

# Civilization VI Reference

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By Grumalg - v1.2

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# Beliefs

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## Pantheon Beliefs

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	Name	Description
	Dance of the Aurora	<a href="#">Holy Site</a> districts get +1  Faith from adjacent  Tundra tiles.
	Desert Folklore	<a href="#">Holy Site</a> districts get +1  Faith from adjacent  Desert tiles.
	Divine Spark	+1  Great Person point from <a href="#">Holy Site</a> (Prophet), <a href="#">Campus</a> (Scientist), and <a href="#">Theater Square</a> (Writer) districts.
	Fertility Rites	City growth rate is 10% higher.
	God of Craftsmen	+1  Production from  Mines over <a href="#">Strategic Resources</a> .
	God of Healing	Increases Healing by +30 in your <a href="#">Holy Site</a> district, or any adjacent tiles.
	God of the Forge	+25%  Production toward Ancient and Classical military units.
	God of the Open Sky	+1  Culture from  Pastures.
	God of the Sea	+1  Production from  Fishing Boats
	God of War	Bonus  Faith equal to 50% of the strength of each enemy unit killed within 8 tiles of a <a href="#">Holy Site</a> district.
	Goddess of Festivals	+1  Food from  Wine,  Incense,  Cacao,  Tobacco,  Coffee, and  Tea Plantations.
	Goddess of the Harvest	Harvesting a <a href="#">Resource</a> or removing a <a href="#">Feature</a> receives  Faith equal to the other yields quantity.
	Goddess of the Hunt	+1  Food from  Camps.
	Initiation Rites	+50  Faith for each Barbarian Outpost cleared.
	Lady of the Reeds and Marshes	+1  Production from  Marsh,  Oasis, and  Floodplains.
	Monument to the Gods	+15%  Production towards Ancient and Classical era wonders.
	Oral Tradition	+1  Culture from  Banana,  Citrus,  Cotton,  Dyes,  Silk,  Spices, and  Sugar Plantations.
	Religious Idols	+1  Faith from  Mines over <a href="#">Luxury</a> and <a href="#">Bonus</a> resources.
	Religious Settlements	Border expansion rate 15% higher.
	River Goddess	+1  Amenity to cities if they have a <a href="#">Holy Site</a> district adjacent to a River.
	Sacred Path	<a href="#">Holy Site</a> districts get +1  Faith from adjacent  Rainforest tiles.
	Stone Circles	+2  Faith from  Quarries.

## Worship Beliefs

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	Name	Description
	Cathedral	Allows construction of  <a href="#">Cathedrals</a> (+3  Faith, 1 slot for  religious art).
	Gurdwara	Allows construction of  <a href="#">Gurdwaras</a> (+3  Faith, +2  Food).
	Meeting House	Allows construction of  <a href="#">Meeting Houses</a> (+3  Faith, +2  Production).
	Mosque	Allows construction of  <a href="#">Mosques</a> (+3  Faith).  <a href="#">Missionaries</a> and  <a href="#">Apostles</a> +1 Spread.
	Pagoda	Allows construction of  <a href="#">Pagodas</a> (+3  Faith, +1  Housing).
	Synagogue	Allows construction of  <a href="#">Synagogues</a> (+5  Faith).
	Wat	Allows construction of  <a href="#">Wats</a> (+3  Faith, +2  Science).

## Follower Beliefs

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	Name	Description
	Divine Inspiration	All world wonders provide +4  Faith.
	Feed the World	 <a href="#">Shrines</a> and  <a href="#">Temples</a> provide  Food equal to their intrinsic  Faith output.
	Jesuit Education	May purchase  <a href="#">Campus</a> and  <a href="#">Theater Square</a> district buildings with  Faith.
	Religious Community	 <a href="#">Shrines</a> and  <a href="#">Temples</a> each provide +1  Housing.
	Reliquaries	 Relics have triple yield of both  Faith and  Tourism.
	Work Ethic	+1  Production for each follower.
	Zen Meditation	+1  Amenity in cities with 2 specialty <a href="#">Districts</a> .

## Founder Beliefs

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	Name	Description
	<b>Church Property</b>	+2  Gold for each city following this <a href="#">Religion</a> .
	<b>Lay Ministry</b>	Each  <a href="#">Holy Site</a> or  <a href="#">Theater Square</a> district in a city following this <a href="#">Religion</a> provides +1  Faith or +1  Culture respectively.
	<b>Papal Primacy</b>	Type bonuses from city-states following your <a href="#">Religion</a> are 50% more powerful.
	<b>Pilgrimage</b>	+2  Faith for every city following this <a href="#">Religion</a> in other civilizations and <a href="#">City-States</a> .
	<b>Stewardship</b>	Each  <a href="#">Campus</a> or  <a href="#">Commercial Hub</a> district in a city following this <a href="#">Religion</a> provides +1  Science or +1  Gold respectively.
	<b>Tithe</b>	+1  Gold for every 4 followers of this <a href="#">Religion</a> .
	<b>World Church</b>	+1  Culture for every 5 followers of this <a href="#">Religion</a> in other civilizations.

## Enhancer Beliefs

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	Name	Description
	<b>Crusade</b>	Combat units gain +10  Combat Strength near foreign cities that follow this <a href="#">Religion</a> .
	<b>Defender of the Faith</b>	Combat units gain +10  Combat Strength when within the borders of friendly cities that follow this <a href="#">Religion</a> .
	<b>Holy Order</b>	 <a href="#">Missionaries</a> and  <a href="#">Apostles</a> are 30% cheaper to purchase.
	<b>Itinerant Preachers</b>	<a href="#">Religion</a> spreads to cities 30% further away.
	<b>Missionary Zeal</b>	Religious units ignore  Movement costs of <a href="#">Terrain</a> and <a href="#">Features</a> .
	<b>Monastic Isolation</b>	Your Religion's pressure never drops due to losses in Theological Combat.
	<b>Scripture</b>	Religious spread from adjacent city pressure is 25% stronger. Boosted to 50% once  <a href="#">Printing</a> is researched.

## Buildings

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### Aerodrome Buildings

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Icon	Name	Traits	Requirements	Base Costs
	Airport	+50% combat experience for air units trained in this city. +3 🎯 Production +2 air unit slots in an ⚜ Aerodrome district. Allows the ability to airlift land units between ⚜ Aerodrome districts with ✈ Airports after the ✈ Rapid Deployment Civic is unlocked.	District: ⚜ Aerodrome Technology: ✈ Advanced Flight Building: ✈ Hanger	Production: 600 🍀 Purchase: 600 🍀 Maintenance: 2 🍀
	Hanger	+25% combat experience for air units trained in this city. +2 🎯 Production +2 air unit slots in ⚜ Aerodrome district.	District: ⚜ Aerodrome Technology: ✈ Flight	Production: 465 🍀 Purchase: 465 🍀 Maintenance: 1 🍀

### Campus Buildings

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Icon	Name	Traits	Requirements	Base Costs
	Library	+2 🌏 Science, +1 🏛 Citizen slot +1 🎯 Great Scientist point per turn	District: ⚓ Campus Technology: 🖋️ Writing	Production: 90 🍀 Purchase: 90 🍀 Maintenance: 1 🍀
	Madrasa Arabia	Building unique to Arabia, replaces 🏫 University. Bonus 🌏 Faith equal to the adjacency 🌏 Science bonus of the ⚓ Campus district. +5 🌏 Science, +1 🏠 Housing, +1 🏛 Citizen slot +1 🎯 Great Scientist point per turn.	District: ⚓ Campus Civic: 🕉️ Theology Building: 🏫 Library	Production: 250 🍀 Purchase: 250 🍀 Maintenance: 2 🍀
	Research Lab	+5 🌏 Science, +1 🏛 Citizen slot +1 🎯 Great Scientist point per turn.	District: ⚓ Campus Technology: 🧪 Chemistry Building: 🏫 University	Production: 580 🍀 Purchase: 580 🍀 Maintenance: 3 🍀
	University	+4 🌏 Science, +1 🏠 Housing, +1 🏛 Citizen Slot +1 🎯 Great Scientist point per turn.	District: ⚓ Campus Technology: 🎓 Education Building: 🏫 Library	Production: 250 🍀 Purchase: 250 🍀 Maintenance: 2 🍀

## City Center Buildings

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Icon	Name	Traits	Requirements	Base Costs
	Ancient Walls	Provides Walls around the  <a href="#">City Center</a> and  <a href="#">Encampment</a> district. Walls allow  Ranged Strikes from the  <a href="#">City Center</a> and  <a href="#">Encampment</a> district, and must be defeated before city can be assaulted. Provides 1  Tourism after advancing to the  <a href="#">Conservation</a> Civic. +50 Outer Defense	District:  <a href="#">City Center</a> Technology:  <a href="#">Masonry</a>	Production: 80  Purchase: 80 
	Granary	+1  Food, +2  Housing	District:  <a href="#">City Center</a> Technology:  <a href="#">Pottery</a>	Production: 65  Purchase: 65 
	Medieval Walls	Increases the strength of your Outer Defenses. Provides 2  Tourism after advancing to the  <a href="#">Conservation</a> Civic. +50 Outer Defenses	District:  <a href="#">City Center</a> Technology:  <a href="#">Castles</a> Building:  <a href="#">Ancient Walls</a>	Production: 225  Purchase: 225 
	Monument	+2  Culture	District:  <a href="#">City Center</a>	Production: 60  Purchase: 60 
	Palace	+1  Culture, +5  Gold, +2  Production, +2  Science, +1  Housing +1  Amenity from entertainment +1 Great Work slot (holds any type)	District:  <a href="#">City Center</a>	Production: 1 
	Renaissance Walls	Raises the strength of your Outer Defenses to the highest possible level. Provides 3  Tourism after advancing to the  <a href="#">Conservation</a> Civic. +50 Outer Defense	District:  <a href="#">City Center</a> Technology:  <a href="#">Siege Tactics</a> Building:  <a href="#">Medieval Walls</a>	Production: 305  Purchase: 305 
	Sewer	+2  Housing	District:  <a href="#">City Center</a> Technology:  <a href="#">Sanitation</a>	Production: 200  Purchase: 200  Maintenance: 2 
	Water Mill	+1  Food, +1  Production  <a href="#">Rice</a> and  <a href="#">Wheat</a> resources gain +1  Food each.	City must be adjacent to a River. District:  <a href="#">City Center</a> Technology:  <a href="#">Wheel</a>	Production: 80  Purchase: 80 

## Commercial Hub Buildings

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Icon	Name	Traits	Requirements	Base Costs
	Bank	+5 🍀 Gold, +1 🏛 Citizen slot +1 🌹 Great Merchant point per turn.	District: 🏢 Commercial Hub Technology: 🍂 Banking Building: 🏬 Market	Production: 290 🍀 Purchase: 290 🍀
	Market	+3 🍀 Gold, +1 🏛 Citizen slot +1 🌹 Great Merchant point per turn.	District: 🏢 Commercial Hub Technology: 🍂 Currency	Production: 120 🍀 Purchase: 120 🍀
	Stock Exchange	+7 🍀 Gold, +1 🏛 Citizen slot +1 🌹 Great Merchant point per turn.	District: 🏢 Commercial Hub Technology: 🎨 Economics Building: 🏦 Bank	Production: 390 🍀 Purchase: 390 🍀
	Sukiennice <u>Poland</u>	Unique to <u>Poland</u> , replaces 🏬 Market. Trade Routes: 🚤 International +2 🍀 Production, 🚤 Domestic +4 🍀 Gold. +3 🍀 Gold, +1 🏛 Citizen slot +1 🌹 Great Merchant point per turn.	District: 🏢 Commercial Hub Technology: 🍂 Currency	Production: 120 🍀 Purchase: 120 🍀

## Encampment Buildings

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Icon	Name	Traits	Requirements	Base Costs
	Armory	+25% combat experience for all land units trained in this city. +2 🍀 Production, +1 🏛 Citizen slot +1 🌹 Great General point per turn.	District: 🏜 Encampment Technology: 🏵 Military Engineering Building: 🏔 Barracks or 🏮 Stable	Production: 195 🍀 Purchase: 195 🍀 Maintenance: 2 🍀
	Barracks	+25% combat experience for all melee and ranged land units trained in this city. +1 🍀 Production, +1 🏡 Housing, +1 🏛 Citizen slot +1 🌹 Great General point per turn.	May not be built in an 🏜 Encampment district that already has a 🏮 Stable. District: 🏜 Encampment Technology: 🏵 Bronze Working	Production: 90 🍀 Purchase: 90 🍀 Maintenance: 1 🍀
	Basilikoi Paides <u>Macedon</u>	Unique to <u>Macedon</u> , replaces 🏔 Barracks. +25% combat experience for all melee, ranged land units, and <u>Hetairoi</u> trained in this city. Gain 📈 Science equal to 25% of the units cost when a non civilian unit is created in this city. +1 🍀 Production, +1 🏡 Housing, +1 🏛 Citizen slot +1 🌹 Great General point per turn.	May not be built in an 🏜 Encampment district that already has a 🏮 Stable. District: 🏜 Encampment Technology: 🏵 Bronze Working	Production: 90 🍀 Purchase: 90 🍀 Maintenance: 1 🍀
	Military Academy	+25% combat experience for all land units trained in this city. Faster Corps and Army training. +3 🍀 Production, +1 🏡 Housing, +1 🏛 Citizen slot +1 🌹 Great General point per turn.	District: 🏜 Encampment Technology: 📈 Military Science Building: 🏦 Armory	Production: 390 🍀 Purchase: 390 🍀 Maintenance: 2 🍀
	Stable	+25% combat experience for all cavalry class units trained in this city. +1 🍀 Production, +1 🏡 Housing, +1 🏛 Citizen slot +1 🌹 Great General point per turn.	May not be built in an 🏜 Encampment district that already has a 🏔 Barracks. District: 🏜 Encampment Technology: 🏵 Horseback Riding	Production: 120 🍀 Purchase: 120 🍀 Maintenance: 1 🍀

## Entertainment Complex / Street Carnival Buildings

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Icon	Name	Traits	Requirements	Base Costs
	Arena	+1 🏠 Amenity from entertainment.	District: 🏟 Entertainment Complex Civic: 🎲 Games and Recreation	Production: 150 🍒 Purchase: 150 🍒 Maintenance: 1 🍒
	Stadium	Bonus extends to each 🏟 City Center within 6 tiles. +2 🏠 Amenities from entertainment.	District: 🏟 Entertainment Complex Civic: 🎾 Professional Sports Building: 🐾 Zoo	Production: 660 🍒 Purchase: 660 🍒 Maintenance: 3 🍒
	Tlachtli Aztec	A building unique to the Aztecs. Replaces Arena. +2 ☮ Faith +1 🏠 Amenity from entertainment +1 🎯 Great General point per turn.	District: 🏟 Entertainment Complex Civic: 🎲 Games and Recreation	Production: 135 🍒 Purchase: 135 🍒 Maintenance: 1 🍒
	Zoo	Bonus extends to each 🏟 City Center within 6 tiles. +1 🏠 Amenities from entertainment.	District: 🏟 Entertainment Complex Civic: 🏡 Natural History Building: 🏟 Arena	Production: 445 🍒 Purchase: 445 🍒 Maintenance: 2 🍒

## Harbor / Royal Navy Dockyard Buildings

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Icon	Name	Traits	Requirements	Base Costs
	Lighthouse	+25% combat experience for all naval units trained in this city. +1 🍃 Food, +1 🍒 Gold, +1 🏠 Housing, +1 🏆 Citizen slot +1 🍃 Food on all 🏝 Coast tiles for this city. +1 🎯 Great Admiral point per turn	District: 🏝 Harbor Technology: 🌌 Celestial Navigation	Production: 120 🍒 Purchase: 120 🍒
	Seaport	Faster Fleet and Armada training. +25% combat experience for all naval units trained in this city. +2 🍒 Gold, +2 🍃 Food, +1 🏠 Housing, +1 🏆 Citizen slot +2 🍒 Gold on all 🏝 Coast tiles for this city. +1 🎯 Great Admiral point per turn	District: 🏝 Harbor Technology: ⚡ Electricity Building: 🛰 Shipyard	Production: 580 🍒 Purchase: 580 🍒
	Shipyard	+25% combat experience for all naval units trained in this city. Bonus 🍒 Production equal to the adjacency 🍒 Gold bonus of it's district. +1 🏆 Citizen slot +1 🎯 Great Admiral point per turn	District: 🏝 Harbor Technology: 🚧 Mass Production Building: 🌄 Lighthouse	Production: 290 🍒 Purchase: 290 🍒 Maintenance: 2 🍒

## Holy Site / Lavra Buildings

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Icon	Name	Traits	Requirements	Base Costs
	Shrine	Allows the purchasing of ⚡ <a href="#">Missionaries</a> . ⚡ <a href="#">Missionaries</a> can only be purchased with 🌞 Faith. +2 🌞 Faith, +1 🏛 Citizen slot +1 🌞 <a href="#">Great Prophet</a> point per turn.	District: <a href="#">Holy Site</a> Technology: <a href="#">Astrology</a>	Production: 70 🌟 Purchase: 70 🌟 Maintenance: 1 🌟
	Stave Church <a href="#">Norway</a>	A building unique to <a href="#">Norway</a> . Replaces <a href="#">Temple</a> . Required to purchase ⚡ <a href="#">Apostles</a> and ⚡ <a href="#">Inquisitors</a> with 🌞 Faith. <a href="#">Holy Site</a> districts get an additional standard adjacency bonus from each <a href="#">Woods</a> . +1 🌟 Production to each coastal resource tile in this city +4 🌞 Faith, +1 🏛 Citizen slot +1 🌞 <a href="#">Great Prophet</a> point per turn +1 🏛 Relic slot	District: <a href="#">Holy Site</a> Civic: <a href="#">Theology</a> Building: <a href="#">Shrine</a>	Production: 120 🌟 Purchase: 120 🌟 Maintenance: 2 🌟
	Temple	Allows the purchasing of ⚡ <a href="#">Apostles</a> and ⚡ <a href="#">Inquisitors</a> . ⚡ <a href="#">Apostles</a> and ⚡ <a href="#">Inquisitors</a> can only be purchased with 🌞 Faith. +4 🌞 Faith, +1 🏛 Citizen slot +1 🌞 <a href="#">Great Prophet</a> point per turn +1 🏛 Relic slot	District: <a href="#">Holy Site</a> Civic: <a href="#">Theology</a> Building: <a href="#">Shrine</a>	Production: 120 🌟 Purchase: 120 🌟 Maintenance: 2 🌟

