungeons.

Hill Cavern



Hill cavern holds 4 types of monsters: Drakon, Tauros, Phoenix and Pegasus. In the following table their strength can be observed.

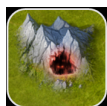
Monster Name		Attack	Infantry Defense	Cavalry Defense	Mystic Defense	Artillery Defense
Drakon		50	16	16	10	16
Tauros		75	30	30	15	30



Phoenix		200	80	80	40	80
Pegasus		500	200	200	100	200

The green column shows minimal values of their defence. It is obvious that they are weakest against Mystic (Sorcerers, Druids) attacks. So, you will have less loses if you use mystic type of forces to raid, which means less spending resources on rebuilding your troops after raiding the dungeons.

Mountain Cavern



Mountain cavern holds 4 types of monsters: Chimaera, Gryphon, Harpy, Basilisk. In the following table their strength can be observed.

Monster Name		Attack	Infantry Defense	Cavalry Defense	Mystic Defense	Artillery Defense
Chimaera		60	12	22	22	22
Gryphon		90	16	33	33	33
Harpy		180	37	75	75	75
Basilisk		400	75	150	150	150

The green column shows minimal values of their defence. It is obvious that they are weakest against Infantry attacks. So, you will have less loses if you use infantry type of forces to raid, which means less spending resources on rebuilding your troops after raiding the dungeons.

Siren's Coves



Siren's Coves holds 4 types of monsters: Siren, Cetus, Charybdis and Scylla. In the following table their strength can be observed.



Monster Name		Attack	Infantry Defense	Cavalry Defense	Mystic Defense	Artillery Defense
Siren		150	60	60	60	30
Cetus		500	200	200	200	100
Charybdis		1250	500	500	500	250
Scylla		2500	1000	1000	1000	500

The green column shows minimal values of their defence. It is obvious that they are weakest against artillery (naval because the Dungeon is on water). So, you will use warships and stingers.



To conclude, when you start making your cities look what kind of terrain is around and then plan which type of forces you will be building in your town. If your town is in hills build sorcerers or druids, if it is on the coast build stingers or warships, etc. Less time to travel when raiding more resources you will get, also right type of forces raiding less rebuilding forces will be needing.

At the start of the game, you will probably want to avoid troops that use gold to enlist (eg sorcerers).



A Comment on the CROWN OF THE GODS BASICS VIDEO by Bloodlance

(<https://goo.gl/0Gydc1>)

Actually this video is very good and made by experienced player. Nevertheless, I will comment on just one small thing that have noticed. The author has shown the usage of the Crown of the Gods City Planner, Optimizer and Calculator which can be found at <http://cotgopt.com/>. That is a free tool but by my experience is not the best one.

In the same video tutorial results of optimizing iron city was production of 75.696 iron per hour. I tried optimizing the same layout using some old tool (back from Lord of Ultima) http://loof78.appspot.com/lou_city and got better results. My city was producing 75.938 iron/h. Here is my optimized city:

```
[ShareString.1.3];#####4D4C-;#4,4,4-#####,,4C4--#D,4D4---###-
44,4D4--#444C4---##,,D,4,4-:#-C---,--##444444#####-----##DCCCD##-C4,4##-----##44
D4##44C4D4C##---##-444#D,4D4,4--#---##-,#444C4C---#---#####-C4CT---#####-
,--#-D444---#.-:P##4,4-#-4,4D---#---##4D,-##,44---##.-:##-44--##,---##---:##-----#####
#-__--##,-----#,,CC_##_##-----#4444_###_###----,-#CD,,D_#####:----#44444-_#
#####
```



The screenshot displays the Dragon's Guides interface. At the top, there are tabs for 'New', 'Reset', 'Import/Export', 'Special', and 'Template Overlays'. A 'Show Gridlines' checkbox is checked. The main area shows a city layout on a grid with various buildings and resources. On the left, statistics are listed: Producers: 66, Refiners: 17, Cabin: 17, Avg. Production: 759, Weighted: 759. Below these are icons for Resources and Military. At the bottom, a table shows resource production and storage.

