

Game Rules and Data for the Rise and Rule Mod (v1.03) for Civilization III Conquests
By Matt Goodrich (Matt_G)

This document uses Rob Shires (Skydivingcows) original C3C rule file as its base and inspiration. Thanks Rob!
I would also like to thank Julian Egelstaff (Lonewolf5050), Alanus and Ken Brown for starting this tradition with the files they created for all versions of Civ III

Thank You Firaxis, Infogrames, Atari, and Breakaway Games
for bringing us Conquests.

And Finally,
A Huge Thank You to Kal-el, Isak, RobO, Harrier, Doc Tsiolkovski and everyone else
(*of whom there are many*) who had a hand in
making the Rise and Rule Mod a wonderful reality.












Civilization	Civilization Traits								Civ Specific Unit Info		Differences between UU and Unit replaced		Resource(s) Required
	Agr	Com	Exp	Ind	Mil	Rel	Sci	Sea	Unique Unit	Replaces	Attack/Defense/Movement	Other	
America			X	X					Airborne Ranger	Paratrooper	2/0/0	No Rubber Req. Ψ	None
Arabs			X			X			Ansar Warrior	Knight	1/0/0, +1HP,	(ϵ -Desert) ☠	
Aztecs					X	X			Jaguar Warrior	Warrior	1/0/1, +1HP,	(ϵ -Forest, Jungle) ⚡	None
Babylon	X						X		Bowman	Archer	0/1/0, +1HP		None
Carthaginians				X				X	Num. Spearman	Spearman	1/0/0, +1HP, $F1$		None
Celts	X					X			Gallic Swordsman	Swordsman	0/0/1, +1HP		
China				X			X		Rider	Knight	0/0/1, +1HP		
Egypt	X			X					War Chariot	Chariot	1/0/0, +1HP, $B2$, $F1$	☠	
England		X						X	Man-O-War	Ship of the Line	2/0/0, +1HP	$F2$ Ψ	
Ethiopia				X		X			Javelineer	Spearman	+1HP, $B3$, $F1$	☠	None
France		X		X					Musketeer	Arquebusier	1/0/0, +1HP		
Germany					X		X		Panzer IV	Armor	2/0/1, +1HP, $B2$	Ψ	
Greece							X	X	Hoplite	Spearman	0/1/0, +1HP, $F1$		None
Inca				X	X				Inti Warrior	Medieval Inf.	0/0/1, (ϵ -Hills, Mountains) No Iron Req.	☠	None
India		X				X			War Elephant	Knight	+2HP, (No Req.) (ϵ -Forest, Jungle)		
Iroquois	X		X						Brave	Archer	0/0/1, +1HP,	(ϵ -Forest)	None
Japan					X	X			Kensai	Cavalier	1/0/0, +1HP,	(No Req.)	
Koreans		X					X		Hwacha	Cannon	+1HP, \emptyset	(No ☠) ☠	
Mali	X	X							Mali Heavy Horseman	Knight	0/1/0, +1HP,	(ϵ -Desert) ☠	
Mongols			X		X				Keshik	Horse Archer	1/0/0, +1HP,	(ϵ -Hills, Mts.) $B1$	
Ottoman		X	X						Sipahi	Cuirassier	0/1/0, +1HP, $B6$, $F1$	☠	
Persia				X	X				Immortals	Swordsman	+1HP, (No Req.)	$B2$, $F1$ ☠ Ω	None
Polynesia			X					X	Outrigger	Galley	0/0/1, +1HP, \emptyset	\approx (ϵ -Sea, Ocean)	None
Rome		X			X				Legionary	Swordsman	0/1/0, +1HP, Build Roads and Forts		
Russia			X				X		Cossack	Dragoon	-1/0/0, +1HP, ⚡		
Siam	X							X	Siam. Swordsman	Swordsman	1/0/0, +1HP		
Sioux	X				X				Mounted Warrior	Horse Archer	0/1/0, +1HP, $B1$		
Spanish						X		X	Conquistador	Explorer	3/0/0, +1HP, $B6$ $F1$	🏰 +30 Ψ ☠ ☠	None
Tibet						X	X		Ghurka	Pikeman	1/-1/1 (ϵ -Hills, Mts.)		
Vikings					X			X	Berserk	Medieval Inf.	1/0/0, +1HP, Amphibious,	(ϵ -Tundra)	
Zululand			X		X				Impi	Medieval Inf.	-1/0/1, +1HP,	(No Req.) ⚡	None

☠ Enslave	HP = Hit Point	B Bombard Strength	R Range	☠ Lethal Land Bombard	ϵ Ignore move cost	\emptyset Not Wheeled	Ω Avail. w/ earlier Tech
⚡ Blitz	🏰 Shields	🏰 Bombard Ability	Rate of F ire	☠ Lethal Sea Bombard	\approx Traverse Sea	$\text{\$}$ No Maint. Support	Ψ Zone of Control
















Civilization Traits

<i>Trait</i>	Agricultural	Commercial	Expansionist	Industrious	Militaristic	Religious	Scientific	Seafaring
Starting Techs	<i>Cultivation</i>	<i>Pottery</i>	<i>Domestication</i>	<i>Masonry</i>	<i>Warfare</i>	<i>Ritualism</i>	<i>Alphabet</i>	<i>Boat Building</i>
Trait Bonus	1 extra food in city center. Irrigated desert produce 1 extra food. Reduced costs for Agricultural improvements, such as Collective Farms.	Extra Commerce from center tile of cities and metros. Lower civ wide corruption. Can build corruption reducing Counselors from start of game.	No barbarians from goody huts. Expansionist Civilizations start with a Ranger.	Extra production in city center of metros. Workers work faster. Instead of normal workers, industrious civs have access to Serfs, which do not require maintenance.	Reduced costs for military improvements such as Barracks. Battlefield promotions more likely. Also militaristic civs build Champions instead of Warriors.	Reduced costs for Religious improvements such as Shrines. Maximum 2 turns of Anarchy between Government switches.	Reduced costs for Scientific improvements such as Schools. Free random tech at beginning of each new era.	Reduced costs for Seafaring improvements such as Ports. Cities built on coast receive extra commerce in city center. Ships move faster and have less of chance of sinking out at sea and in the ocean









Government Types








<i>Government</i>	Anarchy	Monarchy	Republic	Democracy	Feudal Monarchy	Theocracy	Communism
							
Hurry Method	N/A	Forced	Forced	Paid	Paid	Forced	Paid
Corruption	Catastrophic	Rampant	Rampant	Rampant	Rampant	Rampant	Communal
Rate Cap	100%	60%	70%	80%	70%	50%	80%
War Weariness	None	None	Low	High	Low	High	None
Worker Rate	50%	100%	100%	100%	100%	50%	100%
Military Police	0	3	3	1	2	3	3
Draft Limit	0	1	0	0	1	0	1
Unit Support							
Town	N/A	2	2	2	5	0	3
City	N/A	2	4	3	1	1	4
Metropolis	N/A	3	4	1	1	1	5
Add'l. Free Units	N/A	2	1	0	1	20	2
Unit Cost	0	1	1	3	3	3	2
Additional Information	No Building Maintenance.	-	+1  in each tile already producing 	+1  in each tile already producing 	-	Spies and Diplomats Are Veterans. Immune to Propaganda. Xenophobic	Spies are Veteran. Xenophobic Forced Resettlement

Government Types Continued






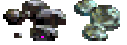



<i>Government</i>	Fascism	Federal Republic	Social Democracy	Chiefdom	Absolute Monarchy	Constitutional Monarchy	Fundamentalism
							
Hurry Method	Paid	Paid	Paid	N/A	Paid	Paid	Forced
Corruption	Problematic	Minimal	Communal	Rampant	Problematic	Nuisance	Communal
Rate Cap	100%	100%	100%	50%	90%	100%	50%
War Weariness	None	High	High	None	None	High	None
Worker Rate	200%	150%	150%	50%	100%	150%	50%
Military Police	4	0	0	3	3	0	4
Draft Limit	2	1	0	1	1	1	1
Unit Support							
Town	2	1	0	1	2	1	3
City	5	1	0	2	4	2	3
Metropolis	8	2	0	2	6	2	2
Add'l. Free Units	2	0	0	3	0	0	3
Unit Cost	2	4	5	1	2	4	3
Additional Information	Spies and Diplomats Are Veterans. Xenophobic Forced Resettlement	Immune to Propaganda. +1  in each tile already producing 	No Building Maint. Diplomats are Veterans. Immune to Propaganda. +1  in each tile already producing 	-1  and/or  if tile produces 3 or more.	Spies are Veterans.	Immune to Propaganda. +1  in each tile already producing 	Immune to Propaganda. Xenophobic Forced Resettlement

Citizens
































































<i>Citizens</i>	Laborer	Entertainer	Tax Collector	Philosopher	Engineer	Banker	Professor	Tycoon
								
Prerequisite	<i>Default Citizen</i>	<i>None</i>	<i>Mathematics</i>	<i>Writing</i>	<i>Engineering</i>	<i>Banking</i>	<i>Education</i>	<i>Mass Production</i>
Luxuries	-	1	-	-	-	-	-	-
Research	-	-	-	1	-	-	2	-
Taxes	-	-	1	-	-	2	-	3
Corruption	-	-	-	-	-	-	-	-
Construction	-	-	-	-	1	-	-	-

<i>Citizens</i>	Physicist	Super Star	Policeman	Civil Engineers	Accountant	Research Specialist	Game Developer
							
Prerequisite	<i>Quantum Physics</i>	<i>Motion Pictures</i>	<i>Totalitarianism</i>	<i>Radar</i>	<i>Legalized Gambling</i>	<i>Rocketry</i>	<i>Data Encryption</i>
Luxuries	-	2	-	-	-	-	-
Research	3	-	-	-	-	4	2
Taxes	-	-	-	-	4	-	2
Corruption	-	-	1	-	-	-	-
Construction	-	-	-	2	-	-	-



































Worker Jobs

<i>Worker Action</i>	Allowed Terrain	Prerequisite Tech				Base Turns	Resource Required	Defensive Bonus	Misc. Notes
Worker Camp (Mine)	All except Grass, Marsh, Volcano	Construction	-	1-3	-	6	-	-	+2  on Hills +3  on Mts.
Farm (Irrigation)	Desert, Plains, Grass, Flood Plain, Hills	Crop Rotation	1	-	-	6	-	-	Electricity allows Irrigation without fresh water.
Build Fort	All except Marsh, Volcano	Construction	-	-	-	8	-	75	Zone of Control
Build Road	All	-	-	-	1	3	-	-	Roads bridge rivers with Engineering.
Build Railroad	All	High Explosives	→	→	-	24		-	Zero movement cost. Adds 1  to irrigation, or 1  to mine
Plant Forest	Plains, Grass, Tundra	City Planning	-	-	-	16	-	-	-
Clear Forest	-	Dynasticism	-	-	-	12	-	-	Returns 20  to nearest city
Clear Wetlands	-	High Explosives	-	-	-	24	-	-	Clears Jungle and Marsh
Clear Damage	-	-	-	-	-	16	-	-	Removes pollution and craters.
Build Airfield	All except Marsh, Volcano	Flight	-	-	-	1	-	-	Can build in Neutral Territory. Lose worker.
Build Radar Tower	All except Marsh, Volcano	Radar	-	-	-	1	-	25	+25% offensive and defensive attacks within two tiles. Lose worker.
Build Outpost	All except Volcano	Masonry	-	-	-	1	-	-	Removes Fog of War by 2 tiles on flat land, 3 on hills, 4 on mountains.
Build Barricade	All except Marsh, Volcano	Siege Warfare	-	-	-	8	-	100	Stops enemy movement one turn. Zone of Control. Must build fortress first.

