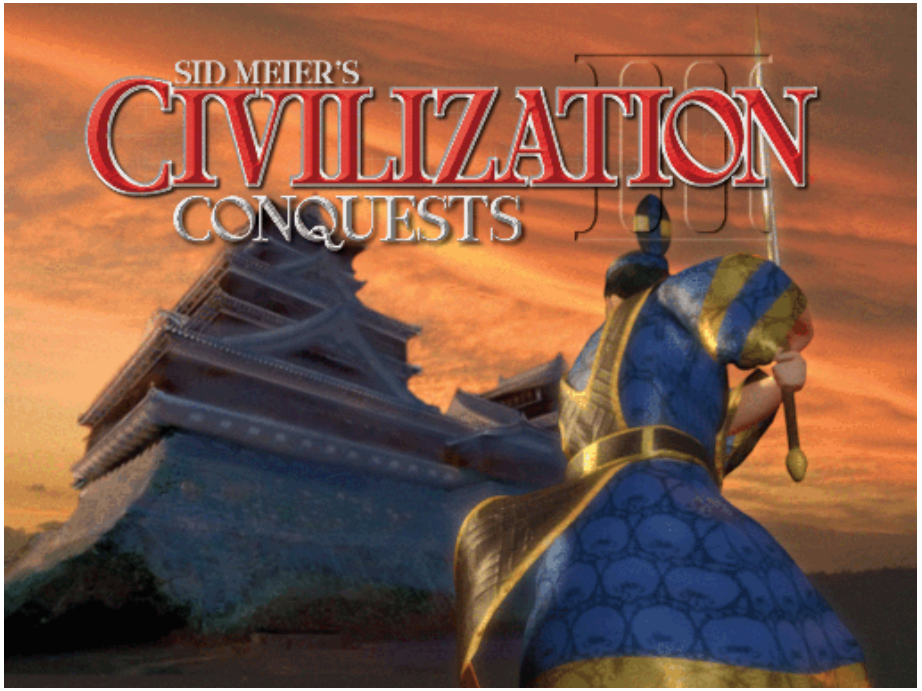

Default Game Rules for Civilization III Conquest

This Document Originally Created by Rob Shires (Skydivingcows)
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Modified by

THANK YOU FIRAXIS, INFOGRAMES, ATARI AND BREAKAWAY GAMES!
Congratulations to Sid Meier
You created another masterpiece

Good Luck on the high seas in 2004!!!

http://forums.civfanatics.com/showthread.php?s=&threadid=70722
All pictures were obtained in Civilopedia folders from Civ3 and Conquests
All data compiled from Civ3 Conquest Editor and Civilopedia in the game itself

Rob Shires and www.Civ3.com	Civilization Conquest Abilities										Unit Difference	
	Agr	Com	Exp	Ind	Mil	Rel	Sci	Sea	Special Unit	Replaces	Attack/Defense/Movement	Requires
Rome		X			X				Legionaries	Swordsmen	0/1/0	
Egypt				X		X			War Chariots	Chariots	1/0/0	
Greece		X					X		Hoplites	Spearman	0/1/0	-
Babylon						X	X		Bowmen	Archer	0/1/0	-
Germany					X		X		Panzers	Tank	0/0/1	
Russia			X				X		Cossacks	Cavalry	+10	
China				X	X				Riders	Knights	0/0/1	
America			X	X					F-15	Jet Fighter	B3 F1 €	
Japan					Z	X			Samurai	Knights	0/1/0	
France		X		X					Musketeers	Musketman	0/1/0 B2 F1	
India		X				X			War Elephants	Knights	≠	-
Persia				X			X		Persian Immortals	Swordsmen	1/0/0	
Aztecs	X				X				Jaguar Warriors	Warriors	0/0/1 +5	-
Zululand			X		X				Impi	Spearman	0/0/1 Ω	-
Iroquois	X	X							Mounted Warriors	Horseman	1/0/0	
England		X						Z	Men-O-War	Frigates	2/0/0 B1 +5	
Mongols			X		X				Keshik	Knights	0/-1/0 -10 ¢	
Spain						X		X	Conquistador	Explorers	3/2/0 +50	
Scandinavia					X			X	Berserkers	Longbowmen	2/1/0 B-2F-1 +30 ≈	-
Ottomans				X			X		Sipahi	Cavalry	2/0/0 +20	
Celts	X					X			Gallic Swordsmen	Swordsmen	0/0/1 +10	
Arabia			X			X			Ansar Warriors	Knights	0/-1/1 -10	
Carthage				X				X	Numidian Mercenaries	Spearman	1/1/0 +10	-
Korea		X					X		Hwach'a	Cannon		
Sumeria	X						X		Enkidu Warriors	Warriors	0/1/0 ≠	-
Hittites		X	X						Three-man Chariot	Chariot	1/1/0 +10	
Netherlands	X							X	Swiss Mercenaries	Pikeman	0/1/0	
Portugal			X					X	Carracks	Caravels	1/0/0 Ó	-
Byzantines							X	X	Dromon	Galley	1/0/0 B2 R1 F2	-
Inca	X		Z						Chasqui Scout	Scout	1/1/0 +10	-
Maya	X			X					Javelin Thrower	Archer	0/1/0 B-1F-1 +10	-

Blitzkrieg	Lethal Land Bombardment	Lethal Sea Bombardment	Enslavement	Bombardment	Shield cost	Rate of Fire	Range
Ω Withdraw	€ Stealth Attack, Precision Strike	¢ Ignore Movement Cost	Ó Ocean Traverse	≈ Amphibious	≠ Additional Hit Point		Bombard

Civilization Traits

Trait	**Agricultural**	**Commercial**	**Expansionist**	**Industry**	**Militaristic**	**Religious**	**Scientific**	**Seafaring**
Tech	Pottery	Alphabet	Pottery (X) or Masonry (Z)	Masonry	Warrior Code (X) or The Wheel (Z)	Ceremonial Burial	Bronze Working	Alphabet (X) or Pottery (Z)
Bonus	Extra food in city center, irrigated deserts produce extra food	Extra Commerce in city center	Better stuff from barbarian villages	Extra production in city center	Reduced military improvement costs	Reduced cost for religious improvements	Free random tech at beginning of each new era	Reduced "water based" city improvements, Cities built on coast receive extra commerce in city center
Bonus	Reduced costs for aqueduct, Recycling and Solar Plants	Lower corruption	Civilization starts with scout	Workers work faster	Battlefield promotions more likely	No Anarchy between Governments	Reduced science improvement cost	Ships move faster and have less of chance of sinking out at sea and in the ocean