## Holy Site / Lavra Buildings - Belief Based

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Icon	Name	Traits	Requirements	Base Costs
	Cathedral	+3 🌞 Faith, +1 🏛 Citizen slot +1 🏛 Great Work of Religious Art slot	Belief: <a href="#">Cathedral</a> Building: <a href="#">Temple</a> District: <a href="#">Holy Site</a>	Production: 190 🌟 Purchase: 190 🌟
	Gurdwara	+3 🌞 Faith, +2 🍎 Food, +1 🏛 Citizen slot	Belief: <a href="#">Gurdwara</a> Building: <a href="#">Temple</a> District: <a href="#">Holy Site</a>	Production: 190 🌟 Purchase: 190 🌟
	Meeting House	+3 🌞 Faith, +2 🌟 Production, +1 🏛 Citizen slot	Belief: <a href="#">Meeting House</a> Building: <a href="#">Temple</a> District: <a href="#">Holy Site</a>	Production: 190 🌟 Purchase: 190 🌟
	Mosque	⚡ <a href="#">Missionaries</a> and ⚡ <a href="#">Apostles</a> created here have +1 spread. +3 🌞 Faith, +1 🏛 Citizen slot	Belief: <a href="#">Mosque</a> Building: <a href="#">Temple</a> District: <a href="#">Holy Site</a>	Production: 190 🌟 Purchase: 190 🌟
	Pagoda	+3 🌞 Faith, +1 🏠 Housing, +1 🏛 Citizen slot	Belief: <a href="#">Pagoda</a> Building: <a href="#">Temple</a> District: <a href="#">Holy Site</a>	Production: 190 🌟 Purchase: 190 🌟
	Synagogue	+5 🌞 Faith, +1 🏛 Citizen slot	Belief: <a href="#">Synagogue</a> Building: <a href="#">Temple</a> District: <a href="#">Holy Site</a>	Production: 190 🌟 Purchase: 190 🌟
	Wat	+3 🌞 Faith, +2 🌈 Science, +1 🏛 Citizen slot	Belief: <a href="#">Wat</a> Building: <a href="#">Temple</a> District: <a href="#">Holy Site</a>	Production: 190 🌟 Purchase: 190 🌟

## Industrial Zone / Hansa Buildings

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Icon	Name	Traits	Requirements	Base Costs
	Electronics Factory Japan	A building unique to <a href="#">Japan</a> . Replaces <a href="#">Factory</a> . After researching the <a href="#">Electricity</a> technology this building provides an additional +4  Culture to its city. +4  Production to all cities within 6 tiles. +4  Production, +1  Citizen slot +1  Great Engineer point per turn	District: <a href="#">Industrial Zone</a> Technology: <a href="#">Industrialization</a> Building: <a href="#">Workshop</a>	Production: 390 Purchase: 390 Maintenance: 2
	Factory	Bonus is extended to all cities within 6 tiles. +3  Production, +1  Citizen slot +1  Great Engineer point per turn	District: <a href="#">Industrial Zone</a> Technology: <a href="#">Industrialization</a> Building: <a href="#">Workshop</a>	Production: 390 Purchase: 390 Maintenance: 2
	Power Plant	Bonus extends to each city within 6 tiles. +4  Production, +1  Citizen slot +1  Great Engineer point per turn	District: <a href="#">Industrial Zone</a> Technology: <a href="#">Electricity</a> Building: <a href="#">Factory</a>	Production: 580 Purchase: 580 Maintenance: 3
	Workshop	+2  Production, +1  Citizen slot +1  Great Engineer point per turn	District: <a href="#">Industrial Zone</a> Technology: <a href="#">Apprenticeship</a>	Production: 195 Purchase: 195 Maintenance: 1

## Theater Square / Acropolis Buildings

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Icon	Name	Traits	Requirements	Base Costs
	Amphitheater	+2  Culture, +1  Citizen slot +1  Great Writer point per turn, +2  Great Work of Writing slots	District: <a href="#">Theater Square</a> Civic: <a href="#">Drama and Poetry</a>	Production: 150 Purchase: 150 Maintenance: 1
	Archaeological Museum	Holds  Artifacts. +2  Culture, +1  Citizen slot +1  Great Writer point per turn, +2  Great Artist points per turn +3  Artifact slots	May not be built in an <a href="#">Theater Square</a> district that already has a <a href="#">Art Museum</a> . District: <a href="#">Theater Square</a> Civic: <a href="#">Humanism</a> Building: <a href="#">Amphitheater</a>	Production: 290 Purchase: 290 Maintenance: 2
	Art Museum	Holds  Great Works of Art. +2  Culture, +1  Citizen slot +1  Great Writer point per turn, +2  Great Artist points per turn +3  Great Works of Art slots	May not be built in an <a href="#">Theater Square</a> district that already has a <a href="#">Archaeological Museum</a> . District: <a href="#">Theater Square</a> or <a href="#">Acropolis</a> Civic: <a href="#">Humanism</a> Building: <a href="#">Amphitheater</a>	Production: 290 Purchase: 290 Maintenance: 2
	Broadcast Center	+4  Culture, +1  Citizen slot +1  Great Artist point per turn, +2  Great Musician points per turn +1  Great Work of Music slot	District: <a href="#">Theater Square</a> Technology: <a href="#">Radio</a> Building: <a href="#">Art Museum</a> or <a href="#">Archaeological Museum</a>	Production: 580 Purchase: 580 Maintenance: 3
	Film Studio America	A building unique to <a href="#">America</a> , replaces <a href="#">Broadcast Center</a> . +100%  Tourism pressure from this city towards other civilizations in the Modern Era. +4  Culture, +1  Citizen slot +1  Great Artist point per turn, +2  Great Musician points per turn +1  Great Works of Music slot	District: <a href="#">Theater Square</a> Technology: <a href="#">Radio</a> Building: <a href="#">Art Museum</a> or <a href="#">Archaeological Museum</a>	Production: 580 Purchase: 580 Maintenance: 3

# City-States

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## Cultural City-States

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	<b>Envoy Effects:</b>	1  Envoy: +2  Culture in the  Capital. 3  Envoy: +2  Cultural in every  Theater Square district. 6  Envoy: Additional +2  Culture in every  Theater Square district.
	<b>Name</b>	<b>Suzerain Bonus</b>
	<b>Antananarivo</b>	Your Civilization gains +2%  Culture for each  Great Person it has ever earned.
	<b>Kumasi</b>	Your  Trade Routes to any city-state provide +2  Culture and +1  Gold for every speciality district in the origin city.
	<b>Mohenjo-Daro</b>	Your cities have full  Housing from water, as if they were all next to a River.
	<b>Nan Madol</b>	Your districts on or next to  Coast tiles provide +2  Culture.
	<b>Vilnius</b>	When you enter a new era, earn 1 random  Inspiration from that era.

## Industrial City-States

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	<b>Envoy Effects:</b>	1  Envoy: +2  Production in the  Capital when producing <a href="#">Wonders</a> , <a href="#">Buildings</a> , and <a href="#">Districts</a> . 3  Envoy: +2  Production in every  Industrial Zone district when producing <a href="#">Wonders</a> , <a href="#">Buildings</a> , and <a href="#">Districts</a> . 6  Envoy: Additional +2  Production in every  Industrial Zone district when producing <a href="#">Wonders</a> , <a href="#">Buildings</a> , and <a href="#">Districts</a> .
	<b>Name</b>	<b>Suzerain Bonus</b>
	<b>Auckland</b>	Shallow water tiles you own provide +1  Production. Additional +1  when you reach Industrial Era.
	<b>Brussels</b>	Your cities get 15%  Production towards <a href="#">Wonders</a> .
	<b>Buenos Aires</b>	Your <a href="#">Bonus</a> resources behave like <a href="#">Luxury</a> resources, providing 1  Amenity per type.
	<b>Hong Kong</b>	Your cities get +20%  Production towards city projects.
	<b>Toronto</b>	Regional effects from your  Industrial Zone and  Entertainment Complex districts reach 3 tiles further.

## Militaristic City-States

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	<b>Envoy Effects:</b>	1  Envoy: +2  Production in the  Capital when producing units. 3  Envoy: +2  Production in every  Encampment district when producing units. 6  Envoy: Additional +2  Production in every  Encampment district when producing units.
	<b>Name</b>	<b>Suzerain Bonus</b>
	<b>Carthage</b>	Your  Encampment districts provide +1  Trade Route capacity each.
	<b>Granada</b>	Your  Builders can now make  Alcázár Improvements.
	<b>Kabul</b>	Your units receive double experience from battles they initiate.
	<b>Preslav</b>	Your light and heavy cavalry units have +5  Combat Strength when fighting on Hill tiles.
	<b>Valletta</b>	 City Center buildings and  Encampment district buildings can be bought with  Faith. Cost of purchasing  Ancient Walls,  Medieval Walls, and  Renaissance Walls is reduced, but they can only be bought with  Faith.

## Religious City-States

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	<b>Envoy Effects:</b>	<b>1 Envoy:</b> +2  Faith in the  Capital. <b>3 Envos:</b> +2  Faith in every  <a href="#">Holy Site</a> district. <b>6 Envos:</b> Additional +2  Faith in every  <a href="#">Holy Site</a> district.
	<b>Name</b>	<b>Suzerain Bonus</b>
	<b>Armagh</b>	Your  Builders can now make  <a href="#">Monastery</a> Improvements.
	<b>Jerusalem</b>	Automatically converts to the <a href="#">Religion</a> you founded, and exerts pressure for that <a href="#">Religion</a> as if it were a Holy City.
	<b>Kandy</b>	Receive a  Relic every time you discover a new <a href="#">Natural Wonder</a> , and earn +50%  Faith from all  Relics.
	<b>La Venta</b>	Your  Builders can now make  <a href="#">Colossal Head</a> improvements.
	<b>Yerevan</b>	Your  <a href="#">Apostle</a> units can choose from any possible promotion instead of receiving a random promotion.

## Scientific City-States

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	<b>Envoy Effects:</b>	<b>1 Envoy:</b> +2  Science in your  Capital. <b>3 Envos:</b> +2  Science in every  <a href="#">Campus</a> district. <b>6 Envos:</b> Additional +2  Science in every  <a href="#">Campus</a> district.
	<b>Name</b>	<b>Suzerain Bonus</b>
	<b>Geneva</b>	Your cities earn +15%  Science whenever you are not at war with any civilization.
	<b>Hattusa</b>	Provides you with 1 of each <a href="#">Strategic Resource</a> you have revealed but do not own.
	<b>Palenque</b>	City growth rate is 15% higher in cities with a  <a href="#">Campus</a> district.
	<b>Seoul</b>	When you enter a new era, earn 1 random  Eureka from that era.
	<b>Stockholm</b>	Your districts provide +1  Great Person point of their type (  <a href="#">Great Writer</a> ,  <a href="#">Great Artist</a> , and  <a href="#">Great Musician</a> for  <a href="#">Theater Square</a> districts).

## Trade City-State

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	<b>Envoy Effects:</b>	<b>1 Envoy:</b> +4  Gold in the  Capital. <b>3 Envos:</b> +4  Gold in every  <a href="#">Commercial Hub</a> district. <b>6 Envos:</b> Additional +4  Gold in every  <a href="#">Commercial Hub</a> district.
	<b>Name</b>	<b>Suzerain Bonus</b>
	<b>Amsterdam</b>	Your  Trade Routes to foreign cities earn +1  Gold for each <a href="#">Luxury</a> resource at the destination.
	<b>Jakarta</b>	Your  Trading Posts in foreign cities provide +1  Gold to your  Trade Routes passing through.
	<b>Lisbon</b>	Your  Trader units are immune to being plundered on water tiles.
	<b>Muscat</b>	+1  Amenity in cities with a  <a href="#">Commercial Hub</a> district.
	<b>Zanzibar</b>	Receive the  <a href="#">Cinnamon</a> and  <a href="#">Cloves</a> Luxury resources. These cannot be earned any other way in the game, and provide 6  Amenities each.

# Civics

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## Ancient Era Civics

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	Name	Unlocks	Requirements	Progression - Leads to
	Code of Laws	Policy:  Discipline,  God King,  Survey,  Urban Planning	Base Cost: 20  Culture	 <a href="#">Craftsmanship</a>  <a href="#">Foreign Trade</a>
	Craftsmanship	Improvement:  Sphinx Policy:  Agoge,  Ilkum	Civic:  <a href="#">Code of Laws</a> Base Cost: 40  Culture Boost: Improve 3 tiles.	 <a href="#">Military Tradition</a>  <a href="#">State Workforce</a>
	Early Empire	Allows the abilities to enforce borders and grant  Open Borders to other civilizations. Diplomacy:  Open Borders Improvement:  Pairidaeza (Unique to Persia) Policy:  Colonization,  Land Surveyors	Civic:  <a href="#">Foreign Trade</a> Base Cost: 70  Culture Boost: Grow your civilization to at least 6  Population.	 <a href="#">Political Philosophy</a>  <a href="#">Drama and Poetry</a>
	Foreign Trade	Allows creation of  Trade Routes. Diplomacy:  Joint War Policy:  Caravansaries,  Maritime Industries Unit:  Trader	Civic:  <a href="#">Code of Laws</a> Base Cost: 40  Culture Boost: Discover a second continent.	 <a href="#">Early Empire</a>  <a href="#">Mysticism</a>
	Military Tradition	Grants flanking and support combat bonuses to all combat units. Policy:  Maneuver,  Strategos	Civic:  <a href="#">Craftsmanship</a> Base Cost: 50  Culture Boost: Clear a Barbarian Outpost.	 <a href="#">Military Training</a>
	Mysticism	 Awards 1  Envoy. Policy:  Inspiration,  Revelation Wonder:  Oracle	Civic:  <a href="#">Foreign Trade</a> Base Cost: 50  Culture Boost: Found a <a href="#">Pantheon</a> .	 <a href="#">Theology</a>
	State Workforce	Policy:  Conscription,  Corvée	Civic:  <a href="#">Craftsmanship</a> Base Cost: 70  Culture Boost: Build any specialty <a href="#">District</a> .	 <a href="#">Games and Recreation</a>  <a href="#">Political Philosophy</a>

## Classical Era Civics

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	Name	Unlocks	Requirements	Progression - Leads to
	Defensive Tactics	Policy:  <a href="#">Bastions</a> ,  <a href="#">Limes</a> Wonder:  <a href="#">Mausoleum at Halicarnassus</a>	Civic:  <a href="#">Games and Recreation</a> ,  <a href="#">Political Philosophy</a> Base Cost: 175  Culture Boost: Be the target of a  Declaration of War.	 <a href="#">Naval Tradition</a>  <a href="#">Feudalism</a>  <a href="#">Civil Service</a>
	Drama and Poetry	Building:  <a href="#">Amphitheater</a> District:  <a href="#">Acropolis</a> ,  <a href="#">Theater Square</a> Policy:  <a href="#">Literary Tradition</a>	Civic:  <a href="#">Early Empire</a> Base Cost: 110  Culture Boost: Build a <a href="#">Wonder</a> .	 <a href="#">Recorded History</a>  <a href="#">Theology</a>
	Games and Recreation	Building:  <a href="#">Arena</a> ,  <a href="#">Tlachli</a> District:  <a href="#">Entertainment Complex</a> ,  <a href="#">Street Carnival</a> Policy:  <a href="#">Insulae</a> Wonder:  <a href="#">Colosseum</a>	Civic:  <a href="#">State Workforce</a> Base Cost: 110  Culture Boost: Research the  <a href="#">Construction</a> technology.	 <a href="#">Military Training</a>  <a href="#">Defensive Tactics</a>
	Military Training	Awards 1  Envoy. Policy:  <a href="#">Raid</a> ,  <a href="#">Veterancy</a>	Civic:  <a href="#">Military Tradition</a> ,  <a href="#">Games and Recreation</a> Base Cost: 120  Culture Boost: Build an  <a href="#">Encampment</a> .	 <a href="#">Mercenaries</a>
	Political Philosophy	Government:  <a href="#">Autocracy</a> ,  <a href="#">Classical Republic</a> ,  <a href="#">Oligarchy</a> Policy:  <a href="#">Charismatic Leader</a> ,  <a href="#">Diplomatic League</a> Wonder:  <a href="#">Apadana</a>	Civic:  <a href="#">State Workforce</a> ,  <a href="#">Early Empire</a> Base Cost: 110  Culture Boost: Meet 3 <a href="#">City-States</a> .	 <a href="#">Defensive Tactics</a>  <a href="#">Recorded History</a>
	Recorded History	Policy:  <a href="#">Natural Philosophy</a> Wonder:  <a href="#">Great Library</a>	Civic:  <a href="#">Political Philosophy</a> ,  <a href="#">Drama and Poetry</a> Base Cost: 175  Culture Boost: Build 2  <a href="#">Campus</a> districts.	 <a href="#">Civil Service</a>
	Theology	1  Awards 1  Envoy. Building:  <a href="#">Madrasa</a> ,  <a href="#">Stave Church</a> ,  <a href="#">Temple</a> Policy:  <a href="#">Scripture</a> Wonder:  <a href="#">Mahabodhi Temple</a>	Civic:  <a href="#">Drama and Poetry</a> ,  <a href="#">Mysticism</a> Base Cost: 120  Culture Boost: Found a <a href="#">Religion</a> .	 <a href="#">Divine Right</a>

## Medieval Era Civics

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	Name	Unlocks	Requirements	Progression - Leads to
	Civil Service	<b>Diplomacy:</b> Allows 🏛️ Alliances <b>Policy:</b> 🏛️ Meritocracy, 🏛️ Retainers	<b>Civic:</b> 🏛️ Defensive Tactics, 📖 Recorded History <b>Base Cost:</b> 275 🌱 Culture <b>Boost:</b> Grow a city to 10 🏙️ Population.	Guilds Divine Right
	Divine Right	<b>Government:</b> 🏛️ Monarchy <b>Policy:</b> 🏛️ Chivalry, 🏛️ Gothic Architecture <b>Wonder:</b> 🏠 Mont St. Michel	<b>Civic:</b> 🏛️ Civil Service, 📖 Theology <b>Base Cost:</b> 290 🌱 Culture <b>Boost:</b> Build 2 🏠 Temples.	Reformed Church
	Feudalism	🚜 Farm improvements now gain +1 🍎 Food for each adjacent 🏡 Farm improvement when 3 🏡 Farm improvements are adjacent to each other. <b>Policy:</b> 🏛️ Feudal Contract, 🏛️ Serfdom	<b>Civic:</b> 🏛️ Defensive Tactics <b>Base Cost:</b> 275 🌱 Culture <b>Boost:</b> Build 6 🏡 Farms.	Mercenaries Medieval Faires Guilds
	Guilds	<b>District:</b> 🏡 Mbanza <b>Improvement:</b> 🏡 Outback Station (Unique to Australia) <b>Policy:</b> 🏛️ Craftsmen, 🏛️ Town Charters, 🏛️ Traveling Merchants <b>Wonder:</b> 🏠 Chichen Itza	<b>Civic:</b> 🏛️ Feudalism, 🏛️ Civil Service <b>Base Cost:</b> 385 🌱 Culture <b>Boost:</b> Build 2 🏠 Markets.	Diplomatic Service Reformed Church
	Medieval Faires	<b>Policy:</b> 🏛️ Aesthetics, 🏛️ Medina Quarter, 🏛️ Merchant Confederation	<b>Civic:</b> 🏛️ Feudalism <b>Base Cost:</b> 385 🌱 Culture <b>Boost:</b> Maintain 4 🚛 Trade Routes.	Exploration Humanism
	Mercenaries	🎖️ Awards 1 🏴 Envoy. <b>Policy:</b> 🏛️ Professional Army, 🏛️ Sack, 🏛️ Trade Confederation <b>Unit:</b> 🏴 Winged Hussar (Unique to Poland)	<b>Civic:</b> 🏛️ Military Training, 🏛️ Feudalism <b>Base Cost:</b> 290 🌱 Culture <b>Boost:</b> Have 8 🏴 Land Combat units in your military.	Exploration
	Naval Tradition	🎖️ Awards 1 🏴 Envoy. <b>Policy:</b> 🏛️ Naval Infrastructure, 🏛️ Navigation	<b>Civic:</b> 🏛️ Defensive Tactics <b>Base Cost:</b> 200 🌱 Culture <b>Boost:</b> Kill a unit with a 🏴 Quadrireme.	

