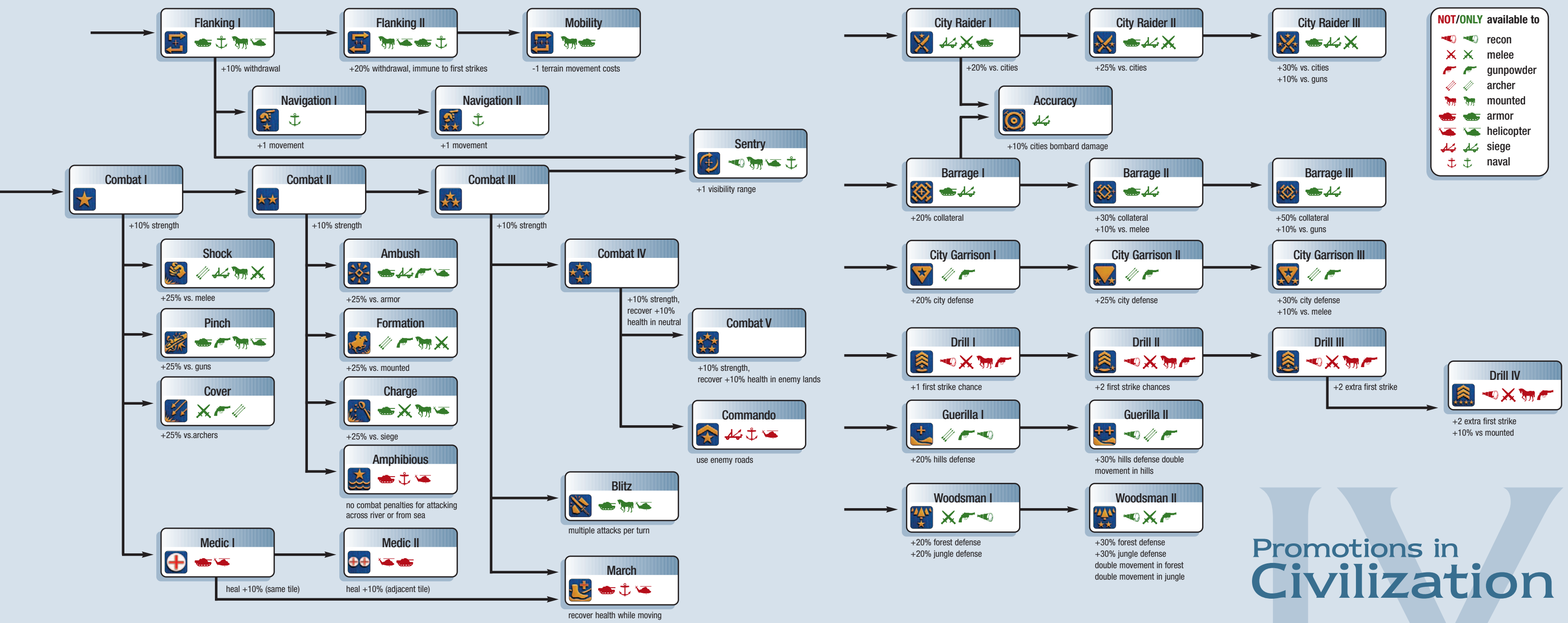


Civic Name	Upkeep Cost	Required Technology	Effect One	Effect Two
Government				
Despotism	Low	None	None	None
Hereditary Rule	Medium	Monarchy	+1 happy per military unit stationed in city	None
Representation	Low	Constitution	+3 beakers per specialist	+3 happy in 5 largest cities
Police State	High	Fascism	+25% military unit production	-50% war weariness
Universal Suffrage	Medium	Democracy	+1 hammer on town	Can spend gold to finish production in a city
Legal				
Barbarism	Low	None	None	None
Vassalage	High	Feudalism	New units receive +2 experience points	Lower unit support costs
Bureaucracy	Medium	Civil Service	+50% hammers, +50% gold in capital	None
Nationhood	Low	Nationalism	Can draft 3 units per turn	+2 happy faces per Barracks
Free Speech	None	Liberalism	+2 gold from town	+100% culture in all cities
Labor				
Tribalism	Low	None	None	None
Slavery	Low	Bronze Working	Can sacrifice population to finish production in a city	None
Serfdom	Low	Feudalism	Workers build improvements +50% faster	None
Caste System	Medium	Code of Laws	Unlimited Artists, Scientist, Merchant	None