Terrain

Terrain													Remarks
Desert		0	1	0	+1	+1	+1	2	10				No Cities
Plains		2	1	0	+1	+1	+1	1	10				-
Grassland		3	0	0	+1	-	+1	1	10				-
Tundra		0	0	0	-	+1	+1	2	10				No Cities
Flood Plain		4	0	0	+1	+1	+1	1	10				Causes Disease (Cured by Sanitation)
Hills		1	2	0	+1	+2	+1	2	50	-			-
Mountains		0	3	0	-	+3	+1	3	100	-			No Cities No Wheeled Units
Forest		1	2	0	-	+1	+1	2	25				-
Jungle		2	1	0	-	+1	+1	3	25				No Wheeled Units Causes Disease (Cured by Sanitation)
Marsh		1	1	0	-	-	+1	2	25				No Wheeled Units Causes Disease (Cured by Sanitation)
Volcano		0	1	0	-	-	+1	3	80	-			No Wheeled Units Can't build anything.
Coast		2	0	2	-	-	-	1	10		-	-	-
Sea		1	1	1	-	-	-	2	10		-	-	-
Ocean		0	0	0	-	-	-	2	10	-	-	-	No Wheeled Units
Bonus Grassland		3	1	0	+1	-	+1	1	10				-
Lake		3	0	2	-	-	-	1	10		-	-	-

Resources

<i>Resources</i>		Type	Prerequisite				D	P	G	T	FP	H	Mts.	F	J	M	V	C	S
Horses		Strategic	Domestication	1	0	1		X	X			X							
Iron		Strategic	Scrape Mining	0	2	0				X		X	X				X		
Saltpeter		Strategic	Alchemy	0	0	2	X					X				X			
Coal		Strategic	Steam Power	0	3	1				X		X	X	X		X	X		
Oil		Strategic	Refining	0	2	2	X	X		X						X			
Rubber		Strategic	Replaceable Parts	0	1	2								X	X	X			
Aluminum		Strategic	Mass Production	0	2	1						X		X	X				
Uranium		Strategic	Quantum Physics	0	3	3	X						X	X					
Camel		Strategic	Domestication	1	2	1	X				X								
Incense		Strategic	Ritualism	0	0	2	X	X			X			X	X				
Elephants		Strategic	Warfare	2	0	2		X	X					X	X				
Gold		Strategic	Caste System	0	1	3						X	X						
Gems		Luxury	Bronze Working	0	1	4	X				X		X		X	X	X		
Spices		Luxury	Cultivation	1	0	2	X	X			X			X	X				
Dyes		Luxury	Dynasticism	0	0	1	X							X	X	X			
Tobacco		Luxury	Mysticism	0	0	2		X	X			X							
Silks		Luxury	Weaving	0	0	3						X		X	X				
Silver		Luxury	Caste System	0	1	2						X	X						
Cotton		Luxury	Dynasticism	0	0	3			X		X								
Coffee		Luxury	The Wheel	1	0	2						X	X						
Tea		Luxury	Aristocracy	0	0	3		X	X										
Wine		Luxury	Fermentation	1	0	2			X			X							
Sugar		Luxury	Cultivation	1	0	2			X						X				
Wool		Luxury	Weaving	2	0	1						X	X						
Olive Oil		Luxury	Urbanization	2	0	1	X					X	X						
Furs		Luxury	-	1	1	1				X				X	X				
Tropical Fruit		Luxury	-	2	0	2									X				
Whales		Bonus	Seafaring	1	1	2													X
Rocks (off-shore)		Bonus	-	0	1	1												X	
Kelp		Bonus	-	1	1	0												X	
Shellfish		Bonus	Boat Building	1	0	2										X	X		




















Resources Continued

Resources		Type	Prerequisite				D	P	G	T	FP	H	Mts.	F	J	M	V	C	S
Pearls		Bonus	-	1	0	3										X		X	
Fish		Bonus	-	2	0	1										X		X	X
Exotic Woods		Bonus	-	0	2	1								X	X				
Peat		Bonus	-	0	2	0										X			
Date Palms		Bonus	-	1	0	1	X												
Berries		Bonus	-	1	0	0				X						X			
Seal		Bonus	-	1	0	1				X								X	
Big Game		Bonus	-	2	0	1				X				X					
Game		Bonus	-	1	1	0				X				X	X	X			
Alligators		Bonus	-	2	0	1										X			
Oasis		Bonus	-	3	0	0	X			X									
Rice		Bonus	-	2	0	0				X					X				
Pigs		Bonus	Domestication	2	0	0		X											
Fruit		Bonus	-	2	0	1			X				X						
Cattle 3		Bonus	Genetics	4	2	0		X	X	X									
Cereals 3		Bonus	Genetics	5	0	0		X	X	X									
Cattle 2		Bonus	Refrigeration	3	2	0		X	X	X									
Cereals 2		Bonus	Refrigeration	4	0	0		X	X	X									
Cattle 1		Bonus	-	2	1	0		X	X	X									
Cereals 1		Bonus	-	3	0	0		X	X	X									





















General Notes

Citizens consume 3 food per turn	Draft and Sacrifice penalty is 20 turns	6 shields per gold when building Wealth (Pre Corporation)	6 gold per shield upgrade cost
Movement rate along roads = 2	Golden Age is 30 turns	Forest chop is worth 20 shields	Whipped citizen is worth 20 shields
Minimum research time is 1 turn	2 cities per Army	Towns are size 7 and below (No Aqueduct)	Basic Barbarian is a Raider at (2/2/1) +1HP
Maximum research time is 50 turns	2 units per Army (Pre Pentagon)	Cities are size 8-15 (Pre Sewer System)	Advanced Barbarian is a Rider at (4/3/2) +1HP
Conscript is 3 Hit Points, Regular is 4 Hit Points, Veteran is 5 Hit Points and Elite is 7 Hit Points.			Reserved






Great Wonders

Great Wonder		Required Tech, Govt. and/or Resource	Required Building(s)	Cost 	Culture 	Tourist Attraction	Traits	Rendered Obsolete By	▲ In every city	☺ Doubles effect of
									◇ In every city on continent	
	Angkor Wat	Theology	Shrine	360	3	Yes	Rel	Mass Production	▲ Shrine	
	Arc De Triomphe	Military Tradition	-	1200	2	Yes	Mil	Radar	◇ Garrison	
	Chichen Itza	-	Temple (3)	340	2	Yes	Rel, Agr	Juris Prudence	◇ Courthouse	
	Circus Maximus	Athletics	Arena (3)	280	2	Yes	-	Social Darwinism	☺ Arenas - 2 😊 in city it's built in.	
	Civil Rights Movement	Civil Liberties	-	3200	2	No	-	-	☺ Slave Market ▲ Civil Liberties	
	Clausewitz' On War	Grand Strategy	-	1200	2	No	Mil	Naval Aviation	Halves Unit Upgrade Cost	
	Colossus	Bronze Working - Must be in a Coastal City.	-	200	2	Yes	Com, Exp, Sea	Ship Building	+1 🏠 in every tile already producing 🏠 (in that city)	
	Copernicus Observatory	Astronomy	Library	640	3	No	Exp, Sci	-	Doubles research output	
No Icon	Crystal Palace	Mass Production	Factory (3)	2200	1	Yes	Ind	-	▲ Assembly Plant - Causes pollution. 125% increase in production in city.	
	Cure for Cancer	-	Research Lab (5)	4000	2	No	Sci	-	☺ Slave Market ▲ Sewer System 1 😊 in all cities	
	East India Company	Magnetism	Port	680	2	No	Com, Sea	Civil Liberties	▲ East India Trade Office +50% Luxury tax output in that city.	
	Echelon	-	Police Sta. (3)	2800	1	No	Mil, Exp	-	▲ Police Station ☺ Slave Market	
	Edison's Workshop	Electricity	-	1800	2	No	Sci	-	☺ Slave Market - Doubles research output - 2 free advances	
	Eiffel Tower	City Planning	-	1750	4	Yes	Ind	-	☺ Slave Market ▲ Monument	
	Einstein's Lab	Theory of Relativity	University	2200	2	No	Sci	-	☺ Slave Market Doubles research output	
	Emancipation Proclamation	Emancipation	-	1850	3	No	All	-	☺ Slave Market 1 😊 in all cities 2 Citizens every time city grows	
	Empire State Building	-	Skyscraper (3)	1750	2	Yes	Com	-	☺ Slave Market +50% Luxury tax output in that city. +1 🏠 in every tile already producing 🏠 (in that city)	
	Encyclopedia	Humanism	-	1200	3	No	Sci	Psychology	☺ Slave Market Gain any tech owned by 2 civs.	
No Icon	The Estates General	Absolute Monarchy (must be in this govt.)	Palace	900	3	No	Com, Rel	-	+50% Tax output in that city. +1 🏠 in every tile already producing 🏠 (in that city) - 1 😊 in all cities	










Great Wonders Continued

Great Wonder		Required Tech, Govt. and/or Resource	Required Building(s)	Cost 	Culture 	Tourist Attraction	Traits	Rendered Obsolete By	▲ In every city	☺ Doubles effect of
									◇ In every city on continent	
	The Great Library	-	Library	360	3	Yes	Sci	Education	Gain any tech owned by 2 civs.	
	The Great Lighthouse	Sailing - Must be in a Coastal City.	Harbor	280	2	Yes	Com, Exp, Sea	Magnetism	+1 ship movement Safe travel at Sea.	
	Great Opera House	-	Performing Arts Center (3)	2300	8	Yes	-	-	☺ Slave Market 2 🤪 in city it's built in.	
	The Great Wall	Urbanization	-	240	3	Yes	Mil, Ind	Metallurgy	◇ City Walls – Double combat strength vs. Barbs. Doubles city defense.	
	Gutenberg's Bible	Printing Press	-	800	2	No	Sci, Rel	Mass Media	☺ Slave Market - 1 🤪 in all cities +50% research output in that city.	
	The Hanging Gardens	Caste System	-	280	3	Yes	Ind, Agr	Engineering	3 🤪 in city it's built in. 1 🤪 in all other cities. Continental Mood Effect.	
	Hollywood	Motion Pictures	Movie Palace (3)	2750	8	Yes	Com	-	☺ Slave Market ▲ Movie Palace 2 🤪 in city it's built in.	
	Hoover Dam	Electronics - Must have river in city radius.	-	2400	2	Yes	Ind	-	☺ Slave Market ◇ Hydro Plant	
	Human Genome Project	Genetics	Research Lab	4000	2	No	Sci, Agr	-	☺ Slave Market ▲ Genetic Tailoring	
	JS Bach's Cathedral	Music Theory 	-	1300	3	Yes	Rel	Automatic Weapons	☺ Slave Market - 2 🤪 in city it's built in. 1 🤪 in all cities. Continental Mood Effect.	
	Knights Templar	Siege Warfare	-	300	2	No	Mil, Rel	Steam Power	Produces Templar every 12 turns.	
	Las Vegas	Legalized Gambling	Casino (3)	2800	5	Yes	Com	-	☺ Slave Market - 2 🤪 in city it's built in. +50% Tax <i>and</i> Lux tax output in that city. +1 🏠 in every tile already producing 🏠 (in that city)	
	League of Nations	Total War	-	400	3	Yes	-	Totalitarianism	☺ Slave Market 1 🤪 in all cities Allows Diplomatic Victory	
	Leonardo's Workshop	Scientific Method	-	1000	2	No	Sci	-	Doubles research output 2 free advances	
	Magellan's Voyage	Physics - Must be in a Coastal City.	Port	760	2	No	Exp, Com, Sea	Satellites	+2 ship movement	
No Icon	Magna Carta	Constitutional Monarchy (must be in this govt.)	Courthouse (4)	1200	2	No	Exp	-	☺ Slave Market ▲ Local Courthouse	
	Mausoleum of Mausollos	Dynasticism	-	200	2	Yes	Sci, Sea	-	3 🤪 in city it's built in.	
	Ministry of Truth	Fascism (must be in this govt.)	Office of Internal Security (4)	2600	2	No	Mil	-	▲ Office of Internal Security Stealth Attack Barrier	
No Icon	New Deal	Social Democracy (must be in this govt.)	Granary (4)	2800	2	No	Agr	-	▲ Granary	












Great Wonders Continued

Great Wonder		Required Tech, Govt. and/or Resource	Required Building(s)	Cost 	Culture 	Tourist Attraction	Traits	Rendered Obsolete By	▲ In every city	☺ Doubles effect of
									◇ In every city on continent	
	Newton's University	Newtonian Synthesis	University	700	3	Yes	Sci	-	Doubles research output	
	Oracle	Mysticism	Shrine	240	3	Yes	Rel	-	2 free advances	
	Pyramids	-	Monument (3)	300	2	Yes	Ind, Rel	Electricity	◇ Monument	
	SETI Program	Satellites	Research Lab	350 0	3	No	Exp	-	☺ Slave Market Doubles research output	
	Shakespeare's Theater	Free Artistry	-	800	8	Yes	-	-	☺ Slave Market – Allows city to grow to 16+. 2 😊 in city it's built in.	
	Shangri La	Monasticism 	-	400	3	Yes	Rel	Flight	☺ Slave Market 2 😊 in all cities. 3 😊 in city it's built in.	
	Silicon Valley	Microchip	-	320 0	2	No	Sci	-	☺ Slave Market Doubles research output	
No Icon	Silk Road	Trade 	-	360	2	No	Com	Aviation	+1 🏠 in every tile already producing 🏠 (in that city.) Increases luxury trade.	
	Sistine Chapel	Perspective 	-	100 0	4	Yes	Rel	-	☺ Cathedral	
	Slave Trade	Slavery	-	220	1	No	Ind, Com	Emancipation	+1 🏠 in every tile already producing 🏠 (in that city.) ▲ Slave Market	
	Smith's Trading Company	Economics	Bazaar	110 0	1	No	Com, Sea	-	Pays Maintenance For Trade Buildings	
	Sphinx	Dynasticism	-	280	2	Yes	Mil	Flintlock	◇ Barracks	
	Spirit of Saint Louis	Aviation	-	160 0	1	-	Sci	-	☺ Slave Market +2 ship movement +1 🏠 in every tile already producing 🏠 (in that city.)	
	Statue of Liberty	Refining – Must be in Federal Republic govt. Must be in Coastal City.	Port	140 0	3	Yes	Com	-	☺ Slave Market, +1 🏠 in every tile already producing 🏠 (in that city.) Reduces War Weariness in all cities.	
	Stonehenge	Cultivation	-	320	2	Yes	Exp, Agr	Electricity	▲ Granary	
	Sun Tzu's Art of War	-	Barracks	340	2	No	Mil	Leadership	Halves Unit Upgrade Cost	
	Supreme Court	Modern Legal System	District Courthouse (3)	540	1	No	Exp	-	☺ Slave Market ▲ Local Courthouse	
	Taj Mahal	Steam Engine	-	120 0	3	Yes	Rel	-	☺ Shrine	
	Temple of Zeus	-	Temple (3)	340	3	Yes	Rel	Matchlock	☺ Temple	






