## Renaissance Era Civics

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	Name	Unlocks	Requirements	Progression - Leads to
	Diplomatic Service	-Allow 🏛️ Resident Embassies and the ability to construct a 🏴 Spy. Grants a 🏴 Spy. The four Casus Belli to justify wars usable: 🏴 Declare Holy War, 🏴 Declare Liberation War, 🏴 Declare Protectorate War, 🏴 Declare Reconquest War <b>Policy:</b> 🏛️ Machiavellianism <b>Unit:</b> 🏴 Spy	<b>Civic:</b> 🏛️ Guilds <b>Base Cost:</b> 540 🌱 Culture <b>Boost:</b> Have an 🏛️ Alliance with another Civilization.	The Enlightenment
	Exploration	🚜 Pasture improvements receive +1 🍎 Food <b>Government:</b> 🏛️ Merchant Republic <b>Improvement:</b> 🏡 Mission (Unique to Spain) <b>Policy:</b> 🏛️ Colonial Offices, 🏛️ Press Gangs	<b>Civic:</b> 🏛️ Mercenaries, 🏛️ Medieval Faires <b>Base Cost:</b> 400 🌱 Culture <b>Boost:</b> Build 2 🏴 Caravels.	
	Humanism	<b>Building:</b> 🏠 Archaeological Museum, 🏠 Art Museum <b>Improvement:</b> 🏡 Chateau (Unique to France) <b>Policy:</b> 🏛️ Frescoes, 🏛️ Invention	<b>Civic:</b> 🏛️ Medieval Faires <b>Base Cost:</b> 540 🌱 Culture <b>Boost:</b> Earn a 🏴 Great Artist.	Mercantilism The Enlightenment
	Mercantilism	📦 Camp improvements receive +1 🍅 Production and +1 🍎 Food. <b>Policy:</b> 🏛️ Logistics, 🏛️ Triangular Trade <b>Unit:</b> 🏴 Privateer, 🏴 Sea Dog	<b>Civic:</b> 🏛️ Humanism <b>Base Cost:</b> 655 🌱 Culture <b>Boost:</b> Earn a 🏴 Great Merchant.	Colonialism Civil Engineering
	Reformed Church	<b>Government:</b> 🏛️ Theocracy <b>Policy:</b> 🏛️ Religious Orders, 🏛️ Simultaneum, 🏛️ Wars of Religion	<b>Civic:</b> 🏛️ Guilds, 🏛️ Divine Right <b>Base Cost:</b> 400 🌱 Culture <b>Boost:</b> Have 6 cities Following your Religion.	
	The Enlightenment	🎖️ Religious 🏛️ Tourism effects are halved versus your civilization. <b>Policy:</b> 🏛️ Free Market, 🏛️ Liberalism, 🏛️ Rationalism	<b>Civic:</b> 🏛️ Humanism, 🏛️ Diplomatic Service <b>Base Cost:</b> 655 🌱 Culture <b>Boost:</b> Earn 3 🏴 Great People.	Nationalism Opera and Ballet

## Industrial Era Civics

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	Name	Unlocks	Requirements	Progression - Leads to
	Civil Engineering	 Can build  Farms on  Grassland Hills and  Plains Hills. <b>Policy:</b>  Public Works, 	<b>Civic:</b>  <a href="#">Mercantilism</a> <b>Base Cost:</b> 920  Culture <b>Boost:</b> Build 7 different specialty <a href="#">Districts</a> .	 <a href="#">Urbanization</a>
	Colonialism	 Awards 2  Envoy. <b>Policy:</b>  Colonial Taxes,  Native Conquest, 	<b>Civic:</b>  <a href="#">Mercantilism</a> <b>Base Cost:</b> 725  Culture <b>Boost:</b> Research the  <a href="#">Astronomy</a> technology.	 <a href="#">Natural History</a>
	Nationalism	 Grants the ability to construct an additional  Spy. Awards 1  Spy. Allows forming two identical units into a Corps or Fleet. Allows one new Casus Belli that can be used to justify wars:  Declare Colonial War <b>Policy:</b>  Grande Armée,  <b>Unit:</b>  Minas Geraes (Unique to Brazil)	<b>Civic:</b>  <a href="#">The Enlightenment</a> <b>Base Cost:</b> 920  Culture <b>Boost:</b> Declare war using a Casus Belli.	  <a href="#">Scorched Earth</a> <a href="#">Urbanization</a>
	Natural History	 Reveals  Antiquity Sites. Awards 2  Envoy. <b>Building:</b>  <b>Wonder:</b>  <b>Unit:</b> 	<b>Civic:</b>  <a href="#">Colonialism</a> <b>Base Cost:</b> 870  Culture <b>Boost:</b> Build an  Archaeological Museum.	 <a href="#">Conservation</a>
	Opera and Ballet	 Awards 2  Envoy. <b>Policy:</b>  Grand Opera,  <b>Wonder:</b> 	<b>Civic:</b>  <a href="#">The Enlightenment</a> <b>Base Cost:</b> 725  Culture <b>Boost:</b> Build an  Art Museum.	
	Scorched Earth	 Awards 2  Envoy. <b>Policy:</b>  Expropriation,  Military Organization, 	<b>Civic:</b>  <a href="#">Nationalism</a> <b>Base Cost:</b> 1060  Culture <b>Boost:</b> Build 2  Field Cannons.	
	Urbanization	<b>District:</b>  Neighborhood <b>Policy:</b>  Military Research, 	<b>Civic:</b>  <a href="#">Civil Engineering</a> ,  <a href="#">Nationalism</a> <b>Base Cost:</b> 1060  Culture <b>Boost:</b> Grow a city to 15  Population.	   <a href="#">Conservation</a> <a href="#">Mass Media</a> <a href="#">Mobilization</a>

## Modern Era Civics

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	Name	Unlocks	Requirements	Progression - Leads to
	Capitalism	Policy:  Laissez-Faire,  Market Economy	Civic:  Mass Media Base Cost: 1560  Culture Boost: Build 3  Stock Exchanges.	
	Class Struggle	Government:  Communism Policy:  Collectivization,  Defense of the Motherland,  Five-Year Plan,  Patriotic War	Civic:  Ideology Base Cost: 1715  Culture Boost: Build 3  Factories.	
	Conservation	Awards 3  Envoy. Allows the building of National Parks and Purchase of  Naturalists with  Faith. Allows  Builders to plant  Woods (second-growth).  Woods in your territory than have never been removed (old-growth) gain 1 Appeal. Receive  Tourism from Walls. Policy:  Resource Management Unit:  Naturalist	Civic:  Natural History,  Urbanization Base Cost: 1255  Culture Boost: Have a  Neighborhood district with Breathtaking Appeal.	
	Ideology	Grants the ability to construct an additional  Spy. Policy:  Police State	Civic:  Mass Media,  Mobilization Base Cost: 660  Culture	     
	Mass Media	Policy:  Propaganda Wonder:  Broadway,  Cristo Redentor	Civic:  Urbanization Base Cost: 1410  Culture Boost: Research  Radio.	 
	Mobilization	Allows formation of  Defensive Pacts. Allows forming three identical units into an Army or Armada. New Casus Belli  Declare War of Territorial Expansion Policy:  Levée en Masse	Civic:  Urbanization Base Cost: 1410  Culture Boost: Have 3 Corps in your military.	
	Nuclear Program	Policy:  Nobel Prize,  Nuclear Espionage	Civic:  Ideology Base Cost: 1715  Culture Boost: Build a  Research Lab.	
	Suffrage	Government:  Democracy Policy:  Arsenal of Democracy,  Economic Union,  New Deal,  Their Finest Hour	Civic:  Ideology Base Cost: 1715  Culture Boost: Build 4  Sewers.	
	Totalitarianism	Government:  Fascism Policy:  Gunboat Diplomacy,  Lightning Warfare,  Martial Law,  Third Alternative	Civic:  Ideology Base Cost: 1715  Culture Boost: Build 3  Military Academies.	

## Atomic Era Civics

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	Name	Unlocks	Requirements	Progression - Leads to
	Cold War	Grants the ability to construct an additional  Spy. Awards 1  Spy. Policy:  Containment,  Cryptography,  International Waters	Civic:  Ideology Base Cost: 2185  Culture Boost: Research  Nuclear Fission technology.	 Rapid Deployment  Space Race
	Cultural Heritage	Reveals  Shipwreck resource, and allows Archaeologists to extract  Artifacts from them. Policy:  Heritage Tourism Wonder:  Sydney Opera House	Civic:  Conservation Base Cost: 1955  Culture Boost: Have a Themed Museum.	
	Professional Sports	Building:  Stadium Policy:  Sports Media Wonder:  Estadio do Maracana	Civic:  Ideology Base Cost: 2185  Culture Boost: Build 4  Entertainment Complex districts.	 Social Media
	Rapid Deployment	Allows for the transport of land units between  Aerodrome districts that contain  Airports. Policy:  Military First	Civic:  Cold War Base Cost: 2415  Culture Boost: Build an  Aerodrome or  Airstrip on a foreign continent.	 Globalization
	Space Race	Policy:  , 	Civic:  Cold War Base Cost: 2415  Culture Boost: Build an  Spaceport district.	 Globalization  Social Media

## Information Era Civics

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	Name	Unlocks	Requirements	Progression - Leads to
	Future Civic	Repeating Civic once Civic tree is completed.  Can be completed multiple times, increasing your points towards the Score Victory.	Civic:  Globalization,  Social Media Base Cost: 3200  Culture	
	Globalization	 +1  Gold to  Plantations. Policy:  ,  , 	Civic:  Rapid Deployment,  Space Race Base Cost: 2880  Culture Boost: Build 3  Airports.	 Future Civic
	Social Media	Policy:  , 	Civic:  Space Race,  Professional Sports Base Cost: 2880  Culture Boost: Research the  Telecommunications technology.	 Future Civic

# Civilizations

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## Civilizations - America to China (1 of 4)

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	Name Leader	Attributes
	America Teddy Roosevelt	<p><b>Roosevelt Corollary</b> (from <a href="#">Teddy Roosevelt</a>): Units receive +5 <math>\square</math> Combat Strength on their home continent. +1 Appeal to all tiles in a city with a National Park. Gain the  <a href="#">Rough Rider</a> unique unit when they research the  <a href="#">Rifling</a> technology.</p> <p><b>Founding Fathers:</b> Earn all <a href="#">Government</a> legacy bonuses in half the usual time.</p> <p> <b>P-51 Mustang:</b> <a href="#">American</a> unique Modern era unit that replaces the  <a href="#">Fighter</a>. Gains +5 <math>\square</math> Attack against fighter aircraft, has +2 flight range, and gains +50% experience.</p> <p> <b>Rough Rider:</b> <a href="#">American</a> unique Modern era unit when <a href="#">Teddy Roosevelt</a> is their leader.  Culture is gained from kills on their  Capitol's continent. +10 <math>\square</math> Combat Strength when fighting on Hills. Lower Maintenance cost.</p> <p> <b>Film Studio:</b> A building unique to <a href="#">America</a>. +100%  Tourism pressure from this city towards other civilizations in the Modern era.</p>
	Arabia Saladin	<p><b>Righteousness of the Faith</b> (from <a href="#">Saladin</a>): The <a href="#">Worship Building</a> for their <a href="#">Religion</a> can be purchased for just one-tenth of the usual  Faith cost. This <a href="#">Worship Building</a> is enhanced to add 10% to the  Science,  Faith, and  Culture output of Arabian cities.</p> <p><b>The Last Prophet:</b> Automatically receives the final  <a href="#">Great Prophet</a> when the next to last one is claimed (if you have not earned a  <a href="#">Great Prophet</a> already). +1  Science for each foreign city following Arabia's <a href="#">Religion</a>.</p> <p> <b>Mamluk:</b> <a href="#">Arabian</a> unique Medieval era unit that replaces the  <a href="#">Knight</a>. Heals at the end of every turn, even after moving or attacking.</p> <p> <b>Madrasa:</b> A building unique to <a href="#">Arabia</a>. Bonus  Faith equal to the adjacency bonus of the  <a href="#">Campus</a> district.</p>
	Australia John Curtin	<p><b>Citadel of Civilization</b> (from <a href="#">John Curtin</a>): +100%  Production if either they have received a declaration of war in the past 10 turns or if they have liberated a city in the past 20 turns.</p> <p><b>Land Down Under:</b> +3  Housing in coastal cities.  <a href="#">Pastures</a> trigger a Culture Bomb. Yields from  <a href="#">Campuses</a>,  <a href="#">Commercial Hubs</a>,  <a href="#">Holy Sites</a>, and  <a href="#">Theater Squares</a> are +1 in tiles with Charming Appeal, +3 in Breathtaking.</p> <p> <b>Digger:</b> <a href="#">Australian</a> unique Modern Era unit that replaces  <a href="#">Infantry</a>. +10 <math>\square</math> Combat Strength when fighting on coastal tiles. +5 <math>\square</math> Combat Strength when fighting on Neutral or Foreign territory.</p> <p> <b>Outback Station:</b> +1  Food and +1  Production. +1  Food for each adjacent  <a href="#">Pasture</a>. Additional  Food and  Production as you advance through the Technology and Civics Tree for adjacent Outback Stations and  <a href="#">Pastures</a>. Can only be built in  <a href="#">Desert</a>,  <a href="#">Desert Hills</a>,  <a href="#">Grassland</a>, and  <a href="#">Plains</a> tiles.</p>
	Aztec Montezuma	<p><b>Gifts for the Tlatoani</b> (from <a href="#">Montezuma</a>): <a href="#">Luxury</a> resources in his territory provide an  Amenity to 2 extra cities. Military units receive +1 <math>\square</math> Combat Strength for each different <a href="#">Luxury Resource</a> improved in <a href="#">Aztec</a> lands.</p> <p><b>Legend of the Five Suns:</b> Spend  <a href="#">Builder</a> charges to complete 20% of the original district cost.</p> <p> <b>Eagle Warrior:</b> <a href="#">Aztec</a> unique Ancient era unit that replaces the  <a href="#">Warrior</a>. Has a chance to capture other civilization's military units by turning them into  <a href="#">Builders</a>.</p> <p> <b>Tlachtili:</b> A building unique to the <a href="#">Aztec's</a>. Provides an  Amenity, +2  Faith, and a  <a href="#">Great General Point</a>.</p>
	Brazil Pedro II	<p><b>Magnanimous</b> (from <a href="#">Pedro II</a>): After recruiting or patronizing a  <a href="#">Great Person</a>, 20% of its  point cost is refunded.</p> <p> <a href="#">Rainforest</a> tiles provide +1 adjacency bonus for  <a href="#">Campus</a>,  <a href="#">Commercial Hub</a>,  <a href="#">Holy Site</a>, and  <a href="#">Theater Square</a> districts.  <a href="#">Rainforest</a> tiles provide +1  Housing for  <a href="#">Neighborhoods</a> built adjacent to them.</p> <p> <b>Minas Gerae:</b> <a href="#">Brazilian</a> unique Modern era unit that replaces  <a href="#">Battleship</a>. Stronger than the  <a href="#">Battleship</a>. Unlocked by  <a href="#">Nationalism</a>.</p> <p> <b>Street Carnival:</b> A district unique to <a href="#">Brazil</a>. Replaces the  <a href="#">Entertainment Complex</a> district, and provides +2  Amenities. Also unlocks the <a href="#">Carnival Project</a>, which grants an additional +1  Amenity when underway and a variety of  <a href="#">Great People</a> points once completed.</p>
	China Qin Shi Huang	<p><b>The First Emperor</b> (from <a href="#">Qin Shi Huang</a>): When building Ancient and Classical <a href="#">Wonders</a> you may spend  <a href="#">Builder</a> charges to complete 15% of the original <a href="#">Wonder</a> cost.  <a href="#">Builders</a> receive an additional charge.</p> <p><b>Dynastic Cycle:</b>  Eurekas and  <a href="#">Inspirations</a> provide 60% of <a href="#">Civics</a> and <a href="#">Technologies</a> instead of 50%.</p> <p> <b>Crouching Tiger:</b> <a href="#">Chinese</a> unique Medieval era unit. Ranged unit with a  Range of 1 and high <math>\square</math> Combat Strength.</p> <p> <b>Great Wall:</b> Unlocks the  <a href="#">Builder</a> to construct the  <a href="#">Great Wall</a>, unique to <a href="#">China</a>. Provides an increase to <math>\square</math> Defense. Bonus to  Gold if adjacent to other segments. Additional  Culture and  Tourism as you advance through the Technology Tree for adjacent segments. Must be built in a line along the borders of your empire.</p>