	Production	Storage	Protected	Building	Optimization Weight	100	Construction Speed: 1800
Wood	300	175,000	0	- +	1.00	Add 100	Add Cabin
Stone	0	175,000	0	- +	1.00	Remove 10	Remove Cabin
Iron	75,938	175,000	0	- +	1.00	Lock all buildings	Undo
Food	0	175,000	0	- +	0.50	Lock all resources	Redo
Gold	0			- +	1.30	Unlock all	
Total	76,238						Reset Map

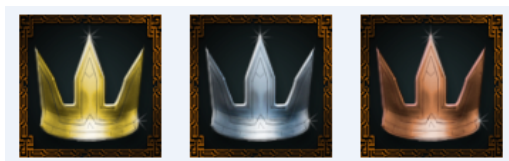
If we look at those numbers the difference in production of my city and the Bloodlances is very small, just 242 iron/h.... But....



Every experienced player knows that the best is to squeeze maximum from all cities that he makes regardless if it is recruiting military or producing resources, etc. So 242 iron/h is 5.808 iron per day, or 174.240 iron per month. Multiply that with number of your iron cities and it could be millions.

Shrines and Temples

The aim of the game is to build all temple types to lvl 10. The winners, first three alliances, get gold, silver and bronze crown. (A world will generally stay open for 30 days after the third crown is won, any alliances building a Level 10 Temple to each of the 8 Gods of Aschendal will also be awarded a Crown.)



“A new shrine will open on a continent every 35 days, with the first shrine on the first continent that opened (continent 22) activating 35 days after the world began. The inner 12 continents will have their first shrine activate 3 days after the previous continent, with the shrines activating on the continents in the same order that the continents first opened in. On the 70th day after a world opens, the 2nd shrine on continent 22 will activate, at which point the 1st shrine on the remaining 24 outer continents will activate. The cycle will then begin again.

The god that a shrine activates in honor of is completely random, but a shrine to a particular god will only ever appear once on a continent.”

Evara Shrine 		Evara the Abundant watches over Ascllental's farmland, favoring her followers when she is in a good mood. Build a Temple to Evara to honor her and receive her favor! Temples built honoring Evara the Abundant will grant an alliance the following bonuses, up to the value of 50%: - Increased Senator travel speed - Increased Senator claim per siege wave - Increased Senator enlistment speed - Increased Charisma regeneration per hour
Vexemis Shrine 		Vexemis the Mighty loves nothing better than a good battle, and if you honor him he will strengthen your troops. Build a Temple to Vexemis so that he will favor your armies! Temples built honoring Vexemis the Angry will grant an alliance the following bonuses, up to the value of 50%: - Increased Vanquisher, Sorcerer, Scout, Horseman and Druid combat value
Ibria Shrine 		Ibria the Stealthy is a stealthy hunter, and if you please her she will show your troops her secret shortcuts. Build a Temple to Ibria and win her favor to make faster armies! Temples built honoring Ibria the Stealthy will grant an alliance the following bonuses, up to the value of 50%: - Increased Infantry, Scout, and Cavalry travel speeds - Increased base construction speed in all cities
Merius Shrine 		Merius the Wealthy is the trade king pin of Aschental, and those who honor him will become rich and powerful. Build a temple to Merius to win his favor and trade more swiftly! Temples built honoring Merius the Wealthy will grant an alliance the following bonuses, up to the value of 50%: - Increased travel speed of carts and trader ships - Increased Stinger, Galley, and Warship enlistment speeds



