

Units

Unit	Type	Cost	Sup	Att	Ran	Def	HP	FP	Arm	Mov	Vis	Bom	Available	Obsolete	Special Function
SPEARMAN MILITIA	Defence	180	1	15	0	15	13	1	1	0	1	No	TOOLMAKING	BRONZE WORKING	
HOPLITE MILITIA	Defence	280	2	15	0	20	14	1	1	0	1	No	BRONZE WORKING	IRON WORKING	
LEGION MILITIA	Defence	525	5	30	0	25	16	2	1	0	1	No	IRON WORKING	DARK AGES	
MAN AT ARMS MILITIA	Defence	620	6	30	0	30	16	2	1	0	1	No	DARK AGES	FLINTLOCK	
INFANTRYMAN MILITIA	Defence	1100	11	45	35	40	19	3	1	0	1	No	FLINTLOCK	MASS PROD	
MACHINE GUNNER MILITIA	Defence	1400	14	60	40	50	21	3	1	0	1	No	MASS PROD		
HOVER INFANTRY MILITIA	Defence	2800	28	70	40	70	26	4	1	0	1	No			

Unit	Type	Cost	Sup	Att	Ran	Def	HP	FP	Arm	Mov	Vis	Bom	Available	Obsolete	Special Function
ABOLITIONIST	Special	500	5	0	0	10	10	1	1	3	1	No	CLASSICAL EDU		Free Slaves
ADVANCED WARRIOR	Attack	250	2	20	0	10	10	1	1	1	1	No	TRIBES	COPPER SMELTING	
AIRCRAFT CARRIER	Naval	3500	35	30	25	50	20	2	2	6	3	Yes	NAVAL AVATION		
ARCHER	Ranged	400	5	10	20	10	8	1	1	1	1	No	ARCHERY	CROSSBOW	
ARQUEBUSIER	Defence	800	9	45	25	35	18	2	1	1	2	No	GUNPOWDER	IND REVOLUTION	
ARTILLERY	Ranged	1750	18	15	70	25	15	3	2	2	2	Yes	EXPLOSIVES	CYBERNETICS	
AUXILIARY LEGION	Flanker	550	6	25	0	20	12	1	1	2	1	No	IRON WORKING	DARK AGES	
BALLISTA	Ranged	500	6	15	15	15	10	1	1	1	1	Yes	PYTHAGORAS	ALGHEMY	
BATTLESHIP	Naval	4200	42	65	60	55	20	4	3	6	3	Yes	ADV NAVAL TACTICS	SMART MATERIALS	
BELFROI	Ranged	525	6	10	20	10	10	1	1	1	1	Yes	BALLISTICS	SIEGE WEAPONS	

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BIREME	Naval	250	3	10	0	10	10	1	1	2	1	No	SAILS	OCEAN FARING	Transport 2
BOMBER	Aerial	2600	31	35	60	35	15	3	2	10	2	Yes	JET PROPULSION	ADV COMPOSITES	
CANNON	Ranged	1200	14	10	50	15	12	3	1	1	1	Yes	CANNON MAKING	EXPLOSIVES	
CARAVAN	Special	500	0	0	0	0	0	0	0	0	0	No	TRADE	TRADE GUILDS	
CARGO HELICOPTER	Aerial	1750	17	0	0	10	15	1	1	6	3	No	VERTICAL FLIGHT		
CARRACK	Naval	525	5	10	0	10	10	1	1	3	1	No	COMPASS	CHRONOMETER	
CATAPHRACT	Flanker	800	9	35	20	20	12	2	1	4	2	No	STIRRUP	CAVALRY TACTICS	
CATAPULT	Ranged	800	9	10	30	15	10	2	1	1	1	Yes	SIEGE WEAPONS	GREEK FIRE	
CAVALRY	Flanker	1400	15	45	25	35	18	3	1	4	2	No	CAVALRY TACTICS	TANK WARFARE	
CHARIOT	Flanker	325	4	20	15	10	10	1	1	2	2	No	CHARIOTS	HORSE ARMOR	

