

# NEOLITHIC

# ANCIENT ERA

# CLASSICAL ERA

# MEDIEVAL ERA

# EARLY MODERN ERA

# INDUSTRIAL ERA

# CONTEMPORARY ERA

## LAND UNITS

## LAND UNITS

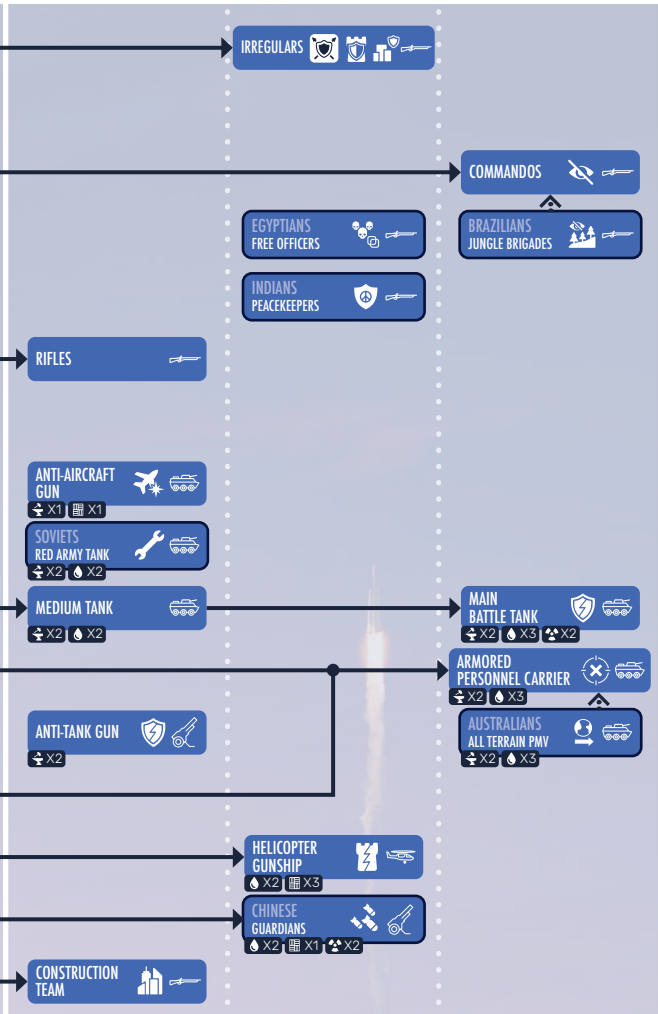
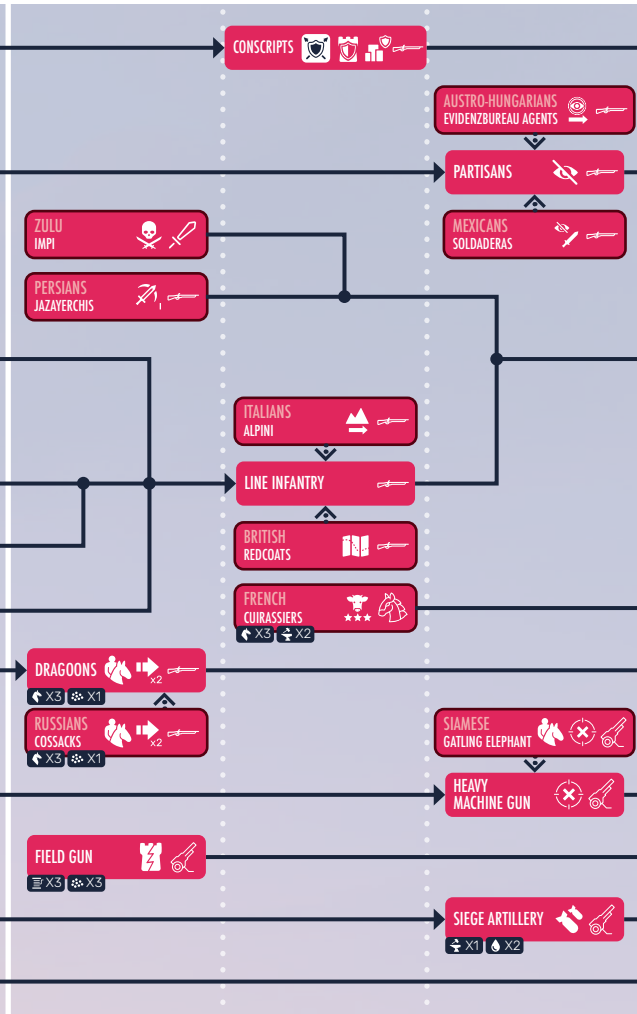
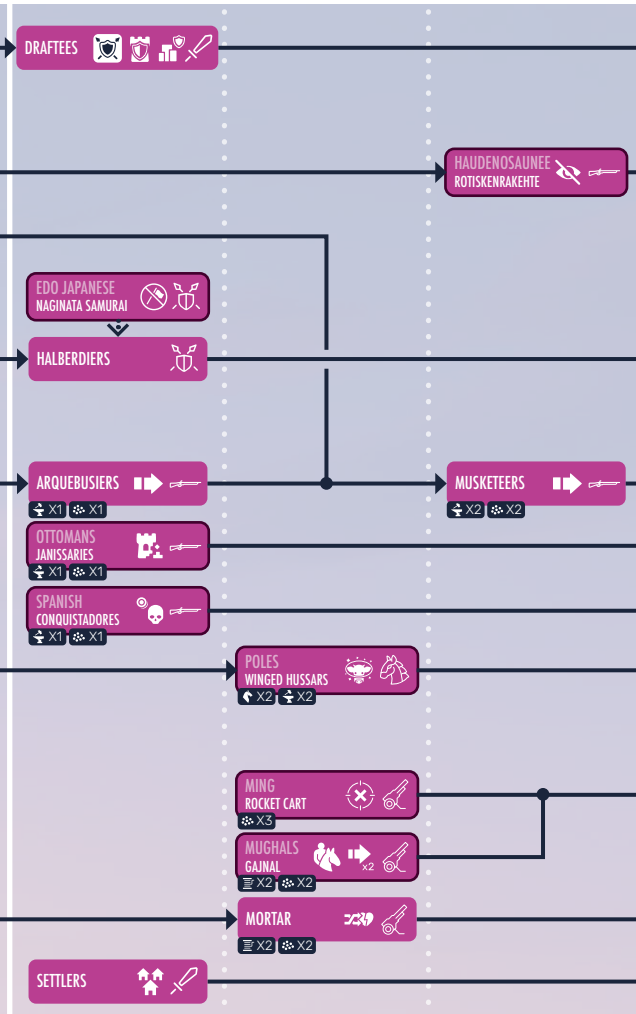
