

ANT

Classification: Insect
Climate: Varied

Research Level: I

Melee Damage: 10
Health: 30
Defense: 39
Speed: 26
Sight Radius: 20
Size: 1

Abilities

Immunity (Inherent)
Digging (Front Legs)

Strategic Value

The Ant's digging ability allows it to burrow through the ground, hidden to most enemy creatures. It's got a tough exoskeleton that helps it withstand damage, and its vicious bite is an effective close combat attack.

Description

During its short life of 8-10 weeks each Ant takes part in a highly complex social organization in the Ant colony. Female workers and male soldiers attend the queen, and some Ants are known to enslave other Ant species. The individual reaches 2.5-mm (1 in.) in length with a big head, elongated thorax and sloping abdomen. Ants have two sets of jaws, the outer for digging and carrying and inner for chewing. Adaptable in different climates, Ants thrive in dry, hot ones. Of the different varieties of Ant, some have a painful sting, some nest, others are nomadic, but all share the pack nature that makes this small creature so insidious.



ARCHERFISH

Classification: Fish
Climate: Tropical

Research Level: II

Melee Damage: 2
Range Damage: 3
Health: 18
Defense: 6
Water Speed: 30
Sight Radius: 30
Size: 1

Abilities

Water Artillery (Head)
Swimming (Torso or Tail)

Strategic Value

The Archerfish has a unique ranged attack in its ability to bombard land units with massive sprays of water, making it one of only two artillery creatures in the game.

Artillery units are extremely effective against other kinds of ranged units, like the Electric Eel or Chameleon. Compared to the game's second artillery unit, the Chimp, the Archerfish generally does more damage but has less range than the Chimp.

Description

The Archerfish is aptly named for its unusual offensive strategy of shooting water in a powerful stream to dislodge its insect prey from overhanging vegetation and into its waiting mouth. Found in both fresh and salt waters, the Archerfish is bow-shaped and nearly flat, running 18 cm (7 in) in length. This species dwell nears the surface, closer to its prey and is golden in color and either spotted or striped with black.



ARMADILLO

Classification: Rodent
Climate: Desert

Research Level: III

Melee Damage: 3
Health: 65
Defense: 81
Speed: 18
Sight Radius: 20
Size: 2

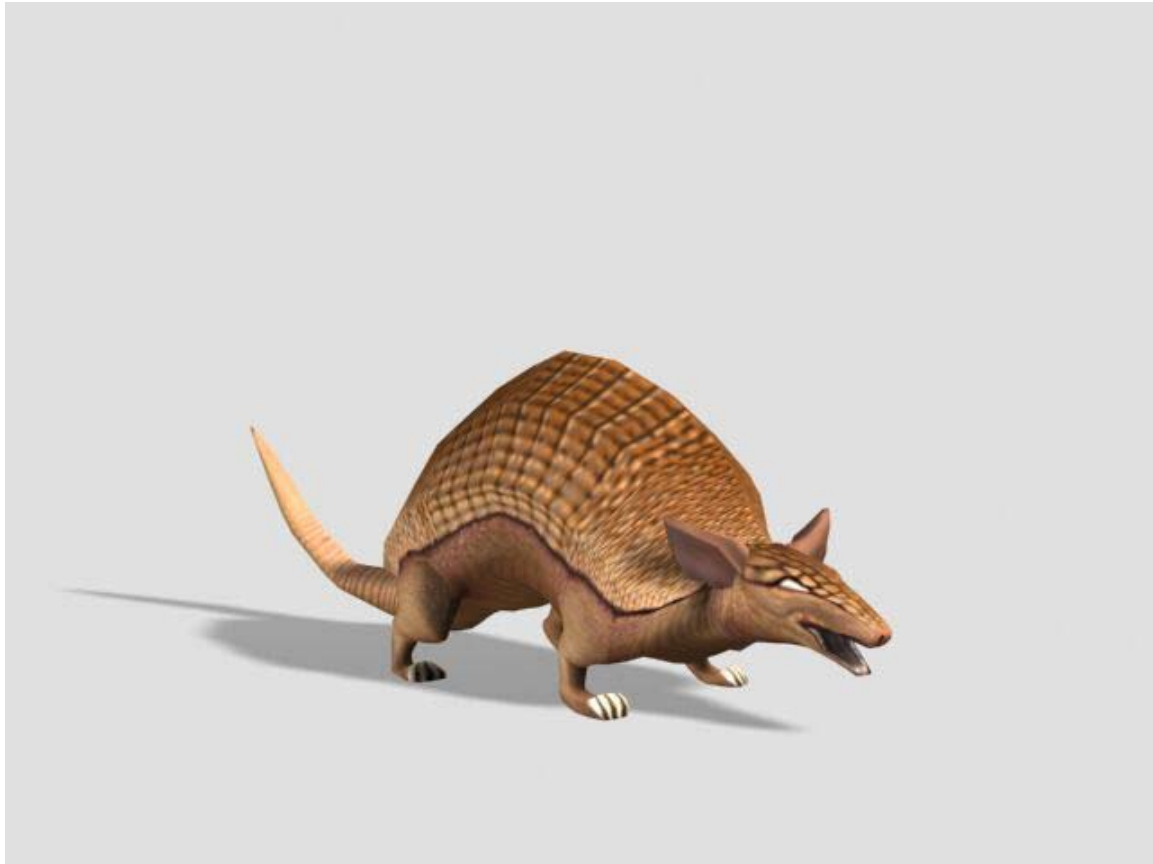
Abilities
None

Strategic Value

The Armadillo's tough shell gives it one of the highest defense ratings in the game, second only to the Snapping Turtle. This makes Armadillo combinations nearly impervious to damage, but beware of creatures with piercing attacks, like horns or quill attacks.

Description

Slow with an average attack and the desert biome limitation, the Armadillo's saving grace is its incredibly strong armor and its ability to curl up into an invulnerable armored ball. Combined, this creature can produce formidable combinations, but on its own it is a low cost creature. The Armadillo is stout with short legs and sharp claws, but is best known for its body armor—a hard, horny covering, hinged for flexibility. When under attack, it rolls up in a ball and is invulnerable to attack. With this heavy body and limited flexibility, the Armadillo is much less mobile than other small creatures. It's also less cunning and less exploratory and quite lazy. (Its distant cousin is the sloth.) An Armadillo sleeps 19 hours a day, hunting by night. The Armadillo is solitary by nature.



BABOON

Classification: Primate
Climate: Savannah / Tropical

Research Level: II

Melee Damage: 7
Health: 90
Defense: 45
Speed: 27
Sight Radius: 25
Size: 2

Abilities

Pack Hunter (Inherent)

Strategic Value

Low cost unit with a good mix of health, defense, and speed. The Baboon is an excellent choice for combining with a creature with a unique special ability, like a ranged attack. Also makes an excellent low-level close combat unit.

Description

While effective in numbers, the Baboon has fairly average to weak attributes and only minor special abilities. It lacks the power of a Gorilla, and the ingenuity of the less powerful Chimpanzee. It is an excellent low cost starting creature. The Baboon is a big monkey, often reddish in color with distinctive cheek pouches and a long dog-like muzzle. They average 50-115 cm (20-45 in) in length plus a tail. Baboons never go far from trees, their refuge from the leopards. They always climb trees at night and sleep there. They travel in groups up to 100 and use the power of the mob to chase predators away. They eat small mammals, birds and eggs. With enormous canines and strong limbs, Baboons are dangerous for a small animal.



BAT

Classification: Rodent
Climate: Tropical

Research Level: III

Melee Damage: 2
Health: 28
Defense: 12
Air Speed: 32
Sight Radius: 25
Size: 1

Abilities

Sonar Pulse (Head)
Flight (Wings)

Strategic Value

A physically weak creature, the Bat is primarily useful for its abilities. It provides low-level access to the sonar pulse ability, an excellent scouting ability normally available on the much higher level Whales. Its second, and more obvious use, are its wings, which provide combinations with the ability to fly.

Description

The Vampire Bat is any of three species of blood-eating Bats, family Desmodontidae, native to the New World tropics. Named after the bloodsucking human spirits of folklore, Vampire Bats are shy, tailless, brown Bats that run swiftly and can leap with considerable agility. They are about 6-9 cm (2 1/3-3 1/2 inches) long and weigh about 15-50 g (1/2-1 1/2 ounces). The three species are the common (*Desmodus rotundus*), white-winged (*Diaemus youngi*), and hairy-legged (*Diphylla ecaudata*) Vampire Bats. Vampire Bats leave their sheltered roosts after dark and forage low over the ground, feeding on practically any quietly resting warm-blooded animal. They make a small cut with their sharp incisor teeth, often without disturbing their prey, and lap the blood that flows from the incision. They take the blood of mammals and birds, often attack cattle.



BULL

Classification: Ungulate
Climate: Plains

Research Level: III

Melee Damage: 10
Health: 221
Defense: 28
Speed: 25
Sight Radius: 30
Size: 5

Abilities

Charge Attack (Back Legs)

Herding (Inherent)

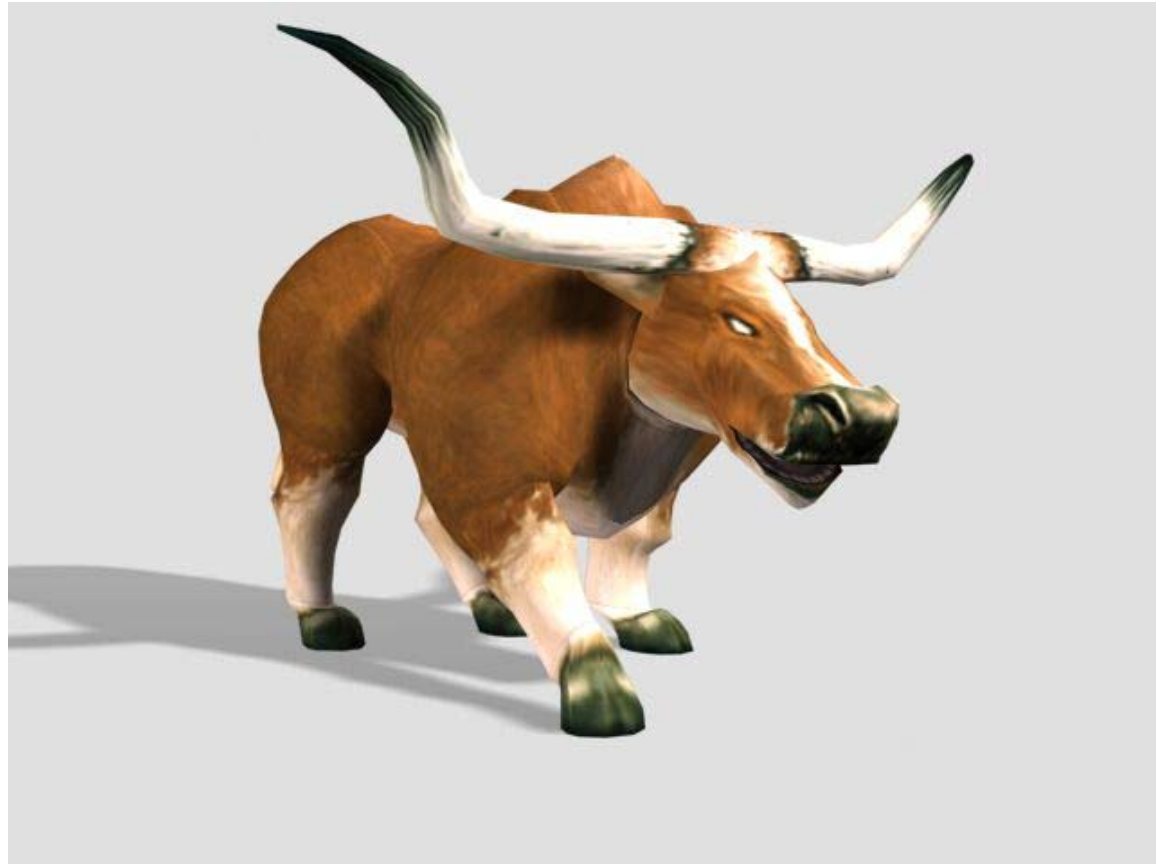
Horns (Head)

Strategic Value

An excellent level 3 and 4 attack unit, the Bull provides relatively low cost access to the charge attack and horns, giving an alternative to the higher cost Elephant and Rhino. Combine the Bull with creatures that have attacks on limbs that the Bull does not in order to enhance its close combat power, such as cat's claw attacks.

Description

The dominant male cow, both domesticated and wild, the Bull is known for sharp horns that can gore attackers. The massive beasts sometimes weigh up to 3,000 lbs but are quick on the hoof. Bulls have the teeth for grazing, not meat eating, and are mainly aggressive in defense of the herd, bucking and kicking as well as using their rack of horns.



CAMEL

Classification: Ungulate
Climate: Desert

Research Level: I

Melee Damage: 5
Health: 115
Defense: 16
Speed: 28
Sight Radius: 20
Size: 3

Abilities

High Endurance (Torso)

Strategic Value

The Camel is a low cost unit with high health and respectable speed. These attributes are very valuable to small, weak creatures with impressive special abilities, like plague, stink cloud, or ranged attacks. Its high endurance ability enhances this role by making the Camel an excellent choice for endurance-using triggered abilities.

Description

The Camel is the desert workhorse. Famous for the fatty hump on its back this desert animal is an expert at conservation, capable of making marathon journeys across the desert. The long-legged beast has extra wide, two-toed feet useful for walking on sand or snow. A double layer of eyelashes and the ability to close its nostrils make it able to withstand sandstorms with ease. The Camel can consume 30% of its body weight in water and then use it sparingly. Camels are extremely well adapted for desert living with a body temperature that can go as high as 105 degrees before the animal sweats. Camels are large animals, standing 2m (7 ft) high at the shoulder and are notoriously bad-tempered, liable to spit, bite, and kick.



CHAMELEON

Classification: Reptile
Climate: Tropical

Research Level: II

Melee Damage: 3
Range Damage: 4
Health: 25
Defense: 19
Speed: 16
Sight Radius: 30
Size: 1

Abilities

Camouflage (Tail)
Regeneration (Inherent)
Tongue Attack (Head)

Strategic Value

The Chameleon's camouflage ability makes it the perfect choice to create covert units. Combine with high sight radius creatures for stealthy scouts, or attack units to unleash a surprise on your opponent. Just don't overlook the Chameleon's tongue attack, a very useful long-range ability.

