

Name	Cost	Assault Strength	Range Strength	Defense Strength	Move Points	Vision Range	Special Functions	Obsolescence
Abolitionist	225	0	0	1	3	1	Free Slaves, Aid Uprising (To build, cannot own slaves)	Emancipation Act
Aircraft Carrier	3,000	8	8	8	4	2	Transport 5 Small Aircraft	
Archer	270	1	2	1	1	1		Explosives
Artillery	1,200	4	20	4	1	1	Bombard	Robotics
Battleship	2,000	20	20	15	5	2	Bombard	Ultra-Pressure Machinery
Bomber	2,250	10	20	4	10	1	Bombard, Transport 1 Nuke, 5 Turns of Fuel	Advanced Composites
Cannon	540	2	6	2	1	1	Bombard	Explosives
Caravan	750	0	0	1	N/A	N/A	Create Trade Route	
Cargo Pod	N/A	0	0	2	10	2	Transport 1 Unit	
Cavalry	720	5	0	3	4	1		Robotics
Cleric	270	0	0	1	2	1	Convert City, Soothsay, Sell Indulgences	Mass Media
Corporate Branch	2,000	0	0	1	5	2	Franchise	Subneural Ad
Crawler	3,750	0	0	8	3	1	Transport 5 Units	
Cyber Ninja	2,000	0	0	3	4	3	Spy, Plant Nuke, Incite Revolution, 25% Spy Defense, Steal Advance	
Destroyer	1,000	10	10	10	6	3	Bombard, Spot Submarines	Ultrapressure Machinery
Diplomat	135	0	0	1	2	2	Establish Embassy, Spy	
Eco Ranger	3,750	0	0	1	5	1	Create Park	
Ecoterrorist	5,000	5	0	5	3	2	Conduct Nano Attack, Conduct Hit, 25% Spy Defense	
Fascist	1,000	16	0	8	2	1	25% Spy Defense	
Fighter	1,125	10	10	10	10	2	Land On Aircraft Carriers, 3 Turns of Fuel	Space Flight
Fire Trireme	720	2	1	1	2	1	Transport 1 Unit, Shallow Water Movement	Machine Tools
Fusion Tank	3,250	20	20	15	8	2	Shallow Water Movement	
Infector	3,750	0	0	1	3	1	Infect City	
Interceptor	1,500	15	12	12	15	3	Active Air Defense, 2 Turns of Fuel, Land On Aircraft Carriers	Smart Materials
Knight	540	3	0	2	4	1		Cavalry Tactics
Lawyer	450	0	0	1	3	1	File Injunction, Sue	
Legion	200	2	0	2	1	1		Gunpowder

Name	Cost	Assault Strength	Range Strength	Defense Strength	Move Points	Vision Range	Special Functions	Obsolescence
Leviathan	9,000	40	40	40	1	3	Active Air and Space Defense, Bombard, Only Moves 1 Tile per Turn	
Longship	720	2	0	2	3	1	Transport 2 Units	Mass Production
Machine Gunner	800	8	0	8	2	1		Robotics
Marine	1,000	12	0	8	3	2	Amphibious Assault	Space Colonies
Mobile SAM	2,000	4	12	4	6	3	Active Air Defense	Robotics
Mounted Archer	270	1	1	1	3	1		Gunpowder
Musketeer	560	4	4	4	1	1		Mass Production
Nuke	4,000	Special	0	1	20	1	Destroys 75% of City Population, All Units and Tile Improvements Within 1 Tile, 1 Turn of Fuel	Nanite Defuser
Paratrooper	2,500	10	0	10	3	2	Paradrop	
Phalanx	135	1	0	2	1	1		Agricultural Revolution
Phantom	6,750	40	0	10	3	1	Cloak	
Pikeman	270	3	0	3	1	1		Explosives
Plasma Destroyer	4,500	30	15	15	8	2	Active Air Defense, Bombard Spot Submarines	
Plasmatica	4,500	15	0	15	6	2		
Samurai	335	3	0	1	2	1		Explosives
Sea Engineer	4,500	0	0	1	5	1	Settle Sea Colony	
Settler	540	0	0	1	1	1	Settle City	
Ship of the Line	855	4	4	4	4	1	Bombard, Transport 3 Units	Space Flight
Slaver	270	0	0	1	2	1	Capture Slaves (To build, cannot own Abolitionists)	Age of Reason or Emancipation Act
Space Bomber	7,500	6	50	6	2	2	Bombard Land from Space	
Space Engineer	7,500	0	0	3	5	1	Settle Space Colony	
Space Fighter	2,250	16	16	16	15	3	Active Air Defense, 2 Turns of Fuel, Space Launch/Descend	
Space Plane	2,250	0	0	3	15	1	Transport 5 Units, 2 Turns of Fuel, Space Launch/Descend	
Spy	1,500	0	0	1	4	3	Spy, Plant Nuke, Incite Revolution, 25% Spy Defense, Steal Advance	Neural Interface
Spy Plane	2,815	0	0	2	10	5	10 Turns of Fuel	
Star Cruiser	7,500	30	30	20	5	2	Bombard	

