


















Unit	Cost/Movement	In Battle	Notes
	Settler Cost: 5g per era Movement: 2	Cannot battle, automatically destroyed	Can be exchanged for a village to create a settlement
	Swordsman Ancient Infantry Cost: 5g Movement: 1	Roll 1 die 	+1 vs. Artillery
	Horseman Ancient Cavalry Cost: 5g Movement: 1	Roll 1 die 	+1 vs. Infantry
	Catapult Ancient Artillery Cost: 5g Movement: 1	Roll 1 die 	+1 vs. Cavalry
	Galley Ancient Fleet Cost: 10g Movement: 1	Roll 1 die 	Can move up to 3 armies and/or settlers
	Man-at-Arms Medieval Infantry Cost: 10g Movement: 1	Roll 2 dice 	+2 vs. Artillery
	Knight Medieval Cavalry Cost: 10g Movement: 1	Roll 2 dice 	+2 vs. Infantry
	Catapult Medieval Artillery Cost: 10g Movement: 1	Roll 2 dice 	+2 vs. Cavalry
	Caravel Medieval Fleet Cost: 20g Movement: 2	Roll 2 dice 	Can move up to 3 armies and/or settlers

Unit	Cost/Movement	In Battle	Notes
	Musketman Industrial Infantry Cost: 15g Movement: 1	Roll 3 dice 	+3 vs. Artillery
	Dragoon Industrial Cavalry Cost: 15g Movement: 1	Roll 3 dice 	+3 vs. Infantry
	Canon Industrial Artillery Cost: 15g Movement: 1	Roll 3 dice 	+3 vs. Cavalry
	Frigate Industrial Fleet Cost: 30g Movement: 2	Roll 3 dice 	Can move up to 3 armies and/or settlers
	Machinegunner Modern Infantry Cost: 20g Movement: 1	Roll 4 dice 	+4 vs. Artillery
	Tank Modern Cavalry Cost: 20g Movement: 1	Roll 4 dice 	+4 vs. Infantry
	Howitzer Modern Artillery Cost: 20g Movement: 1	Roll 4 dice 	+4 vs. Cavalry
	Battleship Modern Fleet Cost: 40g Movement: 3	Roll 4 dice 	Can move up to 3 armies and/or settlers
	Fighter Modern Aircraft Cost: 40g Movement: 3	+1 to dice roll of unit that aircraft is supporting	Cannot be stopped for battle