Description

This lizard has a flat body, curling tail with bumpy eyes and occasionally horns. The ability to change color from green through yellow through dark gray to match its surroundings and the ability to stay still for long periods of time make the creature adept at camouflage. It has balloon-like colored cells that expand or contract to create the color palette. A smaller lizard, it runs 17-25 cm (7-10 in) in length. Tail and feet are grasping, making it an excellent climber; it is mainly a tree dweller. The Chameleon excels at avoiding predators and with its long extensile tongue it is able to attack its insect prey from a distance. (Note: one source says that it is a misconception that the Chameleon changes color for camouflage. It is more related to environmental factors such as light or temperature and emotional states such as fright or victory in battle.)



CHEETAH

Classification: Feline
Climate: Savannah

Research Level: II

Melee Damage: 6
Health: 55
Defense: 35
Speed: 44
Sight Radius: 20
Size: 2

Abilities

Leap Attack (Back Legs)

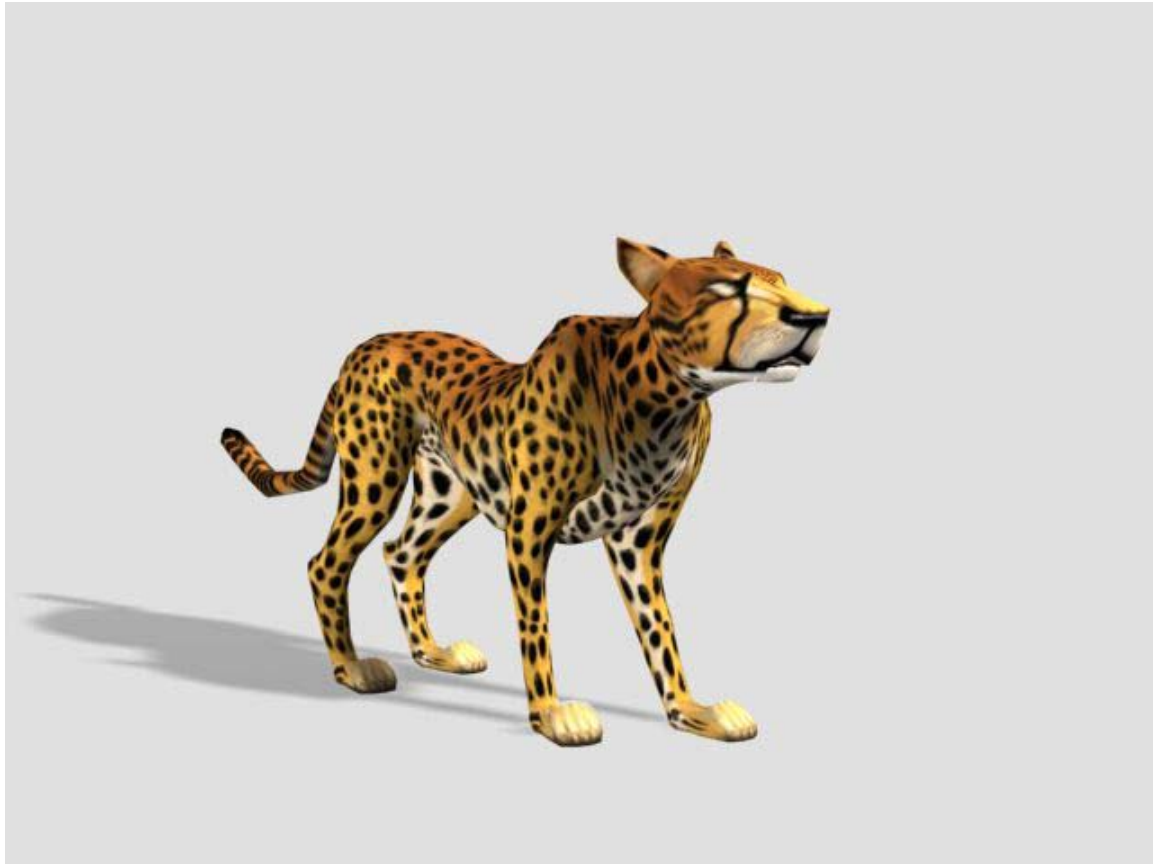
Strategic Value

One of the more affordable cats due to lower attributes, the Cheetah excels in one area: speed. Being the fastest creature on land the Cheetah is an excellent scout or hit-and-run unit, good for most combat combinations, but is more fragile than most of the other cats in the game.

Description

The Cheetah is the fastest of all big cats, capable of speeds of 70 mph in short bursts.

It is built for speed with long, lean musculature, strong haunches and non-retractable claws good for traction. The yellow cat with black spots is 140 cm long (56 in) plus tail and stands 80 cm (32 in) at the shoulder. The Cheetah uses its keen eyesight to hunt prey during the day, often stalking like the Lion and then chasing the prey down in a quick chase. The Cheetah will hunt alone or in groups to round up herd animals such as the Zebra.



CHIMPANZEE

Classification: Primate
Climate: Tropical

Research Level: II

Melee Damage: 4
Range Damage: 3
Health: 65
Defense: 35
Speed: 28
Sight Radius: 25
Size: 2

Abilities

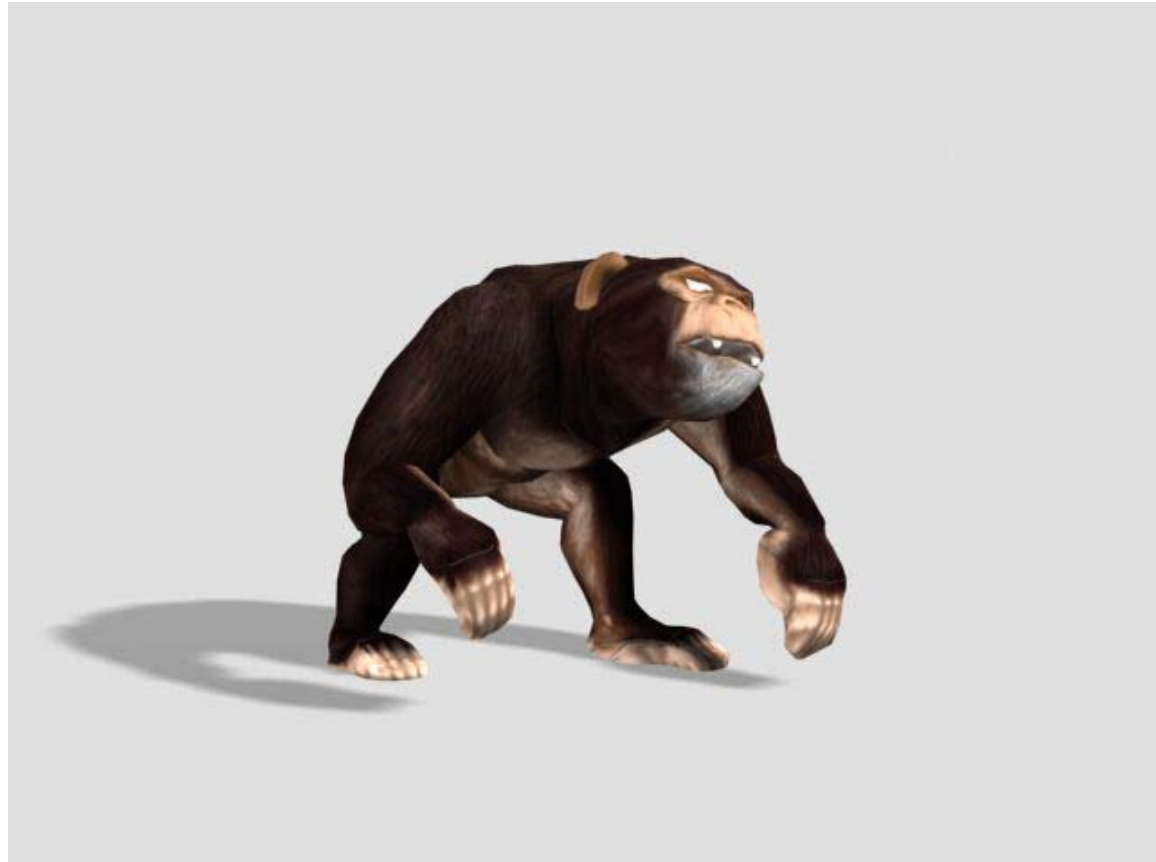
Pack Hunter (Inherent)
Rock Artillery (Arms)

Strategic Value

One of only two creatures with an artillery attack, the Chimp provides a generally lower damage but longer range than the water artillery-using Archerfish. The addition of the pack hunter ability makes the Chimp one of the most valuable units in the game.

Description

This primate is human-like with a shaggy black coat and naked face with distinct ears. Much smaller than the Gorilla, the average Chimp is a meter tall (3.3 ft), with a strong body, long arms and opposable thumbs. It walks on all fours and swings deftly through the trees. Although Chimps eat plant matter and insects, they are also known to kill a small mammal by holding it and striking its head on the ground. This intelligent creature has also learned to throw rocks with precise aim to kill prey.



COYOTE

Classification: Canine
Climate: Plains / Desert

Research Level: I

Melee Damage: 6
Health: 50
Defense: 35
Speed: 29
Sight Radius: 20
Size: 2

Abilities

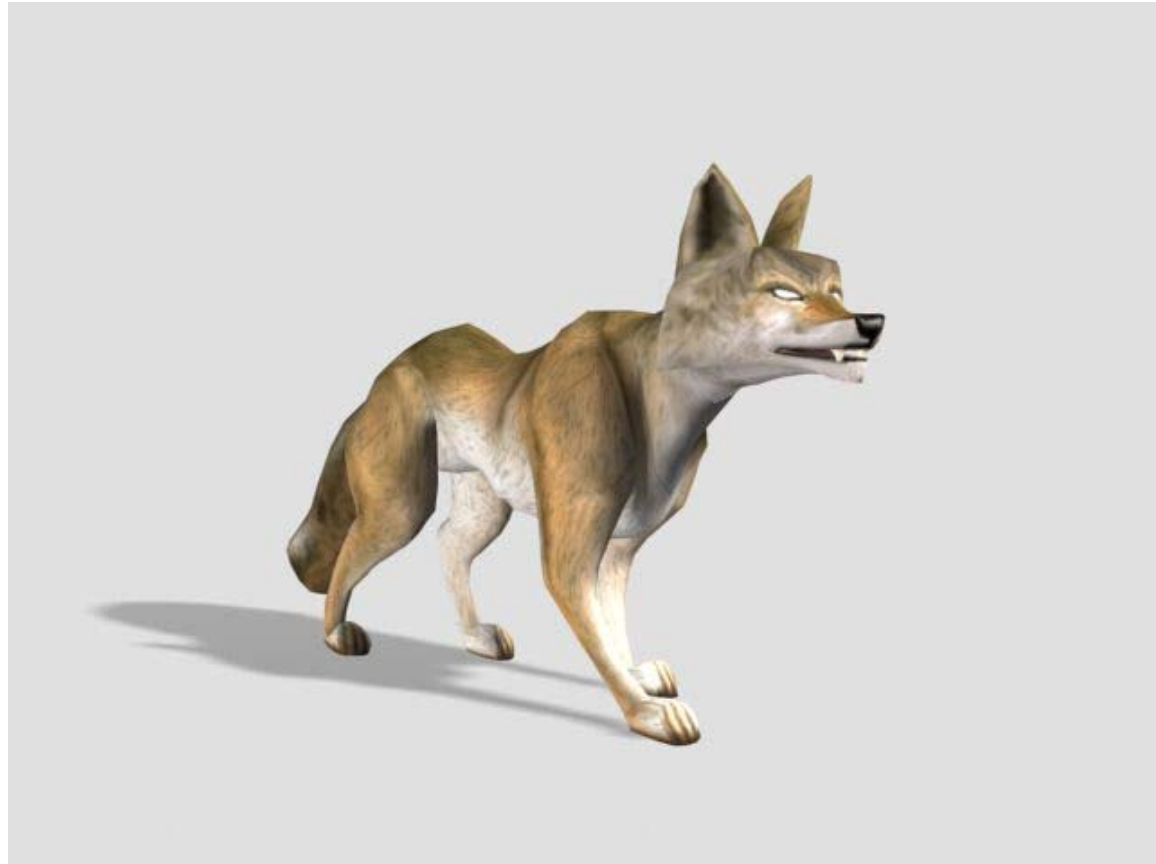
Keen Sense (Head)

Strategic Value

The weakest of the canines, its keen sense ability and good speed makes the Coyote invaluable as an inexpensive scout unit. It can also be relied on in lower levels as a quick, versatile combat unit.

Description

Known for its nighttime howl, the Coyote is a cousin of the Wolf, sharing the long course fur and bushy tail. It is diminutive in size, just 60 cm (24 in) at the shoulder. It is active day and night and is a good hunter of small mammals that it either chases down or digs out of the ground, aided by its excellent hearing and smell. Capable of speeds up to 40 mph, the Coyote is even quick enough to catch birds. The Coyote is a nocturnal animal that operates either alone or in tag-teams when hunting and prefers a grassy habitat.



CROCODILE

Classification: Reptile
Climate: Tropical

Research Level: IV

Melee Damage: 19
Health: 200
Defense: 35
Speed: 22
Water Speed: 27
Sight Radius: 20
Size: 5

Abilities

Swimming (Torso or Tail)

Strategic Value

Tough, dangerous, and mean, the Crocodile is a terror of an animal. Its good attack abilities include a tail swipe. Few creatures have attacks on their tail, and since melee attacks are cumulative, getting more on a single creature is a good thing. With good health and defense the Croc makes for an effective amphibious hunter.

Description

Found in tropical waterways, the Crocodile is one of nature's deadliest carnivores. It has two manners of attack, clubbing prey with its powerful tail or a stealthy underwater approach and sudden nabbing with powerful jaws. The Crocodile will then drag the prey underwater, drowning it and eventually tearing chunks out of the dead beast by spinning in the water. Measuring up to 6 meters (20 ft) in length, with thick protective hide, long snout and rows of jagged teeth, the Crocodile knows no enemies in its environment. Crocodiles thrive in both fresh and salt water.



DRAGONFLY

Classification: Insect
Climate: Plains

Research Level: III

Melee Damage: 10
Health: 18
Defense: 25
Air Speed: 35
Sight Radius: 25
Size: 1

Abilities

Flight (Wings)

Strategic Value

When you increase the size of insects to put them on the level of other creatures they become very powerful. Their tough exoskeletons and resilient bodies coupled with powerful attacks make them a force to be reckoned with. The Dragonfly is no exception. Use it with larger animals for powerful, and surprisingly fast, flying units.