Great Wonders Continued

Great Wonder		Required Tech, Govt. and/or Resource	Required Building(s)	Cost 	Culture 	Tourist Attraction	Traits	Rendered Obsolete By	▲ In every city	☺ Doubles effect of
									◇ In every city on continent	
	Theory of Evolution	Theory of Evolution	University	1340	2	No	Sci	-	2 free advances	
No Icon	Triumph of the People	Communism (must be in this govt..)	Collective Farm (4)	2600	2	No	Ind, Agr	-	▲ Collective Farm	
	United Nations	Fission	-	3200	4	Yes	All	-	☺ Slave Market - Halves Unit Upgrade Cost - Allows Diplomatic Victory	
	Universal Suffrage	Social Darwinism	-	2200	2	No	Agr	-	☺ Slave Market Reduces War Weariness in all cities.	
	Voyage of Discovery	Naval Spirit Must be in Coastal City.	-	1500	2	No	Exp, Sea	Navigation	+2 ship movement Safe travel at Sea.	
	Wonderland	Psychology	-	2400	6	Yes	-	-	☺ Slave Market 4 🤪 in city it's built in.	
	World News Network	Superconductor	Newspaper (3)	2000	2	No	-	-	☺ Slave Market ▲ Newspaper Resistant to Propaganda	
	World Wide Web	Advanced Computers	The Internet	2880	1	No	Sci	-	☺ Slave Market Gain any tech owned by 2 civs.	

















Small Wonders

Small Wonder	Required Tech, Govt. and/or Resource	Required Building(s)	Cost 	Culture 	Maint .	Prod. Bonus	Pollution Factor	Tax Bonus	Sci. Bonus	Lux. Bonus	Tourist Attraction	Rendered Obsolete By	Other Notes
	Caste System	Palace	100	2	2	-	-	-	-	-	Yes	-	-
	Aristocracy	-	150	1	1	-	-	-	-	-	Yes	-	Reduces Corruption, Vet ground units, +25% Def. Bonus
	-	Forbidden Palace	130	3	3	-	-	-	-	-	Yes	-	-
	Absolutism	-	200	2	4	-	-	-	-	-	No	-	Reduces Corruption, Vet ground units, +25% Def. Bonus
	-	Summer Palace	150	4	6	-	-	-	-	-	Yes	-	-
	Realpolitik	-	250	2	5	-	-	-	-	-	No	-	Reduces Corruption, Vet ground units, +25% Def. Bonus
	-	Winter Palace	200	4	6	-	-	-	-	-	Yes	-	-
	Fission 	-	2000	1	-	-	-	-	-	-	No	-	Allows construction of Nukes.






Small Wonders Continued

Small Wonder		Required Tech, Govt. and/or Resource	Required Building(s) etc.	Cost 	Culture 	Maint 	Prod. Bonus	Pollution Factor	Tax Bonus	Sci. Bonus	Lux. Bonus	Tourist Attraction	Rendered Obsolete By	Other Notes
	Battlefield Medicine	-	Hospital (3)	1100	1	-	-	-	-	-	-	No	-	Units heal in Enemy Territory
	Brokerage Firm	-	Wall Street	10	1	-	-	-	50%	-	-	No	-	Low cost is deliberate.
	Central Bank	Mercantilism 	Bank (3)	700	1	-	-	-	50%	-	-	No	-	Treasury earns 5% interest. (50 gpt max.)
No Icon	Conglomerate	Fed. Republic (must be in this govt..)	Corporate Office (3)	1000	1	-	-	-	-	-	-	No	-	+1  in every tile already producing  (in that city.)
	E-Bank	E-Commerce	-	1400	1	-	-	-	50%	-	-	No	-	1  in all cities.
No Icon	Five Year Plan	Communism (must be in this govt..)	Collective Farm (3)	1250	1	-	100%	4	-	-	-	No	-	-
	General Staff School	Nationalism	Requires victorious army.	1000	1	4	-	-	-	-	-	No	Motorized Transport	Can build Armies. Produces Royal Guard every 15 turns.
	Heroic Epic	Poetry	-	200	2	-	-	-	-	-	-	No	-	Leaders are more likely to appear.
	Holy City	Monotheism  (in city radius)	Temple	320	4	-	-	-	-	-	-	Yes	-	Reduces corruption in that city. 2  in city it's built in.
	Intelligence Agency	Espionage	-	1000	1	-	-	-	-	-	-	No	-	Allows Spy Missions
	International Port	Map Making Must be in Coastal City.	Harbor	1000	2	-	-	1	50%	-	50%	Yes	-	+1  +1  +1  In water tiles of city.
	Internet	Data Encryption	Computer Network (3)	1500	1	-	-	-	-	50%	-	No	-	1  in all cities.
	Iron Works	 and  in city radius.	-	700	1	-	100%	4	-	-	-	No	-	-
	Military Academy	Leadership	-	770	1	3	-	-	-	-	-	No	-	Vet ground units. Produces army every 30 turns.
	National Gallery	Constitutionalism	-	800	3	-	-	-	-	100%	-	Yes	-	1  in city it's built in.























Small Wonders Continued

Small Wonder		Required Tech, Govt. and/or Resource	Required Building(s) etc.	Cost 	Culture 	Maint 	Prod. Bonus	Pollution Factor	Tax Bonus	Sci. Bonus	Lux. Bonus	Tourist Attraction	Rendered Obsolete By	Other Notes
	National Health Care	Soc. Dem. (must be in this govt.)	Hospital (3)	1400	1	-	-	-	-	-	-	No	-	1 🤪 in all cities.
	National Hist. Museum	-	Museum (3)	1100	3	-	-	-	-	100%	-	Yes	-	-
	National Library	-	University (4)	480	3	-	-	-	-	100%	-	Yes	-	-
	National Monument	Nationalism	-	840	3	-	-	-	50%	-	-	Yes	-	Reduces War Weariness
	National Sports League	Mass Media	Arena (3)	1100	2	-	-	-	-	-	-	No	-	Reduces War Weariness
No Icon	Naval Academy	Leadership - Must be in Coastal City.	Elite naval unit req'd.	600	1	3	-	-	-	-	-	No	-	+1 ship move. Produces Admiral of the Fleet/10 turns.
	Pentagon		3 armies required	1100	1	-	-	-	-	-	-	No	-	Larger armies. Produces an army/30 turns.
No Icon	Royal Tournament	Heraldry	-	300	1	2	-	-	-	-	-	No	Juris Prudence	Produces Knight of the Realm/12 turns.
No Icon	Secret Police Headquarters	Fascism (must be in this govt.)	Office of Int Security (2)	1250	1	-	-	-	-	-	-	No	-	Allows Spy Missions
	Space Program	Space Flight 	-	1800	2	-	-	-	-	-	-	No	-	Can build spaceship parts.
No Icon	Special Warfare Center	Special Warfare	Requires victorious army.	1600	1	-	-	-	-	-	-	No	-	Can build Armies. Produces frogmen/20 turns.
	Steel Foundry	Communism 	-	1400	1	-	100%	4	-	-	-	No	-	-
	Strat. Missile Defense	Integrated Defense	SAM Batteries (5)	1200	1	-	-	-	-	-	-	No	-	Decreases success of missile attack by 75%
No Icon	The Academy	Philosophy	Academy	200	2	-	-	-	-	100%	-	No	-	-
No Icon	Tomb of the Unknown Soldier	Constitutional Mon. (must be in this govt.)	War Monument (3)	1000	1	-	-	-	-	-	-	No	-	Reduces War Weariness in all cities.
	Training Camp	Military Training	-	260	1	2	-	-	-	-	-	No	Theory of Warfare	Build Armies. Produces an Imp. Guard/15 turns.
























Small Wonders Continued

Small Wonder		Required Tech, Govt. and/or Resource	Required Building(s) etc.	Cost 	Culture 	Maint 	Prod. Bonus	Pollution Factor	Tax Bonus	Sci. Bonus	Lux. Bonus	Tourist Attraction	Rendered Obsolete By	Other Notes
	Wall Street	-	Stock Exchange (3)	700	2	-	-	-	50%	50%	50%	No	-	Allows Brokerage Firm
No Icon	War College	Realpolitik	Requires victorious army.	1150	1	4	-	-	-	-	-	No	-	Can build Armies. Produces Storm Trooper every 20 turns.
No Icon	War Games Facility	Body Armor	Requires victorious army.	1400	1	-	-	-	-	-	-	No	-	Can build Armies. Produces SpecOps every 20 turns.
	War Memorial	Fascism	Requires victorious army.	1000	3	-	-	-	-	-	-	Yes	-	Reduces War Weariness in all cities.























Space Ship Parts

SS Part		Required Tech	Required Resource	Cost 
	SS Cockpit	Artificial Intelligence		2500
	SS Docking Bay	Robotics		1500
	SS Engine	Super Sonic Flight		4750
	SS Exterior Casing	High Tolerance Ceramics	 	3250
	SS Fuel Cells	Fuel Cells		1250
	SS Life Support System	Space Flight		2500
	SS Planetary Party Lounge	The Laser		1250
	SS Stasis Chamber	Superconductor		2500
	SS Storage Supply	Recycling		1250
	SS Thrusters	Space Flight		2500




City Improvements

City Improvement		Required Tech, Govt. and/or Resource	Required Building(s) etc.	Cost 	Culture 	Maint .	Prod. Bonus	Pollution Factor	Tax Bonus	Sci. Bonus	Lux. Bonus	Combat Values	Half Price for (trait)	Other Notes
	Academy	Philosophy	-	80	1	1	-	-	-	50%	-	-	Sci	-
	Airport	Aviation	-	700	-	7	-	1	-	-	-	-	Mil, Com	Vet Air Units
	Amusement Park	Psychology	-	500	2	4	-	-	-	-	-	-	-	1 😊
	Aqueduct	Civil Engineering	-	110	-	2	-	-	-	-	-	-	Exp	Allows city size level 2
No Icon	Arena	Construction	-	130	1	1	-	-	-	-	-	-	-	2 😊
	Artist Guild	Free Artistry	-	120	3	3	-	-	-	-	-	-	-	-
	Bank	Banking 	Marketplace	240	-	3	-	-	50%	-	-	-	Com	-
	Barracks	Military Training	-	40	-	1	-	-	-	-	-	-	Mil	Vet ground units
	Basilica	Polytheism	Temple	100	1	1	-	-	-	-	-	-	Rel	1 😊
	Bazaar	Trade	-	100	-	1	-	-	50%	-	50%	-	Com	-
	Casino	Legalized Gambling	-	700	1	6	-	-	50%	-	-	-	-	1 😊
	Castle	Castle Building	-	180	-	2	-	-	-	-	-	75% def. bonus to city defenders.	Mil	Obsolete with Metallurgy
	Cathedral	Architecture 	Temple	300	2	3	-	-	-	-	-	-	Rel	2 😊
	Civil Defense	Radio	Garrison	540	-	3	-	-	-	-	-	75% def. bonus to city defenders.	Mil	-
	Coal Plant	Steam Power 	Factory	320	-	5	50%	2	-	-	-	-	Ind	Replaces all other power plants.
	Coastal Batteries	Metallurgy 	Must be in coastal city	80	-	1	-	-	-	-	-	Naval Pwr 12 Naval Bom. Def. 10	Mil, Sea	-
	Colosseum	Republic (Must be in this govt.)	-	80	-	1	-	-	-	-	-	-	-	1 😊
	Collective Farm	Communism (Must be in this govt.)	-	350	-	1	25%	-	-	-	-	-	Ind, Agr	-
























