



- Agriculture**
Granaries store crops produced by farms and provide an additional advancement.
- Health**
Hospitals heal land units within their area and perform medical research.
- Education**
Universities produce units in their areas from conversion and perform academic research.
- Navy**
Docks produce both civilian and military vessels. Naval yards produce modern classes of warships. Both facilities can repair naval vessels.
- Religion**
Temples produce Priests and other religious units. Cathedrals can provide a religious advancement.
- Economics & Government**
Settlements are resource-generating and can be upgraded into Town Centers. Town Centers produce food, generate income, and can be upgraded into Capitoles. Capitoles produce citizens and can be upgraded into Citadels. Citadels produce citizens and can be upgraded into Metropolises.
- Infantry**
Barracks produce food soldiers. Melee weapons give way to firearms beginning in the Renaissance.
- Missile Weapons**
Archery ranges produce archers and other ranged units.
- Cavalry**
Stables produce mounted units (except mounted archery).
- Siege & Artillery**
Stone factories produce siege units, components of artillery pieces.
- Aircraft**
Airports produce fighters, bombers, and helicopters. Helicopters require a dock and can be repaired.
- Tanks**
Tank factories produce tanks, heavy assault units, and self-cannons.
- Mechanized Units**
Cyber factories produce Cyber Units: Cybers, Cybers Elite, Cyber Agents, and Cyber Units called Ultra-Cybers.

ADVANCING EPOCHS

To advance from one Epoch to the next a player must build 2 buildings and then expend a quantity of resources.

LEGEND

Buildings, Units, and Technologies are shown in the first Epoch in which they are available. Units with an asterisk (*) are available in every Epoch. (Percentages shown are approximate values.)

EMPIRE EARTH™

TECHNOLOGY TREE

Airport

Mark V (HE)
A7V (AP)
Flak Halftrack (AA)

Tank Factory

Sherman (HE)
Panzer (AP)
Leopard (AP)

Cyber Factory

Apollo
Furies
Tempest

Cyber Lab

Ares
Pandora
Hyperion
Minotaur

Ares II
Pandora II
Hyperion II
Minotaur II
Zeus

Hades
Poseidon

UNITS

Town Center / Capital Units & Temples Units

Unit Name	Epoch	Weapon	Cost	Attack	HP Points	Special
Citizen	I	None	Food	4	66	Special: Repair, gather resources. Needed for TC and Capital Building
Priest	AI	-	Food	0	100	Converts enemies. Trained at Temple
Prophet	AI	-	Food, Gold	0	150	Calls volcanoes. Pop Count=5. Trained at Temple
Caravan Scout	AI	-	Food	60	90	No attack, good for scouting
Balloon	IX, X	-	Gold, Wood	0	600	Hot Air Balloon upgrades to Observation Balloon. Long Line of Sight.
Sargen of Akkad	II	Shock	Food, Iron	12	900	Strategist - Restores health to troops. Battle Cry demoralizes enemies
Hannibal	IV	Shock	Food, Iron	14	1275	Warrior - Strong fighter. Provides morale to troops
Charlemagne	V	Shock	Food, Iron	16	1025	Strategist - Restores health to troops. Battle Cry demoralizes enemies
Julius Caesar	V	Shock	Food, Iron	52	2250	Warrior - Strong fighter. Provides morale to troops
William the Conqueror	VI	Shock	Food, Iron	19	1950	Strategist - Restores health to troops. Battle Cry demoralizes enemies
King of Leakeah	VI	Shock	Food, Iron	60	2775	Warrior - Strong fighter. Provides morale to troops
Isabella	VIII	Shock	Food, Gold	22	2300	Strategist - Restores health to troops. Battle Cry demoralizes enemies
Henry V	VIII	Shock	Food, Gold	36	3225	Warrior - Strong fighter. Provides morale to troops
Elizabeth I	VIII	Shock	Food, Gold	25	2610	Strategist - Restores health to troops. Battle Cry demoralizes enemies
Oliver Cromwell	VIII	Shock	Food, Iron	110	3750	Warrior - Strong fighter. Provides morale to troops
Chester Bonaparte	IX	Shock	Food, Gold	33	3030	Strategist - Restores health to troops. Battle Cry demoralizes enemies
Napoleon	IX	Shock	Food, Iron	140	4245	Warrior - Strong fighter. Provides morale to troops
Givan DeVellan	X	Shock	Food, Gold	43	3330	Strategist - Restores health to troops. Battle Cry demoralizes enemies
King of Hohenzollerns	X	Shock	Food, Gold	150	4740	Warrior - Strong fighter. Provides morale to troops
Erwin Rommel	X	Shock	Food, Gold	55	3650	Strategist - Restores health to troops. Battle Cry demoralizes enemies
Travis Shackford	XI	Shock	Food, Iron	160	5235	Warrior - Strong fighter. Provides morale to troops
Hitler	XI	Shock	Food, Gold	60	4200	Strategist - Restores health to troops. Battle Cry demoralizes enemies
Dennis St. Abaker	XII	Shock	Food, Iron	180	5730	Warrior - Strong fighter. Provides morale to troops
Dr. Alex Septimus	XIII	Laser	Food, Gold	70	4725	Strategist - Restores health to troops. Battle Cry demoralizes enemies
King of the Arctians	XIII	Laser	Food, Gold	225	5925	Warrior - Strong fighter. Provides morale to troops
Molly Ryan	XIV	Laser	Food, Gold	85	5000	Strategist - Restores health to troops. Battle Cry demoralizes enemies
Archers Mikotov	XIV	Laser	Food, Iron	360	6075	Warrior - Strong fighter. Provides morale to troops