Government Types

Government	Anarchy	Despotism	Monarchy	Communism	Republic	Democracy	Fascism	Feudalism
Hurry Method	-	Forced	Paid	Forced	Paid	Paid	Forced	Forced
Corruption	Catastrophic	Rampant	Problematic	Communal	Nuisance	Minimal	Nuisance	Problematic
War Weariness	-	-	-	-	Low	High	-	Low
Worker Rate	50%	100%	100%	100%	100%	150%	200%	100%
Military Police	0	2	3	4	0	0	4	3
Draft Limit	0	2	2	2	1	1	2	2
Town	0	4	2	6	1	0	4	5
City	0	4	4	6	3	0	7	2
Metropolis	0	4	8	6	4	0	10	1
Unit Cost	1	1	1	1	2	1	1	3
	-1 or if tile produces 3 or more	-1 or if tile produces 3 or more		Veteran Spy	+1 in each tile already producing	No Propaganda +1 in each tile already producing	Xenophobic Forced Resettlement Veteran Spy	

Resources

	Resource	Type	Prerequisite				D	P	G	T	Flood	H	Mou	For	J	Mar	C	S
	Horses	Strategic	The Wheel	0	0	1		X	X			X						
	Iron	Strategic	Iron Working	0	1	0						X	X					
	Saltpeter	Strategic	Gunpowder	0	0	1	X					X	X					
	Coal	Strategic	Steam Power	0	2	1						X	X		X			
	Oil	Strategic	Refining	0	1	2	X			X						X		
	Rubber	Strategic	Replaceable Parts	0	0	2								X	X	X		
	Aluminum	Strategic	Rocketry	0	2	0				X		X						
	Uranium	Strategic	Fission	0	2	3							X	X				
	Wines	Luxury	-	1	0	1		X	X			X						
	Furs	Luxury	-	0	1	1				X				X				
	Dyes	Luxury	-	0	0	1								X	X			
	Incense	Luxury	-	0	0	2	X					X						
	Spices	Luxury	-	0	0	2								X	X			
	Ivory	Luxury	-	0	0	2		X						X				
	Silks	Luxury	-	0	0	3								X	X			
	Gems	Luxury	-	0	0	4							X		X			
	Whales	Bonus	-	1	1	2												X
	Game	Bonus	-	2	0	0				X				X		X		
	Fish	Bonus	-	2	0	1										X	X	X
	Cattle	Bonus	-	2	1	0		X	X									
	Wheat	Bonus	-	2	0	0		X	X		X							
	Gold	Bonus	-	0	0	4						X	X					
	Sugar	Bonus	-	1	0	1		X				X						
	Tropical Fruit	Bonus	-	1	0	1									X			
	Oasis	Bonus	-	2	0	0	X											
	Tobacco	Bonus	-	0	0	1			X			X						

Terrain

Terrain	Map				Irrigation	Mining	Road	Movement	Defense	Wheeled Units	Disease	Resources
Desert		0	1	0	1	1	1	1	10			
Plains		1	1	0	1	1	1	1	10			
Grassland		2	0	0	1	1	1	1	10			
Tundra		1	0	0	0	1	1	1	10			
Flood Plain		3	0	0	1	0	1	1	10		Yes	Disease eliminated by Sanitation
Hills		1	1	0	0	2	1	2	50			
Mountains		0	1	0	0	2	1	3	100	No		
Forest		1	2	0	0	0	1	2	25			
Jungle		1	0	0	0	0	1	3	25	No	Yes	
Marsh		1	0	0	0	0	1	2	20	No	Yes	
Volcano		0	3	0	0	0	0	3	80	No		-
Coast		1	0	2	0	0	0	1	10			
Sea		1	0	1	0	0	0	1	10			
Ocean		0	0	0	0	0	0	1	10			-
Bonus Grassland		2	1	0	1	1	1	1	10			
River				1				-	When Crossing 25			Roads bridge after Engineering Tech Allows Irrigation without Electricity Allows city growth up to 12
Lake		2	0	2	0	0	0	1	10			Allows Irrigation without Electricity

Worker Jobs and Citizens

Job		Prerequisite				Turns	Defense	Lose Worker	
Mine				1-2		12			2 if built on hills or mountains
Irrigation			1			8			Electricity allows irrigation without fresh water
Fortress		Construction				16	50		Zone of Control
Road					1	6			Wheeled units travel more terrain, 1/3 Movement over land terrain, Bridges after Engineering Tech
Railroad		Steam Power	→	→		12			Requires to build, Zero movement cost Adds 1 to irrigation or 1 to mine
Plant Forest		Engineering				18			Builds Forest in grasslands or plains
Clear Forest						4			Removes forest into grassland, plain or tundra Returns 10 to nearest city
Clear Wetlands						16			Removes jungle into grassland Removes marsh into flood plain
Clear Damage						24			Removes pollution, Removes volcanic fallout Fills craters
Airfield		Flight				1		Yes	Base for air units, Build in neutral territory Civilizations will take control if territory overlaps
Radar Tower		Radio				1	25	Yes	+25% offensive and defensive attacks within two tiles No overlapping bonus, Destroyed by other Civ territory
Outpost		Masonry				1		Yes	Removes Fog of War by two tiles on flat land, three on hills, Four on mountains, Destroyed by other Civ territory
Barricade		Construction				16	100		Stops enemy movement one turn, Zone of Control Only built on a tile containing a Fortress
Colony						1		Yes	Built on top of resources outside city territory Any city can use resource if connected to colony

	Laborer	Entertainer	Tax Collector	Scientist	Policeman	Civil Engineer	Movement Rate Along Roads 3
Citizens							Golden Age 20 Turns Minimum Research Time 4 Turns
Luxuries	-	1	-	-	-	-	Maximum Research Time 50 Turns
Research	-	-	-	3	-	-	Draft and Sacrifice Citizen 20 Turns
Taxes	-	-	2	-	-	-	2 Food per Citizen
Corruption	-	-	-	-	1	-	4 Cities per Army
Construction	-	-	-	-	-	2	Cultural Level Multiplier 1000