Description

The Dragonfly is the most predacious of all insects, capable of eating its own body weight in 30 minutes' time. Fierce, with four wings and a 16-cm (6 in) wingspan, the Dragonfly is an agile pilot, both fast and maneuverable. Sometimes called the 'devil's darning needle,' which refers to a myth that it will sew shut the eyes, ears and mouth of a sleeping child.



EAGLE

Classification: Bird
Climate: Plains/Arctic

Research Level: III

Melee Damage: 6
Health: 81
Defense: 9
Air Speed: 29
Sight Radius: 40
Size: 4

Abilities

Flight (Wings)

Strategic Value

The most powerful flying attack creature, the Eagle provides a good airborne offensive option. Since most flyers are much weaker and smaller than the Eagle they make poor choices for combinations with small creatures that have powerful special abilities (like most ranged creatures), as overall the combinations prove to be weak. On the other hand, the Eagle's size and relative good health maximize the effectiveness of the abilities of smaller creatures it is combined with.

Description

A large, beaked raptor with broad wings and curved talons, the Eagle resembles the Vulture but catches its prey live. The Eagle prefers a surprise attack to an extended aerial chase. Like the Lion, the Eagle is such an efficient predator that it is 'lazy' and doesn't have to work that hard. The 'Eagle' eyes and powerful wings and diving abilities give it this reputation. Eagles are highly territorial and work in pairs. In many cultures, the Eagle is a symbol of war.



ELECTRIC EEL

Classification: Eel
Climate: Tropical

Research Level: III

Melee Damage: 4
Range Damage: 8
Health: 37
Defense: 2
Water Speed: 36
Sight Radius: 25
Size: 2

Abilities

Electric Burst (Tail)
Lightning Attack (Head)
Swimming (Torso or Tail)

Strategic Value

Electrical attacks: Useful? Yes! Let's face it, there's no other reason for this one, but that is reason enough. Its electric attack makes the Electric Eel a great choice for any combination. Couple it with creatures that give it the mobility and health that it lacks.

Description

A closer relation to a minnow than an eel, the Electric Eel has specialized electrical organs in its tail, which electrify prey with jolts of up to 650 volts. This is a strong enough shock to kill a fish easily or stun a full-grown man. The Eel has a long and cylindrical shape and averages 2.75 m (9 ft) in length. It propels itself through the water using its extended anal fin. The Eel also uses the electrical charge to navigate in murky, muddy waters.



ELEPHANT

Classification: Pachyderm
Climate: Savannah

Research Level: V

Melee Damage: 16
Health: 440
Defense: 45
Speed: 18
Sight Radius: 15
Size: 8

Abilities

Charge Attack (Back Legs)

Herding (Inherent)

Horns (Head)

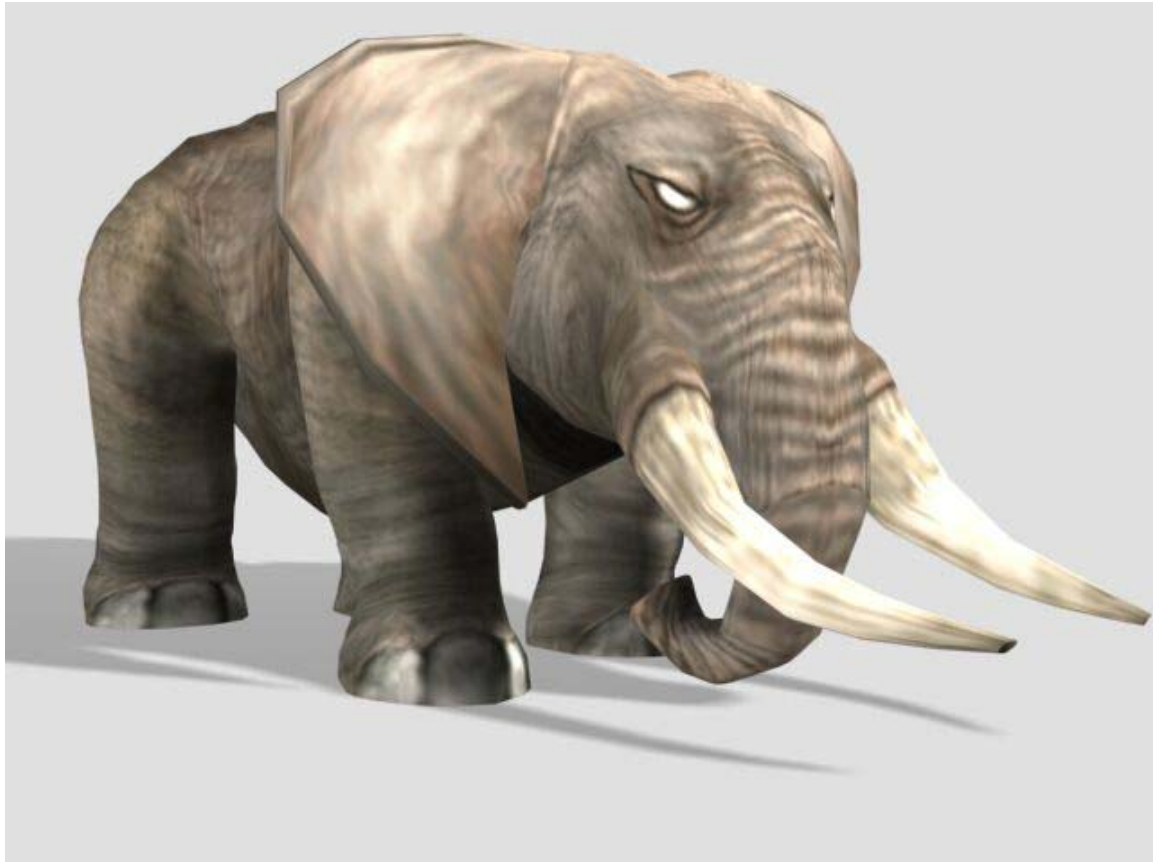
Strategic Value

The Elephant is the most powerful ground-based attack unit. It can take and deal out a lot of punishment. Its charge attack is devastating, its horns will cut creatures with high defense to ribbons, and its herding ability will ensure that in large numbers the Elephant is near impervious to damage.

Combine with whatever pleases you, but look for creatures that will add to the Elephant's impressive attack abilities and size by providing attacks on limbs the Elephant does not normally use to attack, like front leg or tail attacks.

Description

One of the few animals that continue to grow its whole life, the Elephant has the strength and size to trample and crush an enemy. The Elephant is a familiar animal with its 'baggy skin,' rounded body, large head, sturdy legs, trunk, and curved tusks. The Elephant is renowned for its strength and used by humans for such tasks as hauling logs. Along with this brutish force, the Elephant has enough dexterity in its trunk to untie knots. Elephants travel in herds and have no natural enemies. Highly intelligent and communicative, they can also be violent and unpredictable.



GIRAFFE

Classification: Ungulate
Climate: Savannah

Research Level: II

Melee Damage: 8
Health: 135
Defense: 12
Speed: 30
Sight Radius: 35
Size: 4

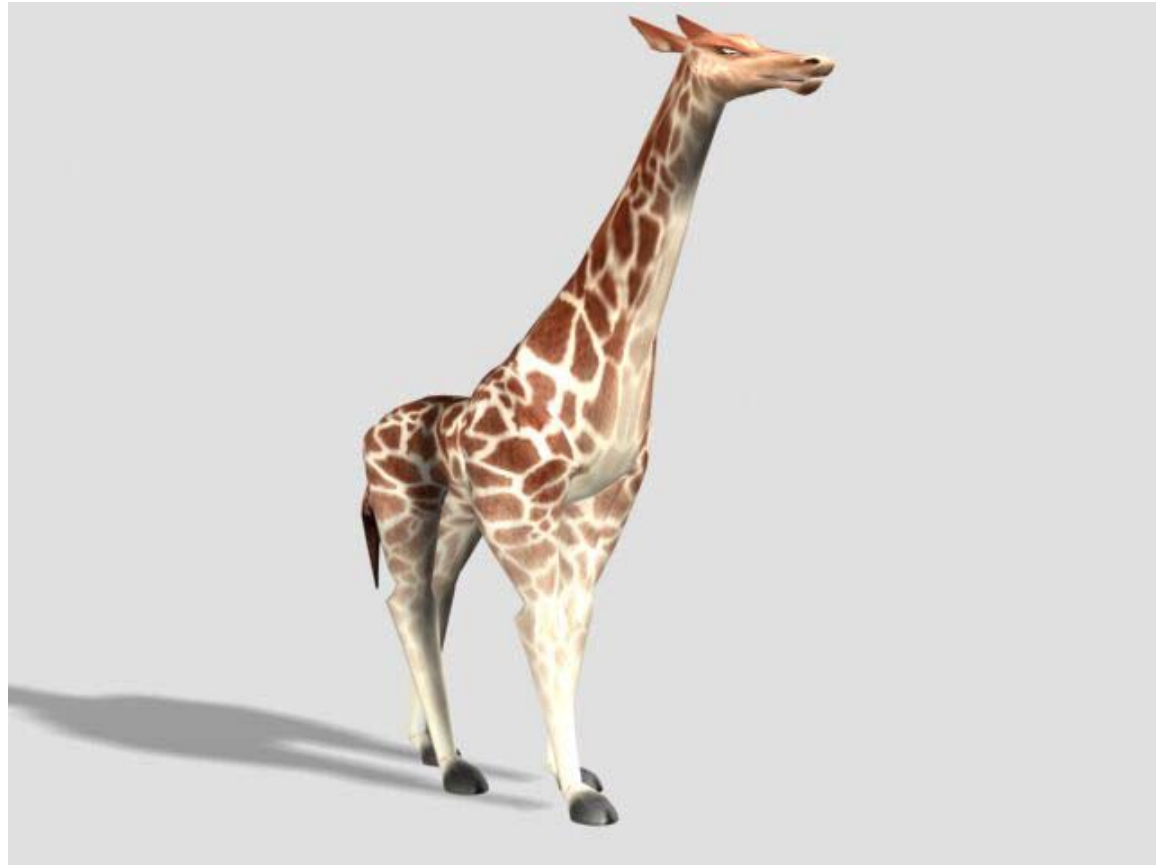
Abilities
None

Strategic Value

While the Giraffe may not seem like the most obvious choice for a combat unit, its good speed, size, and high health can be invaluable to creatures that need these attributes to increase their survivability and attack power. Look to combine the Giraffe with good close combat or ranged units to couple size with power and speed. The Giraffe's very high sight radius also makes it an excellent scout unit.

Description

Its powerful attack and high sight range make the Giraffe an excellent early warning unit, and its lack of any special abilities make it affordable. The Giraffe's familiar long neck gives it a height advantage over other savanna land animals. This feature comes in handy in reaching choice leaves and spotting far-off predators in open plains. It is more vulnerable in the bush. It is able to gallop over rough country to escape and if cornered, can kick a Lion to death. Also, the Giraffe will neck-wrestle other Giraffes for dominance. It moves both in groups and as a solitary browser.



GORILLA

Classification: Primate
Climate: Tropical

Research Level: III

Melee Damage: 13
Health: 165
Defense: 35
Speed: 22
Sight Radius: 30
Size: 3

Abilities

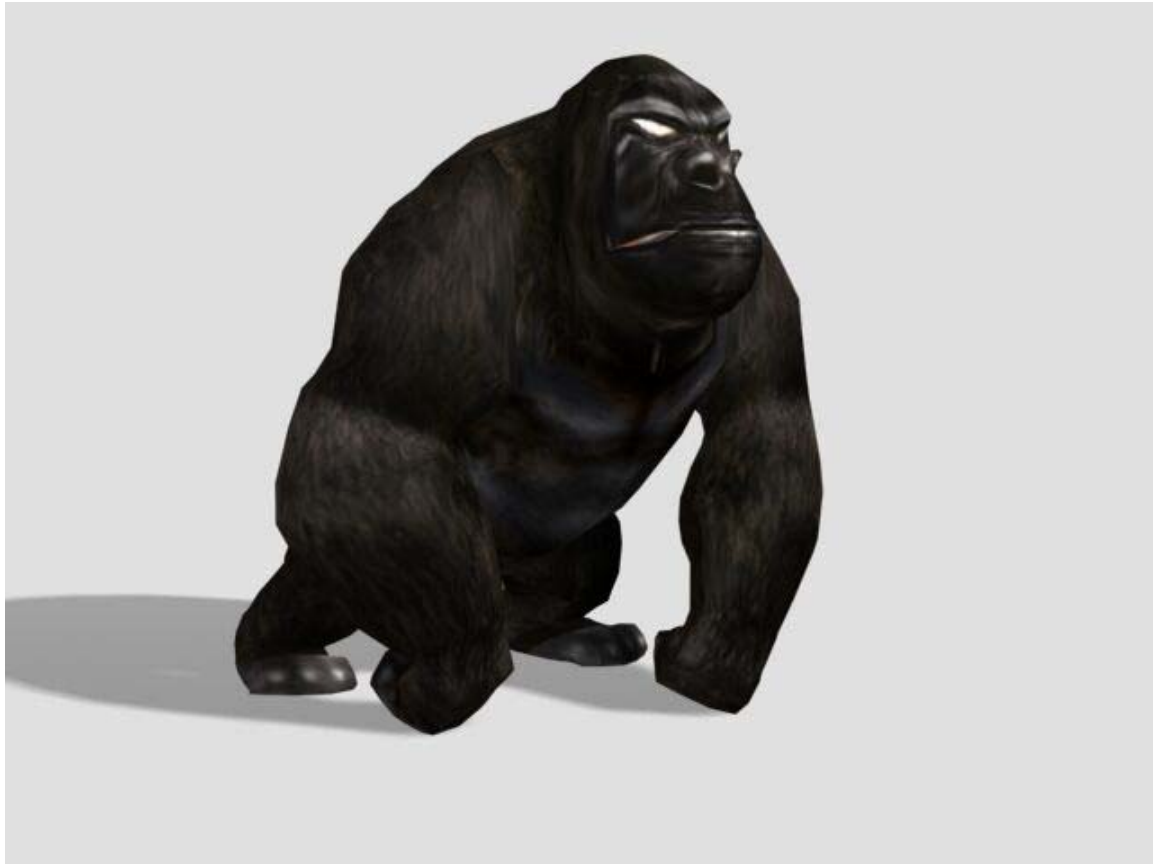
Herding (Inherent)

Strategic Value

The Gorilla is a powerful close combat unit with a brutal close combat attack in its pummeling arms. Combine it with close combat creatures that have weak or non-existent attacks on their front limbs.

