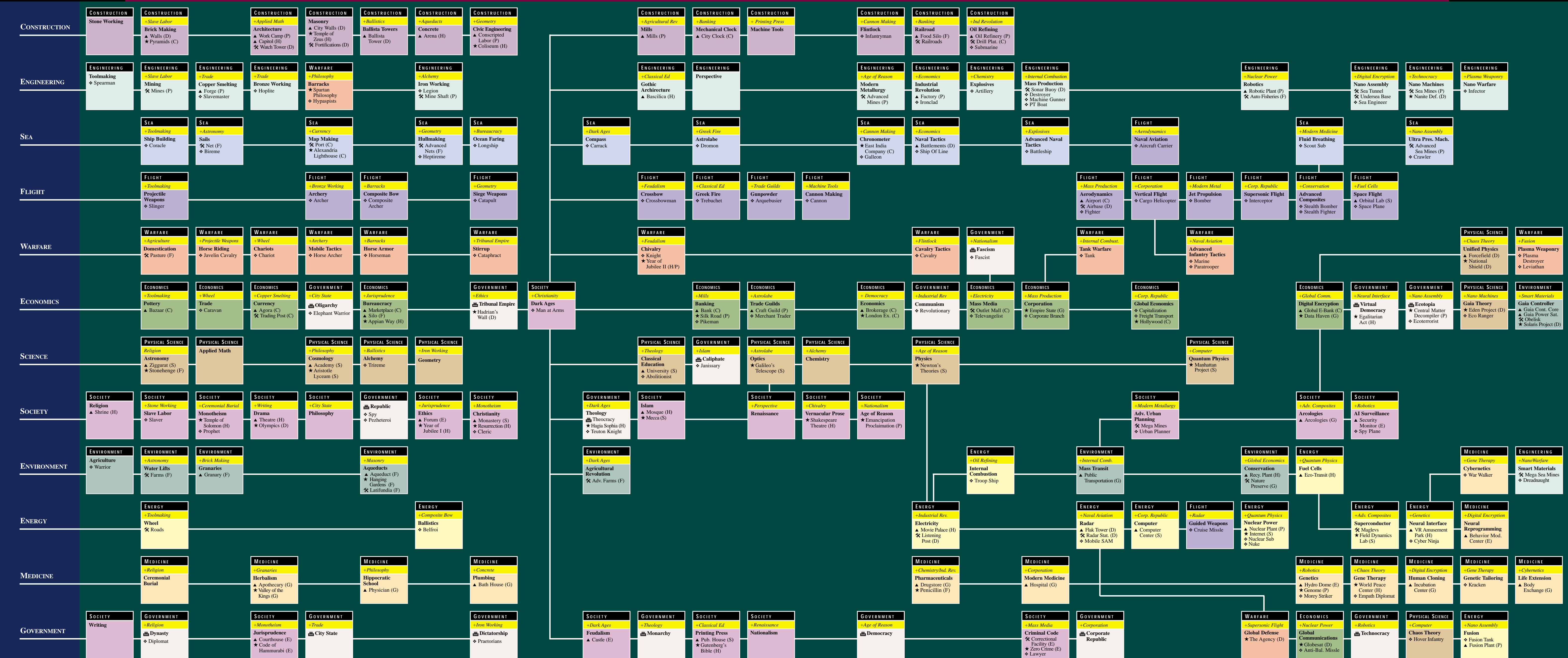


# C R A D L E T E C H T R E E





# LAND UNITS

## ANCIENT AGE

### INFANTRY

Units	Cost	Support	XCost	XSupport	Attack	Range	Defense	HP	FP	Armor	Move	Vision	Available	Obsolete
Spearman	180	1	200	2	10	0	15	10	1	1	1	1	Toolmaking	Bronze Working
Warrior	225	2	250	2	20	0	10	10	1	1	1	1	Agriculture	Barracks
Slinger	275	2	325	3	5	15	5	8	1	1	1	1	Projectile Weapons	Composite Bow
Hoplite	280	2	420	4	15	0	20	12	1	1	1	1	Bronze Working	Dark Ages
Hypaspist	400	4	600	6	25	0	20	12	1	1	1	1	Barracks	Dark Ages
Pezheteroi	300	3	500	5	15	0	25	13	2	1	1	1	Republic	
Archer	400	4	600	6	10	25	10	8	1	1	1	1	Archery	Crossbow
Legion	525	5	800	8	30	0	20	15	2	1	1	1	Iron Working	Banking
Praetorians	600	6	850	8	30	0	25	18	2	1	1	1	Dictatorship	
Comp. Bowman	650	6	1,000	10	10	35	10	10	2	1	1	2	Composite Bow	Flintlock