Ylanna Shrine 		Ylanna the Bawdy is fearsome in battle, and those who win her favor will be strengthened on both land and sea. Gain greater power by building a Temple to Ylanna! Temples built honoring Ylanna the Bawdy will grant an alliance the following bonuses, up to the value of 50%: - Increased Guard, Ballista, Stinger and Galley combat values
Cyndros Shrine 		Cyndros the Mighty crushes all who stand before him, and favors those who honor him with powerful artillery. Build a Temple to Cyndros to win his favor and conquer your enemies' cities! Temples built honoring Cyndros the Mighty will grant an alliance the following bonuses, up to the value of 50%: - Increased Battering Ram, Scorpion and Warship combat values
Domdis Shrine 		Domdis the Sturdy is a master of fortification, and winning his favor will strengthen your cities. Build a Temple to Domdis to win his favor! Temples built honoring Domdis the Sturdy will grant an alliance the following bonuses, up to the value of 50%: Increased durability of Fortifications and City Buildings - Increased Artillery and Naval travel speeds
Naera Shrine 		Naera only wants one thing - more death. Faithful followers will receive her accursed favor. Build a Temple to Naera and slaughter your enemies more effectively! Temples built honoring Naera the Stonehearted will grant an alliance the following bonuses, up to the value of 50%: - Increased Ranger, Triari, Priestess, Arbalist and Praetor combat values

The levels of loyalty required for temple level upgrades, and given by temples at certain levels, are as follows:

Upgrade Level	Required Loyalty	Acquired Loyalty
0 to 1	0%	1%
1 to 2	0%	2%
2 to 3	0%	3%
3 to 4	5%	4%
4 to 5	10%	6%
5 to 6	20%	8%
6 to 7	35%	10%



7 to 8	50%	13%
8 to 9	70%	16%
9 to 10	96%	20%

"A common tactic used by Crown of the Gods players is to create a "focus area" of 16 castles around a shrine, consisting of multiple low-score castles, in addition to either 1 or 2 high-score castles. This is done by players in order to "focus" blessings onto their high-scored castle(s), so that the high-scored castle(s) can be built to high Temple levels! Players choosing to use this tactic please keep in mind that, as stated above, a Temple that is building is not eligible to become blessed. As such, at least one extra low-score castle must lie in your "focus area", in order to keep your blessings "focused" during the time that some cities have Temples building! If for example, you had only 16 castles in your "focus area" at a shrine, of which 1 castle had a Temple currently building, your 15 remaining eligible "focus area" castles, plus one from outside your "focus area", would constitute the 16 eligible castles for that particular blessing."

<https://goo.gl/WVAWvr>



Web resources

Videos by Bloodlance

CotG - Crown of the Gods - Basics <https://goo.gl/O6ARlj>

CotG - Crown of the Gods - Raiding <https://www.youtube.com/watch?v=KFyAb42yIs>

Videos by John Lewis

The Sweet Spot <https://www.youtube.com/watch?v=ZSkr5iZMp0>

Finding stuff <https://www.youtube.com/watch?v=ZcoJd-CciTQ#t=185.416692>

Artifacts <https://www.youtube.com/watch?v=iyJMKe5kle8>

City planners

COTG FLASH CITY PLANNER by Hexist <http://cotgopt.com/>

LOU city planner by Loof http://loof78.appspot.com/lou_city

Guides

COTG Guide Book by Marty <http://alison4830.wix.com/cotgguidebook>

FACT BOOK by Anarchy <https://goo.gl/mSFzmf>

Advanced Military Layouts By Indy Harderwijk



Questions/Answers

Are there any good guides? Here is the list of what I know of:

Fact book - <https://goo.gl/8cYfQd>

Raid Calculator - <https://goo.gl/AC59nw>

List of guides - <https://goo.gl/jKQ4Tq>

Councillors, should I use them? It must be said that for the successful alliance it is necessary to have great number of players who are using Councillors. If you are not such a player you will have great problems later in the game to manage your empire. I tried that once in Lord of Ultima, and I managed to have approximately 140-150 cities, on safe continent I had castles, and even temples. But the style of play for someone who is playing with and those without Councillors is completely different. To overcome problems of starvation and lack of resources because of less raiding, players with no Councillors are making a lot of resource cities and self feeding military cities. However, they still can catch a lot of Bosses and get free stuff and even a free Councillors.

Game interface - Players should be familiar with the all interface options in this game. I use most of them. When you are familiar with all that then you will starting to play like all advanced players do.