Description

An intelligent and powerful creature, the Gorilla is the most powerful primate available in Impossible Creatures. The largest of the primates, the Gorilla stands 5-6 feet tall and is very strong. Active by day, it spends a lot of time on the ground, though it is an adept climber. Normally, the Gorilla keeps a low profile and moves quietly through grass and treetops. Though rarely provoked to fight, the Gorilla will threaten by beating its chest, making noise, and throwing things at aggressors. Gorillas are highly intelligent and communicative animals.



GREAT WHITE SHARK

Classification: Fish
Climate: Varied

Research Level: IV

Melee Damage: 19
Health: 327
Defense: 35
Water Speed: 36
Sight Radius: 15
Size: 7

Abilities

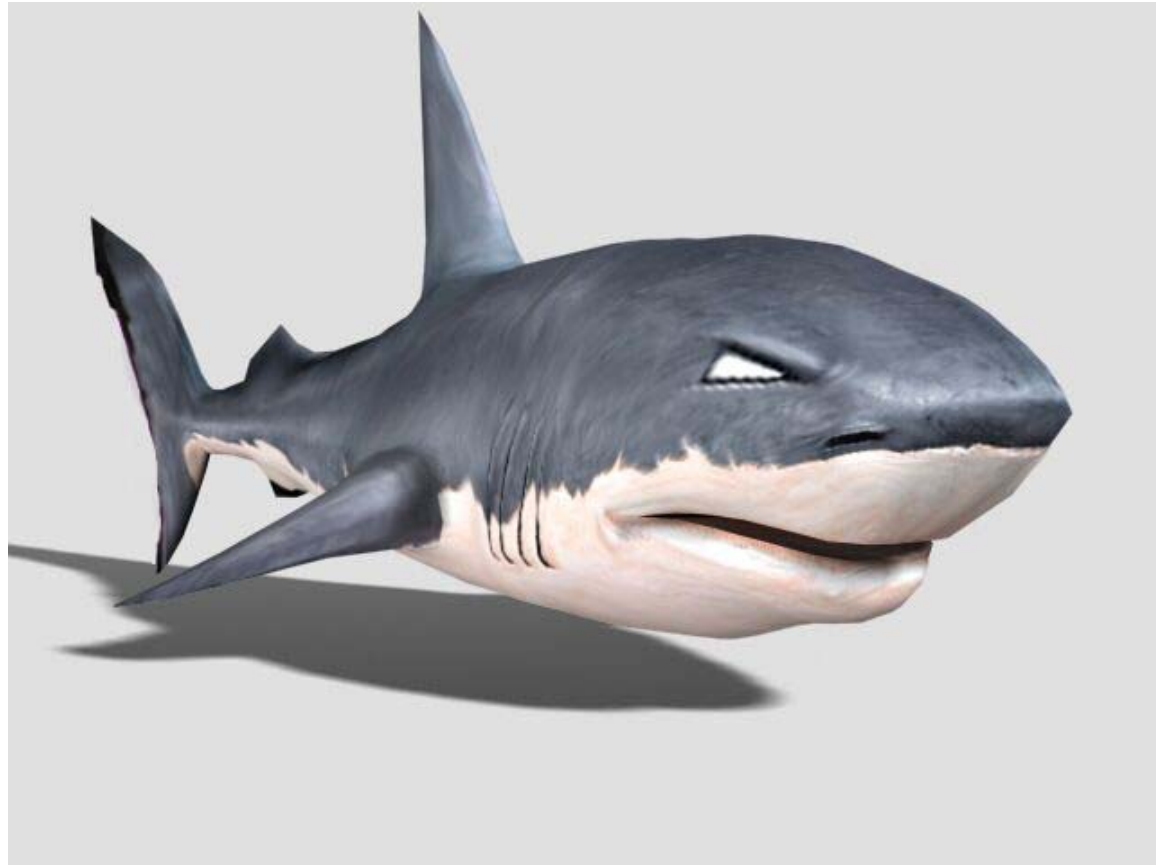
Frenzy (Inherent)
Immunity (Inherent)

Strategic Value

An intimidating close combat unit, the Great White is all bite and no bark. Everything about this creature is useful. Its tail provides high-speed water mobility, its body is extremely resilient, and its head has rows of never-ending teeth to great all that oppose it.

Description

The most frightening creature to patrol the watery depths, the only thing keeping the Great White from costing more is this very restriction, and its general lack of special abilities. An animal capable of inspiring great fear in potential prey (everyone else). A dangerous predator of the sea, measuring almost 6 m (20 ft) in length, gray in color with sharp, serrated teeth, it is a mammal hunter. Great Whites prefer the open sea for their hunting grounds, but will approach shore if hungry.



GRIZZLY BEAR

Classification: Bear
Climate: Plains/Arctic

Research Level: III

Melee Damage: 19
Health: 140
Defense: 19
Speed: 29
Sight Radius: 20
Size: 3

Abilities

None

Strategic Value

Strong attack unit kept inexpensive by lack of special abilities. Dangerous, fast, and tough, it makes an excellent base for mid-level attack units.

Description

Distantly related to both the dog and the raccoon, the Bear is a monster of a beast. A very large, very strong Bear with powerful forearms and 5-8 1/2 feet in height and weighing 780 kg (1,700 lbs). A single swipe of its paw could knock a person's head off! Despite their bulk, Grizzlies can climb with ease and are good swimmers. Solitary in nature, the Bear will hunt day and night at whim. Grizzlies are limited somewhat by their poor eyesight.



HAMMERHEAD SHARK

Classification: Fish
Climate: Tropical

Research Level: II

Melee Damage: 12
Health: 90
Defense: 26
Water Speed: 35
Sight Radius: 20
Size: 4

Abilities

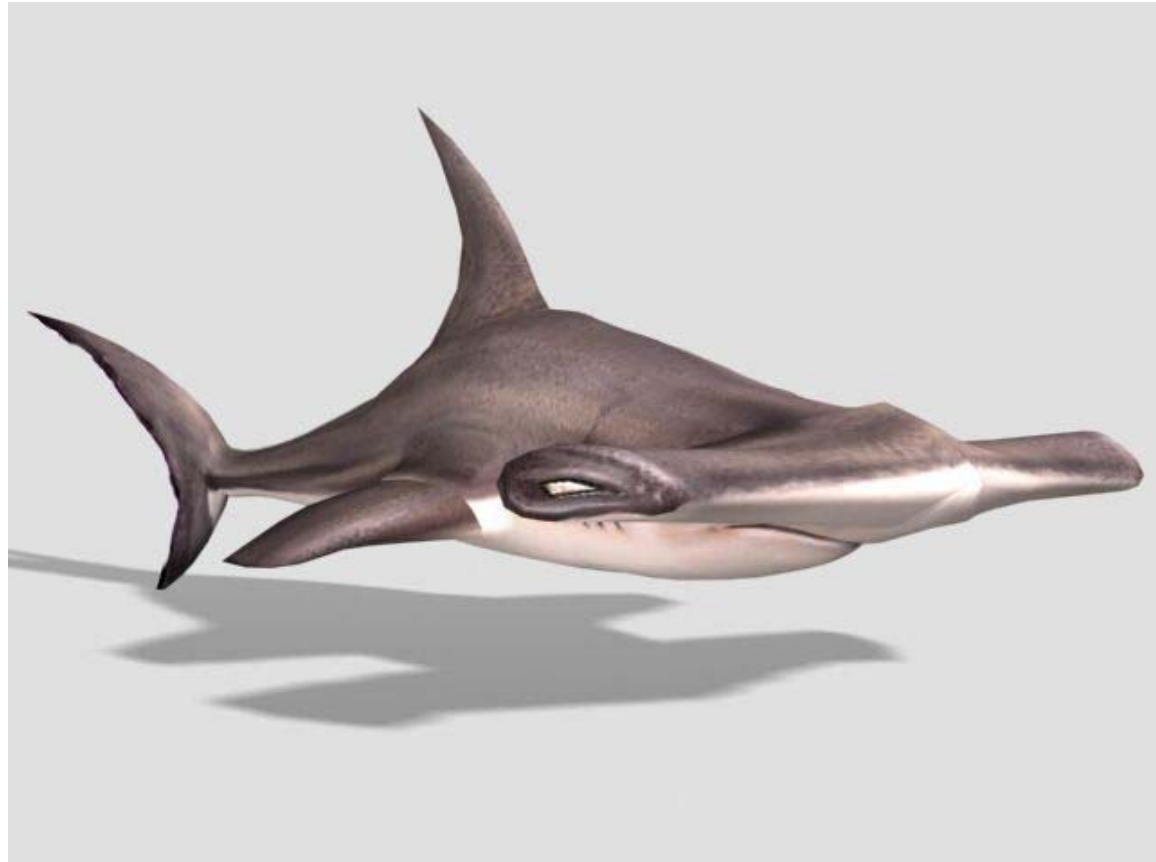
Immunity (Inherent)
Keen Sense (Head)
Swimming (Torso or Tail)

Strategic Value

The Hammerhead provides the middle ground for water units, as most of the other water units are either higher or lower cost. A good attack creature, the Hammerhead provides the obvious benefits of a shark without the extreme cost of going with a Great White. Its also the only non-canine with the keen sense ability.

Description

Hammerhead Shark is the common name for about ten related species of sharks found throughout tropical and temperate seas. Large flattened extensions of the head give these fish a hydroplane-like lift and enable them to make sharper turns than other sharks; the eyes and nostrils, by being spaced at the ends of the hammerhead, also give them a greater ability to track prey. The great Hammerhead, a large-toothed, powerful swimmer more than 4 m (more than 13 ft) long, has attacked divers.



HIPPOPOTAMUS

Classification: Ungulate
Climate: Savannah

Research Level: IV

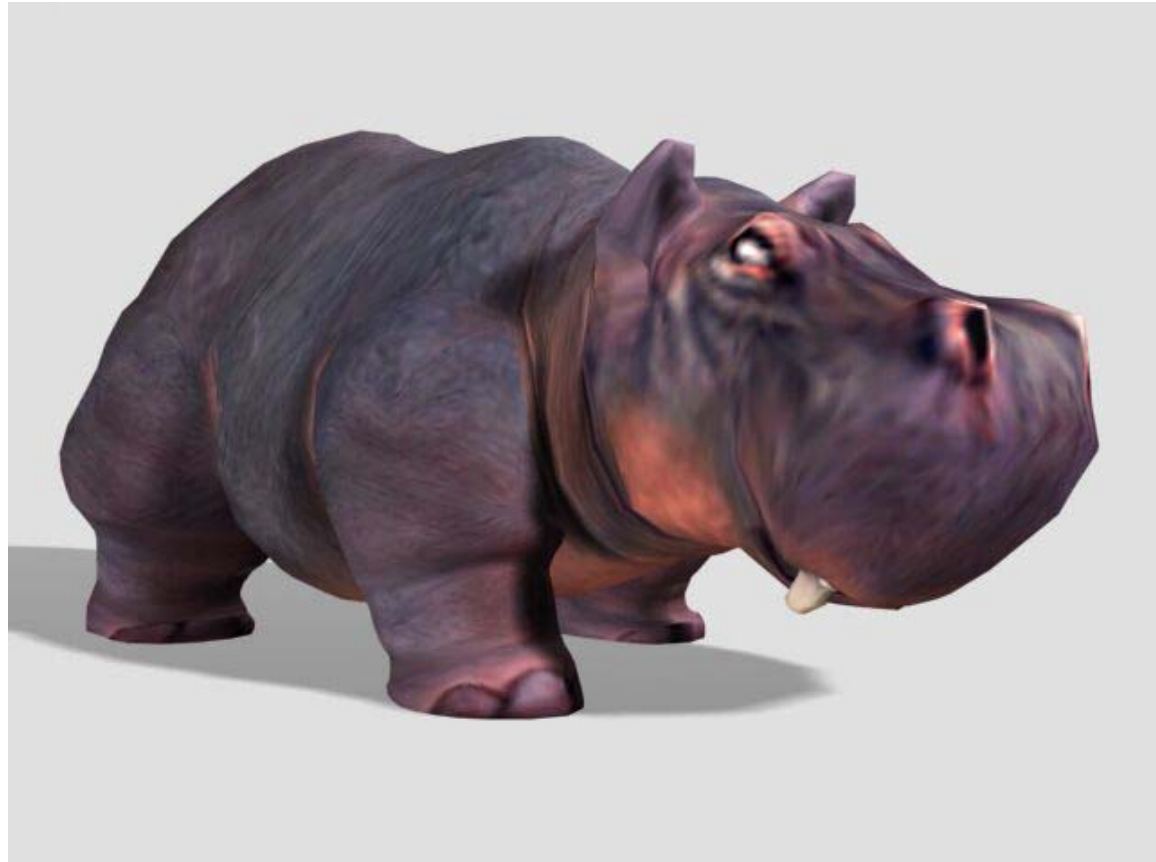
Melee Damage: 16
Health: 260
Defense: 50
Speed: 16
Water Speed: 22
Sight Radius: 15
Size: 6

Abilities

Charge Attack (Back Legs)
Herding (Inherent)
Swimming (Torso or Tail)

Strategic Value

The Hippo is an excellent mid- to high-end unit, excellent for ranged combinations in particular due to its resilience and herding ability, but its vicious bite ensures that it has something to offer to close combat combinations as well.



Description

Hippopotamus, common name for certain artiodactylous (even-toed, hoofed) mammals found only in Africa. Hippopotamuses (also called river horses) are heavy-bodied, short-legged, short-tailed animals, resembling pigs more than horses. They have large heads with small eyes and small ears; their nostrils, surrounded by sparse, bristly hairs, are equipped with special flaps that close down when the animal goes underwater. The eyes and ears are located on the top of the head. The mouth is huge and contains long, pointed incisor and canine teeth. The common adult Hippopotamus also has tusk-like canine teeth in the lower jaw; they grow up to 70 cm (up to 28 in) long, weigh almost 3 kg (6 lb), and are valued as ivory. The skin contains a layer of fat that is about 5 cm (2 in) thick and is used to make leather whips known as sjamboks.

HORNET

Classification: Insect
Climate: Plains

Research Level: III

Melee Damage: 4
Health: 30
Defense: 15
Air Speed: 35
Sight Radius: 25
Size: 1

Abilities

Flight (Wings)

Immunity (Inherent)

Poison (Tail)

Strategic Value

A high-speed flying creature with poison and immunity make for an excellent close combat unit. Like all insects it is very powerful at higher sizes.

