

Typical base cost per building to make unit non-stop

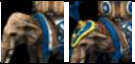
				
Archer	2	0	4	
Crossbowman/Arbalester	3	0	5	

				
Knight/Cavalier /Paladin	2	6	7	

				
Militia/MAA/...	3	9	3	

				
Eagle Scout/Warrior	1	2	4	
Elite Eagle Warrior	2	4	7	

				
Battle Elephant/Elite	4	14	8	

				
Elephant Archer/Elite	3	8	6	

				
Cavalry Archer/Heavy	4	0	5	

				
Steppe Lancer	6	10	5	
Elite Steppe Lancer	6	12	6	

				
Camel Rider/Heavy	6	9	8	

				
Hand Cannoneer	2	4	4	

				
Monk	0	0	6	

				
Scout/Light Cav/Hussar	3	8	0	

				
Skirmisher	5	4	0	

				
Spearman/Pike/Halb	3	5	0	

				
Ram	12	0	6	
Elephant	3	10	7	

				
Mangonel/Onager/SO	9	0	8	

				
Scorpion	7	0	7	

				
Bombard Cannon	11	0	11	

				
Galley	4	0	2	
War Galley/Galleon	7	0	3	

				
Fire Galley	4	0	2	
Fire Ship/Fast Fire Ship	6	0	4	

				
Demolition Raft	5	0	4	
Demolition Ship/Heavy	6	0	5	

				
Cannon Galleon	12	0	9	
Dromon	7	0	7	