OBBLINOX Dependency Chart

TO GET...	YOU MUST HAVE...	DESCRITPTION AND ABILITIES
WAR GENERAL		Awesome combat ability along with dangerous cunning make the War General a treasure to the clan. In addition, the War General has combat leadership skills and cyber-enhancements that are reserved for this unique position. If the War General is killed, the Obblinox player's game is over.
WORKER	MEAD HALL	Good in both work and war, the Obblinox worker is famed for his versatility. His structures tend to be sturdy yet not very advanced. By their tireless, faithful service, Workers make it possible for the Obblinox military to devote its attention to the arts of war. True to their warrior nature, an Obblinox worker can demolish a structure as easily as build one.
ENGINEER	4 WORKERS, GARAGE	To acquire an Engineer, you must have a total of four Workers and Train one at a Garage. Engineers build more advanced structures, such as Cathedrals, Land Mines, and Flying Drones. In war, they can destroy buildings even more swiftly than Obblinox workers.
BIKER	MEAD HALL	This freelance mercenary of the Obblinox is commonly seen as a symbol of freedom among the other clans. They travel about in search of the perfect adventure. This unit has a fast movement rate and a strong close-range combat ability.
VETERAN	WORKER, MILITARY BASE	The various militia and police that make up the Obblinox army are found in the ranks of the Veterans. These warriors are skilled marksmen and strong cyborgs. Their fighting skill is the greatest in Yavaun. To acquire a Veteran, you must Train a Worker at a Military Base.
CAPTAIN	3 VETERANS, GARAGE, TRAIN AT THE MILITARY BASE	Vastly superior in melee combat and more heavily armored than the Veterans under their command, Captains are the tactical coordinators of the Obblinox forces. They possess the ability to organize and control formations of other troops. To acquire a Captain, you must have a total of three Veterans, a Garage, and you must Train one of the Veterans at a Military Base.
AGENT	WORKER, TRAIN AT THE MILITARY BASE, CAPTAIN	With a heightened balance, as well as a keener understanding and control over the body than any other race, the Agent is the ideal scout. A more combat-oriented scout than any other, the Agent is still quite good at remaining stealthy. To acquire an Agent you must have a Captain and Train a Worker in a Military Base. Agents possess the Stealth ability level "Disguised."
SPY	4 AGENTS, GARAGE, RESEARCH AT THE MILITARY BASE	To acquire a Spy, you must perform Research at a Military Base, have four Agents, a Garage and Train one Agent at a Military Base. Spies are advanced level Agents with the Stealth level "Hidden."
SORCERER	WORKER, MILITARY BASE, TRAIN AT THE CATHEDRAL	This warlike class of wizard, although more resilient than most magicians, is not the most powerful of spell casters. What abilities they possess lie in the realm of destructive spells. The education of a Sorcerer requires you to own a Military Base and Train a Worker at a Cathedral.
WARLOCK	5 SORCERERS, RESEARCH AT THE CATHEDRAL, TRAIN AT THE CATHEDRAL	Learned manipulators of mind and body alike, Warlocks possess more advanced spell abilities than Sorcerers. To acquire a Warlock, you must Research at a Cathedral, have a total of five Sorcerers, and you must Train one Sorcerer at a Cathedral.
COLOSSUS	CAPTAIN, **Captain with all Bio-Upgrades and same dependencies as Cruiser.**	A Captain who has acquired all five Bio-Upgrades and whose clan has achieved the same dependencies as a Cruiser, can be transformed into an Obblinox Colossus. These units have tremendous fighting ability, making them formidable juggernauts in an Obblinox line of attack. Unfortunately, their one weakness lies in a low magic resistance, due to their battle rage and weakened intellect.

