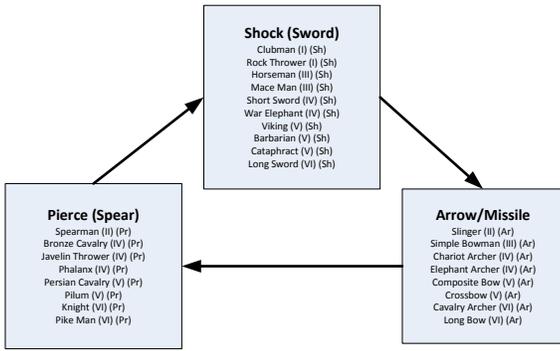
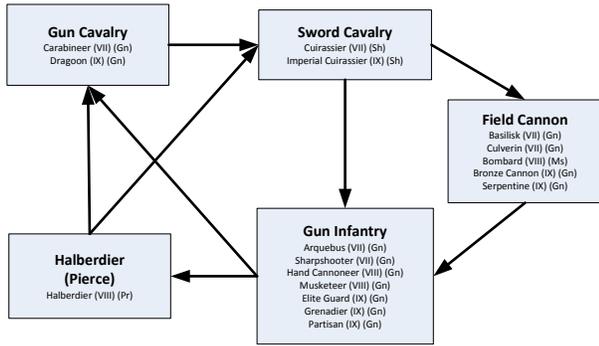


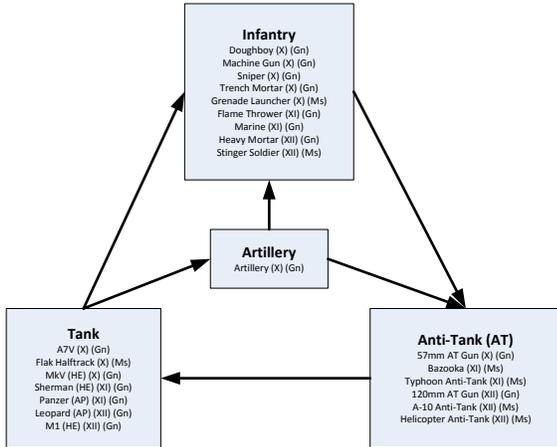
Land: Prehistory (I) – Middle (VI)



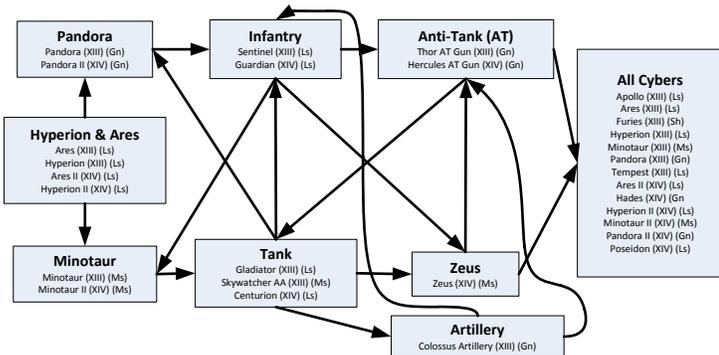
Land: Renaissance (VII) – Industrial (IX)



Land: Atomic WWI (X) – Modern (XII)



Land: Digital (XIII) – Nano (XIV)

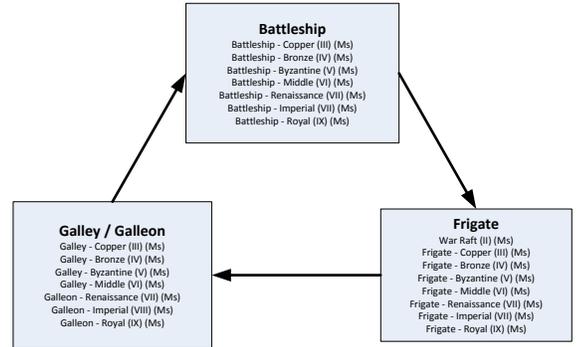


Unit Relationship Diagrams

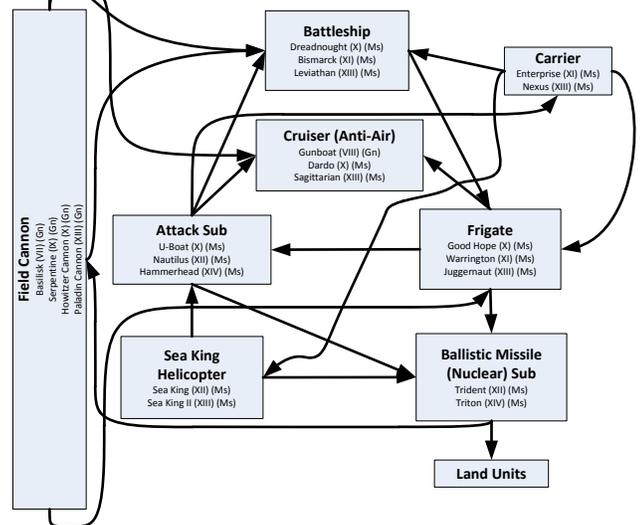
The first set of parentheses lists the epoch in which the unit first becomes available.
 The second set of parentheses describes the attack type
 (Ar = Arrow / Gn = Gun / Ms = Missile / Sh = Shock / Pr = Pierce / Ls = Laser).

Only units that have offensive advantages or disadvantages against other units appear here.
 Siege weapons, civilians and heroes, buildings, towers, unarmed aircraft, animals, unarmed vessels and non-offensive units are not listed.

Sea: Stone (II) – Industrial (IX)



Sea: Atomic WWI (X) – Nano (XIV)



Air: Atomic WWI (X) – Nano (XIV)