## Civilizations - Egypt to India (2 of 4)

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	Name Leader	Attributes
	Egypt Cleopatra	<p><b>Mediterranean's Bride</b> (from <a href="#">Cleopatra</a>): Your  Trade Routes to other civilizations provide +4  Gold for Egypt. Other civilization's  Trade Routes to Egypt provide +2  Food for them and +2  Gold for Egypt.</p> <p><b>Iteru:</b> +15%  Production towards districts and wonders if placed next to a river.  Floodplains do not block placement of <a href="#">Districts</a> and <a href="#">Wonders</a>.</p> <p> <b>Maryannu Chariot Archer:</b> <a href="#">Egyptian</a> unique Ancient era ranged unit that replaces the  Heavy Chariot. 4  Movement when starting in open terrain.</p> <p> <b>Sphinx:</b> Unlocks the  Builder ability to construct a  Sphinx, unique to <a href="#">Egypt</a>. +1  Faith and +1  Culture. +2  Faith if next to a <a href="#">Wonder</a>. Cannot be built next to another <a href="#">Sphinx</a>. Can be built on  Floodplains.</p>
	England Victoria	<p><b>Pax Britannica</b> (from <a href="#">Victoria</a>): All founded or conquered cities on a continent other than your home continent receive a free melee unit. Gain the  Redcoat unique unit when the  Military Science technology is researched.</p> <p><b>British Museum:</b> Each  Archaeological Museum holds 6  Artifacts instead of 3 and can support 2  Archaeologists at once.  Archaeological Museum are automatically themed when they have 6  Artifacts.</p> <p> <b>Redcoat:</b> <a href="#">English</a> unique Industrial era unit when <a href="#">Victoria</a> is their leader. +10  Combat Strength when fighting on a continent other than your  Capitol's. No disembark cost.</p> <p> <b>Sea Dog:</b> <a href="#">English</a> unique Renaissance era naval unit that replaces the  Privateer. Can capture enemy ships. Cannot be seen unless adjacent to it.</p> <p> <b>Royal Navy Dockyard:</b> A district unique to <a href="#">England</a> for naval activity in your city. Replaces the  Harbor district. Also removes the  Movement penalty for embarking and disembarking to and from the tile. Must be built on  Coast or Lake Terrain adjacent to land. +1  Movement for all naval units built in  Royal Navy Dockyard. +2  Gold when built on a foreign continent. +1  Trade Route capacity.</p>
	France Catherine de Medici	<p><b>Catherine's Flying Squadron</b> (from <a href="#">Catherine de Medici</a>): Has 1 level of  Diplomatic Visibility greater than normal with every civilization that she's met. Receives capacity to build an extra  Spy with the  Castles technology.</p> <p><b>Grand Tour:</b> +20%  Production toward Medieval, Renaissance, and Industrial era <a href="#">Wonders</a>.  Tourism from <a href="#">Wonders</a> of any era is doubled.</p> <p> <b>Garde Imperiale:</b> <a href="#">French</a> unique Industrial era melee unit. +10  Combat Strength when fighting on your capitol's continent.  Great General points for killing units.</p> <p> <b>Chateau:</b> Unlocks the  Builder ability to construct a  Chateau, unique to <a href="#">France</a>. +1  Culture. +2  Culture if next to a <a href="#">Wonder</a>. +1  Gold if next to a <a href="#">Luxury</a> resource. Can only be built adjacent to Rivers.</p>
	Germany Frederick Barbarossa	<p><b>Holy Roman Empire</b> (from <a href="#">Frederick Barbarossa</a>): Additional  Military Policy slot. +7  Combat Strength when attacking city-states.</p> <p><b>Free Imperial Cities:</b> Each city can build one more district than usual (exceeding the normal limit based on  Population).</p> <p> <b>U-Boat:</b> <a href="#">German</a> unique Modern era naval unit that replaces the  Submarine. Cheaper to produce, +1 Sight, and +10  Combat Strength when fighting on  Ocean tiles. Able to reveal other stealthed units.</p> <p> <b>Hansa:</b> A district unique to <a href="#">Germany</a> for industrial activity. Replaces the  Industrial Zone district.</p>
	Greece Gorgo	<p><b>Thermopylae</b> (from <a href="#">Gorgo</a>): Combat victories provide  Culture equal to 50% of the  Combat Strength of the defeated unit.</p> <p><b>Plato's Republic:</b> One extra  Wildcard policy slot in any government.</p> <p> <b>Hoplite:</b> <a href="#">Greek</a> unique Ancient era unit that replaces the  Spearman. +10  Combat Strength if there is at least one adjacent  Hoplite unit.</p> <p> <b>Acropolis:</b> A district unique to <a href="#">Greece</a> for Cultural sites. Replaces the  Theater Square district.</p>
	Greece Pericles	<p><b>Surrounded by Glory</b> (from <a href="#">Pericles</a>): +5  Culture per city-state you are Suzerain of.</p> <p><b>Plato's Republic:</b> One extra  Wildcard policy slot in any government.</p> <p> <b>Hoplite:</b> <a href="#">Greek</a> unique Ancient era unit that replaces the  Spearman. +10  Combat Strength if there is at least one adjacent  Hoplite unit.</p> <p> <b>Acropolis:</b> A district unique to <a href="#">Greece</a> for Cultural sites. Replaces the  Theater Square district.</p>
	India Ghandi	<p><b>Satyagraha</b> (from <a href="#">Ghandi</a>): +5  Faith for each civilization (including India) they have met that has founded a <a href="#">Religion</a> and is not currently at war. Opposing civilizations receive double the war weariness for fighting against <a href="#">Ghandi</a>.</p> <p><b>Dharma:</b> Receives <a href="#">Follower Belief</a> bonuses in a city from each <a href="#">Religion</a> that has at least one follower.</p> <p> <b>Varu:</b> <a href="#">Indian</a> unique Classical era unit that replaces the  Horseman. -5  Combat Strength for all adjacent enemy units.</p> <p> <b>Stepwell:</b> Unlocks the  Builder ability to construct a  Stepwell, unique to <a href="#">India</a>. +1  Food and +1  Housing. +1  Faith if adjacent to a  Holy Site district. +1  Food if adjacent to a  Farm. Cannot be built on Hills or adjacent to another .</p>

## Civilizations Japan to Persia (3 of 4)

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	Name Leader	Attributes
	Japan <a href="#">Hojo Tokimune</a>	<p><b>Divine Wind</b> (from <a href="#">Hojo Tokimune</a>): Land units receive +5 <math>\square</math> Combat Strength in land tiles adjacent to  Coast, naval units receive +5 <math>\square</math> Combat Strength in shallow water tiles. Builds  Encampment,  Holy Site and  Theater Square districts in half the time.</p> <p><b>Meiji Restoration:</b> All districts receive an additional standard adjacency bonus for being adjacent to another district.</p> <p> <b>Samurai:</b> Japanese unique Medieval era melee unit. Does not suffer combat penalties when damaged.</p> <p> <b>Electronics Factory:</b> A building unique to <a href="#">Japan</a>. +4  Production to all cities within 6 tiles. After researching the  Electricity technology this building provides an additional +4  Culture to its city.</p>
	Kongo <a href="#">Mvemba a Nzinga</a>	<p><b>Religious Convert</b> (from <a href="#">Mvemba a Nzinga</a>): May not build  Holy Site districts, gain  Great Prophets, or Found Religions. Gains all Beliefs of any Religion that has established itself in a majority of his cities. Receives an  Apostle each time he finishes a  M'banza or  Theater Square district (of that city's majority Religion).</p> <p><b>Nkisi:</b> +2  Food, +2  Production, and +4  Gold from each  Relic,  Artifact, and Sculpture  Great Work of Art in addition to the usual  Culture. Receive double , , , and  Great Merchant points. Palace has slots for 5 Great Works.</p> <p> <b>Ngao Mbeba:</b> Kongo unique Classical era unit that replaces  Swordsman. +10 <math>\square</math> Combat Strength when defending against ranged attacks. Can move and see through  Woods and  Rainforest.</p> <p> <b>M'banza:</b> A distinct unique to <a href="#">Kongo</a> that can only be constructed in  Rainforest or  Woods. Replaces the  Neighborhood district but it's available earlier. Provides +5  Housing, +2  Food, and +4  Gold, regardless of Appeal.</p>
	Macedon <a href="#">Alexander</a>	<p><b>To World's End</b> (from <a href="#">Alexander</a>): Cities do not incur war weariness. All military units heal completely when this player captures a city with a world wonder.</p> <p><b>Hellenistic Fusion:</b> Receive boosts upon city conquest: a  Eureka for each  Encampment or  Campus in the conquered city and an  Inspiration for each  Holy Site or  Theater Square.</p> <p> <b>Hypaspist:</b> Macedonian unique melee unit that replaces the  Swordsman. +5 <math>\square</math> Combat Strength when besieging districts. 50% additional Support Bonus.</p> <p> <b>Hetairoi</b> (from <a href="#">Alexander</a>): Macedonian unique heavy cavalry unit that replaces the  Horseman. Additional +5 <math>\square</math> Combat Strength when adjacent to a  Great General. +5 <math>\square</math> Great General points when killing an enemy unit. Starts with 1 free Promotion.</p> <p> <b>Basilikoi Paides:</b> A building unique to Macedon, replaces  Barracks. +25% combat experience for all melee, ranged land units, and <a href="#">Hetairoi</a> trained in this city. Gain  Science equal to 25% of the units cost when a non civilian unit is created in this city. May not be built in an  Encampment district that already has a  Stable.</p>
	Norway <a href="#">Harold Hardrada</a>	<p><b>Thunderbolt of the North</b> (from <a href="#">Harold Hardrada</a>): Allows coastal raiding for all naval melee units.</p> <p><b>Knarr:</b> Units gain the ability to enter  Ocean tiles after researching the  Shipbuilding technology. Naval melee units heal in neutral territory. Units ignore additional Movement costs from embarking and disembarking.</p> <p> <b>Berserker:</b> Norwegian unique Medieval unit. 4 <math>\triangleright</math> Movement if this unit starts in enemy territory. +7 <math>\square</math> Combat Strength when attacking and -7 <math>\square</math> Combat strength when defending.</p> <p> <b>Viking Longship</b> (from <a href="#">Harold Hardrada</a>): Norwegian unique Ancient era naval unit that replaces the  Galley. Can pillage enemy coastal lands and capture civilians if adjacent using its coastal raiding ability. 4 <math>\triangleright</math> Movement while in coastal waters.</p> <p> <b>Stave Church:</b> A building unique to <a href="#">Norway</a>. Required to train  Apostles and  Inquisitors with  Faith.  Holy Site districts get an additional standard adjacency bonus from  Woods.</p>
	Nubia <a href="#">Amanitore</a>	<p><b>Kandake of Meroë</b> (from <a href="#">Amanitore</a>): +20%  Production towards all districts rising to 40% if there is a  Nubian Pyramid adjacent to the  City Center.</p> <p><b>Ta-Seti:</b> +50%  Production toward Ranged Units. All Ranged units gain +50% combat experience.  Mines over strategic resources provide +1  Production.  Mines over bonus and luxury resources provide +2  Gold.</p> <p> <b>Titati Archer:</b> Nubian unique Ancient era unit that replaces the  Archer. Stronger than the  Archer with extra <math>\triangleright</math> Movement. Upgrades to  Crossbowman.</p> <p> <b>Nubian Pyramid:</b> Improvement that unlocks with  Masonry and must be built on  Desert,  Desert Hills or  Floodplains. +1  Faith. Receives +1  Food if adjacent to a  City Center. For all other districts that award adjacency bonuses: +1 of the appropriate yield if that district is adjacent.</p>
	Persia <a href="#">Cyrus</a>	<p><b>Fall Of Babylon</b> (from <a href="#">Cyrus</a>): +2 <math>\triangleright</math> Movement for the first 10 turns after declaring a Surprise War. No penalties to yields in occupied cities. Declaring a Surprise War only counts as a Formal War for the purpose of warmongering and war weariness.</p> <p><b>Satrapies:</b> +1  Trade Route capacity with  Political Philosophy civic. Receive +2  Gold and +1  Culture for routes between your own cities. Roads built in your territory are one level more advanced than usual.</p> <p> <b>Immortal:</b> Persian unique melee unit that replaces the  Swordsman. Melee class unit with ranged attack,  Range 2. Strong defense strength.</p> <p> <b>Paindaeza:</b> Unlocks the  Builder ability to construct a Paindaeza improvement, unique to <a href="#">Persia</a>. +1  Culture and +2  Gold, +2 Appeal. +1  Culture for each adjacent  Holy Site and  Theater Square. +1  Gold for each adjacent  Commercial Hub and  City Center. Additional  Culture and  Tourism as you advance through the Technology and Civics Tree. Cannot be built on  Snow,  Tundra,  Snow Hills, or  Tundra Hills or adjacent to another Paindaeza.</p>

## Civilizations Poland to Sumeria (4 of 4)

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	Name Leader	Attributes
	Poland <u>Jadwiga</u>	<p><b>Lithuanian Union</b> (from <a href="#">Jadwiga</a>): The <a href="#">Religion</a> founded by Poland becomes the majority in an adjacent city that loses a tile to a Polish Culture Bomb.  Holy Sites gain standard  Faith adjacency bonus from adjacent districts. All  Relics provide bonus +2  Faith, +2  Culture, and +4  Gold.</p> <p><b>Golden Liberty:</b> Culture Bomb adjacent tiles when completing an  Encampment or  Fort inside friendly Territory. One  Military Policy slot in current government is converted to a  Wildcard slot.</p> <p>☛ <b>Winged Hussar:</b> <a href="#">Polish</a> Medieval era unit. Pushes defending enemy units back from their hex in any battle where they score more damage. Defenders that cannot retreat suffer additional damage.</p> <p>☚ <b>Sukiennice:</b> A building unique to <a href="#">Poland</a>. International  Trade Routes from this city gain +2  Production; domestic  Trade Routes gain +4  Gold</p>
	Rome <u>Trajan</u>	<p><b>Trajan's Column</b> (from <a href="#">Trajan</a>): All cities start with an additional <a href="#">City Center Building</a>. (Starts with a  Monument building in the Ancient era.)</p> <p><b>All Roads Lead to Rome:</b> All cities you found or conquer start with a  Trading Post. If in  Trade Route range of your  Capital, they also start with a <a href="#">Road</a> to it. Your  Trade Routes earn +1  Gold for passing through  Trading Posts in your own cities.</p> <p>☛ <b>Legion:</b> <a href="#">Roman</a> unique Classical era melee unit that replaces the  Swordsman. Can build a  Roman Fort.</p> <p>☚ <b>Bath:</b> A district unique to <a href="#">Rome</a> for city growth. Replaces the  Aqueduct district. It provides this city with a source of fresh water from an adjacent River, Lake,  Oasis, or  Mountain. Cities that do not yet have existing fresh water will instead receive up to 6  Housing. Cities that already have existing fresh water will instead get +2  Housing. In either case, the  Bath provides an additional bonus of +2  Housing and +1  Amenity. Must be built adjacent to the  City Center.</p>
	Russia <u>Peter</u>	<p><b>The Grand Embassy</b> (from <a href="#">Peter</a>): Receives  Science or  Culture from  Trade Routes to civilizations that are more advanced than Russia (+1 per 3 <a href="#">Technologies</a> or <a href="#">Civics</a> ahead).</p> <p><b>Mother Russia:</b> Extra territory upon founding cities. +1  Faith and +1  Production from  Tundra.</p> <p>☛ <b>Cossack:</b> <a href="#">Russian</a> unique Industrial era unit that replaces  Cavalry. Stronger than  Cavalry, and gains +5  Combat Strength when fighting in or adjacent to its home territory. Can move after attacking if  Movement points remain.</p> <p>☚ <b>Lavra:</b> A district unique to <a href="#">Russia</a> for religious activity. Replaces the  Holy Site district. Your city border grows by one tile each time a  Great Prophet is expended in this city.</p>
	Scythia <u>Tomyris</u>	<p><b>Killer of Cyrus</b> (from <a href="#">Tomyris</a>): All units receive +5  Combat Strength when attacking wounded units. When they eliminate a unit, they heal up to 50 hit points.</p> <p><b>People of the Steppe:</b> Receive a second light cavalry unit or  Saka Horse Archer each time you train a light cavalry unit or a  Saka Horse Archer.</p> <p>☛ <b>Saka Horse Archer:</b> <a href="#">Scythian</a> unique Classical era unit. Ranged unit with 4  Movement with a  Range of 1.</p> <p>☛ <b>Kurgan:</b> Unlocks the  Builder ability to construct a  Kurgan, unique to <a href="#">Scythia</a>. +1  Faith, +1  Gold. +1  Faith for each adjacent  Pasture. Cannot be built on Hills.</p>
	Spain <u>Philip II</u>	<p><b>El Escorial</b> (from <a href="#">Philip II</a>): ☛  Inquisitors can Remove Heresy one extra time. Combat units have a bonus of +4  Combat Strength against players following other <a href="#">Religions</a>.</p> <p><b>Treasure Fleet:</b> May build Fleets and Armadas earlier than usual ( Mercantilism).  Trade Routes between multiple continents receive bonus  Gold for routes to other civilization, and bonus  Food and  Production for routes between your own cities.</p> <p>☛ <b>Conquistador:</b> <a href="#">Spanish</a> unique Renaissance era unit that replaces the  Musketman. +10  Combat Strength when there is a  Missionary,  Inquisitors, or  Apostle in the same hex. If this unit captures a city or is adjacent to a city when it is captured, the city will automatically adopt the Conquistador player's <a href="#">Religion</a> as the dominant <a href="#">Religion</a>.</p> <p>☛ <b>Mission:</b> Unlocks the  Builder ability to construct a  Mission, unique to <a href="#">Spain</a>. +2  Faith. +2  Faith if on a different continent than your  Capital. +1  Science if built next to a  Campus district.</p>
	Sumeria <u>Gilgamesh</u>	<p><b>Adventures of Enkidu</b> (from <a href="#">Gilgamesh</a>): May declare war on anyone at war with their allies without warmonger penalties. When at war with a common foe, they and their allies share pillage awards and share combat experience gains if within 5 tiles.</p> <p><b>Epic Quests:</b> When you capture a Barbarian Outpost, receive a Tribal Village reward in addition to the usual  Gold. Pay half the usual cost to levy city-state units.</p> <p>☛ <b>War-Cart:</b> <a href="#">Sumerian</a> unique Ancient era unit. Stronger than all other starting units. No penalties against anti-cavalry units. 4  Movement if this unit starts in open terrain.</p> <p>☛ <b>Ziggurat:</b> Unlocks the  Builder ability to construct a  Ziggurat, unique to <a href="#">Sumeria</a>. +2  Science. +1  Culture if next to a River. Cannot be built on Hills.</p>