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CHARIOT ARCHER	Ranged	400	5	15	20	10	12	1	1	2	2	Yes	ARISTOCRACY	MOBILE TACTICS	
CLERIC	Special	1400	12	0	0	10	10	1	1	3	1	No	CHRISTIANITY	MASS MEDIA	Convert City
COMPOSITE ARCHER	Ranged	575	7	10	30	10	10	2	1	1	2	Yes	COMPOSITE BOW	CROSSBOW	
CONSCRIPT LEGION	Defence	375	4	20	0	25	13	2	1	1	1	No	IRON WORKING	DARK AGES	
CONSCRIPT SWORDSMAN	Defence	125	2	15	0	10	9	1	1	1	1	No	COPPER SMELTING	CITIZENSHIP	
CORACLE	Naval	140	1	5	0	10	10	1	1	2	1	No	SHIP BUILDING	SAILS	Transport 1
CORPORATE BRANCH	Special	1750	17	0	0	10	10	1	1	3	2	No	CORPORATION		Franchise City
CRAWLER	Undersea	4500	45	0	0	10	20	1	2	6	3	No	ULTRAPRESSURE MACH		
CROSSBOWMAN	Ranged	800	9	10	40	15	12	2	1	1	1	Yes	CROSSBOW	CANNON MAKING	
CRUISE MISSILE	Aerial	2100	22	65	60	10	10	3	1	10	2	Yes	GUIDED WEAPONS		

Unit	Type	Cost	Sup	Att	Ran	Def	HP	FP	Arm	Mov	Vis	Bom	Available	Obsolete	Special Function
CYBER NINJA	Special	3000	30	0	0	10	15	1	1	3	3	No	NEURAL INTERFACE		
DESTROYER	Naval	2500	25	55	50	45	20	4	2	8	3	Yes	MASS PROD	PLASMA WEAPONRY	
DIPLOMAT	Special	395	3	0	0	10	1	1	1	2	2	No	DYNASTY	EUGENICS	Establish Embassies
DREADNAUGHT	Undersea	7000	70	100	100	85	25	6	5	7	4	No	SMART MATERIALS		
DROMON	Naval	800	8	30	25	20	15	2	1	4	2	Yes	ASTROLABE	NAVAL TACTICS	
EAGLE ARCHER	Ranged	650	9	20	35	20	12	2	1	2	2	Yes	THEO MONARCHY	GOVERNMENT	
EAGLE WARRIOR	Attack	600	9	30	0	25	15	2	1	2	1	No	THEO MONARCHY	GOVERNMENT	
ECO RANGER	Special	4500	45	0	0	10	15	1	1	3	3	No	ECOTOPIA	GOVERNMENT	
ECO TERRORIST	Special	4000	40	0	0	10	15	1	1	4	2	No	ECOTOPIA	GOVERNMENT	
ELEPHANT WARRIOR	Attack	400	4	25	15	15	13	1	1	2	1	No	OLIGARCHY	GOVERNMENT	

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EMPATHIC DIPLOMAT	Special	1750	17	0	0	10	10	1	1	3	2	No	EUGENICS		Establish Embassies
FASCIST	Attack	1200	13	65	45	45	23	3	1	2	2	No	FASCISM	GOVERNMENT	
FEUDAL CAVALRY	Flanker	900	11	40	0	25	14	2	1	3	2	No	CHIVALRY	CAVALRY TACTICS	
FEUDAL INFANTRY	Defence	525	7	30	0	25	13	2	1	1	1	No	DARK AGES	FLINTLOCK	
FIGHTER	Aerial	1750	18	50	50	45	20	3	2	10	3	No	AERODYNAMICS	SUPERSONIC FLIGHT	
FRIGATE	Naval	2300	23	50	50	40	20	4	2	7	3	Yes	MASS PROD	PLASMA WEAPONRY	
FUSION TANK	Flanker	6000	60	70	70	65	25	4	3	8	3	No	FUSION		
GALLEON	Naval	1000	11	35	30	25	15	2	1	4	2	Yes	CHRONOMETER	NAVAL TACTICS	
GALLEY	Naval	350	4	15	10	10	11	1	1	3	1	Yes	SEAMANSHIP	ALGHEMY	
HEAVY CAVALRY	Flanker	725	8	30	0	25	11	2	1	3	2	No	ANIMAL HUSBANDRY	STIRRUP	

