

Player starts with:

- Town Center
- 3 farms
- 1 Ranch
- 2 houses
- 8 villagers

- 100 food
- 100 wood
- 50 steel
- 0 oil

Resources:

- Wood
 - Available from lumber.
 - Used for buildings, farms, units
- Food
 - Available from farms, herders
 - Used for units, upgrades (age up)
- Steel
 - The “gold” of this game.
- Oil
 - Used for a select few very powerful units
 - Oil reserves only visible with an upgrade in Industrial Era

Farms / Ranches:

Farms behave like in AoE2.

Ranch can hold up to 10 animals.
When building a ranch (costs food+wood) you start with 4 animals.
A new animal is born every $60/(n-1)$ seconds. So with 2 animals it takes 60 seconds. With 1 animal it will never grow.

Animals are still killed AoE2-style

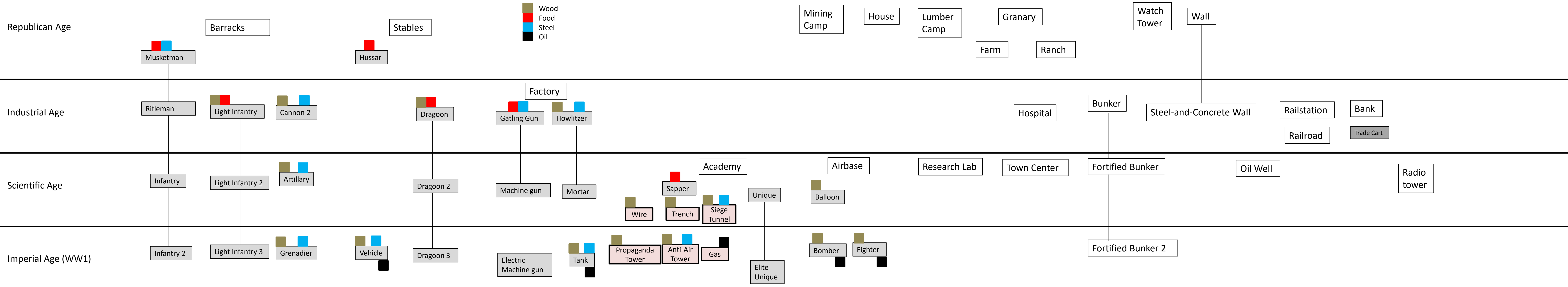
Ranches provide the best RoI (up to infinite), but are more vulnerable to raids.

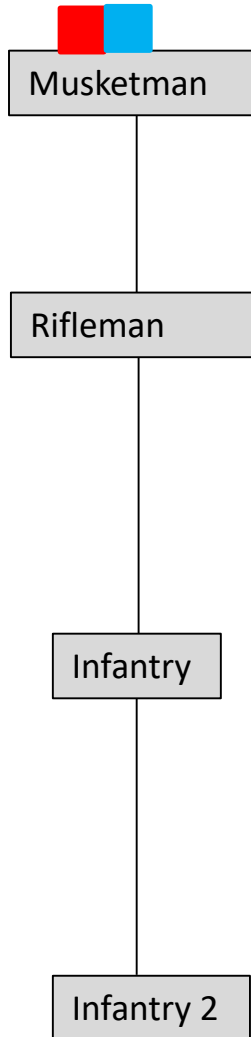
Steel:

Kind of the “gold” of this game.

Oil:

Requires an upgrade in the Industrial era to find.





Strong infantry that has a bonus when assigned in "platoon" formation (n>5).