Civic Name	Upkeep Cost	Required Technology	Effect One	Effect Two
Labor				
Emancipation	None	Democracy	+100% growth for cottage, hamlet, village	Unhappiness penalty for civs without Emancipation
Economy				
Decentralization	Low	None	None	None
Mercantilism	Medium	Banking	+1 free specialist per city	No foreign trade routes
Free Market	Low	Economics	+1 trade routes per city	None
State Property	None	Communism	No maintenance costs from distance to palace	+1 food from workshop, watermill
Environmentalism	High	Ecology	+6 health in all cities	+1 happy from jungle, forest
Religion				
Paganism	Low	None	None	None
Organized Religion	High	Monotheism	Can build missionaries without monastery	Cities with state religion construct buildings +25% faster
Theocracy	Medium	Theology	+2 experience points in cities with state religion	No non-state religion spread
Pacifism	None	Philosophy	+100% great person birth rate in cities with state religion	+1 gold support cost per military unit
Free Religion	Low	Liberalism	No state religion, +1 happy per religion in a city	+10% research in all cities

Improvements/Resources	Requires	Food	Production	Commerce	Comments
Camp	Hunting	+0	+0	+0	
Deer		+1, +2 with Camp	0	0	+1 health
Fur		0	0	+1, +3 with Camp	+1 happy
Ivory		0	+1, +1 with Camp	+1 with Camp	+1 happy
Cottage	Pottery	0	0	+1g	Becomes a Hamlet in 10 turns
Hamlet	Pottery	0	0	+2g	Becomes a Village in 20 turns
Village	Pottery	0	0	+3, +1 with Printing Press	Becomes a Town in 40 turns
Town	Pottery	0	+1 with Universal Suffrage	+4, +1 with Printing Press, +2 with Free Speech	
Farm	Agriculture	+1, +1 with Biology	0	0	Carries irrigation (with Civil Service)
Corn		+1, +2 with Farm	0	0	+1 health
Rice		+1, +1 with Farm	0	0	+1 health
Wheat		+1, +2 with Farm	0	0	+1 health
Fishing Boats	Fishing	0	0	0	
Clam		+1, +2 with Fishing Boats	0	0	+1 health
Crab		+1, +2 with Fishing Boats	0	0	+1 health
Fish		+1, +3 with Fishing Boats	0	0	+1 health
Fort	Mathematics	0	0	0	+25% defense
Hit Movies	Hollywood	0	0	0	+1 happy
Hit Musicals	Broadway	0	0	0	+1 happy
Hit Singles	Rock N Roll	0	0	0	+1 happy
Lumbermill	Replaceable Parts	0	+1	+1 next to river	
Mine	Mining	0	+2	0	Small chance to discover metals
Aluminum	Industrialism	0	+1, +3 with Mine	+1 with Mine	
Coal	Steam Power	0	+1, +3 with Mine	0	
Copper	Bronze Working	0	+1, +3 with Mine	0	
Iron	Iron Working	0	+1, +3 with Mine	0	
Uranium	Physics	0	0	+3 with Mine	
Gems		0	+1 with Mine	+1, +5 with Mine	+1 happy

Improvements/Resources	Requires	Food	Production	Commerce	Comments
Gold		0	+1 with mine	+1, +6 with mine	+1 happy
Silver		0	+1 with mine	+1, +4 with mine	+1 happy
Offshore Platform	Plastics	0	0	0	
Oil	Scientific Method	0	+1, +2 with offshore platform	+1 with offshore platform	
Pasture	Animal Husbandry	0	0	0	
Horse		0	+1, +2 with pasture	+1 with pasture	
Cow		+1, +1 with pasture	+2 with pasture	0	+1 health
Pig		+1, +3 with pasture	0	0	+1 health
Sheep		+1, +2 with pasture	0	+1 with pasture	+1 health
Plantation	Calendar	0	0	0	
Banana		+1, +2 with plantation	0	0	+1 health
Dye		0	0	+1, +4 with plantation	+1 happy
Incense		0	0	+1, +5 with plantation	+1 happy
Silk		0	0	+1, +3 with plantation	+1 happy
Spices		+1 with plantation	0	+1, +2 with plantation	+1 happy
Sugar		+1, +1 with plantation	0	+1 with plantation	+1 happy
Quarry	Masonry	0	0	0	
Marble		0	+1, +1 with quarry	+2 with quarry	
Stone		0	+1, +2 with quarry	0	
Watermill	Machinery	+1 with State Property	+1, +1 with Replaceable Parts	+2 with Electricity	
Well	Combustion	0	0	0	
Oil	Scientific Method	0	+1, +2 with well	+1 with well	
Whaling Boats	Optics	0	0	0	
Whale		+1	+1 with whaling boats	+2 with whaling boats	+1 happy
Windmill	Machinery	+1	+1 with Replaceable Parts	+1, +1 with Electricity	
Winery	Monarchy	0	0	0	
Wines		+1 with winery	0	+1, +2 with winery	+1 happy
Workshop	Metal Casting	-1, +1 food with State Property	+1, +1 with Guilds, +1 with Replaceable Parts	0	



