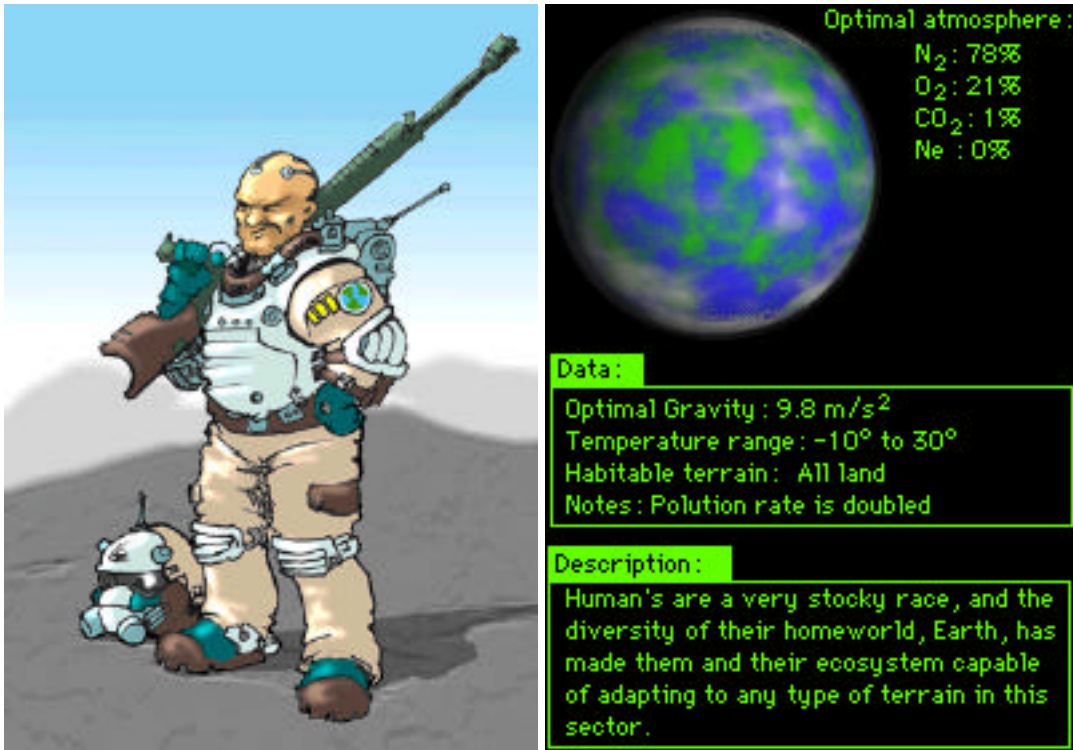
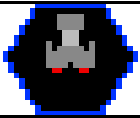
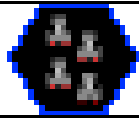
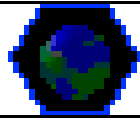


Human



Mankind's strengths and weaknesses became even more important when they went into space. Humans are dirty, mean and adaptable. Human's adaptability allows them to live on any type of solid terrain, rugged or mild, barren or lush. 23rd century humans have also found that the constant years of war and discord among themselves have made them extremely good at fighting, both in space and on the ground. Unfortunately, mankind never solved their pollution problem and thus pollution on their worlds is double what it would be on an alien controlled world.

Human icons

		
Ship	Fleet	Planet




Human atmosphere



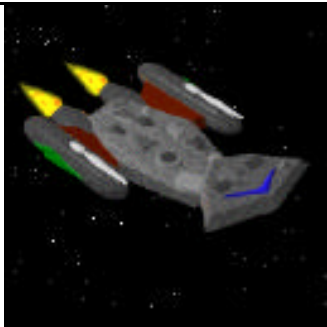
Nitrogen	Oxygen	CO ₂	Neon
78.3%	20.5%	1.1%	0.1%



Human terrains

Terrain	Max population	Max output	Can build?
Canyons	10,020	30	Yes
Craters			
Desert	3,340	10	Yes
Ferrous ocean	3,340	10	
Forest	10,020	30	
Hydrocarbons	3,340	10	
Ice plain	6,680	20	Yes
Iron desert	6,680	20	Yes
Lichen fields	6,680	20	Yes
Mountains	10,020	30	Yes
Ocean	3,340	10	
Plain	13,360	40	Yes