Musketman: [30HP]-[7dmg]-[50%accur]-[range:5]-[RoF: 2s]-[Ammo:3]

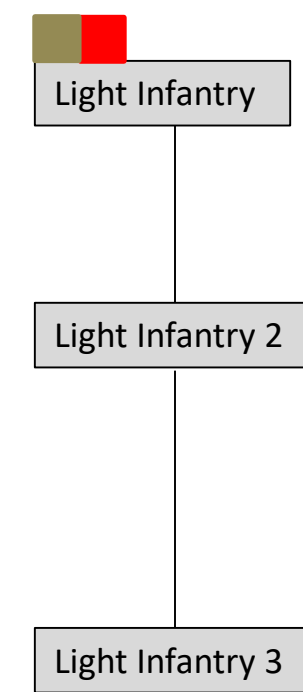
Rifleman: [40HP]-[9dmg]-[65%accur]-[range: 5]-[RoF:1.5s]-[Ammo: 6]

Infantry: [50HP]-[11dmg]-[75%accur]-[range:5]-[RoF:1.3s]-[Ammo:10]

Infantry 2: [60HP]-[13dmg]-[80%accur]-[range:5]-[RoF:1.1s]-[Ammo:inf]

When ammo is depleted it starts doing melee attacks [toggleable]. Ammo replenishes when not in combat/movement for 20s. In trench always does melee combat.

Musketman in platoon-formation use the 3-row system where they fire in sets. Others = side-to-side.
Platoon: +2dmg.



Light infantry that moves +10%.

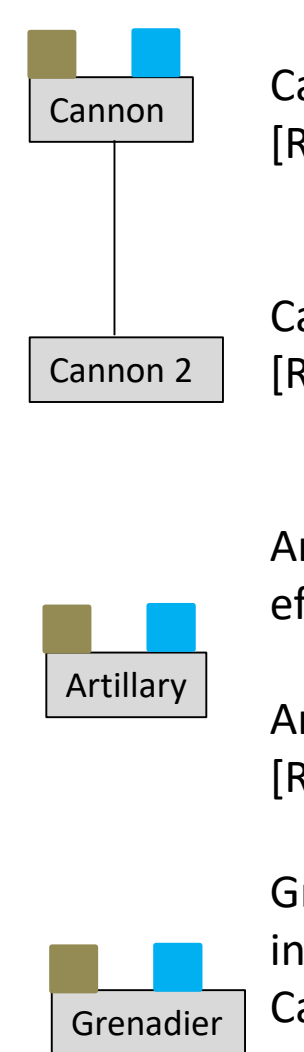
Light Infantry: [25HP]-[4dmg]-[65%accur]-[Range: 4]-[RoF: 1.5s]-[Ammo: 3]

LI 2: [30HP]-[5dmg]-[70%accur]-[Range: 4]-[RoF:1.2s]-[Ammo: 5]

LI 3: [40HP]-[7dmg]-[75%accur]-[Range: 4]-[RoF: 1.0s]-[Ammo: 10]

When out of ammo it will do melee attacks [toggleable]. Ammo replenished when not in combat/movement for 20s.

In trench always does melee combat.



Cannon moves -50%. It does shots forward which hits balista-like.

Canon: [30HP]-[20dmg]-[80%accur]-[Range: 7]- [RoF:3s]

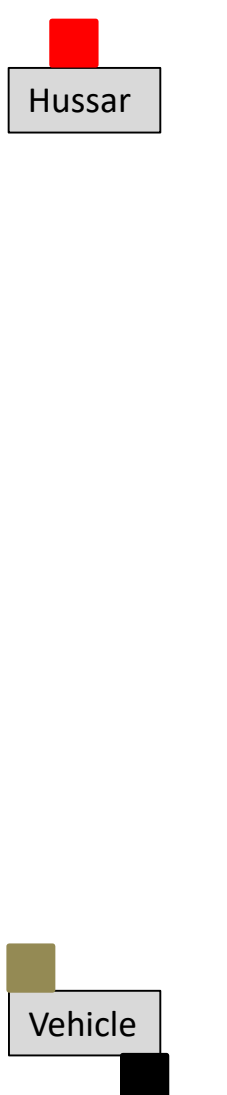
Canon 2: [50HP]-[30dmg]-[80%accur]-[Range: 7]- [RoF: 3s]

Artillery hits more catapult like (area of effect). Hits inside trenches.

Artillery: [50HP]-[40dmg]-[75%accur]-[Range: 9]-[RoF:3s]

Grenadier shoots explosive grenades. Hits inside trenches. Small area of effect. Cannot hit fighters.