# Districts

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## Districts - Aerodrome to Encampment (1 of 3)

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	Name	Traits	Requirements	Base Cost	Unlocks
	Aerodrome	A district that allows you to build and store aircraft. <b>Aircraft Capacity:</b> 4	<b>Placement:</b> Cannot be built on Hills. <b>Technology:</b>  Flight	54 	<b>Buildings:</b>  Airport,  Hanger <b>Units:</b>  P-51 Mustang,  Biplane,  Bomber,  Fighter,  Jet Bomber,  Jet Fighter
	Aqueduct	A district that provides this city with a source of fresh water. Cities do not yet have existing fresh water receive up to 6  Housing. Cities that already have existing fresh water will instead get +2  Housing.	<b>Placement:</b> Must be adjacent to  City Center, and a River, Lake,  Oasis, or  Mountain. <b>Technology:</b>  Engineering	36 	
	Bath <a href="#">Rome</a>	A district unique to <a href="#">Rome</a> for city growth. Replaces the  Aqueduct district. It provides this city with a source of fresh water. Cities without existing fresh water receive up to 6  Housing. Cities with existing fresh water will instead get +2  Housing. In either case the  Bath provides an additional bonus of +2  Housing and +1  Amenity.	<b>Placement:</b> Must be adjacent to  City Center, and a River, Lake,  Oasis, or  Mountain. <b>Technology:</b>  Engineering	18 	
	Campus	A district in your city for scientific endeavors. <b>GP Points (per turn):</b> +1  <b>Adjacency Bonus:</b> +1  Science from adjacent Hill  Desert,  Grassland,  Plains,  Snow, or  Tundra), +1  Science from each 2 adjacent  Rainforest, +1  Science from each 2 adjacent Districts <b>Citizen Yields (per citizen):</b> +2  Science <b>Trade Route Yields:</b> Domestic +1  Food, International +1  Science	<b>Technology:</b> 	54 	<b>Buildings:</b>  Library,  Madrasa,  Research Lab,  University
	City Center	This is the City Center. <b>Aircraft Capacity:</b> 1 <b>Trade Route Yields:</b> Domestic +1  Food, +1  Production, International +3  Gold		54 	<b>Buildings:</b>  Medieval Walls,  Granary,  Monument,  Palace,  Sewer,  Renaissance Walls,  Ancient Walls,  Water Mill
	Commercial Hub	A district in your city specializing in finance and trade. +1  Trade Route capacity, if this city does not yet have a  Harbor district. <b>GP Points (per turn):</b> +1  <b>Adjacency Bonus:</b> +2  Gold from each adjacent River,  Harbor, or  Royal Navy Dockyard, +1  Gold from every 2 adjacent Districts <b>Citizen Yields (per citizen):</b> +4  Gold <b>Trade Route Yields:</b> Domestic +1  Production, International +3  Gold</img>	<b>Technology:</b> 	54 	<b>Buildings:</b>  Bank,  Market,  Stock Exchange,  Sukiennice
	Encampment	A district in your city for military facilities. <b>GP Points (per turn):</b> +1  <b>Citizen Yields (per citizen):</b> +1  Culture, +1  Production <b>Trade Route Yields:</b> Domestic +1  Production, International +1  Production	<b>Placement:</b> Cannot be adjacent to  <b>Technology:</b> 	54 	<b>Buildings:</b>  Armory,  Barracks,  Basilikoi Paides,  Military Academy,  Stable

## Districts - Entertainment Complex to Lavra (2 of 3)

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	Name	Traits	Requirements	Base Cost	Unlocks
	<b>Entertainment Complex</b>	A district in your city dedicated to keeping your people happy by increasing Amenities. +1 🏡 Amenity from entertainment. <b>Trade Route Yields:</b> Domestic +1 🍎 Food, International +1 🍎 Food	Civic: 🎪 <a href="#">Games and Recreation</a>	54 🍀	<b>Buildings:</b> 🏟 <a href="#">Arena</a> , 🏟 <a href="#">Stadium</a> , 🏟 <a href="#">Tlachtili</a> , 🏟 <a href="#">Zoo</a>
	<b>Street Carnival Brazil</b>	A district unique to <a href="#">Brazil</a> . Replaces the 🎪 <a href="#">Entertainment Complex</a> district, and provides +2 🏡 Amenities from entertainment. Also unlocks the <a href="#">Carnival Project</a> , which grants an additional +1 🏡 Amenity when underway and a variety of 🌟 Great People points once completed. <b>Trade Route Yields:</b> Domestic +1 🍎 Food, International +1 🍎 Food	Civic: 🎪 <a href="#">Games and Recreation</a>	27 🍀	<b>Buildings:</b> 🏟 <a href="#">Arena</a> , 🏟 <a href="#">Stadium</a> , 🏟 <a href="#">Tlachtili</a> , 🏟 <a href="#">Zoo</a>
	<b>Harbor</b>	A district for naval activity in your city. Also removes the Movement penalty for embarking and disembarking to and from this tile. +1 🚤 Trade Route capacity, if this city does not yet have a 🏠 <a href="#">Commercial Hub</a> district. <b>GP Points (per turn):</b> +1 🇽 <a href="#">Great Admiral</a> <b>Adjacency Bonus:</b> +1 🍀 Gold for each 2 adjacent <a href="#">Districts</a> , +1 🍀 Gold for each adjacent coastal resource (🦀 <a href="#">Crabs</a> , 🐟 <a href="#">Fish</a> , 🐚 <a href="#">Pearls</a> , 🐋 <a href="#">Whales</a> ). +2 🍀 Gold from each adjacent 🏰 <a href="#">City Center</a> . <b>Citizen Yields (per citizen):</b> +2 🍀 Gold, +1 🌈 Science <b>Trade Route Yields:</b> Domestic +1 🍀 Production, International +3 🍀 Gold	<b>Placement:</b> Must be built on ⛱ <a href="#">Coast</a> or Lake terrain adjacent to land. <b>Technology:</b> 🌟 <a href="#">Celestial Navigation</a>	54 🍀	<b>Buildings:</b> 🏛 <a href="#">Lighthouse</a> , 🏛 <a href="#">Seaport</a> , 🏛 <a href="#">Shipyard</a>
	<b>Royal Navy Dockyard England</b>	A district unique to <a href="#">England</a> for naval activity in your city. Replaces the ⛱ <a href="#">Harbor</a> district. Also removes the ⚓ Movement penalty for embarking and disembarking to and from this tile. +1 ⚓ Movement for all naval units built in ⛱ <a href="#">Royal Navy Dockyard</a> , +2 🍀 Gold when built on a foreign continent, +1 🚤 Trade Route capacity. <b>GP Points (per turn):</b> +2 🇽 <a href="#">Great Admiral</a> <b>Adjacency Bonus:</b> +1 🍀 Gold for each 2 adjacent <a href="#">Districts</a> , +1 🍀 Gold for each adjacent coastal resource (🦀 <a href="#">Crabs</a> , 🐟 <a href="#">Fish</a> , 🐚 <a href="#">Pearls</a> , 🐋 <a href="#">Whales</a> ). +2 🍀 Gold from each adjacent 🏰 <a href="#">City Center</a> . <b>Citizen Yields (per citizen):</b> +2 🍀 Gold, +1 🌈 Science <b>Trade Route Yields:</b> Domestic +1 🍀 Production, International +3 🍀 Gold	<b>Placement:</b> Must be built on ⛱ <a href="#">Coast</a> or Lake terrain adjacent to land. <b>Technology:</b> 🌟 <a href="#">Celestial Navigation</a>	27 🍀	<b>Buildings:</b> 🏛 <a href="#">Lighthouse</a> , 🏛 <a href="#">Seaport</a> , 🏛 <a href="#">Shipyard</a>
	<b>Holy Site</b>	A district in your city for religious worship. <b>GP Points (per turn):</b> +1 🌞 <a href="#">Great Prophet</a> <b>Adjacency Bonus:</b> +2 🌞 Faith for each adjacent <a href="#">Natural Wonder</a> , +1 🌞 Faith for each adjacent Hill (🏜 <a href="#">Desert</a> , 🌳 <a href="#">Grassland</a> , 🌳 <a href="#">Plains</a> , ❄ <a href="#">Snow</a> , or 🌳 <a href="#">Tundra</a> ), +1 🌞 Faith for each 2 adjacent 🌳 <a href="#">Woods</a> . +1 🌞 Faith for each 2 adjacent <a href="#">Districts</a> . <b>Citizen Yields (per citizen):</b> +2 🌞 Faith <b>Trade Route Yields:</b> Domestic +1 🍎 Food, International +1 🌞 Faith	<b>Technology:</b> 🌟 <a href="#">Astrology</a>	54 🍀	<b>Buildings:</b> 🏔 <a href="#">Cathedral</a> , 🏔 <a href="#">Gurdwara</a> , 🏔 <a href="#">Meeting House</a> , 🏔 <a href="#">Mosque</a> , 🏔 <a href="#">Pagoda</a> , 🏔 <a href="#">Shrine</a> , 🏔 <a href="#">Stave Church</a> , 🏔 <a href="#">Synagogue</a> , 🏔 <a href="#">Temple</a> , 🏔 <a href="#">Wat</a>
	<b>Lavra Russia</b>	A district unique to <a href="#">Russia</a> for religious activity. Replaces the 🏔 <a href="#">Holy Site</a> . Your city border grows by one tile each time a 🌞 Great Person is expended in this city. <b>GP Points (per turn):</b> +2 🌞 <a href="#">Great Prophet</a> , +1 🌞 <a href="#">Great Writer</a> , +1 🌞 <a href="#">Great Artist</a> , +1 🌞 <a href="#">Great Musician</a> <b>Adjacency Bonus:</b> +2 🌞 Faith for each adjacent <a href="#">Natural Wonder</a> , +1 🌞 Faith for each adjacent Hill (🏜 <a href="#">Desert</a> , 🌳 <a href="#">Grassland</a> , 🌳 <a href="#">Plains</a> , ❄ <a href="#">Snow</a> , or 🌳 <a href="#">Tundra</a> ), +1 🌞 Faith for each 2 adjacent 🌳 <a href="#">Woods</a> . +1 🌞 Faith for each 2 adjacent <a href="#">Districts</a> <b>Citizen Yields (per citizen):</b> +2 🌞 Faith <b>Trade Route Yields:</b> Domestic +1 🍎 Food, International +1 🌞 Faith	<b>Technology:</b> 🌟 <a href="#">Astrology</a>	27 🍀	<b>Buildings:</b> 🏔 <a href="#">Cathedral</a> , 🏔 <a href="#">Gurdwara</a> , 🏔 <a href="#">Meeting House</a> , 🏔 <a href="#">Mosque</a> , 🏔 <a href="#">Pagoda</a> , 🏔 <a href="#">Shrine</a> , 🏔 <a href="#">Stave Church</a> , 🏔 <a href="#">Synagogue</a> , 🏔 <a href="#">Temple</a> , 🏔 <a href="#">Wat</a>

## Districts Industrial Zone to Acropolis (3 of 3)

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	Name	Traits	Requirements	Base Cost	Unlocks															
	Industrial Zone	<p>A district in your city for industrial activity.</p> <p><b>GP Points (per turn):</b> +1  Great Engineer</p> <p><b>Adjacency Bonus:</b> +1  Production for each adjacent  Mine, +1  Production for each adjacent  Quarry, +1  Production for each 2 adjacent Districts.</p> <p><b>Citizen Yields (per citizen):</b> +2  Production</p> <p><b>Trade Route Yields:</b> Domestic +1  Production, International +1  Production</p>	Technology:  Apprenticeship	54 	<b>Buildings:</b>  Electronics Factory,  Factory,  Power Plant,  Workshop															
	Hansa Germany	<p>A district unique to <a href="#">Germany</a> for industrial activity. Replaces the  Industrial Zone district</p> <p><b>GP Points (per turn):</b> +1  Great Engineer</p> <p><b>Adjacency Bonus:</b> +1  Production for each 2 adjacent Districts, +2  Production for each adjacent  Commercial Hub, +1  Production for each adjacent Resource</p> <p><b>Citizen Yields (per citizen):</b> +2  Production</p> <p><b>Trade Route Yields:</b> Domestic +1  Production, International +1  Production</p>	Technology:  Apprenticeship	27 	<b>Buildings:</b>  Electronics Factory,  Factory,  Power Plant,  Workshop															
	Neighborhood	<p>A district in your city that provides housing based on the Appeal of the tile:</p> <table> <tr> <td>Breathtaking</td> <td>+6 </td> <td>Housing</td> </tr> <tr> <td>Charming</td> <td>+5 </td> <td>Housing</td> </tr> <tr> <td>Average</td> <td>+4 </td> <td>Housing</td> </tr> <tr> <td>Uninviting</td> <td>+3 </td> <td>Housing</td> </tr> <tr> <td>Disgusting</td> <td>+2 </td> <td>Housing</td> </tr> </table>	Breathtaking	+6 	Housing	Charming	+5 	Housing	Average	+4 	Housing	Uninviting	+3 	Housing	Disgusting	+2 	Housing	Civic:  Urbanization	54 	
Breathtaking	+6 	Housing																		
Charming	+5 	Housing																		
Average	+4 	Housing																		
Uninviting	+3 	Housing																		
Disgusting	+2 	Housing																		
	Mbanza Kongo	<p>A district unique to <a href="#">Kongo</a>. Replaces the  Neighborhood district but is available earlier.</p> <p>Provides +5  Housing, +2  Food, and +4  Gold, regardless of Appeal.</p>	<b>Placement:</b> Must be built on  Rainforest or  Woods. <b>Civic:</b>  Guilds	27 																
	Spaceport	<p>A district that is required to construct the Science Victory projects. This includes <a href="#">Launch Earth Satellite</a>, <a href="#">Launch Moon Landing</a>, <a href="#">Mars Colony Habitation</a>, <a href="#">Mars Colony Hydroponics</a>, and <a href="#">Mars Colony Reactor</a></p>	<b>Placement:</b> Cannot be built on Hills. <b>Technology:</b>  Rocketry	1800 																
	Theater Square	<p>A district in your city for cultural sites.</p> <p><b>GP Points (per turn):</b> +1  Great Writer,  Great Artist, and  Great Musician</p> <p><b>Adjacency Bonus:</b> +1  Culture for each adjacent Wonder, +1  Culture for each 2 adjacent District tiles</p> <p><b>Citizen Yields (per citizen):</b> +2  Culture</p> <p><b>Trade Route Yields:</b> Domestic +1  Food, International +1  Culture</p>	Civic:  Drama and Poetry	54 	<b>Buildings:</b>  Amphitheatre,  Broadcast Center,  Film Studio,  Art Museum,  Archaeological Museum															
	Acropolis Greece	<p>A district unique to <a href="#">Greece</a> for cultural sites. Replaces the  Theater Square district. Awards 1  Envoy when completed.</p> <p><b>GP Points (per turn):</b> +1  Great Writer,  Great Artist, and  Great Musician</p> <p><b>Adjacency Bonus:</b> +1  Culture for each adjacent Wonder, District, or  City Center</p> <p><b>Citizen Yields (per citizen):</b> +2  Culture</p> <p><b>Trade Route Yields:</b> Domestic +1  Food, International +1  Culture</p>	<b>Placement:</b> Must be built on Hills. <b>Civic:</b>  Drama and Poetry	27 	<b>Buildings:</b>  Amphitheatre,  Broadcast Center,  Film Studio,  Art Museum,  Archaeological Museum															