Name	Cost	Assault Strength	Range Strength	Defense Strength	Move Points	Vision Range	Special Functions	Obsolescence
Stealth Bomber	3,375	16	22	8	10	2	Bombard, Transport 2 Nukes, 5 Turns of Fuel	
Stealth Sub	6,000	30	30	10	5	2	Bombard Sea Units, Transport 4 Nukes	
Storm Marine	4,500	24	0	20	3	2	Amphibious Assault	
Submarine	1,500	20	20	8	5	2	Bombard Sea Units, Transport 2 Nukes	Sea Colonies
Subneural Ad	2,250	0	0	1	5	2	Advertise, Franchise	
Swarm	5,250	20	0	20	3	1	Space Descend, Amphibious Assault	
Tank	2,000	16	16	10	6	2		Fusion
Televangelist	1,000	0	0	1	5	2	Convert City, Soothsay, Sell Indulgences	
Trireme	540	1	0	1	2	1	Transport 2 Units, Shallow Water Movement	Machine Tools
Troop Ship	1,200	0	0	2	5	2	Transport 5 Units	
War Walker	3,000	12	24	12	5	3	Active Air Defense, Bombard	
Warrior	135	1	0	1	1	2		Explosives
Wormhole Probe	9,375	0	0	3	5	1	Enter Wormhole	

Name	Cost	Effect	Maint Cost	Restrictions
Academy	540	+50% Science, +1/2 Science per Citizen	4	Land Only
Airport	2,500	+50% Gold, +100% Pollution	20	Land Only
Aqua-Filter	8,000	-5 Overcrowding	5	
Aqueduct	405	+20% Food, -2 Overcrowding	3	Land Only
Arcologies	5,000	-4 Overcrowding	15	
Bank	1,125	+50% Gold, Allows Merchants	10	
Beef Vat	3,000	Prevents Starvation	3	
Bio Memory Chip	2,800	+50% Science, +1 Science per Citizen	5	
Body Exchange	10,000	+3 Happiness	50	
Capitol	405	Capitol	0	
Cathedral	2,475	+3 Happiness (+1 Under Communism, +5 Under Theocracy)	10	
City Clock	1,620	+1 Gold per Citizen	5	Land Only
City Wall	405	+4 Defense, Prevents Slavery, Prevents Conversions 50% of the Time	3	Land Only
Coliseum	1,035	+2 Happiness	8	Land Only
Computer Center	2,400	+50% Science, +1/2 Science per Citizen	24	
Courthouse	270	-50% Crime	2	Land Only
Drug Store	3,000	+3 Happiness, +25% Production	10	
Eco-Transit	3,500	-200% Pollution	15	
Factory	2,025	+50% Production, Allows Laborers, +100% Pollution	20	
Forcefield	6,000	+12 Defense	30	
Fusion Plant	10,000	+50% Production, -100% Pollution	30	
Granary	540	50% Less Food Required to Grow	1	Land Only
Hospital	2,250	-3 Overcrowding	10	
House of Freezing	5,000	+50% Gold, +5 Happiness Under Theocracy	25	
Incubation Center	2,500	+25% Production	25	
Marketplace	675	+50% Gold, Allows Merchants	5	Land Only
Micro Defense	3,500	Prevents Infect City and Nano Attacks	15	