### FLANKER

Units	Cost	Support	XCost	XSupport	Attack	Range	Defense	HP	FP	Armor	Move	Vision	Available	Obsolete
Javelin Cavalry	275	2	400	4	15	0	10	10	1	1	3	2	Horse Riding	Horse Armor
Chariot (E)	335	3	500	5	20	15	10	10	1	1	2	2	Chariots	Stirrup
War Elephant (E)	400	4	600	6	25	15	10	10	1	1	1	1	Oligarchy	
Mounted Archer	525	5	800	8	15	20	10	10	1	1	4	2	Mobile Tactics	Cavalry Tactics
Horseman	650	6	1,000	10	25	15	15	12	1	1	3	2	Horse Armor	Cavalry Tactics
Cataphract	800	8	1,200	12	30	15	20	15	2	1	4	2	Stirrup	Cavalry Tactics

### BOMBARD

Units	Cost	Support	XCost	XSupport	Attack	Range	Defense	HP	FP	Armor	Move	Vision	Available	Obsolete
Belfroi	525	5	800	8	10	20	10	10	1	1	1	1	Ballistics	Siege Weapons
Catapult	800	8	1,200	12	10	30	15	10	2	1	1	1	Siege Weapons	Cannon Making

## MEDIEVAL/RENAISSANCE AGE

### INFANTRY

Units	Cost	Support	XCost	XSupport	Attack	Range	Defense	HP	FP	Armor	Move	Vision	Available	Obsolete
Man at Arms	620	6	950	9	25	0	30	15	2	1	1	1	Dark Ages	Flintlock
Janissary	675	6	1,050	10	35	0	20	15	2	1	2	2	Caliphate	
Pikeman	750	7	1,100	11	35	0	30	15	2	1	1	1	Banking	Flintlock
Crossbow	800	8	1,200	12	10	35	15	12	2	1	1	2	Crossbow	Flintlock
Arquebusier	800	8	1,200	12	40	20	35	18	2	1	1	2	Gunpowder	Industrial Revolution
Infantryman	1,100	11	1,600	16	50	35	40	18	3	1	1	2	Flintlock	Adv. Infantry Tactics

### FLANKER

Units	Cost	Support	XCost	XSupport	Attack	Range	Defense	HP	FP	Armor	Move	Vision	Available	Obsolete
Knight (E)	850	8	1,300	13	40	0	25	15	2	1	3	2	Feudalism	Cavalry Tactics
Teutonic Knight (E)	650	6	1,000	10	40	15	20	15	2	1	3	2	Theocracy	
Cavalry	1,400	14	2,000	20	45	25	30	18	3	1	5	2	Cavalry Tactics	Tank Warfare

### BOMBARD

Units	Cost	Support	XCost	XSupport	Attack	Range	Defense	HP	FP	Armor	Move	Vision	Available	Obsolete
Trebuchat	1,000	10	1,500	15	10	40	15	10	2	1	1	1	Greek Fire	Cannon Making
Cannon	1,200	12	1,800	18	10	50	15	12	3	1	1	1	Cannon Making	Explosives

## MODERN AGE

### INFANTRY

Units	Cost	Support	XCost	XSupport	Attack	Range	Defense	HP	FP	Armor	Move	Vision	Available	Obsolete
Machine Gunner	1,400	14	2,000	20	60	45	50	20	3	1	2	2	Mass Production	Chaos Theory
Fascist (E)	1,200	12	1,800	18	65	45	45	20	3	1	2	3	Fascism	
Marine (E)	1,750	17	2,500	25	70	40	55	23	3	1	3	2	Adv. Infantry Tactics	
Paratrooper	2,000	20	2,800	28	60	30	45	20	3	1	3	2	Adv. Infantry Tactics	