Archers

Unit Name	Epoch	Weapon	Cost	Attack	HP Points	Special
Slingshot	I	Arrow	Gold, Wood	9	70	
Simple Bowman	III	Arrow	Gold, Wood	9	95	
Javelin Thrower	III	Pierce	Gold, Wood	11	130	
Charon Archer	IV	Arrow	Gold, Wood	17	195	Good Speed. Pop Count=2
Elephant Archer	IV	Arrow	Food, Gold	25	600	Slow Speed but many HP Points. Pop Count=2
Composite Bow	V	Arrow	Food, Gold	13	145	
Plum	V	Pierce	Gold, Gold	13	155	
Cross Bow	V	Arrow	Gold, Wood	40	125	One shot - one kill vs. Infantry (without improved armor)
Cavalry Archer	VI	Arrow	Gold, Wood	23	275	Good Speed. Pop Count=2
Long Bow	VII	Arrow	Gold, Wood	17	190	

Infantry (Epochs I-VI)

Unit Name	Epoch	Weapon	Cost	Attack	HP Points	Special
Club Man	I	Shock	Food, Iron	4	135	
Rock Thrower	I	Shock	Food, Gold	5	75	
Spear Man	II	Pierce	Food, Iron	15	85	
Sampson	II	SW	Gold, Wood	60	105	Anti-Walls/Towers/Buildings
Mace Man	III	Shock	Food, Iron	13	150	
Short Sword	III	Shock	Food, Iron	15	215	
Platane	III	Pierce	Food, Iron	24	155	Good against all Cavalry
Barbatian	V	Shock	Food, Iron	16	250	One shot - one kill vs. Infantry (without improved armor)
Viking	V	Shock	Food, Iron	10	180	Stealthy. Good against forests
Long Sword	VI	Shock	Food, Iron	29	400	
Pike Man	VI	Pierce	Food, Iron	40	240	

Infantry (Epochs VII-XIV)

