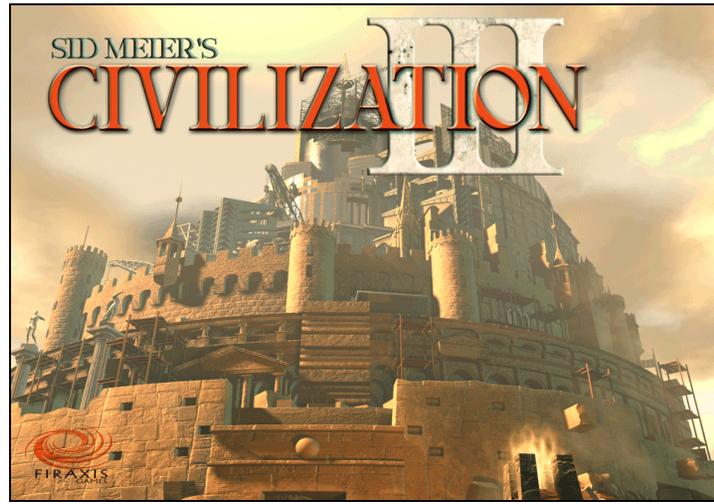


Keyboard Shortcuts

Unit Orders	
Airdrop	A
Airlift	T
Air superiority mission	S
Automate worker	A
leave existing improvements	Shift-A
this city only	Shift-I
this city, leave existing imp.	Ctrl-Shift-I
clean up pollution only	Shift-P
clear forests only	Shift-F
clear jungle only	Shift-J
Bombard / Bombing mission	B
automated bombard	Shift-B
automated precision bombing	Shift-P
Build airfield	Ctrl-Shift-A
Build outpost	Ctrl-O
Build radar tower	Ctrl-T
Build army	B
Build city / Join City	B
Build colony	B
Build fortress	Ctrl-F
Build mine	M
Build railroad	Shift-R
Build railroad to	Ctrl-Shift-R
Build road	R
Build road to	Ctrl-R
Build road to, then colonize	Ctrl-B
Clean up pollution	Shift-C
Clear forest	Shift-C
Clear jungle	Shift-C
Disband	D
Explore	E
Fortify/Garrison	F
Go to	G
Go to (whole stack)	J
Go to (units of cur. type in stack)	Ctrl-J
Hold (skip turn)	Spacebar
Hurry improvement	Ctrl-H
Irrigate	I
Irrigate to nearest city	Ctrl-I
Pillage	P
Plant forest	N
Re-base mission	Shift-R
Recon mission	R
Sentry	Y
Sentry (wake near enemy only)	Shift-Y
Trade network	Ctrl-N
Unload/load	L
Upgrade	U
Upgrade all	Shift-U
Wait	W or Tab



Cycle Cities and Units	
Next City	.
Previous City	,
Next City in Disorder	Shift-.
Previous City in Disorder	Shift-,
Next Unit]
Previous Unit	[
Next Unit of Selected Type	Shift-]
Previous Unit of Selected Type	Shift-[

Game Stuff	
Center on active unit	C
Center on capital	H
Change government (revolution)	Shift-G
Change mobilization	Shift-M
Clean up map	Ctrl-Shift-M
Contact rival leaders	Shift-D
Demographics	F11
End turn immediately	Shift-Enter
Establish an embassy	Ctrl-E
Go to city	Ctrl-Shift-G
Histogram/Score	F8
Locate city	Shift-L
Palace	F9
Plant a spy	Ctrl-Shift-E
Rename unit	Shift-N
Spaceship	F10
Toggle map grid	Ctrl-G
Use embassy or spy	Shift-E
Wonders of the World	F7
Zoom in/out	Z

Advisors	
Domestic advisor	F1
Trade advisor	F2
Military advisor	F3
Foreign advisor	F4
Cultural advisor	F5
Science advisor	F6

City Window	
Add to production queue	Shift-Click
Contact city governors	G
Hurry production (rush job)	H
Load production queue	Q
Save production queue	Shift-Q

Other Stuff	
Change preferences	Ctrl-P
Change sound preferences	Shift-S
Hide interface	Del
Initiate chat	~
Load game	Ctrl-L
Main menu	Ctrl-M
New game	Ctrl-Shift-Q
Quit	Esc
Resign and quit	Ctrl-Q
Retire	Shift-Q
Save game	Ctrl-S
Show game version	Ctrl-F4
Toggle button direction	Backspace

This file produced by Julian Egelstaff

Tech Tree data and Keyboard Shortcuts originally compiled by Ken Brown

Wonder pages with graphics produced by, and new layout for Resources page plus colour coding on Units pages originally developed by, Alanus