# Governments

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	Name	Traits	Base Policy Slots	Requirement
	Autocracy	<b>Inherent Bonus:</b> 🌐 Capital receives +1 boost to all yields <b>Legacy Bonus:</b> Bonus to <a href="#">Wonder</a> 🌐 Production (10% plus 1% for every 20 turns on standard speed). <b>Influence Generation:</b> Gain 3 Influence points 🕒 Turn. At 100 points, earn 1 🏴 Envoy.	Military: 2 Economic: 1 Diplomatic: 0 Wild Card: 1	Civic: 📚 <a href="#">Political Philosophy</a>
	Chiefdom	<b>Influence Generation:</b> Gain 1 Influence point per 🕒 Turn. At 100 points, earn 1 🏴 Envoy	Military: 1 Economic: 1 Diplomatic: 0 Wild Card: 0	
	Classical Republic	<b>Inherent Bonus:</b> All cities with a district receive +1 🏠 Amenity. <b>Legacy Bonus:</b> Bonus 🎭 Great People points (15%, plus 1% for every 15 turns on Standard speed). <b>Influence Generation:</b> Gain 3 Influence points per 🕒 Turn. At 100 points, earn 1 🏴 Envoy	Military: 0 Economic: 2 Diplomatic: 1 Wild Card: 1	Civic: 📚 <a href="#">Political Philosophy</a>
	Communism	<b>Inherent Bonus:</b> Land units gain +4 ✅ Defense Strength. <b>Legacy Bonus:</b> Bonus to all 🌐 Production (10%, plus 1% for every 20 turns on Standard speed). <b>Influence Generation:</b> Gain 7 Influence points per 🕒 Turn. At 200 points, earn 3 🏴 Envoy.	Military: 3 Economic: 3 Diplomatic: 1 Wild Card: 1	Civic: 🤖 <a href="#">Class Struggle</a>
	Democracy	<b>Inherent Bonus:</b> Patronage of 🎭 Great People costs 50% less 💰 Gold. <b>Legacy Bonus:</b> Bonus yields from district projects (30%, plus 1% for every 10 turns on Standard speed). <b>Influence Generation:</b> Gain 7 Influence points per 🕒 Turn. At 200 points, earn 3 🏴 Envoy.	Military: 1 Economic: 3 Diplomatic: 2 Wild Card: 2	Civic: 🗳️ <a href="#">Suffrage</a>
	Fascism	<b>Inherent Bonus:</b> All combat units gain +4 ✅ Combat Strength. <b>Legacy Bonus:</b> Bonus to unit 🌐 Production (20%, plus 1% for every 10 turns on Standard speed). <b>Influence Generation:</b> Gain 7 Influence points per 🕒 Turn. At 200 points, earn 3 🏴 Envoy.	Military: 4 Economic: 1 Diplomatic: 1 Wild Card: 2	Civic: 🖍️ <a href="#">Totalitarianism</a>
	Merchant Republic	<b>Inherent Bonus:</b> +2 🛍️ Trade Routes <b>Legacy Bonus:</b> Discount on 💰 Gold purchases (15%, plus 1% for every 15 turns on Standard speed). <b>Influence Generation:</b> Gain 5 Influence points per 🕒 Turn. At 150 points, earn 2 🏴 Envoy.	Military: 1 Economic: 2 Diplomatic: 1 Wild Card: 2	Civic: 🌎 <a href="#">Exploration</a>
	Monarchy	<b>Inherent Bonus:</b> +2 🏠 Housing in any city with 🏙️ Medieval Walls. <b>Legacy Bonus:</b> Bonus Influence points towards 🏴 Envoy (20%, plus 1% for every 10 turns on Standard speed). <b>Influence Generation:</b> Gain 5 Influence points per 🕒 Turn. At 150 points, earn 2 🏴 Envoy.	Military: 3 Economic: 1 Diplomatic: 1 Wild Card: 1	Civic: 🕸️ <a href="#">Divine Right</a>
	Oligarchy	<b>Inherent Bonus:</b> All Land Melee units gain +4 ✅ Combat Strength <b>Legacy Bonus:</b> Bonus combat experience for units (20%, plus 1% for every 5 turns on standard speed). <b>Influence Generation:</b> Gain 3 Influence points per 🕒 Turn. At 100 points, earn 1 🏴 Envoy.	Military: 1 Economic: 1 Diplomatic: 1 Wild Card: 1	Civic: 📚 <a href="#">Political Philosophy</a>
	Theocracy	<b>Inherent Bonus:</b> Can buy land combat units with 🌞 Faith. All units +5 🏹 Religious Strength in theological combat. <b>Legacy Bonus:</b> Discount on 🌞 Faith purchases (15%, plus 1% for every 15 turns on Standard speed). <b>Influence Generation:</b> Gain 5 Influence points per 🕒 Turn. At 150 points, earn 2 🏴 Envoy.	Military: 2 Economic: 2 Diplomatic: 1 Wild Card: 1	Civic: 🕊 <a href="#">Reformed Church</a>

# Great People

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## Great Admiral

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	Name	Unique Ability
Classical Era	Artemisia	<b>Passive Effect:</b> +5  Combat Strength and +1  Movement to Classical and Medieval era naval units within 2 tiles. <b>Retire (1 Charge):</b> Grants 1 <a href="#">Promotion</a> level to a military naval unit.
	Gaius Duilius	<b>Passive Effect:</b> +5  Combat Strength and +1  Movement to Classical and Medieval era naval units within 2 tiles. <b>Retire (1 Charge):</b> Forms a Fleet out of a military naval unit.
	Themistocles	<b>Passive Effect:</b> +5  Combat Strength and +1  Movement to Classical and Medieval era naval units within 2 tiles. <b>Retire (1 Charge):</b> Instantly creates a  Quadrireme unit.
Medieval Era	Leif Erikson	<b>Passive Effect:</b> +5  Combat Strength and +1  Movement to Medieval and Renaissance era naval units within 2 tiles. <b>Retire (1 Charge):</b> Allows all naval units to move over ocean tiles without the normal technology requirement.
	Rajendra Chola	<b>Passive Effect:</b> +5  Combat Strength and +1  Movement to Medieval and Renaissance era naval units within 2 tiles. <b>Retire (1 Charge):</b> Gain 50  Gold (on Standard speed). Military units get +40% rewards for plundering sea  Trade Routes.
	Zheng He	<b>Passive Effect:</b> +5  Combat Strength and +1  Movement to Medieval and Renaissance era naval units within 2 tiles. <b>Retire (1 Charge):</b> Gain 1  Envoy
Renaissance Era	Francis Drake	<b>Passive Effect:</b> +5  Combat Strength and +1  Movement to Renaissance and Industrial era naval units within 2 tiles. <b>Retire (1 Charge):</b> Gain 75  Gold (on Standard speed). Military units get +50% rewards for plundering sea  Trade Routes.
	Santa Cruz	<b>Passive Effect:</b> +5  Combat Strength and +1  Movement to Renaissance and Industrial era naval units within 2 tiles. <b>Retire (1 Charge):</b> Forms an Armada out of a military naval unit.
	Yi Sun-sin	<b>Passive Effect:</b> +5  Combat Strength and +1  Movement to Renaissance and Industrial era naval units within 2 tiles. <b>Retire (1 Charge):</b> Instantly creates an  Ironclad unit with 1 <a href="#">Promotion</a> level.
Industrial Era	Ching Shih	<b>Passive Effect:</b> +5  Combat Strength and +1  Movement to Industrial and Modern era naval units within 2 tiles. <b>Retire (1 Charge):</b> Gain 100  Gold (on Standard speed). Military units get +60% rewards for plundering sea  Trade Routes.
	Horatio Nelson	<b>Passive Effect:</b> +5  Combat Strength and +1  Movement to Industrial and Modern era naval units within 2 tiles. <b>Retire (1 Charge):</b> +50% flanking bonus for all naval units.
	Laskarina Bouoboulina	<b>Passive Effect:</b> +5  Combat Strength and +1  Movement to Industrial and Modern era naval units within 2 tiles. <b>Retire (1 Charge):</b> Grants 1 <a href="#">Promotion</a> and +50% combat experience to a military naval unit.
Modern Era	Franz von Hipper	<b>Passive Effect:</b> +5  Combat Strength and +1  Movement to Modern and Atomic era naval units within 2 tiles. <b>Retire (1 Charge):</b> Instantly creates a  Battleship unit with 1 <a href="#">Promotion</a> level.
	Joaquim Marques Lisboa	<b>Passive Effect:</b> +5  Combat Strength and +1  Movement to Modern and Atomic era naval units within 2 tiles. <b>Retire (1 Charge):</b> Accumulate 25% less war weariness than usual.
	Togo Heihachiro	<b>Passive Effect:</b> +5  Combat Strength and +1  Movement to Modern and Atomic era naval units within 2 tiles. <b>Retire (1 Charge):</b> Grants 1 <a href="#">Promotion</a> level and +75% combat experience to a military naval unit.
Atomic Era	Chester Nimitz	<b>Passive Effect:</b> +5  Combat Strength and +1  Movement to Atomic and Information era naval units within 2 tiles. <b>Retire (1 Charge):</b> +20%  Production towards units of the Naval Raider promotion class.
	Grace Hopper	<b>Passive Effect:</b> +5  Combat Strength and +1  Movement to Atomic and Information era naval units within 2 tiles. <b>Retire (1 Charge):</b> Triggers the  Eureka moment for 1 random <a href="#">Technology</a> from the Atomic or Information era.
	Sergei Gorshkov	<b>Passive Effect:</b> +5  Combat Strength and +1  Movement to Atomic and Information era naval units within 2 tiles. <b>Retire (1 Charge):</b> Grants 1 <a href="#">Promotion</a> level and +100% combat experience to a military naval unit.
Information Era	Clancy Fernando	<b>Passive Effect:</b> +5  Combat Strength and +1  Movement to Information era naval units within 2 tiles. <b>Retire (1 Charge):</b> Grants 1 <a href="#">Promotion</a> level and +200% combat experience to a military naval unit.
	Togo Heihachiro	<b>Passive Effect:</b> +5  Combat Strength and +1  Movement to Modern and Atomic era naval units within 2 tiles. <b>Retire (1 Charge):</b> Grants 1 <a href="#">Promotion</a> level and +75% combat experience to a military naval unit.

## Great Artist

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	Name	Great Work 1	Great Work 2	Great Work 3
Renaissance Era	 Andrei Rublev	Annunciation	Saviour in Glory	Ascension
	 Donatello	St. Mark	Equestrian statue of Gattamelata	Judith Slaying Holofernes
	 Hieronymus Bosch	The Garden of Earthly Delights	The Last Judgement	The Haywain Triptych
	 Michelangelo	Sistine Chapel Ceiling	David	Pietà
Industrial Era	 El Greco	Adoration of the Magi	The Assumption of the Virgin	View of Toledo
	 Qiu Ying	Spring Morning in the Han Palace	Fishermen in Reclusion Among the Lotus Stream	Red Cliff
	 Rembrandt van Rijn	Andries de Graeff	Agatha Bas	Abraham and Isaac
	 Titian	Assunta	Salome with the Head of John the Baptist	Equestrian Portrait of Charles V
Modern Era	 Angelica Kauffman	Anna Maria Jenkind and Thomas Jenkins	Portrait of Johann Joachim Winckelmann	Sarah Harrop as a Muse
	 Jang Seung-eop	Samin munnyeondo	Rooster	Ssangma inmuldo
	 Katushika Hokusai	The Great Wave off Kanagawa	Lake Suwa in Shinano Province	Fuji Mountains in Clear Weather
	 Sofonisba Anguissola	Three Sisters Playing Chess	Philip II of Spain	A Monk
Atomic Era	 Claude Monet	Water lilies	Impression, Sunrise	Haystack at Giverny
	 Edmonia Lewis	The Death of Cleopatra	Marriage of Hiawatha and Minnehaha	Pompeian Girl
	 Marie-Anne Collot	Portrait of Pierre Etienne Falconet	Portrait of Catherine II	Portrait of Marie Cathcart
	 Vincent van Gogh	Starry Night	Café Terrace at Night	The Night Café
Information Era	 Amrita Sher-Gil	Three Girls	Bride's Toilet	Self Portrait
	 Boris Orlovsky	Mikhail Kutuzov	Alexander Column	Bust of tsar Alexander
	 Gustav Klimt	The Kiss	Avenue in the Park of Schloss Kammer	The Sunflower
	 Mary Cassatt	Lydia Leaning on Her Arms	The Child's Bath	The Cup of Tea

## Great Engineer

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		Name	Unique Ability - Activated Effect
Medieval Era		Bi Sheng	(1 Charge): Lets this city build one more <a href="#">District</a> than the population limit allows. Triggers the  Eureka moment for the <a href="#">Printing</a> technology.
		Isadore of Miletus	(2 Charges): Grants 215  Production towards <a href="#">Wonder</a> construction.
		James of St. George	(3 Charges): Instantly builds <a href="#">Ancient Walls</a> and <a href="#">Medieval Walls</a> in this city.
Renaissance Era		Filippo Brunelleschi	(2 Charges): Grants 315  Production towards <a href="#">Wonder</a> construction.
		Leonardo da Vinci	(1 Charge): <a href="#">Workshops</a> provide +1  Culture. Triggers the  Eureka moment for 1 random <a href="#">Technology</a> from the Modern era.
		Mimar Sinan	(2 Charges): +1  Housing for this city. +1  Amenity for this city.
Industrial Era		Ada Lovelace	(1 Charge): Lets this city build one more <a href="#">District</a> than the population limit allows. Triggers the  Eureka moment for the <a href="#">Computers</a> technology.
		Gustave Eiffel	(2 Charges): Grants 480  Production towards <a href="#">Wonder</a> construction.
		James Watt	(1 Charge): Instantly builds a <a href="#">Factory</a> and <a href="#">Workshop</a> in this district. <a href="#">Factories</a> provide +2  Production.
Modern Era		Alvar Aalto	(1 Charge): This city provides +1 Appeal to any tiles it owns.
		Nikola Tesla	(1 Charge): This district's regional buildings reach 3 tiles farther. This district's regional buildings provide +2  Production.
		Robert Goddard	(1 Charge): +20%  Production towards <a href="#">Space Race Projects</a> . Triggers the  Eureka moment for the <a href="#">Rocketry</a> technology.
Atomic Era		Jane Drew	(1 Charge): +4  Housing for this city. +3  Amenities for this city.
		John Roebling	(2 Charges): +2  Housing for this city. +1  Amenity for this city
		Sergei Korolev	(1 Charge): Grants 1,500  Production towards <a href="#">Space Race Project</a> construction.
Information Era		Charles Correa	(1 Charge): This city provides +2 Appeal to any tiles it owns.
		Joseph Paxton	(1 Charge): This district's regional buildings reach 3 tiles further. This district's regional buildings provide +1  Amenity.
		Wernher von Braun	(1 Charge): +100%  Production towards <a href="#">Space Race Projects</a> .

## Great General

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		Name	Unique Ability
Classical Era		Boudica	<b>Passive Effect:</b> +5  Combat Strength and +1  Movement to Classical and Medieval era land units within 2 tiles. <b>Retire (1 Charge):</b> Converts adjacent Barbarian units to your control.
		Hannibal Barca	<b>Passive Effect:</b> +5  Combat Strength and +1  Movement to Classical and Medieval era land units within 2 tiles. <b>Retire (1 Charge):</b> Grants 1 <a href="#">Promotion</a> level to a military land unit.
		Sun Tzu	<b>Passive Effect:</b> +5  Combat Strength and +1  Movement to Classical and Medieval era land units within 2 tiles. <b>Great Work:</b> The Art of War (In district or wonder with an available  Great Work of Writing slot.)
Medieval Era		Æthelflæd	<b>Passive Effect:</b> +5  Combat Strength and +1  Movement to Medieval and Renaissance era land units within 2 tiles. <b>Retire (1 Charge):</b> Instantly creates a  Knight unit.
		El Cid	<b>Passive Effect:</b> +5  Combat Strength and +1  Movement to Medieval and Renaissance era land units within 2 tiles. <b>Retire (1 Charge):</b> Forms a Corps out of a military land unit.
		Genghis Khan	<b>Passive Effect:</b> +5  Combat Strength and +1  Movement to Medieval and Renaissance era land units within 2 tiles. <b>Retire (1 Charge):</b> Grants 1 <a href="#">Promotion</a> level and +25% combat experience to a military land unit.
Renaissance Era		Ana Nzinga	<b>Passive Effect:</b> +5  Combat Strength and +1  Movement to Renaissance and Industrial era land units within 2 tiles. <b>Retire (1 Charge):</b> Gain 1  Envoy.
		Gustavus Adolphus	<b>Passive Effect:</b> +5  Combat Strength and +1  Movement to Renaissance and Industrial era land units within 2 tiles. <b>Retire (1 Charge):</b> Instantly creates a  Bombard unit with 1 <a href="#">Promotion</a> level.
		Jeanne d'Arc	<b>Passive Effect:</b> +5  Combat Strength and +1  Movement to Renaissance and Industrial era land units within 2 tiles. <b>Retire (1 Charge):</b> Creates a  Relic.
Industrial Era		Napoleon Bonaparte	<b>Passive Effect:</b> +5  Combat Strength and +1  Movement to Industrial and Modern era land units within 2 tiles. <b>Retire (1 Charge):</b> Forms an Army out of a military land unit.
		Rani Lakshimbai	<b>Passive Effect:</b> +5  Combat Strength and +1  Movement to Industrial and Modern era land units within 2 tiles. <b>Retire (1 Charge):</b> Instantly creates a  Cavalry unit with 1 <a href="#">Promotion</a> level.
		Simón Bolívar	<b>Passive Effect:</b> +5  Combat Strength and +1  Movement to Industrial and Modern era land units within 2 tiles. <b>Retire (1 Charge):</b> Gain 2  Envys.
Modern Era		John Monash	<b>Passive Effect:</b> +5  Combat Strength and +1  Movement to Modern and Atomic era land units within 2 tiles. <b>Retire (1 Charge):</b> Grants 1 <a href="#">Promotion</a> level and +75% combat experience to a military land unit.
		Marina Raskova	<b>Passive Effect:</b> +5  Combat Strength and +1  Movement to Modern and Atomic era land units within 2 tiles. <b>Retire (1 Charge):</b> District in this tile gains +1 Air unit slots.
		Samori Touré	<b>Passive Effect:</b> +5  Combat Strength and +1  Movement to Modern and Atomic era land units within 2 tiles. <b>Retire (1 Charge):</b> Instantly creates an  Infantry unit with 1 <a href="#">Promotion</a> level.
Atomic Era		Douglas MacArthur	<b>Passive Effect:</b> +5  Combat Strength and +1  Movement to Atomic and Information era land units within 2 tiles. <b>Retire (1 Charge):</b> Instantly creates a  Tank unit with 1 <a href="#">Promotion</a> level.
		Dwight Eisenhower	<b>Passive Effect:</b> +5  Combat Strength and +1  Movement to Atomic and Information era land units within 2 tiles. <b>Retire (1 Charge):</b> +5%  Production towards military units.
		Georgy Zhukov	<b>Passive Effect:</b> +5  Combat Strength and +1  Movement to Atomic and Information era land units within 2 tiles. <b>Retire (1 Charge):</b> +50% flanking bonus for all land units.
		Sudiman	<b>Passive Effect:</b> +5  Combat Strength and +1  Movement to Atomic and Information era land units within 2 tiles. <b>Retire (1 Charge):</b> Grants 1 <a href="#">Promotion</a> level and +100% combat experience to a military land unit.
Information Era		Ahmad Shah Massoud	<b>Passive Effect:</b> +5  Combat Strength and +1  Movement to Information era land units within 2 tiles. <b>Retire (1 Charge):</b> Instantly creates a  Modern AT Crew unit with 1 <a href="#">Promotion</a> level.
		Vijaya Wimalaratne	<b>Passive Effect:</b> +5  Combat Strength and +1  Movement to Information era land units within 2 tiles. <b>Retire (1 Charge):</b> Grants 1 <a href="#">Promotion</a> level and +100% combat experience to a military land unit.

