

UNIT UPDATER

<u>ADVANCE</u>	<u>UNIT</u>	<u>UPGRADES TO</u>	<u>COST</u>
BRONZE WORKING	Spearman	Hoplite	280
	Spearman Militia	Hoplite Militia	280
ARCHERY	Slinger	Archer	400
BARRACKS	Warrior	Hypaspists	400
HORSE ARMOR	Javelin Cavalry	Horseman	650
IRON WORKING	Hypaspists	Legion	525
	Hoplite	Legion	525
	Hoplite Militia	Legion Militia	525
STIRRUP	Horseman	Cataphract	800
SIEGE WEAPONS	Belfroi	Catapult	800
HULL MAKING	Coracle	Longship	650
DARK AGES	Legion Militia	Man at Arms Militia	930
GREEK FIRE	Catapult	Trebuchet	1500
	Trireme	Dromon	1200
	Heptireme	Dromon	1200
BANKING	Legion	Pikeman	1125
CROSSBOW	Composite Archer	Crossbowman	1200
	Archer	Crossbowman	1200
FLINTLOCK	Pikeman	Arquebusier	1200
	Man at Arms	Arquebusier	1200
CAVALRY TACTICS	Cataphract	Cavalry	2100
	Knight	Cavalry	2100
RAILROAD	Arquebusier	Infantryman	1650
	Crossbowman	Infantryman	1650
	Man at Arms Militia	Infantryman Militia	1650
EXPLOSIVES	Cannon	Artillery	2550
MASS PRODUCTION	Infantryman	Machine Gunner	2100
	Infantryman Militia	Machine Gunner Militia	2100
	Ironclad	PT Boat	2550
NUCLEAR POWER	Submarine	Nuclear Submarine	3850
SUPERSONIC FLIGHT	Fighter	Interceptor	5100
ADVANCED COMPOSITES	Interceptor	Stealth Fighter	5800
	Bomber	Stealth Bomber	7000
CHAOS THEORY	Machine Gunner	Hover Infantry	5000
PLASMA WEAPONRY	Battleship	Plasma Destroyer	9100
SMART MATERIALS	Plasma Destroyer	Dreadnaught	12250

UNCONVENTIONAL UNITS

RELIGIOUS

PROPHET

Incite Revolution
- *Chance 0.2*
- *Elite Chance 0.3*
- *Death Chance 0.6*
Can Soothsay
Cause Unhappiness
Convert Cities
- *Chance 0.6*
- *Death Chance 0.75*
Indulgence Sales

CLERIC

Can Soothsay
Cause Unhappiness
Convert Cities
- *Chance 0.*
- *DeathChance 0.5*
Indulgence Sales

TELEVANGELIST

Can Soothsay
Cause Unhappiness
Convert Cities
- *Chance 0.75*
- *Death Chance 0.25*
Indulgence Sales

GOVERNMENT SPECIFIC UNITS

ELEPHANT WARRIOR

Oligarchy

PEZHETEROI

Republic

PRAETORIANS

Dictatorship

TEUTONIC KNIGHTS

Theology

JANISSARY

Caliphate

FASCIST

Fascism

ECO-RANGER

Ecotopia

DIPLOMATIC

DIPLOMAT

Throw Party
Investigate City
- *Chance 0.5*
- *Elite Chance 0.6*
- *Death Chance 0.5*
Plant Nuke
- *Chance 0.1*
- *Escape Chance 0.25*
Steal Technology
- *Random Chance 0.2*
- *Specific Chance 0.1*
- *Death Chance 0.5*

EMPATH DIPLOMAT

Throw Party
Investigate City
- *Chance 0.6*
- *Elite Chance 0.7*
- *Death Chance 0.2*
Plant Nuke
- *Chance 0.25*
- *Escape Chance 0.4*
Steal Technology
- *Random Chance 0.4*
- *Specific Chance 0.2*
- *DeathChance 0.5*

ESPIONAGE

SPY

Investigate City
- *Chance 0.6*
- *Elite Chance 0.7*
- *Death Chance 0.5*
PlantNuke
- *Chance 0.10*
- *Escape Chance 0.25*
Steal Technology
- *Random Chance 0.35*
- *Specific Chance 0.25*
- *Death Chance 0.5*

REVOLUTIONARY

Incite Revolution
- *Chance 0.25*
- *Elite Chance 0.35*
- *Death Chance 0.5*
Investigate City
- *Chance 0.75*
- *Elite Chance 0.85*
- *Death Chance 0.5*
Plant Nuke
- *Chance 0.25*
- *Escape Chance 0.25*
Steal Technology
- *Random Chance 0.45*
- *Specific Chance 0.25*
- *Death Chance 0.5*

CYBER NINJA

Incite Revolution
- *Chance 0.35*
- *Elite Chance 0.5*
- *Death Chance 0.25*
Investigate City
- *Chance 0.85*
- *Elite Chance 0.9*
- *Death Chance 0.25*
Plant Nuke
- *Chance 0.35*
- *Escape Chance 0.5*
Steal Technology
- *Random Chance 0.6*
- *Specific Chance 0.25*
- *Death Chance 0.25*

TERROR

SLAVER

Settler Slave Raids
Slave Raids
- *Chance 0.6*
- *Death Chance 0.75*

ABOLITIONIST

Slave Uprising
Underground Railroad
- *Chance 0.75*
- *Death Chance 0.5*

ECO RANGER

Create Parks

ECO TERRORIST

Assassinate Ruler
- *Chance 0.5*
- *Elite Chance 0.7*
- *Death Chance 0.3*
Nano Terror
- *Chance 0.5*

INFECTOR

Bio Terror
- *Chance 0.75*
Plague
- *Chance 0.5*

ECONOMIC

CORPORATE BRANCH

Cause Unhappiness
Create Franchise
- *Chance 0.75*

LAWYER

Can Injoin