November 2002

Many thanks to Firaxis and Infogrames for bringing us Civ3

Ground Units - Ancient



Warrior

10
1.1.1
Swordsman



Jaguar Warrior

10
1.1.2
Swordsman
Aztec



Spearman

Bronze Working
20
1.2.1
Pikeman



Impi

Bronze Working
20
1.2.2
Musketman
Zulu



Hoplite

Bronze Working
20
1.3.1
Musketman
Greek



Numidian Mercenary

Bronze Working
30
2.3.1
Pikeman
Carthaginian



Archer

Warrior Code
20
2.1.1
Longbowman



Bowman

Warrior Code
20
2.2.1
Longbowman
Babylonian



Swordsman

Iron Working
30
3.2.1
Medieval Infantry
Iron



Legionary

Iron Working
30
3.3.1
Medieval Infantry
Iron, *Roman*



Immortal

Iron Working
30
4.2.1
Medieval Infantry
Iron, *Persian*



Gallic Swordsman

Iron Working
50
3.2.2
Medieval Infantry
Iron, *Celtic*



Chariot

The Wheel
20
1.1.2
Horseman
Horses



War Chariot

The Wheel
20
2.1.2
Knight
Horses, *Egyptian*



Horseman

Horseback Riding
30
2.1.2
Knight
Horses



Mounted Warrior

Horseback Riding
30
3.1.2
Knight
Horses, *Iroquois*

required advance
shield cost
attack.defend.move
upgrades to
resources, *nationality*

Ground Units - Middle Ages



Pikeman
 Feudalism
 30
 1.3.1
 Musketman
 Iron



Medieval Infantry
 Feudalism
 40
 4.2.1
 Guerilla
 Iron



Longbowman
 Invention
 40
 4.1.1
 Guerilla



Berserk
 Invention
 70
 6.2.1
 Guerilla
Viking



Musketman
 Gunpowder
 60
 2.4.1
 Rifleman
 Saltpeter



Musketeer
 Gunpowder
 60
 3.4.1
 Rifleman
 Saltpeter, *French*



Knight
 Chivalry
 70
 4.3.2
 Cavalry
 Horses, Iron



War Elephant
 Chivalry
 70
 4.3.2
 Cavalry
Indian



Samurai
 Chivalry
 70
 4.4.2
 Cavalry
 Iron, *Japanese*



Rider
 Chivalry
 70
 4.3.3
 Cavalry
 Horses, Iron, *Chinese*



Keshik
 Chivalry
 60
 4.2.2*
 Cavalry
 Horses, *Mongolian*



Ansar Warrior
 Chivalry
 60
 4.2.3
 Cavalry
 Horses, Iron, *Arabian*



Conquistador
 Navigation
 70
 3.2.2* (all terrain as roads)
 Explorer
Spanish



Cavalry
 Military Tradition
 80
 6.3.3*
 Horses, Saltpeter



Cossack
 Military Tradition
 80
 6.4.3*

Horses, Saltpeter,
Russian



Sipahi
 Military Tradition
 100
 8.3.3*

Horses, Saltpeter,
Ottoman

required advance
 shield cost
 attack.defend.move (* unit has zone of control)
 upgrades to
 resources, *nationality*

Ground Units - Industrial and Modern

Artillery Units

all move at 1 per turn



Rifleman
Nationalism
80
4.6.1
Infantry



Infantry
Replaceable Parts
90
6.10.1
Mech Infantry
Rubber



Guerilla
Replaceable Parts
90
6.6.1



Paratrooper
Advanced Flight
100
6.8.1*
Oil, Rubber



Catapult
Mathematics
20
4.1.1
Cannon



Cannon
Metallurgy
40
8.1.1
Artillery
Iron, Saltpeter



Hwach'a
Metallurgy
40
12.1.1
Artillery
Saltpeter, *Korean*



Marines
Amphibious Warfare
100
8.6.1*
Rubber



Mech Infantry
Computers
110
12.18.2*
Oil, Rubber



Tank
Motorized Transport
100
16.8.2*
Modern Armor
Oil, Rubber



Artillery
Replacable Parts
80
12.2.2
Radar Artillery



Radar Artillery
Robotics
120
16.2.2*
Aluminum



Panzer
Motorized Transport
100
16.8.3*
Modern Armor
Oil, Rubber, *German*



Modern Armor
Synthetic Fibers
120
24.16.3*
Oil, Rubber, Aluminum

required advance
shield cost
attack.defend.move (* unit has zone of control)
upgrades to
resources, *nationality*



Cruise Missile
Rocketry
60
16.2.3
Aluminum

required advance
shield cost
bombard.range.firing rate
upgrades to
resources, *nationality*

Naval Units



Privateer

Magnetism

60

2.1.3

Iron, Saltpeter



Frigate

Magnetism

60

2.2.4

2.1.2

Iron, Saltpeter



Man-O-War

Magnetism

60

3.2.4

3.1.2

Iron, Saltpeter, *British*



Ironclad

Steam Power

80

4.4.4

4.1.2

Coal, Iron

Naval Transports



Galley

Mapmaking

30

1.1.3 - 2

Caravel



Caravel

Astronomy

40

1.2.3 - 3

Galleon



Galleon

Magnetism

60

1.2.4 - 4

Transport



Transport

Combustion

100

1.4.5 - 8

Oil



Submarine

Mass Production

100

8.4.3

Oil



Nuclear Sub

Fission

140

8.4.4

(can carry 1 Tactical Nuke)

