

#### UNITS

	EROCT	Weape	Cost	ATTACK	HIP	res .
Unit Name						
Citizen	Al	Varied	Food	4	65	Construct, repair, gather resources; Needed for TC and Capitol Building
Priest	Al		Food, Gold	0	100	Converts enemies; Trained at Temple
Prophet	All		Food, Gold	0	150	Casts calamities; Pop Count+5; Trained at Temple
Canine Scout	All		Food	0	60	No attack, good for scouting
Balloon	IX, X		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
Gilgamesh	III	Shock	Food, Iron	41	1275	Warrior – Strong fighter; Provides morale to troops
Alexander the Great	IV	Shock	Food, Gold	14	1235	Strategist - Restores health to troops; Battle Cry demoralizes enemies
Hannibal	IV	Shock	Food, Iron	46	1800	Warrior – Strong fighter; Provides morale to troops
Charlemagne	V	Shock	Food, Gold	16	1575	Strategist - Restores health to troops; Battle Cry demoralizes enemies
Julius Caesar	V	Shock	Food, Iron	52	2250	Warrior - Strong fighter; Provides morale to troops
William the Conqueror	VI	Shock	Food, Gold	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	VII	Shock	Food, Iron	90	3270	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
Otto von Bismarck	IX	Gun	Food, Gold	33	3000	Strategist - Restores health to troops; Battle Cry demoralizes enemies
Napoleon	IX	Gun	Food, Iron	140	4245	Warrior - Strong fighter; Provides morale to troops
Givan DeVerran	X	Gun	Food, Gold	43	3330	Strategist - Restores health to troops; Battle Cry demoralizes enemies
Manfred von Richthofen	X	Gun	Food, Iron	150	4740	Warrior - Strong fighter; Provides morale to troops
Erwin Rommel	XI	Gun	Food, Gold	55	3650	Strategist - Restores health to troops; Battle Cry demoralizes enemies
Travis Shackelford	XI	Gun	Food, Iron	160	5235	Warrior - Strong fighter; Provides morale to troops
RW Bresden	XII	Gun	Food, Gold	60	4000	Strategist - Restores health to troops; Battle Cry demoralizes enemies
Dennis St. Albans	XII	Gun	Food, Iron	180	5730	Warrior - Strong fighter; Provides morale to troops
Dr. Alexi Septimus	XIII	Laser	Food, Gold	70	4725	Strategist - Restores health to troops; Battle Cry demoralizes enemies
Molotov	XIII	Laser	Food, Iron	230	5600	Warrior - Strong fighter: Provides morale to troops
Molly Ryan	XIV	Laser	Food, Gold	85	5000	Strategist - Restores health to troops; Battle Cry demoralizes enemies
Cybora Molotoy	XIV	Laser	Food, Iron	360	6075	Warrior - Strong fighter: Provides morale to troops

Unit Name	EROCT	Weator	Cost	<b>ALTACK</b>	HII P	Special
Singer	1	Arrow	Gold, Wood	9	70	Special
Simple Bowman	- "	Arrow	Gold, Wood	9	95	
Javelin Thrower	III	Pierce	Gold, Wood	11	130	
Charlot Archer	IV	Arrow	Gold, Wood	17	180	Good Speed; Pop Count+2
Elephant Archer	IV	Arrow	Food, Gold	25	600	Slow Speed but many Hit Points; Pop Count=2
Composite Bow	V	Arrow	Gold, Wood	13	145	
Pilum	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	

	*	d		.*	HII P	rate .
Unit Name	EROET	Weator	Coest	BITACK	HILL	Special
Club Man	1	Shock	Food, Iron	8	135	
Rock Thrower	1	Shock	Food, Gold	5	75	
Spear Man	II II	Pierce	Food, Iron	15	85	
Sampson	II	SW	Gold, Wood	60	105	Anti-Walls/Towers/Buildings
Mace Man	III	Shock	Food, Iron	13	150	
Short Sword	IV	Shock	Food, Iron	15	215	
Phalanx	IV	Pierce	Food, Iron	24	155	
Barbarian	V	Shock	Food, Iron	16	250	May walk through forests
Viking	V	Shock	Food, Iron	10	160	Stealthy; Good against ranged units
Long Sword	VI	Shock	Food, Iron	29	400	
Pike Man	VI	Pierce	Food, Iron	40	240	