WAR WIND

TO GET...	YOU MUST HAVE...	TO GET...	YOU MUST HAVE...
DORMITORY	WORKER, **Must have one dormitory for every three units.**	LAND MINES	ENGINEER, MILITARY BASE
STRONGHOLD	WORKER	TRUCK	WORKER, GARAGE
MEAD HALL	WORKER	BARGE	ENGINEER, RESEARCH AT THE GARAGE, **Build only on water's edge.**
GARAGE	WORKER, MEAD HALL	CRUISER	ENGINEER, TRUCK, RESEARCH AT THE GARAGE
MILITARY BASE	WORKER, MEAD HALL, STRONGHOLD	SCOUT DRONE	ENGINEER, TRUCK, RESEARCH AT THE GARAGE
CATHEDRAL	ENGINEER, STRONGHOLD, RESEARCH AT THE GARAGE	ATTACK DRONE	ENGINEER, TRUCK, RESEARCH AT THE GARAGE
SOLID WALL	WORKER	FIERY BOLT, CRUMBLE	SORCERER, RESEARCH AT THE CATHEDRAL
OFFENSIVE WALLS	ENGINEER	BLOOD BOIL, PHANTASM	WARLOCK, RESEARCH AT THE CATHEDRAL
PAVED ROADS	WORKER	STEALTH	ENGINEER
ROCK ROADS	WORKER	RESILIENCE	GARAGE
BRIDGE	WORKER, GARAGE	STRENGTH, VISION, SPEED	GARAGE, RESEARCH AT THE GARAGE

THA´ ROON Dependency Chart

TO GET...	YOU MUST HAVE...	DESCRITPTION AND ABILITIES
MINISTER		The Minister is a political office in the Tha' Roon government, representing a clan. This unique individual must have a Psionic background. He exhibits leadership, initiative, great mental abilities, and an enhanced combat Training. If the Minister is killed, the Tha' Roon player's game is over.
SERVANT	GRANDE PARLOUR	Servants gather resources and build many basic structures. Without the continual efforts of Servants, the warrior and magic classes of the Tha' Roon could not support themselves. Because Tha' Roon Servants are better in combat than any of the other races' workers, their work habits suffer from their pride. Tha' Roon servants are slow and can neither build nor destroy equipment and buildings as easily as the other races.
ARCHITECT	5 SERVANTS, LABORATORY	To acquire an Architect, you must have a total of five Servants and Train one at a Laboratory. The Architect has a superior understanding of the principles of physics, and therefore, provides advanced construction capacity. Of course, they can as easily destroy a building as make one.
ROVER	GRANDE PARLOUR	Renegade families of Tha' Roon who have lost their Minister become Rover clans. These clans offer up their warriors for hire to other Tha' Roon families. They are fast-mounted units, who utilize hover technology and energy swords, racing about the land of Yavaun like futuristic knights.
EXECUTIONER	SERVANT, ACADEMY	Executioners are the elite guardsmen of the Tha' Roon palaces. Their numbers are small, but they are fast and deadly. An Executioner may be created by Training a Servant in an Academy.
DESTROYER	3 EXECUTIONERS, RESEARCH AT THE ACADEMY	Rare and vicious, Destroyers are more heavily armed and armored than their faster underlings. With three Executioners in play and the proper Research completed at an Academy, one Executioner may be Trained to become a Destroyer at a Laboratory. Destroyers have the ability to group and command larger squads of Executioners.
ROGUE	SERVANT, ACADEMY	These feared members of Tha' Roon society are stronger in combat than most scouts. They have long-range attack capacity along with greater speed. They possess the Stealth level "Disguised." A Rogue can be developed by Training a Servant in an Academy.
ASSASSIN	4 ROGUES, RESEARCH AT THE ACADEMY, TRAIN AT THE ACADEMY	The Training that creates a Rogue from an Assassin turns a fearsome unit into the stuff of nightmares. Superior in speed, combat, and of course, deception, Assassins are fairly skilled in the arts of espionage, and possess the Stealth level "Hidden." To produce an Assassin, Research must be conducted at an Academy, four Rogues must be in play and one of the Rogues must be Trained at an Academy.
PSYCHIC	SERVANT, UNIVERSITY	Training a Servant at a University produces a Psychic. These members of Tha' Roon culture have cloistered themselves in the pursuit of mental powers. Their Research can give them such abilities as Clairvoyance and Mental Blasts. Powerful from a distance, the Psychic is not meant for close-combat.
PSIONIC	4 PSYCHICS, RESEARCH AT THE UNIVERSITY	A few Psychics possess the ruthless ambition and quest for power necessary to become a Psionic. A class clouded in secrecy, Psionics are taught not only to martial their inner power, but also to command the minds and abilities of others. Psionics have access to higher level spells than do Psychics. If four Psychics are in play and you have Researched at the University, one Psychic can be promoted into a Psionic. Also, Psionics possess the "Masked" level of Stealth ability.
JUMP TROOP	ASSASSIN, **Assassin with all Bio-Upgrades and same dependencies as Cruiser.**	An Assassin who has acquired all five Bio-Upgrades and whose clan has achieved the same dependencies as a Cruiser, can transform into a Tha' Roon Jump Troop. These troops have limited flight ability, making it possible for them to avoid obstacles and outflank enemy formations with greater agility than any other unit.