Uranium



Destroyer

Combustion

120

12.8.5

6.1.2

Oil



AEGIS Cruiser

Robotics

160

12.10.5*

4.2.2

Aluminum, Uranium



Carrier

Mass Production

180

1.8.4 - 4

Oil

required advance

shield cost

attack.defend.move - carrying capacity

upgrades to

resources



Battleship

Mass Production

200

18.12.5

8.2.2

Oil

required advance

shield cost

attack.defend.move (* unit has zone of control)

bombard.range.firing rate

resources, *nationality*

Air Units



Fighter

Flight
80
4.2
2.4.1
Oil



Jet Fighter

Rocketry
100
8.4
2.6.1
Oil, Aluminum



F-15

Rocketry
100
8.4
4.6.2
Oil, Aluminum,
American



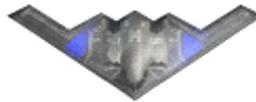
Stealth Fighter

Stealth
120
0.0
4.6.2
Oil, Aluminum



Bomber

Flight
100
0.2
8.6.3
Oil



Stealth Bomber

Stealth
240
0.0
8.8.3
Oil, Aluminum



Helicopter

Advanced Flight
100
0.2
(range is 6, can carry 1)
Oil, Rubber

required advance
shield cost
attack.defend
bombard.range.firing rate
resources, *nationality*

Note: Fighter upgrades to
Jet Fighter

Nuclear Units



Tactical Nuke

advance: Space Flight
shield cost: 300
range: 6
resources: Aluminum,
Uranium



ICBM

advance: Satellites
shield cost: 500
range: global
resources: Aluminum,
Uranium

Non Combat Units



Settler

30
0.0.1

(costs 2 population)



Worker

10
0.0.1

(costs 1 population)



Scout

10
0.0.2

Explorer

(expansionist civs only)



Explorer

Navigation
20
0.0.2

(treats all terrain as road)



Leader

0.0.3

(requires victorious elite unit)

required advance
shield cost
attack.defend.move
upgrades to

Terrain

	Move	Defense	F.S.C	Irrigation	Mines	Roads	Bonus Resources	Luxury Resources	Strategic Resources
	Flood Plains	1	10	3.0.0	+1	+1	Wheat		
	Grasslands	1	10	2.0.0	+1	+1	Cattle, Wheat	Wine	Horses
	Plains	1	10	1.1.0	+1	+1	Cattle, Wheat	Wine, Ivory	Horses
	Desert	1	10	0.1.0	+1	+1		Incense	Salt peter, Oil
	Tundra	1	10	1.0.0		+1	Game	Furs	Oil, Aluminum
	Forest	2	25	1.2.0		+1	Game	Furs, Dye, Spice, Ivory, Silk	Uranium, Rubber
	Jungle	3	25	1.0.0		+1		Dye, Spice, Silk, Gems	Coal, Rubber
	Hills	2	50	1.1.0	+2	+1	Gold	Wine, Incense	Horses, Iron, Salt peter, Coal, Aluminum
	Mountains	3	100	0.1.0	+2	+1	Gold	Gems	Iron, Salt peter, Coal, Uranium
	Lake	1	10	2.0.2					
	Coast	1	10	1.0.2			Fish		
	Sea	1	10	1.0.1			Whale, Fish		
	Ocean	1	10	0.0.0					

F.S.C is Food.Shields.Commerce
Rivers add +1 Commerce to adjacent squares
Grasslands may have 1 shield
Railroads add +1 to irrigation or mines

Resources

Strategic

	Food	Shields	Comm.	Requires	Terrain
	Aluminum	+2		Rocketry	Hills, Tundra
Needed for... Modern Armor, Radar Artillery, Cruise Missile, Aegis Cruiser, Jet Fighter, F-15, all stealth planes, all nukes, <i>Apollo Program</i> , <i>SAM Missile Battery</i>					
	Coal	+2	+1	Steam Power	Jungle, Hills, Mountains
Needed for... Ironclad, <i>Coal Plant</i> , <i>Iron Works</i> , <i>Railroads</i>					
	Horses		+1	The Wheel	Grasslands, Plains, Hills
Needed for... Chariot, War Chariot, Horseman, Mounted Warrior, Knight, Rider, Cavalry, Cossack					
	Iron	+1		Iron Working	Hills, Mountains
Needed for... Pikeman, Swordsman, Legionary, Immortal, Knight, Samurai, Rider, Cannon, Privateer, Frigate, Man-O-War, Ironclad, <i>Coastal Fortress</i> , <i>Factory</i> , <i>Iron Works</i> , <i>Railroads</i>					
	Oil	+1	+2	Refining	Desert, Tundra
Needed for... Paratrooper, Mech Infantry, all tanks, Transport, Carrier, Submarine, Destroyer, Battleship, all air units					
	Rubber		+2	Replaceable Parts	Forest, Jungle
Needed for... Infantry, Paratrooper, Marines, Mech Infantry, all tanks, Helicopter					
	Saltpeter		+1	Gunpowder	Desert, Hills, Mountains
Needed for... Musketman, Musketeer, Cavalry, Cossack, Cannon, Privateer, Frigate, Man-O-War, <i>Coastal Fortress</i>					
	Uranium	+2	+3	Fission	Forest, Mountains
Needed for... Nuclear Sub, Aegis Cruiser, Tactical Nuke, ICBM, <i>Nuclear Plant</i> , <i>Manhattan Project</i>					

