

* Rivers give +1C for adjacent tiles (Except for Snow, Jungle, and Forest) and +2 Health for adjacent Cities

** No improvements except roads/railroads on plain snow, desert and tundra

° Farms can only be built by river until Civil Service and Biology

- Civil Service allows farms to be irrigated and "chained" away from river tiles (+1F)

- Farms can be built anywhere but do not receive +1F from irrigation

* Cottages cannot be built on Snow or Tundra (Tundra with adjacent river is allowed)

- Civic Adjustments: 1P for town with Universal Suffrage | 2C for town with Free Speech | 100% growth rate with Emancipation

¹ - Railroad on square increases production by +1P
² - Replaceable Parts: +1P
³ - Electricity: +1C
⁴ - Workshop: +1P Guilds +1P Chemistry
⁵ - Electricity: +2C

Civilization IV Terrain Reference Guide by JSRhino (Thanks to Stuporstar for his text guide!)		No Improvement				(Primary Improvement)				[Secondary Improvement]				Watermill (plain only) Cottages ⁺				
		F	P	C	H	F	P	C	H	F	P	C	H	F	P	C	H	
		-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
Coast	Plain	1	0	2	-													
Desert	Plain**	0	0	0*	0									0	1 ²	0	0 ^{5*} 1*	0
	Hill (Mine ¹) [Windmill ²³]	-1	1	0*	0	-1	3 ¹	0	0	0	1	1	0	0	0	1	0	0
	Oasis	3	0	2	2													
	Floodplains (Farm °) [Workshop ⁴]	3	0	0*	-0.4	4°	0	0	-0.4	2	1 ⁴	0	-0.4	3	1	0*	-0.4	
Grassland	Plain (Farm °) [Workshop ⁴]	2	0	0*	0	3°	0	0*	0	1	1 ⁴	0	0	2	1 ²	0	0 ^{5*} 1*	0
	Hill (Mine ¹) [Windmill ²³]	1	1	0*	0	1	3 ¹	0*	0	2	1 ²	1 ³	0	1	1	0*	1*	0
	Forest (Lumbermill ¹)	2	1	0	0.5	2	2 ¹	0	0.5									
	Jungle	1	0	0	-0.25													
	Hill & Forest (Lumbermill ¹)	1	2	0	0.5	1	3 ¹	0	0.5									
	Hill & Jungle	0	1	0	-0.25													
Snow	Plain**	0	0	0	0									0 0	1 ²	0	0 ^{5*} 1	0
	Hill (Mine ¹) [Windmill ²³]	0	1	0	0	0	3 ¹	0	0	1	1 ²	0 ³	0	0	1	1	0	0
	Forest (Lumbermill ¹)	0	1	0	0.5	0	2 ¹	0	0.5									
Ocean	Plain	1	0	1	0													
Peak	Plain	0	0	0	X													
Plains	Plain (Farm °) [Workshop ⁴]	1	1	0*	0	2°	1	0*	0	0	2 ⁴	0	0	1	2 ²	1	0 ^{5*} 1*	0
	Hill (Mine ¹) [Windmill ²³]	0	2	0*	0	0	4 ¹	0*	0	1	2 ²	1 ³	0	0	2	1*	0	0
	Forest (Lumbermill ¹)	1	2	0	0.5	1	3 ¹	0	0.5									
	Hill & Forest (Lumbermill ¹)	0	3	0	0.5	0	4 ¹	0	0.5									
Tundra	Plain (Workshop by River ⁴)**	1	0	0*	0	0	1 ⁴	0*	0					1	1 ²	0	0 ^{5*} 1*	0
	Hill (Mine ¹) [Windmill ²³]	0	1	0	0	0	3 ¹	0*	0	1	1 ²	1 ³	0	0	1	1*	0	0
	Forest (Lumbermill ¹)	1	1	0	0.5	1	2 ¹	0	0.5									
	Hill and Forest (Lumbermill ¹)	0	2	0	0.5	0	3 ¹	0	0.5									

Improve	Required Tech	Additional Techs
Farm	Agriculture	Civil Service and Biology
Cottages	Pottery	Printing Press and Civics (see above ⁺)
Mine	Mining	Railroad

Improve	Required Tech	Additional Techs
Workshop	Metal Casting	Guilds and Chemistry
Windmills	Machinery	Replaceable Parts
Watermills	Machinery	Replaceable Parts and Electricity
Lumbermill	Replaceable Parts	Railroad