

CIVILIZATION IV

Unit Upgrade Tree

Melee Units

Non-combat Units

Recon Units

Archery Units

Mounted Units

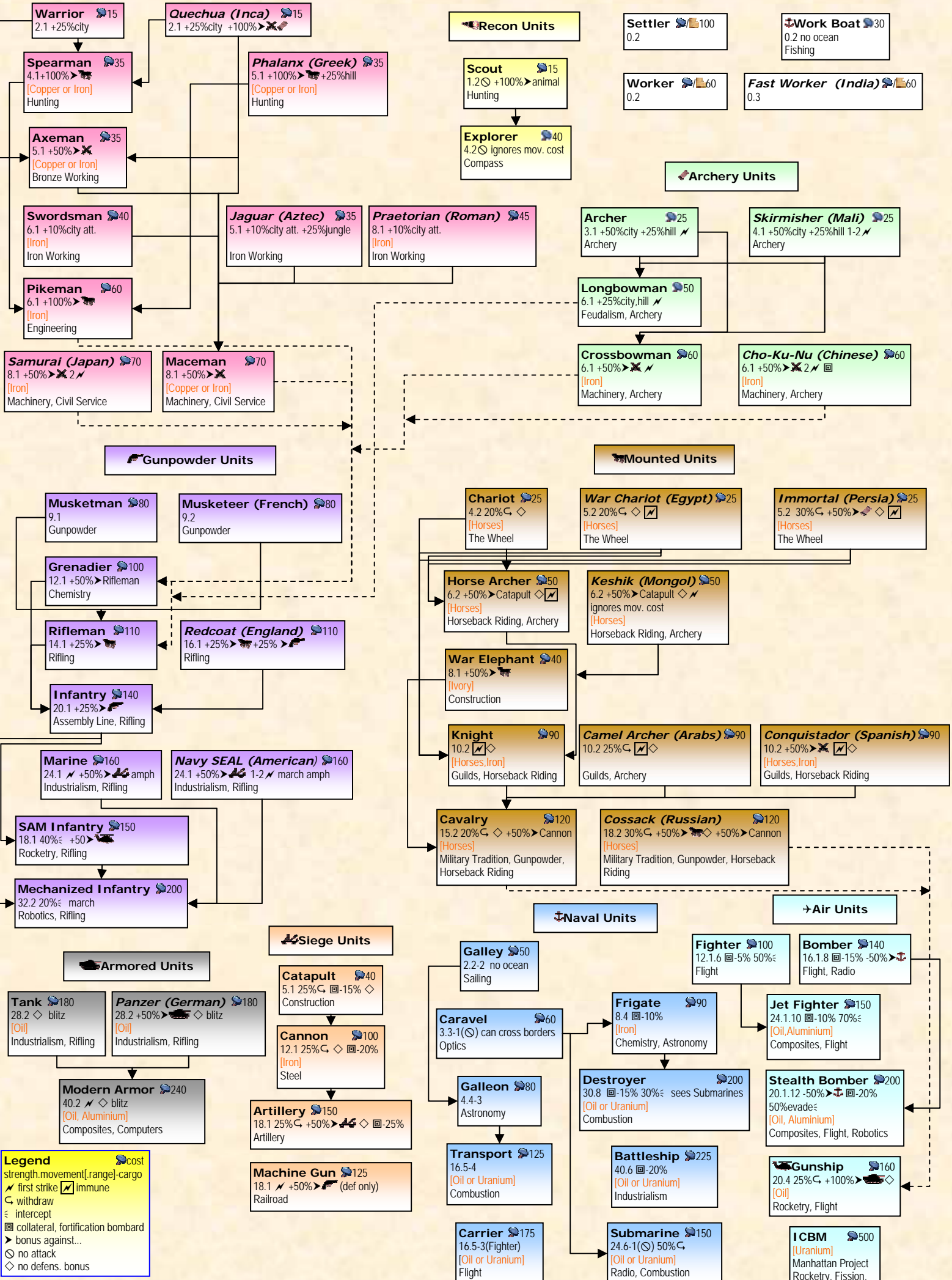
Gunpowder Units

Naval Units

Air Units

Siege Units

Armored Units



Legend

- cost
- strength, movement, [range]-cargo
- first strike
- immune
- withdraw
- intercept
- collateral, fortification bombard
- bonus against...
- no attack
- no defens. bonus