

DOLPHIN

Classification: Aquatic Mammal
Climate: Varied

Research Level: III

Melee Damage: 5
Range Damage: 6
Health: 150
Defense: 18
Water Speed: 32
Sight Radius: 30
Size: 3

Abilities

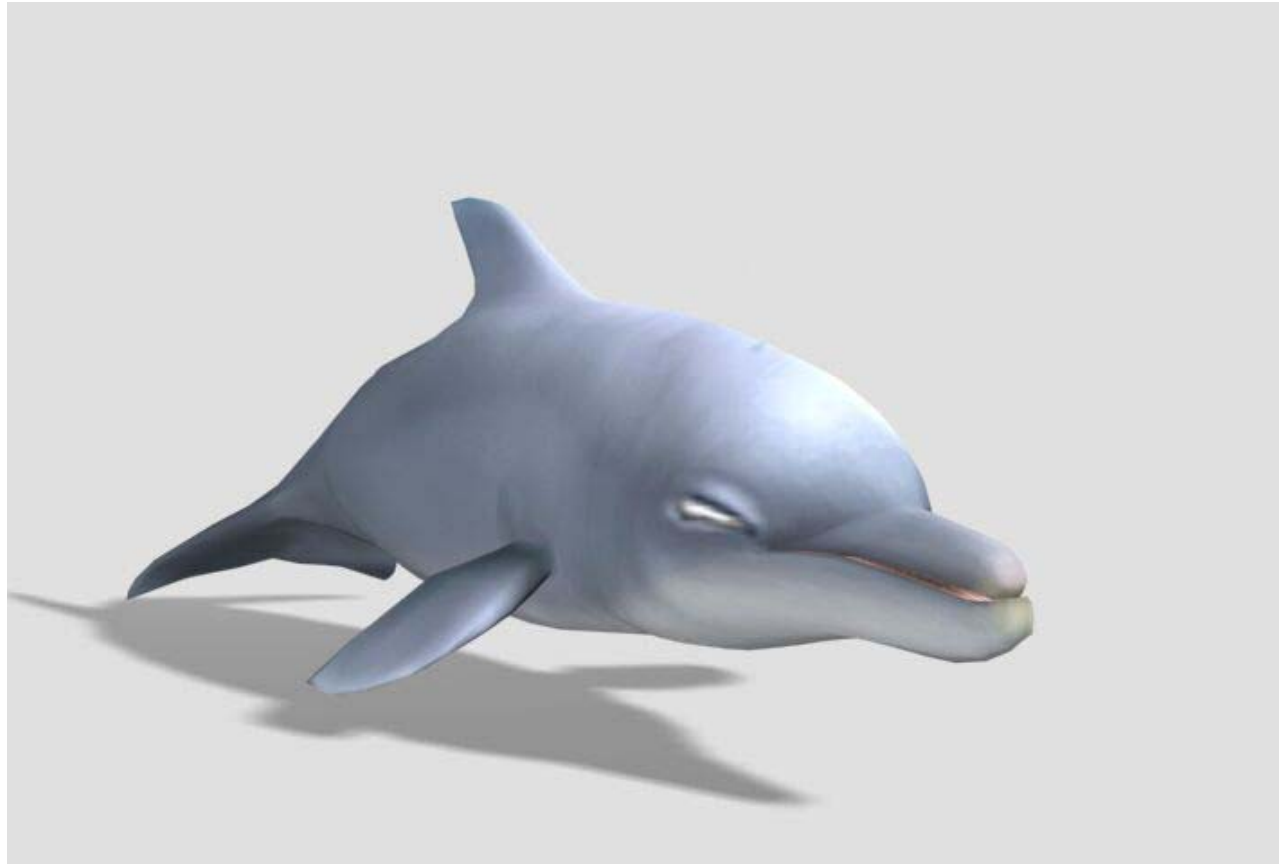
Sonic Attack (Head)

Strategic Value

The Dolphin is tough for its size, fast, and provides the only way to get the sonic attack ability in lower research levels. Rely on this useful creature to provide effective ranged support at lower levels.

