

| | Cost | Att×pow | Def, HP | Moves | Tech. req'd | Vision | Hold | Obs'd by | Move | Fuel | Flags (below) |
|-----------------|------|---------|---------|-------|-------------------|--------|------|------------|------|------|-------------------------------------|
| aegis cruiser | 100 | 8×2 | 8,30 | 5 | rocketry | 2 | 0 | never | sea | – | aegis,fieldunit |
| alpine troops | 50 | 5 | 5,20 | 1 | tactics | 1 | 0 | never | land | – | igter |
| archers | 30 | 3 | 2,10 | 1 | warriorcode | 1 | 0 | musketeers | land | – | |
| armor | 80 | 10 | 5,30 | 3 | mobile | 1 | 0 | never | land | – | |
| artillery | 50 | 10×2 | 1,20 | 1 | machine | 1 | 0 | howitzer | land | – | |
| battleship | 160 | 12×2 | 12,40 | 4 | automobile | 2 | 0 | never | sea | – | fieldunit |
| bomber | 120 | 12×2 | 1,20 | 8 | advanced | 2 | 0 | sbomber | air | 2 | fieldunit,oneattack |
| cannon | 40 | 8 | 1,20 | 1 | metallurgy | 1 | 0 | artillery | land | – | |
| caravan | 50 | – | 1,10 | 1 | trade | 1 | 0 | freight | land | – | caravan,igzoc,nonmil |
| caravel | 40 | 2 | 1,10 | 3 | navigation | 1 | 3 | galleon | sea | – | |
| carrier | 160 | 1×2 | 9,40 | 5 | advanced | 2 | 8 | never | sea | – | fieldunit,carrier |
| catapult | 40 | 6 | 1,10 | 1 | mathematics | 1 | 0 | cannon | land | – | |
| cavalry | 60 | 8 | 3,20 | 2 | tactics | 1 | 0 | armor | land | – | |
| chariot | 30 | 3 | 1,10 | 2 | wheel | 1 | 0 | knights | land | – | horse |
| cruise missile | 60 | 18×3 | – | 12 | rocketry | 1 | 0 | never | air | 1 | fieldunit,missile,oneattack |
| cruiser | 80 | 6×2 | 6,30 | 5 | steel | 2 | 0 | aegis | sea | – | fieldunit |
| crusaders | 40 | 5 | 1,10 | 2 | monotheism | 1 | 0 | dragoons | land | – | horse |
| destroyer | 60 | 4 | 4,30 | 6 | electricity | 2 | 0 | never | sea | – | fieldunit |
| diplomat | 30 | – | – | 2 | writing | 1 | 0 | spy | land | – | diplomat,igzoc,nonmil |
| dragoons | 50 | 5 | 2,20 | 2 | leadership | 1 | 0 | cavalry | land | – | horse |
| elephants | 40 | 4 | 1,10 | 2 | polytheism | 1 | 0 | crusaders | land | – | |
| engineers | 40 | – | 2,20 | 2 | explosives | 1 | 0 | never | land | – | settlers,nonmil |
| explorer | 30 | – | 1,10 | 1 | seafaring | 1 | 0 | partisan | land | – | nonmil,igter,igzoc |
| fanatics (n/a) | 20 | 4 | 4,20 | 1 | never | 1 | 0 | never | land | – | |
| fighter | 60 | 4×2 | 3,20 | 10 | flight | 2 | 0 | sfighter | air | 1 | fighter,fieldunit |
| freight | 50 | – | 1,10 | 2 | corporation | 1 | 0 | never | land | – | caravan,igzoc,nonmil |
| frigate | 50 | 4 | 2,20 | 4 | magnetism | 1 | 2 | ironclad | sea | – | fieldunit |
| galleon | 40 | – | 2,20 | 4 | magnetism | 1 | 4 | transport | sea | – | |
| helicopter | 100 | 10×2 | 3,20 | 6 | combined | 2 | 0 | never | heli | – | oneattack,fieldunit |
| horsemen | 20 | 2 | 1,10 | 2 | horseback | 1 | 0 | knights | land | – | horse |
| howitzer | 70 | 12×2 | 2,30 | 2 | robotics | 1 | 0 | never | land | – | igwall |
| ironclad | 60 | 4 | 4,30 | 4 | steam | 1 | 0 | destroyer | sea | – | fieldunit |
| knights | 40 | 4 | 2,10 | 2 | chivalry | 1 | 0 | dragoons | land | – | horse |
| legion | 40 | 4 | 2,10 | 1 | iron | 1 | 0 | musketeers | land | – | |
| marines | 60 | 8 | 5,20 | 1 | amphibious | 1 | 0 | never | land | – | marines |
| mech. inf. | 50 | 6 | 6,30 | 3 | labor | 1 | 0 | never | land | – | |
| musketeers | 30 | 3 | 3,20 | 1 | gunpowder | 1 | 0 | riflemen | land | – | |
| nuclear | 160 | 99 | – | 16 | rocketry | 1 | 0 | never | air | 1 | fieldunit,oneattack,missile,nuclear |
| paratroopers | 60 | 6 | 4,20 | 1 | combined | 1 | 0 | never | land | – | |
| partisan | 50 | 4 | 4,20 | 1 | guerilla | 1 | 0 | never | land | – | igter,igzoc |
| phalanx | 20 | 1 | 2,10 | 1 | bronze | 1 | 0 | pikemen | land | – | |
| pikemen | 20 | 1 | 2,10 | 1 | feudalism | 1 | 0 | musketeers | land | – | pikemen |