City Improvements Continued

City Improvement		Required Tech, Govt. and/or Resource	Required Building(s) etc.	Cost 	Culture 	Maint .	Prod. Bonus	Pollution Factor	Tax Bonus	Sci. Bonus	Lux. Bonus	Combat Values	Half Price for (trait)	Other Notes
	Commercial Port	Steel	Port	460	-	4	-	1	-	-	-	-	Com, Sea	+1  in water tiles of city.
	Computer Network	Computer Networking	-	900	-	6	-	-	-	50%	-	-	Sci	-
	Corporate Offices	Fed. Republic (Must be in this govt.)	-	350	-	1	-	-	50%	-	-	-	Com	-
	Counselor	Commercial Civs only	-	20	-	-	-	-	-	-	-	-	-	Reduces Corruption
	Courthouse	Code of Laws	-	60	-	1	-	-	-	-	-	-	-	Reduces Corruption
No Icon	Customs House	Abs. Mon. (Must be in this govt.)	-	350	-	1	-	-	50%	-	-	-	Com	-
	Department Store	Soc. Dem. (Must be in this govt.)	-	250	-	1	-	-	50%	-	50%	-	Com	-
	District Courthouse	Federalism	Fresh water in city radius	300	-	4	-	-	-	-	-	-	-	Reduces Corruption
	Factory	Industrialization	-	500	-	5	50%	2	-	-	-	-	Ind	-
	Fishery	Refrigeration	Harbor	250	-	3	-	-	-	-	-	-	Exp, Agr, Sea	+1  in water tiles of city.
	Flak Cannons	<i>Conflicting Information</i>	<i>Awaiting Clarification</i>											
	Forge	Scrape Mining	-	40	-	1	25%	-	-	-	-	-	Ind	-
	Garrison	Leadership	-	80	-	1	-	-	-	-	-	25% def. bonus to city defenders.	Mil	Vet ground units
	Granary	Pottery	-	40	-	1	-	-	-	-	-	-	Exp	Doubles City growth rate.
	Guild Hall	Guilds 	-	200	-	2	25%	-	50%	-	-	-	Ind	-
	Harbor	Boat Building	Must be in coastal city	30	-	1	-	-	-	-	-	-	Exp, Agr, Sea	+1  in water tiles of city. Allows trade over water.
No Icon	Holy Relic	Theocracy (Must be in this govt.)	-	80	1	-	-	-	-	-	-	-	Rel	Doubles sacrifice
	Hospital	Medicine	-	400	-	5	25%	-	-	-	-	-	Ind	-





















City Improvements Continued

City Improvement		Required Tech, Govt. and/or Resource	Required Building(s) etc.	Cost 	Culture 	Maint 	Prod. Bonus	Pollution Factor	Tax Bonus	Sci. Bonus	Lux. Bonus	Combat Values	Half Price for (trait)	Other Notes
	Hydro Plant	Electronics	Factory - River in city radius	650	-	7	75%	-	-	-	-	-	Ind	Replaces all other power plants.
No Icon	Inquisition	Fundamentalism (Must be in this govt.)	-	140	-	-	-	-	-	-	-	-	Rel	Reduces Corruption
No Icon	Lab	Alchemy	-	280	-	-	-	-	-	50%	-	-	Sci	-
	Labor Union	Unionization	Guild Hall	550	-	4	-	-2	-	-	-	-	Ind	-
	Library	Literature	-	80	1	1	-	-	-	50%	-	-	Sci	-
No Icon	Major Port	-	Port	40	1	1	-	-	-	-	-	-	Com, Sea	Allows city level 2.
No Icon	Manor	Feud Mon (Must be in this govt.)	-	140	-	1	25%	-	-	-	-	-	Ind, Agr	-
	Manufacturing Plant	Robotics	Factory	1000	-	6	50%	2	-	-	-	-	Ind	-
	Marketplace	Usury	Bazaar	180	-	2	-	-	50%	-	50%	-	Com	1 😊
	Mass Transit System	Democratic Socialism 	-	800	-	5	-	-	-	-	-	-	-	Removes Population Pollution.
	Modern Farm	Pesticides	Granary	800	-	4	25%	-	-	-	-	-	Ind, Agr	-
	Monastery	Monasticism 	Temple	220	-	3	-	-	-	50%	-	-	Sci, Rel	-
	Monument	Masonry	-	40	1	-	-	-	-	-	-	-	-	-
	Movie Palace	Motion Pictures	-	460	-	2	-	-	-	-	-	-	-	Reduces War Weariness. 1 😊
	Multi-Cultural Center	Civil Liberties	-	540	3	3	-	-	-	-	-	-	-	-
	Museum	Marxism	-	460	2	4	-	-	-	50%	-	-	-	-
	Naval Fortress	Advanced Metallurgy	Must be in coastal city	280	-	2	-	-	-	-	-	Naval Pwr 20 - Naval Bom. Def. 20	Mil, Sea	-
	Newspaper	Social Contract	-	280	-	4	-	-	-	-	50%	-	-	Resistant to Propaganda

City Improvements Continued

City Improvement		Required Tech, Govt. and/or Resource	Required Building(s) etc.	Cost 	Culture 	Maint .	Prod. Bonus	Pollution Factor	Tax Bonus	Sci. Bonus	Lux. Bonus	Combat Values	Half Price for (trait)	Other Notes
	Nuclear Plant	Nuclear Power 	Factory-Fresh water in city radius	940	-	8	100%	-	-	-	-	-	Ind	Replaces all other power plants. Can meltdown.
	Office of Internal Security	Fascism (Must be in this govt.)	-	350	-	1	-	-	-	-	-	-	-	Reduces Corruption
	Offshore Platform	Miniaturization	Must be in coastal city	900	-	6	-	2	-	-	-	-	Ind, Sea	+1  in water tiles of city.
	Opera House	Absolutism	-	400	2	4	-	-	-	-	-	-	-	1 
	Park	City Planning	-	150	1	5	-	-1	-	-	-	-	-	Reduces Bldg. Pollution
	Performing Arts Center	Plastics	-	900	2	3	-	-	-	-	-	-	-	1 
No Icon	Philosopher's School	Democracy (Must be in this govt.)	-	80	1	1	-	-	-	50%	-	-	Sci	-
	Police Station	Totalitarianism	-	350	-	3	-	-	-	-	-	-	Exp	Reduces War Weariness and Corruption.
	Port	Seafaring	Harbor	60	1	1	-	-	50%	-	-	-	Com, Sea	-
	Prison	Juris Prudence	Courthouse	380	-	6	25%	-	-	-	-	-	Exp	1  Reduces Corruption
	Public School	Compulsory Education	-	340	-	1	-	-	-	50%	-	-	Sci	-
	Radio Tower	Radio	Newspaper	440	-	4	-	-	-	-	-	-	Exp	Resistant to Propaganda
	Recycling Center	Recycling	-	700	-	5	-	-4	-	-	-	-	Agr	Reduces Bldg. Pollution
	Research Lab	Computers	University	800	-	5	-	1	-	50%	-	-	Sci	-
No Icon	Sacrificial Altar	Ritualism	-	40	-	-	-	-	-	-	-	-	Rel	Doubles sacrifice Obsolete with Monasticism
	SAM Missile Battery	The Laser 	-	400	-	6	-	-	-	-	-	Air Pwr 12	Mil	-
No Icon	School	Scholasticism	-	280	-	1	-	-	-	50%	-	-	Sci	-
	School of Scribes	Classical Education	-	100	-	1	-	-	-	50%	-	-	Sci	-
No Icon	Sewage Treatment Plant	Recycling	-	540	-	5	-	-2	-	-	-	-	Agr	-

City Improvements Continued

City Improvement		Required Tech, Govt. and/or Resource	Required Building(s) etc.	Cost 	Culture 	Maint .	Prod. Bonus	Pollution Factor	Tax Bonus	Sci. Bonus	Lux. Bonus	Combat Values	Half Price for (trait)	Other Notes
	Sewer System	Sanitation	-	400	-	5	-	-	-	-	-	-	Exp	Allows city level 3.
No Icon	Shipyards	Naval Warfare	Must be in coastal city	60	-	-	-	-	-	-	-	-	Mil, Sea	Vet naval units.
	Shopping Mall	Mass Media	-	700	-	4	-	-	-	-	-	-	Com	Increases luxury trade.
	Shrine	Ritualism	-	40	1	1	-	-	-	-	-	-	Rel	1 😊
	Skyscraper	City Planning	-	800	-	5	-	-	50%	-	-	-	Com	-
	Slave Market	Slavery	-	20	-	1	25%	-	-	-	-	-	Ind	2 😞 Obsolete with Emancipation
	Solar Plant	Ecology	Factory	1300	-	6	50%	-	-	-	-	-	Ind, Agr	Replaces all other power plants.
	Stock Exchange	The Corporation	Bank	350	-	6	-	-	50%	-	-	-	Com	-
	Superhighways	Radio	-	740	-	5	-	-	50%	-	-	-	Exp, Com	-
	Temple	Mythology 	-	70	1	1	-	-	-	-	-	-	Rel	1 😊
	Theater	Drama	-	100	2	1	-	-	-	-	-	-	-	-
	Toll House	Currency 	-	40	-	1	-	-	50%	-	-	-	Com	-
	Town Clock	Clockworks	-	120	-	2	25%	-	-	-	-	-	Ind	-
	University	Education	Academy	340	2	4	-	-	-	50%	-	-	Sci	-
	Walls	Urbanization	-	30	-	-	-	-	-	-	-	50% def. bonus to city defs. Bombard def. 8	Mil	Obsolete with Metallurgy
	War Monument	Con. Mon. (Must be in this govt.)	-	100	1	1	-	-	-	-	-	-	Mil	Reduces War Weariness.
No Icon	Water Mill	Civil Engineering	River in city radius	100	-	2	25%	-	-	-	-	-	Ind	-
	Wind Farm	Ecology	Wind Mill	940	-	4	50%	-	-	-	-	-	Ind	-

City Improvements Continued

















City Improvement		Required Tech, Govt. and/or Resource	Required Building(s) etc.	Cost	Culture	Maint .	Prod. Bonus	Pollution Factor	Tax Bonus	Sci. Bonus	Lux. Bonus	Combat Values	Half Price for (trait)	Other Notes
	Wind Mill	Milling	-	100	-	2	25%	-	-	-	-	-	Ind	-
	Wiseman	Scientific civs only.	-	40	-	-	--	-	-	50%	-	-	-	-
No Icon	Worker Housing	Masonry	-	30	-	1	25%	-	-	-	-	-	Ind	1 🤡 Obsolete with Feudalism
	Wealth	-	-	-	-	-	-	-	-	-	-	-	-	Converts shields to gold. 6 shields per gold base.
	Assembly Plant	Can't build.	Crystal Palace	-	-	-	25%	2	-	-	-	-	-	-
	City Wall	Can't build.	Great Wall	-	-	-	-	-	-	-	-	25% def. bonus to city defenders.	-	-
	Civil Liberties	Can't build.	Civil Rights Movement	-	-	-	25%	-	-	-	-	-	-	-
	East India Trade Office	Can't build.	East India Company	-	-	-	-	-	-	-	50%	-	-	-
	Genetic Tailoring	Can't build.	Human Genome Project	-	-	-	25%	-	-	-	-	-	-	-
	Local Courthouse	Can't build.	Supreme Court or Magna Carta	-	-	-	-	-	-	-	-	-	-	Resistant to Propaganda. Reduces Corruption.