Bonus

	Food	Shields	Comm.	Bonus
	Cattle	+2	+1	
	Fish	+2	+1	

Luxury

	Food	Shields	Comm.
	Dyes		+1
	Ivory		+2
	Furs	+1	+1
	Gems		+4
	Incense		+1
	Silk		+3
	Spice		+2
	Wines	+1	+1

Bonus

	Food	Shields	Comm.	Bonus
Game	+2			
Gold			+4	

Bonus

	Food	Shields	Comm.
Whales	+1	+1	+2
Wheat	+2		

Governments

	Military Police	Corruption and Waste	Production Bonus/Penalty	Hurry Method	Free Units	Draft Limit	War Weariness	Other	
	Anarchy	0	catastrophic	only food is produced, -1 in squares with 3 food or more	none	all units are free	0	none	Workers 50% slower, no upkeep on improvements
	Despotism	2	rampant	-1 in squares with 3 or more food, shields or commerce	forced labor	4 per town 4 per city 4 per metropolis	2	none	
	Monarchy	3	problematic		paid labor	2 per town 4 per city 8 per metropolis	2	none	
	Communism	4	communal		forced labor	2 per town 4 per city 8 per metropolis	2	none	Espionage missions have greater chance of success
	Republic	0	nuisance	+1 commerce in squares already producing commerce	paid labor	none	1	low	
	Democracy	0	minimal	+1 commerce in squares already producing commerce	paid labor	none	1	high	Workers 50% faster, cities immune to propaganda

Civ-Specific Abilities

Commercial	Large cities produce extra commerce. Levels of corruption are lower. Start with Alphabet .	(Romans, Greeks, Indians, French, British, Spanish, Carthaginians, Koreans)
Expansionist	Can build Scouts, start with one Scout. Barbarian villages are more lucrative. Start with Pottery .	(Iroquois, Russians, Americans, Zulu, British, Mongols, Vikings, Arabs)
Industrious	Large cities produce extra shields. Workers complete jobs faster. Start with Masonry .	(Chinese, Egyptians, Americans, French, Persians, Ottomans, Carthaginians)
Militaristic	Military improvements are cheaper. Units promoted more often. Start with Warrior Code or The Wheel .	(Romans, Germans, Chinese, Japanese, Aztecs, Zulu, Mongols, Vikings, Celts)
Religious	Religious improvements are cheaper. No anarchy between governments. Start with Ceremonial Burial .	(Japanese, Indians, Aztecs, Iroquois, Egyptians, Babylonians, Spanish, Celts, Arabs)
Scientific	Scientific improvements are cheaper. One free advance at start of each era. Start with Bronze Working .	(Greeks, Germans, Babylonians, Russians, Persians, Ottomans, Koreans)

City Improvements

Name	Cost	Upkeep	Culture	Requires	Effect
Airport	160	2		Flight	produces veteran air units, trading hub
Aqueduct	100	1		Construction	allows population growth past size 6, for cities with no access to fresh water
Bank	160	1		Banking	50% increase to tax revenue
Barracks	40	1			produces veteran ground units
Cathedral	160	2	3	Monotheism	makes 3 content citizens
City Walls	20			Masonry	+50% against land attacks, defends against artillery bombardment, not needed past size 6
Civil Defence	120	1		Radio	+50% to defending units, defends against artillery bombardment
Coal Plant	160	3		Industrialization, <i>Coal</i>	increases factory output by 50%, causes pollution
Coastal Fortress	40			Metallurgy, <i>Iron, Saltpeter</i>	+50% against naval attacks, defends against naval bombardment, and attacks enemy ships
Colosseum	120	2	2	Construction	makes 2 content citizens
Commercial Dock	160	2		Mass Production	increases trade in every water square within the city's radius
Courthouse	80	1		Code of Laws	reduces corruption, reduces effect of propoganda against city
Factory	240	3		Industrialization, <i>Iron</i>	50% increase to production, causes pollution
Granary	60	1		Pottery	halves food storage required for population growth
Harbor	80	1		Map Making	+1 food from coast, sea and ocean squares, produces veteran sea units, trading hub
Hospital	160	2		Sanitation	allows population growth past size 12
Hydro Plant	240	3		Electronics	increases factory output by 50%, requires a river, makes no pollution
Library	80	1	3	Literature	50% increase to science output
Manufacturing Plant	320	3		Robotics	50% increase to production, causes pollution
Marketplace	100	1		Currency	50% increase to tax revenue, increases effect of luxury resources
Mass Transit	200	2		Ecology, Rubber	reduces pollution from population
Nuclear Plant	240	3		Nuclear Power, <i>Uranium</i>	increases factory output by 150%, reduces pollution, requires fresh water, chance of meltdown
Offshore Platform	240	3		Miniaturization	+1 shield from coast, sea and ocean squares
Palace	varies		1	Masonry	center of civilization
Police Station	160	1		Communism	reduces war weariness, reduces corruption
Recycling Plant	200	2		Recycling	reduces pollution from production
Research Lab	200	2	2	Computers	50% increase to science output
SAM Missile Battery	80	2		Rocketry, <i>Aluminum</i>	defends against air bombardment
Solar Plant	320	3		Ecology	increases factory output by 50%, makes no pollution
Stock Exchange	200	3		The Corporation	50% increase to tax revenue
Temple	60	1	2	Ceremonial Burial	makes 1 content citizen
University	200	2	4	Education	50% increase to science output