Description

Dolphins are fast-swimming animals related to Whales and porpoises. Sleek and powerful swimmers found in all seas, Dolphins are distinguished from porpoises by well-defined, beak-like snouts and conical teeth. There are at least 32 species of Dolphins. Typical examples are the bottle-nosed Dolphin and the common Dolphin, which inspired many Mediterranean folk legends. Several freshwater species inhabit river estuaries in Asia and South America. The small, graceful tucuxi Dolphin has been sighted more than 2,000 km (more than 1,250 mi) up the Amazon River. The tucuxi, the smallest Dolphin, is less than 1.2 m (less than 4 ft) long; the largest, the bottle-nosed Dolphin, reaches a length of 3 m (10 ft). The Killer Whale is considered a Dolphin despite its much greater length of 9 m (30 ft). The pilot Whale is also considered a type of Dolphin.



GARFISH

Classification: Fish
Climate: Swamp

Research Level: II

Melee Damage: 7
Health: 54
Defense: 42
Water Speed: 25
Sight Radius: 20
Size: 3

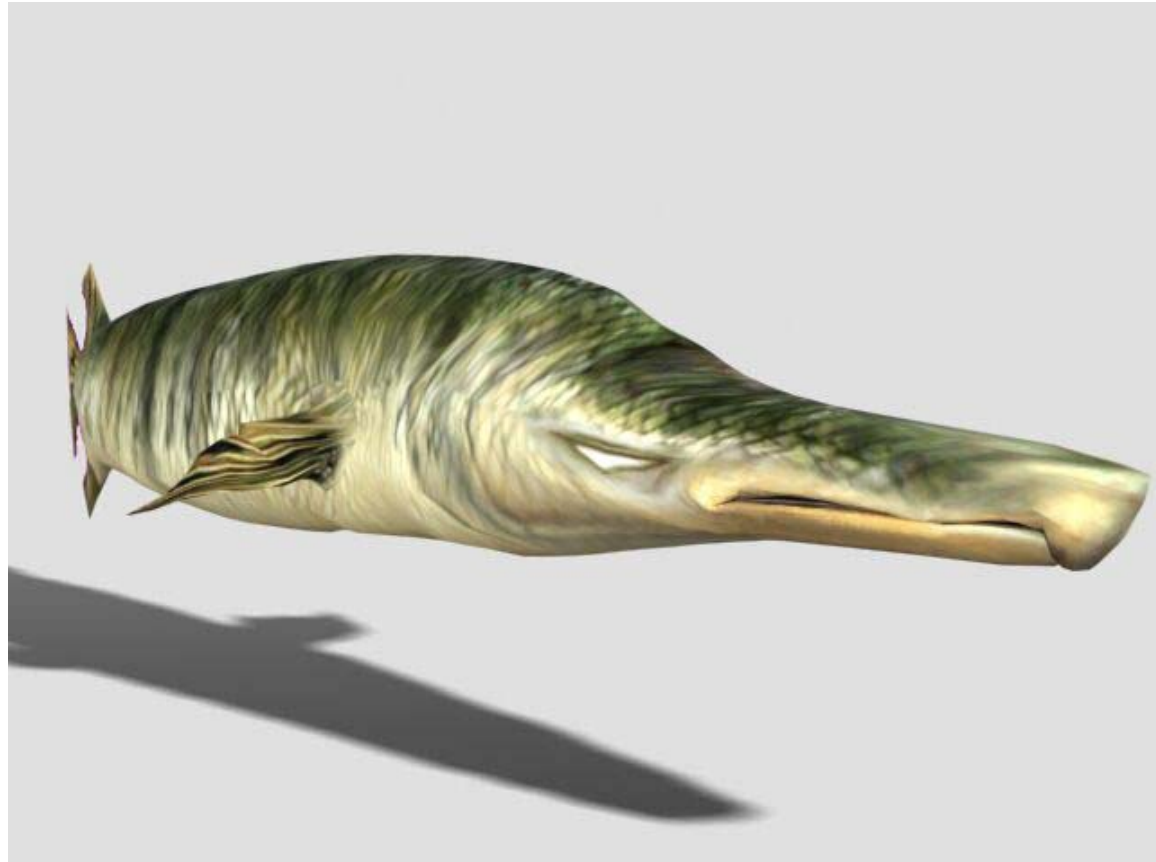
Abilities
None

Strategic Value

The Garfish has a vicious bite, but its main advantage is its tough scales which provide it with a high defense value. Use this creature for effective low-level combat combinations that can take advantage of this creature's tough scales.