Human ships





	<p>Star dock Dimensions: 403.5m x 403.5m 785.5m Mass: 298.9 tons Hull: 80</p> <hr/> <p>Star docks serve two purposes: They provide the last line of defense for human colonies, and Humans enjoy construction work in space, because pollution is not a problem.</p>																		
	<p>Mars class Cruiser Dimensions: 628.8m x 450.6m x 99.6m Mass: 201.1 tons Slots: 20 Cost mod: x1.0 Hull: 10</p> <hr/> <p>The Mars class cruiser is the general design used by humans to explore and expand. Simple to build, but highly effective. Because of their well-known design humans use them as disposable troop cargo ships.</p> <table border="1"> <tr> <td>Weapons</td><td>Detection</td></tr> <tr> <td>Normal Torpedoes</td><td>Normal Detect</td></tr> <tr> <td>Torpedo Splitter</td><td></td></tr> <tr> <td>Shields</td><td>Output</td></tr> <tr> <td>Normal Shields</td><td>Power plant</td></tr> <tr> <td>Movement</td><td>2 Cargo bays</td></tr> <tr> <td>Normal Engines</td><td></td></tr> <tr> <td>Normal Leap Drive</td><td></td></tr> </table>	Weapons	Detection	Normal Torpedoes	Normal Detect	Torpedo Splitter		Shields	Output	Normal Shields	Power plant	Movement	2 Cargo bays	Normal Engines		Normal Leap Drive			
Weapons	Detection																		
Normal Torpedoes	Normal Detect																		
Torpedo Splitter																			
Shields	Output																		
Normal Shields	Power plant																		
Movement	2 Cargo bays																		
Normal Engines																			
Normal Leap Drive																			
	<p>Mercury class Scout Dimensions: 230.7m x 195.7m x 69.0m Mass: 98.7 tons Slots: 16 Cost mod: x0.50 Hull: 15</p> <hr/> <p>The Mercury class scout is the smallest type of ship that is capable of interstellar flight. Only planets capable of refining high-strength materials can build these ships.</p> <table border="1"> <tr> <td>Weapons</td><td>Detection</td></tr> <tr> <td>Reduced Torpedoes</td><td>Analysis</td></tr> <tr> <td>Shards</td><td>Proximity detector</td></tr> <tr> <td>Reloader</td><td>Reduced Detect</td></tr> <tr> <td>Shields</td><td>Output</td></tr> <tr> <td>Reduced Shields</td><td>Reduced power plant</td></tr> <tr> <td>Movement</td><td></td></tr> <tr> <td>Reduced Engines</td><td></td></tr> <tr> <td>Normal Leap Drive</td><td></td></tr> </table>	Weapons	Detection	Reduced Torpedoes	Analysis	Shards	Proximity detector	Reloader	Reduced Detect	Shields	Output	Reduced Shields	Reduced power plant	Movement		Reduced Engines		Normal Leap Drive	
Weapons	Detection																		
Reduced Torpedoes	Analysis																		
Shards	Proximity detector																		
Reloader	Reduced Detect																		
Shields	Output																		
Reduced Shields	Reduced power plant																		
Movement																			
Reduced Engines																			
Normal Leap Drive																			