Small Wonders

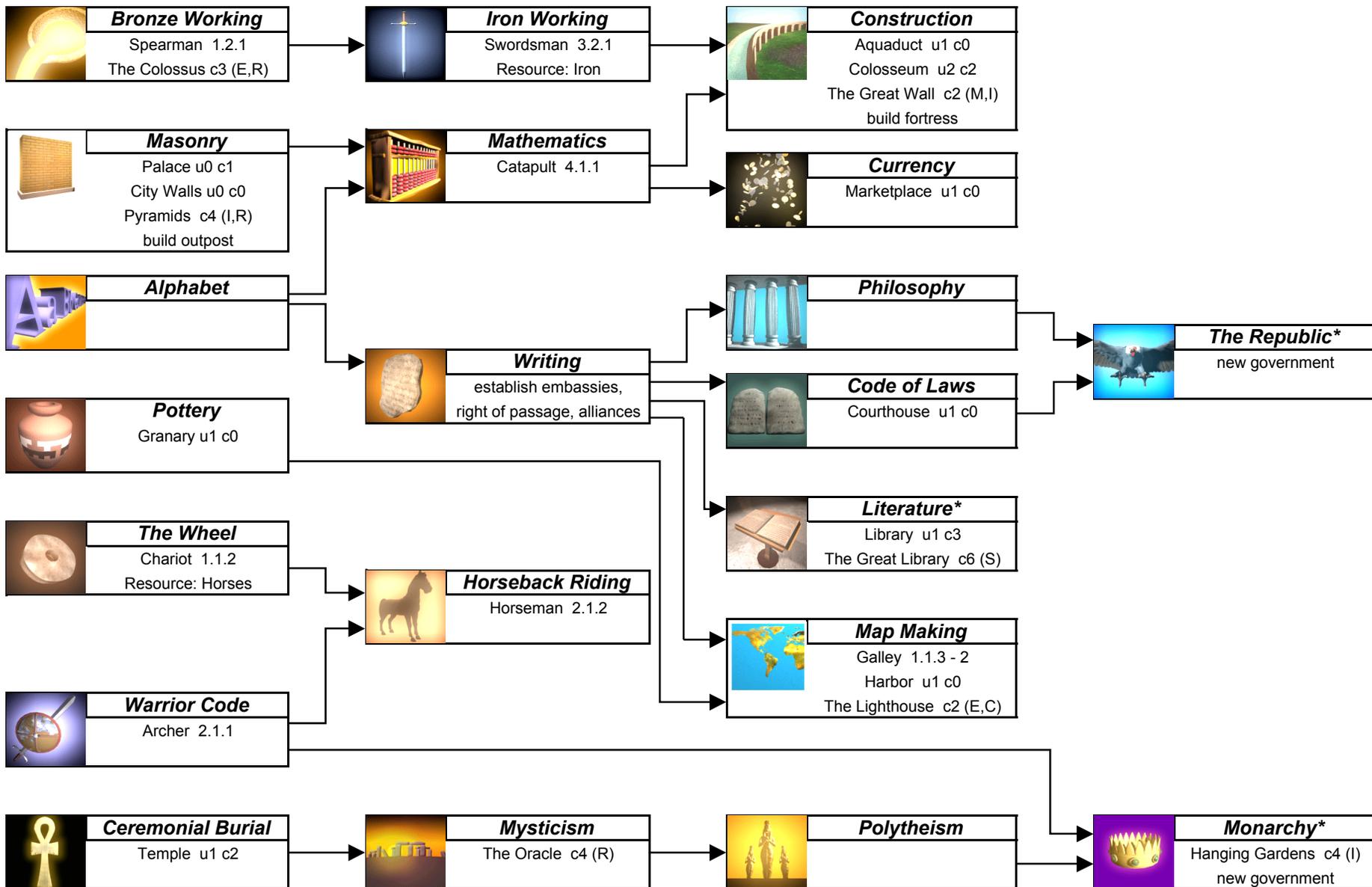
	Name	Cost	Culture	Requires	Effect
	Heroic Epic	200	4	victorious army	increases likelihood of leaders appearing
	Iron Works	300	2	<i>Coal</i> and <i>Iron</i> in city radius	doubles shield output in city
	Forbidden Palace	200	2	8 cities on a standard map	lowers corruption as if it were a second capital
	Wall Street	300	2	5 Stock Exchanges	earn 5% interest on treasury each turn (maximum of 50)
	Military Academy	400	1	victorious army	can build armies in city without a leader
	Pentagon	400	1	3 armies in the field	armies can contain an extra unit
	Intelligence Agency	400	1	Espionage	allows espionage missions
	Apollo Program	500	2	Space Flight, <i>Aluminum</i>	allows spaceship construction
	Strategic Missile Defense	500	1	5 SAM Missile Batteries	75% chance of intercepting ICBM attacks
	Battlefield Medicine	500	1	5 Hospitals	military units can heal in enemy territory