	ERET	Mean	COST	ATTACK	HIP	
Unit Name	48					Special
Arquebus	VII	Gun	Food, Iron	44	270	
Musketeer	VIII	Gun	Food, Iron	44	325	The second secon
Halberdier	VIII	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 Cannoneer	VIII	FW	Food, Gold	65	350	Fires over walls; Strong vs. early Tanks; Splash damage
Medic - Imperial	VIII		Food, Gold	0	360	Heal units
Elite Guard	IX	Gun	Food, Iron	35	350	Bonus vs. enemy Infantry
Grenadier	IX	Gun	Food, Iron	44	390	
Partisan	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	FW	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	52	470	
Bazooka	XI	AT	Food, Gold	20	625	Anti-Tank
Flame Thrower	XI	SW	Food, Gold	25	430	Good against buildings
Stinger Soldier	XII	AA	Food, Gold	55	265	Anti-Air
Heavy Mortar	XII	FW	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	

	*	Weator		*	HI P	gree .
Unit Name	EROCT	Meg	Coex	RITACH	HILL	Special
Horseman		Shock	Food, Gold	17	240	Pop Count+2
Bronze Cavalry	IV	Pierce	Food, Gold	23	290	Pop Count+2
War Elephant	IV	Shock	Food, Gold	23	600	Slow Speed but many Hit Points; Does trample damage to adjacent units; Pop Cour
Cataphract	V	Shock	Food, Gold	24	440	Pop Count+2
Persian Cavalry	V	Pierce	Food, Gold	18	225	Pop Count+2
Knight	VI	Pierce	Food, Gold	38	400	Pap Count+2
Cuirassier	VII	Shock	Food, Gold	40	605	Pop Count+2
Carabineer	VII	Gun	Food, Gold	55	425	Pop Count+2
Dragoon	DX.	Gun	Food, Gold	65	480	Pop Count+2
Imperial Cuirassier	DX.	Shock	Food, Gold	60	655	Pop Count+2

Siege & Artillery	siege & Artillery (Epochs IV-VI)										
Unit Name	EDGET	Weath	Cost	RITAC	HILDS	Special					
Stone Thrower	IV	FW	Gold, Wood	65	180	Good against massed units					
Siege Tower	IV		Gold, Wood	0	675	Transport units over walls					
Catapult	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					
Ballista	VI	FW	Gold, Wood	75	200	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/Ships; Pop Count=2					
Heavy Ram	VI	SW	Gold, Wood	200	325	Anti-Walls/Towers/Buildings					

Siege & Artillery	Siege & Artillery (Epochs VII-XIV)									
Unit Name	EROET	Weaper	Casi	<b>ATTACK</b>	HIP					
Culverin Cannon	VII	FW	Iron, Wood	80	215	Anti-infantry (when massed); Pop Count=2				
Basilisk Cannon	VII	SW	Iron, Wood	145	360	Anti-Walls/Towers/Buildings/Ships; Pop Count+2				
Bombard	VIII	SW	Iron, Wood	140	175	Low Line of Sight, but long Range; Does Splash Damage; Pop Cour				
Bronze Cannon	IX	FW	Iron, Wood	90	280	Anti-Infantry (when massed); Pop Count=2				
Serpentine Cannon	DX.	SW	Iron, Wood	250	405	Anti-Walls/Towers/Buildings/Ships; Pop Count=2				
57mm 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	FW	Iron, Wood	175	225	Anti-Infantry; Pop Count=2				
120mm AT Gun	XII	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	FW	Iron, Wood	200	300	Anti-Infantry; Pop Count=2				