Description

Hornet, name commonly applied to the members of a group of social wasps that make nests of papery material composed of chewed plant foliage and wood. The bald-faced, or white-faced, Hornet, widely distributed throughout North America, is about 3 cm (about 1.2 in) long and is black with white markings on most of its segments and on its face. Its gray nest is usually suspended from a tree limb. Yellow Jacket is a name applied to a number of species that have extensive yellow markings. Yellow Jackets construct their nests close to or under the ground; a single nest may contain up to 15,000 individuals. Yellow jackets are often found near humans, and their sting can be serious for people sensitive to their venom, or if a person is stung many times simultaneously.



HYENA

Classification: Canine
Climate: Desert

Research Level: II

Melee Damage: 9
Health: 81
Defense: 25
Speed: 26
Sight Radius: 25
Size: 3

Abilities

Keen Sense (Head)

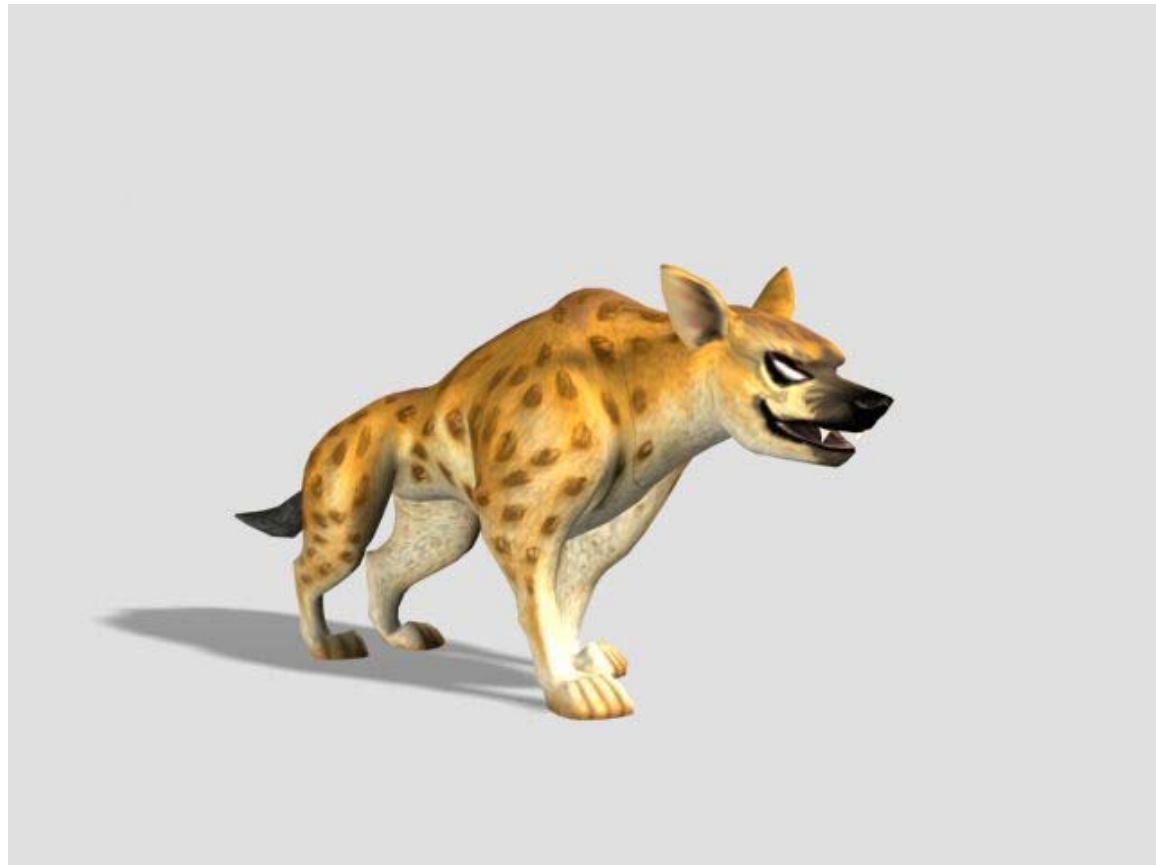
Pack Hunter (Inherent)

Strategic Value

More powerful than the Coyote, but with similar abilities, the Hyena is an excellent choice for low- to mid-level combinations that require a canine's astute sense of hearing and smell. Its powerful jaws make it an effective close combat creature, especially when combined with creatures that have effective attacks on other limbs.

Description

The Hyena is a dog-like carnivore that is a renowned scavenger. Hyenas have powerful jaws capable of crushing large bones that other predators cannot eat. The Hyena's range spans Africa (except the Sahara and the Congo basin), the Middle East, and southwestern Asia, including India. In prehistoric times, Hyenas also roamed Europe. Their habitat is usually open plains and grasslands, but they are sometimes found in rocky terrain, brush-covered areas, and open forests.



KILLER WHALE

Classification: Aquatic Mammal
Climate: Arctic

Research Level: III

Melee Damage: 11
Range Damage: 9
Health: 210
Defense: 12
Water Speed: 38
Sight Radius: 25
Size: 9

Abilities

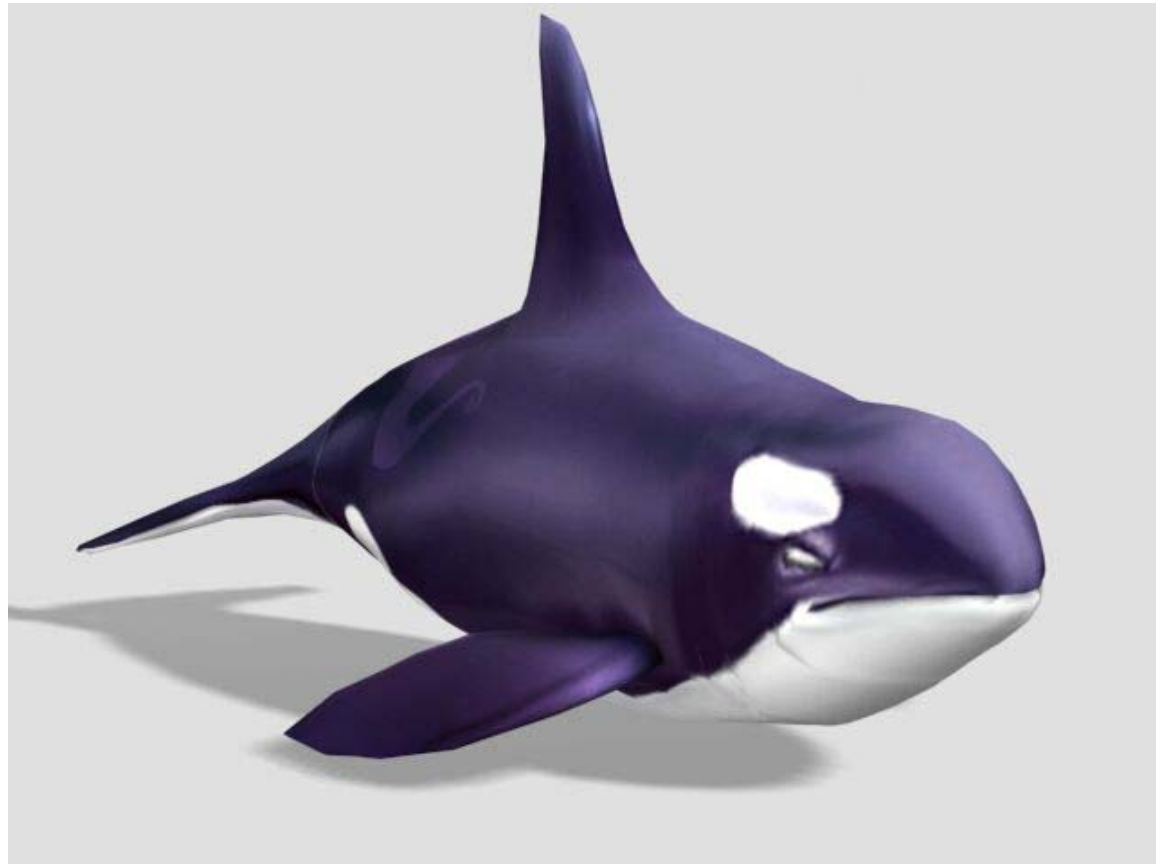
Sonar Pulse (Head)
Sonic Attack (Head)
Swimming (Torso or Tail)

Strategic Value

The Killer Whale has it all: speed, power, and strong special abilities like sonic attack and sonar, but with most combinations it is only a level 4 creature.

Description

Killer Whale, largest member of the dolphin family. Killer Whales occur in more parts of the world than probably any other cetacean. They occur in all oceans, both in the open ocean and close to shore, but are more common in the colder, more productive waters of both hemispheres than in the Tropics. Resident populations may cover an area of several hundred square kilometers. Transient populations often move through an area rapidly, swimming more than 1000 km (more than 600 mi) along a shoreline in a matter of days.



KOMODO DRAGON

Classification: Reptile
Climate: Tropical

Research Level: III

Melee Damage: 12
Health: 100
Defense: 32
Speed: 22
Sight Radius: 15
Size: 3

Abilities

Poison (Head)

Poison Touch (Tail)

Regeneration (Inherent)

Strategic Value

The Komodo Dragon is a fearsome opponent, making a very versatile and effective close combat attack unit due to its ability to transmit poisonous bacteria through its vicious attacks, and regenerate from wounds it receives.

Description

Monitor lizards, or goannas, common name for a genus of lizards that includes the largest living lizard, the Komodo Dragon. Monitors live in tropical and desert areas throughout Africa, in Asia from Arabia through southern China and Malaysia, and in the East Indies and Australia. There are about 30 species in the genus, ranging from 20 cm to more than 3 m (8 in to 10 ft) long. They are characterized by a long, forked, snake-like tongue, and are able to engulf and swallow large prey whole. They are sleek, fast runners with tapered heads, long necks, strong legs, and long, powerful tails. Monitors feed on insects, birds, reptiles and their eggs, small mammals, and carrion.



LEMMING

Classification: Rodent
Climate: Arctic

Research Level: I

Melee Damage: 4
Health: 32
Defense: 17
Speed: 23
Sight Radius: 15
Size: 1

Abilities

Digging (Front Legs)

Strategic Value

One of only two creatures with the digging ability, the Lemming has little else going for it. However, combined with another creature this can be an extremely valuable ability. Use the Lemming in low-level combinations that don't require a more powerful and costly creature.

Description

The Lemming is a mouse-like arctic rodent characterized by a small, short body that is about 13 cm (about 5 in) long, with a very short tail. Lemmings are tan above and light gray, mixed with tan, below. The head is round, with small ears concealed by fur and with a stubby, hairy snout. The legs are short. The animals live in extensive burrows near the water, feed on vegetation, and build nests out of hair, grass, moss, and lichen. The female produces several broods a year, each of which contains about five young.



LION

Classification: Feline
Climate: Savannah

Research Level: III

Melee Damage: 10
Health: 128
Defense: 30
Speed: 32
Sight Radius: 25
Size: 4

Abilities

Leap Attack (Back Legs)
Pack Hunter (Inherent)

Strategic Value

One of the most powerful of all the cats, the Lion is a fearsome predator, and a very effective offensive unit. All the cats excel at close combat, with the Lion being one of the best.

Description

Lion, one of the largest members of the cat family. The Lion's size and strength have captured human imagination since ancient times, giving these animals the nickname "king of beasts." Lions are also known for their mighty roar, a fearsome sound that can be heard by humans more than 8 km (5 mi) away.



LOBSTER

Classification: Crustacean
Climate: Varied

Research Level: II

Melee Damage: 8
Health: 35
Defense: 65
Speed: 15
Water Speed: 24
Sight Radius: 10
Size: 1

Abilities

Barrier Destroy (Pincers)
Regeneration (Inherent)
Swimming (Torso or Tail)

Strategic Value

Slow and methodical, the Lobster's strong, clawed attack and thick armor make it a great creature for combining. Take full advantage of its tough exoskeleton and the powerful attacks provided by its pincers.

Description

Lobster, common name for marine decapod (that is, with five pairs of appendages on the thorax), crustaceans closely related to the freshwater crayfishes. The three species of true Lobsters are generally considered to have an excellent flavor and are important to commercial fisheries in North America and Europe. The American and European Lobsters are characterized by an enlarged, almost bulbous pair of pincers or chelapeds; the chelapeds of the Norway Lobster are relatively longer and thinner. In the true Lobsters these are enlarged "claws"; one is usually a heavier crusher claw and the other a smaller biting claw. The head bears two pairs of antennae; the eyes are compound, and the tail is fan-like. The female lays many thousands of eggs, usually once every two years, and the tiny young drift and swim for up to five weeks before settling on the bottom. They grow by molting and may live for about 15 years. All Lobsters are primarily scavengers.