Unit Name	Epoch	Weapon	Cost	Attack	HP Points	Special
Arquebusier	VII	Gun	Food, Iron	44	270	
Musketeer	VII	Gun	Food, Iron	44	325	
Halberdier	VIII	Pierce	Food, Iron	40	350	Good against all Cavalry
Sharpshooter	VIII	Gun	Food, Gold	90	315	One shot - one kill vs. Infantry (without improved armor)
Hand Cannonier	VIII	PW	Food, Gold	65	355	Flies over walls. Strong vs. early Tanks. Splash damage
Medic - Imperial	VIII	-	Food, Gold	0	360	Heals units
Elite Guard	IX	Shock	Food, Gold	65	395	Bonus vs. enemy Infantry
Grenadier	IX	Gun	Food, Iron	44	390	
Patriot	IX	Gun	Food, Iron	20	325	Path through forests. Can shoot air units
Doughty	X	Gun	Food, Iron	44	370	
Grenade Launcher	X	AT	Food, Gold	16	525	Anti-Tank
Sniper	X	Gun	Food, Gold	60	405	One shot - one kill vs. Infantry (without improved armor)
Trench Mortar	X	PW	Food, Gold	30	485	Long range. Splash damage
Machine Gun	X	Gun	Food, Gold	16	400	Anti-Infantry
Medic - Atomic	XI	-	Food, Gold	0	425	Heals units
Medic - Digital	XI	Gun	Food, Iron	42	470	Heals units
Bazooka	XI	AT	Food, Gold	20	625	Anti-Tank
Flame Thrower	XI	SW	Food, Gold	25	430	Good against buildings
Sledgehammer	XI	AA	Food, Gold	25	465	Anti-Air
Heavy Mortar	XII	PW	Food, Gold	120	425	Long range. Splash damage
Sentinel	XIII	Laser	Food, Gold	62	600	Heals units
Medic - Digital	XIII	-	Food, Gold	0	630	Heals units
Guardian	XIV	Laser	Food, Iron	74	800	

Cavalry

Unit Name	Epoch	Weapon	Cost	Attack	HP Points	Special
Horsman	II	Shock	Food, Gold	17	240	Pop Count=2
Bronze Cavalry	IV	Pierce	Food, Gold	23	290	Pop Count=2
War Elephant	IV	Shock	Food, Gold	23	600	Slow Speed, but many HP. Does trample damage to adjacent units. Pop Count=2
Catapult	V	Shock	Food, Gold	24	440	Pop Count=2
Warrior Cavalry	V	Pierce	Food, Gold	18	225	Pop Count=2
Knight	V	Pierce	Food, Gold	38	400	Pop Count=2
Curseur	VII	Shock	Food, Gold	40	605	Pop Count=2
Cambeser	VIII	Shock	Food, Gold	15	425	Pop Count=2
Dragon	IX	Shock	Food, Gold	65	480	Pop Count=2
Imperial Cavalry	IX	Shock	Food, Gold	60	665	Pop Count=2

Siege & Artillery (Epochs I-VI)

Unit Name	Epoch	Weapon	Cost	Attack	HP Points	Special
Stone Thrower	IV	PW	Gold, Wood	65	180	Good against massed units
Siege Tower	IV	Shock	Gold, Wood	85	675	Flies over walls. Strong vs. early Tanks. Does splash damage. Pop Count=2
Catapult	IV	SW	Gold, Wood	85	160	Anti-Walls/Towers/Buildings/Ships. Pop Count=2
Ram	IV	Shock	Food, Gold	125	275	Anti-Walls/Towers/Buildings
Ballista	V	SW	Gold, Wood	75	260	Good against massed units
Heavy Siege Tower	VI	-	Gold, Wood	0	720	Transport units over walls
Trebuchet	VI	SW	Gold, Wood	150	215	Anti-Walls/Towers/Buildings/Ships. Pop Count=2
Heavy Ram	VI	SW	Gold, Wood	200	325	Anti-Walls/Towers/Buildings

Siege & Artillery (Epochs VII-XIV)