	<div> Venus class Dimensions: 693.1m x 576.2m x 118.8m Mass: 243.9 tons Slots: 24 </div> <div> Patrol ship Cost mod: x1.2 Hull: 25 </div> <p>Venus class patrol ships are generally given escort duties for trade fleets. The ships are filled to the brim with extra weapon systems, "Just in case."</p> <table> <tr> <td>Weapons</td><td>Detection</td></tr> <tr> <td>Normal Torpedoes</td><td>Normal Detect</td></tr> <tr> <td>Mines</td><td>Analysis</td></tr> <tr> <td>Range Extender</td><td>Anti-missile defense</td></tr> <tr> <td>Shields</td><td>Output</td></tr> <tr> <td>Mini Shields</td><td>Mini plant</td></tr> <tr> <td>Movement</td><td>3 Cargo bays</td></tr> <tr> <td>Enhanced Engines</td><td></td></tr> <tr> <td>Vibrational Leap Drive</td><td></td></tr> </table>	Weapons	Detection	Normal Torpedoes	Normal Detect	Mines	Analysis	Range Extender	Anti-missile defense	Shields	Output	Mini Shields	Mini plant	Movement	3 Cargo bays	Enhanced Engines		Vibrational Leap Drive					
Weapons	Detection																						
Normal Torpedoes	Normal Detect																						
Mines	Analysis																						
Range Extender	Anti-missile defense																						
Shields	Output																						
Mini Shields	Mini plant																						
Movement	3 Cargo bays																						
Enhanced Engines																							
Vibrational Leap Drive																							
	<div> Neptune class Dimensions: 931.5m x 476.1m 317.4m Mass: 286.5 tons Slots: 28 </div> <div> Destroyer Cost mod: x1.4 Hull: 35 </div> <p>A perfect deep exploration ship, the Neptune class destroyer is large enough to house a few top of the line systems and troops for small campaigns. Many captains fondly recall their first Neptune assignment.</p> <table> <tr> <td>Weapons</td><td>Detection</td></tr> <tr> <td>Normal Torpedoes</td><td>Enhanced Detect</td></tr> <tr> <td>Long Range Missiles</td><td></td></tr> <tr> <td>Torpedo Splitter</td><td></td></tr> <tr> <td>Shields</td><td>Output</td></tr> <tr> <td>Normal Shields</td><td>Multi-plant</td></tr> <tr> <td>Holographic Projector</td><td>Bombardment Device</td></tr> <tr> <td>Movement</td><td>4 Cargo bays</td></tr> <tr> <td>Mini Engines</td><td></td></tr> <tr> <td>Afterburners</td><td></td></tr> <tr> <td>Vibrational Leap Drive</td><td></td></tr> </table>	Weapons	Detection	Normal Torpedoes	Enhanced Detect	Long Range Missiles		Torpedo Splitter		Shields	Output	Normal Shields	Multi-plant	Holographic Projector	Bombardment Device	Movement	4 Cargo bays	Mini Engines		Afterburners		Vibrational Leap Drive	
Weapons	Detection																						
Normal Torpedoes	Enhanced Detect																						
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Movement	4 Cargo bays																						
Mini Engines																							
Afterburners																							
Vibrational Leap Drive																							
	<div> Saturn class Dimensions: 1042.2m x 636.9m x 328.1m Mass: 318.9 tons Slots: 32 </div> <div> Heavy Cruiser Cost mod: x1.6 Hull: 50 </div> <p>The Saturn class heavy cruiser is the largest starship capable of landing on a planet and being converted into a colony city. Thus, designers generally leave a lot of cargo space for colonist.</p> <table> <tr> <td>Weapons</td><td>Detection</td></tr> <tr> <td>Focused Torpedoes</td><td>Mini Detect</td></tr> <tr> <td>Reloader</td><td>Targeting Computer</td></tr> <tr> <td>Explosive</td><td>Computer Virus</td></tr> <tr> <td>Hull laser</td><td>Hardened Systems</td></tr> <tr> <td>Shields</td><td>Output</td></tr> <tr> <td>Tuned Shields</td><td>Multi-plant</td></tr> <tr> <td>Movement</td><td>8 Cargo bays</td></tr> <tr> <td>Mini Engines</td><td></td></tr> <tr> <td>Propulsion wake</td><td></td></tr> <tr> <td>Vibrational Leap Drive</td><td></td></tr> </table>	Weapons	Detection	Focused Torpedoes	Mini Detect	Reloader	Targeting Computer	Explosive	Computer Virus	Hull laser	Hardened Systems	Shields	Output	Tuned Shields	Multi-plant	Movement	8 Cargo bays	Mini Engines		Propulsion wake		Vibrational Leap Drive	
Weapons	Detection																						
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Movement	8 Cargo bays																						
Mini Engines																							
Propulsion wake																							
Vibrational Leap Drive																							