| riflemen | 40 | 5 | 4,20 | 1 | conscription | 1 | 0 | never | land | – | |
| settlers | 40 | – | 1,20 | 1 | | 1 | 0 | engineers | land | – | settlers,nonmil |
| spy | 30 | – | – | 3 | espionage | 2 | 0 | never | land | – | diplomat,spy,igzoc,nonmil |
| stealth bomber | 160 | 14×2 | 5,20 | 12 | stealth | 2 | 0 | never | air | 2 | fieldunit,oneattack |
| stealth fighter | 80 | 8×2 | 4,20 | 14 | stealth | 2 | 0 | never | air | 1 | fieldunit,fighter |
| submarine | 60 | 10×2 | 2,30 | 3 | combustion | 2 | 8 | never | sea | – | fieldunit,submarine |
| transport | 50 | – | 3,30 | 5 | industrialization | 2 | 8 | never | sea | – | |
| trireme | 40 | 1 | 1,10 | 3 | mapmaking | 1 | 2 | caravel | sea | – | fieldunit,trireme |
| warriors | 10 | 1 | 1,10 | 1 | | 1 | 0 | pikemen | land | – | |

| | | | |
|-------------------|---|-------------------|--|
| aegis: | Unit has double defence against missiles and aircraft. | missile: | Unit is destroyed in its own attack. |
| carrier: | Unit can carry and refuel aircraft. | nonmil: | Unit requires no shield upkeep from its home city. |
| fieldunit: | Causes one unhappiness in Rep/Democ, two if outside a city not in a fortress three squares from a city. | nuclear: | Nuclear damage: requires The Manhattan Project to build; always blocked by SDI defence. |
| fighter: | Unit can attack air units. | oneattack: | An attack ends the unit's turn. |
| igter: | Unit moves over all terrain as if there were roads. | pikemen: | Unit has double defence against all horse units except cavalry (with horse flag). |
| igwall: | Unit's attacks are not adversely affected by city walls. | submarine: | Unit can carry and refuel missiles. Yes, refuel. |
| igzoc: | Movement is not affected by enemy zones of control, allowing the unit to slip through enemy lines. | trireme: | If you don't have the Lighthouse, unit has one in two chance of sinking if away from land. |
| marine: | Unit can attack land units and cities from ships. | | |

| | Special | Normal | | | Special | | | Move cost | Defence bonus | Road time | Irrigation | | Mining | |
|-----------|-----------|--------|--------|-------|---------|--------|-------|-----------|---------------|-----------|------------|------|-----------|------|
| | | food | shield | trade | food | shield | trade | | | | effect | time | effect | time |
| arctic | seals | 0 | 0 | 0 | 2 | 0 | 0 | 2 | 10 | 3 | – | – | – | – |
| desert | oasis | 0 | 1 | 0 | 3 | 1 | 0 | 1 | 10 | 1 | desert | 5 | desert | 5 |
| forest | game | 1 | 2 | 0 | 3 | 2 | 0 | 2 | 15 | 3 | plains | 5 | – | – |
| grassland | resources | 2 | 0 | 0 | 2 | 1 | 0 | 1 | 10 | 1 | grassland | 5 | forest | 10 |
| hills | coals | 1 | 0 | 0 | 1 | 2 | 0 | 2 | 20 | 3 | hills | 10 | hills | 10 |
| jungle | gems | 1 | 0 | 0 | 1 | 0 | 4 | 2 | 15 | 3 | grassland | 15 | forest | 15 |
| mountains | gold | 0 | 1 | 0 | 0 | 1 | 5 | 3 | 30 | 5 | – | – | mountains | 10 |
| ocean | fish | 1 | 0 | 2 | 3 | 0 | 2 | 1 | 10 | 0 | – | – | – | – |
| plains | horses | 1 | 1 | 0 | 3 | 1 | 0 | 1 | 10 | 1 | plains | 5 | forest | 15 |
| river | resources | 2 | 0 | 1 | 2 | 1 | 1 | 1 | 15 | 1 | river | 5 | – | – |
| swamp | oil | 1 | 0 | 0 | 1 | 4 | 0 | 2 | 15 | 3 | grassland | 15 | forest | 15 |
| tundra | game | 1 | 0 | 0 | 3 | 0 | 0 | 1 | 10 | 1 | – | – | – | – |

| | Cost + upkeep | Tech. req'd | Obs'd by | Description |
|-------------------|----------------------|--------------------|-----------------|--|
| airport | 160+3 | radio | never | Allows a city to produce veteran air units. Also, damaged air units which stay in town for one turn are completely restored. Two cities with airports can airlift one unit per turn. Airlifting instantly transports the unit from one city to another and will use all of the unit's MP. A unit must have some MP left to be airlifted. |
