

UNITS

Unit Name	Epoch	Weapon	Cost	Attack	HP Points	Special
Citizen	I	None	Food	4	66	Contract; repair; gather resources; Needed for TC and Capital Building
Priest	AI	None	Food	4	100	Converts enemies; Trained at Temple
Prophet	AI	None	Food, Gold	0	150	Calls calamities; Pop Count=5; Trained at Temple
Carrot	AI	None	Food	60	60	No attack; good for scouting
Balloon	IX, X	None	Gold, Wood	0	600	Hot Air Balloon upgrades to Observation Balloon; Long Line of Sight
Sargon of Akkad	III	Shock	Food, Gold	12	900	Strategist - Restores health to troops; Battle Cry demoralizes enemies
Hamrabi	IV	Shock	Food, Iron	41	1275	Warrior - Strong fighter; Provides morale to troops
Cheremne	V	Shock	Food, Iron	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	59	1950	Warrior - Strong fighter; Provides morale to troops
Clayton of Lushaike	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	VII	Shock	Food, Gold	36	3225	Warrior - Strong fighter; Provides morale to troops
Elizabeth I	VIII	Shock	Food, Gold	25	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
Chlo von Brannock	IX	Shock	Food, Gold	33	3030	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
Erwin Rommel	X	Shock	Food, Gold	55	3650	Warrior - Strong fighter; Provides morale to troops
Travis Shackford	XI	Shock	Food, Iron	160	5235	Warrior - Strong fighter; Provides morale to troops
HW Brenner	XI	Shock	Food, Gold	60	4200	Strategist - Restores health to troops; Battle Cry demoralizes enemies
Dennis St. Albans	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
Chloe Archer	XIII	Laser	Food, Gold	23	3555	Warrior - Strong fighter; Provides morale to troops
Molly Ryan	XIV	Laser	Food, Gold	85	5000	Strategist - Restores health to troops; Battle Cry demoralizes enemies
Archers Mikotov	XIV	Laser	Food, Iron	360	6075	Warrior - Strong fighter; Provides morale to troops

Unit Name	Epoch	Weapon	Cost	Attack	HP Points	Special
Slingshot	I	Arrow	Gold, Wood	9	70	
Simple Bowman	III	Arrow	Gold, Wood	9	95	
Javelin Thrower	III	Pierce	Gold, Wood	11	130	Good Speed; Pop Count=2
Charon Archer	IV	Arrow	Gold, Wood	17	195	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	Gold, Wood	13	155	
Cross Bow	V	Arrow	Gold, Wood	40	125	One shot - one kill vs. Infantry (without improved armor)
Cavalry Archer	VI	Arrow	Gold, Wood	23	275	Good Speed; Pop Count=2
Long Bow	VI	Arrow	Gold, Wood	17	190	

Unit Name	Epoch	Weapon	Cost	Attack	HP Points	Special
Clay Men	I	Shock	Food, Iron	4	135	
Rock Thrower	I	Shock	Food, Gold	5	75	
Spear Man	II	Pierce	Food, Iron	15	85	Anti-Walls/Towers/Buildings
Sampson	II	SW	Gold, Wood	60	105	
Mace Man	III	Shock	Food, Iron	13	150	
Short Sword	IV	Shock	Food, Iron	15	215	
Phalanx	IV	Pierce	Food, Iron	24	155	
Barbatian	V	Shock	Food, Iron	16	250	May walk through forests
Viking	V	Shock	Food, Iron	10	185	Stealthy; Good against ranged units
Long Sword	VI	Pierce	Food, Iron	20	400	
Pike Man	VI	Pierce	Food, Iron	40	240	

