





# UNITS

## Town Center / Capital Units & Towers Units

Unit Name	Epoch	Weapon	Cost	Attack	HP Points	Special
Citizen	AI	Verand	Food	4	66	Stratitank, repair, gather resources. Needed for TC and Capital Building
Priest	AI	-	Food, Gold	0	100	Converts enemies. Trained at Temple
Prophet	AI	-	Food, Gold	0	150	Casts calamities: Pop Count+5, Trained at Temple
Carrie Scout	AI	-	Food	0	100	No attack, good for scouting
Balloon	IX, X	-	Gold, Wood	0	600	Hot Air Balloon upgrades to Observation Balloon. Long Line of Sight.
Sargen of Akkad	II	Shock	Food, Gold	12	900	Strategist - Restores health to troops. Battle Cry demoralizes enemies
Hambali	II	Shock	Food, Iron	41	1275	Warrior - Strong fighter. Provides morale to troops
Charlemagne	IV	Shock	Food, Gold	46	1800	Warrior - Strong fighter. Provides morale to troops
Julius Caesar	V	Shock	Food, Iron	52	2250	Warrior - Strong fighter. Provides morale to troops
William the Conqueror	VI	Shock	Food, Iron	19	1950	Strategist - Restores health to troops. Battle Cry demoralizes enemies
Richard the Lionheart	VI	Shock	Food, Iron	60	2775	Warrior - Strong fighter. Provides morale to troops
Isabella	VII	Shock	Food, Gold	22	2300	Strategist - Restores health to troops. Battle Cry demoralizes enemies
Henry V	VIII	Shock	Food, Gold	36	3225	Warrior - Strong fighter. Provides morale to troops
Elizabeth I	VIII	Shock	Food, Gold	20	2610	Strategist - Restores health to troops. Battle Cry demoralizes enemies
Oliver Cromwell	VIII	Shock	Food, Iron	110	3750	Warrior - Strong fighter. Provides morale to troops
Charles Bonaparte	IX	Shock	Food, Gold	33	3000	Strategist - Restores health to troops. Battle Cry demoralizes enemies
Napoleon	IX	Shock	Food, Iron	140	4245	Warrior - Strong fighter. Provides morale to troops
Givan DeVellan	X	Shock	Food, Gold	43	3330	Strategist - Restores health to troops. Battle Cry demoralizes enemies
Richard the Lionheart	X	Shock	Food, Gold	60	4000	Strategist - Restores health to troops. Battle Cry demoralizes enemies
Erwin Rommel	X	Shock	Food, Gold	55	3650	Strategist - Restores health to troops. Battle Cry demoralizes enemies
Travis Shackford	XI	Shock	Food, Iron	160	5235	Warrior - Strong fighter. Provides morale to troops
Ellie Brodin	XI	Shock	Food, Gold	60	4000	Strategist - Restores health to troops. Battle Cry demoralizes enemies
Dennis St. Abbadon	XII	Shock	Food, Iron	180	5730	Warrior - Strong fighter. Provides morale to troops
Dr. Alex Septimus	XIII	Laser	Food, Gold	70	4725	Strategist - Restores health to troops. Battle Cry demoralizes enemies
John Decker	XIII	Laser	Food, Gold	235	5550	Warrior - Strong fighter. Provides morale to troops
Molly Ryan	XIV	Laser	Food, Gold	85	5000	Strategist - Restores health to troops. Battle Cry demoralizes enemies
Cyborg Makotov	XIV	Laser	Food, Iron	360	6075	Warrior - Strong fighter. Provides morale to troops

## Archers

Unit Name	Epoch	Weapon	Cost	Attack	HP Points	Special
Simple Bowman	II	Arrow	Gold, Wood	9	70	
Javelin Thrower	II	Pierce	Gold, Wood	11	130	
Chariot Archer	IV	Arrow	Gold, Wood	17	180	Good Speed; Pop Count+2
Elephant Archer	IV	Arrow	Food, Gold	25	600	Slow Speed but many HP Points; Pop Count+2
Composite Bow	V	Arrow	Food, Gold	13	145	
Plum	V	Pierce	Food, Gold	235	5550	
Cross Bow	V	Arrow	Gold, Wood	40	125	One shot - one kill vs. Infantry (without improved armor)
Quiver Archer	VI	Arrow	Food, Gold	23	275	Good Speed; Pop Count+2
Long Bow	VI	Arrow	Gold, Wood	17	190	