Grenadier: [40HP]-[10dmg]-[75%accur]-[Range:4]-[RoF:1.3s]

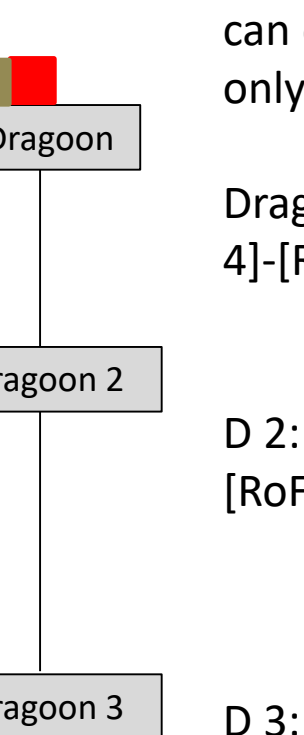


Hussar moves +50%.

Hussar: [40HP]-[6dmg]

Vehicle can be occupied by any footbased unit. +60% movement. Can carry up to 5 units. Units may shoot, but only starting from unit 2 and with -30% accuracy and +0.5s fire delay. Requires a unit to move. Uses 1 oil per 20 tiles. Can be captured by enemy player.

Vehicle: [50HP]



Dragoon comes with a horse. Dragoon can dismount for increased damage (+2). Horse can captured by enemy player. Horse can only be mounted by dragoons.

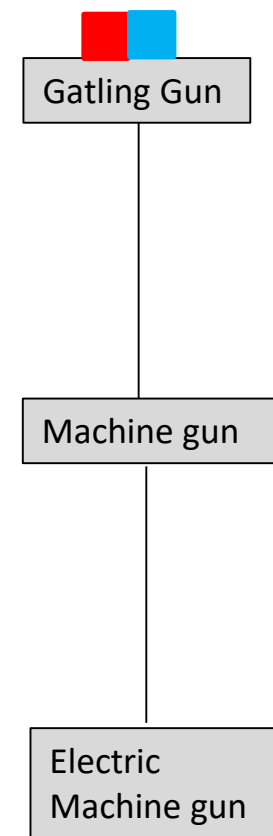
Dragoon: [20HP]-[2dmg]-[65%accur]-[Range: 4]-[RoF: 1.5s]-[Ammo: 3]

D 2: [25HP]-[4dmg]-[70%accur]-[Range: 4]-[RoF:1.2s]-[Ammo: 5]

D 3: [35HP]-[5dmg]-[75%accur]-[Range: 4]-[RoF: 1.0s]-[Ammo: 10]

When out of ammo it will go to horse/wait until replenished (toggleable). May enter trench when dismounted for melee combat.

Horse: [10HP]

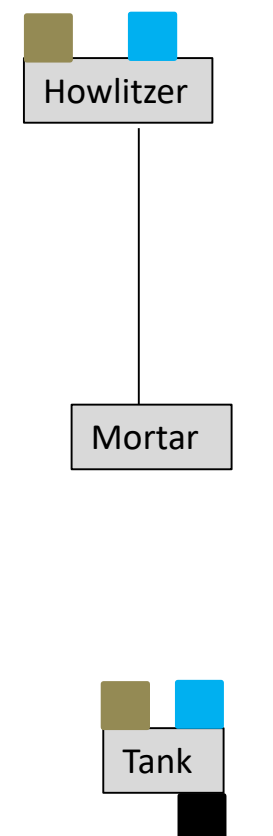


Gatling gun needs to be set-up (3s). Reload time is 3s as well. Cannot enter trenches. Cannot shoot fighters.