What role should I play in the alliance? In the past I was playing resources, def player and offensive player and I think that every role have their pluses and minuses. Resource players usually hardly ever castle so they can be online as minimal, and they do not get involved in military actions except that they offer some defenses when it is needed. Defensive players are castling but more often they do not castle on the water spots. They are raiding a lot and are a large donors to palace building. Offensive and mix players (def-of) castle on water and understand the risks of doing that, they make also lot of army and are very active in the game. They get involved in military actions. Usually they expand faster than others do. So, role also depends on your free time for the game.

What should I research first? I would suggest city building, trade transport speed and unit combat strength of units that you have. You can also do other researches.

How many defenses should I make? This is a hard question that I think noone can answer. I believe that every player should have defenses, but I won't suggest you how many. Build as much as you can regarding the role that you are playing, and that is also is for offensive army.

What is the the cluster? A cluster of cities is a bunch of your cities built one next to another forming a group of cities. Cluster can have different types of cites: food city and other res cities, resource storage, resource hub, military cities uncastled and castled.



What is the best defense? The best defence against attacks is having balanced defense stacked in your castle together with enough scouts to prevent enemy to scout your defenses. Defended castle has to have build walls and towers level 10.

What is balanced defense ratio for land defense? Ratio depends on used troops. If you use **rangers/triari/arbalist/priestess/praetors/ballista** than the ratio would be **5/4/4/2/2/1 unit**.

Basic stuff about defending land unit types from the The Aschendal Archives

(<https://www.crownofthegods.com/aschendalarchives.php>)

Main rule is: ***Always defend with defense forces.***

To be able to do that you should know what types of def forces are in the game.

Defense units



Guards are weakest defenses. They are weak against any attacks. Also, they cost the least, 100 wood/unit. They eat 2 food/day. Enlistment speed of one unit is 50 s. You need to build guardhouse to be able to recruit them.

This type of unit uses towers to hide from attackers.

Guards can not raid which is the biggest problem and flaw. If they could raid I think that everyone would be building them, because they are cheap.

However, this is the only unit that have no restriction in numbers of how many guards you can make. So, for example, you can make 1 000 000 guards. That will cost you 100 000 000 wood, and they will need 2 mil of food/day, or 83334 food/h. In that numbers they will provide solid defenses to any of your castles. It can be easy calculated that 1 000 000 guards provide 10 000 000 power against any type of attacks.

From my experience, it is justified to **recruit guards just in palaces.**



Rangers are defensive infantry type of units. They cost 160 wood/unit. Their attack strength is 30, infantry defense 40, cavalry defense 10, mystic defense 25, artillery defense 15. One ranger eats 3 food/day. Enlistment speed of 1 unit is **200 s**, or 3 min 20 s. You need to build training arena to recruit them.



Travel speed is 20 min/tile. Carry capacity of looted resources is **10 per unit**.

This type of unit uses ranger towers to hide when defending cities or castles.

A good ranger defense city can recruit between 70 and 80 k rangers. For 80 000 rangers it is needed to supply the city with 240 000 food/day or 10 000 food/h.

Good ranger castles holds between 260 and 300k rangers. The defense of palaces should be done by castles with greater numbers (300k and more). For 300k units defense against infantry can be calculated as $300\,000 \times 40 = 12\,000\,000$.

The best results are accomplished when raiding mountain dungeons.

The best results in defense are accomplished against infantry.



Triari are defensive infantry type of units. They are effective against cavalry. They cost 140 iron and 40 gold per unit. Their attack is 10, infantry defense 30, cavalry defense 50, mystic defense 20, artillery defense 15. One unit eat 3 food per day. Enlistment speed is **300 s**, or 5 minutes per unit. You need to build training arena to recruit them.

They hide in triari posts.

Travel speed is **20 min/tile** and carry capacity 20.

A good triari defense city can recruit between 50 and 55 k units. For 55 000 triari it is needed to supply city with 165 000 food/day, or 6875 food/h.

A good triari castle holds 220 to 300k triari. The defense of palaces should be done by castles with greater numbers (300k and more). The defense power of 300k triari against cavalry can be calculated as $300\,000 \times 50 = 15\,000\,000$.