WAR WIND

TO GET...	YOU MUST HAVE...	TO GET...	YOU MUST HAVE...
MANOR	SERVANT, **Must have one manor for every four units.**	BRIDGE	SERVANT, LABORATORY
CITADEL	SERVANT	LAND MINE	ARCHITECT, ACADEMY, RESEARCH AT THE LABORATORY
GRANDE PARLOUR	SERVANT	TRUCK	SERVANT, LABORATORY
LABORATORY	GRANDE PARLOUR	BARGE	ARCHITECT, RESEARCH AT THE LABORATORY, **Build only on water's edge.**
ACADEMY	ARCHITECT, CITADEL	CRUISER	ARCHITECT, TRUCK & BARGE, UNIVERSITY, RESEARCH AT THE LABORATORY
UNIVERSITY	ARCHITECT, CITADEL	SCOUT DRONE	ARCHITECT, TRUCK & BARGE, UNIVERSITY, RESEARCH AT THE LABORATORY
SOLID WALL	SERVANT	ATTACK DRONE	ARCHITECT, TRUCK & BARGE, UNIVERSITY, RESEARCH AT THE LABORATORY
OFFENSIVE WALLS	ARCHITECT	CLAIRVOYANCE, FEAR, MIND BLAST, MIND SHIELD	PSYCHIC, RESEARCH AT THE UNIVERSITY
PAVED ROADS	ARCHITECT	COMMAND VOICE	PSIONIC, RESEARCH AT THE UNIVERSITY
ROCK ROADS	SERVANT	STEALTH, STRENGTH, VISION, SPEED, RESILIENCE	RESEARCH AT THE LABORATORY

EAGGRA Dependency Chart

TO GET...	YOU MUST HAVE...	DESCRIPTION AND ABILITIES
PRIME MAKER		The Prime Maker is a unique title within the Eaggra clans. Not only does he have clan leadership skills, he assures the construction of stronger structures. The Prime Maker is also a very fast worker with a fair combat ability. His position in the work camps is one of honor and respect. If the Prime Maker is killed, the Eaggra player's game is over.
SCRUB	WATERING HOLE	The Eaggra's Scrub is so accustomed to construction that he sets to work quickly and accurately. This is the backbone of the Eaggra race, and the most honorable position within it. Without Scrubs the Eaggra community could neither grow nor advance. Not only are their numbers great, but they can boast the highest quality work in the land. It is also within a Scrub's power to quickly disassemble any building.
ARTISAN	3 SCRUBS, PLANT	With age and experience, Scrubs that survive can be promoted to the honored role of Artisan. No longer a simple worker, Artisans can direct the construction of vehicles, advanced buildings, and landmines. It is within their power to disassemble buildings with even greater ease than an Eaggra Scrub. To create an Artisan, you must have a total of three Scrubs and a Plant.
WEED	WATERING HOLE, GARRISON	Certain wild Eaggra have mastered control over the land. These wild Eaggra, or "Weeds," are rugged individualists who have earned a home in the tough ecology of Yavaun. They sometimes appear from the wilderness riding large SlinckWeeds. On these occasions most clans leap to employ them as guides or mercenaries. To acquire a Weed you must have a Garrison and a Watering Hole. Weeds have the Stealth Ability Level "Masked."
SQUIRE	SCRUB, GARRISON	To acquire a Squire, you must have a Plantation, and Train a Scrub in a Garrison. Established with strict codes of honor and belief, the finest Eaggra Squires hope never to strike a blow in anger. Unfortunately, in a world at war, it is an ideal rarely achieved.
KNIGHT	5 SQUIRES, RESEARCH AT THE GARRISON, TRAIN AT THE GARRISON	To educate and develop a Knight, you must have a total of five Squires, as well as having successfully done Research for a Knight at a Garrison, and you must Train one of the Squires at a Garrison. Knights possess the ability to move bodies of troops. Although they make fine warriors, their order is new and thus rare, making their Training expensive. In addition they are slow by nature, but physically very resilient.
SCOUT	SCRUB, TRAIN AT THE GARRISON	Acquiring a Scout only requires the Training of a Scrub in a Garrison. A natural result of living so close to nature, the Eaggra are skilled trackers and guides. Using intrinisic abilities of speed, stealth, and ranged combat, an Eaggra scouting party is a deadly force. Scouts have the Stealth ability level "Disguised."
RANGER	4 SCOUTS, TRAIN AT THE GARRISON	The way of a Ranger can not be found without a total of four Scouts, one of which must be Trained in a Garrison. The profession of scouting comes naturally to the Eaggra, and the Rangers are rumored to be the most deadly marksmen on Yavaun. In fact most Eaggra clans rely more on their Rangers to protect them than their Knights. Rangers are advanced scouts, and have the Stealth ability level "Invisible."
DRUID	SCRUB, TRAIN AT THE CONSERVATORY	A Scrub Trained at a Conservatory can become a Druid. While only average in battle, the Druid is in touch with the natural spirits of Yavaun. Their range of power spans from environment-affecting spells, to communion with nature and command of its beasts. The Druids are a simple kind, and their vision is true. They have a deep wisdom that even the Shama' Li have sought. Druids can cast lower level spells.
ARCH DRUID	4 DRUIDS, RESEARCH AT THE CONSERVATORY, TRAIN AT THE CONSERVATORY	To develop an Arch Druid, you must possess a total of four Druids, have successfully done Research for an Arch Druid at a Conservatory, and you must Train one Druid at a Conservatory. Having a deeper communion with nature than their lesser counterparts, Arch Druids can cast higher level spells.
GRENADIER	ARTISAN	**Artisan with all Bio-Upgrades and same dependencies as Cruiser.** An Artisan who has acquired all five Bio-Upgrades and whose clan has achieved the same dependencies as a Cruiser, can transform into a Grenadier. These troops have tremendous, long-range firepower, providing the Eaggra with a means of projecting deadly artillery fire.