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Ships & Subs						
	ERO	r grip	Mr. Coes	ATTROX	HILPG	
Unit Name	QX.	9.	Co.	6,	140	Special
Fishing Raft		FB	Wood	0	120	
Transport Raft	Ш	T	Wood	0	120	Transports up to 10 units over water
War Raft		F	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	В	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	В	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	
Battleship - Byzantine	V	В	Gold, Wood	90	1560	
Galley - Byzantine	V	G	Iron, Wood	9	440	
Frigate - Middle	VI	F	Iron, Wood	25	540	
Battleship - Middle	VI	В	Gold, Wood	108	2025	
Galley - Middle	VI	G	Iron, Wood	11	575	
Frigate - Renaissance	VII	F	Iron, Wood	33	625	
Battleship - Renaissance	VII	В	Gold, Wood	150	2450	
Galleon - Renaissance	VII	G	Iron, Wood	15	675	
Fishing Boat - Imperial	VIII	FB	Wood	0	420	
Transport - Imperial	VIII	Т	Wood	0	530	Transports up to 14 units over water
Frigate - Imperial	VIII	F	Iron, Wood	38	750	
Battleship - Imperial	VIII	В	Gold, Wood	175	3060	
Galleon - Imperial	VIII	G	Iron, Wood	18	825	
Gunboat Cruiser	VIII	С	Gold, Wood	30	1400	Can shoot aircraft
Frigate - Royal	IX	F	Iron, Wood	51	1060	
Battleship - Royal	IX	В	Gold, Wood	200	4525	
Galleon - 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	1350	
Dreadnought	X	В	Gold, Wood	230	5750	
Dardo Cruiser	X	C	Gold, Wood	70	2300	Anti-Aircraft
LI-Poat	×	8	Iron Wood	130	1000	
Fishing Boat - Trawler	XI	FB	Wood	0	700	
Frigate - Warrington	XI	F	Iron, Wood	68	1600	
Rismarck	XI	B	Gold Wood	276	6625	
Enterprise Carrier	XI	AC:	Gold, Wood	0	6000	Builds, refuels, repairs, and launches carrier-based fighters/bombers; Pop Cour
Nautilus	XII	8	Iron, Wood	200	1350	
Trident	XII	NS	Gold, Iron	800	800	Nuclear Powered Sub - good against all land units and buildings; Low LOS
Fishing Boat - Digital	XIII	FB	Wood	0	900	
Gargantua	XIII	T	Wood	0	920	Transports up to 14 units over water
Juggernaut	XIII	F	Iron, Wood	100	2100	
Leviathan	XIII	B	Gold, Wood	380	8600	
Sagittarian	XIII	C	Gold, Wood	110	3800	Anti-Aircraft .
Nexus Carrier	XIII	AC:	Gold, Wood	0	8000	Builds, refuels, repairs, and launches carrier-based fighters/bombers; Pop Cour
Hammerhead	XIV	S	Iron, Wood	250	1900	and the state of t
Triton	XIV	NS.	Gold, Iron	1000	1000	Nuclear Powered Sub - good against all land units and buildings; Low LOS
IIIOII	AIV	NS	Guid, Iron	1000	1000	reducer Fowered add - good against all land units and buildings; Low LOS

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Unit Name	EROS	alcapor	Cost	PATRICK	HII PC	Special
ATV	X	AP	Food, Iron	85	405	Good against Tanks; Pop Count=2
MkV	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
Gladiator	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

Unit Name	EROS		Coes	RITACY		Special
Fokker DR.1	X	F/B	Gold, Iron	18	350	
Sopwith	X	F	Gold, Iron	17	425	
Gotha	X	В	Gold, Iron	100	850	
ME 109	XI	F/B	Gold, Iron	22	425	
ME 262	XI	F/B	Gold, Iron	26	500	
Spitfire	XI	F	Gold, Iron	23	502	
P-51	XI	F	Gold, Iron	26	550	
HE 111	XI	В	Gold, Iron	120	1100	
B-17	XI	В	Gold, Iron	135	1400	
Typhoon	XI	F/B	Gold, Iron	11	450	Anti-Tank
B-29	XI	AB	Gold, Iron	2200	400	Atomic Bomber
Corsair	XI	F/B	Gold, Iron	12	496	Aircraft Carrier-based Fighter/Bomber
F-117	XII	F/B	Gold, Iron	190	625	
F-15	XII	F	Gold, Iron	236	661	
B-2	XII	В	Gold, Iron	160	1700	
B-52	XII	AB	Gold, Iron	2800	500	Atomic Bomber
A-10	XII	F/B	Gold, Iron	14	575	Anti-Tank
F-14	XII	F/B	Gold, Iron	105	610	Aircraft Carrier-based Fighter/Bomber
Helicopter Transport	XII	н	Gold, Iron	0	550	Helicopter Transport; Transports up to 5 units
Helicopter Gunship	XII	н	Gold, Iron	25	450	Anti-Infantry
Helicopter AT	XII	н	Gold, Iron	75	850	Anti-Tank
Sea King	XII	н	Gold, Iron	400	315	Anti-Submarine; Made at a Naval Yard or Airport
Talon	XIII	F/B	Gold, Iron	227	740	
Jackal	XIII	F	Gold, Iron	285	796	
B-122 Wyvem	XIII	В	Gold, Iron	200	2000	
Titan	XIII	AB	Gold, Iron	3300	600	Atomic Bomber
Avenger	XIII	F/B	Gold, Iron	120	740	Aircraft Carrier-based Fighter/Bomber
Pegasus	XIII	н	Gold, Iron	0	660	Helicopter Transport; Transports up to 10 units
Reaper Gunship	XIII	н	Gold, Iron	35	600	Anti-Infantry
Spectre AT	XIII	н	Gold, Iron	100	1100	Anti-Tank
Sea King II	XIII	н	Gold, Iron	475	450	Anti-Submarine; Made at a Naval Yard or Airport
Phoenix	XIV	F/B	Gold, Iron	265	860	
Nebula	XIV	F	Gold, Iron	338	941	