The best results are accomplished when raiding mountain dungeons.

The best results in defense they accomplish against cavalry.



Usually, players do not make exclusive triari def cities but of mix of rangers and triari, and in such a cities they always make more rangers than triari. The reason is in getting better raiding results, make more units, better recruiting speed and the most important to make more strength against versatile unit type of attacks. Good mixed rang/triari cities have between 60 and 70 k units (usually 65). For the city of 65000 rang/triari units it is needed 195000 food/day or 8125 food/h.

Castles with mixed type of units are not good for defending palaces.



Arbalist. Attack strength is 40, infantry defense 40, cavalry defense 90, mystic defense 30 and artillery defense 40. Eats 10 food/day, enlistment speed **600 sec**, or 10 min. Travel speed **10 min/tile**, carry capacity 15. You need to build stables to recruit them. They cost 150 wood and 200 gold.



The good arb defense city can have 35000 arbalists. One arbalist takes 2 unit slots. For the 35000 arbalists it is needed to supply the city with 350 000 food/day or 14 584 food/h.

The good arbalist castle holds between 135 and 150 k units. For 150k units the defense against cavalry can be calculated as $150\ 000 \times 90 = 13\ 500\ 000$.

As a cavalry type of unit the best raiding results should be against forest dungeons.



Priestess are defensive units against mystic (sorcerers and druids). They have attack 25, infantry defense 20, cavalry defense 30, mystic defense 50, and artillery defense 15. They eat 3 food/day, and have enlistment speed **350 s**. Travel speed is 20 min/tile. Carry capacity 10. They cost 90 iron and 100 gold.

A good priestess city has ~70-80k units. A castle can hold up to 300k or more. You can raid with them but in the manual it is not explained against which type of dungeons they give best results. I usually raid mountains with them and the results are good.



Praetors are defensive units against mystic. This is powerful defensive unit with attacking power 60, infantry defense 50, cavalry defense 20, mystic defense 90, artillery defense 40. Enlistment speed is **700 s**, eat 15 food/day, travel 10 min/tile, carry capacity 20. They cost 200 iron and 160 gold per unit. One praetor takes 2 unit slots.

The main problem is recruitment speed.

Good def city has 35k praetors. 35000 praetors eat 525000 food/day or 21875 food/hour.

You can raid with them but in the manual it is not explained against which type of dungeons they give best results. I usually raid forests with them and the results are good.



Ballista. Unit costs 400 wood and 600 iron. One unit needs 50 food/day.

Attack power 50, infantry defense 200, cavalry defense 100, mystic defense 200, artillery defense 400. One ballista takes 10 unit slots.

Ballista can not raid. They are good just for defenses against artillery.

Now I will show you comparison table where I did recalculation to the some comparable units excluding the number of taken slots:



	Attack	Infantry Defense	Cavalry Defense	Mystic Defense	Artillery Defense	Food/day
Guards	0	10	10	10	10	2
Rangers	30	40	10	25	15	3
Triari	10	30	50	20	15	3
Arbalist	20	20	45	15	20	5
Priestess	25	20	30	50	15	3
Praetors	30	25	10	45	20	7.5
Ballista	5	20	10	20	40	5

This table suggest that the best defense against infantry are rangers or combination of rangers (40) and triari (30).

The best defense against cavalry attacks are triari (50), then arbalists (45) and then priestess (30), so they can make a good combination.

The best defense against mystic are priestess (50) then praetors (45).

The best defense against artillery are ballistas (40).

If we look at the food consumption, praetors are high above others, and priestess, rangers and triari are the best not counting guards which can not raid.

If we look at the attacking power you will never attack with ballista (10) and in some extreme cases when you must use defenses to attack you will pick rangers (30) and praetors (30) for that rather than anything else.

Walls and towers

Useful info about def structures, and other structures as well as info about the units can be found on www.crownofthegods.com archives.

City wall gives protection to all land units in accordance to it's lvl. Observe that in the next picture.



