

# 1.31 - UNIT UPDATER INFORMATION

<u>ENABLE 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
ASTROLABE	Trireme	Droman	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
OIL REFINING	Ironclad	Submarine	1700
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
	Machine Gunner Militia	Hover Infantry Militia	5000
PLASMA WEAPONRY	Battleship	Plasma Destroyer	9100
SMART MATERIALS	Plasma Destroyer	Dreadnaught	12250

*Please note - Units that are being transported by another unit wil be lost if the transporting unit is upgraded.*

# 1.31 - 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

## TERROR

### **SLAVER**

Settler Slave Raids  
  
City 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**

Assasinate 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

## ESPIONAGE

### **SPY**

Investigate City  
- *Chance 0.6*  
- *Elite Chance 0.7*  
- *Death Chance 0.5*

Steal Technology  
- *Random Chance 0.35*  
- *Specific Chance 0.25*  
- *Death Chance 0.5*

Assasinate Ruler  
- *Chance 0.4*  
- *Elite Chance 0.5*  
- *Death Chance 0.9*

### **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*

## DIPLOMATIC

### **DIPLOMAT**

Throw Party  
  
Investigate City  
- *Chance 0.3*  
- *Elite Chance 0.5*  
- *Death Chance 0.3*

### **EMPATH DIPLOMAT**

Throw Party  
  
Investigate City  
- *Chance 0.6*  
- *Elite Chance 0.7*  
- *Death Chance 0.2*

## GOVERNMENT SPECIFIC UNITS

### **ELEPHANT WARRIOR**

Oligarchy

### **PEZHETEROI**

Republic

### **PRAETORIANS**

Dictatorship

### **TEUTONIC KNIGHTS**

Theology

### **JANISSARY**

Caliphate

### **FASCIST**

Fascism

### **ECO-RANGER**

Ecotopia

# 1.31 - GOVERNMENT COMPARISON

	<u>Food</u>	<u>Production</u>	<u>Gold Savings</u>	<u>Science</u>	<u>Martial Law</u>	<u>Max Units</u>	<u>City Cap</u>
Anarchy	-9	72	52	0	+1	4	75

## ANCIENT

	<u>Food</u>	<u>Production</u>	<u>Gold Savings</u>	<u>Science</u>	<u>Martial Law</u>	<u>Max Units</u>	<u>City Cap</u>
Tyranny	25	90	28	38	+1	3	10
Dynasty	43	98	32	59	+1	3	10
City State	46	104	24	84	+1	2	15

## CLASSICAL

	<u>Food</u>	<u>Production</u>	<u>Gold Savings</u>	<u>Science</u>	<u>Martial Law</u>	<u>Max Units</u>	<u>City Cap</u>
Oligarchy	58	132	53	77	+2	1	20
Republic	59	113	18	108	+1	1	20
Dictatorship	60	153	35	72	+1	3	25
Tribunal Empire	69	136	39	90	+1	2	30

## MEDIEVAL

	<u>Food</u>	<u>Production</u>	<u>Gold Savings</u>	<u>Science</u>	<u>Martial Law</u>	<u>Max Units</u>	<u>City Cap</u>
Theocracy	78	120	41	98	+1	1	30
Monarchy	67	152	46	79	+1	2	35
Caliphate	67	137	41	107	+1	1	40

## MODERN

	<u>Food</u>	<u>Production</u>	<u>Gold Savings</u>	<u>Science</u>	<u>Martial Law</u>	<u>Max Units</u>	<u>City Cap</u>
Democracy	90	147	30	124	0	0	50
Communism	78	171	57	94	+1	2	50
Fascism	82	148	43	107	+1	2	50

## FUTURE

	<u>Food</u>	<u>Production</u>	<u>Gold Savings</u>	<u>Science</u>	<u>Martial Law</u>	<u>Max Units</u>	<u>City Cap</u>
Corporate Republic	74	184	32	142	0	0	55
Technocracy	138	197	0	180	+1	1	60
Virtual Democracy	157	196	0	180	0	0	65
Ecotopia	132	176	16	190	0	0	70

*Based on a pop. 10 city.*