



Terrain Type	Food	Shields	Trade	Move Cost	Indicative Bonus	Results of Irrigation	Results of Mining	Effect of Roads	Engineer Transformation	Possible Special Resources
Desert	0	1	0	1	Normal	+1 Food	+1 Shield	+1 Trade	Plains	Oasis, Oil
Forest	1	2	0	2	+50%	Plains	N/A	none	Grassland	Pheasant, Silk
Glacier	0	0	0	2	Normal	N/A	+1 Shield	none	Tundra	Ivory, Oil
Grassland	2	1	0	1	Normal	+1 Food	Forest	+1 Trade	Hills	Grassland
Hills	1	0	0	2	+100%	+1 Food	+3 Shields	none	Plains	Coal, Wine
Jungle	1	0	0	2	+50%	Grassland	Forest	none	Plains	Gems, Fruit

Terrain Type	Food	Shields	Trade	Move Cost	Indicative Bonus	Results of Irrigation	Results of Mining	Effect of Roads	Engineer Transformation	Possible Special Resources
Mountains	0	1	0	3	+200%	N/A	+1 Shield	none	Hills	Gold, Iron
Ocean	1	0	2	1	Normal	N/A	N/A	N/A	N/A	Fish, Whales
Plains	1	1	0	1	Normal	+1 Food	Forest	+1 Trade	Grassland	Buffalo, Wheat
Swamp	1	0	0	2	+50%	Grassland	Forest	none	Plains	Pest, Spice
Tundra	1	0	0	1	Normal	+1 Food	N/A	none	Desert	Musk Ox, Furs

\* Roads reduce the movement cost of ANY Terrain type to 1/3 of a movement point.

Special Resource	Terrain Type	Food	Shields	Trade	Results of Irrigation	Results of Mining	Engineer Transformation
Buffalo	Plains	1	3	0	Normal	Pheasant	Grassland (Shield)
Coal	Hills	1	2	0	Normal	Normal	Buffalo
Fish	Ocean	3	0	2	N/A	N/A	N/A
Fruit	Jungle	4	0	1	Grassland (Shield)	Silk	Wheat
Furs	Tundra	2	0	3	Normal	N/A	Oil (D)
Pheasant	Forest	3	2	0	Buffalo	Grassland (Shield)	N/A
Musk Ox	Tundra	3	1	0	Normal	N/A	Oasis

Special Resource	Terrain Type	Food	Shields	Trade	Results of Irrigation	Results of Mining	Engineer Transformation
Gems	Jungle	1	0	4	Grassland (Shield)	Pheasant	Buffalo
Gold	Mountains	0	1	6	N/A	Normal	Coal
Grassland (Shield)	Grassland	2	1	0	Normal	Pheasant / Silk	Coal/Wine
Iron	Mountains	0	4	0	N/A	Normal	Wine
Ivory	Glacier	1	1	4	N/A	Normal	Musk Ox
Oasis	Desert	3	1	0	Normal	Normal	Buffalo
Oil (D)	Desert	0	4	0	Normal	Normal	Wheat

Special Resource	Terrain Type	Food	Shields	Trade	Results of Irrigation	Results of Mining	Engineer Transformation
Oil (G)	Glacier	0	4	0	N/A	Normal	Furs
Pest	Swamp	1	4	0	Grassland (Shield)	Pheasant	Buffalo
Silk	Forest	1	2	3	Wheat	N/A	Grassland (Shield)
Spice	Swamp	3	0	4	Grassland (Shield)	Silk	Wheat
Whales	Ocean	2	2	3	N/A	N/A	N/A
Wheat	Plains	3	1	0	Normal	Silk	Grassland (Shield)
Wine	Hills	1	0	4	Normal	Normal	Wheat

Unit	Cost	Alt.	Def.	Move	H.P.	Fire.	Special Features	Prerequisite	Obsolete
AEGIS Cruiser	100	8	8	5	3	2	Def. x 2 vs. air & missile units. Can see Subs.	Rocketry	—
Alpine Troops	50	5	5	1	2	1	Move cost = 1/3 (any Terrain).	Tactics	—
Archers	30	3	2	1	1	1	—	Warrior Code	Gunpowder
Armor	80	10	5	3	3	1	—	Mobile Warfare	—
Artillery	50	10	1	1	2	2	—	Machine Tools	Robotics
Battleship	160	12	12	4	4	2	—	Automobile	—
Bomber	120	12	1	8	2	2	Ignores City Walls.	Advanced Flight	Stealth
Cannon	40	8	1	1	2	1	—	Metallurgy	Machine Tools
Caravan	50	0	1	1	1	1	Ignores enemy zones of control.	Trade	The Corporation
Caravel	40	2	1	3	1	1	Can transport 3 ground units.	Navigation	Magnetism
Carrier	160	1	9	5	4	2	Can transport 8 air or missile units.	Advanced Flight	—
Catapult	40	6	1	1	1	1	—	Mathematics	Metallurgy
Cavalry	60	8	3	2	2	1	—	Tactics	Mobile Warfare
Chariot	30	3	1	2	1	1	—	The Wheel	Polytheism
Crusaders	40	5	1	2	1	1	—	Monothism	Leadership
Cruise Missile	60	20	0	12	1	3	Must hit target at end of its turn, or end in city/Carrier.	Rocketry	—
Cruiser	80	6	6	5	3	2	Can see Subs.	Steel	Super-conductor