Great Wonders

	Great Wonders	Required	Cost	Culture	Tourist Attraction	Traits	Obsolete	♦ In every city / Δ In every city on continent	☺ Doubles happiness of
	Pyramids	Masonry	400	4	**X**	Ind, Rel, Agr		Δ Granary	
	Hanging Gardens	Monarchy	300	4	**X**	Ind, Agr	Steam Power	3 ☺ in city ♦ 1 ☺ in all other cities	
	Colossus	Bronze Working	200	3	**X**	Com, Exp, Sea	Flight	1 in every tile already producing	
	Great Lighthouse	Map Making	300	2	**X**	Com, Exp, Sea	Magnetism	Safe Sea Travel +1 Ship Movement	
	Great Library	Literature	400	6	**X**	Sci	Education	+2 Tech Advances gained by other Civ's	
	Oracle	Mysticism	300	4	**X**	Rel	Theology	☺ Temples	
	Great Wall	Construction	300	2	**X**	Rel, Mil	Metallurgy	Δ Walls Doubles combat strength vs. barbarians	
	Sun Tzu's Art of War	Feudalism	600	2		Mil		Δ Barracks	
	Sistine Chapel	Theology	600	6	**X**	Rel,		☺ Cathedral	
	Magellan's Voyage	Navigation	400	3		Com, Exp, Sea		+1 Ship movement	
	Copernicus' Observatory	Astronomy	400	4	**X**	Exp		Doubles research output	
	Shakespeare's Theatre	Free Artistry	450	8	**X**	-		8 ☺ in city Allows city growth greater than 12	
	Leonardo's Workshop	Invention	600	2	**X**	Mil		Halves unit upgrade cost	
	J.S. Bach's Cathedral	Music Theory	600	6	**X**	Rel		2 ☺ in city Δ 2 ☺ in continental cities	
	Newton's University	Theory of Gravity	400	6	**X**	Sci		Doubles research output	
	Smith's Trading Company	Economics	600	3		Com, Sea		Pays maintenance for trade installations	
	Universal Suffrage	Industrialization	800	4		Agr		♦ Reduce war weariness	
	Hoover Dam	Electronics Must be near River	800	2	**X**	Ind, Agr		♦ Hydro Plant	
	Theory of Evolution	Scientific Method	600	3		Sci		+2 Tech Advances	
	United Nations	Fission	1000	4	**X**	Com		Allows Diplomatic Victory	
	Manhattan Project	Fission Uranium	800	2		Mil, Ind		Allows construction of nuclear devices by all Civ's	

Great Wonders Continued

	Great Wonders	Required	Cost	Culture	Tourist Attraction	Traits	Obsolete	♦ In every city / Δ In every city on continent	☺ Doubles happiness of
	Cure for Cancer	Genetics	1000	3		Agr, Sci		1 ☺ in city ♦ 1 ☺ in all cities	
	Longevity	Genetics	1000	3		Sci		+2 Citizens every time city grows (instead of 1)	
	SETI Program	Computers	1000	3		Exp		Doubles research output	
	Internet	Miniaturization	1000	4		ALL		Δ Research Lab	
	Temple of Artemis	Polytheism	500	4	**X**	Rel	Education	Δ Temple	
	Statue of Zeus	Mathematics Ivory	200	4	**X**	Mil, Rel	Metallurgy	Produces Ancient Cavalry every 5 turns	
	Mausoleum of Mausollos	Philosophy	200	2	**X**	Sci, Sea		3 ☺ in city	
	Knights Templar	Chivalry	300	2		Mil, Rel	Steam Power	Produces Crusader every 5 turns	

Small Wonders

	Small Wonders	Required	Cost	Culture	Tourist Attraction	Traits	Obsolete	♦ In every city / Δ In every city on continent	☺ Doubles happiness of
	Heroic Epic	Victorious Army	200	4		Rel, Sea		Increases chances of Leaders appearing	
	Iron Works	Coal and Iron in city radius	300	2		-		Produces Pollution Production increased by 100%	
	Forbidden Palace		200	2		Rel		Reduces corruption	
	Military Academy	Military Tradition Victorious Army	400	1		Mil		Build Armies without Leader Increased Army Success, 4 Cities per army	
	The Pentagon	3 Armies	400	1		Mil		Build larger Armies	
	Wall Street	5 Stock Exchanges	300	2				Treasury earns 5%	
	Apollo Program	Space Flight Aluminum	500	2		Sci		Build spaceship parts	
	Strategic Missile Defense	Integrated Defense 5 SAM batteries	500	1		Mil		Decrease chance of successful missile attacks by 75%	
	Intelligence Agency	Espionage	400	1		Mil, Sci		Spy Missions	
	Battlefield Medicine	5 Hospitals	500	1		Mil		Healing in enemy territory	
	Secret Police Head Quarters	Espionage Communism	200	-		-		Reduces corruption	

City Improvements

	City Improvements	Required	Cost	Culture	Maintenance	Traits	Production	Pollution	Cost = Shields to build Maintenance = Commerce upkeep per turn
	Palace	Masonry	100	1					Built at starting city Reduces corruption
	Barracks		40		**1**	Mil			Produces veteran ground units
	Granary	Pottery	60		**1**				Doubles city growth rate
	Temple	Ceremonial Burial	60	2	**1**	Rel			1 in city
	Marketplace	Currency	100		**1**	Com			+50% Tax output Increases Luxury trade
	Library	Literature	80	3	**1**	Sci			+50% Research output
	Courthouse	Code of Laws	80		**1**				Resistant to propaganda Reduces corruption
	Walls	Masonry	20			Mil			Bombard value of 8, Adds a 50% Defensive value not used when city size greater than 6
	Aqueduct	Construction	100		**1**	Agr			Allows city growth to 12
	Bank	Banking 1 Marketplace	160		**1**	Com			+50% Tax output
	Cathedral	Monotheism 1 Temple	160	3	**2**	Rel			3 in city
	University	Education 1 Library	200	4	**2**	Sci			+50% Research output
	Coliseum	Construction	120	2	**2**				2 in city
	Factory	Industrialization Iron	240		**3**		2	2	Allows building of **ONE** type of power plant Coal, Hydro, Solar, or Nuclear
	Manufacturing Plant	Robotics 1 Factory	320		**3**		2	2	May be built along with power plants
	Recycling Center	Recycling	200		**2**	Agr			Reduces building pollution
	Coal Plant	Industrialization 1 Factory, Coal	160		**3**		2	2	**ONE** type of power plant
	Hydro Plant	Electronics 1 Factory	240		**3**		2		Must be near river **ONE** type of power plant
	Nuclear Plant	Nuclear Power 1 Factory, Uranium	240		**3**		4		Must be near water, Can meltdown/explode **ONE** type of power plant
	Hospital	Sanitation	160		**2**				Allows city growth greater than 12
	Research Lab	Computers 1 University	200	2	**2**	Sci		1	+50% Research output