Settlers and Workers






























Unit		A	D	M	Cost	B	R	F	Work Act.	Work Str.	Required Tech	Required Resource	Maint .	HP Bonus	Upgrades To	Avail. To	Notes (Abilities & Limitations)
	Clan (all flavors)	-	-	1	30 2 pop	-	-	-	-	-	-	-	Yes	-	Pioneer	All but Agr.	Ŵ Build/Join cities
	Hardy Clan (all flavors)	-	-	1	60 1 pop	-	-	-	All but build colony	25	-	-	Yes	-	Hardy Pioneer	All but Agr.	Build/Join cities
	Cultivator	-	-	1	30 3 pop	-	-	-	-	-	-	-	Yes	-	Pioneer	Agr. only	Ŵ Build/Join cities
	Hardy Cultivator	-	-	1	60 2 pop	-	-	-	All but build colony	100	-	-	Yes	-	Hardy Pioneer	Agr. only	Build/Join cities Σ











Enslave	Lethal Land Bombard	Bombard Ability	Ŵ Wheeled	Airlift	€ Detect Invisible	Amphibious	≈ Traverse Sea
Blitz	Lethal Sea Bombard	¢ Ignore move cost	Ψ Zone of Control	Can Pillage	Σ Radar	⌘ Capture	Reserved

Settlers and Workers Continued

Unit		A	D	M	Cost 	B	R	F	Work Act.	Work Str.	Required Tech	Required Resource	Maint .	HP Bonus	Upgrades To	Avail. To	Notes (Abilities & Limitations)
	Pioneer (all flavors)	-	-	1	30 3 pop	-	-	-	-	-	Dynasticism	-	Yes	-	Colonist	All	Ŵ Build/Join cities
	Hardy Pioneer (all flavors)	-	-	1	60 2 pop	-	-	-	All but build colony	50	Dynasticism	-	Yes	-	Hardy Colonist	All	Build/Join cities
	Colonist	-	-	2	60 3 pop	-	-	-	-	-	Absolutism	-	Yes	-	Settler	All	Ŵ Build/Join cities
	Hardy Colonist	-	-	2	120 2 pop	-	-	-	All but build colony	75	Absolutism	-	Yes	-	Settler	All	Build/Join cities
	Settler	-	-	3	160 3 pop	8	-	1	-	-	Motorized Transportation	-	Yes	-	-	All	Build/Join cities  
	Worker (all flavors)	-	-	1	10 1 pop	-	-	-	All	100	-	-	Yes	-	Peasant	All but Ind.	Sacrifice
	Serf (all flavors)	-	-	1	10 1 pop	-	-	-	All	100	-	-	No	-	Peasant	Ind. only	Sacrifice
	Peasant (all flavors)	-	-	1	10 1 pop	-	-	-	All	125	Feudalism	-	Yes	-	Laborer	All	-
	Laborer	-	-	2	30 1 pop	-	-	-	All	150	Absolutism	-	Yes	-	Engineer	All	
	Engineer	-	-	3	60 1 pop	8	-	1	All	175	Electronics	-	Yes	-	-	All	 

















Foot Units (Unique Units are *italicized*)

Unit		A	D	M	Cost 	B	R	F	Work Act.	Work Str.	Required Tech	Required Resource	Maint .	HP Bonus	Upgrades To	Avail. To	Notes (Abilities & Limitations)
	Warrior (all flavors)	1	1	1	10	-	-	-	-	-	-	-	Yes	-1	Swordsman	All but Mil.	  
	Champion (all flavors)	2	1	1	10	-	-	-	-	-	-	-	Yes	-1	Swordsman	Mil. only	  
	<i>Jaguar Warrior</i>	2	1	2	10	-	-	-	-	-	-	-	Yes	-	Swordsman	Aztecs	    (€ Forest, Jungle)
	<i>Immortals</i>	3	1	1	30	2	-	1	-	-	Bronze Working	-	Yes	-	Janissary	Persia	   
	Swordsman (all flavors, includes Shang Soldier and Frankish Axeman)	3	1	1	30	-	-	-	-	-	Iron Working		Yes	-1	Medieval Infantry	All but Rome, Persia, Celts, and Siam.	  
	<i>Legionary</i>	3	2	1	30	-	-	-	Build fort, road.	50	Iron Working		Yes	-	Medieval Infantry	Rome	  

 Enslave	 Lethal Land Bombard	 Bombard Ability	Ŵ Wheeled	 Airlift	€ Detect Invisible	 Amphibious	≈ Traverse Sea	ATAR=All Terrain As Roads
 Blitz	 Lethal Sea Bombard	€ Ignore move cost	ψ Zone of Control	 Can Pillage	∑ Radar	 Capture	 Airdrop	Reserved

















Foot Units Continued (Unique Units are *italicized*)

Unit	A	D	M	Cost 	B	R	F	Work Act.	Work Str.	Required Tech	Required Resource 	Maint .	HP Bonus	Upgrades To	Avail. To	Notes (Abilities & Limitations)
 <i>Gallic Swordsman</i>	3	1	2	30	-	-	-	-	-	Iron Working		Yes	-	Medieval Infantry	Celts	✕ Ж  
 <i>Siamese Swordsman</i>	4	1	1	30	-	-	-	-	-	Iron Working		Yes	-	Medieval Infantry	Siam	✕ Ж  
 Medieval Infantry (all flavors, includes Bushi, Celtic Claymore, and Janissary)	4	2	1	50	-	-	-	-	-	Warrior Code		Yes	-	Arquebusier	All but Inca, Vikings, Zulu.	✕ Ж
 <i>Berserk</i>	5	2	1	50	-	-	-	-	-	Warrior Code		Yes	+1	Arquebusier	Vikings	✕ Ж  (€ Tundra)
 <i>Impi</i>	3	2	2	50	-	-	-	-	-	Warrior Code	-	Yes	+1	Arquebusier	Zulu	✕ Ж 
 <i>Inti Warrior</i>	4	2	2	50	-	-	-	-	-	Warrior Code	-	Yes	-	Arquebusier	Inca	✕ Ж  (€ Hills, Mts.)
 Man-At-Arms	4	2	1	60	4	-	1	-	-	Matchlock		Yes	+1	Musketman	All	✕ Ж
 Tribal Guardsman	1	2	1	20	-	-	-	-	-	-	-	No	-1	Spearman	All	✕ Ж 
 Spearman (all flavors, includes Scutatio)	1	3	1	30	-	-	-	-	-	Bronze Working	-	Yes	-	Pikeman	All but Greece, Carthage, Ethiopia.	✕ Ж 
 <i>Javelineer</i>	1	3	1	30	3	-	1	-	-	Bronze Working	-	Yes	+1	Pikeman	Ethiopia	✕ Ж  
 <i>Hoplite</i>	1	4	1	30	-	-	-	-	-	Bronze Working	-	Yes	+1	Pikeman	Greece	✕ Ж 
 <i>Numidian Spearman</i>	2	3	1	30	-	-	-	-	-	Bronze Working	-	Yes	+1	Pikeman	Carthage	✕ Ж 
 Pikeman (all flavors, includes Eagle Knight)	2	4	1	50	-	-	-	-	-	Vassalage		Yes	-	Musketman	All but Tibet.	✕ Ж
 <i>Ghurka</i>	3	3	2	50	-	-	-	-	-	Vassalage		Yes	-	Musketman	Tibet	✕ Ж
 Halberdier	3	4	1	60	-	-	-	-	-	Matchlock		Yes	-	Musketman	All	✕ Ж
 Archer (all flavors, includes Otomo no Makuta)	2	1	1	20	2	-	1	-	-	Warfare	-	Yes	-1	Crossbowman	All but Babylon, Iroquois.	✕ Ж  











 Enslave	 Lethal Land Bombard	 Bombard Ability	 Wheeled	 Airlift	 Detect Invisible	 Amphibious	 Traverse Sea	ATAR=All Terrain As Roads
 Blitz	 Lethal Sea Bombard	 Ignore move cost	 Zone of Control	 Can Pillage	 Radar	 Capture	 Airdrop	Reserved

Foot Units Continued (Unique Units are *italicized*)








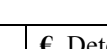
Unit		A	D	M	Cost	B	R	F	Work Act.	Work Str.	Required Tech	Required Resource	Maint .	HP Bonus	Upgrades To	Avail. To	Notes (Abilities & Limitations)
	<i>Brave</i>	2	1	2	20	2	-	1	-	-	Warfare	-	Yes	-	Crossbowman	Iroquois	✕ ⌘ ⚡ ⚠ (€ Forest)
	<i>Bowman</i>	2	2	1	20	2	-	1	-	-	Warfare	-	Yes	-	Crossbowman	Babylon	✕ ⌘ ⚡ ⚠
	Crossbowman (all flavors, includes Longbowman, Samurai Archer)	3	2	1	50	4	-	1	-	-	Invention	-	Yes	-	Arquebusier	All but Korea	✕ ⌘ ⚠
	Arquebusier (all flavors)	4	2	1	60	5	-	1	-	-	Matchlock		Yes	+1	Musketman	All but France, England, Korea.	✕ ⌘ ⚠ Draft
	<i>Musketeer</i>	5	2	1	60	5	-	1	-	-	Matchlock		Yes	+2	Line Infantry	France	✕ ⌘ ⚠ Draft
	Musketman	5	4	1	90	6	-	1	-	-	Flintlock		Yes	+1	Line Infantry	All but France	✕ ⌘ ⚠ Draft
	Line Infantry (all flavors)	6	4	1	100	7	-	1	-	-	Nationalism		Yes	+1	Rifleman	All	✕ ⌘ ⚠ Draft
	Rifleman (all flavors includes Prussian Fusilier)	7	5	1	120	8	-	1	-	-	Replaceable Parts	-	Yes	+2	Trencher	All	✕ ⌘ ⚠ ⚡ Draft
	Trencher	8	6	1	140	10	-	2	-	-	Automatic Weapons		Yes	+2	Infantry	All	✕ ⌘ ⚠ ⚡ Draft
	Machine Gunner	6	8	1	160	12	-	2	-	-	Automatic Weapons		Yes	+3	TOW Infantry	All	✕ ⌘ ⚡ ⚡ ⚡ Draft
	TOW Infantry	12	20	1	300	16	-	2	-	-	Rocketry	-	Yes	+4	-	All	✕ ⌘ ⚡ ⚡ ⚡
	Infantry (all flavors)	9	6	2	160	12	-	2	-	-	Mechanized Warfare		Yes	+3	Grunt	All	✕ ⌘ ⚠ ⚡ ⚡ Draft
	Grunt	12	8	2	180	14	-	2	-	-	Body Armor		Yes	+3	Modern Infantry	All	✕ ⌘ ⚠ ⚡ ⚡
	Modern Infantry	14	10	2	220	16	-	3	-	-	Combined Arms	-	Yes	+4	-	All	✕ ⌘ ⚠ ⚡ ⚡
	Colonial Marine	6	3	1	100	6	-	1	-	-	Flintlock		Yes	+1	Leatherneck	All	✕ ⌘ ⚡ ⚠
	Leatherneck	8	4	1	140	8	-	1	-	-	Replaceable Parts	-	Yes	+2	Amphibious Infantry	All	✕ ⌘ ⚡ ⚡ ⚡
	Amphibious Infantry	10	5	1	160	10	-	2	-	-	Automatic Weapons		Yes	+2	Marine	All	✕ ⌘ ⚡ ⚡ ⚡ ⚡

 Enslave	 Lethal Land Bombard	 Bombard Ability	 Wheeled	 Airlift	 Detect Invisible	 Amphibious	 Traverse Sea	ATAR=All Terrain As Roads
 Blitz	 Lethal Sea Bombard	 Ignore move cost	 Zone of Control	 Can Pillage	 Radar	 Capture	 Airdrop	Reserved

Foot Units Continued (Unique Units are *italicized*)
























Unit	A	D	M	Cost	B	R	F	Work Act.	Work Str.	Required Tech	Required Resource	Maint .	HP Bonus	Upgrades To	Avail. To	Notes (Abilities & Limitations)
 Marine (all flavors)	1 2	8	2	200	1 2	-	2	-	-	Amphibious Warfare		Yes	+3	Modern Marine	All	✕ ⌘ ↗ ⚠
 Modern Marines	1 8	1 0	2	280	1 6	-	3	-	-	Combined Arms	-	Yes	+4	-	All	✕ ⌘ ↗ ⚠
 Paratrooper (all flavors includes Fallschirmjäger)	1 0	1 0	1	200	1 2	-	2	-	-	Advanced Flight		Yes	+3	Airborne	All but America	✕ ⌘ ⚠ ⚡ ⚙ ATAR, Op Range=12
 <i>Airborne Ranger</i>	1 2	1 0	1	200	1 2	-	2	-	-	Advanced Flight	-	Yes	+3	Airborne	America	✕ ⌘ ψ ⚠ ⚡ ⚙ ATAR, Op Range=12
 Airborne	1 4	1 2	1	280	1 6	-	3	-	-	Mobile Warfare	-	Yes	+4	-	All	✕ ⌘ ψ ⚠ ⚡ ⚙ ATAR, Op Range=12
 Commando	1 4	6	1	260	1 2	-	2	-	-	Amphibious Warfare	-	Yes	+1	Special Forces	All	✕ ⌘ ψ ↗ ⚠ ⚡ ⚙ ATAR, Op Range=12
 Special Forces (all flavors includes Delta Force, SAS, RPIMA, KSK, Spetsnaz)	2 0	8	2	360	2 0	-	3	-	-	Special Warfare	-	Yes	+2	-	All	✕ ⌘ ψ ↗ ⚠ ⚡ ⚙ € ATAR, Op Range=24
 Shadow Force	2 8	1 4	2	400	2 4	-	3	-	-	Nanophibers	-	Yes	+5	-	All	✕ ⌘ ψ ↗ ⚠ ⚡ ⚙ € ⚡ ATAR, Op Range=36
 Patriot	4	3	1	70	5	-	1	-	-	Flintlock		Yes	-	Partisan	All	✕ ⌘ ⚠ ATAR
 Partisan	7	6	2	100	1 1	-	1	-	-	Guerrilla Warfare	-	Yes	+1	Guerrilla	All	✕ ⌘ ⚠ ⚡ ATAR ⚡
 Guerrilla	1 0	9	2	140	1 5	-	1	-	-	Satellites	-	Yes	+1	-	All	✕ ⌘ ψ ⚠ ⚡ ⚙ ATAR ⚡

