Great Wonders

	Name	Cost	Culture	Charact.	Requires
	Colossus +1 commerce in every square producing commerce	200	3	Expansionist, Religious	Bronze Working Obsolete after <i>Flight</i>
	Great Wall doubles City Wall effects, and combat vs. barbarians	200	2	Militaristic, Industrious	Construction Obsolete after <i>Metallurgy</i>
	Oracle doubles effects of Temples	300	4	Religious	Mysticism Obsolete after <i>Theology</i>
	Hanging Gardens 3 content citizens, 1 content citizen in all other cities	300	4	Industrious	Monarchy Obsolete after <i>Steam Power</i>
	Lighthouse +1 ship movement, Galleys travel safely at sea	300	2	Expansionist, Commercial	Map Making Obsolete after <i>Magnetism</i>
	Great Library gives advances that two other Civilizations have	400	6	Scientific	Literature Obsolete after <i>Education</i>
	Pyramids Granary in every city on continent	400	4	Industrious, Religious	Masonry
	Copernicus' Observatory doubles science output of city	400	4	Expansionist	Astronomy
	Magellan's Voyage +1 ship movement	400	3	Expansionist, Commercial	Navigation
	Newton's University doubles science output of city	400	6	Scientific	Theory of Gravity
	Shakespeare's Theater makes 8 content citizens in city where it is built	400	8		Free Artistry
	Sun Tzu's Art of War Barracks in every city on continent	600	2	Militaristic	Feudalism

	Name	Cost	Culture	Charact.	Requires
	Smith's Trading Company pays upkeep for Harbors, Marketplaces, Banks and Airports	600	3	Commercial	Economics
	J.S. Bach's Cathedral makes 2 content citizens in every city on continent	600	6	Religious	Music Theory
	Leonardo's Workshop halves unit upgrade costs	600	2	Militaristic	Invention
	Sistine Chapel doubles effects of Cathedrals	600	6	Religious	Theology
	Theory of Evolution two free civilization advances	600	3	Scientific	Scientific Method
	Hoover Dam Hydro Plant in every city on continent	800	2	Industrious	Electronics
	Universal Suffrage reduces war weariness in all cities	800	4	Militaristic	Industrialization
	Manhattan Project allows construction of nuclear weapons by all Civilizations	800	2	Militaristic, Industrious	Fission, <i>Uranium</i>
	United Nations allows diplomatic victory	1000	4	Commercial	Fission
	Cure for Cancer makes 1 content citizen in all cities	1000	3	Scientific	Genetics
	Longevity cities grow by 2 citizens when the food storage box fills	1000	3	Scientific	Genetics
	SETI Program doubles science output of city	1000	3	Expansionist	Computers
	The Internet Research Lab in every city on continent	1000	4	All	Miniaturization