	Jupiter class Dreadnought Dimensions: 949.5m x 810.3m x 447.3m Mass: 341.2 tons Slots: 36 Cost mod: x1.8 Hull: 65																			
	<p>The Jupiter class dreadnought is the pinnacle of starship construction, only experienced fleet admirals command such ships. They are generally used for ground pounding using bombardment devices.</p> <table> <tr> <td>Weapons</td><td>Detection</td></tr> <tr> <td>Focused Torpedoes</td><td>Enhanced Detect</td></tr> <tr> <td>Plasma Stream</td><td>Analysis</td></tr> <tr> <td>Fighters</td><td>Anti-missile defense</td></tr> <tr> <td>Shields</td><td>Defense Computer</td></tr> <tr> <td>Tuned Shields</td><td>Targeting Computer</td></tr> <tr> <td>Repair Drone</td><td>Hardened Systems</td></tr> <tr> <td>Movement</td><td>Output</td></tr> <tr> <td>Enhanced Engines</td><td>Singularity plant</td></tr> <tr> <td>Gravimetric Leap Drive</td><td>5 Cargo bays</td></tr> </table>	Weapons	Detection	Focused Torpedoes	Enhanced Detect	Plasma Stream	Analysis	Fighters	Anti-missile defense	Shields	Defense Computer	Tuned Shields	Targeting Computer	Repair Drone	Hardened Systems	Movement	Output	Enhanced Engines	Singularity plant	Gravimetric Leap Drive
Weapons	Detection																			
Focused Torpedoes	Enhanced Detect																			
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Repair Drone	Hardened Systems																			
Movement	Output																			
Enhanced Engines	Singularity plant																			
Gravimetric Leap Drive	5 Cargo bays																			
	Trade ship Dimensions: 743.2m x 207.3m x 207.3m Mass: 139.8 tons Slots: 0 Cost: 1000MT Hull: 5																			
	<p>Trade ships are used haul large amounts of inert material from one star to another. Basically large buckets with engines and a leap drive, they can only haul material that can be directly exposed to space.</p>																			

Human troops

	<h3>Colonist</h3> <p>A human colony pod contains 334 humans, each contained in a 3m x 1m x 1m cryo-tube. Colonist sacrifice everything in order to explore and conquer a new world.</p>																																	
	<h3>Infantry</h3> <table><tr><td>Min W: 1</td><td>S: 1</td><td>M: 1</td><td>D: 1</td></tr><tr><td>Cost: 10</td><td>Size: 3</td><td></td><td></td></tr><tr><td>Arm: 10</td><td>Def: 1</td><td>Spd: 10</td><td>Dge: 20</td></tr></table> <p>Infantry are the staple of human ground forces. Entering combat with only some light combat armor, a pulse laser and some grenades, they are still feared by the other sentient races.</p> <table><tr><th><u>Weapon</u></th><th><u>Dam</u></th><th><u>Min</u></th><th><u>Max</u></th><th><u>Hit</u></th><th><u>Time</u></th><th><u>Amm</u></th></tr><tr><td>Pulse laser</td><td>5</td><td>0</td><td>200</td><td>60</td><td>1</td><td>--</td></tr><tr><td>Grenades</td><td>10</td><td>0</td><td>150</td><td>--</td><td>2</td><td>5</td></tr></table>	Min W: 1	S: 1	M: 1	D: 1	Cost: 10	Size: 3			Arm: 10	Def: 1	Spd: 10	Dge: 20	<u>Weapon</u>	<u>Dam</u>	<u>Min</u>	<u>Max</u>	<u>Hit</u>	<u>Time</u>	<u>Amm</u>	Pulse laser	5	0	200	60	1	--	Grenades	10	0	150	--	2	5
Min W: 1	S: 1	M: 1	D: 1																															
Cost: 10	Size: 3																																	
Arm: 10	Def: 1	Spd: 10	Dge: 20																															
<u>Weapon</u>	<u>Dam</u>	<u>Min</u>	<u>Max</u>	<u>Hit</u>	<u>Time</u>	<u>Amm</u>																												
Pulse laser	5	0	200	60	1	--																												
Grenades	10	0	150	--	2	5																												

