

# Elite Woad Raider

The Woad Raider is the twelfth fastest unit in the game and the second fastest infantry which makes it ideal for raiding. It has very good statistics also which high hitpoints and good attack. It also builds very quickly so it is easy to mass with few castles.

- Civilization Specific Features
- Woad Raider
- Technologies & Upgrades
- Use in Combinations

**Castle**  
 Cost: 65 Wood, 25 Gold

**Woad Raider**



**Elite Woad Raider**  
 Upgr. 1000 Wood, 800 Gold

**Strong Against:**



- Skirmisher Line
- Spearman Line
- Scout Line
- Onager Line
- Eagle Warrior Line
- Huskarls
- Tarkans
- War Wagons

**Weak against:**

- Archer Line
- Cavalry Archer Line
- Scorpion Line
- Gunpowder Units
- Knight Line
- Cataphracts
- All Unique Archer Units
- Jaguar Warriors
- Samurais
- Teutonic Knights

	
Type	Infantry
Age Available	
HP	80
Attack (Type)	13 (Melee)
Melee Armour	0
Pierce Armour	1
Range	0
Speed	1.35 TPS
Attack Rate	2s
Creation Time	10s
Line of Sight	5

Attack Bonuses	+3 vs building +3 vs eagle warrior
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Civilization Specific Features		Not available to:	Bonuses	Strategies
 <b>Woad Raider</b>		All Civilizations except Celts		<a href="#">Click here!</a>

## Technologies & Upgrades

### Barracks



Tracking: +2 LOS for all infantry (**Feudal Age**).

### Blacksmith

#### Attack:



Forging: +1 Attack for all Infantry and Cavalry (**Feudal Age**).



Iron Casting: +1 Attack for all Infantry and Cavalry (**Castle Age**).



Blast Furnace: +2 Attack for all Infantry and Cavalry (**Imperial Age**).

#### Armor:



Scale Mail Armor: +1 Armor/Pierce Armor for all Infantry (**Feudal Age**).



Chain Mail Armor: +1 Armor/Pierce Armor for all Infantry (**Castle Age**).



Plate Mail Armor: +1 Armor, +2 Pierce Armor for all Infantry (**Imperial Age**).

### Castle



Conscription: Increases non-siege military unit creation speed by 33% (**Imperial Age**).

## Use in Combinations

they usually act as meat shield