Name	Cost	Effect	Maint Cost	Restrictions
Mill	1,125	+50% Production	10	Land Only
Mind Controller	10,000	No Unhappiness, Prevents Slavery, Prevents Conversion 50% of the Time	50	
Movie Palace	1,500	Lowers War Discontent 50%	10	
Nanite Factory	4,000	Gold = Production for Rush Buy	30	Space Only
Nuclear Plant	5,500	+50% Production, -50% Pollution	45	
Oil Refinery	3,500	+50% Production, +200% Pollution	20	Land and Sea Only
Publishing House	540	+25% Science, +1/2 Science per Citizen	6	Land Only
Rail Launcher	6,000	Launches Units into Space	15	Land and Sea Only
Recycling Plant	3,000	-200% City Pollution, Lowers Worldwide Pollution	5	
Robotic Plant	4,500	+50% Production, +100% Pollution	45	
SDI	5,000	Prevents Nuke Attack on City	10	Land and Sea Only
Security Monitor	4,000	+25% Production, -50% Crime -100% Pollution	10	
Television	3,000	+5 Gold Per Citizen	50	
Temple	270	+2 Happiness	2	Land Only
Theater	495	Doubles Effect of Entertainers, +1 Happiness	1	Land Only
University	1,350	+50% Science	12	

Name	Age	Cost	Effect	Obsolescence
The Agency	Modern	7,200	Gives the Protection of a Spy in Every City	Alien Archaeology
AI Entity	Diamond	12,000	Makes All Citizens Content	
Chichen Itza	Ancient	2,160	Eliminates Crime in Civilization	Mass Production
Confucius Academy	Ancient	2,160	Eliminates Unhappiness Due to Distance from Capitol	Mass Production
Contraception	Modern	7,200	Increases Happiness by 5 Throughout Civilization	Alien Archaeology
Dinosaur Park	Genetic	7,200	Quadruples Gold from Goods in Host City	Cloaking
East India Company	Renaissance	4,320	Gives Player 5 Gold for Each Foreign Trade Route Crossing Water, Increases Boat Movement by 1	Mass Production
The Eden Project	Diamond	8,000	Destroys Top 3 Polluting Cities; Ecotopias Can Make Eco Rangers	
Edison's Lab	Modern	7,200	Grants 10 Free Advances per Age On Average	Alien Archaeology
Egalitarian Act	Diamond	20,000	Causes All Revolting Foreign Cities to Join Owner's Civilization	
Emancipation Act	Renaissance	5,760	Converts All Slaves in All Civilizations into Citizens, All Foreign Slave Cities Suffer -3 Happiness for 5 Turns	
ESP Center	Diamond	14,400	Earns Higher Regard from All Other Civilizations, Opens Embassies (Even Those at War), Prevents Civilizations from Attacking Owner First	
Forbidden City	Ancient	2,160	Closes All Foreign Embassies, Prohibits Foreign Civilizations from Starting War With Owner, Earns Higher Regard From All Other Civilizations.	Age of Reason
Gaia Controller	Diamond	20,000	Ends Threat of Global Disaster, +25% Food in Civilization	
Galileo's Telescope	Renaissance	2,880	Increases Effect of Scientists by 200% in Host City	Robotics
Genome Project	Modern	7,200	Increases Production by 10%, +10% Health for All Units	Alien Archeology
Global E-Bank	Diamond	15,200	Earns 10 Gold per Trade Route Between Foreign Civilizations	
GlobeSat	Modern	7,200	Radar Coverage of the World	Cloaking
Gutenberg Bible	Renaissance	2,880	Increases Science by 10% in All Cities, Eliminates Conversions in Civilization	Mass Production
Hagia Sophia	Ancient	3,240	Adds 100% to Fees Paid by Converted Cities, Doubles Effectiveness of Temples and Cathedrals	Mass Production
Hollywood	Modern	7,200	Receive 2 Gold per Citizen in Foreign Cities with Television	Alien Archaeology
Immunity Chip	Diamond	14,400	Adds 5 Happiness and Protects All Cities from Infect City Attacks	
Internet	Modern	7,200	Allows 10 Free Advances per Age Known by Another Civilization	Alien Archaeology
Labyrinth	Ancient	2,160	Gives Free Caravans	Age of Reason
London Exchange	Renaissance	4,320	Eliminates Building Maintenance in Civilization	Robotics

Name	Age	Cost	Effect	Obsolescence
Nanite Defuser	Genetic	14,400	Eliminates All Nukes	
Nanopedia	Genetic	14,400	Increases Effect of Specialists by 100% in Civilization	
National Shield	Genetic	20,000	Creates a Forcefield in Every City	
Philosopher's Stone	Ancient	2,880	Opens an Embassy in Every Civilization	Age of Reason
Ramayana	Ancient	2,160	Increases Happiness by 3 throughout Civilization	Age of Reason
Sensorium	Genetic	20,000	Eliminates Overcrowding Unhappiness, Eliminates Pollution Unhappiness	
Sphinx	Ancient	2,160	Reduces Military Readiness Costs by 75%	Age of Reason
Star Ladder	Genetic	12,000	Gives Free Transportation In and Out of Space in City (Top of Ladder is a Space Colony)	
Stonehenge	Ancient	2,160	Increases Food by 25% in Civilization	Age of Reason
Wormhole Sensor	Diamond	20,000	Makes Wormhole Visible to All Civilizations	