## Great Merchant

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	Name	Unique Ability - Activated Effect
Classical Era	 Colaeus	(1 Charge): Grants 1 free copy of the <a href="#">Luxury Resource</a> on this tile to your  Capital city. Gain 100  Faith.
	 Marcus Licinius Crassus	(3 Charges): Your nearest city annexes this tile into its territory. Gain 60  Gold.
	 Zhang Qian	(1 Charge): Increases  Trade Route capacity by 1. Foreign  Trade Routes to this city provide +2  Gold to both cities.
Medieval Era	 Irene of Athens	(1 Charge): Grants 1 free copy of the <a href="#">Luxury Resource</a> on this tile to your  Capital city. Increases  Trade Route capacity by 1.
	 Marco Polo	(1 Charge): Grants a free  Trader unit in this city, and increases  Trade Routes capacity by 1. Foreign  Trade Routes to this city provide +2  Gold to both cities.
	 Piero de' Bardi	(1 Charge): Gain 200  Gold. Gain 1  Envoy.
Renaissance Era	 Giovanni de' Medici	(1 Charge): Instantly builds a  Bank and  Market in this district. The  Bank gets 2 Great Work slots, which can hold anything.
	 Jakob Fugger	(1 Charge): Gain 200  Gold. Gain 2  Envys.
	 Raja Todar Mal	(1 Charge): Gain 1  Envoy. Your  Trade Routes to your own cities gain 0.5  Gold for each specialty district at the destination.
Industrial Era	 Adam Smith	(1 Charge): +1  Economic Policy slot in any government.
	 John Jacob Astor	(1 Charge): Gain 500  Gold. Gain 2  Envys.
	 John Spilsbury	(1 Charge): Grants 1  Toys, a uniquely manufactured <a href="#">Luxury Resource</a> which provides +4  Amenities.
Modern Era	 John Rockefeller	(1 Charge): Grants 1  Oil, a <a href="#">Strategic Resource</a> . Your  Trade Routes gain +2  Gold for each <a href="#">Strategic Resource</a> improved by the destination city.
	 Mary Katherine Goddard	(1 Charge): +1 level of  Diplomatic Visibility with all other civilizations.
	 Sarah Breedlove	(1 Charge): +25%  Tourism rate towards other civilizations you have a  Trade Route to.
Atomic Era	 Helena Rubinstein	(1 Charge): Grants 2  Cosmetics, a uniquely manufactured <a href="#">Luxury Resource</a> which provides +4  Amenities.
	 Levi Strauss	(1 Charge): Grant 2  Jeans, a uniquely manufactured <a href="#">Luxury Resource</a> which provides +4  Amenities.
	 Melitta Bentz	(1 Charge): +25%  Tourism rate towards other civilizations you have a  Trade Route to. Increases  Trade Route capacity by 1.
Information Era	 Estée Lauder	(1 Charge): Grants 2  Perfume, a uniquely manufactured <a href="#">Luxury Resource</a> which provides +6  Amenities.
	 Jamsetji Tata	(1 Charge):  Campus districts provide +10  Tourism.
	 Masaru Ibuka	(1 Charge):  Industrial Zone districts provide +10  Tourism.

## Great Musician

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	Name	Great Work 1	Great Work 2
Industrial Era	 Antonio Vivaldi	Four Seasons: Winter	La Notte Concerto
	 Johann Sebastian Bach	Bach "Little" Fugue in G minor	Cello Suite No. 1 in G Major
	 Ludwig van Beethoven	Ode to Joy (Symphony #9)	Symphony #3 (Eroica Symphony) Mvt. 1
	 Wolfgang Amadeus Mozart	Eine Kleine Nachtmusik	Symphony #40, Mvt. 1
	 Yatsuhashi Kengyo	Rokudan No Shirabe	Hachidan No Shirabe
Modern Era	 Antônio Carlos Gomes	Fosca - Mvt. 1 (Abertura)	Alvorada
	 Franz Liszt	Hungarian Rhapsody No. 1	Mephisto Waltz No. 1 "The Dance in the Village Inn"
	 Frederic Chopin	Nocturne in E flat Major	Valse Brillante Op. 18
	 Liu Tianhua	Liáng Xiāo	Kong Shan Niao Yu
	 Peter Illyich Tchaikovsky	1812 Overture	Romeo and Juliet Fantasy Overture
Atomic Era	 Antonin Dvorak	New World Symphony (no. 9) - Mvt. 4	Serenade for Strings, Op. 22 - Mvt 2
	 Clara Schumann	Prelude and Fugue Op. 16, No. 3	Toccatina in A minor
	 Juventino Rosas	Sobre las olas	Vals Carmen
	 Lili'uokalani	Lili'uokalani's Prayer	Sanoe
Information Era	 Gauhar Jaan	Raga Khamaj Jogiya	Raga Bhairavi
	 Mykola Leontovych	Carol of the Bells	Prelude for Choir

## Great Prophet

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		Name	Unique Ability
Classical Era		Confucius	Activate at a  <a href="#">Holy Site</a> district or  <a href="#">Stonehenge</a> .
		John the Baptist	Activate at a  <a href="#">Holy Site</a> district or  <a href="#">Stonehenge</a> .
		Laozi	Activate at a  <a href="#">Holy Site</a> district or  <a href="#">Stonehenge</a> .
		Siddhartha Gautama	Activate at a  <a href="#">Holy Site</a> district or  <a href="#">Stonehenge</a> .
		Simon Peter	Activate at a  <a href="#">Holy Site</a> district or  <a href="#">Stonehenge</a> .
		Zoroaster	Activate at a  <a href="#">Holy Site</a> district or  <a href="#">Stonehenge</a> .
Medieval Era		Adi Shankara	Activate at a  <a href="#">Holy Site</a> district or  <a href="#">Stonehenge</a> .
		Bodhidharma	Activate at a  <a href="#">Holy Site</a> district or  <a href="#">Stonehenge</a> .
		Irenaeus	Activate at a  <a href="#">Holy Site</a> district or  <a href="#">Stonehenge</a> .
		O no Yasumaro	Activate at a  <a href="#">Holy Site</a> district or  <a href="#">Stonehenge</a> .
		Songtsan Gampo	Activate at a  <a href="#">Holy Site</a> district or  <a href="#">Stonehenge</a> .
Renaissance Era		Frances of Assisi	Activate at a  <a href="#">Holy Site</a> district or  <a href="#">Stonehenge</a> .
		Haji Huud	Activate at a  <a href="#">Holy Site</a> district or  <a href="#">Stonehenge</a> .
		Madhva Acharya	Activate at a  <a href="#">Holy Site</a> district or  <a href="#">Stonehenge</a> .
		Martin Luther	Activate at a  <a href="#">Holy Site</a> district or  <a href="#">Stonehenge</a> .
		Thomas Aquinas	Activate at a  <a href="#">Holy Site</a> district or  <a href="#">Stonehenge</a> .

## Great Scientist

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	Name	Unique Ability
Classical Era	Aryabhata	(1 Charge): Triggers the  Eureka moment for 3 random <a href="#">Technologies</a> from the Classical or Medieval era.
	Euclid	(1 Charge): Triggers the  Eureka moment for  Mathematics and 1 random <a href="#">Technology</a> from the Medieval era.
	Hypatia	(1 Charge): Instantly builds a  Library in this district.  Libraries provide +1  Science.
Medieval Era	Abu al-Qasim al-Zahrawi	<b>Passive Effect:</b> Bonus healing +20 HP for the player's units within 1 tile. <b>Retire (1 Charge):</b> Triggers the  Eureka moment for 1 random <a href="#">Technology</a> from the Medieval or Renaissance era. Wounded units can heal +5 HP  turn.
	Hildegard of Bingen	(1 Charge): This  Holy Site district's  Faith adjacency bonus provides  Science as well. Gain 100  Faith.
	Omar Khayyam	(1 Charge): Triggers the  Eureka moment for 2 random <a href="#">Technologies</a> and the  Inspiration moment for 1 random <a href="#">Civic</a> from the Medieval or Renaissance era.
Renaissance Era	Emilie du Chatelet	(1 Charge): Triggers the  Eureka moment for 3 random <a href="#">Technologies</a> from the Renaissance or Industrial era.
	Galileo Galilei	(1 Charge): Gain 250  Science (on Standard speed) for each adjacent  Mountain tile.
	Isaac Newton	(1 Charge): Instantly builds a  University and  Library in this district.  Universities provide +2  Science.
Industrial Era	Charles Darwin	(1 Charge): Gain 500  Science (on Standard speed) for each <a href="#">Natural Wonder</a> tile here or adjacent.
	Dmitri Mendeleev	(1 Charge): Triggers the  Eureka moment for  Chemistry and 1 random <a href="#">Technology</a> from the Industrial era.
	James Young	(1 Charge): Reveals  Oil without the normal <a href="#">Technology</a> requirement. Triggers the  Eureka moment for 2 random <a href="#">Technologies</a> from the Industrial or Modern era.
Modern Era	Alan Turing	(1 Charge): Triggers the  Eureka moment for  Computers and 1 random <a href="#">Technology</a> from the Modern era.
	Albert Einstein	(1 Charge):  Universities provide +4  Science. Triggers the  Eureka moment for 1 random <a href="#">Technology</a> from the Modern or Atomic era.
	Alfred Nobel	(1 Charge): Triggers the  Eureka moment for 1 random <a href="#">Technology</a> from the Modern or Atomic era. Applies 20 free  Great People points towards recruiting all current and future Great People.
Atomic Era	Erwin Schrödinger	(1 Charge): Triggers the  Eureka moment for 3 random <a href="#">Technologies</a> from the Atomic or Information era.
	Janaki Ammal	(1 Charge): Gain 400  Science for each  Rainforest tile here or adjacent.
	Mary Leakey	(1 Charge):  Artifacts in all your cities generate 300% of their normal  Tourism. Gain 350  Science for every  Artifact in this city.
Information Era	Abdus Salam	(1 Charge): Triggers the  Eureka moment for all <a href="#">Technologies</a> from the Information era.
	Carl Sagan	(1 Charge): Grants 3,000  Production towards <a href="#">Space Race Project</a> construction.
	Stephanie Kwolek	(1 Charge): +100%  Production towards <a href="#">Space Race Projects</a> .

## Great Writer

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		Name	Great Work 1	Great Work 2
Classical Era		Bhasa	The Madhyama Vyayoga	Pratima-nataka
		Homer	Iliad	Odyssey
		Ovid	Metamorphoses	Heroides
		Qu Yuan	Chu Ci (Songs of Chu)	Lament for Ying
Medieval Era		Geoffrey Chaucer	The Canterbury Tales	Troilus and Criseyde
		Li Bai	Drinking Alone by Moonlight	In the Mountains on a Summer Day
		Murasaki Shikibu	The Diary of Lady Murasaki	The Tale of Genji
Renaissance Era		Margaret Cavendish	The Blazing World	Observations upon Experimental Philosophy
		Marie-Catherine d'Aulnoy	Fair Goldilocks	The Dolphin
		Miguel de Cervantes	Don Quixote	Novelas Ejemplares (Exemplary Novels)
		Nicolò Machiavelli	Discourses in Livy	The Prince
		William Shakespeare	Romeo and Juliet	Hamlet
Industrial Era		Alexander Pushkin	Eugene Onegin	Boris Godunov
		Edgar Allan Poe	The Tell Tale Heart	The Raven
		Jane Austen	Pride and Prejudice	Sense and Sensibility
		Johann Wolfgang von Goethe	Faust	The Sorrows of Young Werther
		Mary Shelley	Frankenstein	The Last Man
Modern Era		Emily Dickinson	A Bird Came Down	Success is counted sweetest
		F. Scott Fitzgerald	This Side of Paradise	The Beautiful and Damned
		James Joyce	Ulysses	Dubliners
		Leo Tolstoy	War and Peace	Anna Karenina
		Mark Twain	Adventures of Huckleberry Finn	The Adventures of Tom Sawyer
Atomic Era		H.G. Wells	The War of the Worlds	The Time Machine
		Rabindranath Tagore	The Home and the World	The Gardener
Information Era		Karel Capek	Rossum's Universal Robots (R.U.R.)	War with the Newts

# Improvements

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## Improvements - Airstrip to Mine (1 of 3)

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	Name	Traits / Unlocks	Requirements	Usage
	Airstrip	Aircraft Capacity: 3 -1 Appeal	<b>Placement:</b> Can only be built in flat terrain (  Desert,  Grassland,  Plains,  Snow, or  Tundra). <b>Technology:</b>  Flight	Built By:  Military Engineer
	Alcázar <u>Granada</u>	Unique to <u>Granada</u> . +2  Culture. Occupying unit receives +4  Defense Strength, and automatically gains 2 turns of fortification.	Cannot be built next to another Alcázar. <b>Placement:</b>  Desert,  Grassland,  Plains,  Snow, or  Tundra. (with or without Hills).	Built By:  Builder
	Camp	+1  Gold, +0.5  Housing +1  Production, +1  Food (requires  Mercantilism) +1  Gold (requires  Synthetic Materials)	<b>Placement:</b>  Deer,  Furs,  Ivory,  Truffles resources. <b>Technology:</b>  Animal Husbandry	Built By:  Builder
	Chateau <u>France</u>	Unique to: <u>France</u> . +2  Culture, +1 Appeal. <b>Adjacency Bonus:</b> +2  Culture if next to a <u>Wonder</u> . +1  Gold if next to a <u>Luxury Resource</u> .	<b>Placement:</b> Can only be built adjacent to Rivers. <b>Civic:</b>  Humanism	Built By:  Builder
	Colossal Head <u>La Venta</u>	Unique to: <u>La Venta</u> . +2  Faith. +1  Culture (requires  Humanism) <b>Adjacency Bonus:</b> +1  Faith from every 2 adjacent  Woods tiles. +1  Faith from every 2 adjacent  Rainforest tiles.	Cannot be built on  Snow (with or without Hills) <b>Placement:</b>  Desert,  Grassland,  Plains, or  Tundra. (with or without Hills).	Built By:  Builder
	Farm	+1  Food, +0.5  Housing <b>Adjacency Bonus:</b> +1  Food for every 2 adjacent  Farm tiles (requires  Feudalism, becomes obsolete with  Replaceable Parts). +1  Food from each adjacent  Farm (requires  Replaceable Parts). Constructing  Farms adjacent to other  Farms provides bonuses to  .	<b>Placement:</b>  Floodplains,  Grassland,  Grassland (Hills),  Plains,  Plains (Hills),  Rice,  Wheat.	Built By:  Builder
	Fishing Boats	+1  Food, +0.5  Housing +1  Gold (requires  Cartography) +1  Food (requires  Plastics)	<b>Placement:</b> Can only be built on  Coast or  Ocean resources (  Crabs,  Fish,  Pearls,  Whales). <b>Technology:</b>  Sailing	Built By:  Builder
	Fort	Occupying unit receives +4  Defense Strength, and automatically gains 2 turns of fortification	<b>Placement:</b>  Desert,  Grassland,  Plains,  Snow, or  Tundra. (with or without Hills). <b>Technology:</b>  Siege Tactics	Built By:  Military Engineer
	Great Wall <u>China</u>	Unique to: <u>China</u> . Provides an increase to  Defense. Bonus to  Culture and  Tourism for each adjacent  Great Wall later in Technology tree. <b>Adjacency Bonus:</b> +1  Gold from each adjacent  Great Wall (requires  Masonry). +1  Culture from each adjacent  Great Wall (requires  Castles).	<b>Placement:</b>  Desert,  Grassland,  Plains,  Snow, or  Tundra. (with or without Hills). Must be built in a line along your borders. <b>Technology:</b>  Masonry	Built By:  Builder
	Kurgan <u>Scythia</u>	Unique to: <u>Scythia</u> . +1  Faith, +1  Gold. +1  Gold (requires  Guilds), +1  Gold (requires  Capitalism). <b>Adjacency Bonus:</b> +1  Faith from each adjacent  Pasture.	<b>Placement:</b>  Desert,  Grassland,  Plains,  Snow, or  Tundra. Cannot be built on Hills. <b>Technology:</b>  Animal Husbandry	Built By:  Builder
	Lumber Mill	+1  Production, +1  Production (requires  Steel). <b>Adjacency Bonus:</b> +1  Production if adjacent to River.	<b>Placement:</b>  Woods <b>Technology:</b>  Machinery	Built By:  Builder
	Mine	+1  Production, -1 Appeal +1  Production (requires  Apprenticeship) +1  Production (requires  Industrialization)	<b>Placement:</b> Hills or any of the following resources,  Aluminum,  Coal,  Copper,  Diamonds,  Iron,  Jade,  Mercury,  Niter,  Salt,  Silver,  Uranium. <b>Technology:</b>  Mining	Built By:  Builder