Gatling Gun: [20HP]-[3dmg]-[50%accur]-[Range: 5]-[RoF: 0.2s]-[Ammo:10]

Machine Gun: [30HP]-[4dmg]-[60%accur]-[Range: 6]-[RoF: 0.2]-[Ammo:15]

EMG: [35HP]-[5dmg]-[60%accur]-[Range:6]-[RoF:0.2]-[Ammo:20]



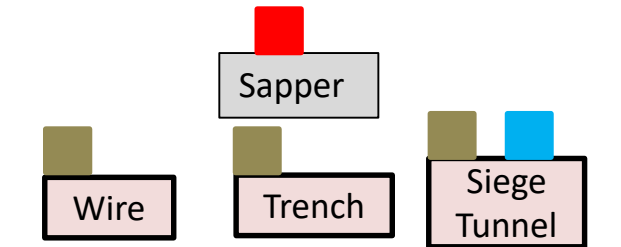
Howlitzer and Mortar do Trebuchet-like attacks. Can hit inside trenches. No area of effect.

Howlitzer: [40HP]-[30dmg]-[80%accur]-[Range: 8]-[RoF: 3s]

Mortar: [50HP]-[40dmg]-[80%accur]-[Range: 11]-[RoF: 3s]

Tank can move over and destroy wire. Requires 1 oil per 10 tiles. Blocked by trenches. Immune to gas. Vulnerable to shell-damage (cannon, howlitzer, art., gren.)

Tank: [100HP]-[15dmg]-[80%accur]-[Range: 6]-[RoF: 1.5s]



The sapper is a tactical unit that can build things.

Wire: Units moving through take 15dmg. Wires are player-owned and so can be destroyed using the delete button. Otherwise destroyed by enemy sapper or tank.

Trench: Allows all footbased (not-machine gun) units to enter and covers them from certain types of fire. Units may shoot out of the trench. Fights inside the trench are melee. Destroyed by sapper only.

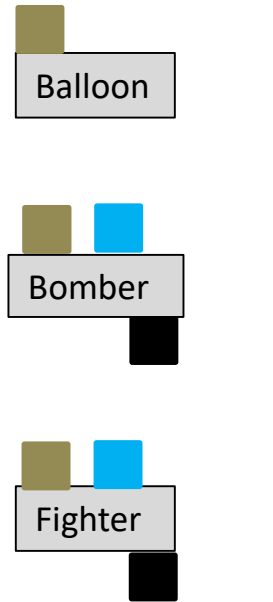
Siege Tunnel: Click an enemy building. Click starting location (up to 10 tiles – price per tile + min price). Your sapper will build a tunnel to lay explosives (3s/tile). Tunnel only for explosives.



Propaganda tower: a tower that works like a wololo. Has to be manually used. [50HP]-[Range: 7].

AA Tower: A tower with extra damage to air. Can't hit other units. [50HP]-[30dmg]-[80%Accur]-[Range: 9]-[RoF: 1s]

Gas: Open gas can. Wind blows gas in a certain direction. Wind direction can be seen on terrain. Moves up to 10 tiles. Gas does 5dmg/sec. Lasts 5seconds.



Balloon is used for reconnaissance only. Both units provide a lot of sight (akin to Trebuchet). Balloon has -80% movement speed. Fighter/Bomber has +100% movement speed.

Balloon: [20HP]

Fighter/Bomber uses 20 oil per flight. Can move up to 100 tiles before being auto returned. If home airbase is destroyed it move to a different one. Cannot shoot when returning. Air units have -40% accuracy on them (i.e. harder to hit). Fighter/Bomber must always move. Will make circles if order to a location and it has reached it.

Fighter: [80HP]-[5dmg]-[50%accur]-[Range: 3]-[RoF: 0.2]-[Ammo: 50].