## Infantry (Epochs I-VI)

Unit Name	Epoch	Weapon	Cost	Attack	HP Points	Special
Club Man	I	Shock	Food, Iron	8	130	
Rock Thrower	I	Shock	Food, Gold	5	75	
Spear Man	II	Pierce	Food, Iron	15	85	
Sampson	II	SW	Gold, Wood	60	105	Anti-Walls/Towers/Buildings
Macie Man	II	Shock	Food, Iron	13	150	
Short Sword	IV	Shock	Food, Iron	15	215	
Phalanx	IV	Pierce	Food, Iron	24	195	
Barbarian	V	Shock	Food, Iron	16	250	May walk through forests
Viking	V	Shock	Food, Iron	10	180	Sleazebag; Good against ranged units
Long Sword	VI	Shock	Food, Iron	23	400	
Pike Man	VI	Pierce	Food, Iron	40	240	

## Infantry (Epochs VII-XIV)

Unit Name	Epoch	Weapon	Cost	Attack	HP Points	Special
Arquebus	VII	Gun	Food, Iron	44	270	
Musketier	VII	Gun	Food, Iron	325	325	
Halberdier	VII	Pierce	Food, Iron	40	350	Good against all Cavalry
Sharpshooter	VIII	Gun	Food, Gold	50	315	One shot - one kill vs. Infantry (without improved armor)
Hand Cannonier	VIII	PW	Food, Gold	65	360	Flies over walls; Strong vs. early Tanks; Splash damage
Medic - Imperial	VIII	-	Food, Gold	0	360	Heals units
Elite Guard	VIII	-	Food, Iron	35	350	Bonus vs. enemy Infantry
Grenadier	IX	Gun	Food, Iron	44	390	
Partisan	IX	Shock	Food, Iron	20	325	Path through forests; Can shoot air units
Doughboy	IX	Shock	Food, Iron	44	370	
Grenade Launcher	X	AT	Food, Gold	16	525	Anti-Tank
Sniper	X	Gun	Food, Gold	60	405	One shot - one kill vs. Infantry (without improved armor)
Trench Mortar	X	PW	Food, Gold	90	375	Long range; Splash damage
Machine Gun	X	Gun	Food, Gold	16	400	Anti-Infantry
Medic - Atomic	XI	-	Food, Gold	0	425	Heals units
Marine	XI	Gun	Food, Iron	470	520	
Bazooka	XI	AT	Food, Gold	20	625	Anti-Tank
Flame Thrower	XI	SW	Food, Gold	25	430	Good against buildings
Singer Soldier	XI	AA	Food, Gold	50	265	Anti-Air
Heavy Mortar	XI	PW	Food, Gold	120	425	Long range; Splash damage
Sentinel	XIII	Laser	Food, Iron	62	600	
Medic - Digital	XIII	-	Food, Gold	0	500	Heals units
Guardian	XIV	Laser	Food, Iron	74	800	

## Cavalry

Unit Name	Epoch	Weapon	Cost	Attack	HP Points	Special
Horsman	II	Shock	Food, Gold	17	240	Pop Count+2
Shock Cavalry	IV	Pierce	Food, Gold	23	290	Pop Count+2
War Elephant	IV	Shock	Food, Gold	23	600	Slow Speed but many HP Points; Does sample damage to adjacent units; Pop Count+2
Catapult	V	Shock	Food, Gold	24	440	Pop Count+2
War Machine	V	Pierce	Food, Gold	18	225	Pop Count+2
Heavy Cavalry	VI	Pierce	Food, Gold	38	400	Pop Count+2
Courser	VI	Shock	Food, Gold	40	605	Pop Count+2
Carabazier	VI	Shock	Food, Gold	42	605	Pop Count+2
Dragon	IX	Shock	Food, Gold	65	480	Pop Count+2
Imperial Courser	IX	Shock	Food, Gold	60	655	Pop Count+2

## Siege & Artillery (Epochs I-VI)

Unit Name	Epoch	Weapon	Cost	Attack	HP Points	Special
Stone Thrower	IV	PW	Gold, Wood	65	180	Good against massed units
Siege Tower	IV	-	Gold, Wood	675	675	
Catapult	IV	SW	Gold, Wood	85	160	Anti-Walls/Towers/Buildings/Ship; Pop Count+2
Ram	IV	SW	Food, Gold	125	275	Anti-Walls/Towers/Buildings
Battering Ram	IV	PW	Food, Gold	75	260	Good against massed units; Pop Count+2
Heavy Siege Tower	VI	-	Gold, Wood	0	720	Transport units over walls
Trebuchet	VI	SW	Gold, Wood	150	215	Anti-Walls/Towers/Buildings/Ship; Pop Count+2
Heavy Ram	VI	-	Gold, Wood	20	325	Anti-Walls/Towers/Buildings