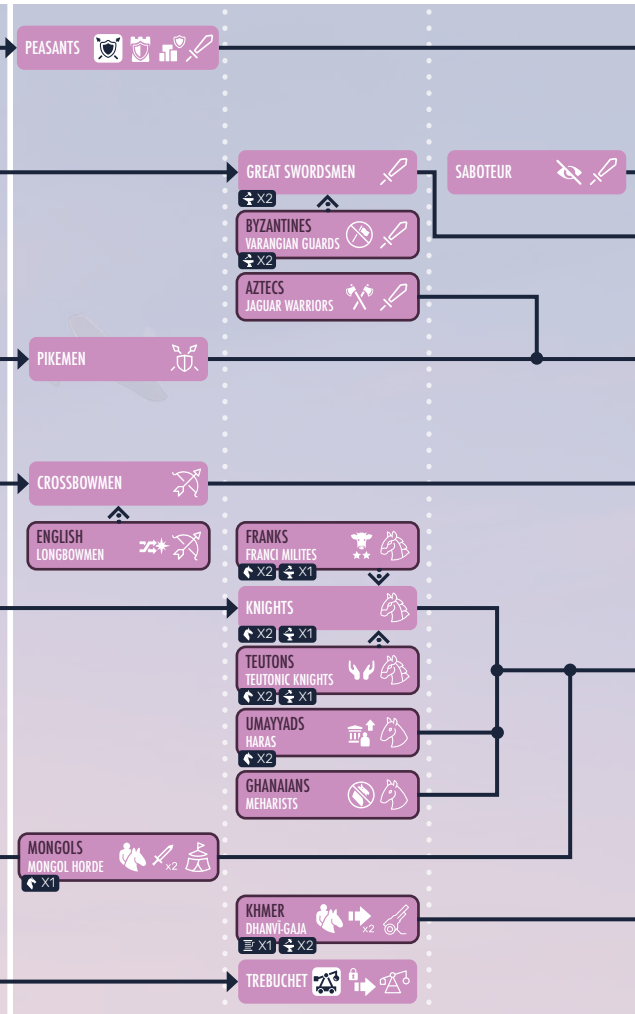
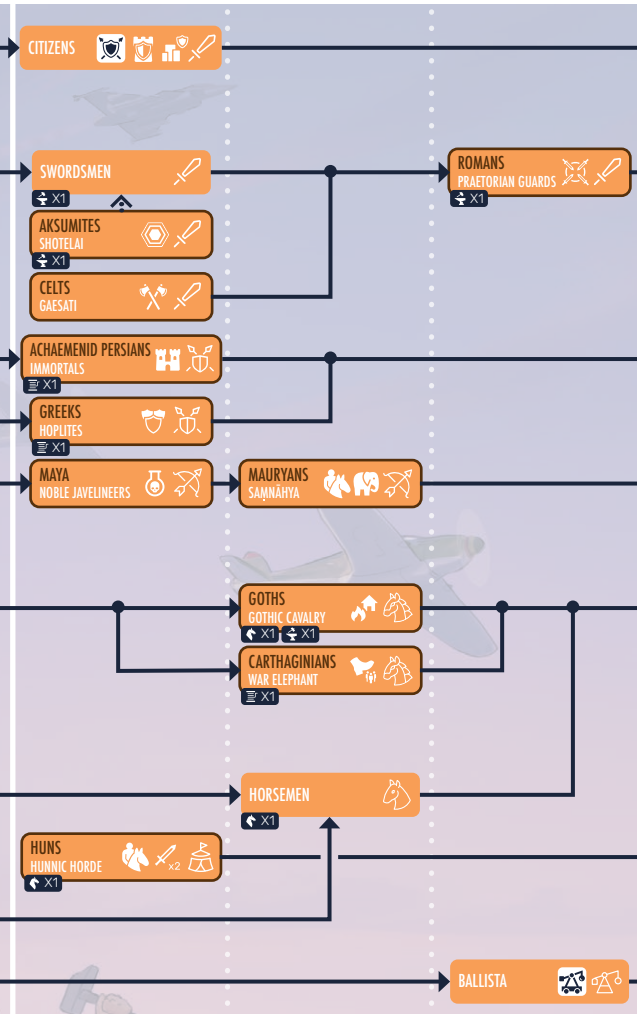
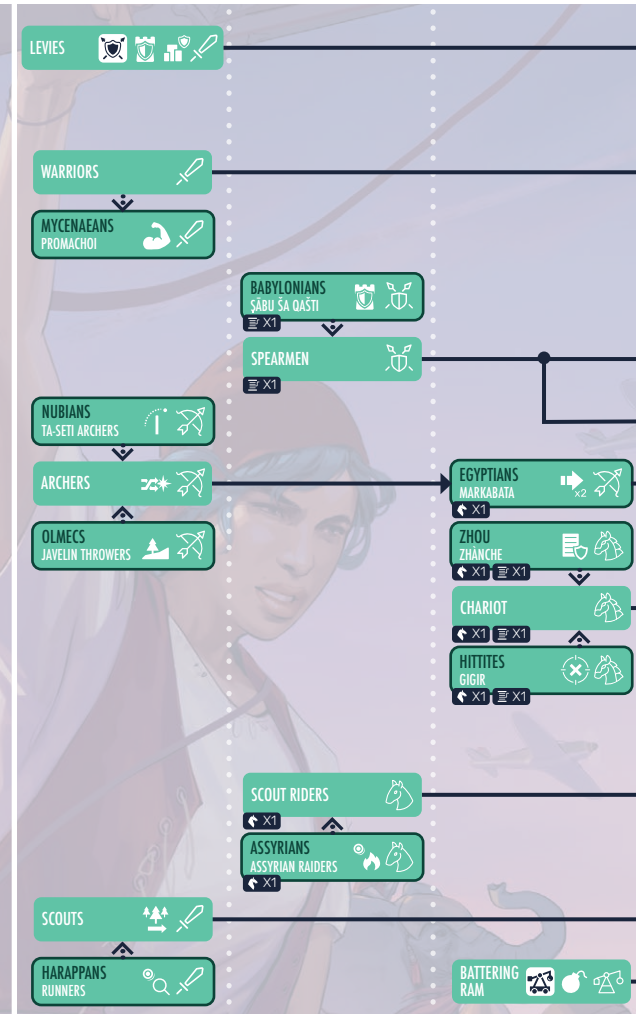