Unit Name	Epoch	Weapon	Cost	Attack	HP Points	Special
Gunvern Cannon	VII	PW	Iron, Wood	80	215	Anti-Infantry (when massed). Pop Count=2
Basilisk Cannon	VII	SW	Iron, Wood	140	360	Anti-Walls/Towers/Buildings/Ships. Pop Count=2
Bombard	VIII	Shock	Iron, Wood	140	175	Low Line of Sight, but Long Range. Does Splash Damage. Pop Count=2
Bronze Cannon	IX	PW	Iron, Wood	90	280	Anti-Infantry (when massed). Pop Count=2
Sapphirine Cannon	IX	SW	Iron, Wood	250	405	Anti-Walls/Towers/Buildings/Ships. Pop Count=2
Trench AT Gun	X	AT	Gold, Wood	35	440	Anti-Tank
Howitzer Cannon	X	SW	Iron, Wood	250	500	Anti-Walls/Towers/Buildings/Ships. Pop Count=2
Artillery	X	PW	Iron, Wood	175	225	Anti-Infantry. Pop Count=2
Edgren AT Gun	XI	AT	Gold, Wood	44	455	Anti-Tank
Thor AT Gun	XIII	AT	Gold, Wood	52	550	Anti-Tank
Paladin Cannon	XIII	SW	Iron, Wood	425	800	Anti-Walls/Towers/Buildings/Ships. Pop Count=2
Colossus Artillery	XIII	PW	Iron, Wood	300	200	Anti-Infantry. Pop Count=2
Hercules AT Gun	XIV	AT	Gold, Wood	62	680	Anti-Tank

Ships & Sub

Unit Name	Epoch	Type	Cost	Attack	HP Points	Special
Fishing Boat	I	FB	Wood	0	120	
Transport Ratt	II	T	Wood	0	120	Transports up to 14 units over water
War Rat	II	T	Iron, Wood	12	220	
Transport - Copper	III	T	Wood	0	200	Transports up to 10 units over water
Frigate - Copper	III	F	Iron, Wood	15	240	
Battleship - Copper	III	B	Gold, Wood	62	900	
Galley - Copper	III	G	Iron, Wood	6	290	
Fishing Boat - Bronze	IV	FB	Wood	0	280	
Frigate - Bronze	IV	F	Iron, Wood	18	310	
Battleship - Bronze	IV	B	Gold, Wood	72	1180	
Galley - Bronze	IV	G	Iron, Wood	8	335	
Transport - Bronze	IV	T	Wood	0	380	
Warrior - Strong	V	F	Iron, Wood	21	400	Transports up to 12 units over water
Frigate - Byzantine	V	B	Gold, Wood	90	1560	
Galley - Byzantine	V	G	Iron, Wood	9	440	
Frigate - Middle	VI	F	Iron, Wood	25	540	
Battleship - Middle	VI	B	Gold, Wood	108	2025	
Warrior - Renaissance	VII	G	Iron, Wood	11	575	
Frigate - Renaissance	VII	F	Iron, Wood	33	625	
Battleship - Renaissance	VII	B	Gold, Wood	150	2450	
Frigate - Imperial	VIII	F	Iron, Wood	38	720	
Fishing Boat - Imperial	VIII	FB	Wood	0	420	Transports up to 14 units over water
Transport - Imperial	VIII	T	Wood	0	530	Transports up to 14 units over water
Frigate - Imperial	VIII	F	Iron, Wood	38	720	
Battleship - Imperial	VIII	B	Gold, Wood	175	3080	
Galloon - Imperial	VIII	G	Iron, Wood	18	625	
Battleship - Royal	IX	B	Gold, Wood	30	1480	Can shoot aircraft
Frigate - Royal	IX	F	Iron, Wood	51	1080	
Battleship - Royal	IX	B	Gold, Wood	200	4525	
Galloon - Royal	IX	G	Iron, Wood	24	1100	
Transport - Atomic	X	T	Wood	0	750	Transports up to 14 units over water
Good Hope	X	F	Iron, Wood	55	1380	
Dreadnought	X	B	Gold, Wood	230	5750	
Darco Cruiser	X	C	Gold, Wood	70	2300	Anti-Aircraft
U-boat	X	S	Iron, Wood	130	1040	
Fighting Boat - Trawler	XI	FB	Wood	0	700	
Frigate - Warrington	XI	F	Iron, Wood	68	1600	
Bismarck	XI	B	Gold, Wood	218	6625	
Enterprise Carrier	XI	AC	Gold, Wood	0	6000	Builds, repairs, and launches carrier-based fighters/bombers. Pop Count=2
Nautilus	XII	S	Iron, Wood	200	1350	Nuclear Powered Sub - good against all land units and buildings. Low LOS
Enterprise	XII	B	Gold, Wood	300	8000	
Fighting Boat - Digital	XIII	FB	Wood	0	900	Transports up to 14 units over water
Galloon	XIII	T	Wood	0	920	
Juggernaut	XIII	F	Iron, Wood	80	2120	
Leviathan	XIII	B	Gold, Wood	380	8600	
Sagittarian	XIII	C	Gold, Wood	110	3800	Anti-Aircraft
Nexus Carrier	XIII	AC	Gold, Wood	0	4000	Builds, repairs, and launches carrier-based fighters/bombers. Pop Count=2
Hannanhead	XIV	S	Iron, Wood	250	1900	
Triton	XIV	NS	Gold, Iron	1000	1000	Nuclear Powered Sub - good against all land units and buildings; Low LOS