	<h3>Cyborg</h3> <table><tr><td>Min W: 2</td><td>S: 1</td><td>M: 2</td><td>D: 1</td></tr><tr><td>Cost: 50</td><td>Size: 4</td><td></td><td></td></tr><tr><td>Arm: 15</td><td>Def: 2</td><td>Spd: 15</td><td>Dge: 10</td></tr></table> <p>Cyborgs are drawn from a volunteer pool of the armies most elite foot soldiers. They are equipped with a heavier pulse laser and a strong nuclear force(SNF) blade capable of huge damage at a short range.</p> <table><tr><th>Weapon</th><th>Dam</th><th>Min</th><th>Max</th><th>Hit</th><th>Time</th><th>Amm</th></tr><tr><td>Pulse laser</td><td>7</td><td>0</td><td>200</td><td>65</td><td>1</td><td>--</td></tr><tr><td>SNF blade</td><td>10</td><td>0</td><td>50</td><td>70</td><td>1</td><td>--</td></tr></table>	Min W: 2	S: 1	M: 2	D: 1	Cost: 50	Size: 4			Arm: 15	Def: 2	Spd: 15	Dge: 10	Weapon	Dam	Min	Max	Hit	Time	Amm	Pulse laser	7	0	200	65	1	--	SNF blade	10	0	50	70	1	--
Min W: 2	S: 1	M: 2	D: 1																															
Cost: 50	Size: 4																																	
Arm: 15	Def: 2	Spd: 15	Dge: 10																															
Weapon	Dam	Min	Max	Hit	Time	Amm																												
Pulse laser	7	0	200	65	1	--																												
SNF blade	10	0	50	70	1	--																												
	<h3>Armored</h3> <table><tr><td>Min W: 3</td><td>S: 2</td><td>M: 3</td><td>D: 2</td></tr><tr><td>Cost: 40</td><td>Size: 8</td><td></td><td></td></tr><tr><td>Arm: 20</td><td>Def: 4</td><td>Spd: 20</td><td>Dge: 0</td></tr></table> <p>Since WW1 armored tanks have become a staple for ground based warfare. 23rd century armored units have a heavy Ion Cannon and the ability to lay mines.</p> <table><tr><th>Weapon</th><th>Dam</th><th>Min</th><th>Max</th><th>Hit</th><th>Time</th><th>Amm</th></tr><tr><td>Ion cannon</td><td>15</td><td>0</td><td>300</td><td>70</td><td>2</td><td>--</td></tr><tr><td>Mines</td><td>12</td><td>--</td><td>--</td><td>--</td><td>2</td><td>50</td></tr></table>	Min W: 3	S: 2	M: 3	D: 2	Cost: 40	Size: 8			Arm: 20	Def: 4	Spd: 20	Dge: 0	Weapon	Dam	Min	Max	Hit	Time	Amm	Ion cannon	15	0	300	70	2	--	Mines	12	--	--	--	2	50
Min W: 3	S: 2	M: 3	D: 2																															
Cost: 40	Size: 8																																	
Arm: 20	Def: 4	Spd: 20	Dge: 0																															
Weapon	Dam	Min	Max	Hit	Time	Amm																												
Ion cannon	15	0	300	70	2	--																												
Mines	12	--	--	--	2	50																												
	<h3>Portable shield</h3> <table><tr><td>Min W: 1</td><td>S: 3</td><td>M: 1</td><td>D: 1</td></tr><tr><td>Cost: 40</td><td>Size: 8</td><td></td><td></td></tr><tr><td>Arm: 15</td><td>Def: 4</td><td>Spd: 10</td><td>Dge: 0</td></tr></table> <p>Portable shield units are used in the emergency defense of structures during orbital bombardment. Not as powerful as planetary shields, they still provide some protection.</p> <table><tr><th>Weapon</th><th>Dam</th><th>Min</th><th>Max</th><th>Hit</th><th>Time</th><th>Amm</th></tr><tr><td colspan="7">NONE</td></tr></table>	Min W: 1	S: 3	M: 1	D: 1	Cost: 40	Size: 8			Arm: 15	Def: 4	Spd: 10	Dge: 0	Weapon	Dam	Min	Max	Hit	Time	Amm	NONE													
Min W: 1	S: 3	M: 1	D: 1																															
Cost: 40	Size: 8																																	
Arm: 15	Def: 4	Spd: 10	Dge: 0																															
Weapon	Dam	Min	Max	Hit	Time	Amm																												
NONE																																		
	<h3>Air cav</h3> <table><tr><td>Min W: 3</td><td>S: 2</td><td>M: 5</td><td>D: 3</td></tr><tr><td>Cost: 70</td><td>Size: 7</td><td></td><td></td></tr><tr><td>Arm: 20</td><td>Def: 2</td><td>Spd: 50</td><td>Dge: 30</td></tr></table> <p>Air Cavalry are incredibly quick and the neutron beam and missile systems they are equipped with are powerful weapons. Unfortunately, even the reinforced rotor is an easy target.</p> <table><tr><th>Weapon</th><th>Dam</th><th>Min</th><th>Max</th><th>Hit</th><th>Time</th><th>Amm</th></tr><tr><td>Neutron Beam</td><td>10</td><td>0</td><td>250</td><td>75</td><td>1</td><td>--</td></tr><tr><td>Missile</td><td>20</td><td>50</td><td>250</td><td>80</td><td>3</td><td>30</td></tr></table>	Min W: 3	S: 2	M: 5	D: 3	Cost: 70	Size: 7			Arm: 20	Def: 2	Spd: 50	Dge: 30	Weapon	Dam	Min	Max	Hit	Time	Amm	Neutron Beam	10	0	250	75	1	--	Missile	20	50	250	80	3	30
Min W: 3	S: 2	M: 5	D: 3																															
Cost: 70	Size: 7																																	
Arm: 20	Def: 2	Spd: 50	Dge: 30																															
Weapon	Dam	Min	Max	Hit	Time	Amm																												
Neutron Beam	10	0	250	75	1	--																												
Missile	20	50	250	80	3	30																												