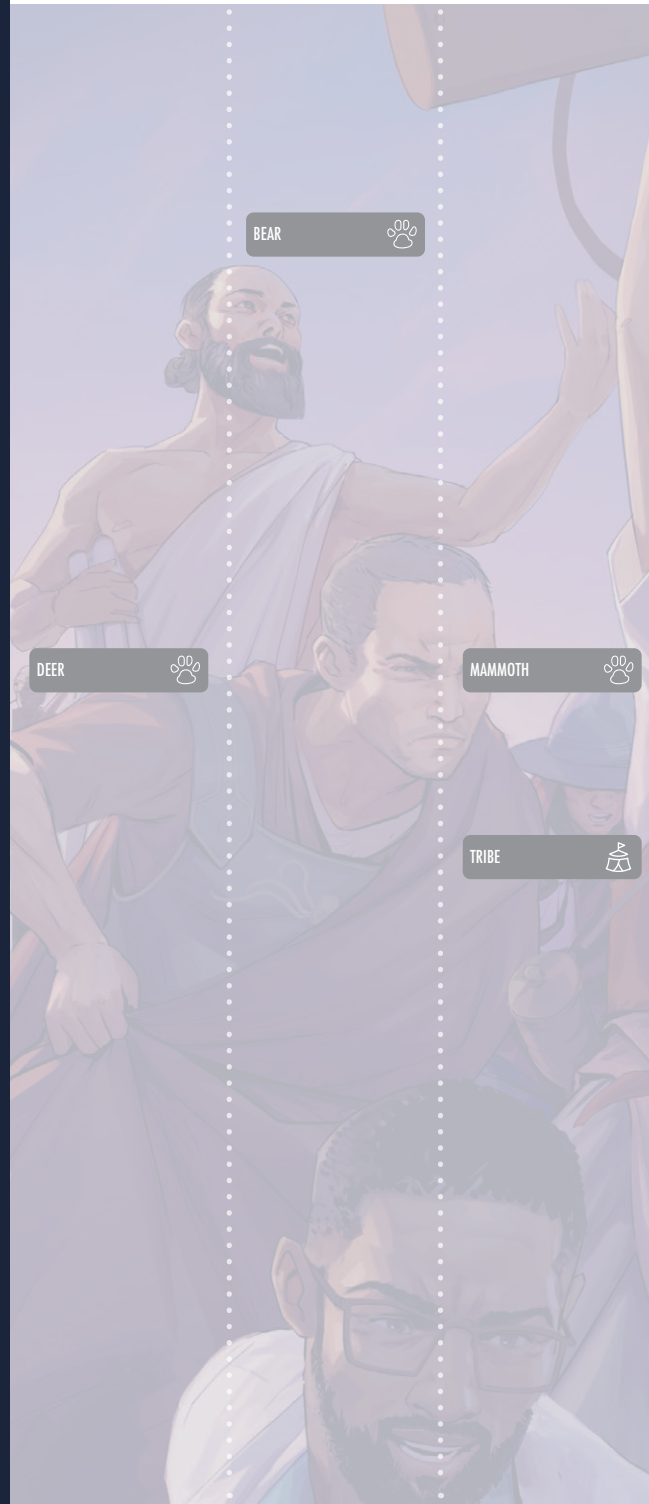
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## NAVAL UNITS