MOUNTAIN LION

Classification: Feline
Climate: Arctic

Research Level: II

Melee Damage: 5
Health: 65
Defense: 45
Speed: 33
Sight Radius: 25
Size: 2

Abilities

Leap Attack (Back Legs)

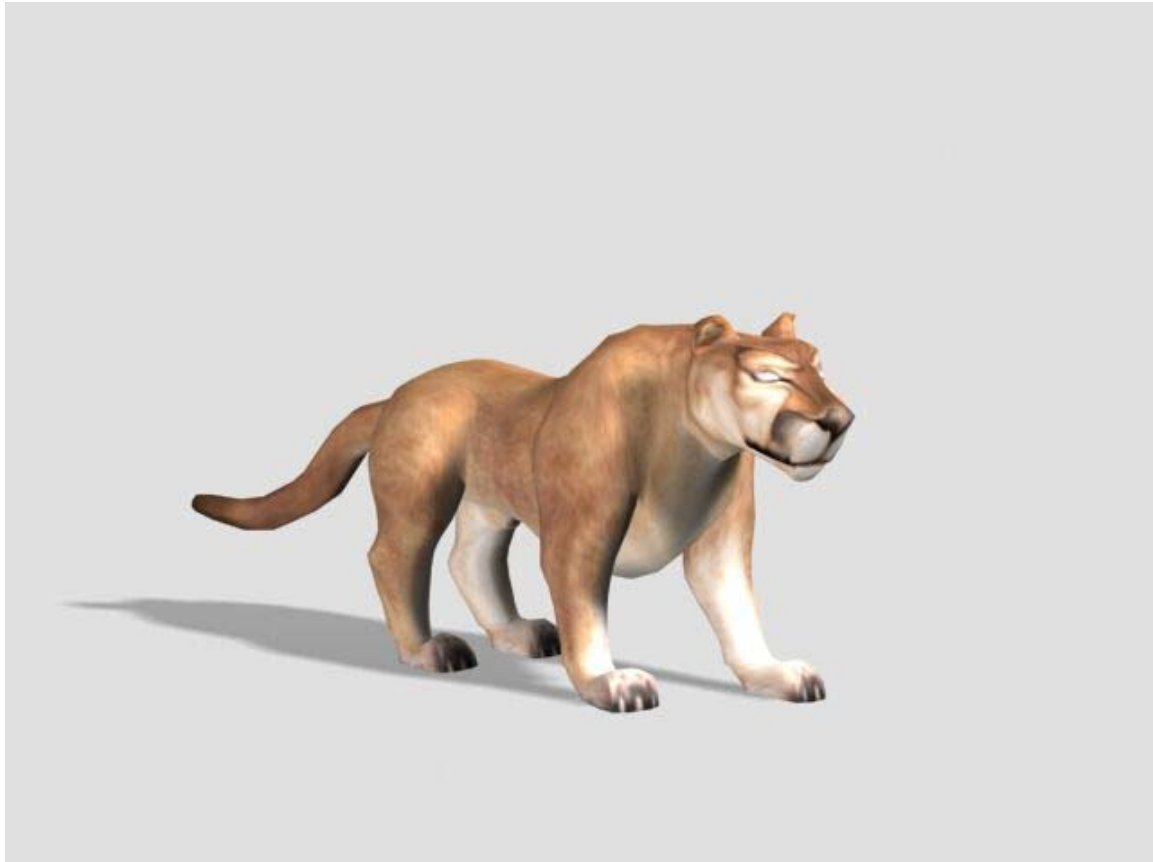
Strategic Value

A good low level attack unit, the Mountain Lion provides the close combat advantages of a feline at lower research levels.

Extremely nimble and fast, the Mountain Lion has the highest defense rating of all cats as well.

Description

Puma, also Cougar or Mountain Lion, carnivore of North and South America with thick fur that ranges from reddish-brown in tropical forms to bluish-gray in northern forms. It is lighter on the sides, and the muzzle, chin, throat, breast, and insides of the legs are whitish. The puma is found from British Columbia to Patagonia. Its body can be up to 1.95 m (up to 6.4 ft) long, exclusive of its long tail. The head is relatively small, with a black spot above each eye. The female bears two to four young in a litter; the young have dark brown spots on the back, and the tail is ringed. Pumas hunt elk, deer, and smaller mammals. Because ranchers suspect them of killing cattle, the animals have been exterminated or are endangered in many areas.



MUSK OX

Classification: Ungulate
Climate: Arctic

Research Level: III

Melee Damage: 8
Health: 160
Defense: 39
Speed: 24
Sight Radius: 25
Size: 4

Abilities

Herding (Inherent)
Horns (Head)

Strategic Value

The Musk Ox, like many large hoofed animals in the game, provides a tough creature to create powerful ranged or close combat combinations. Its herding ability increases its resistance to attack.

Description

Musk Ox, long-haired, dark-brown ruminant related to goats and sheep. The Musk Ox is found in northern Canada and Greenland and has been introduced into Alaska and other northern areas. An adult Bull averages 1.9 to 2.3 m (6.2 to 7.5 ft) in length, stands 1.2 to 1.5 m (3.9 to 5 ft) at the shoulder, and has long, downward-curving horns with sharp, upturned tips; females are much smaller. Both sexes have a dense undercoat and an ankle-length outer coat for protection against the cold. The male emits a strong scent of musk when in rut, hence the name.



PANTHER

Classification: Feline
Climate: Tropical

Research Level: III

Melee Damage: 8
Health: 120
Defense: 39
Speed: 37
Sight Radius: 25
Size: 3

Abilities

Leap Attack (Back Legs)

Strategic Value

The Panther, like all big cats, is a very effective close combat choice. Although slower than the Cheetah, the Panther is still extremely fast, making it a good option for combinations that need a more resilient cat than the fragile Cheetah.

Description

Panther, or Leopard, are the common names for a large member of the cat family that occupies a wide range of habitats and has the most extensive distribution of any of the wild species of cat, occurring throughout much of Africa and Asia. Typically the coat is pale tan, and it is marked with broken circles of black spots. Unlike the rosettes of the American Jaguar, these circles have no central spot. Specimens with darker ground colors are seen, and some Leopards—born in otherwise ordinary litters—are completely black and are known as black Panthers. Panthers are agile climbers and will often stalk monkeys in the trees. They hunt mainly at night. The name Leopard is also given to other species resembling the true Leopard, such as the clouded Leopard of southeastern Asia, with cloud-like markings on its grayish to yellowish coat, and the Snow Leopard of Central Asia. The Cheetah is sometimes called the hunting Leopard.



PIRANHA

Classification: Fish
Climate: Tropical

Research Level: II

Melee Damage: 6
Health: 21
Defense: 3
Water Speed: 33
Sight Radius: 15
Size: 1

Abilities

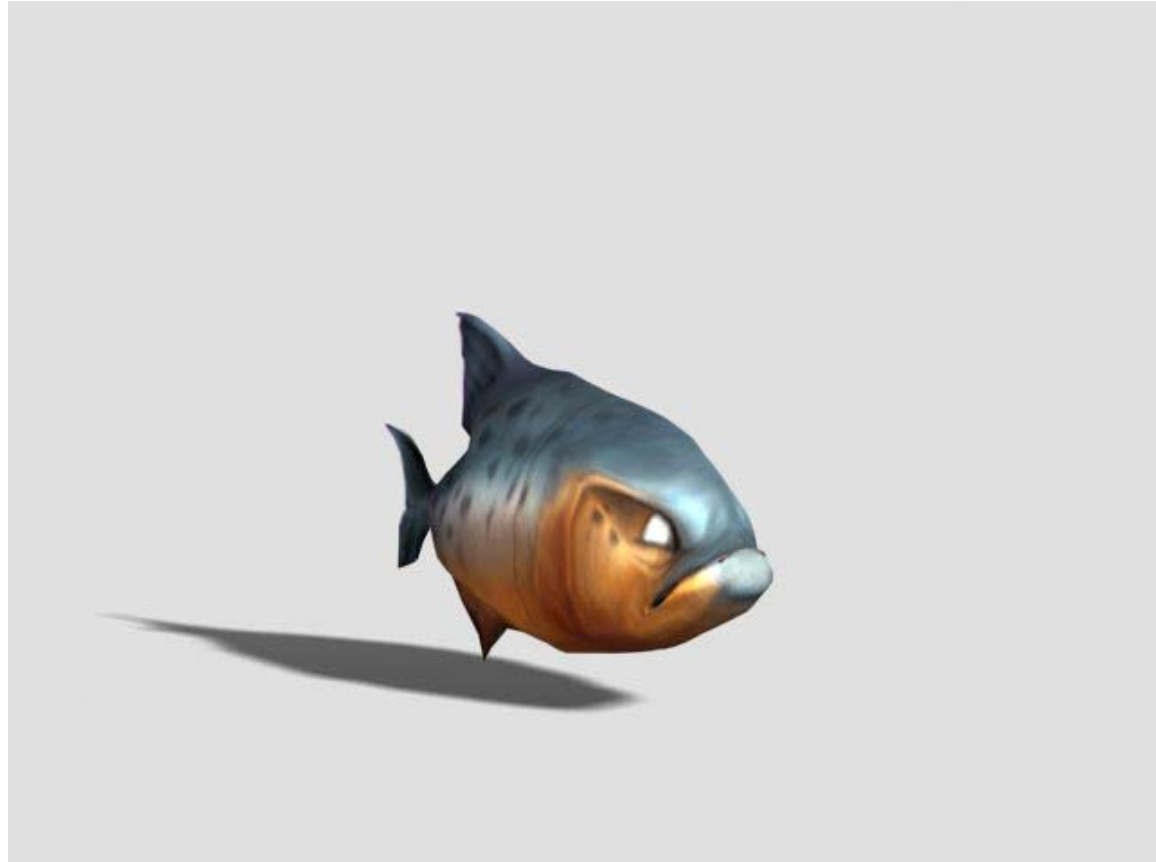
Frenzy (Inherent)
Pack Hunter (Inherent)
Swimming (Torso or Tail)

Strategic Value

While small, the Piranha is a vicious close combat fighter, able to rip opponents to shreds quickly, especially when using its frenzy and pack hunter abilities together. Combine with creatures that will overcome the Piranha's small size and low health and enhance its existing close combat abilities.

Description

Piranha, also caribe, any of several species of freshwater fishes of South America. Although the carnivorous species are the best known, most species are herbivorous. Piranhas are compressed, oval-shaped, fine-scaled fishes 25 to 60 cm (10 to 24 in) long. Carnivorous species have blunt heads and powerful jaws with sharp, wedge-shaped teeth that mesh like cutting shears and enable the fishes to cut the flesh from prey, which consists mostly of other fishes but also includes amphibians, birds, and mammals. Carnivorous Piranhas associate in large schools and are attracted by commotion and the scent of blood. Once aroused, they can quickly reduce a large mammal to a skeleton, although such incidents are rare. About four species are considered dangerous. Piranhas are also scavengers, and they are considered fine food fishes.



POISON FROG

Classification: Reptile
Climate: Tropical

Research Level: III

Melee Damage: 1
Range Damage: 3
Health: 35
Defense: 30
Speed: 20
Sight Radius: 35
Size: 1

Abilities

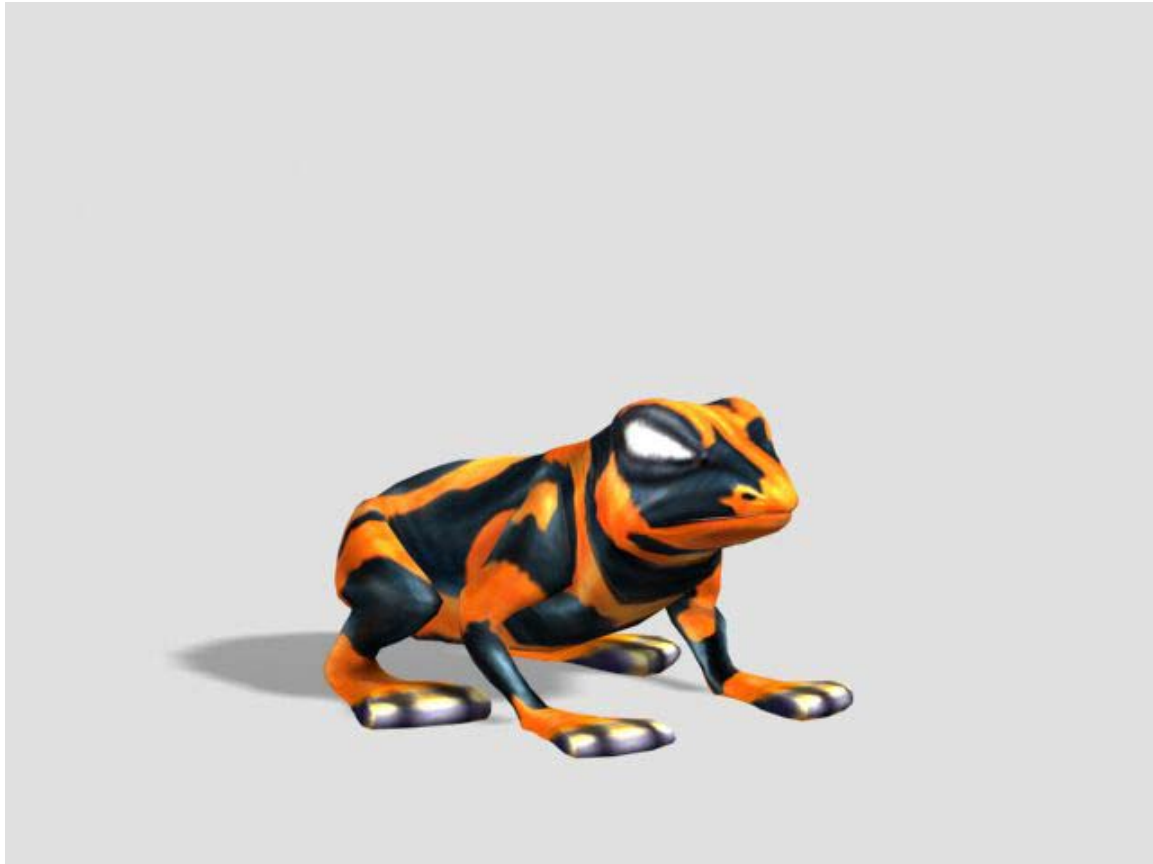
Poison Touch (Tail)
Tongue Attack (Head)

Strategic Value

The Frog's poison touch is a lethal ability that will force any close combat creature to take pause. Combine this with the Frog's effective tongue-attack and you have a great anti-close combat creature. Combine it with animals that will make up for the Frog's weak stats and small size.

Description

The Frog is a small, tailless animal with a squat body and long, powerful hind legs adapted for jumping. Frogs have large, bulging eyes and moist skin. They typically live on land but spend part of their time in the water. Most Frogs develop from small, fish-like larvae called tadpoles or pollywogs that live in water. This life divided between water and land is typical of amphibians, a group of related animals that includes toads, newts, and salamanders as well as frogs. The Poison Frog's bright coloring serves as a warning to predators that the Frog is poisonous. For example, the Poison Dart Frogs of the South American rain forest, which come in a rainbow of bright colors, produce toxins that are potent enough to kill a human being.