WAR WIND

TO GET...	YOU MUST HAVE...	TO GET...	YOU MUST HAVE...
GREENHOUSE	SCRUB — **Must have one greenhouse for every four units.**	BRIDGE	PLANTATION
PLANTATION	SCRUB	LAND MINES	ARTISAN
WATERING HOLE	SCRUB	TRUCK	2 SCRUBS
PLANT	SCRUB	BARGE	ARTISAN, PLANTATION — **Build only on water's edge.**
GARRISON	ARTISAN	CRUISER	ARTISAN, RESEARCH AT THE PLANT
CONSERVATORY	ARTISAN, PLANTATION	SCOUT DRONE	ARTISAN, RESEARCH AT THE PLANT
SOLID WALL	SCRUB	ATTACK DRONE	ARTISAN, RESEARCH AT THE PLANT
OFFENSIVE WALLS	SCRUB	LAND VISION, GROUND FRIEND, REGENERATIVE TOUCH, TREE GROWTH	DRUID, RESEARCH AT THE CONSERVATORY
PAVED ROADS	SCRUB	METEOR STORM, NATURE'S VOICES	ARCH DRUID, RESEARCH AT THE CONSERVATORY
ROCK ROADS	SCRUB	STRENGTH, SPEED	PLANT
		STEALTH, VISION, RESILIENCE	PLANT, RESEARCH AT THE PLANT