City Wall



Your city is surrounded by a City Wall, which cannot be completely destroyed. It increases your land units' defence against attack.

Requirements: Basilica Level 2

Level	Defensive Bonus	Build Cost Wood	Build Cost Stone	Build Time	City Points
1	+1%	-	200	30 sec	2
2	+3%	-	2000	20 min	6
3	+6%	-	8000	1 hr	12
4	+10%	-	20000	3 hr	24
5	+15%	-	30000	5 hr	40
6	+20%	-	45000	8 hr	60
7	+26%	-	70000	12 hr	84
8	+33%	-	100000	18 hr	114
9	+41%	-	140000	25 hr	150
10	+50%	-	200000	35 hr	200

Because it is early stage of the game so no one is expecting you to build high walls, but any level can give you some protection.

On the walls you can put towers. There are different types of towers and they have different purpose. If you know against what type of army you are defending you can put appropriate towers.

It is always good to have 1 Sentinel tower for early warnings.

If you are recruiting infantry you should build towers that protects your infantry: Ranger towers to protect rangers, Triary post to hide triari, Priestess post to hide priestess. The army that can not hide in towers because of it's type should dodge the attacks. So, during the expecting attacks you will for example send away your vanquishers, horsmans, senators etc. Every tower offers protection to certain number of appropriate type of army in accordance to it's lvl.



Sentinel Post



The Sentinel Post increases your range of vision, giving you early warning of incoming attacks. It also increases the defensive abilities of a limited number of Scouts by 100%. Each Scout slot can be replaced by two Guards if there are not enough Scouts to fill the Sentinel Post.

Requirements: Basilica Level 2

Level	Warning Time Bonus	Scout Capacity	Guard Capacity	Build Cost Wood	Build Cost Stone	Build Time	City Points
1	+30 min	4	8	-	200	25 sec	1
2	+1 hr	8	16	-	400	5 min	2
3	+2 hr	15	30	-	600	13 min 30 sec	3
4	+3 hr	25	50	-	1000	25 min	5
5	+4 hr	40	80	-	1500	40 min	8
6	+5 hr	60	120	-	2200	1 hr	12
7	+6 hr	88	176	-	3500	1 hr 22 min	17
8	+7 hr	125	250	-	5000	1hr 50 min	23
9	+8 hr	175	350	-	7000	2 hr 25 min	30
10	+10 hr	250	500	-	10000	3 hr 20 min	40

Ranger Post



The Ranger Post increases the defensive abilities of a limited number of Rangers by 100% when the city is attacked by enemy units. Each Ranger can be replaced by one Guard if there are not enough Rangers to fill the Ranger Post.

Requirements: Basilica Level 3

Level	Unit Capacity	Build Cost Wood	Build Cost Stone	Build Time	City Points
1	30	-	100	25 sec	1
2	60	-	200	5 min	2
3	120	-	400	13 min 30 sec	5
4	200	-	1000	25 min	10
5	320	-	3000	40 min	16
6	480	-	7000	1 hr	24
7	700	-	14000	1 hr 22 min	34
8	1000	-	24000	1 hr 50 min	46
9	1400	-	38000	2 hr 25 min	60
10	2000	-	58000	3 hr 20 min	80



Triari Post



The Triari Post increases the defensive abilities of a limited number of Triari by 100% when the city is attacked by enemy units. Each Triari can be replaced by one Guard if there are not enough Triari to fill the Triari Post.

Requirements: Basilica Level 6

Level	Unit Capacity	Build Cost Wood	Build Cost Stone	Build Time	City Points
1	30	-	100	25 sec	1
2	60	-	200	5 min	2
3	120	-	400	13 min 30 sec	5
4	200	-	1000	25 min	10
5	320	-	3000	40 min	16
6	480	-	7000	1 hr	24
7	700	-	14000	1 hr 22 min	34
8	1000	-	24000	1 hr 50 min	46
9	1400	-	38000	2 hr 25 min	60
10	2000	-	58000	3 hr 20 min	80

Priestess Post



The Priestess Post increases the defensive abilities of a limited number of Priestesses by 100% when the city is attacked by enemy units. Each Priestess can be replaced by one Guard if there are not enough Priestesses to fill the Priestess Post.

