

Unit	Cost	Time	Move	Attack	Defend	Category
Infantry	3	-	1	2* (3 w/Art)	3	INF-Land
Machine Gun	5	-	1	2* (3 w/Art)	3*	INF-Land
Cavalry	4	-	2	2* (3 w/Art)	2	INF-Land
Artillery	4	-	1	3* (4 w/ Air)	3* (4 w/ Air)	ART-Projectile
Siege Artillery	7	2[Tech]	1	4* (5 w/ Air)	2* (3 w/ Air)	ART-Projectile
Trench Tractor	4	-[Tech]	2***	-	-	Motor-Armor
Armored Car	5	-	2*	2* (3 w/Art)	2	Motor-Armor
Landship (Tank)	6	-[Tech]	2	2* (3 w/Art)	1	Armor- Armor
Light Tank	6	-[Tech]	2	3	2* (3 w/Art)	Armor- Armor
Heavy Tank	8	2[Tech]	2	3**(4 w/Art)	3	Armor- Armor
Poison Gas	*	-[Tech] (Lasts 3 rnd)	-	-	-	Gas-Projectile
...LVL.1	3	-[Tech]	-	2	-	Gas-Projectile
...LVL.2	3	-[Tech]	-	3	-	Gas-Projectile
...LVL.3	3	-[Tech]	-	4	-	Gas-Projectile
...LVL.4	3	-[Tech]	-	5	-	Gas-Projectile
Advanced Trench	NA	-	-	-	-	STR-Homefront
Aerodrome	5	-	-	-	-	STR-Homefront
Shipyards	NA	-[Tech]	-	-	-	STR-Homefront
Recruitment Center	NA	-[Tech]	-	-	-	STR-Homefront
Citadel	5/10/15	1/2/3 [1 rnd per tier]	-	-	..**	STR-Homefront
Monarch/ Leader	..*	Irreplaceable	1	-	1	LDR-Homefront
Sea Mine	2	-	-	-	2	STR-Homefront
Battleship	14	3	3	4/5 Sea/Bombard	4*	CAPITAL-Sea
Dreadnaught	12	2	2	3/4 Sea/Bombard	3*	CAPITAL-Sea
Cruiser	10	-	3	3	3	SUPPORT-Sea
Monitor/ Ironclad	8	-	2*	3	2	COAST-Sea
Torpedo Destroyer	7	-	2	2*	1*	SUPPORT-Sea
Submarine	6	-	2	2*	2	SUB-Sea
Transport	6	-	2	-	-	AUX-Sea
Hospital Ship	6	-	2	-	..*	AUX-Sea
Aircraft Carrier	10	2[Tech]	2*	1	2	AUX-Sea
Fighter	6	-	2	2	2	AERO-Air
Parasite	3*	-	-	2	2*	BLIMP-Air
Aero Bomber	8	-[Tech]	3	2/4 Air/Ground	1	AERO-Air
Zeppelin	8	2[Tech]	6*	2	1	BLIMP-Air
Heavy Zeppelin	12	3[Tech]	6**	3	2	BLIMP-Air
Berserglari	1	(ITALY)		(ability to travel with tanks)	+1 def. It. starting ter.	INF-Land
Sturmtruppen	1	(GERMANY)		+ 1 to AT.	May target Cit Inf.	INF-Land
Foreign Legion	1	(FRANCE)		+ 1 outside Europe	+ 1 outside Europe	INF-Land
Marine Corps	1	(USA)	1	3* (4 w/Art) during amphibious	3	INF-Land
Gurka	1	(ENGLAND)	-	(Ace ability)non stackable	-	INF-Land
Landwehr	1	(AUSTRIA)			+1 defending Aus starting ter.	INF-Land
Cossack Cavalry	4	(RUSSIA)	2	3* (4 w/Art)	2	INF-Land
Revolutionary	2	(Bolshevik)				INF-Land
Bedouin Cavalry	3*	(OTTOMAN)	2	2* (3 w/Art)	1	INF-Land