

Civilization 3, Player1's PSM mod v.1.36, UNIT SUMMARY

Upgrade Info	Ancient Times	Required Tech	Required Resources	Cost	A	D	M	B	R	F	T	Db	Notes
	Settler	-	-	30	0	0	1					7	Costs 2 population
	Worker	-	-	10	0	0	1					2	Costs 1 population;terraform
	Scout	-	-	10	0	0	2					2	Expan. civs only:Am,Zu,Ir,Ru,Br
20	Warrior	-	-	10	1	1	1					2	
40	Jaguar Warrior (Az)	-	-	10	1	1	2					2	
40	Spearman	Bronze Working	-	20	1	2	1					5	Draft
40	Impi (Zu)	Bronze Working	-	20	1	2	2					5	
40	Hoplite (Gr)	Bronze Working	-	20	1	3	1					5	
20	Archer	Warrior Code	-	20	2	1	1					5	
40	Bowman (Ba)	Warrior Code	-	20	2	2	1					5	
80	Swordsman	Iron Working	Iron	30	3	2	1					7	
80	Legionary (Ro)	Iron Working	Iron	30	3	3	1					7	
80	Immortal (Pe)	Iron Working	Iron	30	4	2	1					7	
20	Chariot	The Wheel	Horses	20	1	1	2					5	No jungle/mountain
40	War Chariot (Eg)	The Wheel	Horses	20	2	1	2					5	No jungle/mountain
100	Horseman	Horseback Riding	Horses	30	2	1	2					7	
80	Mounted Warrior (Ir)	Horseback Riding	Horses	30	3	1	2					7	
40	Catapult	Mathematics	-	20	0	0	1	4	1	1		5	No jungle/mountain
80	Galley	Map Making	-	30	1	1	3					2 7	Sinks in sea/ocean
Middle Ages													
	Explorer	Navigation	-	20	0	1	2					5	Treats all terrain as roads
60	Pikeman (exc. Gr)	Feudalism	Iron	30	1	3	1					7	Draft
80	Longbowman	Invention	-	30	4	1	1					7	
20	Musketman	Gunpowder	Saltpetr	50	3	4	1					12	Draft
80	Musketeer (Fr)	Gunpowder	Saltpetr	50	4	4	1					12	
20	Knight	Chivalry	Horses,Iron	70	4	3	2					17	
40	Rider (Ch)	Chivalry	Horses,Iron	70	4	3	3					17	
40	War Elephant (In)	Chivalry	-	70	4	3	2					17	
40	Samurai (Ja)	Chivalry	Iron	70	4	4	2					17	
80	Cavalry	Military Tradition	Horses,Saltpetr	80	6	3	3					20	
80	Cossack (Ru)	Military Tradition	Horses,Saltpetr	80	6	5	3					20	
40	Cannon	Metallurgy	Iron,Saltpetr	30	0	0	1	8	1	1		7	No jungle/mountain
80	Privateer	Magnetism	Iron,Saltpetr	40	2	1	3					10	Hidden nationality
80	Frigate	Magnetism	Iron,Saltpetr	60	2	2	4	2	1	2		15	
40	Man-O-War (Br)	Magnetism	Iron,Saltpetr	60	3	2	4	3	1	2		15	
40	Caravel	Astronomy	-	40	1	1	3				3	10	Sinks in ocean
40	Galleon	Magnetism	-	60	1	2	4					4 15	
Industrial Ages													
20	Rifleman	Nationalism	-	70	5	6	1					17	Draft
160	Infantry	Replaceable Parts	Rubber	90	8	10	1					22	Draft
120	Paratrooper	Advanced Flight	Oil,Rubber	100	8	10	1		8			25	Airdrops
120	Marines	Amphibious Warfare	Rubber	100	10	8	1					25	Amphibious attack
80	Tank	Motorized Transport	Oil,Rubber	100	16	8	2					25	Blitz, No jungle/mountain
40	Panzer (Ge)	Motorized Transport	Oil,Rubber	100	16	8	3					25	Blitz, No jungle/mountain
40	Artillery	Replaceable Parts	-	80	0	0	1	12	2	2		20	No jungle/mountain
40	Ironclad	Industrialization	Coal,Iron	100	4	4	4	4	1	2		25	
40	Submarine	Mass Production	Oil	100	10	4	4					25	Sub;Sees subs
40	Destroyer	Combustion	Oil	120	12	8	6	6	1	2		30	
40	Transport	Combustion	Oil	100	1	4	6				8	25	
80	Battleship	Mass Production	Oil	220	18	12	6	8	2	3		55	
80	Carrier	Mass Production	Oil	180	1	8	6					4 45	Only carries air units;Radar
40	Fighter	Flight	Oil	80	4	2	-	2	4	2		20	Bomb(lethal sea);Recon;Intercept;Re-base
40	Bomber	Flight	Oil	100	0	2	-	8	6	3		25	Bomb;Re-base
40	Helicopter	Advanced Flight	Oil,Rubber	100	0	2	-	0	8	0	2	25	Carries 2 foot units;Airdrop;Recon;Re-base
Modern Times													
40	Mech Infantry	Computers	Oil,Rubber	110	12	18	2					27	Draft, No jungle/mountain
40	Modern Armor	Synthetic Fibers	Oil,Rubber,Aluminum	120	24	14	3					30	Blitz, No jungle/mountain
40	Radar Artillery	Robotics	Oil,Rubber,Aluminum	120	0	0	2	16	2	2		30	Radar, No jungle/mountain
40	Nuclear Submarine	Fission	Uranium	140	10	4	5				1	35	Sub;Sees subs;Carries 1 T. nuke
40	AEGIS Cruiser	Robotics	Aluminum,Uranium	160	14	10	6	4	2	3		40	Radar;Sees subs
40	Jet Fighter	Rocketry	Oil,Aluminum	100	8	4	-	3	6	2		25	Bomb(lethal);Recon;Intercept;Re-base
40	F-15 (Am)	Rocketry	Oil,Aluminum	100	8	4	-	5	6	2		25	P. Bomb;Bomb(lethal);Recon;Intercept;Re-b
40	Tactical Nuke	Space Flight	Aluminum,Uranium	300	-	-	-	0	6	0		75	
40	Stealth Fighter	Stealth	Oil,Aluminum	120	0	0	-	5	6	2		30	P. Bomb;Bomb(lethal);Recon;Intercept;Re-b
40	Stealth Bomber	Stealth	Oil,Aluminum	200	0	0	-	8	8	3		50	P. Bomb;Bomb;Rebase
40	ICBM	Satellites	Aluminum,Uranium	500	-	-	-	-	G	-		125	Global range
40	Cruise Missile	Rocketry	Aluminum	60	0	0	1	16	4	4		15	

Notes:

- (1) "" on movement factor signifies that the unit exerts a zone of control
- (2) "Blitz" - unit can perform multiple attacks
- (3) "radar" - unit can see two regardless of terrain
- (4) Upgrades for special units same as generic equivalent unless otherwise indicated
- (5) Db=number of shields received if unit is disbanded

Defensive bonuses

Terrain	Bonus	Fortification	Bonus	Other	Bonus
Hills	50%	Town	0%	Over River	25%
Mountains	100%	City	50%	Fortified	25%
Forest	25%	Metropolis	100%		
Jungle	25%	Walled Town	50%		
Other	10%	Fortress	50%		

Experience

Name	HP
Conscript	2
Regular	3
Veteran	4
Elite	5