Mounted Units (Unique Units are *italicized*)

Unit	A	D	M	Cost	B	R	F	Work Act.	Work Str.	Required Tech	Required Resource	Maint .	HP Bonus	Upgrades To	Avail. To	Notes (Abilities & Limitations)
 Chariot	2	1	2	40	-	-	-	-	-	The Wheel		Yes	-	Cataphract	All but Egypt	✕ ⌘ ☠ Ŵ
 <i>War Chariot</i>	3	1	2	40	2	-	1	-	-	The Wheel		Yes	+1	Cataphract	Egypt	✕ ⌘ ☠ Ŵ ⚠
 Horseman (all flavors)	2	1	2	40	-	-	-	-	-	Riding		Yes	-1	Cataphract	All	✕ ⌘ ☠
 Cataphract (all flavors)	3	2	2	60	-	-	-	-	-	Barding		Yes	-	Heavy Horseman	All	✕ ⌘ ☠














☠ Enslave	⚠ Lethal Land Bombard	⬠ Bombard Ability	Ŵ Wheeled	⚡ Airlift	€ Detect Invisible	↗ Amphibious	≈ Traverse Sea	ATAR=All Terrain As Roads
⚡ Blitz	🎯 Lethal Sea Bombard	€ Ignore move cost	ψ Zone of Control	✕ Can Pillage	∑ Radar	⌘ Capture	⚙ Airdrop	Reserved

















Mounted Units Continued (Unique Units are *italicized*)

Unit		A	D	M	Cost	B	R	F	Work Act.	Work Str.	Required Tech	Required Resource	Maint .	HP Bonus	Upgrades To	Avail. To	Notes (Abilities & Limitations)
	Heavy Horseman (all flavors includes Auxila Cav.)	4	2	2	60	-	-	-	-	-	Horse Breeding		Yes	-	Knight	All	⌘ ⌘ ☠
	Elephant Rider	4	1	2	60	-	-	-	Build road, clear For. Jungle	150	Elephant Training		Yes	+1	Knight	All	⌘ ⌘ ☠ (☹-For, Jungle)
	Horse Archer (all flavors includes Shoni no Kagesuke)	4	1	3	60	3	-	1	-	-	Mounted Archery		Yes	-1	Dragoon	All but Sioux, Mongols	⌘ ⌘ ☠ ψ ☠
	<i>Mounted Warrior</i>	4	2	3	60	4	-	1	-	-	Mounted Archery		Yes	-	Dragoon	Sioux	⌘ ⌘ ☠ ψ ☠
	<i>Keshik</i>	5	1	3	60	4	-	1	-	-	Mounted Archery		Yes	-	Dragoon	Mongols	⌘ ⌘ ☠ ψ ☠ (☹-hills, mtns.)
	Crusader	4	1	3	60	-	-	-	-	-	Fundamentalism	-	Yes	-	Patriot	Fra, Eng, Celts	⌘ ⌘
No Icon	Teutonic Knight	4	1	3	60	-	-	-	-	-	Fundamentalism	-	Yes	-	Patriot	Ger, Rus, Vikings	⌘ ⌘
	Ghost Dancer	4	1	3	60	-	-	-	-	-	Fundamentalism	-	Yes	-	Patriot	Amer, Azt, Irq, Inca, Sioux	⌘ ⌘
	Inquisitor	4	1	3	60	-	-	-	-	-	Fundamentalism	-	Yes	-	Patriot	Rom, Grk, Spn, Eth.	⌘ ⌘
	Mujahid	4	1	3	60	-	-	-	-	-	Fundamentalism	-	Yes	-	Patriot	Egy, Bab, Per, Zul, Ott, Arb, Car, Mali	⌘ ⌘
	Shaolin Monk	4	1	3	60	-	-	-	-	-	Fundamentalism	-	Yes	-	Patriot	Chn, Jap, Ind, Mon, Kor, Pol, Siam, Tibet.	⌘ ⌘
	Knight (all flavors includes Samurai)	5	2	2	70	-	-	-	-	-	Stirrup		Yes	-	Cuirassier	All but Chn, Arb, Ind, Mali	⌘ ⌘
	<i>Rider</i>	5	2	3	70	-	-	-	-	-	Stirrup		Yes	+1	Cuirassier	China	⌘ ⌘
	<i>Ansar Warrior</i>	6	2	2	70	-	-	-	-	-	Stirrup		Yes	+1	Cuirassier	Arabs	⌘ ⌘ ☠ (☹-Desert)
	<i>Mali Heavy Horseman</i>	5	3	2	70	-	-	-	-	-	Stirrup		Yes	+1	Cuirassier	Mali	⌘ ⌘ ☠ (☹-Desert)




































 Enslave	 Lethal Land Bombard	 Bombard Ability	 Wheeled	 Airlift	 Detect Invisible	 Amphibious	 Traverse Sea	ATAR=All Terrain As Roads
 Blitz	 Lethal Sea Bombard	 Ignore move cost	 Zone of Control	 Can Pillage	 Radar	 Capture	 Airdrop	Reserved

Mounted Units Continued (Unique Units are *italicized*)











































Unit		A	D	M	Cost 	B	R	F	Work Act.	Work Str.	Required Tech	Required Resource	Maint .	HP Bonus	Upgrades To	Avail. To	Notes (Abilities & Limitations)
	<i>War Elephant</i>	5	2	2	70	-	-	-	-	-	Stirrup		Yes	+2	Cuirassier	India	✘Ж (€-For, Jungle)
	<i>Cavalier</i>	6	2	2	80	-	-	-	-	-	Chivalry		Yes	-	Cuirassier	All but Japan	✘Ж
	<i>Kensai</i>	7	2	2	80	-	-	-	-	-	Chivalry		Yes	+1	Cavalry	Japan	✘Ж
	<i>Cuirassier</i>	6	2	3	120	-	-	-	-	-	Theory of Warfare		Yes	+1	Hussar	All but Ottoman	✘Жψ
	<i>Sipahi</i>	6	3	3	120	6	-	1	-	-	Theory of Warfare		Yes	+2	Hussar	Ottoman	✘Жψ
	<i>Hussar</i>	7	1	3	140	-	-	-	-	-	Nationalism		Yes	+1	Cavalry	All	✘Жψ
	<i>Dragoon</i>	6	2	3	140	6	-	1	-	-	Cavalry Tactics		Yes	+1	Cavalry	All but Russia	✘Ж⚠
	<i>Cossack</i>	5	2	3	140	6	-	1	-	-	Cavalry Tactics		No	+2	Cavalry	Russia	✘Ж⚠⚡
	<i>Cavalry</i>	8	3	3	160	6	--	1	-	-	Repeating Rifle	-	Yes	+2	Air Cavalry	All	✘Ж⚠ψ 
	<i>Camel Rider</i>	2	1	2	40	-	-	-	-	-	Riding		Yes	-2	War Camel	All	✘Ж⚠ (€-Desert)
	<i>War Camel</i>	4	3	2	60	-	-	-	-	-	Stirrup		Yes	-1	Mameluk	All	✘Ж (€-Desert)
	<i>Mameluk</i>	5	3	3	70	-	-	-	-	-	Theory of Warfare		Yes	-	Bedouin Raider	All	✘Ж (€-Desert)
	<i>Bedouin Raider</i>	7	4	3	160	6	-	1	-	-	Repeating Rifle		Yes	+1	Air Cavalry	All	✘Ж⚠ψ  (€-Desert)
	Tank (all flavors includes AV7, MKIV)	1 4	1 0	2	280	1 4	-	2	-	-	Tank Warfare		Yes	+4	Armor	All	✘ЖŴ⚠  (€-Desert)
	Armor (all flavors includes Churchill, T-34, Pershing, Kha-Go)	2 0	1 4	3	320	2 0	-	2	-	-	Mechanized Warfare		Yes	+4	Main Battle Tank	All but Germany	✘ЖŴ⚠  (€-Desert)
	<i>Panzer IV</i>	2 2	1 4	4	320	2 2	-	2	-	-	Mechanized Warfare		Yes	+5	Main Battle Tank	Germany	✘ЖŴψ⚠  (€-Desert)
	Main Battle Tank	2 8	1 6	4	360	2 8	-	2	-	-	Synthetic Fibers		Yes	+4	Modern Armor	All	✘ЖŴ⚠  (€-Desert)

















 Enslave	 Lethal Land Bombard	 Bombard Ability	 Ŵ Wheeled		 Airlift	 € Detect Invisible	 Amphibious	 ≈ Traverse Sea	ATAR=All Terrain As Roads	
 Blitz	 Lethal Sea Bombard	 € Ignore move cost	 ψ Zone of Control		 ✘ Can Pillage	 ∑ Radar	 Ж Capture	 Airdrop	Reserved	

Mounted Units Continued (Unique Units are *italicized*)












Unit		A	D	M	Cost 	B	R	F	Work Act.	Work Str.	Required Tech	Required Resource	Maint .	HP Bonus	Upgrades To	Avail. To	Notes (Abilities & Limitations)
	Modern Armor (all flavors, to many to list)	3 6	2 4	4	440	3 6	-	3	-	-	Superconductor		Yes	+5	-	All	     (€-Desert)
	Motorized Infantry	8	1 0	4	360	8	-	2	-	-	Mechanized Warfare		Yes	+1	Mech Infantry	All	     (€-Desert)
	Mech Infantry (all flavors includes Rooikat, BTR80, KAFV, Marder, CV9040)	1 8	2 6	4	380	1 8	-	3	-	-	Mobile Warfare		Yes	+5	-	All	     (€-Desert)
	Air Cavalry	1 8	8	6	280	1 8	-	3	-	-	Mobile Warfare		Yes	+3	Gun Ship	All	     ATAR
	Gunship (all flavors includes Apache Longbow, Eurocopter Tiger, Ka-50 Hokum)	4 2	8	8	440	4 0	-	5	-	-	Combined Arms	-	Yes	+5	-	All	     ATAR

Artillery Units (Unique Units are *italicized*)


















Unit		A	D	M	Cost 	B	R	F	Work Act.	Work Str.	Required Tech	Required Resource	Maint .	HP Bonus	Upgrades To	Avail. To	Notes (Abilities & Limitations)
	Catapult (all flavors includes Roman Ballista)	-	-	1	20	8	1	1	-	-	Mathematics	-	Yes	-	Trebuchet	All	   COD
	Trebuchet	-	-	1	40	1 2	1	1	-	-	Siege Warfare	-	Yes	-	Bombard	All	   COD
	Bombard	-	-	1	60	1 2	1	2	-	-	Gunpowder		Yes	-	Cannon	All	   COD
	<i>Hwacha</i>	-	1	1	80	1 8	1	3	-	-	Metallurgy		Yes	+1	Artillery	Korea	   COD
	Cannon	-	1	1	80	1 8	1	3	-	-	Metallurgy		Yes	-	Artillery	All but Korea	    COD
	Light Artillery	-	1	2	120	2 1	1	4	-	-	Guerrilla Warfare	-	Yes	-	-	All	 
	Artillery	-	1	2	160	2 4	2	4	-	-	Advanced Metallurgy		Yes	-	Heavy Artillery	All	    COD 
	Heavy Artillery	-	1	2	200	3 0	3	5	-	-	Mechanized Warfare		Yes	+1	Self-Propelled Artillery	All	    COD 

















 Enslave	 Lethal Land Bombard	 Bombard Ability	 Wheeled	 Airlift	 Detect Invisible	 Amphibious	 Traverse Sea	ATAR=All Terrain As Roads
 Blitz	 Lethal Sea Bombard	 Ignore move cost	 Zone of Control	 Can Pillage	 Radar	 Capture	 Airdrop	COD=Collateral Damage

Artillery Units Continued (Unique Units are *italicized*)

Unit	A	D	M	Cost	B	R	F	Work Act.	Work Str.	Required Tech	Required Resource	Maint .	HP Bonus	Upgrades To	Avail. To	Notes (Abilities & Limitations)
 Self-Propelled Artillery	-	8	3	240	30	3	5	-	-	Advanced Composites		Yes	+1	Radar Artillery	All	✕ ⚡ ŵ ψ Ⓢ COD 
 Flak	1	6	1	80	-	-	-	-	-	Machine Tools	-	Yes	+1	Mobile SAM	All	⌘ 
 Mobile SAM	1	10	3	220	10	-	1	-	-	Guided Weapons		Yes	+2	-	All	⌘ 
 Radar Artillery	-	4	4	320	50	6	8	-	-	Guided Weapons		Yes	+2	-	All	✕ ⚡ ŵ ψ Ⓢ COD  ∑ (€-Desert)

Scouts and Spies (Unique Units are *italicized*)