SHAMA' LI Dependency Chart

TO GET...	YOU MUST HAVE...	DESCRIPTION AND ABILITIES
SHADOW DANCER		This unique class is a mix between magic, martial arts, stealth and strong leadership. The Shadow Dancer is a living artistic expression of the Shama' Li concept of "excellence in all things." The hypnotic grace of the Shadow Dancer is the complete integration of magics, defense, and dexterity, which makes them a powerful force on Yavaun. If the Shadow Dancer is killed, the Shama' Li player's game is over.
INITIATE	HOSTEL	A Shama' Li Initiate marks the beginning of a long path. For this reason the Initiates are treated with much care, but are also charged with the more mundane duties of Shama' Li living. While an Initiate may become a Guru some day, the Shama' Li believe it is the common duties that give him his roots. The Initiates are moderate workers capable of average construction and deconstruction.
DESIGNER	4 INITIATES, GUILD HOUSE	Skilled in both the creative and technical aspects of architecture, Designers can make advanced buildings and vehicles, and are capable of moderate construction and decon-struction. To acquire a Designer, you must have a total of four Initiates and a Guild House.
CAVALIER	HOSTEL, TEMPLE	The Cavaliers are a noble and proud faction of Shama' Li who travel the land to assist fellow families in the defense of their sacred sites and villages. To produce a Cavalier you must have a Temple and a Hostel. They ride wild Bonca, which they use to charge and trample opponents.
DEFENDER	INITIATE, RESEARCH AT THE TEMPLE, TRAIN AT THE OUTPOST	Using the mystic martial arts of hand-to-hand combat, the Defender is the ultimate in unarmed combat. By focusing personal strength, the Defender can use an opponent's aggression against him.To acquire a Defender, you must conduct Research at a Temple, and Train an Initiate in an Outpost.
TEMPLAR	4 DEFENDERS, RESEARCH AT THE OUTPOST, TRAIN AT THE OUTPOST	Templars are a powerful defensive force, with an almost unstoppable command of martial arts, however, their slow foot speed and lack of long range capabilities makes them poor offensive units. To acquire a Templar, you must have a total of four Defenders, have successfully done Research for a Templar at an Outpost, and you must Train one of your Defenders at an Outpost
DISCIPLE	INITIATE, TRAIN AT THE OUTPOST	This rare and wondrous class of Shama' Li mixes the elements of mysticism and combat into a fine braid. Disciples are controlled and subtle. This, in combination with great speed, stealth, and martial arts makes them the finest scouts on Yavaun. Disciples have the Stealth ability level "Disguised." To acquire a Disciple, you must Train an Initiate in an Outpost.
GRAND MASTER	4 DISCIPLES, RESEARCH AT THE OUTPOST, TRAIN AT THE OUTPOST	Skilled in the arts of magic, melee and manipultion, to produce a Grand Master, your clan must conduct Research at an Outpost, have a total of four Disciples, and one of those Disciples must be Trained at an Outpost. There they are taught advanced control over their focus and inner strength. Grand Masters have the Stealth ability level "Hidden." In addition, they have the power to project energy forces from their fists, allowing them to strike foes from a great distance, and possess other spell casting abilities.
SHAMAN	TRAIN AT THE TEMPLE, INITIATE	The Shaman is the only true healer of Yavaun. While other professions require facilities, the Shaman can focus his powers on damaged organics in order to cast healing spells on sight. The way of a Shaman can be walked by Training an Initiate at a Temple.
GURU	4 SHAMAN, TRAIN AT THE TEMPLE	Mystical experts and spiritual advisors of the highest power, Gurus possess more advanced spell capabilities than Shamans. To develop a Guru, you must have a total of four Shamans, and you must Train one Shaman at a Temple.
ELEMENTAL	GURU — **Guru with all Bio-Upgrades and same dependencies as Cruiser.**	A Guru who has acquired all five Bio-Upgrades and whose clan has achieved the same dependencies as a Cruiser, can transform into an Elemental. These forces of nature possess awesome combat ability and become entirely preoccupied with matters of attack and defense. They are therefore the most uncharacteristic of all Shama' Li.

WAR WIND

TO GET...	YOU MUST HAVE...	TO GET...	YOU MUST HAVE...
SHELTER	INITIATE — **Must have one shelter for every five units.**	LAND MINE	DESIGNER, RESEARCH AT THE OUTPOST
SANCTUARY	INITIATE	TRUCK	DESIGNER
HOSTEL	INITIATE	BARGE	DESIGNER, RESEARCH AT THE GUILD HOUSE — **Build only on water's edge.**
TEMPLE	INITIATE	CRUISER	BARGE — **Must have cast the Insight Spell.**
GUILD HOUSE	SANCTUARY, HOSTEL, TEMPLE	SCOUT DRONE	BARGE — **Must have cast the Insight Spell.**
OUTPOST	SHAMAN, INITIATE	ATTACK DRONE	BARGE — **Must have cast the Insight Spell.**
SOLID WALL	INITIATE	SEER, HEALING	TEMPLE, SHAMAN
OFFENSIVE WALLS	INITIATE	INSIGHT	GURU
PAVED ROADS	DESIGNER	VISION QUEST	SHAMAN, RESEARCH AT THE TEMPLE
ROCK ROADS	INITIATE	SUMMONING	GURU, RESEARCH AT THE TEMPLE
BRIDGE	INITIATE, RESEARCH AT THE GUILD HOUSE	STEALTH, STRENGTH, VISION, SPEED, RESILIENCE	QUI POSI, RESEARCH AT THE GUILD HOUSE