POLAR BEAR

Classification: Bear
Climate: Arctic

Research Level: III

Melee Damage: 13
Health: 155
Defense: 35
Speed: 23
Water Speed: 24
Sight Radius: 25
Size: 3

Abilities

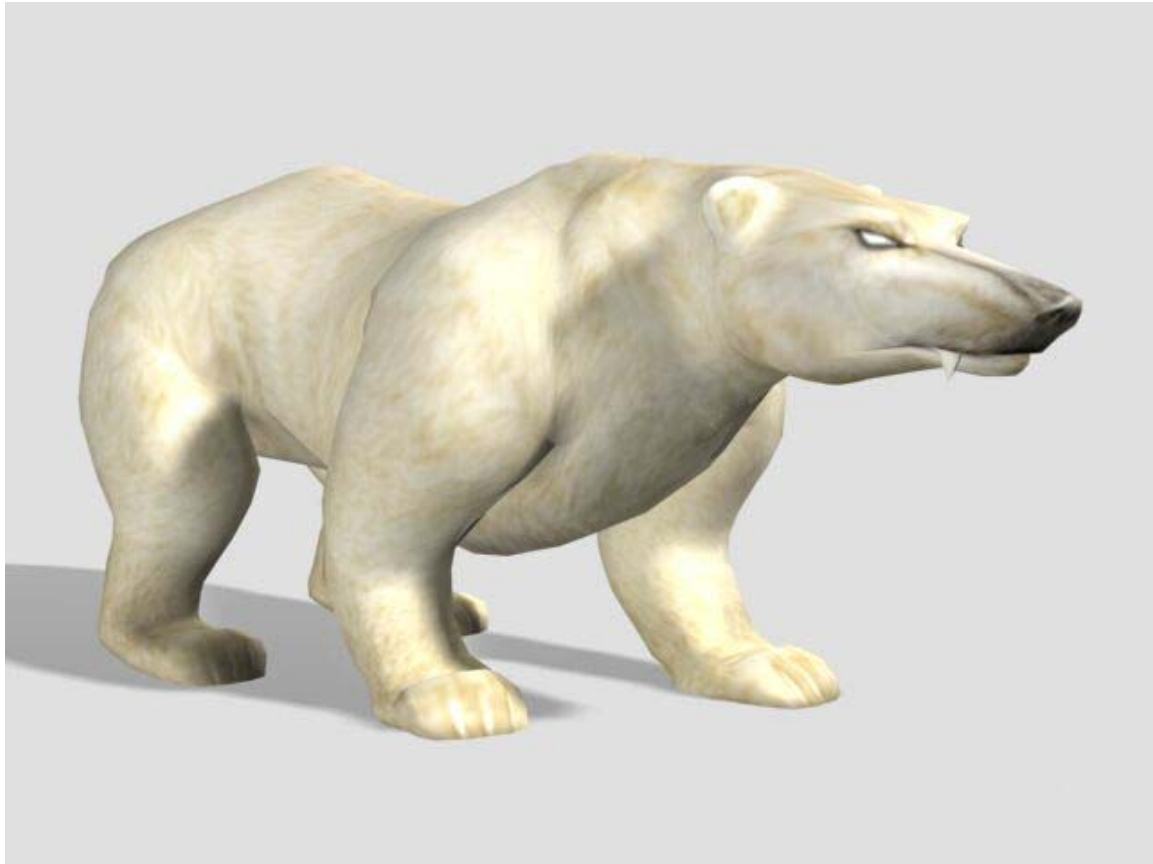
Swimming (Torso or Tail)

Strategic Value

The Polar Bear is a very powerful attack unit, great for most mid-level attack combinations.

Description

Polar Bear, common name for a white bear found on the sea ice of the Arctic throughout the North Polar basin. The only marine bear, it is longer than other bears and streamlined for aquatic life. It has the plantigrade feet (heel and sole touching the ground) typical of bears, with five sharp, curved claws on each foot for grasping the ice and holding its prey. Long hair between the pads protects the Bear's feet from the cold and provides traction on the ice. Stiff hairs on the forelegs, and very broad front feet, help the Polar Bear swim. All Polar Bears are white, although their fur may yellow in the summer.



PORCUPINE

Classification: Primate
Climate: Tropical

Research Level: II

Melee Damage: 5
Range Damage: 5
Health: 55
Defense: 45
Speed: 18
Sight Radius: 20
Size: 2

Abilities

Quill Attack (Head)
Quill Burst (Torso)

Strategic Value

The Porcupine's quills make for effective ranged and area attack abilities that pierce an enemy creature's defense, making this creature an excellent choice to use against opponents with high defense ratings.

Description

Porcupine, herbivorous rodent having long, pointed spines, or quills, growing from the back and sides and, in some species, from the head and tail. The quills, which have needle-sharp ends containing hundreds of barbs, can be erected by the muscles of the skin. Their loose attachment and ready removal have given rise to the popular but incorrect idea that the animal can project its quills like arrows or darts. It grows to a length of at least 60 cm (at least 24 in), with some of its quills exceeding 30 cm (12 in) in length. The American Porcupines include four genera: the tree Porcupines of Central and South America, the North American Porcupine, the thin-spined Porcupine of Brazil, and the Amazonian Porcupine. The North American Porcupine is found in heavily wooded regions from Alaska to the northern extreme of Mexico. It grows to a length of 65 to 80 cm (26 to 31 in) and has a short tail and brownish hair, which almost conceals its 5- to 15-cm (2- to 6-in) quills.



PRAYING MANTIS

Classification: Insect
Climate: Plains

Research Level: II

Melee Damage: 8
Health: 27
Defense: 4
Speed: 24
Sight Radius: 15
Size: 1

Abilities

Immunity (Inherent)

Leap Attack (Back Legs)

Strategic Value

The Praying Mantis is a viciously effective hunter and fighter. Its strong mandibles provide a powerful close combat attack, and when combined with larger creatures it's a powerhouse. Don't waste this powerful creature on anything but devastating close combat units.

Description

Mantis, common name for long, slender, winged insect common in warm temperate and tropical regions throughout the world. Also called Praying Mantis, these insects pass through an incomplete metamorphosis. Mantises are known for sitting back on their rear appendages and holding their stout front pair of appendages together in an attitude reminiscent of prayer. Actually, the green and brown insects are waiting for insects that constitute their food. Mantises are the only insects that can turn their heads from side to side. Their front legs are equipped with sharp spines that enable the insects to grasp and hold their prey. The erroneous belief that the characteristic position of Mantises waiting for prey has a religious significance has been the basis of many superstitious tales about them.



RAM

Classification: Ungulate
Climate: Arctic

Research Level: III

Melee Damage: 8
Health: 105
Defense: 35
Speed: 25
Sight Radius: 20
Size: 3

Abilities

Charge Attack (Back Legs)
Herding (Inherent)
Horns (Head)

Strategic Value

The Ram is a low-cost creature that provides charging, and horns at a reasonable combined cost. While not as powerful as some of the larger horned animals in the game it remains a very effective low-to-mid level close combat unit, and can also provide good speed and health to ranged combinations.

Description

Rams are even-toed, hoofed animals. They are cud-chewing animals with the upper incisor teeth missing and with a four-compartment stomach. They have paired, hollow, unbranched horns that are not shed. The horns of the adult male, or Ram, are massive and spirally curved. The horns of the adult female, or Ewe, are short and only slightly curved.



RAT

Classification: Rodent
Climate: Varied

Research Level: I

Melee Damage: 2
Health: 21
Defense: 19
Speed: 18
Sight Radius: 20
Size: 1

Abilities

Plague (Head)

Strategic Value

The Rat carries the vicious plague ability, and should be feared by all things that walk, fly, or swim. This ability spreads among enemy creatures quickly, causing damage to all enemy creatures without the immunity ability. While this ability does not do a high amount of damage, it's very useful for countering low-level rushes by creatures that don't have much health to begin with.

With some management it can also remain useful throughout the game by providing additional punch to attacks, or as a nagging tactic.

Description

Rat, common name for any large member of a family of rodents, with dull-colored, coarse fur; long tails; large ears; and a pointed snout. Rats have extremely powerful teeth with which they often gnaw through wooden planks to get at stores of food, and they have even been known to bite holes in lead pipes. They are usually nocturnal and live in human habitations, in forests, in deserts, and on seagoing ships. They are extremely prolific, breeding 1 to 13 times a year and producing 1 to 22 young in a litter. Most species of Rats are herbivorous, but some are omnivorous.



RHINOCEROS

Classification: Ungulate
Climate: Savannah

Research Level: IV

Melee Damage: 13
Health: 300
Defense: 50
Speed: 20
Sight Radius: 15
Size: 7

Abilities

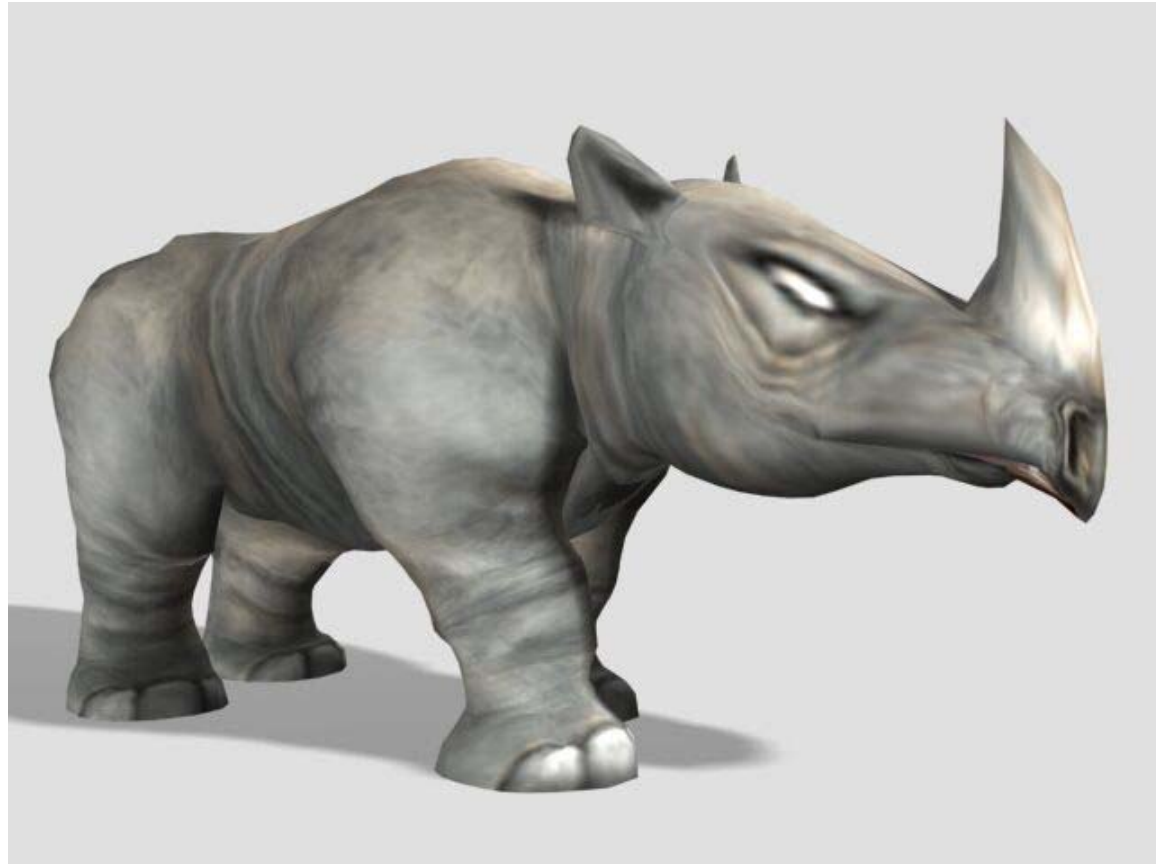
Charge Attack (Back Legs)
Horns (Head)

Strategic Value

A powerhouse, the Rhino is second only to the Elephant in the horn-using, charging, close combat department. Use this creature for high-level assaults; it has the ability to close the distance with enemies quickly and practically bowl them over with its brutal attacks.

Description

Rhinoceros, common name for odd-toed ungulates characterized by one or two median horns on the snout. The horns are composed of a mass of agglutinated keratin, a fibrous protein found in hair; they are used mostly for digging up bulbs that, with grass and other foliage, constitute the principal food of the animal. The Rhinoceros has a massive body and short, thick legs. Each foot has three functional toes covered separately with broad, hoof-like nails; each forefoot also bears a nonfunctional toe. The skin is thick, gray or brown, and, in the Asian species, marked by folds at the neck and limb junctures, so that the animal seems to be covered with armor plates. The vision of Rhinoceroses is poor, but this deficiency is compensated for by acute senses of smell and hearing.



SCORPION

Classification: Arachnid
Climate: Desert

Research Level: III

Melee Damage: 9
Health: 35
Defense: 68
Speed: 18
Sight Radius: 15
Size: 1

Abilities

Barrier Destroy (Pincers)
Poison (Tail)

Strategic Value

A nasty creature with powerful attacks, poison, barrier destroy (extra damage to buildings) and high defense. At higher sizes this creature, like most insects (we know, it's really an arachnid) really shines.

Description

Scorpion, common name for arachnid having a flat, narrow body, two lobster-like claws, eight legs, and a segmented abdominal tail. Terminating in a venomous stinger supplied by a pair of poison glands, the tail is usually curved upward and forward over the back. About 1,400 species of Scorpion exist; about 40 of them occur in the United States. Scorpions are usually brown in color and range from about 2.5 to 20 cm (about 1 to 8 in) in length.



SKUNK

Classification: Rodent
Climate: Plains

Research Level: I

Melee Damage: 4
Health: 52
Defense: 6
Speed: 25
Sight Radius: 15
Size: 2

Abilities

Stink Cloud (Tail)

Strategic Value

The Skunk is pretty useless as a creature except for one thing. It smells. It smells bad. The Skunk stink cloud can provide invaluable cover for attacking units by protecting them from ranged attacks, and can also be laid down on retreat routes to slow down enemy units who are partially stunned by the awful odor the cloud emits.

Description

Skunk, carnivore best known for the offensive odor it produces from glands on either side of the anus. The spotted Skunk gives warning by standing on its front feet, and it will sometimes spray from this position, although it usually sprays after lowering its hind feet to the ground. Other species of Skunks turn their backs, lift their tails, and eject a spray as far as 2 to 3 m (7 to 10 ft). Skunks give a churring sound when disturbed. They also growl and screech.



SNAPPING TURTLE

Classification: Reptile
Climate: Plains

Research Level: V

Melee Damage: 12
Health: 122
Defense: 90
Speed: 14
Water Speed: 22
Sight Radius: 10
Size: 3

Abilities

Swimming (Torso or Tail)

Strategic Value

The Snapping Turtle provides the highest defense rating in *Impossible Creatures*. Its armored shell will practically shrug off everything but the piercing attacks of horns or quills. Use this creature in any combination you want to survive for practically ridiculous amounts of time.