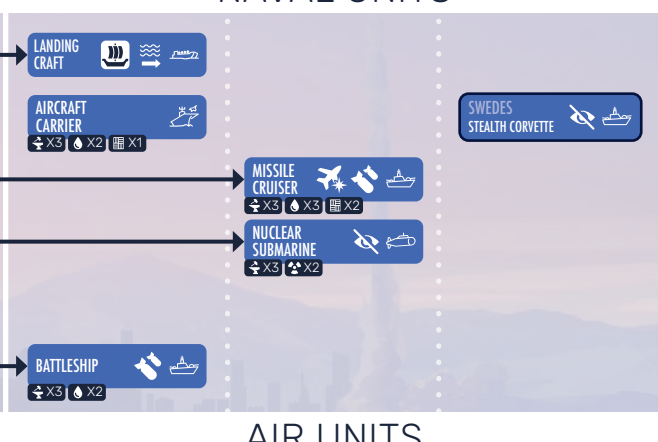
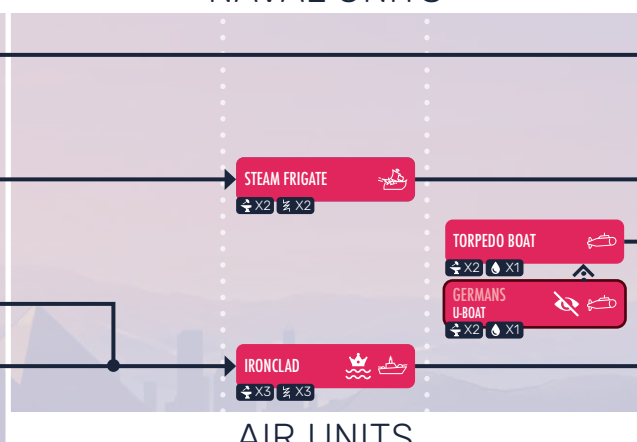
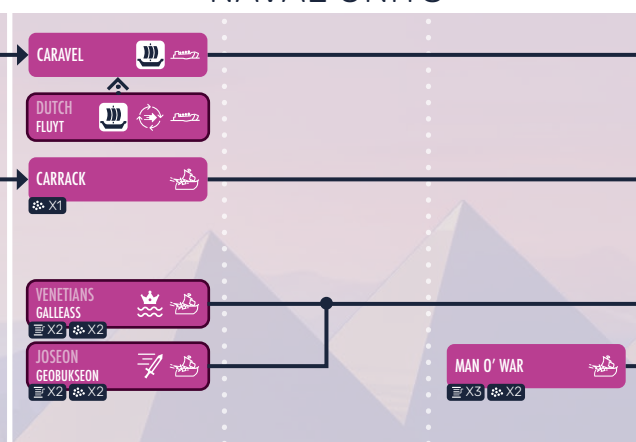
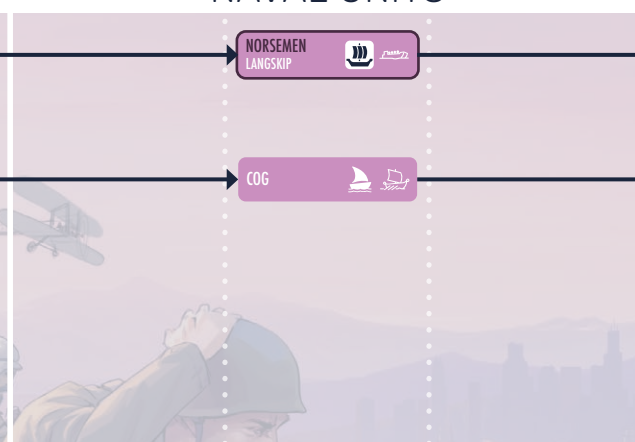
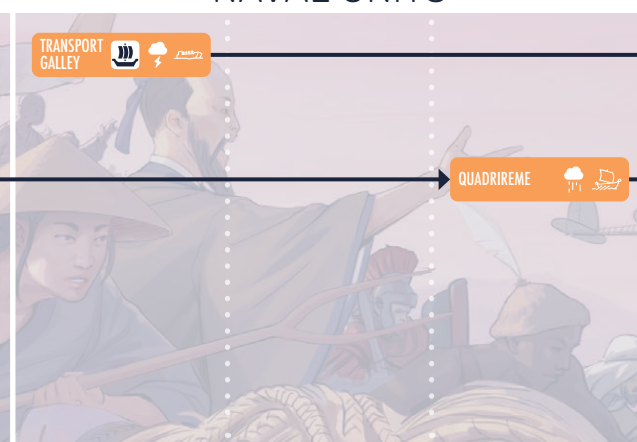