City Improvements Continued and Space Race Components

	Improvements	Required				Traits	Production	Pollution	
	Mass Transit System	Ecology Rubber	200		**2**				Removes population pollution
	SAM Missile Battery	Rocketry Aluminum	80		**2**	Mil			Air Bombard value of 8 Attacks enemy air units attacking city
	Coastal Fortress	Metallurgy Iron, Saltpeter	40			Mil, Sea			Bombards passing enemy ships with value of 8 Naval Bombard defense value of 8
	Solar Plant	Ecology 1 Factory	320		**3**	Agr	2		**ONE** type of power plant
	Harbor	Map Making	60		**1**	Sea, Mil Com			Produces veteran sea units, +1 food in water tiles Cities can be connected by Harbors
	Offshore Platform	Miniaturization	240		**3**	Sea		2	+1 shield in water tiles
	Airport	Flight	160		**2**	Mil, Com		1	Produces veteran air units Cities connected by Airports
	Police Station	Communism	160		**2**				Reduces corruption Reduces war weariness
	Wealth								Converts Shields into gold Default is 4 shields for 1 gold
	Civil Defense	Radio 1 Barracks	120		**1**	Mil			Adds a 50% Defensive value
	Stock Exchange	The Corporation 1 Bank	200		**3**	Com			+50% Tax output
	Commercial Dock	Mass Production 1 Harbor	160		**2**	Com, Sea		1	+1 commerce in water tiles
	SS Thrusters	Satellites Aluminum	320						
	SS Cockpit	Space Flight Aluminum	320						
	SS Docking Bay	Space Flight Aluminum	160						
	SS Engine	Space Flight Aluminum	640						
	SS Fuel Cells	Super Conductor Uranium	160						
	SS Life Support System	Super Conductor Aluminum	320						
	SS Stasis Chamber	Robotics Uranium, Aluminum	320						
	SS Storage Supply	Synthetic Fibers Aluminum	160						
	SS Planetary Party Lounge	The Laser Aluminum	160						
	SS Exterior Casing	Synthetic Fibers Aluminum, Rubber	640						

Land Units

	Land Units	A	D	M	Cost	B	R	F	Required Tech	Resources	Upgrades To	Available To	✕ Can Pillage / Ψ Zone of Control	Airlift / Ж Capture
	Settler			1	30 2 Pop				-	-	-	All	Allows you to build a city	
	Worker			1	10 1 Pop				-	-	-	All	Does all worker jobs	
	Scout			2	10				-	-	-	Expansionist - Inca	✕ Explorer	
	Explorer			2	20				Astronomy		-	All - Spain	✕ Explorer Treats all terrain as a road	
	Marines	12	6	1	120				Amphibious War	Rubber	-	All	✕	Ж
	Modern Paratrooper	6	11	1	110				Synthetic Fibers	Oil Rubber	-	All	✕	Ж Ψ **Airdrop**
	Warrior	1	1	1	10				Warrior Code		Swordsman	All - Sumeria	✕	Ж
	Archer	2	1	1	20	1	0	1	Warrior Code		Longbowman	All - Babylon Maya	✕	Ж
	Spearman	1	2	1	20				Bronze Working		Pikeman	All - Greece Zulu Carthage Sumeria	✕	Ж **Draft**
	Swordsman	3	2	1	30				Iron Working	Iron	-	All - Rome Persia Celts	✕	Ж
	Chariot	1	1	2	20				The Wheel	Horses	Horseman	All - Egypt Hittites	✕	Ж **Wheeled**
	Horseman	2	1	2	30				Horseback Riding	Horses	Knight	All - Iroquois	✕	Ж
	Pikeman	1	3	1	30				Feudalism	Iron	Musketman	All - Netherlands Carthage Greece	✕	Ж **Draft**
	Longbowmen	4	1	1	40	2	0	1	Invention		Guerilla	All - Scandinavia	✕	Ж
	Musketman	2	4	1	60				Gunpowder	Saltpeter	Rifleman	All - France	✕	Ж **Draft**
	Knight	4	3	2	70				Chivalry	Horses Iron	Cavalry	All - China Mongols India Japan Arabia	✕	Ж
	Rifleman	4	6	1	80				Nationalism		Infantry	All	✕	Ж **Draft**
	Cavalry	6	3	3	80				Military Tradition	Horses Saltpeter	-	All - Russia Ottomans	✕	Ж Ψ
	Infantry	6	10	1	90				Replaceable Parts	Rubber	Mech. Infantry	All	✕	Ж **Draft**
	Tank	16	8	2	100				Motorized Transportation	Oil Rubber	Modern Armor	All - Germany	✕	Ж Ψ **Blitzkrieg**

Land Units Continued

	Land Units	A	D	M	Cost	B	R	F	Required Tech	Resources	Upgrades To	Available To	Can Pillage / Airlift / Zone of Control / Capture
	Mech. Infantry	12	18	2	110				Computers	Oil Rubber	-	All	**Ж Ψ Draft**
	Modern Armor	24	16	3	120				Synthetic Fibers	Oil Rubber	-	All	**Ж Ψ Blitzkrieg**
	Medieval Infantry	4	2	1	40				Feudalism	Iron	Guerilla	All - Persia	**Ж Draft**
	Guerilla	6	6	1	90	3	0	1	Replaceable Parts	-	-	All	**Ж Draft**
	Paratrooper	4	9	1	90				Advanced Flight	Oil Rubber	Modern Paratrooper	All	**Ж Ψ Airdrop**
	TOW Infantry	12	14	1	120	6	0	1	Rocketry	-	-	All	**Ж Draft**
	Flak	1	6	1	70				Flight		Mobile SAM	All	**Ж Air D Strength 2**
	Mobile SAM	1	6	2	100				Rocketry	-	-	All	**Ж Air D Strength 4**

Artillery Units

	Artillery Units	A	D	M	Cost	B	R	F	Required Tech	Resources	Upgrades To	Available To	Can Pillage / Airlift / Zone of Control / Capture
	Catapult			1	20	4	1	1	Mathematics	-	Trebuchet	All	**Wheeled**
	Cannon			1	40	8	1	1	Metallurgy	Iron Saltpeter	Artillery	All	**Wheeled** **Creates Craters**
	Artillery			1	80	12	2	2	Replaceable Parts	-	Radar Artillery	All	**Creates Craters**
	Radar Artillery			2	120	16	2	3	Robotics	Aluminum	-	All	**Ψ Radar** **Creates Craters**
	Trebuchet			1	30	6	1	1	Engineering	-	Cannon	All	**Wheeled**

