

Research Guides

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Research Tips and Tricks

Research Cost Sheets

Guardsmen I - Research Costs

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Research	L1	L2	L3	L4	L5	L6	L7	L8	L9	L10	TOTAL
Archers III	8.5M										8.5M
Spear men III	8.5M										8.5M
March Speed II	700K	1.4M	2.1M	3.5M	6.4M	13M	21M	32M	50M	70M	200.1M
Captain Doria	80M										80M
Carrying Capacity II	700K	1.4M	2.1M	3.5M	6.4M	13M	21M	32M	50M	70M	200.1M
Archers IV	80M										80M
Spear men IV	80M										80M
Riders IV	80M										80M
training cost III	9.6M	19M	29M	48M	87M	170M	290M	430M	670M	960M	2.7B
March speed III	9.6M	19M	29M	48M	87M	170M	290M	430M	670M	960M	2.7B
Carrying Capacity III	9.6M	19M	29M	48M	87M	170M	290M	430M	670M	960M	2.7B
Archers V	900M										900M
Spear men V	900M										900M
Riders V	900M										900M
Battle Griffin V	900M										900M
Training Cost IV	120M	230M	350M	580M	1B	2.1B	3.5B	5.2B	8.1B	12B	33.2B

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Specialists I

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Engineer Corps I

Research	L1	L2	L3	L4	L5	L6	L7	L8	L9	L10	TOTAL
City Walls I	0.3K										0.3K
Catapults I	0.3K										0.3K
Training Cost I	0.3K	0.7K	1.8K	4.5K	8.9K	22K	45K	90K	220K	450K	843.2K
Carrying Capacity I	0.3K	0.7K	1.8K	4.5K	8.9K	22K	45K	90K	220K	450K	843.2K
City Walls II	450K										450K
Catapults II	450K										450K
Training Cost II	45K	90K	140K	230K	410K	820K	1.4M	2M	3.2M	4.5M	12.8M
Captain Brann	450K										450K
March Speed I	45K	90K	140K	230K	410K	820K	1.4M	2M	3.2M	4.5M	12.8M
City Walls III	8.5M										8.5M
Catapults III	8.5M										8.5M
March Speed II	700K	1.4M	2.1M	3.5M	6.4M	13M	21M	32M	50M	70M	200.1M
Carrying Capacity II	700K	1.4M	2.1M	3.5M	6.4M	13M	21M	32M	50M	70M	200.1M

Research	L1	L2	L3	L4	L5	L6	L7	L8	L9	L10	TOTAL
City Walls IV	80M										80M
Catapults IV	80M										80M
Training Cost III	9.6M	14M	29M	48M	87M	170M	290M	430M	670M	960M	2.7B
March Speed III	9.6M	14M	29M	48M	87M	170M	290M	430M	670M	960M	2.7B
Carrying Capacity III	9.6M	14M	29M	48M	87M	170M	290M	430M	670M	960M	2.7B
City Walls V	900M										900M
Catapults V	900M										900M
Training Cost IV	120M	230M	350M	580M	1B	2.1B	3.5B	5.2B	8.1B	12B	33.2B
March Speed IV	120M	230M	350M	580M	1B	2.1B	3.5B	5.2B	8.1B	12B	33.2B
Carrying Capacity IV	120M	230M	350M	580M	1B	2.1B	3.5B	5.2B	8.1B	12B	33.2B
City Walls VI	9B										9B
Ballistae VI	9B										9B
Training Cost V	1.7B	3.5B	5.2B	8.6B	16B	31B	52B	78B	120B	170B	486B
March Speed V	1.7B	3.5B	5.2B	8.6B	16B	31B	52B	78B	120B	170B	486B
Carrying Capacity V	1.7B	3.5B	5.2B	8.6B	16B	31B	52B	78B	120B	170B	486B

