**Level 10-69 set**

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| **Statistic** | **Fully upgraded total** |
| Combat strength for melee units | 80% |
| Combat strength for ranged units | 90% |
| Reduces enemy wall protection by | 50% |
| Reduces enemy gate protection by | 50% |
| Reduces enemy moat protection by | 40% |
| Increases army travel speed by | 50% |
| Increases late detection by | 20% |
| Increases glory points earned by | 15% |
| Increases Resources looted by | 35% |
| Increases courtyard strength by | 10% |