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HEAVY SPEARMAN	Defence	250	2	10	0	10	11	1	1	1	1	No	PLOUGH	BRONZE WORKING	
HEAVY SWORDSMAN	Attack	250	3	20	0	15	10	1	1	1	1	No	COPPER SMELTING	CITIZENSHIP	
HEPTIREME	Naval	600	6	25	15	15	2	1	4	1	1	Yes	HULL MAKING	CHRONOMETER	
HOPLITE	Defence	280	3	15	0	20	12	1	1	1	1	No	BRONZE WORKING	IRON WORKING	
HORSEMAN	Flanker	600	6	25	15	15	12	1	1	3	2	No	HORSE ARMOR	STIRRUP	
HOVER INFANTRY	Attack	2800	28	85	40	70	25	4	2	5	4	No	CHAOS THEORY		
HUN RAIDER	Ranged	700	7	20	20	20	12	1	1	4	2	Yes	MIGRATION	CAVALRY TACTICS	
HYPASPISTS	Flanker	400	5	20	0	20	12	1	1	2	1	No	BARRACKS	CIVIC ENGINEERING	
INFANTRYMAN	Attack	1100	12	45	35	45	18	3	1	1	2	No	FLINTLOCK	ADV INFANTRY TACTICS	
INFECTOR	Special	3500	35	0	0	10	15	1	1	3	2	No	NANO WARFARE		Infect City

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INTERCEPTOR	Aerial	2900	29	65	65	20	4	2	12	4	No	No	SUPERSONIC FLIGHT	AI SURVEILLANCE	
IRONCLAD	Naval	1700	17	40	40	40	18	3	1	4	2	Yes	IND REVOLUTION	ADV NAVAL TACTICS	
JANISSARY	Attack	675	7	35	20	30	16	2	1	2	2	No	CALIPHATE	GOVERNMENT	
JAVELIN CAVALRY	Flanker	290	3	15	0	10	10	1	1	3	2	No	HORSE RIDING	HORSE ARMOR	
JAVELINEER	Flanker	270	3	10	10	10	10	1	1	2	1	No	BRICK MAKING	ARCHERY	
KNIGHT	Flanker	1000	10	45	0	30	16	2	1	3	2	No	PLATE ARMOUR	CAVALRY TACTICS	
KNIGHT TEMPLAR	Attack	800	10	40	0	30	18	2	1	1	1	No	THEOCRACY	GOVERNMENT	
KRAKEN	Undersea	5200	52	80	80	60	25	5	5	6	3	No	GENETIC TAILORING		
LAWYER	Special	1750	17	0	0	10	10	1	1	3	2	No	CRIMINAL CODE		Remove Franchise
LEGION	Attack	525	7	30	0	25	16	2	1	1	1	No	IRON WORKING	DARK AGES	

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LEVIATHON	Defence	9100	91	90	90	100	30	5	4	3	3	Yes	UNIFIED PHYSICS		
LONGBOW	Ranged	950	12	15	50	15	11	2	1	1	2	Yes	YEOMANRY	CANNON MAKING	
LONGSHIP	Naval	650	6	10	10	10	10	1	1	4	2	No	OCEAN FARING	CHRONOMETER	Transport 2
MACHINE GUNNER	Attack	1400	14	60	40	50	20	3	1	2	2	No	MASS PRODUCTION	CHAOS THEORY	
MAMELUKE	Flanker	950	12	40	20	25	13	2	1	2	2	Yes	CALIPHATE	GOVERNMENT	
MAN AT ARMS	Defence	620	7	30	0	30	16	2	1	1					