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Monsters I

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Archaeology

Research	L1	L2	L3	L4	L5	L6	L7	L8	L9	L10	TOTAL
Tar Production I	0.3K	0.7K	1.8K	4.5K	8.9K	22K	45K	90K	220K	450K	843.2K
Tar Capacity I	0.3K	0.7K	1.8K	4.5K	8.9K	22K	45K	90K	220K	450K	843.2K
Crypt Exploration Efficiency I	0.3K	0.7K	1.8K	4.5K	8.9K	22K	45K	90K	220K	450K	843.2K
Crypts II	450K										450K
Tar Production II	45K	90K	140K	230K	410K	820K	1.4M	2M	3.2M	4.5M	10.8M
Tar Capacity II	45K	90K	140K	230K	410K	820K	1.4M	2M	3.2M	4.5M	10.8M
Chance to Explore Twice I	45K	90K	140K	230K	410K	820K	1.4M	2M	3.2M	4.5M	10.8M
Crypt Exploration Cost I	45K	90K	140K	230K	410K	820K	1.4M	2M	3.2M	4.5M	10.8M
Crypts III	8.5M										8.5M
Tar Production III	700K	1.4M	2.1M	3.5M	6.4M	13M	21M	32M	50M	70M	200.1M
Tar Capacity III	700K	1.4M	2.1M	3.5M	6.4M	13M	21M	32M	50M	70M	200.1M

Research	L1	L2	L3	L4	L5	L6	L7	L8	L9	L10	TOTAL
Crypt Exploration Efficiency II	700K	1.4M	2.1M	3.5M	6.4M	13M	21M	32M	50M	70M	200.1M
Captain Carter	80M										80M
Crypts IV	80M										80M
Crypt Exploration Efficiency III	9.6M	14M	29M	48M	87M	170M	290M	430M	670M	960M	2.7B
Crypt Exploration Cost II	9.6M	14M	29M	48M	87M	170M	290M	430M	670M	960M	2.7B
Chance to Explore Twice II	9.6M	14M	29M	48M	87M	170M	290M	430M	670M	960M	2.7B
Crypts V	900M										900M
Tar Capacity IV	120M	230M	350M	580M	1B	2.1B	3.5B	5.2B	8.1B	12B	33.2B
Tar Production IV	120M	230M	350M	580M	1B	2.1B	3.5B	5.2B	8.1B	12B	33.2B
Common Crypt Exploration Efficiency I	120M	230M	350M	580M	1B	2.1B	3.5B	5.2B	8.1B	12B	33.2B
Common Crypt Exploration Cost I	120M	230M	350M	580M	1B	2.1B	3.5B	5.2B	8.1B	12B	33.2B

Research	L1	L2	L3	L4	L5	L6	L7	L8	L9	L10	TOTAL
Rare Crypt Exploration Efficiency I	120M	230M	350M	580M	1B	2.1B	3.5B	5.2B	8.1B	12B	33.2B
Rare Crypt Exploration Cost I	120M	230M	350M	580M	1B	2.1B	3.5B	5.2B	8.1B	12B	33.2B
Epic Crypt Exploration Efficiency I	120M	230M	350M	580M	1B	2.1B	3.5B	5.2B	8.1B	12B	33.2B
Epic Crypt Exploration Cost I	120M	230M	350M	580M	1B	2.1B	3.5B	5.2B	8.1B	12B	33.2B
Crypts VI	9B										9B
Tar Production V	1.7B	3.5B	5.2B	8.6B	16B	31B	52B	78B	120B	170B	486B
Tar Capacity V	1.7B	3.5B	5.2B	8.6B	16B	31B	52B	78B	120B	170B	486B
Common Crypt Exploration Efficiency II	1.7B	3.5B	5.2B	8.6B	16B	31B	52B	78B	120B	170B	486B
Common Crypt Exploration Cost II	1.7B	3.5B	5.2B	8.6B	16B	31B	52B	78B	120B	170B	486B

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Blacksmithing

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Research	L1	L2	L3	L4	L5	L6	L7	L8	L9	L10	TOTAL
Combining Enchantments IV	900M										
Gem Crafting IV	900M										
Gem and Enchantment Socketing IV	900M										
Equipment Durability Increase IV	900M										
Material Quality Choice IV	900M										
Material Saving Chance IV	120M	230M	350M	580M	1B	2.1B	3.5B	5.2B	8.1B	12B	33.2B
Enchantment Saving Chance IV	120M	230M	350M	580M	1B	2.1B	3.5B	5.2B	8.1B	12B	33.2B
Gem Saving Chance IV	120M	230M	350M	580M	1B	2.1B	3.5B	5.2B	8.1B	12B	33.2B