## Siege & Artillery (Epochs VII-XIV)

Unit Name	Epoch	Weapon	Cost	Attack	HP Points	Special
Culverin Cannon	VII	PW	Iron, Wood	80	215	Anti-Infantry (when massed); Pop Count+2
Basilisk Cannon	VII	SW	Iron, Wood	145	360	Anti-Walls/Towers/Buildings/Ship; Pop Count+2
Bombard	VII	SW	Iron, Wood	145	375	Low Line of Sight; Not King Range; Does Splash Damage; Pop Count+2
Bronze Cannon	IX	PW	Iron, Wood	90	280	Anti-Infantry (when massed); Pop Count+2
Serpentine Cannon	IX	SW	Iron, Wood	250	405	Anti-Walls/Towers/Buildings/Ship; Pop Count+2
Strom AT Gun	X	AT	Gold, Wood	30	440	Anti-Tank
Howitzer Cannon	X	SW	Iron, Wood	250	500	Anti-Walls/Towers/Buildings/Ship; Pop Count+2
Artillery	X	PW	Iron, Wood	175	225	Anti-Infantry; Pop Count+2
Edmore AT Gun	XI	AT	Gold, Wood	44	455	Anti-Tank
Thor AT Gun	XIII	AT	Gold, Wood	52	550	Anti-Tank
Paladin Cannon	XIII	SW	Iron, Wood	425	800	Anti-Walls/Towers/Buildings/Ship; Pop Count+2
Colossus Artillery	XIII	PW	Iron, Wood	300	200	Anti-Infantry; Pop Count+2
Hercules AT Gun	XIV	AT	Gold, Wood	62	680	Anti-Tank

## Ships & Suits

Unit Name	Epoch	Type	Cost	Attack	HP Points	Special
Fishing Boat	I	FB	Wood	0	120	
Transport Raft	II	T	Wood	0	120	Transports up to 10 units over water
War Raft	II	F	Wood	12	220	
Transport - Copper	III	T	Wood	0	200	No attack, good for scouting
Frigate - Copper	III	F	Iron, Wood	15	240	
Battleship - Copper	III	B	Gold, Wood	62	900	
Galley - Copper	III	G	Iron, Wood	6	260	
Fishing Boat - Bronze	IV	FB	Wood	0	280	
Galley - Bronze	IV	F	Iron, Wood	18	310	
Battleship - Bronze	IV	B	Gold, Wood	72	1180	
Galley - Bronze	IV	G	Iron, Wood	8	335	
Transport - Bronze	IV	T	Wood	0	360	Transports up to 12 units over water
Frigate - Byzantine	V	F	Iron, Wood	21	400	
Galley - Byzantine	V	G	Iron, Wood	90	1560	
Battleship - Byzantine	V	B	Gold, Wood	440	440	
Galley - Byzantine	V	G	Iron, Wood	25	540	
Battleship - Middle	VI	B	Gold, Wood	108	2025	
Galley - Middle	VI	G	Iron, Wood	11	575	
Frigate - Renaissance	VII	F	Iron, Wood	33	625	
Battleship - Renaissance	VII	B	Gold, Wood	150	2450	
Galley - Renaissance	VII	G	Iron, Wood	15	675	
Fishing Boat - Imperial	VIII	FB	Wood	0	420	
Transport - Imperial	VIII	T	Wood	0	530	Transports up to 14 units over water
Frigate - Imperial	VIII	F	Iron, Wood	38	720	
Battleship - Imperial	VIII	B	Gold, Wood	175	3080	
Galley - Imperial	VIII	G	Iron, Wood	18	825	
Battleship - Royal	VIII	B	Gold, Wood	30	1450	Can shoot aircraft
Galley - Royal	IX	F	Iron, Wood	51	1080	
Battleship - Royal	IX	B	Gold, Wood	200	4525	
Galley - Royal	IX	G	Iron, Wood	24	1100	
Transport - Atomic	X	T	Wood	0	750	Transports up to 14 units over water
Good Hope	X	F	Iron, Wood	55	1380	
Dreadnought	X	B	Gold, Wood	230	5750	
Dreadnought	X	C	Gold, Wood	70	2300	Anti-Aircraft
U-Boat	X	B	Iron, Wood	130	1800	
Fishing Boat - Trawler	XI	FB	Wood	0	700	
Frigate - Warrington	XI	F	Iron, Wood	68	1600	
Bismarck	XII	B	Gold, Wood	278	6625	
Enterprise Carrier	XI	AC	Gold, Wood	0	6000	Builds, repairs, and launches carrier-based fighters/bombers; Pop Count+2
Nautilus	XII	S	Iron, Wood	200	1350	
Tesla	XII	S	Gold, Iron	800	800	Nuclear Powered Sub - good against all land units and buildings; Low LOS
Fishing Boat - Digital	XIII	FB	Wood	0	900	
Garibaldi	XIII	T	Wood	0	920	Transports up to 14 units over water
Juggernaut	XIII	F	Iron, Wood	210	2100	
Leviathan	XIII	B	Gold, Wood	380	8600	
Sagittarius	XIII	C	Gold, Wood	110	3800	Anti-Aircraft
Nexus Carrier	XIII	AC	Gold, Wood	0	8000	Builds, repairs, and launches carrier-based fighters/bombers; Pop Count+2
Hammerhead	XIV	S	Iron, Wood	250	1900	
Triton	XIV	NS	Gold, Iron	1000	1000	Nuclear Powered Sub - good against all land units and buildings; Low LOS