Unit Name	Epoch	Weapon	Cost	Attack	HP Points	Special
Arquebus	VII	Gun	Food, Iron	44	270	
Musketer	VII	Gun	Food, Iron	44	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	355	Flies over walls; Strong vs. early Tanks; Splash damage
Medic - Imperial	VIII	None	Food, Gold	0	360	Heal units
Elite Guard	IX	Shock	Food, Gold	65	355	Bonus vs. enemy Infantry
Grenadier	IX	Gun	Food, Iron	44	390	
Patriot	IX	Gun	Food, Iron	20	325	Path through forests; Can shoot air units
Doughboy	X	Gun	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	X	None	Food, Gold	0	425	Heals units
Medic - Digital	XI	None	Food, Iron	0	470	Heals units
Bazooka	XI	AT	Food, Gold	20	625	Anti-Tank
Flame Thrower	XI	SW	Food, Gold	25	430	Good against buildings
Single Soldier	XI	AA	Food, Gold	55	265	Anti-Air
Heavy Mortar	XI	PW	Food, Gold	120	425	Long range; Splash damage
Sentinel	XIII	Laser	Food, Gold	62	600	Heals units
Medic - Digital	XIII	None	Food, Gold	0	630	Heals units
Guardian	XIV	Laser	Food, Iron	74	800	

Unit Name	Epoch	Weapon	Cost	Attack	HP Points	Special
Horsman	II	Shock	Food, Gold	17	240	Pop Count=2
Brecon Cavalry	IV	Pierce	Food, Gold	23	290	Pop Count=2
War Elephant	IV	Shock	Food, Gold	23	600	Slow Speed; many HP; Does 2 damage to adjacent units; Pop Count=2
Catapult	V	Shock	Food, Gold	24	440	Pop Count=2
Warrior Cavalry	V	Pierce	Food, Gold	18	225	Pop Count=2
Knight	V	Pierce	Food, Gold	38	400	Pop Count=2
Courasor	VII	Shock	Food, Gold	40	605	Pop Count=2
Carabazier	VIII	Shock	Food, Gold	55	620	Pop Count=2
Dragon	IX	Shock	Food, Gold	65	480	Pop Count=2
Imperial Crusader	IX	Shock	Food, Gold	60	655	Pop Count=2

Unit Name	Epoch	Weapon	Cost	Attack	HP Points	Special
Stone Thrower	IV	PW	Gold, Wood	65	180	Good against massed units
Slingshot	IV	SW	Gold, Wood	95	675	
Capibut	IV	SW	Gold, Wood	85	160	Anti-Walls/Towers/Buildings/Ships; Pop Count=2
Ram	IV	SW	Gold, Wood	125	275	Anti-Walls/Towers/Buildings
Battering Ram	V	SW	Gold, Wood	75	265	Good against massed units; Pop Count=2
Heavy Siege Tower	VI	None	Gold, Wood	0	720	Transport units over walls
Tribulizer	VI	SW	Gold, Wood	150	215	Anti-Walls/Towers/Buildings/Ships; Pop Count=2
Heavy Ram	VI	SW	Gold, Wood	200	325	Anti-Walls/Towers/Buildings

Unit Name	Epoch	Weapon	Cost	Attack	HP Points	Special
Gulverin Cannon	VI	PW	Iron, Wood	80	215	Anti-Infantry (when massed); Pop Count=2
Basilisk Cannon	VII	SW	Food, Iron	145	360	Anti-Walls/Towers/Buildings/Ships; Pop Count=2
Bombard	VIII	SW	Iron, Wood	145	175	Low Line of Sight; but Long Range; Does Splash Damage; Pop Count=2
Bronze Cannon	IX	PW	Iron, Wood	90	280	Anti-Infantry (when massed); Pop Count=2
Sapphirine Cannon	IX	SW	Food, Iron	250	405	Anti-Walls/Towers/Buildings/Ships; Pop Count=2
Strom AT Gun	X	AT	Gold, Wood	35	440	Anti-Tank
Howitzer Cannon	X	SW	Iron, Wood	250	500	Anti-Walls/Towers/Buildings/Ships; 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/Ships; 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