### FLANKER

Units	Cost	Support	XCost	XSupport	Attack	Range	Defense	HP	FP	Armor	Move	Vision	Available	Obsolete
Tank	2,500	25	3,500	35	60	60	45	20	3	2	7	3	Tank Warfare	Unified Physics

### BOMBARD

Units	Cost	Support	XCost	XSupport	Attack	Range	Defense	HP	FP	Armor	Move	Vision	Available	Obsolete
Artillery	1,750	17	2,500	25	15	70	25	15	3	2	2	2	Explosives	Cybernetics
Mobile SAM	2,300	23	3,300	33	10	80	20	15	3	1	4	3	Radar	

# LAND UNITS

## GENETIC AGE

Units	Cost	Support	XCost	XSupport	Attack	Range	Defense	HP	FP	Armor	Move	Vision	Available	Obsolete
Hover Infantry	2,800	28	4,000	40	85	40	70	25	4	1	5	4	Chaos Theory	
Fusion Tank	6,000	60	8,500	85	70	70	65	25	4	3	8	3	Fusion	
War Walker	4,000	40	5,700	57	55	95	60	25	4	3	5	4	Cybernetics	
Leviathan	9,100	91	13,000	130	90	90	100	30	5	4	3	3	Unified Physics	

# SEA UNITS

## ANCIENT AGE

Units	Cost	Support	XCost	XSupport	Attack	Range	Defense	HP	FP	Armor	Move	Vision	Available	Obsolete
Coracle (t2)	140	1	225	2	10	0	10	10	1	1	2	1	Ship Building	Hullmaking
Bireme (t2)	300	3	450	4	20	0	10	10	1	1	2	1	Sails	Ocean Faring
Tirreme	420	4	630	6	20	15	10	10	1	1	3	1	Alchemy	Compass
Heptreme	600	6	920	9	25	0	15	15	2	1	3	1	Hullmaking	Chronometer

## MEDIEVAL/RENAISSANCE AGE

Units	Cost	Support	XCost	XSupport	Attack	Range	Defense	HP	FP	Armor	Move	Vision	Available	Obsolete
Longship (t2)	650	6	1,000	10	10	0	10	10	1	1	5	2	Ocean Faring	Naval Tactics
Carrack (t5)	525	5	800	8	10	0	10	10	2	1	3	1	Compass	Internal Combustion
Dromon	800	8	1,200	12	30	25	20	15	2	1	4	1	Greek Fire	Naval Tactics
Galleon (t4)	1,000	10	1,400	14	30	35	25	15	3	1	4	2	Chronometer	Mass Production
Ship o Line (t1)	1,400	14	2,000	20	40	45	25	15	3	1	5	2	Naval Tactics	Mass Production

## MODERN AGE

Units	Cost	Support	XCost	XSupport	Attack	Range	Defense	HP	FP	Armor	Move	Vision	Available	Obsolete
Troop Ship (t5)	1,400	14	2,000	20	0	0	10	20	1	1	5	2	Internal Combustion	
Ironclad	1,700	17	2,400	24	40	40	40	18	3	1	4	2	Industrial Revolution	Ad. Naval Tactics
Frigate	2,300	23	3,400	34	50	50	40	20	4	2	7	3	Mass Production	Plasma Weaponry
Destroyer	2,500	25	3,600	36	55	50	45	20	4	2	8	3	Mass Production	Plasma Weaponry
Battleship	4,200	42	6,000	60	65	60	55	20	4	3	6	3	Ad. Naval Tactics	Smart Materials
Aircraft Carrier	3,500	35	5,000	50	30	25	50	20	2	2	6	3	Naval Aviation	