Description

Gar (Anglo-Saxon gar, "spear"), name commonly given to certain fishes with long, narrow bodies and bony, sharp-toothed beaks. These primitive fish are primarily freshwater. They range from southern Québec through eastern North America to Cuba and Costa Rica. The largest, the tropical Gar, reaches a length of 3.7 m (12 ft). The teeth are needlelike, and the dorsal fin sits far back on the heavily-scaled body. The swim bladder, which can act as a lung, has blood vessels that enable the Gar to breathe in stagnant water. The vertebrae have a ball-and-socket structure similar to that found in some reptiles. The fish spawn in the spring in large groups, and their eggs are poisonous to many animals, including humans.



HORSE

Classification: Ungulate
Climate: Plains

Research Level: III

Melee Damage: 14
Health: 150
Defense: 30
Speed: 34
Sight Radius: 25
Size: 5

Abilities

High Endurance (Torso)

Strategic Value

The reliable, powerful, and fast Horse is a wonderful creature, providing pure speed and survivability to mid- to high-level creature combinations.

Description

Horse, large land mammal notable for its speed, strength, and endurance. Horses are members of the Equidae family, which also includes Zebras and donkeys. Like all equids, the Horse is extremely well adapted to traveling long distances with great efficiency and to surviving on a diet of nutrient-poor, high-fiber grasses. The Horse is an intensely social animal, forming strong associations with members of its herd and possessing a keen ability to recognize subtle social cues. These instinctive behaviors form the basis of the Horse's ability to bond with and obey a human trainer.



KANGAROO

Classification: Marsupial
Climate: Desert

Research Level: III

Melee Damage: 17
Health: 150
Defense: 19
Speed: 26
Sight Radius: 25
Size: 4

Abilities

Leap Attack (Back Legs)

Strategic Value

The Kangaroo's leap attack, coupled with an extremely powerful melee attack on its back legs makes this creature simply brutal in close combat. Combine this creature with other effective close combat creatures and stand back.

Description

Kangaroo, common name for a group of mammals found in Australia and neighboring islands. Kangaroos are marsupials, a type of mammal that gives birth to undeveloped young. In Kangaroos and many other marsupials, the young are carried and nurtured in a special pouch on the mother's body. The largest Kangaroos are the gray Kangaroo and red Kangaroo, which can stand up to 2 m (6.5 ft) tall and weigh up to 85 kg (187 lbs). The smallest are the musky Rat Kangaroos, rat-like animals measuring about 30 cm (12 in), not including the tail. The leaps of some Kangaroos are legendary. Red Kangaroos moving at top speeds can cover 5 m (16 ft) or more in a single bound. They are able to reach speeds of more than 50 km/h (31 mph) for short periods. The Kangaroo's heavy, muscular tail is also important for locomotion. It serves as a counterbalance and a rudder during hopping, and provides support when the animal sits.



MOOSE

Classification: Ungulate
Climate: Arctic

Research Level: V

Melee Damage: 21
Health: 500
Defense: 60
Speed: 20
Sight Radius: 25
Size: 7

Abilities

Horns (Head)

Strategic Value

The monstrous Moose makes for a powerful high rank unit, able to withstand lots of damage and deliver a vicious attack with its powerful antlers. An excellent choice for any high ranking combat combination.

Description

Moose, common name for the largest member of the deer family. The name

Moose, given by the Algonquin, a native North American tribe, means “eater of twigs,” reflecting the animal’s primary diet of leaves and twigs. Moose are huge animals, with males, known as bulls, standing up to 2 m (6.5 ft) at the shoulder. Some bulls weigh more than 726 kg (1,600 lbs). Their characteristically long legs enable them to both browse on low bushes and small trees and wade in lakes and ponds to feed on aquatic plants. Once in the water, Moose move easily and are powerful swimmers. Prominent features of bulls are the enormous antlers with marginal prongs, or tines, which can exceed 1.5 m (60 in) in width and 22.7 kg (50 lbs) in weight. Antlers are covered with a soft, nutrient-rich skin called velvet, which is shed in early September and often eaten by bulls. Antlers themselves are shed each year after the mating season, which generally is in late September.