Bomber: [70HP]-[10dmg]-[50%accur]-[Range: 0]-[RoF: 1]-[Ammo: 10] (+140dmg +40%accur on buildings)

TYPE	COUNTER	BEST SUITED FOR	
Infantry	Cannon, Machine Gun	General Damage	Age 1:
Light Infantry	Infantry	Micro-intense taking off smaller unit	• General
Cannon	Hussar	Groups + Tanks	• Quick Deployment
Artillery	Hussar, Howlitzer	Trench + Long Range	• Anti-Groups via siege
Grenadier	Light Infantry, Dragoon	Trench + Tanks + Groups	Age 2:
Hussar	Infantry	Siege	• Long-Range
Dragoon	Infantry	Quick deployment	• Anti-groups via Machine Gun
Machine Gun	Artillery, Howlitzer, Fighter	Groups + Hussar	Age 3:
Howlitzer	Hussar, (Light) Infantry, Dragoon, Fighter	Trench + Longer Range	• Longer Range
Tank	Grenadier, trenches	Wire, General	• Trench, Wire
Wire	Tank	All – tank, fighter, long-range	• Anti-Trench 1
Trench	Grenadier, Artillery, Howlitzer	Machine Gun, Tank	• Propaganda
Propaganda	Cannon, Artillery, Howlitzer	All	Age 4:
Anti Air	All - Fighter	Fighter	• Anti-Wire
Gas	Fighter, Hussar, Tank	Trench, Groups	• Anti-Trench 2 (grenadier, gas)
Balloon	All (- machine gun, grenadier, cannon, hussar)	Tactical	• Air
Fighter	Anti Air	Siege, Harrasment	• Anti-Air

Barracks

- Builds typical units:
- Line Infantry (main unit)
 - Light Infantry (cheaper, faster, weaker)
 - Cannon/Art (Anti Building/Anti Group)
 - Grenadier (Anti-Trench)

Stables

- Builds high-mobility units
- Hussar (High mobility, melee)
 - Dragoon (= Horse + weaker Light Infantry)
 - Vehicle (provides high mobility to other units)

Factory

- Builds stronger but more expensive units
- Gatling Gun (Anti Group)
 - Howlitzer (Long-range Siege)
 - Tank (strongest unit, though blocked by trench)
- Also provides economic bonus.

Academy

- Builds special units:
- Sapper (Tactical unit)
 - Unique Unit
- Also provides unique upgrades

Airbase

- Builds airborne units:
- Balloon (reconnaissance)
 - Fighter (only aerial offensive unit – but not very strong)

House

Provides Population

Granary

Drop-off for food

Farm

Ranch

Provides food

Mining Camp

Lumber Camp

Drop-off for combustable

Drop-off for wood

Oil Well

Provides oil (requires workers)

Town Center

Provides Population
Builds workers
Upgrades to next age

Research Lab

Provides upgrades

Hospital

Heals units

Bank

Provides trade

Watch Tower

Provides vision

Wall

Bunker

Fortified Bunker

Fortified Bunker 2

Functions like a tower

Steel-and-Concrete Wall

Wall

Railstation

Station for railroad

Railroad

When built between two stations a train can move between the two stations carrying up to 10 units (for wood and combustable). Useful for trade.

Radio tower

Provides bonus to nearby units dependent on civilization

New features:

1. Terrain trample:

- When units walk over terrain the terrain gets destroyed
- There are 5 levels of terrains, called [A]-[E].
- A level is defined by its terrain damage range and movement speed bonus.
 - [A]: No Damage (0-10) (0%)
 - [B]: Small Trail (10-20) (0%)
 - [C]: Big Trail (20-50) (5%)
 - [D]: Heavy Use (50-100) (10%)
 - [E]: Main Road (100-200) (15%)
- Each tile regenerates at 1 point per second. So a tile at 15 tile damage will show no signs after 5 seconds (though it will still have 10 damage).
- Units cause damage when moving/fighting according to their weight class.
 - Light Infantry: 1dmg when crossing a tile/fighting
 - Citizen/Sapper: 2dmg
 - Infantry: 3dmg
 - Cavalry/Gatling: 5dmg
 - Siege/Vehicle: 8dmg
 - Tank: 15dmg

Benefit: More realism. Subtle way of adding covert ops.

2. Oil Upkeep:

- All oil-dependent units actually need oil in order to operate. That means not just to build them, but to operate them.
- Airplanes cannot lift off if there's no oil
- This will make oil even more important

Benefit: Mass production of good units is less of a viable option

3. Invest Research

- The Research Lab is available in the Scientific (3rd) Age.
- In this age, and this age only, the player can decide to invest in one of several research projects.
- The fruits of this project will be reaped in the Imperial Age.
- There are three general projects and two civ-specific projects.