### SEASTEALTH UNITS

Units	Cost	Support	XCost	XSupport	Attack	Range	Defense	HP	FP	Armor	Move	Vision	Available	Obsolete
Submarine	1,700	17	2,400	24	40	40	30	10	3	2	4	2	Oil Refining	Nuclear Power
Nuclear Submarine	2,100	21	3,000	30	50	50	40	15	4	3	5	3	Nuclear Power	Genetic Tailoring

## GENETIC AGE

Units	Cost	Support	XCost	XSupport	Attack	Range	Defense	HP	FP	Armor	Move	Vision	Available	Obsolete
Crawler (t5)	4,500	45	6,300	63	0	0	10	20	1	2	6	3	Ultrapressure Mach.	
Plasma Destroyer	5,200	52	7,500	75	80	80	60	20	4	5	10	4	Plasma Weaponry	
Dreadnaught	7,000	70	10,000	100	100	100	85	25	6	5	7	4	Smart Materials	

### SEASTEALTH UNITS

Units	Cost	Support	XCost	XSupport	Attack	Range	Defense	HP	FP	Armor	Move	Vision	Available	Obsolete
Scout Sub	2,800	28	4,000	40	25	25	25	15	3	1	8	6	Liquid Breathing	
Morey Striker	4,000	40	5,700	57	60	60	80	25	4	4	8	3	Genetics	
Kraken	5,200	52	7,500	75	80	80	60	25	5	5	6	3	Genetic Tailoring	

# AIR UNITS

## MODERN AGE

Units	Cost	Support	XCost	XSupport	Attack	Range	Defense	HP	FP	Armor	Move	Vision	Available	Obsolete
Fighter	1,750	17	2,500	25	50	50	45	20	3	2	8	3	Aerodynamics	Supersonic Flight
Bomber	2,600	26	3,800	38	35	60	35	15	3	2	10	2	Jet Propulsion	Advanced Composites
Interceptor	2,900	29	4,200	42	65	65	65	20	4	2	12	4	Supersonic Flight	AI Surveillance
Cargo Copter (t5)	1,750	17	2,500	25	0	0	10	15	1	1	6	3	Vertical Flight	

# AIR UNITS

## MODERN AGE

### MISSILE UNITS

Units	Cost	Support	XCost	XSupport	Attack	Range	Defense	HP	FP	Armor	Move	Vision	Available	Obsolete
Cruise Missile	2,100	21	3,000	30	65	60	10	10	1	1	10	2	Guided Weapons	
Nuke	4,000	40	6,000	60	1000	0	10	10	1	1	20	2	Nuclear Power	

## GENETIC AGE

Units	Cost	Support	XCost	XSupport	Attack	Range	Defense	HP	FP	Armor	Move	Vision	Available	Obsolete
Space Plane (t5)	2,500	25	3,700	37	0	0	10	15	1	1	15	1	Space Flight	
Stealth Fighter	3,300	33	4,700	47	90	90	80	20	5	3	15	4	Advanced Composites	
Stealth Bomber	3,900	39	5,600	56	80	95	80	20	4	3	10	4	Advanced Composites	
Spy Plane	3,300	33	4,700	47	10	10	20	15	2	2	10	6	AI Surveillance	

# SPECIAL UNITS

## DIPLOMATIC

Units	Cost	Support	XCost	XSupport	Attack	Range	Defense	HP	FP	Armor	Move	Vision	Available	Obsolete
Diplomat	395	3	395	3	0	0	10	10	1	1	1	2	Dynasty	Gene Therapy
Empath Diplomat	1,750	17	2,500	25	0	0	10	10	1	1	3	2	Gene Therapy	

## CITY BUILDERS

Units	Cost	Support	XCost	XSupport	Attack	Range	Defense	HP	FP	Armor	Move	Vision	Available	Obsolete
Nomad	750	0	750	0	0	0	10	10	1	1	1	1		Tribunal Empire
Settler	1,500	15	1,500	15	0	0	15	10	1	1	1	1	Tribunal Empire	Adv. Urban Planning
Urban Planner	4,500	45	4,500	45	0	0	10	10	1	1	2	2	Adv. Urban Planning	
Sea Engineer	5,000	50	5,000	50	0	0	10	10	1	1	4	2	Nano Assembly	