Unit	A	D	M	Cost	B	R	F	Work Act.	Work Str.	Required Tech	Required Resource	Maint .	HP Bonus	Upgrades To	Avail. To	Notes (Abilities & Limitations)
 Scout (all flavors)	-	-	2	10	-	-	-	-	-	-	-	Yes	-	Troubadour	All but Expan. Civs.	-
 Ranger (all flavors)	-	1	2	10	-	-	-	-	-	-	-	Yes	-2	Troubadour	Expan. Civs	(€-All Land types)
 Troubadour	-	2	1	20	-	-	-	-	-	Heraldry	-	Yes	-	Explorer	All	✕ ATAR
 Explorer	-	3	2	30	-	-	-	-	-	Magnetism	-	Yes	-	Adventurer	All but Spain	✕ ATAR
 Conquistador	3	3	2	60	6	-	1	-	-	Magnetism	-	Yes	+1	Adventurer	Spain	✕ ⌘ ⚡ ψ  ATAR
 Adventurer	2	4	3	60	4	-	1	-	-	Steam Power	-	Yes	-	Motorcycle Scout	All	✕ ⌘ ⚡ ⚡ ATAR
 Motorcycle Scout	2	4	4	100	6	-	1	-	-	Motorized Transportation		Yes	+1	Jeep	All	✕ ⌘ ⚡ ⚡  ATAR
 Jeep	4	6	5	140	6	-	2	-	-	Machine Tools		Yes	+1	Humvee	All	✕ ⌘ ⚡ ⚡  ATAR
 Humvee (all flavors includes Cobra, Coyote)	7	9	5	180	12	-	3	-	-	Advanced Composites		Yes	+2	-	All	✕ ⌘ ψ ⚡ ⚡  ATAR
 PPS-15	2	6	2	220	6	-	2	-	-	Data Encryption	-	Yes	+1	-	All	✕ ψ ⚡ ⚡ ∑ ATAR, Air Recon,

























































 Enslave	 Lethal Land Bombard	 Bombard Ability	 Wheeled	 Airlift	 Detect Invisible	 Amphibious	 Traverse Sea	ATAR=All Terrain As Roads
 Blitz	 Lethal Sea Bombard	 Ignore move cost	 Zone of Control	 Can Pillage	 Radar	 Capture	 Airdrop	COD=Collateral Damage

















Naval Units (Unique Units are *italicized*) *F=Foot units A=Air units **HD=Hidden Nationality

Unit		A	D	M	Cost 	B	R	F	Trans. Cap.*	Sinks In	Required Tech	Required Resource	Maint .	HP Bonus	Upgrades To	Avail. To	Notes (Abilities & Limitations) **
	Curragh	-	-	1	10	-	-	-	-	Sea, Ocean	-	-	Yes	-3	Longship	Seafaring Civs	ATAR
	Canoe (all flavors includes Micro Raft)	-	1	1	10	-	-	-	1F	Sea, Ocean	Boat Building	-	Yes	-3	Galley	All	Ŵ
	Trading Ship	-	1	3	40	4	-	1	3F	Ocean	Seafaring	-	Yes	-2	Caravel	All	Ŵ
	Galley (all flavors includes Kublai Trans)	1	1	3	20	4	-	1	2F	Sea, Ocean	Sailing	-	Yes	-1	Caravel	All but Polynesia	Ŵ
	<i>Outrigger</i>	1	1	4	20	-	-	-	2F	Ocean	Sailing	-	Yes	-	Caravel	Polynesia	(€-Sea, Ocean)
	Long Ship	2	2	4	50	6	-	1	2F	Ocean	Naval Spirit	-	Yes	-	Caravel	All	
	Caravel (all flavors includes Cog, Junk)	2	2	5	50	6	-	1	3F	-	Navigation	-	Yes	-	Galleon	All	(€-Sea)
	Galleon (all flavors includes Baode Luan)	5	5	6	70	10	-	1	4F	-	Mercantilism	-	Yes	+1	Clipper	All	(€-Sea, Ocean)
	Clipper	-	8	6	100	12	-	1	4F	-	Steam Power	-	Yes	+2	Transport	All	ATAR
	Landing Craft	-	12	9	100	-	-	-	2F	-	Amphibious Warfare	-	Yes	+2	-	All	ATAR
	Transport	-	16	6	140	-	-	-	8F	-	Mass Production	-	Yes	-	Assault Transport	All	ATAR
	Assault Transport	-	18	8	160	18	-	3	8F	-	Robotics		Yes	+3	-	All	ATAR
	Tireme	2	1	3	30	-	-	-	-	Sea, Ocean	Naval Warfare	-	Yes	-	Galleass	All	Ŵ
	War Galley	3	2	3	50	-	-	-	-	Sea, Ocean	Naval Warfare	-	Yes	+1	Great Galleass	All	Ŵ
	Galleass (all flavors)	3	2	4	40	6	1	1	-	Sea, Ocean	Lateen Sail	-	Yes	+1	Frigate	All	Ŵ
	Great Galleass	4	3	4	60	8	1	1	-	Sea, Ocean	Lateen Sail	-	Yes	+1	Frigate	All	Ŵ
	Carrack (all flavors includes Turtle Ship)	4	3	6	70	8	1	1	-	-	Navigation	-	Yes	+1	Frigate	All	(€-Sea)
	Sloop-O-War	7	5	10	80	10	1	2	-	-	Naval Cannon		Yes	+2	Destroyer	All	 (€-Sea, Ocean)
	Privateer (all flavors includes Corsair)	8	4	9	100	12	1	1	-	-	Naval Cannon		Yes	+1	Destroyer	All	HD (€-Sea, Ocean)






























Enslave	Lethal Land Bombard	Bombard Ability	Ŵ Wheeled	Airlift	€ Detect Invisible	Amphibious	≈ Traverse Sea	ATAR=All Terrain As Roads
Blitz	Lethal Sea Bombard	€ Ignore move cost	ψ Zone of Control	Can Pillage	Σ Radar	Capture	Airdrop	COD=Collateral Damage



Naval Units Continued (Unique Units are *italicized*) *A=Air units TM=Tactical Missiles

Unit		A	D	M	Cost	B	R	F	Trans. Cap.*	Sinks In	Required Tech	Required Resource	Maint .	HP Bonus	Upgrades To	Avail. To	Notes (Abilities & Limitations)
	Corvette	8	5	8	80	10	1	2	-	-	Naval Cannon		Yes	+1	Destroyer	All	 (Sea, Ocean)
	Frigate (all flavors includes Tongkang)	10	8	7	100	14	1	2	-	-	Ship Building		Yes	+1	Iron Frigate	All	 (Sea, Ocean)
	Ship-of-the-Line (all flavors includes Rocket Tongkang)	12	10	6	120	16	1	2	-	-	Naval Tactics		Yes	+3	Iron Frigate	All but England	 (Sea, Ocean)
	<i>Man-O-War</i>	14	10	6	120	16	1	4	-	-	Naval Tactics		Yes	+4	Iron Frigate	England	 (Sea, Ocean)
	Heavy Frigate	12	12	7	140	16	1	2	-	-	Grand War		Yes	+3	Iron Frigate	All	 (Sea, Ocean)
	Ironclad	16	16	5	140	18	1	2	-	Sea	Industrialization		Yes	+3	Dreadnaught	All	 W
	Iron Frigate	18	14	5	160	18	1	3	-	-	Screw Propeller		Yes	+3	Cruiser	All	 ATAR
	Destroyer	20	16	8	180	18	1	2	-	-	Sonar		Yes	+4	Missile Destroyer	All	 ATAR
	Missile Destroyer	26	18	8	240	40	6	6	-	-	Advanced Computers		Yes	+3	-	All	 ATAR €
	Cruiser	28	18	7	240	24	1	3	-	-	Naval Aviation		Yes	+5	Aegis Cruiser	All	 ATAR
	Aegis Cruiser	32	22	7	300	40	6	6	-	-	Advanced Computers		Yes	+3	-	All	 ATAR € Σ
	Dreadnaught	30	20	6	220	28	1	3	-	-	Mass Production		Yes	+4	Battleship	All	 ATAR
	Battleship	40	26	7	360	40	2	6	-	-	Machine Tools		Yes	+6	-	All	 ATAR
	Carrier	8	16	7	220	12	-	3	5A	-	Naval Aviation		Yes	+3	Super Carrier	All	 ATAR
	Super Carrier	10	18	7	280	16	-	3	10A	-	Nuclear Power		Yes	+5	-	All	ATAR Σ
	Submersible	12	6	3	140	24	-	4	-	-	Submarine Warfare		Yes	-	Submarine	All	 ATAR
	Submarine	16	10	4	180	30	-	6	-	-	Sonar		Yes	+1	Attack Submarine	All	 ATAR Stealth Attack
	Attack Submarine	20	16	6	240	36	-	8	-	-	Nuclear Power		Yes	+2	-	All	 ATAR € Invis. Stealth Att.
	Boomer Submarine	24	8	4	240	20	-	6	4TM	-	Nuclear Power		Yes	+2	-	All	 ATAR € Invisible











 Enslave	 Lethal Land Bombard	 Bombard Ability	 Wheeled	 Airlift	 Detect Invisible	 Amphibious	 Traverse Sea	ATAR=All Terrain As Roads	
 Blitz	 Lethal Sea Bombard	 Ignore move cost	 Zone of Control	 Can Pillage	 Radar	 Capture	 Airdrop	COD=Collateral Damage	

Air Units











































































Unit	A	D	M	Cost	B	R	F	Trans. Cap.	Op. Range	Required Tech	Required Resource	Maint .	HP Bonus	Upgrades To	Avail. To	Notes (Abilities & Limitations)	
																	€ RB RC
Balloon	-	2	1	60	-	-	-	-	4	Thermodynamics	-	Yes	-	Airship	All	€ RB RC	
																	€ RB RC
Air Ship	-	3	1	120	-	-	-	-	8	Flight	-	Yes	+1	Bomber	All	€ RB RC	
																	◆ ◎ RB, Imm
Bomber	-	8	1	200	4 0	-	5	-	12	Advanced Flight		Yes	+2	Strategic Bomber	All	◆ ◎ RB, Imm	
																	◆ ◎ RB, PB, Imm
Long Range Bomber	-	6	1	240	4 0	-	6	-	18	Jet Propulsion		Yes	+2	Strategic Bomber	All	◆ ◎ RB, PB, Imm	
																	◆ ◎ ☠ RB, PB, Imm
Strategic Bomber	-	1 2	2	300	6 0	-	8	-	32	Super Sonic Flight		Yes	+3	-	All	◆ ◎ ☠ RB, PB, Imm	
																	◆ ◎ ☠ S RB, PB, Imm
Stealth Fighter	-	1 4	2	360	6 0	-	3	-	24	Stealth		Yes	+4	-	All	◆ ◎ ☠ S RB, PB, Imm	
																	◆ ◎ ☠ S RB, PB, Imm
Stealth Bomber	-	1 2	3	500	8 0	-	1 0	-	28	Stealth		Yes	+4	-	All	◆ ◎ ☠ S RB, PB, Imm	
																	◆ ◎ Int RB, RC, Imm
Bi-Plane (all flavors includes Fokker Triplane)	6	4	1	100	8	-	1	-	3	Flight	-	Yes	+1	Fighter	All	◆ ◎ Int RB, RC, Imm	
																	◆ ◎ ☠ Int RB, RC, Imm
Fighter (all flavors, to many to list)	1 2	1 0	2	140	2 0	-	3	-	8	Advanced Flight		Yes	+2	Jet Fighter	All	◆ ◎ ☠ Int RB, RC, Imm	
																	◆ ◎ ☠ Int RB, RC, Imm
Jet Fighter (all flavors includes ME-1101, F-86, MIG 15)	1 6	1 2	2	160	3 0	-	2	-	8	Jet Propulsion		Yes	+2	Interceptor	All	◆ ◎ ☠ Int RB, RC, Imm	
																	◆ ◎ ☠ Int RB, RC, PB, Imm
Interceptor (all flavors includes F-15, MIG 29, Harrier)	3 2	2 8	2	220	4 0	-	3	-	12	Super Sonic Flight		Yes	+3	-	All	◆ ◎ ☠ Int RB, RC, PB, Imm	
																	◆ ◎ ☠ Int, S RB, RC, PB, Imm
Advanced Fighter	4 0	3 0	3	280	5 0	-	3	-	16	Stealth		Yes	+4	-	All	◆ ◎ ☠ Int, S RB, RC, PB, Imm	
																	RB, RC, Imm
Air Transport	-	4	1	240	-	-	-	4	30	Mobile Warfare		Yes	-	-	All	RB, RC, Imm	
																	RB, RC, Imm
Helicopter	-	6	1	120	-	-	-	2	8	Vertical Flight		Yes	-	-	All	RB, RC, Imm	
																	◆ ◎ RB, RC, Imm, €
Sub Hunter	1 2	4	2	180	2 0	-	3	-	6	Vertical Flight		Yes	+1	-	All	◆ ◎ RB, RC, Imm, €	
																	B, C, ◎ ☠
V-1	-	-	1	80	2 5	6	4	-	6	Rocketry		Yes	-	Cruise Missile	All	B, C, ◎ ☠	
																	B, C, ◎ ☠
Cruise Missile	-	-	1	140	3 5	1 2	8	-	14	The Laser		Yes	-	-	All	B, C, ◎ ☠	

