Ancient Times

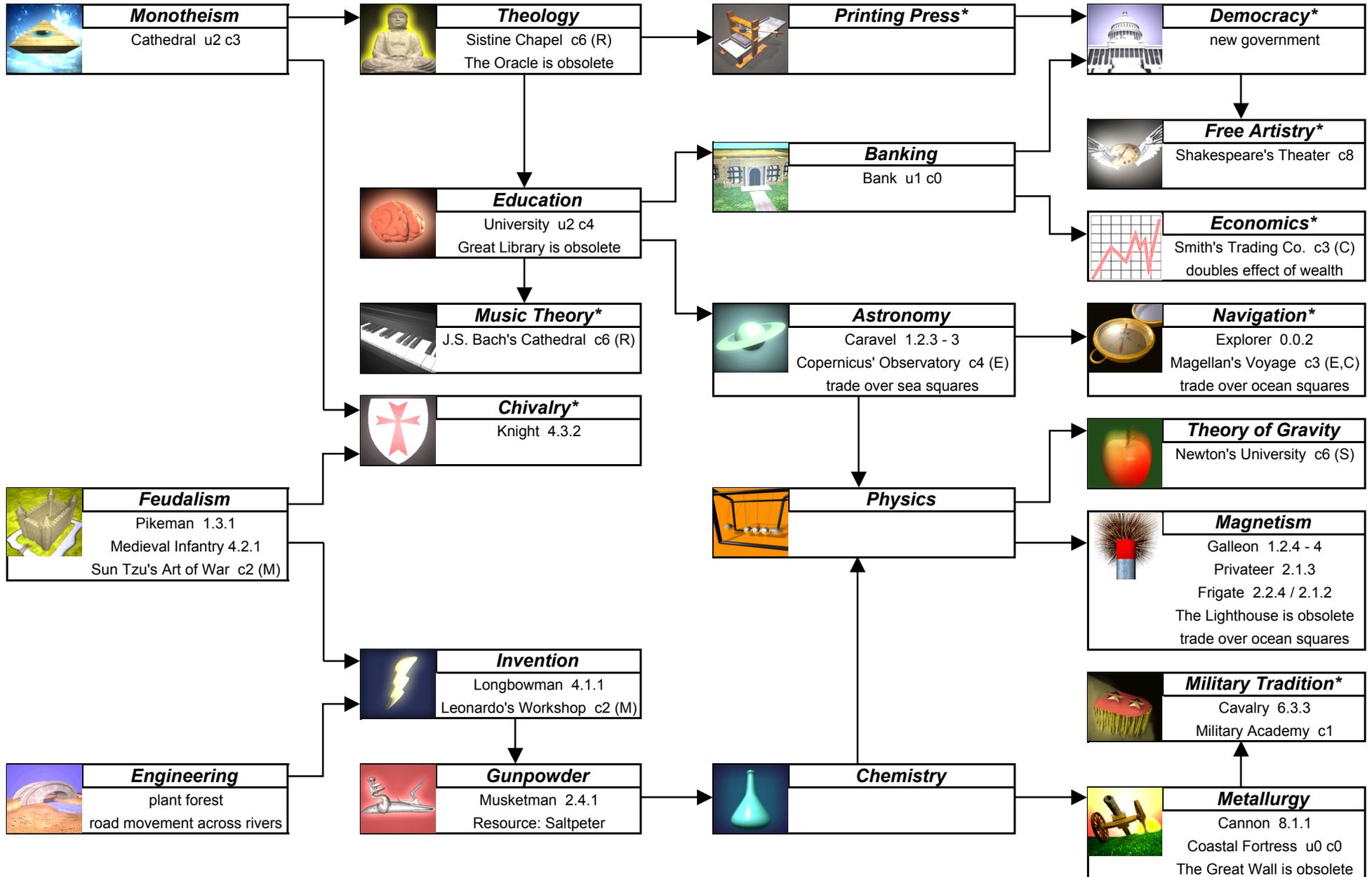


Ground Units attack.defend.move
Artillery Units bombard.range.firing rate
Naval Transports attack.defend.move - carrying capacity

u is upkeep per turn
c is culture per turn
() is wonder characteristics

* optional advance

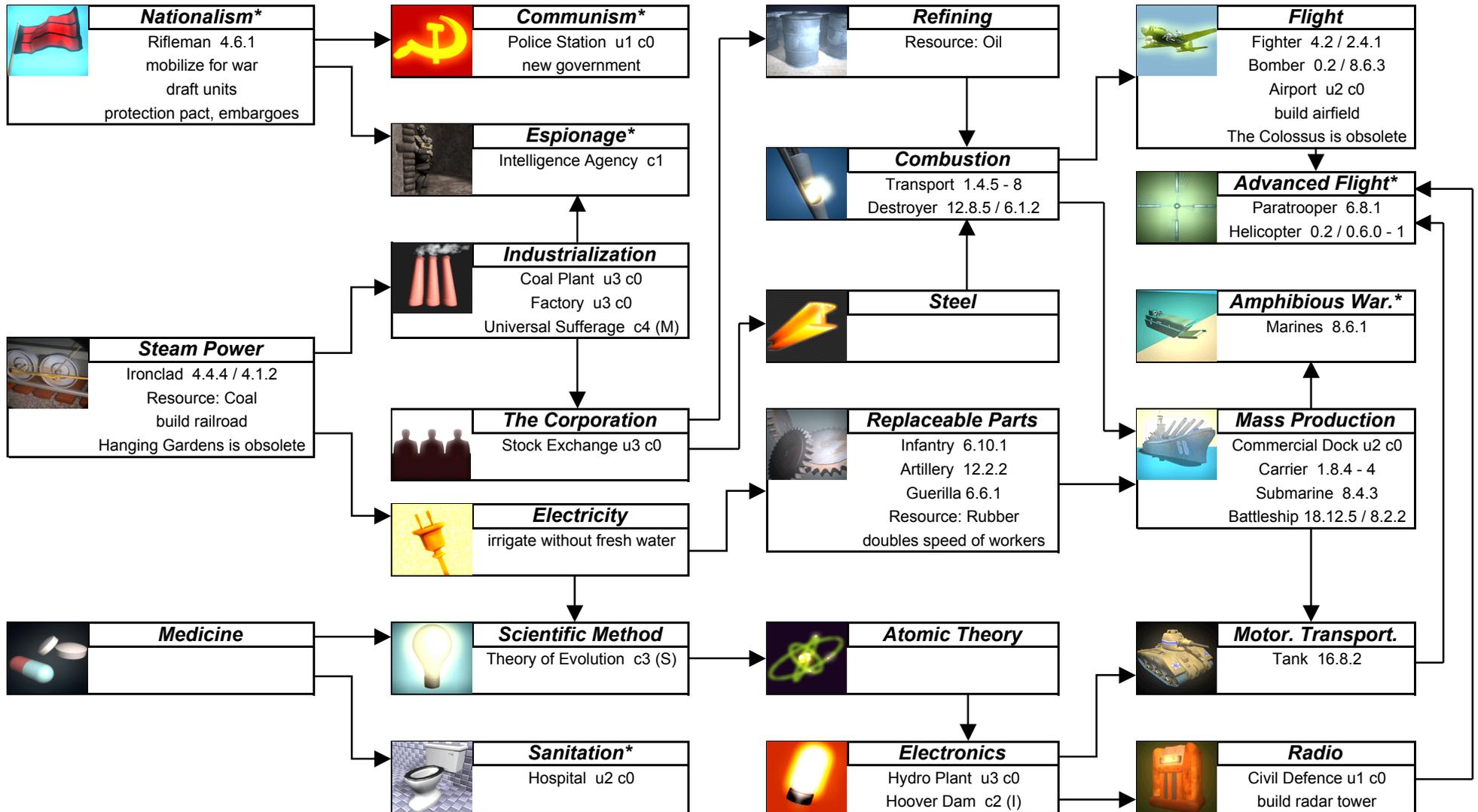
Middle Ages



Ground Units attack.defend.move
Artillery Units bombard.range.firing rate
Naval Transports attack.defend.move - carrying capacity
Naval units attack.defend.move / bombard.range.firing rate

u is upkeep per turn * optional advance
 c is culture per turn
 () is wonder characteristics