RATTLESNAKE

Classification: Reptile
Climate: Desert

Research Level: III

Melee Damage: 9
Health: 24
Defense: 6
Speed: 15
Sight Radius: 15
Size: 1

Abilities

Camouflage (Tail)

Poison (Head)

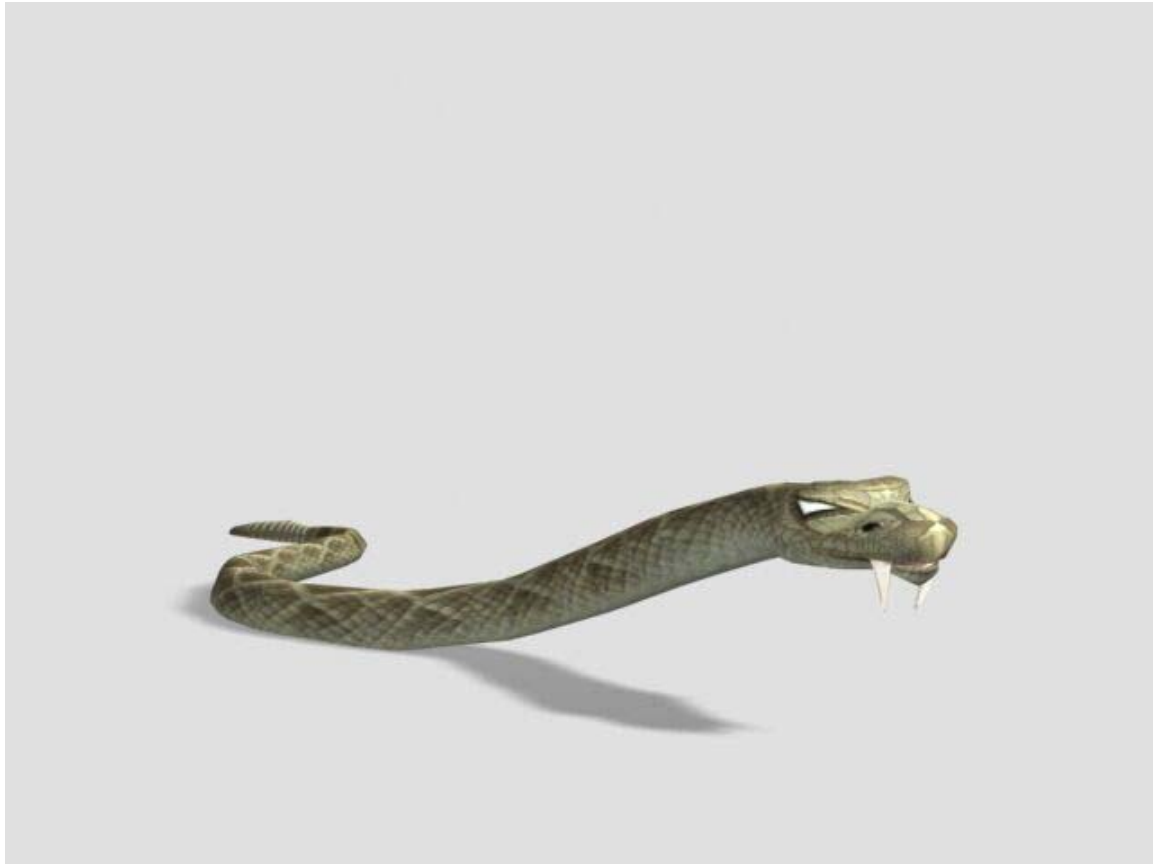
Regeneration (Inherent)

Strategic Value

The Rattlesnake's nasty bite can be crippling to opponents, especially when this creature is combined with large animals. In addition, the Rattlesnake's natural camouflage allows it to blend into its surroundings and hide from most enemy units.

Description

Rattlesnake, also called rattler, any of 30 species of venomous snakes characterized by a horny rattle at the tip of the tail, which is shaken vigorously to warn off intruders. Rattlesnakes are members of a larger family of poisonous snakes called pit vipers. Pit vipers have heat-sensitive pits on the sides of their heads that help them detect warm-blooded prey. The largest Rattlesnake is the eastern diamondback, which can grow to just under 2.5 m (8 ft) and weigh 9 kg (20 lbs). Rattlesnakes have a pair of long, hollow fangs that lie folded back against the roof of their mouth. These fangs are connected to the venom glands by small tubes, or ducts. Rattlesnakes produce venom that may contain two types of poisons. One poison impairs the functioning of the victim's heart and lungs, and the other causes the victim's tissues to begin to disintegrate. When a Rattlesnake strikes, it swings its fangs downward so that they are in position for biting. Venom travels from glands on either side of the head to the fangs and into the victim. After striking, the Rattlesnake recoils from the prey and waits for it to be immobilized by the venom. Contrary to popular belief, humans are rarely bitten by Rattlesnakes—in the United States, Rattlesnakes cause fewer than 12 deaths each year.