 Lethal Land Bombard	€ Detect Invisible	◆ Bombing	Int = Interception	PB = Precision Bombing	Imm = Immobile	B = Bombard Ability
◎ Lethal Sea Bombard	S = Stealth	RC = Recon	RB = Re-base	 Airdrop	SA = Stealth Attack	C = Cruise Missile Ability

Air Units Continued






Unit		A	D	M	Cost	B	R	F	Trans. Cap.	Op. Range	Required Tech	Required Resource	Maint .	HP Bonus	Upgrades To	Avail. To	Notes (Abilities & Limitations)
	Precision Missile (This unit has issues!)	-	-	1	200	50	30	8	-	Infinite Bom. Range	Guided Weapons		Yes	-	-	All	B, C, PB,  
	Tactical Nuke	-	-	1	700	-	22	-	-	22	Jet Propulsion	 	Yes	-	-	All	B, Tact. Missile Abil.
	ICBM	-	-	1	1000	-	Inf.	-	-	-	Satellites	 	Yes	-	-	All	B, RB, Imm

















Special Units

Unit		A	D	M	Cost	B	R	F	Transport Cap. or Op Ran.	Work Act/Str.	Required Tech	Required Resource or Building	Maint .	HP Bonus	Upgrades To	Avail. To	Notes (Abilities & Limitations)
	Tribe (starting unit) Can't be built	-	1	1	-	-	-	-	-	-	-	-	No	-	-	All	Build/Join cities Σ ATAR
	Army	-	-	1	400	-	-	-	2	-	Military Training	-	No	-	-	All	      Σ
	Great Leader	-	-	3	-	-	-	-	-	-	-	-	No	-	-	All	  Σ
	Admiral of the Fleet (needs clarification)	1 2	1 4	7	150	1 8	1	2	-	-	-	Naval Academy	Yes	+4	Iron Frigate	All	    (c-Sea, Ocean)
	Templar	6	1	2	70	-	-	-	-	-	-	Knights Templar	Yes	-	-	KT Owner	  
	Imperial Guard	5	2	2	60	2	-	1	-	-	-	Training Camp	Yes	+1	Cavalier	All	        €
	Knights of the Realm	6	2	2	90	3	-	1	-	-	-	Royal Tournament	Yes	+1	Cuirassier	All	        €
	Royal Guard	7	3	2	120	6	-	1	-	-	-	General Staff School	Yes	+2	Infantry	All	        €
	Storm Trooper	1 2	8	2	300	1 0	-	2	-	-	-	War College	Yes	+3	Special Forces	All	        €
	Frogman	2 0	1 2	2	350	1 6	-	2	Op Range 24	-	-	Special Warfare Center	Yes	+4	Shadow Force	All	        €
	SpecOps	2 4	1 4	2	-	2 0	-	2	Op Range 30	-	-	War Games Facility	Yes	+4	-	All	        €

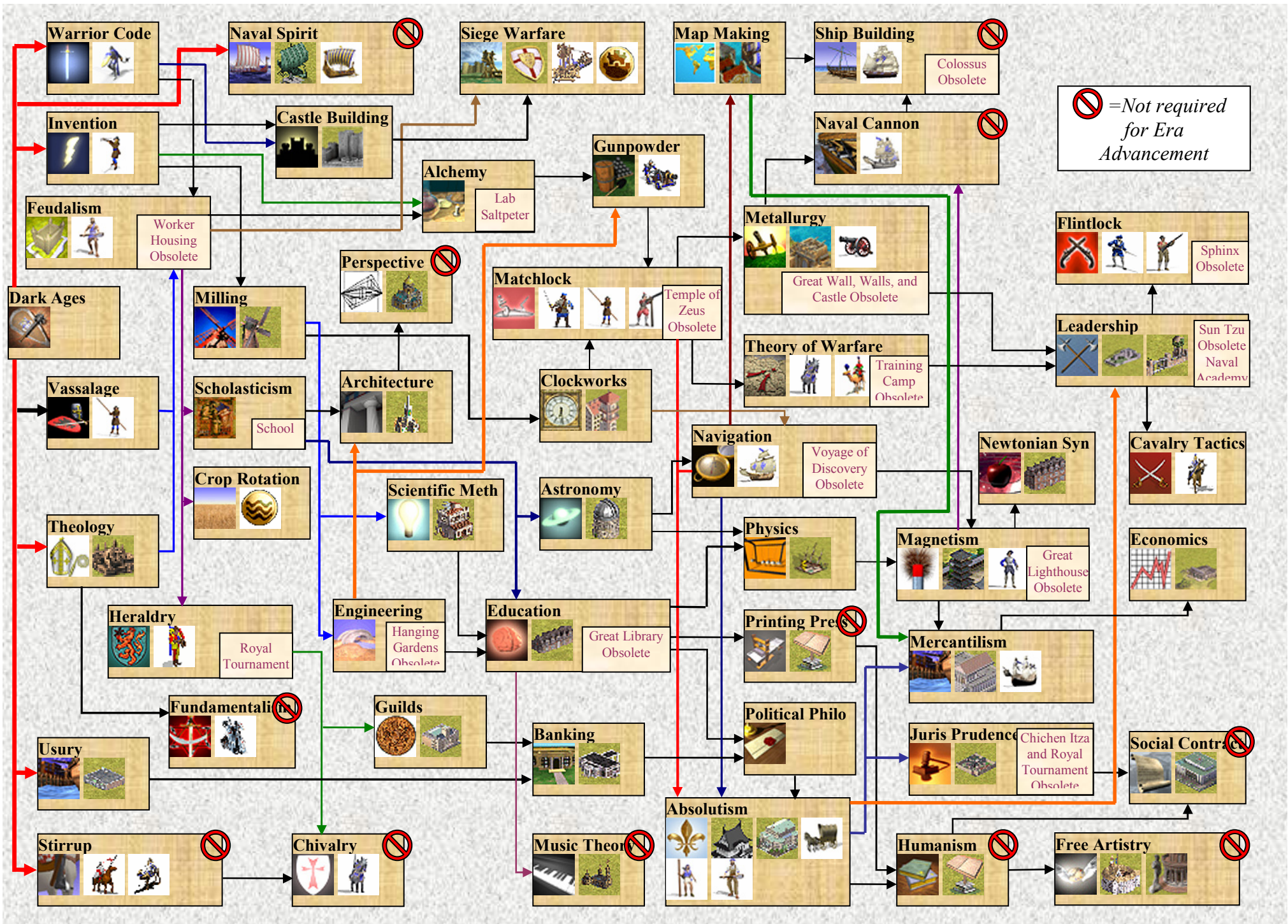
 Enslave	 Lethal Land Bombard	 Bombard Ability	 Wheeled	 Airlift	 Detect Invisible	 Amphibious	 Traverse Sea	ATAR=All Terrain As Roads
 Blitz	 Lethal Sea Bombard	 Ignore move cost	 Zone of Control	 Can Pillage	 Radar	 Capture	 Airdrop	COD=Collateral Damage

Special Units Continued *F=Foot units

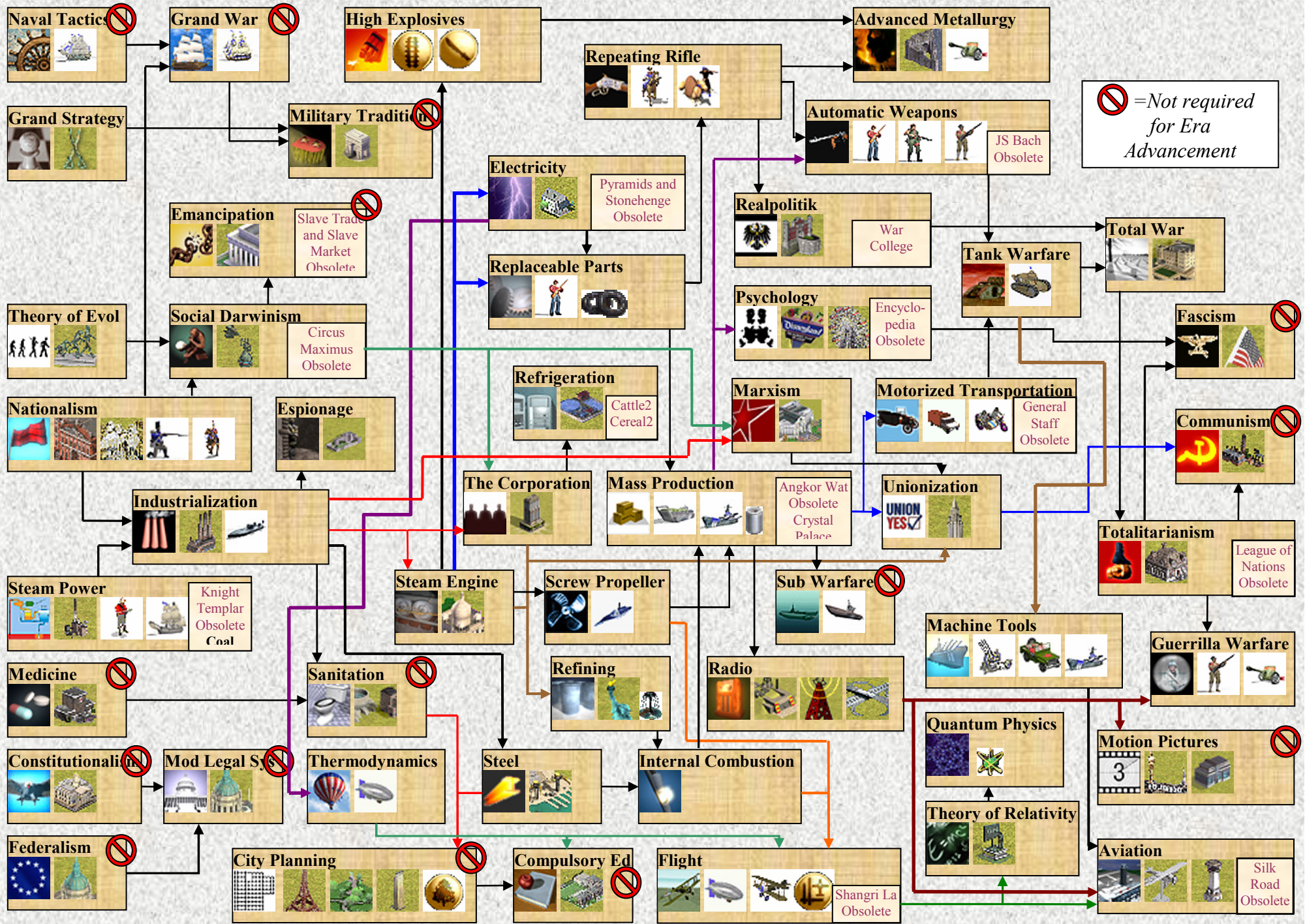
Unit		A	D	M	Cost	B	R	F	Transport Cap.* or Op Ran.	Work Act/Str.	Required Tech	Required Resource or Building	Maint .	HP Bonus	Upgrades To	Avail. To	Notes (Abilities & Limitations)
	Barbarian Raider	2	2	1	-	-	-	-	-	-	-	-	-	+1	-	Barbarians	✕ ⌘ ↗
	Barbarian Rider	4	3	2	-	-	-	-	-	-	-	-	-	+1	-	Barbarians	✕ ⌘ ↗
	Barbarian Vessel	2	2	4	-	2	-	2	Transport 2	-	-	-	-	-	-	Barbarians	⌘
	Slave	-	-	1	-	-	-	-	-	Strength 50 All actions except BA, BR, BC, JC	-	-	Yes	-	Worker	To all as a result of enslavement.	Sacrifice
	Prize Ship	-	-	4	150	-	--	-	Transport 3F	-	-	-	Yes	-	-	To all as a result of naval enslavement.	(☹-Sea, Ocean) Flag Unit

 Enslave	 Lethal Land Bombard	 Bombard Ability	 Wheeled	 Airlift	 Detect Invisible	 Amphibious	 Traverse Sea	ATAR=All Terrain As Roads
 Blitz	 Lethal Sea Bombard	 Ignore move cost	 Zone of Control	 Can Pillage	 Radar	 Capture	 Airdrop	COD=Collateral Damage

Medieval & Renaissance



Industrial Ages



Modern Times

