

Nethog's Civ3 Unit Summary

Upgrade Info	Ancient Times	Required Tech	Required Resources	Cost	A	D	M	B	R	F	T	Db	Notes
	Settler	-	-	30	0	0	1					7	Costs 2 population
	Worker	-	-	10	0	0	1					2	Costs 1 population;terraform
	<i>Scout</i>	-	-	10	0	0	2					2	Expan. civs only;Am,Zu,Ir,Ru,Br
	Warrior	-	-	10	1	1	1					2	
	<i>Jaguar Warrior (Az)</i>	-	-	10	1	1	2					2	
	Spearman	Bronze Working	-	20	1	2	1					5	Draft
	<i>Impi (Zu)</i>	Bronze Working	-	20	1	2	2					5	
	<i>Hoplite (Gr)</i>	Bronze Working	-	20	1	3	1					5	
	Archer	Warrior Code	-	20	2	1	1					5	
	<i>Bowman (Ba)</i>	Warrior Code	-	20	2	2	1					5	
	Swordsman	Iron Working	Iron	30	3	2	1					7	
	<i>Legionary (Ro)</i>	Iron Working	Iron	30	3	3	1					7	
	<i>Immortal (Pe)</i>	Iron Working	Iron	30	4	2	1					7	
	Chariot	The Wheel	Horses	20	1	1	2					5	No jungle/mountain
	<i>War Chariot (Eg)</i>	The Wheel	Horses	20	2	1	2					5	No jungle/mountain
	Horseman	Horseback Riding	Horses	30	2	1	2					7	
	<i>Mounted Warrior (Ir)</i>	Horseback Riding	Horses	30	3	1	2					7	
	Catapult	Mathematics	-	20	0	0	1	4	1	1		5	No jungle/mountain
	Galley	Map Making	-	30	1	1	3					2	Sinks in sea/ocean
Middle Ages	Required Tech	Required Resources	Cost	A	D	M	B	R	F	T	Db	Notes	
	Explorer	Navigation	-	20	0	0	2					5	Treats all terrain as roads
	Pikeman (exc. Gr)	Feudalism	Iron	30	1	3	1					7	Draft
	Longbowman	Invention	-	40	4	1	1					10	
	Musketman	Gunpowder	Salt peter	60	2	4	1					15	Draft
	<i>Musketeer (Fr)</i>	Gunpowder	Salt peter	60	3	4	1					15	
	Knight	Chivalry	Horses,Iron	70	4	3	2					17	
	<i>Rider (Ch)</i>	Chivalry	Horses,Iron	70	4	3	3					17	
	<i>War Elephant (In)</i>	Chivalry	-	70	4	3	2					17	
	<i>Samarai (Ja)</i>	Chivalry	Iron	70	4	4	2					17	
	Cavalry	Military Tradition	Horses,Salt peter	80	6	3	3					20	
	<i>Cossack (Ru)</i>	Military Tradition	Horses,Salt peter	80	6	4	3					20	
	Cannon	Metallurgy	Iron,Salt peter	40	0	0	1	8	1	1		10	No jungle/mountain
	Privateer	Magnetism	Iron,Salt peter	60	2	1	3					15	Hidden nationality
	Frigate	Magnetism	Iron,Salt peter	60	2	2	4	2	1	2		15	
	<i>Man-O-War (Br)</i>	Magnetism	Iron,Salt peter	60	3	2	4	3	1	2		15	
	Caravel	Astronomy	-	40	1	2	3					3	10 Sinks in ocean
	Galleon	Magnetism	-	60	1	2	4					4	15
Industrial Ages	Required Tech	Required Resources	Cost	A	D	M	B	R	F	T	Db	Notes	
	Rifleman	Nationalism	-	80	4	6	1					20	Draft
	Infantry	Replaceable Parts	Rubber	90	6	10	1					22	Draft
	Paratrooper	Advanced Flight	Oil,Rubber	100	6	8	1					25	Airdrops
	Marines	Amphibious Warfare	Rubber	100	8	6	1					25	Amphibous attack
	Tank	Motorized Transport	Oil,Rubber	100	16	8	2					25	Blitz
	<i>Panzer (Ge)</i>	Motorized Transport	Oil,Rubber	100	16	8	3					25	Blitz
	Artillery	Replaceable Parts	-	80	0	0	1	12	2	2		20	
	Ironclad	Steam Power	Coal,Iron	80	4	4	4	4	1	2		20	
	Submarine	Mass Production	Oil	100	8	4	3					25	Sub;Sees subs
	Destroyer	Combustion	Oil	120	12	8	5	6	1	2		30	
	Transport	Combustion	Oil	100	1	4	5					8	25
	Battleship	Mass Production	Oil	200	18	12	5	8	2	2		50	
	Carrier	Mass Production	Oil	180	1	8	4					4	45 Only carries air units;Radar
	Fighter	Flight	Oil	80	4	2	-	2	4	1		20	Bomb;Recon;Intercept;Re-base
	Bomber	Flight	Oil	100	0	2	-	8	6	3		25	Bomb;Re-base
	Helicopter	Advanced Flight	Oil,Rubber	100	0	2	-	0	6	0	1	25	Carries 1 foot unit;Airdrop;Recon;Re-base
Modern Times	Required Tech	Required Resources	Cost	A	D	M	B	R	F	T	Db	Notes	
	Mech Infantry	Computers	Oil,Rubber	110	12	18	2					27	Draft
	Modern Armor	Synthetic Fibers	Oil,Rubber,Aluminum	120	24	16	3					30	Blitz
	Radar Artillery	Robotics	Aluminum	120	0	0	1	16	2	2		30	Radar
	Nuclear Submarine	Fission	Uranium	140	8	4	4					1	35 Sub;Sees subs;Carries 1 T. nuke
	AEGIS Cruiser	Robotics	Aluminum,Uranium	160	12	10	5	4	2	2		40	Radar;Sees subs
	Jet Fighter	Rocketry	Oil,Aluminum	100	8	4	-	2	6	1		25	Bomb;Recon;Intercept;Re-base
	<i>F-15 (Am)</i>	Rocketry	Oil,Aluminum	100	8	4	-	4	6	2		25	P. Bomb;Bomb;Recon;Intercept;Re-base
	Tactical Nuke	Space Flight	Aluminum,Uranium	300	-	-	-	0	6	0		75	
	Stealth Fighter	Stealth	Oil,Aluminum	120	0	0	-	4	6	2		30	P. Bomb;Bomb;Recon;Intercept;Re-base
	Stealth Bomber	Stealth	Oil,Aluminum	240	0	0	-	8	8	3		60	P. Bomb;Bomb;Rebase
	ICBM	Satellites	Aluminum,Uranium	500	-	-	-	-	G	-		125	Global range
	Cruise Missile	Rocketry	Aluminum	60	0	0	1	16	2	3		15	

Notes:

- (1) "*" on movement factor signifies that the unit exerts a zone of control
- (2) "Blitz" - unit can perform multiple attacks
- (3) "radar" - unit can see two regardless of terrain
- (4) Upgrades for special units same as generic equivalent unless otherwise indicated
- (5) Db=number of shields received if unit is disbanded

Defensive bonuses

Terrain	Bonus	Fortification	Bonus	Other	Bonus
Hills	50%	Town	0%	Over River	25%
Mountains	100%	City	50%	Fortified	25%
Forest	25%	Metropolis	100%		
Jungle	25%	Walled Town	50%		
Other	10%	Fortress	50%		

Experience

Name	HP
Conscript	2
Regular	3
Veteran	4
Elite	5