RAVEN

Classification: Bird
Climate: Plains

Research Level: III

Melee Damage: 6
Health: 32
Defense: 4
Air Speed: 35
Sight Radius: 35
Size: 1

Abilities

Flight (Wings)

Pack Hunter (Inherent)

Strategic Value

The fastest of all birds at any size, the Raven is a great fast-attack flying unit that adds the powerful pack hunter ability. Great for hit-and-run tactics.

Description

Raven (bird), common name applied to about ten large birds of the crow family. Best known is the common Raven, found throughout much of the northern hemisphere, from the high Arctic islands of Canada to the deserts of North Africa. It is the largest of all songbirds (see Passerine), attaining a length of more than 60 cm (more than 24 in). Because the bird is intelligent, social, and highly adaptable, it has long been a subject of legend and folklore. It has a wedge-shaped tail and is satiny black, with a metallic, bluish sheen. The bill is long, powerful, and slightly hooked, and the feet are strong. The common Raven is omnivorous, feeding on seeds, fruit, small birds and mammals, and even carrion. It nests on high trees or cliffs; the female lays four to eight spotted, light-blue eggs in a clutch, and both parents feed the young.



WALRUS

Classification: Aquatic Mammal
Climate: Arctic

Research Level: IV

Melee Damage: 14
Health: 310
Defense: 19
Speed: 14
Water Speed: 27
Sight Radius: 15
Size: 5

Abilities

Horns (Head)

Strategic Value

A tough, amphibious attack unit whose size, thick skin, and high health make it a great choice for resilient attack combinations.

Description

Walrus, large marine mammal found in Arctic regions. Walruses range from 2.7 to 3.56 m (8.9 to 11.7 ft) in length and weigh 800 to 1,700 kg (1,800 to 3,700 lbs); males are larger than females. Both the male and female have massive bodies with thick, wrinkled, hairy skin that becomes nearly hairless with age. Their tusks, about 1 m (about 3 ft) long in some males, are used as weapons in fighting and as hooks in climbing on the ice. Although it was once thought that the tusks were also used to rake the ocean bottom for mollusks and shellfish, which constitute the principal food of the Walrus, it is now believed that the sensitive whiskers and fleshy snout play a primary role in detecting and removing prey from the ocean floor. Walruses are highly social animals, congregating in herds—sometimes numbering several thousand animals—on or near the shore or among the ice floes. The bellowing of a herd can be heard for great distances.