Guardsmen II

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Specialists II

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Monsters II

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Engineer Corps II

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Boost - Army Modernization

Research	L1	L2	L3	L4	L5	L6	L7	L8	L9	L10	TOTAL
Army Strength I	0.2K	0.3K	0.8K	1.9K	3.9K	9.7K	19K	39K	100K	190K	364.8K
Army Health I	0.2K	0.3K	0.8K	1.9K	3.9K	9.7K	19K	39K	100K	190K	364.8K
Strength of Fortifications I	0.2K	0.3K	0.8K	1.9K	3.9K	9.7K	19K	39K	100K	190K	364.8K
Mounted Strength I	0.2K	0.3K	0.8K	1.9K	3.9K	9.7K	19K	39K	100K	190K	364.8K
Melee Strength I	0.2K	0.3K	0.8K	1.9K	3.9K	9.7K	19K	39K	100K	190K	364.8K
Range d Strength I	0.2K	0.3K	0.8K	1.9K	3.9K	9.7K	19K	39K	100K	190K	364.8K
Siege Strength I	20K	40K	60K	100K	180K	360K	600K	900K	1.4M	2M	4.3M
Health of Fortifications I	20K	40K	60K	100K	180K	360K	600K	900K	1.4M	2M	4.3M
Flying Strength I	20K	40K	60K	100K	180K	360K	600K	900K	1.4M	2M	4.3M
Flying Health I	20K	40K	60K	100K	180K	360K	600K	900K	1.4M	2M	4.3M
Scouts' Health I	20K	40K	60K	100K	180K	360K	600K	900K	1.4M	2M	4.3M

Research	L1	L2	L3	L4	L5	L6	L7	L8	L9	L10	TOTAL
Range d Streng th II	340K	670K	1M	1.7M	3M	6M	10M	15M	24M	34M	95.7M
Scouts' Streng th I	20K	40K	60K	100K	180K	360K	600K	900K	1.4M	2M	4.3M
Scouts' Streng th II	3.9M	7.9M	12M	20M	36M	70M	120M	180M	280M	390M	1.1B
Flying Health I	20K	40K	60K	100K	180K	360K	600K	900K	1.4M	2M	4.3M
Range d Health I	20K	40K	60K	100K	180K	360K	600K	900K	1.4M	2M	4.3M
Flying Streng th II	340K	670K	1M	1.7M	3M	6M	10M	15M	24M	34M	95.7M
Scouts' Health II	20K	40K	60K	100K	180K	360K	600K	900K	1.4M	2M	4.3M
Scouts' s Health III	50M	100M	150M	250M	450M	870M	1.5B	2.2B	3.4B	4.7B	13.7B
Range d Streng th III	3.9M	7.9M	12M	20M	36M	70M	120M	180M	280M	390M	1.1B
Mount ed Streng th III	3.9M	7.9M	12M	20M	36M	70M	120M	180M	280M	390M	1.1B
Melee Streng th III	3.9M	7.9M	12M	20M	36M	70M	120M	180M	280M	390M	1.1B
Range d Health III	3.9M	7.9M	12M	20M	36M	70M	120M	180M	280M	390M	1.1B
Mount ed Health III	3.9M	7.9M	12M	20M	36M	70M	120M	180M	280M	390M	1.1B

Research	L1	L2	L3	L4	L5	L6	L7	L8	L9	L10	TOTAL
Melee Health III	3.9M	7.9M	12M	20M	36M	70M	120M	180M	280M	390M	1.1B
Flying Health III	3.9M	7.9M	12M	20M	36M	70M	120M	180M	280M	390M	1.1B
Flying Strength III	3.9M	7.9M	12M	20M	36M	70M	120M	180M	280M	390M	1.1B
Siege Strength III	3.9M	7.9M	12M	20M	36M	70M	120M	180M	280M	390M	1.1B
Siege Health III	3.9M	7.9M	12M	20M	36M	70M	120M	180M	280M	390M	1.1B
Strength of Fortifications III	3.9M	7.9M	12M	20M	36M	70M	120M	180M	280M	390M	1.1B
Health of Fortifications III	3.9M	7.9M	12M	20M	36M	70M	120M	180M	280M	390M	1.1B
Scouts' Strength III	50M	100M	150M	250M	450M	870M	1.5B	2.2B	3.4B	4.7B	13.7B
Scouts' Health III	50M	100M	150M	250M	450M	870M	1.5B	2.2B	3.4B	4.7B	13.7B
Range d Strength IV	50M	100M	150M	250M	450M	870M	1.5B	2.2B	3.4B	4.7B	13.7B
Mount ed Strength IV	50M	100M	150M	250M	450M	870M	1.5B	2.2B	3.4B	4.7B	13.7B
Melee Strength IV	50M	100M	150M	250M	450M	870M	1.5B	2.2B	3.4B	4.7B	13.7B