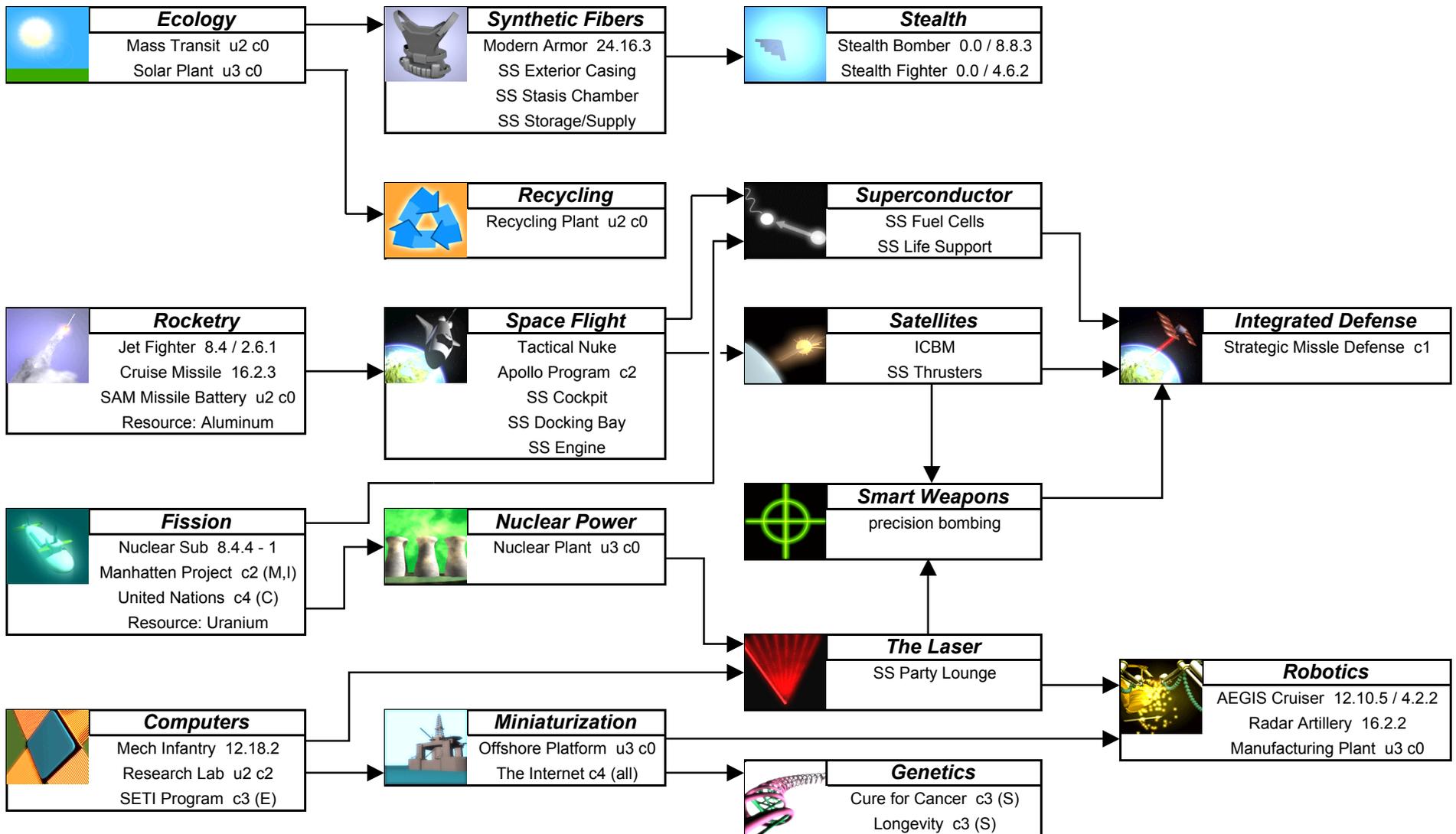
Industrial Ages



Ground Units attack.defend.move
Artillery Units bombard.range.firing rate
Naval Transports attack.defend.move - carrying capacity
Naval Units attack.defend.move / bombard.range.firing rate
Air Units attack.defend / bombard.range.firing rate

u is upkeep per turn * optional advance
c is culture per turn
() is wonder characteristics

Modern Times



Ground Units attack.defend.move
Artillery Units bombard.range.firing rate
Naval Transports attack.defend.move - carrying capacity
Naval Units attack.defend.move / bombard.range.firing rate
Air Units attack.defend / bombard.range.firing rate

u is upkeep per turn
c is culture per turn
() is wonder characteristics