WARTHOG

Classification: Pig
Climate: Savannah

Research Level: III

Melee Damage: 7
Health: 60
Defense: 32
Speed: 24
Sight Radius: 20
Size: 2

Abilities

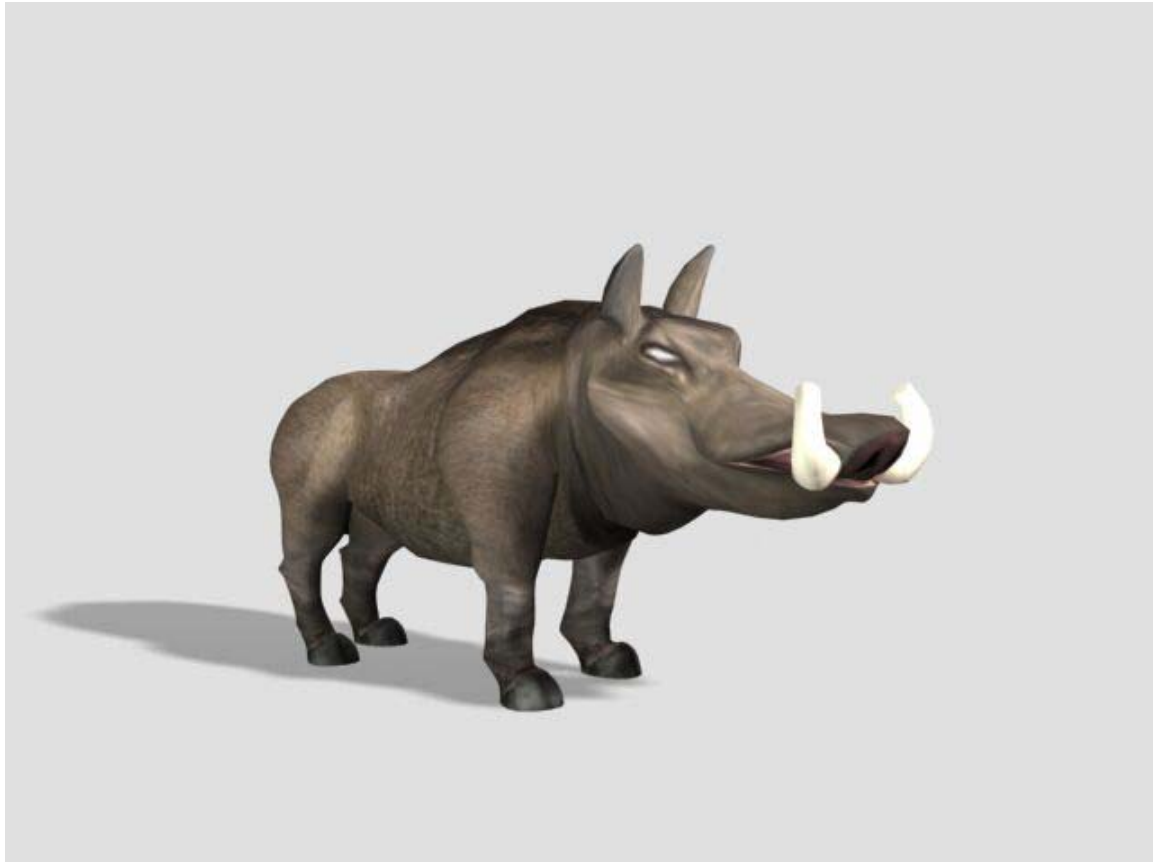
Charge Attack (Back Legs)
Herding (Inherent)

Strategic Value

The Warthog is a small, tough little critter that provides access to the charge attack ability at low research levels. Combine it with low-level close combat units to keep enemy ranged units from getting away!

Description

Warthog, wild pig that has two pairs of tusks and two pairs of wartlike protuberances on a long, wide head. Warthogs have stocky bodies with thin legs, and a long, tufted tail. Widespread on the plains and open woodlands of Africa, their diet includes grass, berries, bark, roots, and carrion. They are normally diurnal, spending the night in burrows, but in places with heavy human activity Warthogs may become nocturnal. One or two females with young form small groups, which a male may join briefly during mating season; young males form bachelor groups, but older males are solitary. Male offspring separate from their mother after a maximum of 15 months. Female offspring may stay in the mother's herd for their entire lives. Offspring, regardless of gender, are driven off when new offspring are born. The older offspring sometimes return to the mother later. The Warthog's tusks are sharp weapons used against such predators as lions; fights with other Warthogs are mostly pushing matches, the tusks seldom used.



WOOLLY MAMMOTH

Classification: Pachyderm
Climate: Arctic

Research Level: V

Melee Damage: 18
Health: 700
Defense: 19
Speed: 18
Sight Radius: 20
Size: 9

Abilities

Horns (Head)

Strategic Value

Ummm...woolly. Really big, really tough, horns, good damage....what's not to like? If this creature's combination possibilities aren't readily obvious then just randomly combine him with something and hold on for the ride!

Description

Mammoth, common name for several extinct species of the Elephant family. Mammoths had long, curved tusks that reached a length of about 3 m (about 10.5 ft), and a prominent hump on the back. Those that lived in cold climates had a shaggy covering of long, thick hair. These animals moved northward as the glaciers of the Ice Age receded. Scientists believe that most Mammoths had died out toward the end of the Pleistocene Epoch, about 11,000 years ago, although scientists have found the remains of dwarf Mammoths that survived until around 3,700 years ago on Wrangel Island in the Arctic Ocean. The first complete specimen of a frozen Mammoth was unearthed near the Lena River in Siberia in 1806 by Russian botanist Mikhail Adams. In 1999 scientists working in Siberia recovered the complete remains of a Woolly Mammoth embedded in frozen mud containing plants and insects that lived 20,000 years ago. Using a helicopter, the scientists transported the specimen to an ice cave about 300 km (200 mi) away. Scientists plan to slowly thaw their find and perform tests on the remains to identify the reason the animal died. They also plan to study the plants and insects found in the frozen mud encasing the carcass to learn more about the environment the animal lived in.