Requirements: Basilica Level 8

Level	Unit Capacity	Build Cost Wood	Build Cost Stone	Build Time	City Points
1	30	-	100	25 sec	1
2	60	-	200	5 min	2
3	120	-	400	13 min 30 sec	5
4	200	-	1000	25 min	10
5	320	-	3000	40 min	16
6	480	-	7000	1 hr	24
7	700	-	14000	1 hr 22 min	34
8	1000	-	24000	1 hr 50 min	46
9	1400	-	38000	2 hr 25min	60
10	2000	-	58000	3 hr 20 min	80



Ballista Post						
		The Ballista Post increases the defensive abilities of a limited number of Ballista by 100% when the city is attacked by enemy units. Each Ballista can be replaced by ten Guards if there are not enough Ballista to fill the Ballista Post. Requirements: Basilica Level 9				
Level	Ballista Capacity	Guard Capacity	Build Cost Wood	Build Cost Stone	Build Time	City Points
1	4	40	-	100	25 sec	1
2	8	80	-	200	5 min	2
3	15	150	-	400	13 min 30 sec	5
4	25	250	-	1000	25 min	10
5	40	400	-	3000	40 min	16
6	60	600	-	7000	1 hr	24
7	88	880	-	14000	1 hr 22 min	34
8	125	1250	-	24000	1 hr 50 min	46
9	175	1750	-	38000	2 hr 25 min	60
10	250	2500	-	58000	3 hr 20 min	80

Furthermore, you can also build barricades that will repel certain types of units. They are especially effective in the early stage of the game when the enemy does not have many troops. Barricades can neutralize up to 50% of attacking troops. That means that, for example, if you are attacked by 1000 units and you have built barricades to repel 700 units final score will be that your barricades affected 500 enemy units (not 700) and the other 500 were not neutralized by your barricades.

So, in the early stage of the game, I suggest building combination of Tower posts and Barricades.

Now about Baricades....



AGAINST INFANTRY (vanquishers, rangers....)



Snag Barricade

The Snag Barricade affects a limited number of enemy infantry units that are attacking your city, rendering them ineffective and unable to do damage. A maximum of 50% of enemy infantry units can be affected.

Requirements: Basilica Level 5

Level	Affected Units	Build Cost Wood	Build Cost Stone	Build Time	City Points
1	16	30	90	25 sec	1
2	26	60	180	5 min	2
3	50	110	330	13 min 30 sec	5
4	100	280	840	25 min	10
5	160	830	2490	40 min	16
6	240	1930	5790	1 hr	24
7	350	3850	11550	1 hr 22 min	34
8	500	6600	19800	1 hr 50 min	46
9	700	10500	31500	2 hr 25 min	60
10	1000	16000	48000	3 hr 20 min	80

AGAINST CAVALRY (horsemen, arbalists)



Equine Barricade

The Equine Barricade affects a limited number of enemy cavalry units that are attacking your city, rendering them ineffective and unable to do damage. A maximum of 50% of enemy cavalry units can be affected.

Requirements: Basilica Level 7

Level	Affected Units	Build Cost Wood	Build Cost Stone	Build Time	City Points
1	16	30	90	25 sec	1
2	26	60	180	5 min	2
3	50	110	330	13 min 30 sec	5
4	100	280	840	25 min	10
5	160	830	2490	40 min	16
6	240	1930	5790	1 hr	24
7	350	3850	11550	1 hr 22 min	34
8	500	6600	19800	1 hr 50 min	46
9	700	10500	31500	2 hr 25 min	60
10	1000	16000	48000	3 hr 20 min	80

AGAINST MYSTIC (sorcerers, druids)



Rune Barricade



The Rune Barricade affects a limited number of enemy mystic units that are attacking your city, rendering them ineffective and unable to do damage. A maximum of 50% of enemy mystic units can be affected.