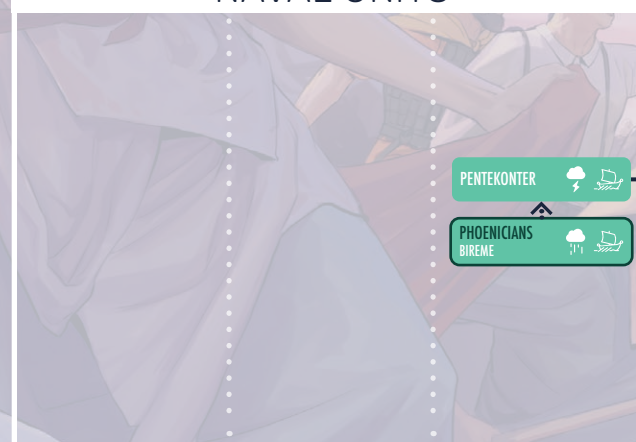
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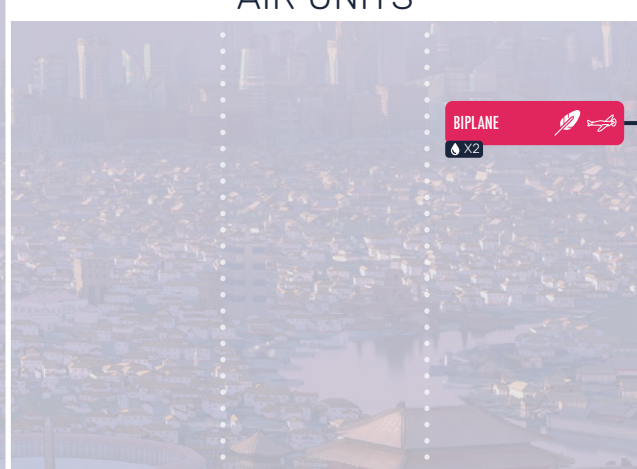
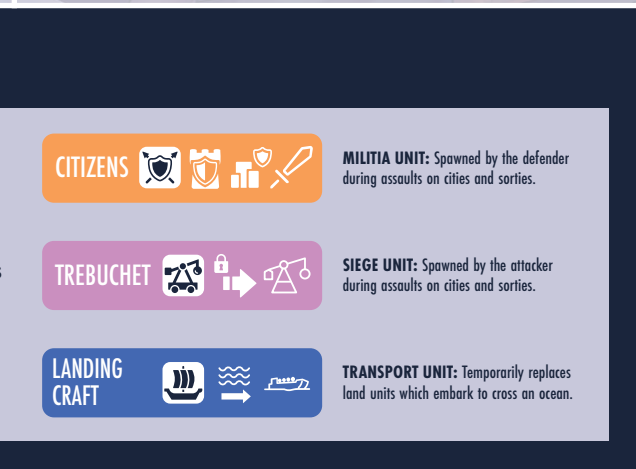
## NAVAL UNITS