Unit	Cost	Alt.	Def.	Move	H.P.	Fire.	Special Features	Prerequisite	Obsolete
Destroyer	60	4	4	6	3	1	Can see Subs.	Electricity	—
Diplomat	30	0	0	2	1	1	Ignores enemy zones of control. Diplomatic functions.	Writing	Espionage
Dragoons	50	5	2	2	2	1	—	Leadership	Tactics
Elephants	40	4	1	2	1	1	—	Polytheism	Monothism
Engineers	40	0	2	2	2	1	Terrain improvement. Ignores enemy zones of control.	Explosives	—
Explorers	30	0	1	1	1	1	Move cost = 1/3 (any Terrain).	Seafaring	Guerrilla Warfare
Fanatics	20	4	4	1	2	1	No support required under Fundamentalism.	Fundamentalist Gov't.	—
Fighter	60	4	2	10	2	2	Can attack air units. Ignores City Walls.	Flight	Stealth
Freight	50	0	1	2	1	1	Ignores enemy zones of control.	The Corporation	—
Frigate	50	4	2	4	2	1	Can transport 2 ground units.	Magnetism	Electricity
Galleon	40	0	2	4	2	1	Can transport 4 ground units.	Magnetism	Industrialization
Helicopter	100	10	3	6	2	2	Can see Subs. Ignores City Walls.	Combined Arms	—
Horsemen	20	2	1	2	1	1	—	Horseback Riding	Chivalry
Howitzer	70	12	2	2	3	2	Ignores effects of City Walls.	Robotics	—
Ironclad	60	4	4	4	3	1	—	Steam Engine	Electricity
Knights	40	4	2	2	1	1	—	Chivalry	Leadership
Legion	40	4	2	1	1	1	—	Iron Working	Gunpowder

Unit	Cost	Alt.	Def.	Move	H.P.	Fire.	Special Features	Prerequisite	Obsolete
Marines	60	8	5	1	2	1	Can make amphibious assaults.	Amphibious Warfare	—
Mech. Infantry	50	6	6	3	3	1	—	Labor Union	—
Musketeer	30	3	3	1	2	1	—	Gunpowder	Conspiration
Nuclear Missile	160	99	0	16	1	1	Must hit target at end of its turn, or end in city/Carrier.	Rocketry	—
Para-troopers	60	6	4	1	2	1	Can make paratroops.	Combined Arms	—
Partisans	50	4	4	1	2	1	Ignores enemy zones of control. Move cost = 1/3 (any Terrain).	Guerrilla Warfare	—
Phalanx	20	1	2	1	1	1	—	Bronze Working	Feudalism
Pikemen	20	1	2	1	1	1	Def. x 2 vs. mounted units.	Feudalism	Gunpowder
Riflemen	40	5	4	1	2	1	—	Conspiration	—
Settlers	40	0	1	1	2	1	Terrain improvements.	—	Explosives
Spy	30	0	0	3	1	1	Ignores enemy zones of control. Spy functions.	Espionage	—
Stealth Bomber	160	14	3	12	2	2	Ignores City Walls.	Stealth	—
Stealth Fighter	80	8	3	14	2	2	Can attack air units. Ignores City Walls.	Stealth	—
Submarine	60	10	2	3	3	2	Invisible to most enemy ships. Can transport 8 missile units.	Combustion	—
Transport	50	0	3	5	3	1	Can transport 8 ground units.	Industrialization	—
Tireme	40	1	1	3	1	1	Can transport 2 ground units. Must end adjacent to land.	Map Making	Navigation
Warriors	10	1	1	1	1	1	—	—	Feudalism

Cost - Cost to build  
Move - Movement per turn  
Alt. - Attack power  
H.P. - Hit Points  
Def. - Defensive strength  
Fire. - Fire Power