Missile Units

	Missile Units	A	D	M	Cost	B	R	F	Required Tech	Resources	Upgrades To	Available To	Can Pillage / Airlift / Zone of Control / Capture
	Cruise Missile			1	60	16	4	3	Rocketry	Aluminum	-	All	Creates Craters Lethal land and sea bombardment
	Tactical Nuke			1	300		6		Space Flight	Aluminum Uranium	-	All	Nuclear weapon, Can Explore??? Tactical missile
	ICBM			1	500		∞		Satellites	Aluminum Uranium	-	All	Nuclear weapon, Immobile

Naval and Air Units

	Naval Units	A	D	M	🛡	B	R	F	Required Tech	Resources	Upgrades	Available	Sinks	∑ Needs Escort	€ Detect Invisible
	Galley	1	1	3	30				Map Making		Caravel	All - Byzantines	Sea Ocean	**Transport 2 Land Units**	
	Caravel	1	2	4	40				Astronomy		Galleon	All - Portugal	Ocean	**Transport 3 Land Units**	
	Frigate	2	2	5	60	3	1	2	Magnetism	Iron Saltpeter	-	All - England	-	**Creates Craters**	
	Galleon	1	2	4	50				Magnetism		Transport	All	-	**Transport 4 Land Units**	
	Ironclad	5	6	3	90	6	1	2	Ironclads	Iron Coal	Destroyer	All	-	**Creates Craters**	
	Transport	1	2	6	100				Combustion	Oil	-	All	-	∑ **Transport 6 Land Units**	
	Carrier	1	8	7	180				Mass Production	Oil	-	All	-	∑ **Radar, Air Defense 1 Transports 4 Aircraft**	
	Submarine	8	4	4	100				Mass Production	Oil	-	All	-	**€ Invisible Stealth Attack**	
	Destroyer	12	8	8	120	6	1	2	Combustion	Oil	-	All	-	**Detect Invisible, Air Defense 1 Creates Craters**	
	Battleship	18	12	5	200	8	2	2	Mass Production	Oil	-	All	-	**Creates Craters Air Defense 2**	
	AEGIS Cruiser	15	10	7	160	6	2	2	Robotics	Aluminum Uranium	-	All	-	**€ Zone of Control, Air Defense 3 Radar, Creates Craters**	
	Nuclear Submarine	8	4	5	140				Fission	Uranium	-	All	-	**€ Invisible, Stealth Attack Transports 1 Tactical Missile**	
	Privateer	2	1	5	50	3	0	0	Magnetism	Iron Saltpeter	-	All	-	**Hidden Nationality Enslavement (Privateer)**	
	Cruiser	15	10	6	160	7	1	2	Combustion	Oil	AEGIS Cruiser	All	-	**Creates Craters, Air Defense 1 Radar**	
	Curragh	1	1	2	15				Alphabet	-	Galley	All	Sea Ocean		
	Air Units	A	D	-	Cost 🛡	B	R	F	Required Tech	Resources	Upgrades To	Available To	🛩 Bombing / Ж Interception	€ Stealth Attack / Ψ Precision Bombing	∑ Recon
	Fighter	4	2	-	80	3	6	1	Flight	Oil	Jet Fighter	All	🛩 Ж ∑ **Creates Craters Lethal Sea Bombardment**		
	Bomber	-	2	-	100	12	10	3	Flight	Oil	-	All	🛩 **Creates Craters Lethal Land and Sea Bombardment**		
	Helicopter	-	2	-	100	-	6	-	Advanced Flight	Oil Rubber	-	All	∑ **Transports 3 foot units**		
	Jet Fighter	8	4	-	100	3	9	1	Rocketry	Oil Aluminum	-	All	🛩 Ж ∑ **Creates Craters Lethal Sea Bombardment**		
	Stealth Fighter	8	6	-	120	6	12	2	Stealth	Oil Aluminum	-	All	🛩 ∑ Ψ € **Lethal Land and Sea Bombardment**		
	Stealth Bomber	-	5	-	240	18	16	3	Stealth	Oil Aluminum	-	All	🛩 Ψ € **Lethal Land and Sea Bombardment**		

Unique Land Units

	Unique Units	A	D	M	Cost	B	R	F	Required Tech	Resources	Replaces	Win will start Golden Age for	Can Pillage / Zone of Control	Airlift / Capture
	Jaguar Warrior	1	1	2	15				Warrior Code	-	Warrior	Aztecs	✕ ✈ Ж	
	Bowman	2	2	1	20	1	0	1	Warrior Code	-	Archer	Babylon	✕ ✈ Ж	
	Hoplite	1	3	1	20				Bronze Working	-	Spearman	Greece	✕ ✈ Ж	
	Impi	1	2	2	20				Bronze Working	-	Spearman	Zululand	✕ ✈ Ж	
	Legionary	3	3	1	30				Iron Working	Iron	Swordsman	Rome	✕ ✈ Ж	
	Immortals	4	2	1	30				Iron Working	Iron	Swordsman	Persia	✕ ✈ Ж	
	War Chariot	2	1	2	20				The Wheel	Horses	Chariot	Egypt	✕ ✈ Ж **Wheeled**	
	Rider	4	3	3	70				Chivalry	Horses Iron	Knights	China	✕ ✈ Ж	
	Mounted Warrior	3	1	2	30				Horseback Riding	Horses	Horseman	Iroquois	✕ ✈ Ж	
	Musketeer	2	5	1	60	2	0	1	Gunpowder	Saltpeter	Musketman	France	✕ ✈ Ж	
	Samurai	4	4	2	70				Chivalry	Iron	Knight	Japan	✕ ✈ Ж	
	War Elephant	4	3	2	70				Chivalry	-	Knight	India	✕ ✈ Ж **Additional Hit Point**	
	Cossack	6	3	3	90				Military Tradition	Horses Saltpeter	Cavalry	Russia	✕ ✈ Ж Ψ **Blitzkrieg**	
	Panzer	16	8	3	100				Motorized Transportation	Oil Rubber	Tank	Germany	✕ ✈ Ж Ψ **Blitzkrieg**	
	Keshik	4	2	2	60				Chivalry	Horses	Knight	Mongols	✕ ✈ Ж Ψ **Ignore Movement Cost for Hills and Mountains**	
	Conquistador	3	2	2	70				Astronomy	Horses	Explorer	Spain	✕ ✈ Ж Ψ **Treats All Terrain as a Road**	
	Berserk	6	2	1	70				Invention	-	Longbowman	Scandinavia	✕ ✈ Ж **Amphibious**	
	Sipahi	8	3	3	100				Military Tradition	Horses Saltpeter	Cavalry	Ottomans	✕ ✈ Ж Ψ	
	Gallic Swordsman	3	2	2	40				Iron Working	Iron	Swordsman	Celts	✕ ✈ Ж	
	Ansar Warrior	4	2	3	60				Chivalry	Horses Iron	Knight	Arabia	✕ ✈ Ж	
	Numidian Mercenary	2	3	1	30				Bronze Working	-	Spearman	Carthage	✕ ✈ Ж **Draft**	

