

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 (G)	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	25	15	2	1	1	1	Iron Working	Banking
Praetorians (G)	600	6	850	8	30	0	30	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 (G)	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	12	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	30	0	30	15	2	1	1	1	Dark Ages	Flintlock
Janissary (G)	675	6	1,050	10	35	0	30	18	2	1	2	2	Caliphate	
Pikeman	750	7	1,100	11	35	0	35	15	2	1	1	1	Banking	Flintlock
Crossbow	800	8	1,200	12	10	40	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)	900	9	1,400	14	40	0	25	12	2	1	3	2	Feudalism	Cavalry Tactics
Teutonic Knight (G)	700	7	1,100	11	40	15	20	15	2	1	3	2	Theocracy	
Cavalry	1,400	14	2,000	20	45	25	30	15	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 (G)	1,200	12	1,800	18	65	45	45	23	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
Trireme	420	4	630	6	20	15	10	13	1	1	3	1	Alchemy	Compass
Heptireme	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	