Tanks

Unit Name	Epoch	Weapon	Cost	Attack	HP Points	Special
ATV	X	AP	Food, Iron	85	406	Good against Tanks; Pop Count=2
MeV	X	HE	Food, Iron	85	315	Good against Infantry; Pop Count=2
Halfrack	X	AA	Food, Iron	50	450	Anti-Aircraft
Panzer	XI	AP	Food, Iron	100	500	Good against Tanks; Pop Count=2
Sherman	XI	HE	Food, Iron	100	450	Good against Infantry; Pop Count=2
Leopard	XII	AP	Food, Iron	110	600	Good against Tanks; Pop Count=2
M1	XII	HE	Food, Iron	110	450	Good against Infantry; Pop Count=2
Gladator	XIII	Laser	Food, Iron	110	650	Good against Tanks; Pop Count=2
Skywatcher	XIII	AA	Food, Iron	100	575	Anti-Aircraft
Centurian	XIV	Laser	Food, Iron	145	750	Anti-Aircraft

Aircraft

Unit Name	Epoch	Weapon	Cost	Attack	HP Points	Special
Fokker DR-1	X	FB	Gold, Iron	18	250	
Sopwith	X	F	Gold, Iron	17	425	
Gotha	X	B	Gold, Iron	100	850	
ME 109	XI	F	Gold, Iron	22	425	
ME 262	XI	FB	Gold, Iron	28	500	
Spitfire	XI	F	Gold, Iron	23	500	
P-51	XI	F	Gold, Iron	28	580	
HE 111	XI	B	Gold, Iron	120	1100	
B-17	XI	B	Gold, Iron	135	1400	
Typhoon	XI	FB	Gold, Iron	110	450	Anti-Tank
B-29	XI	AB	Gold, Iron	2200	400	Atomic Bomber
Comair	XI	FB	Gold, Iron	12	496	Aircraft Carrier-based Fighter/Bomber
F-117	XI	FB	Gold, Iron	195	625	
F-15	XI	F	Gold, Iron	236	661	
A-10	XII	B	Gold, Iron	160	1700	Atomic Bomber
B-52	XII	AB	Gold, Iron	2000	500	Aircraft Carrier-based Fighter/Bomber
B-2	XII	FB	Gold, Iron	14	575	Atomic Bomber
F-14	XII	FB	Gold, Iron	106	610	Aircraft Carrier-based Fighter/Bomber
Helicopter Transport	XIII	H	Gold, Iron	0	580	Helicopter Transport; Transports up to 5 units
Helicopter Gunship	XIII	H	Gold, Iron	25	450	Anti-Infantry
Helicopter AT	XIII	H	Gold, Iron	75	850	Anti-Tank
Sea King	XIII	H	Gold, Iron	400	315	Anti-Submarine; Made at a Naval Yard or Airport
Talon	XIII	FB	Gold, Iron	227	740	
Jackal	XIII	F	Gold, Iron	265	796	
B-122 Wyvern	XIII	B	Gold, Iron	2000	600	Atomic Bomber
Titan	XIII	AB	Gold, Iron			