## Tanks

Unit Name	Epoch	Weapon	Cost	Attack	HP Points	Special
ATV	X	AP	Food, Iron	85	405	Good against Tanks; Pop Count+2
McV	X	HE	Food, Iron	85	315	Good against Infantry; Pop Count+2
Halftrack	X	AA	Food, Iron	50	450	Anti-Aircraft
Panzer	XI	AP	Food, Iron	100	500	Good against Tanks; Pop Count+2
Sherman	XI	HE	Food, Iron	100	400	Good against Infantry; Pop Count+2
Leopard	XII	AP	Food, Iron	110	600	Good against Tanks; Pop Count+2
M1	XII	HE	Food, Iron	110	450	Good against Infantry; Pop Count+2
Gladator	XIII	Laser	Food, Iron	110	600	Pop Count+2
Skywatcher	XIII	AA	Food, Iron	100	575	Anti-Aircraft
Centurion	XIV	Laser	Food, Iron	145	750	Pop Count+2

## Aircraft

Unit Name	Epoch	Weapon	Cost	Attack	HP Points	Special
Fokker DR-1	X	FB	Gold, Iron	18	450	
Sopwith	X	F	Gold, Iron	17	425	
Gotha	X	B	Gold, Iron	100	850	
ME 109	XI	FB	Gold, Iron	22	425	
ME 262	XI	FB	Gold, Iron	26	500	
Spitfire	XI	F	Gold, Iron	23	502	
P-51	XI	F	Gold, Iron	26	590	
HE 111	XI	B	Gold, Iron	120	1100	
B-17	XI	B	Gold, Iron	135	1400	
Typhoon	XI	FB	Gold, Iron	11	450	Anti-Tank
B-29	XI	AB	Gold, Iron	2200	400	Atomic Bomber
F-15	XI	FB	Gold, Iron	12	496	Aircraft Carrier-based Fighter/Bomber
F-117	XI	FB	Gold, Iron	195	625	Stealth
Comair	XI	F	Gold, Iron	236	661	Anti-Tank
B-2	XII	B	Gold, Iron	160	1700	Atomic Bomber
B-42	XII	AB	Gold, Iron	2800	500	Aircraft Carrier-based Fighter/Bomber
A-10	XII	FB	Gold, Iron	14	575	Helicopter Transport; Transports up to 5 units
F-14	XII	FB	Gold, Iron	105	610	Anti-Tank
Helicopter Transport	XII	H	Gold, Iron	0	590	Helicopter Transport; Transports up to 5 units
Helicopter Gunship	XII	H	Gold, Iron	25	450	Anti-Infantry
Helicopter AT	XII	H	Gold, Iron	75	850	Anti-Tank
Sea King	XII	H	Gold, Iron	400	315	Anti-Submarine; Made at a Naval Yard or Airport
Talon	XIII	FB	Gold, Iron	227	740	
Jackal	XIII	F	Gold, Iron	265	796	
B-122 Wyvern	XIII	B	Gold, Iron	200	2000	
Titan	XIII	AB	Gold, Iron	3300	600	Atomic Bomber
Avenger	XIII	FB	Gold, Iron	120	740	Aircraft Carrier-based Fighter/Bomber
Pegasus	XIII	H	Gold, Iron	660	660	Helicopter Transport; Transports up to 10 units
Reaper Gunship	XIII	H	Gold, Iron	35	600	Anti-Infantry
Spektr AT	XIII	H	Gold, Iron	100	1100	Anti-Tank
Sea King II	XIII	H	Gold, Iron	450	450	Anti-Submarine; Made at a Naval Yard or Airport
Phoenix	XIV	FB	Gold, Iron	265	860	
Nebula	XIV	F	Gold, Iron	338	941	

## Cybers