1. General 1: Invest in Products

Starting the Imperial era, you acquire a constant rate of +3 steel/sec.

2. General 2: Invest in Weapons

Starting the Imperial era, your oil-required units gain +2 attack

3. General 3: Invest in Radio Technology

Starting the Imperial era, you gain full view of the map

Benefit: Time-delayed benefit gives interesting options

“Uh oh. The German is going full oil. This means ...”

British, American, Chinese, Prussian/German, Austrian, French, Russian, Dutch, Italian, Japanese, Ottoman, Swedish, Brazilian, Mexican

British:

- May harvest oil without upgrade in Age 1
- Upgrade to Industrial Age: -20% cost
- All ships -20% wood/steel cost.

Unique

Upgrade 1
Upgrade 2

Radio Tower Bonus

Research 1
Research 2

Team Bonus

American:

- Starts with 3 ranches
- All researches from the Research Lab are -25% in cost.
- Builds railroads in 20% of the time
- +1/era damage for Gatling guns

Unique

Upgrade 1
Upgrade 2

Radio Tower Bonus

Team Bonus

Chinese

- Max population +10%
- Receives -20% from trade carts
- Builds villagers +20% faster.

Unique

Upgrade 1
Upgrade 2

Radio Tower Bonus

Team Bonus

Prussian/German

- Line Infantry in Platoon have +50% attack speed
- +10% damage when 50 tiles away from town center
- Weared terrain movement buff doubled.

Unique

Upgrade 1
Upgrade 2

Radio Tower Bonus

Team Bonus

Austrian

- An army with 5 or more different types of units get +20% attack speed.
- Double hill bonus

Unique

Upgrade 1
Upgrade 2

Radio Tower Bonus

Team Bonus

French

- Starts the game with +200 food, +100 wood, +100 steel
- Line Infantry +20% movement speed and automatically upgraded in Industrial Era
- Barracks has an option to buy units rather than train (i.e. 1s training time) for the price of total resources in steel.

Unique

Upgrade 1
Upgrade 2

Radio Tower Bonus

Team Bonus

Russian

- Cavalry built in 50% time
- All units -1 damage, but 20% cheaper.

Unique

Upgrade 1
Upgrade 2

Radio Tower Bonus

Team Bonus

British, American, Chinese, Prussian/German, Austrian, French, Russian, Dutch, Italian, Japanese, Ottoman, Swedish, Brazilian, Mexican

Dutch:

- Reduces fee for trading at the bank (-50%)
- Farms provide +30% food

Unique

Upgrade 1

Upgrade 2

Radio Tower Bonus

Research 1

Research 2

Team Bonus

Italian

- Can upgrade houses to town centers for the 50% of the difference in price.
- The first three houses in a new era (including Republican) are for free.

Unique

Upgrade 1

Upgrade 2

Radio Tower Bonus

Team Bonus

Japanese:

- -50% time to next era
- Receive 100 steel when first encountering enemy unit

Unique

Upgrade 1

Upgrade 2

Radio Tower Bonus

Team Bonus

Ottoman:

- Starts the game with 10 extra houses, scattered in a vast area.

Unique

Upgrade 1

Upgrade 2

Radio Tower Bonus

Team Bonus

Swedish:

- All units have +10% movement speed
- Factory -20% steel cost

Unique

Upgrade 1

Upgrade 2

Radio Tower Bonus

Team Bonus

Brazilian

- Selling food in the bank yields double steel

Unique

Upgrade 1

Upgrade 2

Radio Tower Bonus

Team Bonus

Mexican

- Starting Scientific Age: citizens built in 50% of the time.

Unique

Upgrade 1

Upgrade 2

Radio Tower Bonus

Team Bonus

Thanks to:

[/u/Buchitaton](#)

[/u/MariusDarnok](#)

[/u/intervast](#)

[/u/jonnyc23](#)