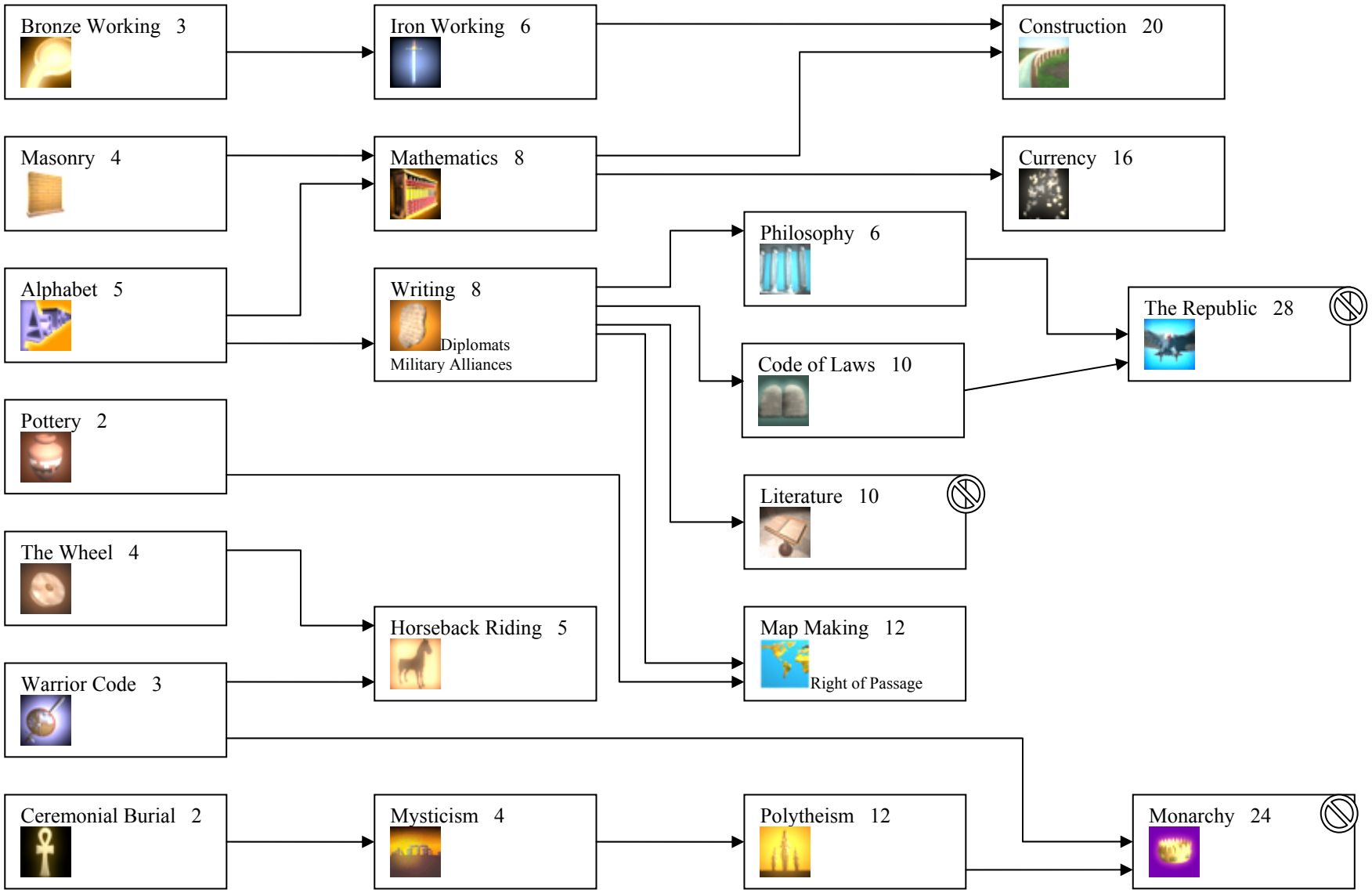
Unique Land Units Continued

	Unique Units	A	D	M	Cost	B	R	F	Required Tech	Resources	Replaces	Win will start Golden Age for	Can Pillage / Zone of Control / Airlift / Capture
	Enkidu Warrior	1	2	1	10				-	-	Warrior	Sumeria	
	Three-man Chariot	2	2	2	30				The Wheel	Horses	Chariot	Hittites	**Wheeled**
	Swiss Mercenary	1	4	1	30				Feudalism	Iron	Pikeman	Netherlands	**Draft**
	Chasqui Scout	1	1	2	20				-	-	Scout	Inca	
	Javelin Thrower	2	2	1	30				Warrior Code	-	Archer	Maya	**Enslavement (Worker)**
	Hwach'a			1	40	8	1	1	Metallurgy	Saltpeter	Cannon	Korea	**Creates Craters, Wheeled Lethal land and sea bombardment**
	Crusader	5	3	1	70				-	-	-	-	**Build Fort Produced by Knights Templar**
	Ancient Cavalry	3	2	2	40				-	-	-	-	**Additional Hit Point Produced by Statue of Zeus**
	Leader			3	-				-	-	-	-	**Builds an Army, Hurries Improvements and Science Output**
	Army			1	-				-	-	-	-	**Blitzkrieg, Radar 3 units may join to form Army**
	Princess			1	-				-	-	-	-	**Immobile, Flag Unit**
	All Kings	1	1	2	-				-	-	-	-	**King Does not require maintenance**