| aqueduct | 80+2 | construction | never | Allows a city to grow larger than size 8. (A Sewer system is also required for a city to grow larger than size 12.) |
| bank | 120+3 | banking | never | Together with the Marketplace improvement, a Bank increases the generated luxuries and taxes within a city by 100%. |
| barracks | 40+1 | none | gunpowder | With a Barracks, each new land unit built in a city will automatically have Veteran status, which means that its attack and defence strengths are increased by 50%. Also, damaged land units which stay in town for one turn are completely restored. Note that discovering Gunpowder and Combustion will obsolete any existing Barracks. |
| barracks ii | 40+1 | gunpowder | combustion | With a Barracks, each new land unit built in a city will automatically have Veteran status, which means that its attack and defence strengths are increased by 50%. Also, damaged land units which stay in town for one turn are completely restored. The discovery of Combustion will make Barracks II obsolete. |
| barracks iii | 40+1 | combustion | never | With a Barracks, each new land unit built in a city will automatically have Veteran status, which means that its attack and defence strengths are increased by 50%. Also, damaged land units which stay in town for one turn are completely restored. |
| cathedral | 120+3 | monotheism | never | A Cathedral makes 3 unhappy citizens content in a city, making it easier to maintain order in that city. The discovery of COMMUNISM will reduce this by 1, while the discovery of THEOLOGY will increase this by 1. |
| city walls | 80+0 | masonry | never | City Walls make it easier to defend a city. They triple the defence strength of units within the city against ground and helicopter units. They are ineffective against airborne and sea units as well as Howitzers. City Walls also prevent the loss of population which occurs when a defending unit is destroyed by a land unit. |
| coastal defense | 80+1 | metallurgy | never | Increases the defence strength of units within a city by a factor of 2 when defending against bombardments from enemy ships. |
| colosseum | 100+4 | construction | never | Entertains the citizens of a city, making 3 unhappy citizens content. Increased by 1 upon the discovery of ELECTRICITY. |
| courthouse | 80+1 | code | never | Reduces the corruption in a city by 50%. Under a Democracy, a Courthouse makes 1 unhappy citizen content. Also halves the effective distance to the capital, for the purpose of calculating revolt cost. |
| factory | 200+4 | industrial | never | Increases the resources produced in a city by 50%. Also contributes to pollution. |
| granary | 60+1 | pottery | never | If a city has a granary, then when it grows or shrinks, the amount of stored food will be set to half full. This helps a city to grow faster, and withstand famine more easily. |
| harbour | 60+1 | seafaring | never | Gives one food resource extra on all water terrain-types. The city needs to be coastal to build this improvement. |
| hydro plant | 240+4 | electronics | never | Reduces the amount of pollution generated in a city. It also increases the production generated by a Factory or Mfg. Plant in the city: a Factory and a Hydro Plant together give a 75% production bonus, and a Factory, Mfg. Plant and Hydro Plant together give a 150% production bonus. A city can only have one Hydro Plant, Power Plant, or Nuclear Plant. A city can only build a Hydro Plant if it is next to (or on) a Mountain or River tile. |
| library | 80+1 | writing | never | Increases the knowledge production in a city by 50% |
| marketplace | 80+1 | currency | never | Increases the generated luxuries and taxes in a city by 50%. |
| mass transit | 160+4 | mass | never | Neutralises the pollution generated by the population. The population simply has no effect on the pollution generated in the city. |