Description

Snapping Turtle, common name for two genera of large freshwater turtles, noted for their strong jaws and fierce tempers. The common Snapping Turtle of the rivers and marshes of North and Central America can have a carapace, or upper shell, almost 50 cm (19.7 in) in length but it is usually about half that size. Its powerful jaws grip so tenaciously on prey that it may sometimes be lifted up by the object it bites. It feeds on fish and other small aquatic animals. The alligator snapper, of the rivers of the southeastern United States, is larger than the common Snapping Turtle, sometimes attaining a weight of more than 100 kg (220 lb). This Turtle has a pink worm-like structure on its tongue that it wiggles like a fishing lure to attract prey. Early in June, female alligator snappers dig holes in a sandbank and bury about 25 to 50 round eggs, smoothing the sand carefully over them.



SNOWY OWL

Classification: Bird
Climate: Arctic

Research Level: III

Melee Damage: 5
Health: 44
Defense: 15
Air Speed: 25
Sight Radius: 40
Size: 2

Abilities

Flight (Wings)

Strategic Value

The Snowy Owl is a decent, low-cost flying unit that can provide effective airborne combat units.

Description

The Snowy Owl ranges across northern Eurasia and North America. During the winter months, the Snowy Owl's white plumage camouflages it, allowing it to swoop down undetected on small mammals and fish.



SPERM WHALE

Classification: Aquatic Mammal
Climate: Varied

Research Level: V

Melee Damage: 12
Range Damage: 420
Health: 15
Defense: 29
Water Speed: 30
Sight Radius: 30
Size: 10

Abilities

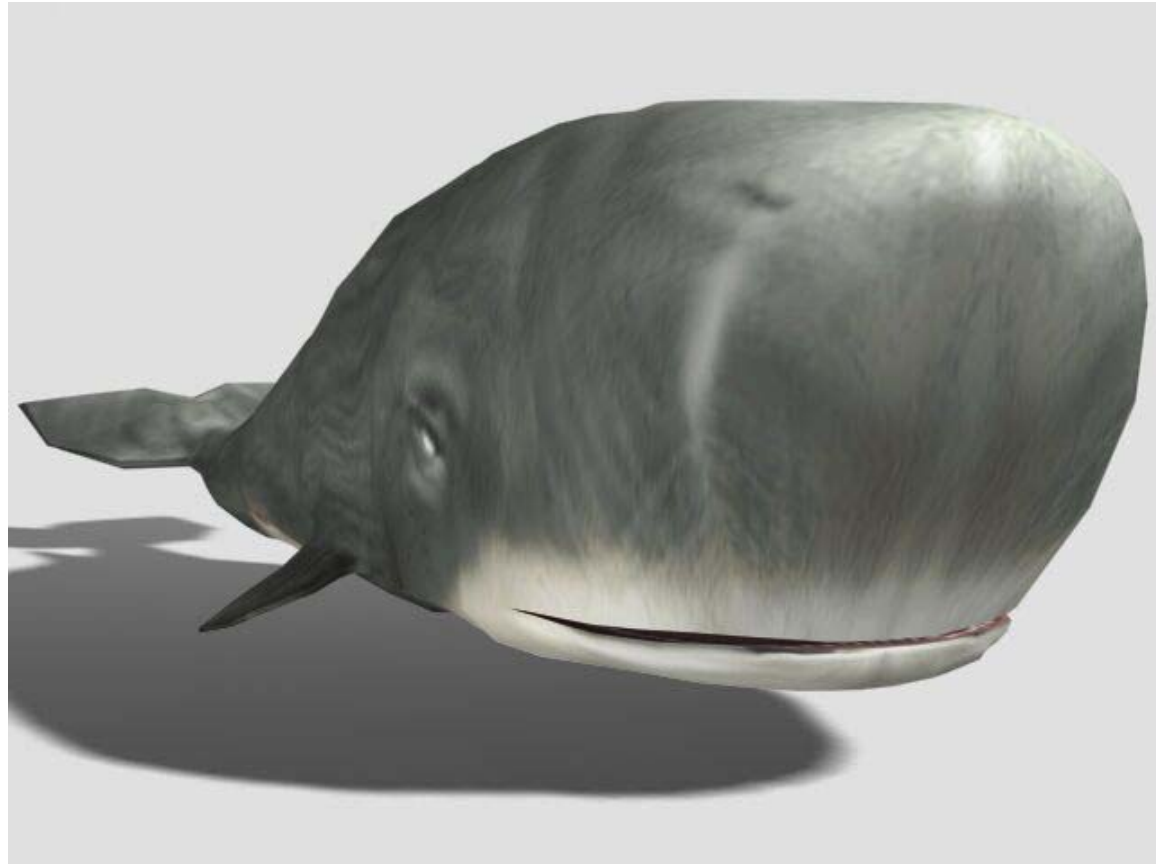
Sonar Pulse (Head)
Sonic Attack (Head)
Swimming (Torso or Tail)

Strategic Value

The largest creature in the game, the Sperm Whale is a real juggernaut. Its sonic attack ability can devastate the units in an area in front of it, and its size will make for monstrous combinations that tower over anything else on the battlefield.

Description

Sperm Whale, largest of the toothed whales. The name is also applied to two smaller species, the pygmy Sperm Whale and the dwarf Sperm Whale. Sperm Whales probably split off from the ancestors of all present-day cetaceans about 20 million years ago, and they may be as closely related to the baleen whales as they are to other toothed whales and dolphins. Sperm Whales occur in all oceans except the high arctic, from the tropics to the pack ice. Generally, however, females and young stay in latitudes less than 40°, and only the males venture into the polar waters. Sperm Whales migrate between mating and calving grounds near the equator and feeding areas in higher latitudes.



SPITTING COBRA

Classification: Reptile
Climate: Desert

Research Level: III

Melee Damage: 2
Range Damage: 4
Health: 27
Defense: 16
Speed: 17
Sight Radius: 20
Size: 2

Abilities

Venom Spray (Head)

Strategic Value

The Spitting Cobra has a powerful poison ranged attack and is the only creature that can poison from a distance. It's physically a weak creature, so combine it with animals that will improve on these poor physical stats.

Description

Cobra (snake), common name for certain members of a family of venomous snakes, known for their intimidating behavior and deadly bite. Cobras are recognized by the hoods that they flare when angry or disturbed; the hoods are created by the elongate ribs that extend the loose skin of the neck behind the Cobras' heads. These reptiles are found throughout the Philippines, southern Asia, and Africa. Among them is the spitting, or black-necked Cobra, found from southern Egypt to northern South Africa. This snake can spray its venom from a distance of about 2.4 m (8 ft) into the eyes of its victims, causing temporary blindness and great pain. Varieties of the Spitting Cobra range in color from dull black to pink, the more pale-colored ones marked by a black band around the neck.



TIGER

Classification: Feline
Climate: Tropical

Research Level: IV

Melee Damage: 13
Health: 280
Defense: 30
Speed: 30
Sight Radius: 25
Size: 5

Abilities

Leap Attack (Back Legs)

Strategic Value

The Tiger is a large, powerful, aggressive animal, and the most powerful cat in the game. Its good speed and powerful attack make it an excellent close combat unit, and its high health make it useful as an enabler for weaker creatures with good special abilities.

Description

Tiger, largest member of the cat family. It lives in Asia and belongs to the same genus as the Lion, Leopard, and Jaguar. Three major subspecies are the Siberian Tiger, the Bengal Tiger, and the Sumatran Tiger. The modern Tiger is thought to have originated in northern Asia during the Pleistocene Epoch and spread southward thereafter, crossing the Himalayas only about 10,000 years ago. The Bengal Tiger, which is about 3 m (about 10 ft) long, including the tail, and usually weighs 180 to 258 kg (400 to 569 lbs), is found on the mainland of southeastern Asia and in central and southern India. Its coat lies flatter than that of the Siberian Tiger, the tawny color is richer, and the stripes are darker.



VULTURE

Classification: Bird
Climate: Desert

Research Level: III

Melee Damage: 8
Health: 96
Defense: 12
Air Speed: 30
Sight Radius: 35
Size: 3

Abilities

Flight (Wings)
Frenzy (Inherent)

Strategic Value

The Vulture is a powerful flying unit, second only to the Eagle. Its ravenous nature gives it the ability to frenzy and do extra damage when it attacks, making it an excellent choice for fast-striking, high damage flying combinations.

Description

Vulture, common name for two groups of carrion-eating birds. The American Vultures are superficially similar to large birds of prey, but are probably more closely related to storks, with which they share some anatomical and behavioral features. The Eurasian and African Vultures probably descended from Eagle-like birds.



WOLF

Classification: Canine
Climate: Arctic

Research Level: I

Melee Damage: 8
Health: 75
Defense: 15
Speed: 33
Sight Radius: 25
Size: 2

Abilities

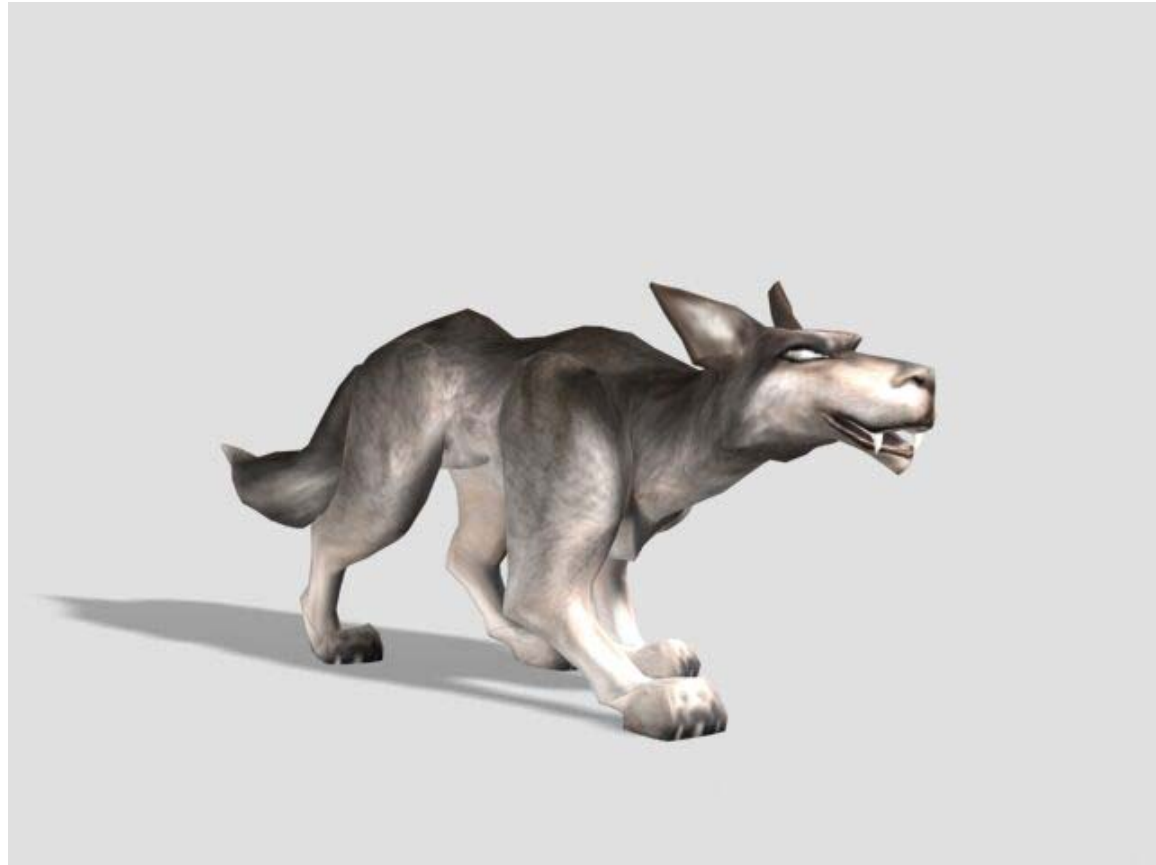
High Endurance (Torso)
Keen Sense (Head)
Pack Hunter (Inherent)

Strategic Value

The Wolf is the most powerful canine, with a very powerful bite despite its size. Its one of the best low-level close combat creatures, and an excellent counter to stealthy creatures with the camouflage or digging abilities.

Description

Wolf (animal), carnivore related to the jackal and domestic dog. All Wolves are characterized by powerful teeth, bushy tails, and round pupils. Certain characteristics of the skull distinguish them from domestic dogs, some breeds of which they otherwise resemble. An adult gray Wolf measures up to 2 m (6.5 ft) in length, including the tail (less than half the body length), and weighs up to 80 kg (175 lb). The fur of the gray Wolf is red-yellow or yellow-gray with black patches on its back and sides, and white on its chest and abdomen. There are also black or brown gray Wolves, and those in the far north may be pure white. The red Wolf is smaller in size and usually darker in color.



WOLVERINE

Classification: Rodent
Climate: Arctic

Research Level: III

Melee Damage: 11
Health: 160
Defense: 25
Speed: 19
Sight Radius: 25
Size: 2

Abilities

Frenzy (Inherent)

Strategic Value

The Wolverine is a vicious little beast with powerful attacks and the ability to frenzy. Its tenacious nature makes it extremely stubborn and tolerant of damage, giving it one of the highest health ratings in the game relative to its size.

Description

Wolverine, carnivorous mammal, native to the northern regions of North America, Europe, and Asia, whose habits are much like those of the badger. French-Canadians call this animal the carcajou, and Anglo-Canadians call it the quickhatch. In Europe it is called the glutton. The Wolverine's body is heavyset, the legs are short and thick, and the claws are long and curved. The head and tail are carried low, and the back forms a high arch. The snout is short and pointed, and the head is blunt and rounded; the eyes are set widely apart, and the ears project only a short distance above the head fur. The tail is short and extremely bushy, the individual hairs being up to 20 cm (up to 8 in) in length. The thick body fur is composed of long glossy hairs; it is dark brown except for a lighter stripe running the entire length of each side. The length of the body, excluding the tail, is 65 to 105 cm (26 to 41 in).



ZEBRA

Classification: Ungulate
Climate: Savannah

Research Level: I

Melee Damage: 7
Health: 78
Defense: 15
Speed: 30
Sight Radius: 25
Size: 3

Abilities

High Endurance (Torso)

Strategic Value

The fast, resilient Zebra is perfect for low-level combinations that lack either of these traits.

Description

Zebra, striped mammal native to Africa, smaller in size than the related horse and greatly resembling the wild ass in habit and form, having a short, erect mane, large ears, and a tufted tail. The stripes, which distinguish this animal from other members of the horse family, serve as protective coloration in its natural habitat. The chief enemies of the Zebra are Lions and hunters who kill Zebras for their hide and flesh.