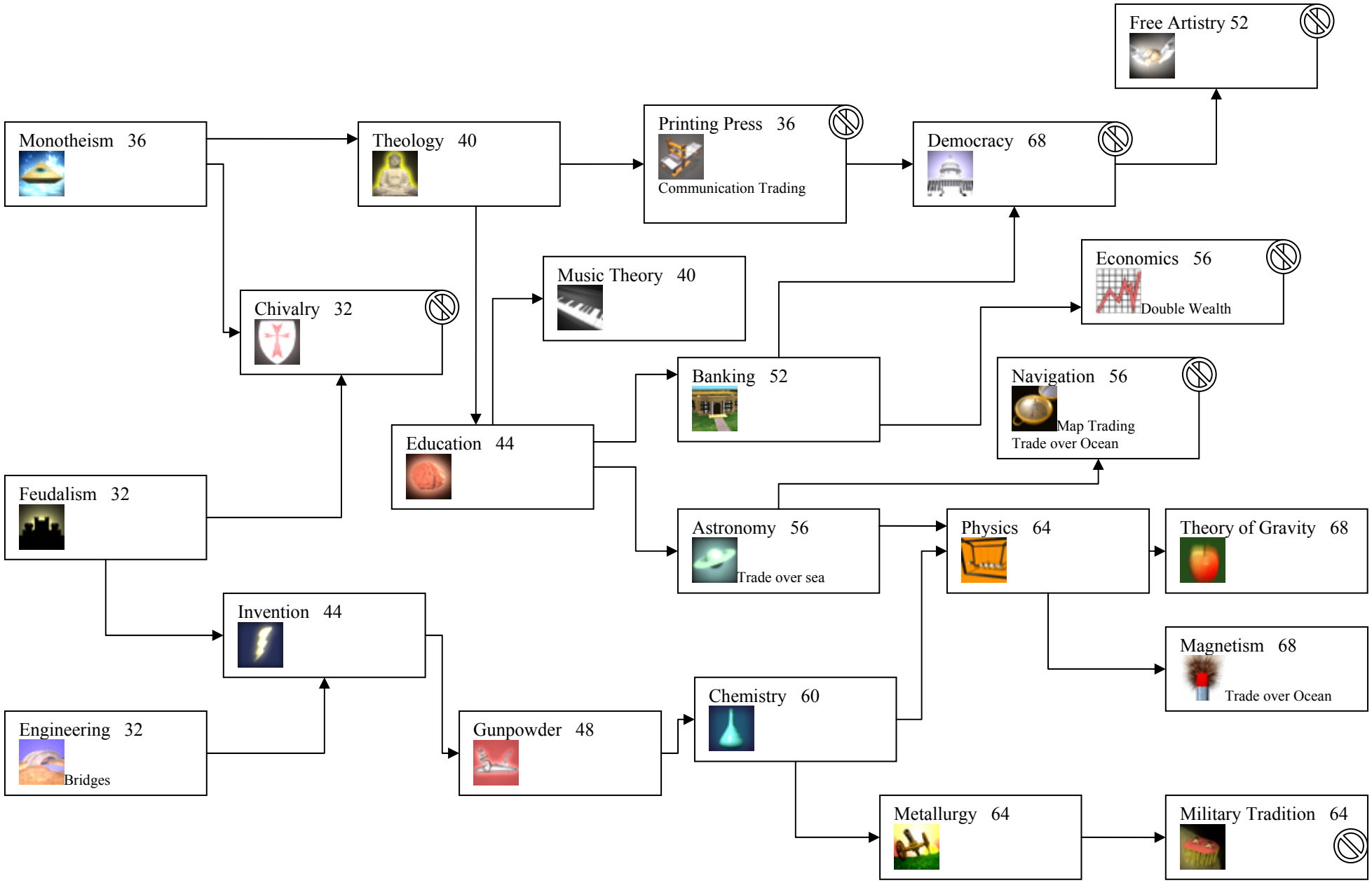
Unique Naval and Air Units

	Unique Naval Units	A	D	M	Cost	B	R	F	Required Tech	Resources	Replaces	Win starts Golden Age for	Sinks in	Needs Escort / Detect Invisible / Transport Land Units
	Man-O-War	4	2	5	65	4	1	2	Magnetism	Iron Saltpeter	Frigate	England	-	**Creates Craters Enslavement (Man-O-War)**
	Carrack	2	2	4	40				Astronomy	-	Caravel	Portugal	-	**3**
	Dromon	2	1	3	30	2	1	2	Map Making	-	Galley	Byzantines	Sea Ocean	**2 Lethal sea bombardment**
	Unique Air Units	A	D	-	Cost	B	R	F	Required Tech	Resources	Replaces	Available To	Bombing / Interception / Stealth Attack / Recon / Precision Bombing
	F-15	8	4	-	100	6	9	2	Rocketry	Oil Aluminum	Jet Fighter	America	**Creates Craters Lethal Land and Sea Bombardment**