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Unit Name	4.Rock	E ME	COST	<b>ATTACK</b>	HIPO	Special
Ares	XIII	Combat	Food, Gold	65	1200	Flying Cyber; Self Repair; Pop Count=2
Pandora	XIII	Combat	Food, Gold	67	550	Anti-Infantry; Pop Count=2
Hyperion	XIII	Combat	Food, Gold	105	2200	Walk under water and over cliffs; Pop Count+2
Minotaur	XIII	Combat	Food, Gold	72	1500	Anti-Tank; Pop Count=2
Apollo	XIII	Ultra	Food, Iron	0	2500	Flying Cyber; Diffraction Shield; Repair other Cybers; Ion Pulse; Pop Count-
Furies	XIII	Ultra	Food, Iron	150	900	Self-Destruct; Pop Count+2
Tempest	XIII	Ultra	Food, Iron	115	800	Anti-Matter Storm (Anti-air); Resonator (Anti-land); Pop Count=2
Ares II	XIV	Combat	Food, Gold	75	1500	Same as Ares; Pop Count+2
Pandora II	XIV	Combat	Food, Gold	80	660	Same as Pandora; Pop Count=2
Hyperion II	XIV	Combat	Food, Gold	130	2500	Same as Hyperion; Pop Count=2
Minotaur II	XIV	Combat	Food, Gold	82	1800	Same as Minotaur; Pop Count=2
Zeus	XIV	Combat	Food, Gold	350	2300	Anti-Cyber; Pop Count+2
Hades	XIV	Ultra	Food, Iron	0	1700	Teleport; Time Warp; Nano Virus; Pop Count=2
Poseidon	XIV	Ultra	Food, Iron	0	3000	Walk under water: Refractive Cloak: Assimilate other Cybers: Pop Count-



#### BUILDINGS

## CALAMITIES



Hurricane 100% 100% 100% Malaria 100% Fire Storm 75%	Centers a storm over water that develoatites ships (player can control storm's movement) infects trapped and color-years death. Center and on earby units linktics train in target area, who lose health; Not fatal flavor Buildings and Ships, Can spread to adjacent structures
Malaria 100% Fire Storm 75%	Infects units in target area, who lose health; Not fatal Burns Buildings and Ships; Can spread to adjacent structures
Fire Storm 75%	Burns Buildings and Ships; Can spread to adjacent structures
CVRE	P POWEPS
CIDE	IN I OWERS
Power Name Cyler Name	gr <sup>©</sup> Fffret
Diffraction Shield Apollo	Reduces damage taken by shielded unit
Repair Apollo	Repairs damage taken by snedded drift Repairs damaged Cybers

Apollo								
	Increases damag	e taken by target						
Furies								
Hades	Causes target unit to disappear and reappear several minutes later							
Hades	Teleports Hades anywhere on the map, but Hades takes damage Infected Cybers eventually explode; the virus can spread							
Hades								
Poseidon	Units surrounding the Poseidon are invisible to enemies except at close range							
Poseidon	Takes over enemy Cybers  Causes affected units to take damage proportional to their attack strength							
Tempest								
Tempest	A violent airborne	storm damages nearby aircraft (c	player can control stor	m's movement)				
	Hades Hades Hades Poseidon Poseidon Tempest	Hades Causes target unit Hades Teleports Hades a Hades Infected Cybers e Poseidon Units surrounding Poseidon Takes over enem Tempest Causes affected a	Hades Causes target unit to disappear and reappear seve Hades Teleports Hades anywhere on the map, but Hades Poseidon Hades Ha	Hades Causes target unit to disappear and respons several minutes later Hades Telepost Hades anywhere on the map, but Hades takes damage Hades Infected Cybern eventually explode; the virus can spread Poceadon Telepost				

	UNIT RELATIONSHIP DIAGRAMS  NOTE The dark red arrows indicate battle relationships. For example, Pierce (Spear) weapons, belock (Sword) weapons, Shock bear Arrow, 25 and Arrow bear Herce. Keep in mind, relationships are based on cost and 35								į	
VII Re	enalssance	XIV	Nano Age			Т	Transport			
	iddle Age		Digital Age			S	Submarine (Attack)	300		
V Da	ark Age		Atomic - Modern			NS	Nuclear Sub			
IV Bri	ronze Age		Atomic - WWII	SW	Siege Weapon		Galley/Galleon			
	opper Age				High Explosive		Fishing Boat	н	Helicopter	
	tone Age	IX	Industrial Age	FW	Field Weapon	F	Frigate	F/B	Fighter/Bomber	

## LAND

# SEA