| mfg. plant | 320+6 | robotics | never | Together with a factory, a Manufacturing Plant increases the resource production in a city by 100%. |
| nuclear plant | 160+2 | power | never | Reduces the amount of pollution generated in a city. It also increases the production generated by a Factory or Mfg. Plant in the city: a Factory and a Nuclear Plant together give a 75% production bonus, and a Factory, Mfg. Plant and Nuclear Plant together give a 150% production bonus. A city can only have one Hydro Plant, or a Power Plant, or a Nuclear Plant. |
| offshore platform | 160+3 | miniaturization | never | Adds 1 to shield production on all ocean squares in a city. The city needs to be coastal to build this improvement. |
| palace | 100+0 | masonry | never | Makes a city the capital and the centre of your government. Corruption in other cities is related to how far away from the capitol they are, except when the Government is a Democracy or under Communism. |
| police station | 60+2 | communism | never | Reduces unhappiness for military units outside the city by 2 under Democracy and 1 under Republic. No effect for other governments. |
| port facility | 80+3 | amphibious | never | Allows a city to build veteran sea units. Also, damaged sea units which stay in town for one turn are completely restored. |
| power plant | 160+4 | refining | never | Increases the production generated by a Factory or Mfg. Plant in a city: a Factory and a Power Plant together give a 75% production bonus, and a Factory, Mfg. Plant and Power Plant together give a 150% production bonus. The extra production may lead to the city generating more pollution. A city can only have one Hydro Plant, or a Power Plant, or a Nuclear Plant. |
| recycling center | 200+2 | recycling | never | Building a recycling centre reduces the amount of pollution generated by a city by 65%. |
| research lab | 160+3 | computers | never | Together with a Library and a University, a Research Lab increases the knowledge production of a city by 150%. |
| sam battery | 100+2 | rocketry | never | Doubles the defense of all units inside the city when attacked by non-nuclear air units. |
| sdi defense | 200+4 | laser | never | Protects a city from attacks from Nuclear units. Nuclear attacks simply have no effect on the city. Also, doubles defence against non-nuclear missiles. |
| sewer system | 120+2 | sanitation | never | Allows a city to grow beyond size 12. |
| solar plant | 320+4 | environmentalism | never | This improvement has not been implemented. |
| space component | 160+0 | plastics | never | |
| space module | 320+0 | superconductor | never | |
| space structural | 80+0 | spaceflight | never | |
| stock exchange | 160+4 | economics | never | Together with a Marketplace and a Bank, a Stock Exchange boosts trade and luxury production in a city by 150%. |
| super highways | 160+3 | automobile | never | Increases trade by 50% on all squares with roads or railroads. |
| supermarket | 120+3 | refrigeration | never | Increases the food production by 50% on each irrigated square which is being used around the city. |
| temple | 40+1 | ceremonial | never | Makes one unhappy citizen content. Both the Mysticism advance and the Oracle wonder double this effect. With both Mysticism and the Oracle, 4 citizens are made content. |
| university | 160+3 | university | never | Together with a library, a University increases the knowledge production of a city by 100%. |
| capitalization | 999+0 | corporation | never | This is not a normal improvement. Instead, setting a city's production to Capitalization means its production is converted to monetary income. |

| | Cost | Tech. req'd | Obs'd by | Description |