Ancient Times



Middle Ages


Free Artistry 52
Monotheism 36
Theology 40
Printing Press 36
Communication Trading
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Music Theory 40
Economics 56
Double Wealth
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Chemistry 60
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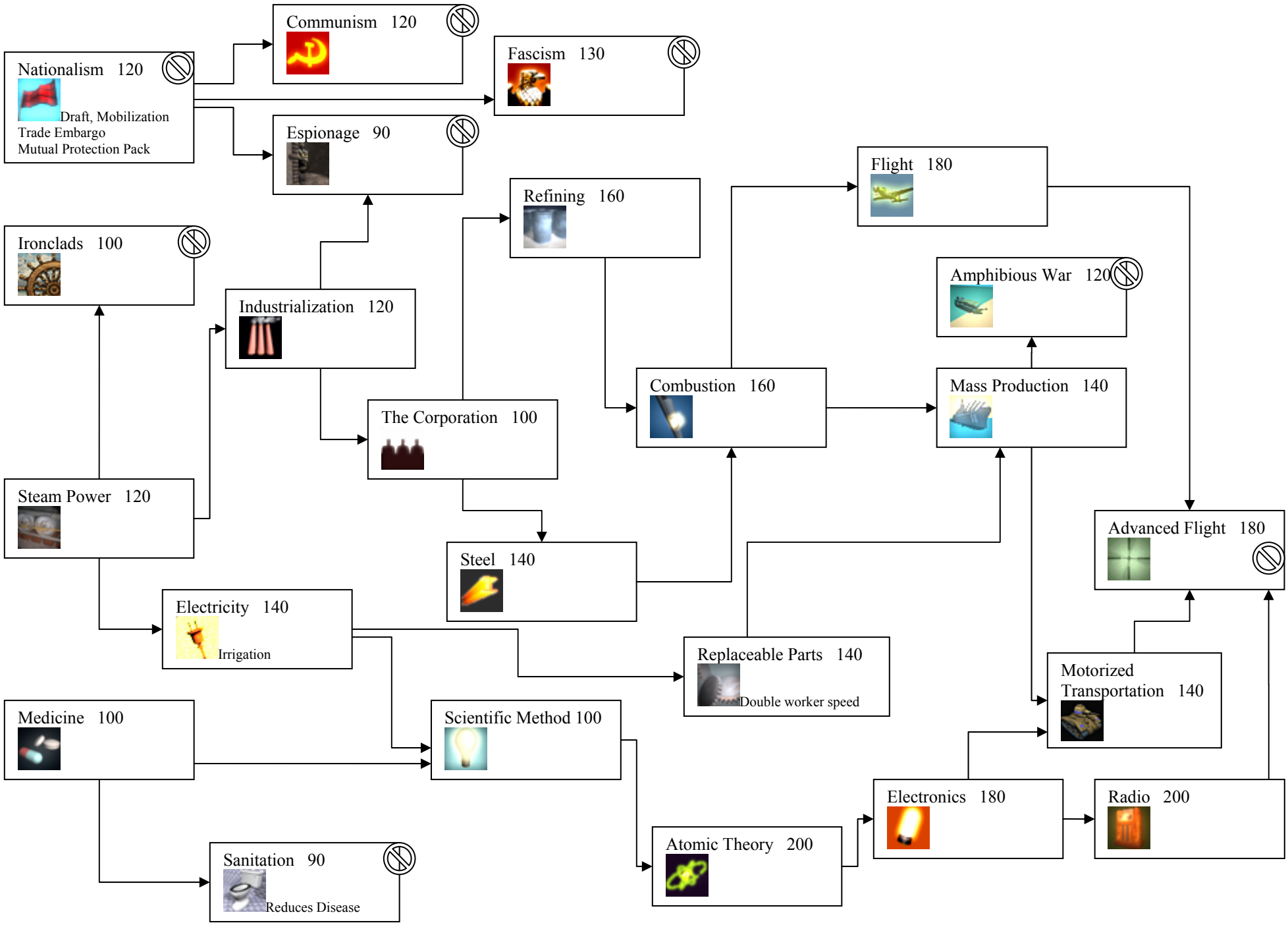
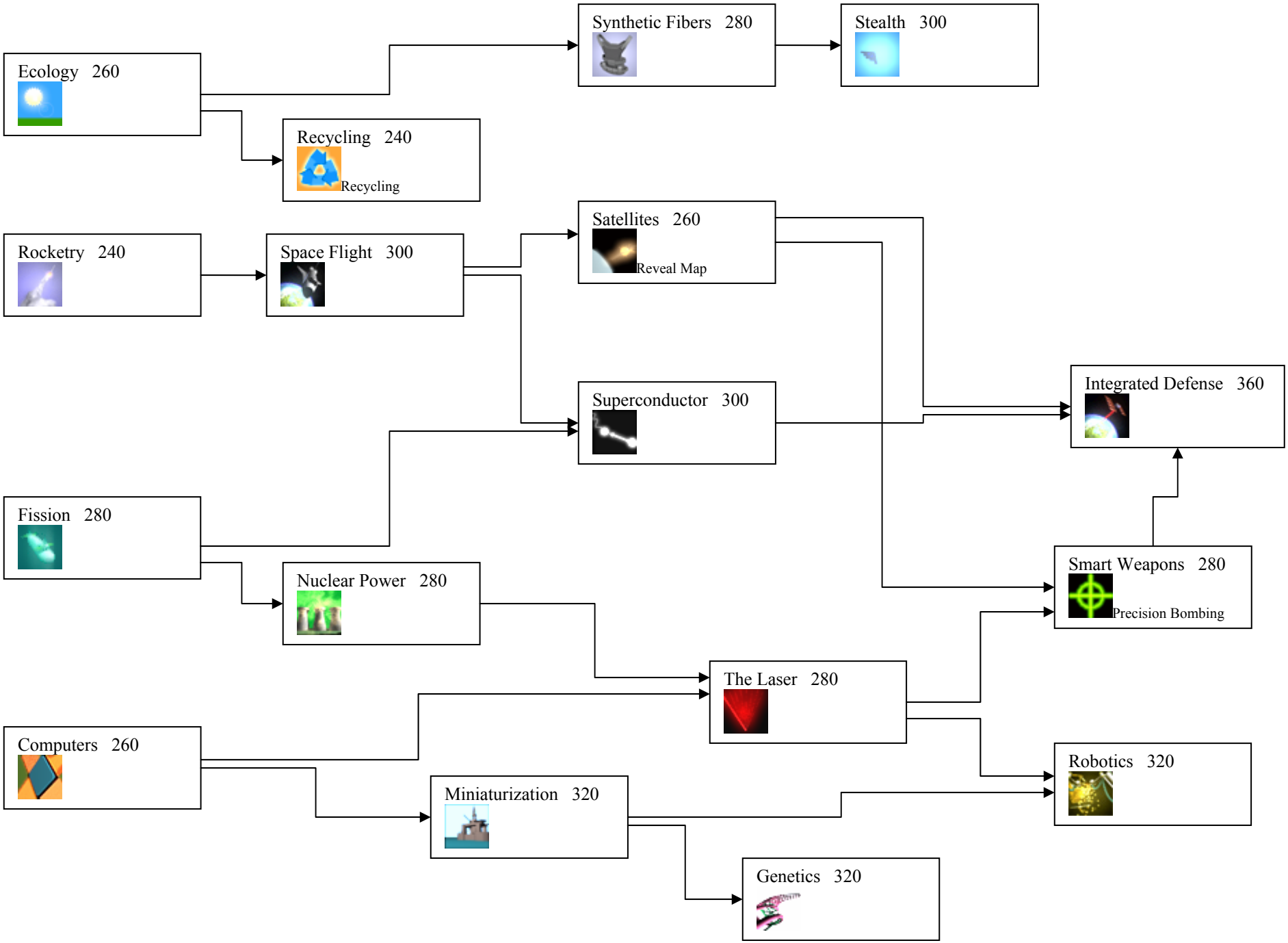
Military Tradition 64

Industrial Ages



Modern Times



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