Promotion Name	Required Promotions	Available to	Effect
Accuracy	City Raider I or Barrage I	Siege	+10% city bombard damage
Ambush	Combat II	Siege, Gunpowder, Armored, Helicopter	+25% vs. armored units
Amphibious	Combat II	Recon, Mounted, Archery, Melee, Siege, Gunpowder	No combat penalty for attacking from sea or across river
Barrage I	None	Siege, Armored	+20% collateral damage
Barrage II	Barrage I	Siege, Armored	+30% collateral damage, +10% vs. melee units
Barrage III	Barrage II	Siege, Armored	+50% collateral damage, +10% vs. gunpowder units
Blitz	Combat III	Mounted, Armored, Helicopter	Can attack multiple times per turn
Charge	Combat II	Mounted, Melee, Armored, Helicopter	+25% vs. siege weapons
City Garrison I	None	Archery, Gunpowder	+20% city defense
City Garrison II	City Garrison I	Archery, Gunpowder	+25% city defense
City Garrison III	City Garrison II	Archery, Gunpowder	+30% city defense, +10% vs. melee units
City Raider I	None	Melee, Siege, Armored	+20% city attack
City Raider II	City Raider I	Melee, Siege, Armored	+25% city attack
City Raider III	City Raider II	Melee, Siege, Armored	+30% city attack, +10% vs. gunpowder units
Combat I	None	All	+10% strength

Promotion Name	Required Promotions	Available to	Effect
Combat II	Combat I	All	+10% strength
Combat III	Combat II	All	+10% strength
Combat IV	Combat III	All	+10% strength, heals extra 10% damage per turn in neutral lands
Combat V	Combat IV	All	+10% strength, heals extra 10% damage per turn in enemy lands
Commando	Combat IV	Recon, Archery, Mounted, Melee, Gunpowder, Armored	Can use enemy roads
Cover	Combat I	Archery, Melee, Gunpowder	+25% vs. archery units
Drill I	None	Archery, Siege, Armored, Helicopter, Naval	1 extra first strike chance
Drill II	Drill I	Archery, Siege, Armored, Helicopter, Naval	1 extra first strike
Drill III	Drill II	Archery, Siege, Armored, Helicopter, Naval	+2 first strike chances
Drill IV	Drill III	Archery, Siege, Armored, Helicopter, Naval	+2 first strikes, +10% vs. mounted units
Flanking I	None	Mounted, Armored, Helicopter, Naval	+10% withdraw chance
Flanking II	Flanking I	Mounted, Armored, Helicopter, Naval	+20% withdraw chance; Immune to First Strike
Formation	Combat II	Archery, Mounted, Melee, Gunpowder	+25% vs. mounted units

Promotion Name	Required Promotions	Available to	Effect
Guerilla I	None	Recon, Archery, Gunpowder	+20% hills defense
Guerilla II	Guerilla I	Recon, Archery, Gunpowder	+30% hills defense, double movement in hills
March	Combat III or Medic I	Recon, Archery, Mounted, Melee, Siege, Gunpowder	Can heal while moving
Medic I	Combat I	All except Armored and Helicopter	Heals units in the same tile extra 10% damage per turn
Medic II	Medic I	All except Armored and Helicopter	Heals units in adjacent tiles extra 10% damage per turn
Mobility	Flanking II	Mounted, Armored	-1 terrain movement cost
Navigation I	Flanking I	Naval	+1 movement range
Navigation II	Navigation I	Naval	+1 movement range
Pinch	Combat I	Mounted, Gunpowder, Armored, Helicopter	+25% vs. gunpowder units
Sentry	Combat II or Flanking I	Recon, Mounted, Helicopter, Naval	+1 visibility range
Shock	Combat I	Archery, Mounted, Melee, Siege	+25% vs. melee units
Woodsmen I	None	Recon, Melee, Gunpowder	+20% jungle defense, +20% forest defense
Woodsmen II	Woodsmen I	Recon, Melee, Gunpowder	+30% jungle defense, +30% forest defense, double movement in jungle and forest