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## AIR UNITS

## AIR UNITS



## LEGEND

**THE CULTURE THAT UNLOCKS THE UNIT (OPTIONAL)**  
**THE UNIT'S SPECIAL ABILITY (OPTIONAL)**  
**THE NAME OF THE UNIT**  
**RESOURCES REQUIRED TO BUILD THE UNIT (OPTIONAL)**  
**THE UNIT'S CLASS**  
**CIVILIZATION-SPECIFIC UNITS HAVE A DARK OUTLINE**

**CITIZENS** (MILITIA UNIT)  
**TREBUCHET** (SIEGE UNIT)  
**LANDING CRAFT** (TRANSPORT UNIT)

**MILITIA UNIT:** Spawned by the defender during assaults on cities and sorties.  
**SIEGE UNIT:** Spawned by the attacker during assaults on cities and sorties.  
**TRANSPORT UNIT:** Temporarily replaces land units which embark to cross an ocean.

**REPLACES COMMON UNIT:** Replaces common unit if unlocked through technology and choice of civilization.  
**UPGRADES TO UNIT:** Upgrades to unit if unlocked through technology and choice of civilization.

## RESOURCES

**HORSE:** From great steeds to plough horses, this majestic animal strengthens all man's endeavors.  
**COAL:** A dirty, black rock that burns like logs, coal is the engine of industry.  
**COPPER:** Gatekeeper to the bronze age, copper finds uses in weaponry, coinage, medicine, and decoration.  
**IRON:** Only the hottest fires can free this metal, but iron transforms the tools of industry - and war.  
**SALPETER:** The mother of gunpowder, and an inestimable treasure of leaders.  
**URANIUM:** Fueling nuclear plants and weapons, enriched uranium is a powerful force.

## UNIT CLASSES

**ANIMAL:** Behaves erratically in battle. Can be hunted for food by certain units.  
**NOMADS:** Special unit which can gather food to create more units of the same type.  
**RANGED:** Ranged unit that is weaker against close-ranged attacks.  
**ANTI-CAVALRY:** Close-combat unit, stronger against mounted enemies.  
**CAVALRY:** Fast mounted unit which ignores enemy zones of control.  
**HEAVY CAVALRY:** Fast, hard-hitting mounted unit able to charge enemies.  
**MELEE:** Close-combat unit.  
**GUNNER:** Ranged unit which is stronger when attacking adjacent enemies. Can dig in.  
**SIEGE WEAPON:** Special unit created by besieging forces to damage fortifications.  
**HEAVY WEAPON:** Ranged unit which cannot fire after moving, but can dig in.  
**ARMORED VEHICLE:** Ranged unit with fast movement which is immune to suppression.  
**BOARDING VESSEL:** Close-ranged naval unit. Its target takes damage if it moves.  
**NAVAL TRANSPORT:** Replaces land units which embark to travel across ocean tiles.  
**GUN PLATFORM:** Ranged naval unit that can attack fortifications.  
**TORPEDO VESSEL:** Naval unit. Ignores zones of control. No clear line of fire needed.  
**ARMORED VESSEL:** Ranged naval unit which is immune to suppression.  
**AIRCRAFT CARRIER:** Naval unit which can transport aircraft.  
**FIGHTER AIRCRAFT:** Air unit which can patrol and perform weak air-strikes.  
**BOMBER:** Air unit which can perform effective air-strikes.  
**GUNSHIP:** Ignores terrain penalties and is immune to melee attacks.  
**BALLISTIC MISSILE:** Can perform a single missile-strike action which destroys the unit.  
**MULTIROLE AIRCRAFT:** Air unit which can both patrol and perform effective air-strikes.

## UNIT SPECIALITIES

**LIGHT:** Destroyed if too much damage is taken at once.  
**MOVE AFTER ATTACKING:** Can move after making an attack.  
**FREE RIDER:** Can act a second time after attacking.  
**BOMBARD:** Can damage fortification and use the bombard action. Removes "dug in".  
**MULTI-BOMBARD:** Can use the bombard action twice per turn.  
**CHAMPION:** Stronger when attacking during the first round.  
**MOUNTAINEER:** Can cross mountains and ridges.  
**UNSTOPPABLE:** Stronger when attacking units with a higher combat strength.  
**ANTI-COLONIALISM:** Allied units are stronger when attacking units stronger than them.  
**IMPROVED CHARGE:** Receives double the charge bonus when moving to attack.  
**EXPERT CHARGE:** Receives triple the charge bonus when moving to attack.  
**STUNNING CHARGE:** When moving to attack the target cannot retaliate.  
**ALL-TERRAIN:** Ignores all terrain movement penalties.  
**PATHFINDER:** Ignores movement penalties for forests.  
**INFILTRATOR:** Invisible and ignores hostile zones of control.  
**AMPHIB**