AI

Min W: 4 **S:** 4 **M:** 4 **D:** 4

Cost: 90 **Size:** 6

Arm: 25 **Def:** 6 **Spd:** 20 **Dge:** 10

AI are the most terrifying human war machine yet created. Fully automated and intelligent, some humans fear they will lose control of them. They are equipped with a neutron beam and a powerful SNF blade.

<u>Weapon</u>	<u>Dam</u>	<u>Min</u>	<u>Max</u>	<u>Hit</u>	<u>Time</u>	<u>Amm</u>
Neutron Beam	10	0	200	75	1	--
SNF beam	15	0	50	70	1	--



Ostrich

Min W: 5 **S:** 5 **M:** 4 **D:** 5

Cost: 100 **Size:** 10




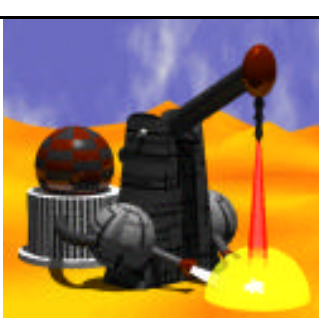
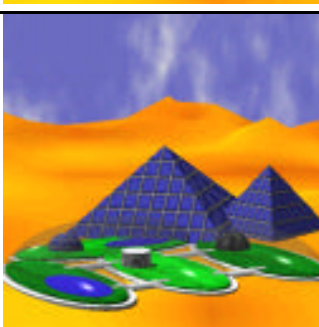
Arm: 40 **Def:** 8 **Spd:** 30 **Dge:** 15




The Ostrich Robot Assault Vehicle(RAV) is the next generation armored vehicle. Equipped with a prototype rapid-fire Ion cannon and a high-explosive missile, one Ostrich can wipe out whole brigades.

<u>Weapon</u>	<u>Dam</u>	<u>Min</u>	<u>Max</u>	<u>Hit</u>	<u>Time</u>	<u>Amm</u>
Ion Cannon	15	0	300	75	1	--
Missile	25	50	300	80	2	50

Human structures

	Atmospheric Processor <p>Atmospheric converters have two functions. When a planet is colonized, atmospheric converters change the atmosphere into a breathable mixture. After conversion they are modified to reduce pollution.</p> <p>Abilities: Atmos. Process</p> <p>Cost: 1500 Upkeep: 100 Defense: 400</p>
	Barracks <p>Barracks are used to house troops for the defense of your planet.</p> <p>Abilities: Barracks</p> <p>Cost: 2000 Upkeep: 100 Defense: 400</p>
	City <p>Cities help house large population centers and increase the population maximum of a planet. They also decrease the level of happiness, add pollution and are costly to maintain.</p> <p>Abilities: x2 Population +1 Polution -1 Happiness</p> <p>Cost: 1500 Upkeep: 100 Defense: 400</p>
	Factory <p>Factories greatly increase the output of a planets population. Unfortunately, the social and environmental costs are high, since factories add pollution and decrease the overall happiness of the population.</p> <p>Abilities: x2 Output +2 Polution -1 Happiness</p> <p>Cost: 2000 Upkeep: 100 Defense: 400</p>