Name	Growth	Production	Science	Gold	Military
Anarchy	Awful	Awful	Awful	Awful	Awful
Communism	Average	Excellent	Awful	Bad	Good
Corporate Republic	Average	Good	Good	Excellent	Average
Democracy	Average	Average	Good	Average	Bad
Ecotopia	Good	Bad	Good	Good	Good
Fascism	Average	Good	Average	Bad	Excellent
Monarchy	Bad	Average	Bad	Bad	Good
Republic	Bad	Good	Average	Average	Bad
Technocracy	Good	Excellent	Good	Average	Average
Theocracy	Bad	Good	Bad	Good	Average
Tyranny	Awful	Average	Awful	Bad	Average
Virtual Democracy	Excellent	Bad	Excellent	Good	Bad

Type	Cost	Bonus
Farms	200	+5 Food
Advanced Farms	500	+15 Food
Hydroponic Farms	1,400	+25 Food
Nets	200 - 400	+5/10 Food
Fisheries	500 - 900	+15/30 Food
Automated Fisheries	1,400 - 2,000	+25/50 Food
Food Pods	600	+20 Food
Food Modules	1,400	+40 Food
Food Tanks	2,200	+60 Food
Mines	300 - 400	+5/10/15 Production, +5 Gold
Advanced Mines	800 - 1,000	+10/20/30 Production, +5/10 Gold
Mega Mines	1,600 - 2,200	+15/30/45 Production, +5/15 Gold
Undersea Mines	400 - 600	+30/40/50 Production, +5 Gold
Advanced Undersea Mines	1,000 - 1,400	+60/80/100 Production, +10 Gold
Mega Undersea Mines	2,200 - 2,800	+90/120/150 Production, +15 Gold
Assembly Bays	600	+30 Production, +5 Gold
Advanced Assembly Bays	1,400	+60 Production, +10 Gold
Mega Assembly Bays	2,200	+90 Production, +15 Gold
Roads	60 - 400	Movement Cost 1/3
Railroads	120 - 800	Movement Cost 1/5
Maglevs	240 - 1,600	Movement Cost 1/10
Undersea Tunnels	1,200 - 2,400	Movement Cost 1/10, Allows Land Units to Move in Water Tiles
Listening Post	1,000	Vision 8
Radar Station	1,000	Vision 1, Radar 25
Sonar Buoy	150	Vision 1, Spots Submarines
Air Base	1,000	Vision 2, Radar 3, Refuels Air Units, Paradrop
Fortification	1,000	Vision 2, +150% Defense

Terrain Type	Food	Production	Gold	Movement	Defense Bonus	Possible Construction	Special Resource(s)
Beach	10	5	5	1		Fishing, Undersea Tunnels	
Continental Shelf	10	10	5	1		Fishing, Undersea Tunnels	
Dead Tile	0	0	0	1			
Deep Water	5	15	5	1		Fishing, Undersea Tunnels, Undersea Mines	Giant Squid, Whales
Desert	0	5	0	2		Roads, Farms, Mines	
Desert Hill	0	10	5	2	50%	Roads, Mines	
Forest	5	20	0	2	50%	Roads	Beaver
Glacier	0	0	0	3			
Grassland	10	5	0	1		Roads, Farms, Mines	Poppies, Tobacco
Hill	5	10	5	2	50%	Roads, Mines	Coffee, Grapes
Jungle	5	20	0	3	50%	Roads	Jade, Sugar
Mountain	0	20	5	4	100%	Roads, Mines	Diamonds, Rubies
Plains	5	10	0	1		Roads, Farms, Mines	Elephant
Polar Hill	0	10	5	2	50%	Roads, Mines	
Rift	5	25	5	1		Fishing, Undersea Tunnels, Undersea Mines	
River	+5	+5	+5	1/2		As Underlying Tile	
Shallow Water	10	10	5	1		Fishing, Undersea Tunnels	Crab, Pearls
Space	0	0	0	1/20		Food Pods, Assembly Bays	
Swamp	0	5	0	3	50%	Roads	Alligator
Trench	10	10	5	1		Fishing	
Tundra	5	0	0	2		Roads	Caribou
Volcano	5	45	10	1		Fishing, Undersea Tunnels, Undersea Mines	