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## TECH TREE

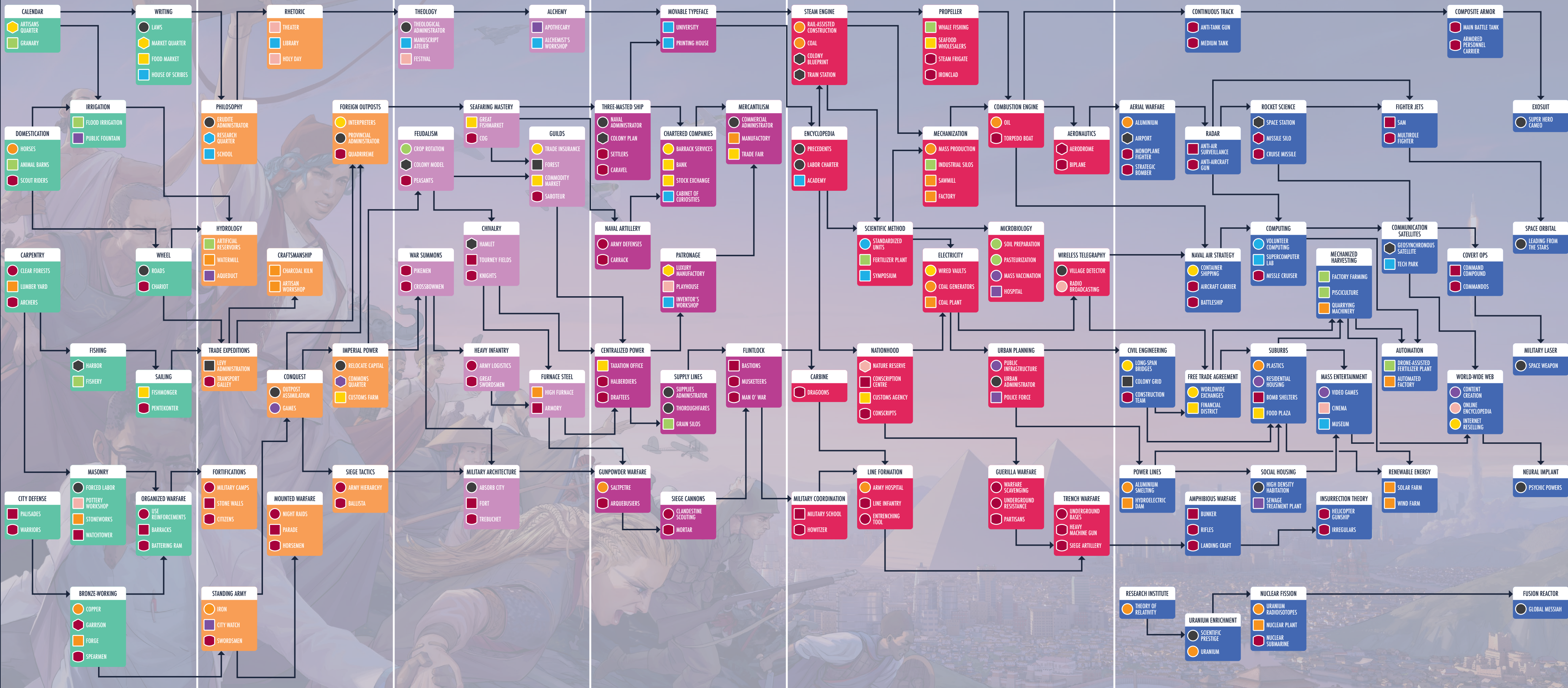
## TECH TREE

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## LEGEND

**UNLOCK TYPE:**

- Circle: Empire Wide
- Hexagon: District
- Square: Infrastructure
- Octagon: Unit

**UNLOCK CATEGORY:**

- Green: Food
- Blue: Science
- Orange: Industry and Strategic Resources
- Yellow: Money and Luxury Resources
- Purple: Stability
- Dark Green: Empire Management
- Red: Military
- Pink: Faith and Influence

**UNLOCK NAME:** (e.g., CARPENTRY, CLEAR FORESTS, LUMBER YARD, ARCHERS)

**UNLOCK CATEGORY:** (e.g., CLEAR FORESTS, LUMBER YARD, ARCHERS)

Enables research of technology the arrow is pointing to.

**AMPLITUDE STUDIOS**

# HUMANKIND™

## TECHNOLOGY & UNIT TREE

**SEGA®**

This poster is based on a work in progress. Some information may not reflect the latest version of the game. MI-5187PS-UK