|----------------------------|-------------|--------------------|-----------------|---|
| Apollo Program | 600 | spaceflight | never | All cities on the map become visible. |
| A. Smith's Trading Co. | 400 | economics | never | City Improvements which have an upkeep of 1, are free of upkeep, for all cities. |
| Colossus | 200 | bronze | flight | Each square around the city where this Wonder is built, produces one extra trade resource. |
| Copernicus' Observatory | 300 | astronomy | never | Boosts science output by 50% in the city where it is built. |
| Cure For Cancer | 600 | genetic | never | Makes one unhappy citizen content in all cities. |
| Darwin's Voyage | 300 | railroad | never | Gives two immediate technology advances. |
| Eiffel Tower (n/a) | 300 | never | never | |
| Great Library | 300 | literacy | electricity | The civilization which builds the Great Library gets every Advance that at least two other civilizations have achieved. |
| Great Wall | 300 | masonry | metallurgy | Works as a City Wall in all cities. |
| Hanging Gardens | 200 | pottery | railroad | Makes one unhappy or content citizen happy in every city. Makes 2 extra happy faces in the city containing the Hanging Gardens (for a total of 3). |
| Hoover Dam | 600 | electronics | never | Works as if you had a Hydro Plant in every city. (This reduces pollution and increases the effects of Factories and Mfg. Plants.) Like a Hydro Plant, the Hoover Dam can only be built in a city which is next to (or on) a Mountain or River tile. |
| Isaac Newton's College | 400 | theory | never | Boosts science output by 100% in the city where it is built. |
| J.S. Bach's Cathedral | 400 | theology | never | Makes two unhappy citizens content in every city. |
| King Richard's Crusade | 300 | engineering | industrial | Makes one extra production shield on every square around the city where it is built. |
| Leonardo's Workshop | 400 | invention | automobile | Upgrades one obsolete unit per game turn. |
| Lighthouse | 200 | mapmaking | magnetism | Gives all sea units 1 additional move point and eliminates the risk of losing Triremes on the high seas. Makes all new sea units veterans (for all cities). |
| Magellan's Expedition | 400 | navigation | never | Gives all sea units 2 additional moves. |
| Manhattan Project | 600 | fission | never | Allow all players with sufficient knowledge to create Nuclear units. |
| Marco Polo's Embassy (n/a) | 200 | never | communism | |
| Michelangelo's Chapel | 400 | monotheism | never | Counts as having a Cathedral in each of your cities. (This makes 3 unhappy citizens content in each city. The discovery of COMMUNISM will reduce this effect by 1. The discovery of THEOLOGY will increase this effect by 1.) |
| Oracle | 300 | mysticism | theology | Doubles the effect of Temples, in all cities. |
| Pyramids | 200 | masonry | never | Counts as having a Granary in every city. |
| SETI Program | 600 | computers | never | Counts as having a Research Lab in all of your cities. That is, it boosts science in each city by 50%. |
| Shakespeare's Theatre | 300 | medicine | never | Makes all unhappy citizens content, in the city where it is located. |
| Statue of Liberty | 400 | democracy | never | Allows you to choose any Government without the transition period of Anarchy. |
| Sun Tzu's War Academy | 300 | feudalism | mobile | All your new ground units become veterans (for all cities). The chance of a unit becoming a veteran after a battle increases from 50% to 100%. |
| United Nations | 600 | communism | never | Units regain one extra hitpoint per turn. |
| Women's Suffrage | 600 | industrial | never | Counts as a Police Station in every city. (That is, for each city, reduces unhappiness for military units outside the city by 2 under Democracy and 1 under Republic. No effect for other governments.) |