	<div><div>Farm</div><div>Farms increase the maximum population of a planet by increasing the food and biological material supply for the population. Farms also help reduce pollution.</div><div><div>Abilities:</div><div><div>+1 Food</div><div>-1 Pollution</div></div></div><div><div>Cost: 2000</div><div>Upkeep: 100</div><div>Defense: 400</div></div></div>
	<div><div>Hospital</div><div>Hospitals increase the growth rate of a planet by increasing fertility rates and discovering cures for new diseases that develop from being exposed to a new planet's bacteria and viruses.</div><div><div>Abilities:</div><div><div>+1 Reproduction</div></div></div><div><div>Cost: 1500</div><div>Upkeep: 100</div><div>Defense: 400</div></div></div>
	<div><div>Linear Accelerator</div><div>Linear accelerators are the largest structure that the humans build. Enormously costly, and obvious targets for planetary bombardment, a linear accelerator allows a planet to send materials into orbit.</div><div><div>Abilities:</div><div><div>Off-world trade</div></div></div><div><div>Cost: 3000</div><div>Upkeep: 100</div><div>Defense: 400</div></div></div>
	<div><div>Mine</div><div>Mines are the only way to permanently increase the mineral abundance of a planet. Although they increase pollution and reduce the maximum population, they can quickly pay for themselves.</div><div><div>Abilities:</div><div><div>Mine</div><div>+1 Pollution</div></div></div><div><div>Cost: 1500</div><div>Upkeep: 100</div><div>Defense: 400</div></div></div>
	<div><div>Park</div><div>Parks increase the biological and cultural diversity of a planet. Parks help to reduce pollution as well as increase the happiness of the people on the planet.</div><div><div>Abilities:</div><div><div>-1 Pollution</div><div>Happiness</div><div>+1 Plague</div></div></div><div><div>Cost: 800</div><div>Upkeep: 100</div><div>Defense: 400</div></div></div>

	<h3>Planetary shields</h3> <p>Planetary shields protect all structures within two hexes. Essential in order to survive planetary bombardment, they are costly to maintain and build, and increase pollution.</p> <table><tr><td>Abilities:</td><td>Shield +1 Pollution</td><td>Orbital attack</td></tr><tr><td>Cost: 2000</td><td>Upkeep: 100</td><td>Defense: 400</td></tr></table>	Abilities:	Shield +1 Pollution	Orbital attack	Cost: 2000	Upkeep: 100	Defense: 400
Abilities:	Shield +1 Pollution	Orbital attack					
Cost: 2000	Upkeep: 100	Defense: 400					
	<h3>Space Base</h3> <p>Space bases supply additional materials and personnel to orbiting star docks. Each star base reduces ship construction cost and allows the star dock to build the next class of starship.</p> <table><tr><td>Abilities:</td><td>+1 Ship class +1 Happiness</td><td>+1 Ship spending</td></tr><tr><td>Cost: 1200</td><td>Upkeep: 100</td><td>Defense: 400</td></tr></table>	Abilities:	+1 Ship class +1 Happiness	+1 Ship spending	Cost: 1200	Upkeep: 100	Defense: 400
Abilities:	+1 Ship class +1 Happiness	+1 Ship spending					
Cost: 1200	Upkeep: 100	Defense: 400					
	<h3>University</h3> <p>Universities increase the rate of research conducted on your planet. Although expensive to build and maintain, universities pay for themselves in a matter of years.</p> <table><tr><td>Abilities:</td><td>+1 Research</td><td>+1 Revolt</td></tr><tr><td>Cost: 1200</td><td>Upkeep: 100</td><td>Defense: 400</td></tr></table>	Abilities:	+1 Research	+1 Revolt	Cost: 1200	Upkeep: 100	Defense: 400
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Cost: 1200	Upkeep: 100	Defense: 400					