Research	L1	L2	L3	L4	L5	L6	L7	L8	L9	L10	TOTAL
Range d Health IV	50M	100M	150M	250M	450M	870M	1.5B	2.2B	3.4B	4.7B	13.7B
Mount ed Health IV	50M	100M	150M	250M	450M	870M	1.5B	2.2B	3.4B	4.7B	13.7B
Melee Health IV	50M	100M	150M	250M	450M	870M	1.5B	2.2B	3.4B	4.7B	13.7B
Flying Health IV	50M	100M	150M	250M	450M	870M	1.5B	2.2B	3.4B	4.7B	13.7B
Flying Streng th IV	50M	100M	150M	250M	450M	870M	1.5B	2.2B	3.4B	4.7B	13.7B
Siege Streng th IV	50M	100M	150M	250M	450M	870M	1.5B	2.2B	3.4B	4.7B	13.7B
Siege Health IV	50M	100M	150M	250M	450M	870M	1.5B	2.2B	3.4B	4.7B	13.7B
Streng th of Fortific ations IV	50M	100M	150M	250M	450M	870M	1.5B	2.2B	3.4B	4.7B	13.7B
Health of Fortific ations IV	50M	100M	150M	250M	450M	870M	1.5B	2.2B	3.4B	4.7B	13.7B
Scouts' Streng th IV	600M	1.2B	1.8B	3B	5.4B	10.4B	18B	26.4B	41B	56B	163.8B
Scouts' Health IV	600M	1.2B	1.8B	3B	5.4B	10.4B	18B	26.4B	41B	56B	163.8B
Range d Health V	600M	1.2B	1.8B	3B	5.4B	10.4B	18B	26.4B	41B	56B	163.8B

Research	L1	L2	L3	L4	L5	L6	L7	L8	L9	L10	TOTAL
Mounted Strength V	600M	1.2B	1.8B	3B	5.4B	10.4B	18B	26.4B	41B	56B	163.8B
Melee Strength V	600M	1.2B	1.8B	3B	5.4B	10.4B	18B	26.4B	41B	56B	163.8B
Siege Strength V	600M	1.2B	1.8B	3B	5.4B	10.4B	18B	26.4B	41B	56B	163.8B
Siege Health V	600M	1.2B	1.8B	3B	5.4B	10.4B	18B	26.4B	41B	56B	163.8B
Strength of Fortifications V	600M	1.2B	1.8B	3B	5.4B	10.4B	18B	26.4B	41B	56B	163.8B
Health of Fortifications V	600M	1.2B	1.8B	3B	5.4B	10.4B	18B	26.4B	41B	56B	163.8B
Scouts' Strength V	600M	1.2B	1.8B	3B	5.4B	10.4B	18B	26.4B	41B	56B	163.8B
Range d Health V	600M	1.2B	1.8B	3B	5.4B	10.4B	18B	26.4B	41B	56B	163.8B
Mounted Health V	600M	1.2B	1.8B	3B	5.4B	10.4B	18B	26.4B	41B	56B	163.8B
Melee Health V	600M	1.2B	1.8B	3B	5.4B	10.4B	18B	26.4B	41B	56B	163.8B
Flying Strength V	600M	1.2B	1.8B	3B	5.4B	10.4B	18B	26.4B	41B	56B	163.8B
Flying Health V	600M	1.2B	1.8B	3B	5.4B	10.4B	18B	26.4B	41B	56B	163.8B