Requirements: Basilica Level 8

Level	Affected Units	Build Cost Wood	Build Cost Stone	Build Time	City Points
1	16	30	90	25 sec	1
2	26	60	180	5 min	2
3	50	110	330	13 min 30 sec	5
4	100	280	840	25 min	10
5	160	830	2490	40 min	16
6	240	1930	5790	1 hr	24
7	350	3850	11550	1 hr 22 min	34
8	500	6600	19800	1 hr 50 min	46
9	700	10500	31500	2 hr 25 min	60
10	1000	16000	48000	3 hr 20 min	80

AGAINST ARTILLERY

Veiled Barricade



The Veiled Barricade affects a limited number of enemy artillery units that are attacking your city, rendering them ineffective and unable to do damage. A maximum of 50% of enemy artillery units can be affected.

Requirements: Basilica Level 10

Level	Affected Units	Build Cost Wood	Build Cost Stone	Build Time	City Points
1	20	30	90	25 sec	1
2	30	60	180	5 min	2
3	50	110	330	13 min 30 sec	5
4	100	280	840	25 min	10
5	160	830	2490	40 min	16
6	240	1930	5790	1 hr	24
7	350	3850	11550	1 hr 22 min	34
8	500	6600	19800	1 hr 50 min	46
9	700	10500	31500	2 hr 25 min	60
10	1000	16000	48000	3 hr 20 min	80



Land attacking unit types

Let's make the comparison table with re-calculated numbers to be able to compare units excluding the number of slots:

		Attack power		Infantry defense		Cavalry defense		Mystic defense		Artillery defense		Damage to the city		Food/day	
	space	per unit	Recalculated	per unit	Recalculated	per unit	Recalculated	per unit	Recalculated	per unit	Recalculated	per unit	Recalculated	per unit	Recalculated
Vanquisher	1	50	50	15	15	12	12	10	10	15	15	0	0	6	6
Horseman	2	90	45	40	20	30	15	20	10	40	20	0	0	25	12.5
Sorcerer	1	70	70	15	15	10	10	30	30	15	15	0	0	5	5
Druid	2	120	60	30	15	20	10	50	25	40	20	0	0	20	10
Battering Ram	10	50	5	20	2	20	2	20	2	50	5	250	25	50	5
Scorpion	10	150	15	100	10	100	10	200	20	50	5	250	25	50	5

EXPLANATION OF RE-CALCULATION: *Just by comparing re-calculated values it is possible to compare different types of units. I have left real values per unit in white cells of the table. I will explain that simple, if you can recruit 70k sorcerers in your town than in the same town you will be able to recruit 35k Druids. One Druid takes 2 spaces (or slots) so to compare the unit's strength I must calculate for one Sorcerer a half of Druid, etc.*

The strongest attack unit type is Sorcerer (70), and then Druids (60). Horseman(45) is on 4th place by strength after Vanquisher(50) which is on third place.

Battering Rams and Scorpions are artillery for destroying enemy castles. Battering Rams are doing damage to the fortifications and Scorpion destroy buildings.

Food consumption is best for Sorcerers, Battering Rams and Scorpions. Horseman eats very much, more than Praetors, and for Horseman castles you will definitely need to build food cities. Druids also eat more than Praetors, and probably you will need food cities for them as well.

The highest value for defense have Sorcerer against Mystic (30). So, if you know that druids or sorcerers are attacking if for some reason you do not have other better defenses Sorcerers can help as additional defending units but there is also a downside of this. Sorcerers recruit slow and cost more than some other more appropriate defensive units. Other attacking units have lower defensive numbers than 30 and I would never use them to defend. I also do not advise you to use Sorcerers to defend.



*It is obvious that at some point you will need to have all types of forces. You will need to have infantry, cavalry and mystic attacking units. But, what can be concluded from this table is that **the Sorcerers are better than Druids in terms of attacking strength and food consumption**. Both, Sorcerers and Druids recruit slow. Only advantage that druids have is speed. That is why some players are saying that Druids are the best just for raiding Bosses, and they are focusing on making Sorcerers and not Druids.*