Unit Name	Epoch	Type	Cost	Attack	HP Points	Special
Fishing Boat	I	FB	Wood	0	120	
Transport Ratt	II	T	Wood	0	120	Transports up to 10 units over water
War Ratt	II	T	Iron, Wood	12	220	
Transport - Copper	III	T	Wood	0	200	Transports up to 10 units over water
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	
Frigate - 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	380	Transports up to 12 units over water
Frigate - Byzantine	V	F	Iron, Wood	21	400	
Battleship - Byzantine	V	B	Gold, Wood	90	1560	
Galley - Byzantine	V	G	Iron, Wood	9	440	
Frigate - Middle	VI	F	Iron, Wood	25	540	
Battleship - Middle	VI	B	Gold, Wood	108	2025	
Galley - Renaissance	VI	G	Iron, Wood	11	575	
Frigate - Renaissance	VI	F	Iron, Wood	33	625	
Battleship - Renaissance	VII	B	Gold, Wood	150	2450	
Galley - Renaissance	VII	G	Iron, Wood	16	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	
Galloon - Imperial	VIII	G	Iron, Wood	18	825	
Battleship - Royal	IX	B	Gold, Wood	30	1450	Can shoot aircraft
Frigate - Royal	IX	F	Iron, Wood	51	1080	
Battleship - Royal	IX	B	Gold, Wood	200	4525	
Galloon - Royal	IX	G	Iron, Wood	24	1100	
Transport - Atomic	X	T	Wood	0	750	Transports up to 14 units over water
Good Hope	X	SW	Iron, Wood	85	1380	
Dreadnought	X	B	Gold, Wood	230	5750	
Darco Cruiser	X	C	Gold, Wood	70	2300	Anti-Aircraft
U-Boat	X	B	Gold, Wood	130	1000	
Fighting Boat - Trawler	XI	FB	Wood	0	700	
Frigate - Warrington	XI	F	Iron, Wood	68	1600	
Bismarck	XI	B	Gold, Wood	278	6625	
Enterprise Carrier	XI	AC	Gold, Wood	0	6000	Builds, repairs, and launches carrier-based fighters/bombers; Pop Count=2
Nauka	XII	S	Iron, Wood	200	1350	Nuclear Powered Sub - good against all land units and buildings; Low LOS
Galloon - Digital	XIII	FB	Wood	0	900	Transports up to 14 units over water
Fighting Boat	XIII	FB	Wood	0	900	
Avenger	XIII	AT	Gold, Wood	0	920	
Juggernaut	XIII	F	Iron, Wood	210	2120	
Leviathan	XIII	B	Gold, Wood	380	8600	
Sagittarian	XIII	C	Gold, Wood	110	3800	Anti-Aircraft
Nessus Carrier	XIII	AC	Gold, Wood	0	8000	Builds, repairs, and launches carrier-based fighters/bombers; Pop Count=2
Hannenhed	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

Unit Name	Epoch	Weapon	Cost	Attack	HP Points	Special
APV	X	AP	Food, Iron	85	456	Good against Tanks; Pop Count=2
MeV	X	HE	Food, Iron	85	315	Good against Infantry; Pop Count=2
Halfrack	X	AA	Food, Iron	50	450	Anti-Aircraft
Parazer	XI	AP	Food, Iron	100	500	Good against Tanks; Pop Count=2
Shurman	XI	HE	Food, Iron	100	450	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	650	Pop Count=2
Skywatcher	XIII	AA	Food, Iron	100	575	Anti-Aircraft
Centurion	XIV	Laser	Food, Iron	145	750	Pop Count=2

Unit Name	Epoch	Weapon	Cost	Attack	HP Points	Special
Fokker DR-1	X	FB	Gold, Iron	18	250	
Sopwith	X	F	Gold, Iron	17	425	
Gotha	X	B	Gold, Iron	100	850	
ME 109	XI	F	Gold, Iron	22	425	
ME 262	XI	FB	Gold, Iron	28	500	
Spitfire	XI	F	Gold, Iron	23	500	
P-51	XI	F	Gold, Iron	28	580	
HE 111	XI	B	Gold, Iron	120	1100	
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