## Improvements - Missile Silo to Quarry (2 of 3)

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	Name	Traits / Unlocks	Requirements	Usage
	Missile Silo	Acts as a launch site for Nuclear and Thermonuclear Devices. <b>Weapon Capacity:</b> 1	Cannot be built on Hills. Placement:  Desert,  Grassland,  Plains,  Snow, or  Tundra. Technology:  Rocketry	Built By:  Military Engineer
	Mission Spain	<b>Unique to:</b> Spain. +2  Faith, +2  Faith if on a different continent than your  Capital. +2  Science (requires  Cultural Heritage) <b>Adjacency Bonus:</b> +2  Science if built next to a  Campus district.	Placement:  Desert,  Grassland,  Plains,  Snow, or  Tundra. (with or without Hills). Civic:  Exploration	Built By:  Builder
	Monastery Armagh	Unique to Armagh. +2  Faith, +15 HP healing for friendly religious unit on this tile that has not attacked this turn.	Cannot be built next to another  Monastery. Placement:  Desert,  Grassland,  Plains,  Snow, or  Tundra. (with or without Hills).	Built By:  Builder
	Nubian Pyramid Nubia	+1  Faith. <b>Adjacency Bonus:</b> +1  Food from each adjacent  City Center tile. +1  Science from each adjacent  Campus tile. +1  Gold from each adjacent  Commercial Hub tile. +1  Gold from each adjacent  Harbor tile. +1  Faith from each adjacent  Holy Site tile. +1  Production from each adjacent  Industrial Zone tile. +1  Culture from each adjacent  Theater Square tile.	Placement:  Desert,  Desert (Hills),  Floodplains. Technology:  Masonry	Built By:  Builder
	Offshore Oil Rig	+2  Production, -1 Appeal	Placement:  Oil resource in  Coast, Lake, or  Ocean tile. Technology:  Plastics	Built By:  Builder
	Oil Well	+2  Production, -1 Appeal	Placement:  Oil resource on land (  Desert,  Grassland,  Plains,  Snow, or  Tundra) (with or without Hills). Technology:  Combustion	Built By:  Builder
	Outback Station Australia	Unique to Australia. +1  Food, +1  Production, and +0.5  Housing. <b>Adjacency Bonus:</b> +1  Food for each adjacent  Pasture. +1  Production from every 2 adjacent Outback Station tiles (requires  Steam Power). +1  Food from every 2 adjacent Outback Station tiles (requires  Rapid Deployment).	Placement:  Desert,  Desert (Hills),  Grassland, or  Plains. Civic:  Guilds	Built By:  Builder
	Pairidaeza Persia	Unique to Persia. +1  Culture, +2  Gold. +2 Appeal. Additional  Culture and  Tourism as you advance through the Technology and Civics Tree. +1  Culture (requires  Diplomatic Service). <b>Adjacency Bonus:</b> +1  Gold from each adjacent  City Center or  Commercial Hub, +1  Culture from each adjacent  Holy Site or  Theater Square.	Cannot be built adjacent to another Pairidaeza. Placement:  Desert,  Grassland,  Plains (with or without Hills). Civic:  Early Empire	Built By:  Builder
	Pasture	+1  Production, +0.5  Housing. +1  Food (requires  Exploration). +1  Production (requires  Robotics) <b>Adjacency Bonus:</b> +1  Production from each adjacent Outback Station (requires  Steam Power)	Placement:  Cattle,  Horses, or  Sheep resource. Technology:  Animal Husbandry	Built By:  Builder
	Plantation	+2  Gold, +0.5  Housing +1  Food (requires  Scientific Theory) +2  Gold (requires  Globalization)	Placement:  Bananas,  Citrus,  Cocoa,  Coffee,  Cotton,  Dyes,  Incense,  Silk,  Spices,  Sugar,  Tea,  Tobacco,  Wine. Technology:  Irrigation	Built By:  Builder
	Quarry	+1  Production. -1 Appeal. +2  Gold (requires  Banking). +1  Production (requires  Rocketry)	Placement:  Gypsum,  Marble, or  Stone resource. Technology:  Mining	Built By:  Builder

## Improvements - Roman Fort to Ziggurat (3 of 3)

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	Name	Traits / Unlocks	Requirements	Usage
	Roman Fort <a href="#">Rome</a>	Unique to <a href="#">Rome</a> . Occupying unit receives +4  Defense Strength and automatically gains 2 turns of fortification.	<b>Placement:</b>  Desert,  Grassland,  Plains,  Snow, or  Tundra. (with or without Hills).	Built By:  Legion
	Seaside Resort	Provides  Tourism equal to the tile's Appeal.	Minimum Appeal of Breathtaking. <b>Placement:</b>  Desert,  Grassland or  Plains next to  Coast tile. <b>Technology:</b>  Radio	Built By:  Builder
	Sphinx <a href="#">Egypt</a>	Unique to: <a href="#">Egypt</a> . +1  Faith, +1  Culture +1  Culture (requires  Natural History) <b>Adjacency Bonus:</b> +2 Faith if next to a <a href="#">Wonder</a> .	Cannot be built next to another  Sphinx. <b>Placement:</b>  Desert,  Grassland,  Plains,  Snow, or  Tundra. (with or without Hills);  Floodplains. <b>Civic:</b>  Craftsmanship	Built By:  Builder
	Stepwell <a href="#">India</a>	Unique to: <a href="#">India</a> . +1  Food and +1  Housing. +1  Faith (requires  Feudalism) +1  Food (requires  Professional Sports) <b>Adjacency Bonus:</b> +1  Food if adjacent to a  Farm. +1  Faith if adjacent to  Holy Site.	Cannot be built on Hills or adjacent to another  Stepwell. <b>Placement:</b>  Desert,  Grassland,  Plains,  Snow, or  Tundra. <b>Technology:</b>  Irrigation	Built By:  Builder
	Ziggurat <a href="#">Sumeria</a>	Unique to: <a href="#">Sumeria</a> . +2  Science. +1  Culture (requires  Natural History) <b>Adjacency Bonus:</b> +2  Science, +1  Culture (if next to a River)	Cannot be built on Hills. <b>Placement:</b>  Desert,  Grassland,  Plains,  Snow, or  Tundra.	Built By:  Builder

## Routes

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	Name	Traits	Requirements	Usage
	Ancient Road	<b>Movement Cost:</b> 1.0		Built By:  Military Engineer,  Trader
	Classical Road	<b>Movement Cost:</b> 1.0 Creates bridges over rivers	<b>Era:</b> Classical Era	Built By:  Military Engineer,  Trader
	Industrial Road	<b>Movement Cost:</b> 0.75 Creates bridges over rivers	<b>Era:</b> Industrial Era	Built By:  Military Engineer,  Trader
	Modern Road	<b>Movement Cost:</b> 0.5 Creates bridges over rivers	<b>Era:</b> Modern Era	Built By:  Military Engineer,  Trader

# Leaders

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## Leaders - Alexander to Jadwiga (1 of 2)

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	Name	Unique Ability	Traits	Open Agenda
	Alexander	<b>To World's End:</b> Cities do not incur war weariness. All military units heal completely when this player captures a city with a world wonder.	Civilization: <a href="#">Macedon</a> Unit: <a href="#">Hetairoi</a>	<b>Short Life of Glory:</b> Likes civilizations at war with powers other than Macedon. Has disdain for civilizations at peace.
	Amanitore	<b>Kandake of Meroë:</b> +20% 🍃 Production towards all districts rising to 40% if there is a 🏫 <a href="#">Nubian Pyramid</a> adjacent to the 🏗️ <a href="#">City Center</a> .	Civilization: <a href="#">Nubia</a>	<b>City Planner:</b> Always tries to keep the maximum number of districts in each city. Respects other civilizations who also develop their cities in this fashion.
	Catherine de Medici	<b>Catherine's Flying Squadron:</b> Has 1 level of 🌐 Diplomatic Visibility greater than normal with every <a href="#">Civilization</a> that she's met. Receives a free 🕵️ <a href="#">Spy</a> (and extra spy capacity) with the 🏙️ <a href="#">Castles</a> technology. All 🕵️ Spies start as Agents with a free promotion	Civilization: <a href="#">France</a> Religion: <a href="#">Catholicism</a>	<b>Black Queen:</b> Gains as many 🕵️ <a href="#">Spies</a> and as much diplomatic access as possible. Does not like <a href="#">Civilizations</a> who ignore these espionage activities.
	Cleopatra	<b>Mediterranean's Bride:</b> Your 🚤 Trade Routes to other <a href="#">Civilizations</a> provide +4 🍃 Gold for Egypt. Other <a href="#">Civilizations</a> 🚤 Trade Routes to <a href="#">Egypt</a> provide +2 🍃 Food for them and +2 🍃 Gold for <a href="#">Egypt</a> .	Civilization: <a href="#">Egypt</a>	<b>Queen of the Nile:</b> Likes <a href="#">Civilizations</a> with powerful militaries, and will try to ally with them to avoid damaging military conflicts. Dislikes <a href="#">Civilizations</a> with weak militaries.
	Cyrus	<b>Fall of Babylon:</b> +2 ➔ Movement for the first 10 turns after declaring a Surprise War. No penalties to yields in occupied cities. Declaring a Surprise War only counts as a Formal War for the purpose of warmongering and war weariness.	Civilization: <a href="#">Persia</a> Religion: <a href="#">Zoroastrianism</a>	<b>Opportunist:</b> Likes leaders who have declared a Surprise War. Dismisses leaders who do not use Surprise War declarations.
	Frederick Barbarossa	<b>Holy Roman Emperor:</b> Additional 📁 <a href="#">Military Policy</a> slot. +7 ✊ Combat Strength when attacking <a href="#">City-States</a> .	Civilization: <a href="#">Germany</a> Religion: <a href="#">Catholicism</a>	<b>Iron Crown:</b> Likes <a href="#">Civilizations</a> who do not associate with <a href="#">City-States</a> . Does not like Suzerains of <a href="#">City-States</a> , or <a href="#">Civilizations</a> who conquered <a href="#">City-States</a> .
	Gandhi	<b>Satyagraha:</b> +5 🌞 Faith for each <a href="#">Civilization</a> (including India) they have met that has founded a <a href="#">Religion</a> and is not currently at war. Opposing <a href="#">Civilizations</a> receive double the war weariness for fighting against Gandhi.	Civilization: <a href="#">India</a> Religion: <a href="#">Hinduism</a>	<b>Peacekeeper:</b> Never declares wars for which he can be branded a warmonger, and will try to befriend those who maintain the peace. Hates warmongers.
	Gilgamesh	<b>Adventures of Enkidu:</b> May declare war on anyone at war with their allies without warmonger penalties. When at war with common foe, they and their allies share pillage rewards and share combat experience gains if within 5 tiles.	Civilization: <a href="#">Sumeria</a>	<b>Ally of Enkidu:</b> Likes <a href="#">Civilizations</a> who are willing to form a long-term alliance. Dislikes anyone denouncing or attacking his friends and allies.
	Gorgo	<b>Thermopylae:</b> Combat victories provide 🌞 Culture equal to 50% of the ✊ Combat Strength of the defeated unit.	Civilization: <a href="#">Greece</a>	<b>With Your Shield Or On It:</b> Never gives up items in a peace deal, and likes <a href="#">Civilizations</a> who match that approach. Dislikes <a href="#">Civilizations</a> who have capitulated or who have never gone to war.
	Harald Hardrada	<b>Thunderbolt of the North:</b> Allows coastal raiding for all naval melee units and +50% 🍃 Production toward all naval melee units.	Civilization: <a href="#">Norway</a> Religion: <a href="#">Protestantism</a> Unit: <a href="#">Viking Longship</a>	<b>Last Viking King:</b> Builds a large navy and respects <a href="#">Civilizations</a> who follow his lead. Does not like <a href="#">Civilizations</a> with a weak navy.
	Hojo Tokimune	<b>Divine Wind:</b> Land units receive +5 ✊ Combat Strength in land tiles adjacent to 🏡 <a href="#">Coast</a> ; naval units receive +5 ✊ Combat Strength in shallow water tiles. Builds 🏢 <a href="#">Encampment</a> , 🏮 <a href="#">Holy Site</a> and 🎭 <a href="#">Theater Square</a> districts in half the time.	Civilization: <a href="#">Japan</a> Religion: <a href="#">Buddhism</a>	<b>Bushido:</b> Likes <a href="#">Civilizations</a> that have a strong military and 🌞 Faith and 🌞 Culture output. Dislikes <a href="#">Civilizations</a> that are strong in military but weak in 🌞 Faith and 🌞 Culture output.
	Jadwiga	<b>Lithuanian Union:</b> The Religion founded by Poland becomes the majority in an adjacent city that loses a tile to a Polish Culture Bomb. Holy Sites gain standard 🌞 Faith adjacency bonus from adjacent districts. All Relics provide bonus +2 🌞 Faith, +2 🌞 Culture, and +4 🍃 Gold.	Civilization: <a href="#">Poland</a> Religion: <a href="#">Catholicism</a>	<b>Saint:</b> Tries to build up 🌞 Faith, and likes civilizations that also focus on 🌞 Faith.

## Leaders - John Curtin to Victoria (2 of 2)

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	Name	Unique Ability	Traits	Open Agenda
	John Curtin	<b>Citadel of Civilization:</b> +100% 🌏 Production if either they have received a declaration of war in the last 10 turns or if they have liberated a city in the last 20 turns.	Civilization: <a href="#">Australia</a>	<b>Perpetually on Guard:</b> Forms Defensive Pacts with friends and likes civilizations that liberate cities. Dislikes civilizations in a war that are occupying enemy cities.
	Montezuma	<b>Gifts for the Tlatoani:</b> <a href="#">Luxury Resources</a> in his territory provide an 🏛️ Amenity to 2 extra cities. Military units receive +1 ✕ Combat Strength for each different <a href="#">Luxury Resource</a> improved in <a href="#">Aztec</a> lands.	Civilization: <a href="#">Aztec</a>	<b>Tlatoani:</b> Likes <a href="#">Civilizations</a> who have the same <a href="#">Luxury Resources</a> as he does, and will try to collect every <a href="#">Luxury Resource</a> available. Dislikes <a href="#">Civilizations</a> who have a new <a href="#">Luxury Resource</a> he has not collected.
	Mvemba a Nzinga	<b>Religious Convert:</b> May not build 🌈 <a href="#">Holy Site</a> districts, gain 🌈 <a href="#">Great Prophets</a> , or found <a href="#">Religions</a> . Gains all Beliefs of any <a href="#">Religion</a> that has established itself in a majority of his cities. Receives an ⚖️ <a href="#">Apostle</a> each time he finishes a 🌳 <a href="#">M'banza</a> or 🌟 <a href="#">Theater Square</a> district (of that city's majority <a href="#">Religion</a> ).	Civilization: <a href="#">Kongo</a> Religion: <a href="#">Catholicism</a>	<b>Enthusiastic Disciple:</b> Likes <a href="#">Civilizations</a> that bring <a href="#">Religion</a> to the Kongo. Dislikes <a href="#">Civilizations</a> that have founded a <a href="#">Religion</a> but not brought it to a Kongolese city.
	Pedro II	<b>Magnanimous:</b> After recruiting or patronizing a 🌈 <a href="#">Great Person</a> , 20% of its 🌈 <a href="#">Great Person</a> point cost is refunded.	Civilization: <a href="#">Brazil</a> Religion: <a href="#">Catholicism</a>	<b>Patron of the Arts:</b> Likes <a href="#">Civilizations</a> who are not competing for 🌈 <a href="#">Great People</a> , and will recruit 🌈 <a href="#">Great People</a> whenever possible. Dislikes losing a 🌈 <a href="#">Great Person</a> to another <a href="#">Civilization</a> .
	Pericles	<b>Surrounded by Glory:</b> +5% 🌈 Culture per <a href="#">City-State</a> you are the Suzerain of.	Civilization: <a href="#">Greece</a>	<b>Delian League:</b> Likes <a href="#">Civilizations</a> that aren't competing for the same <a href="#">City-State</a> allegiance. Dislikes <a href="#">Civilizations</a> that are directly competing for <a href="#">City-State</a> allegiance.
	Peter	<b>The Grand Embassy:</b> Receives 🌎 Science or 🌈 Culture from 🚤 <a href="#">Trade Routes</a> to <a href="#">Civilizations</a> that are more advanced than <a href="#">Russia</a> (+1 per 3 <a href="#">Technologies</a> or <a href="#">Civics</a> ahead).	Civilization: <a href="#">Russia</a> Religion: <a href="#">Eastern Orthodoxy</a>	<b>Westernizer:</b> Friendly to those <a href="#">Civilizations</a> that are ahead of him in 🌎 Science and 🌈 Culture. Dislikes backwards <a href="#">Civilizations</a> that are lacking in 🌎 Science and 🌈 Culture.
	Philip II	<b>El Escorial:</b> ⚔️ <a href="#">Inquisitors</a> can Remove Heresy one extra time. Combat units have a bonus of +4 ✕ Combat Strength against players following other <a href="#">Religions</a> .	Civilization: <a href="#">Spain</a> Religion: <a href="#">Catholicism</a>	<b>Counter Reformer:</b> Likes <a href="#">Civilizations</a> who follow the same <a href="#">Religion</a> , and wants his cities to all follow the same <a href="#">Religion</a> . Hates anyone trying to spread their <a href="#">Religion</a> in to his empire.
	Qin Shi Huang	<b>The First Emperor:</b> When building Ancient and Classical <a href="#">Wonders</a> you may spend 🌈 <a href="#">Builder</a> charges to complete 15% of the original <a href="#">Wonder</a> cost. 🌈 <a href="#">Builders</a> receive an additional charge.	Civilization: <a href="#">China</a> Religion: <a href="#">Taoism</a>	<b>Wall of 10,000 Li:</b> Likes <a href="#">Civilizations</a> not competing for <a href="#">Wonders</a> , and builds <a href="#">Wonders</a> whenever possible. Dislikes losing a <a href="#">Wonder</a> to another <a href="#">Civilization</a> .
	Saladin	<b>Righteousness of the Faith:</b> The <a href="#">Worship Building</a> for their <a href="#">Religion</a> can be purchased by any player for just one-tenth of the usual 🌈 Faith cost. This <a href="#">Worship Building</a> is enhanced to add 10% to the 🌎 Science, 🌈 Faith, and 🌈 Culture output of the <a href="#">Arabian</a> cities.	Civilization: <a href="#">Arabia</a> Religion: <a href="#">Islam</a>	<b>Ayyubid Dynasty:</b> Wants to have his <a href="#">Worship Building</a> in many cities, and likes a <a href="#">Civilization</a> with it. Dislikes <a href="#">Civilizations</a> following other <a href="#">Religions</a> , or <a href="#">Civilizations</a> waging war on followers of his <a href="#">Religion</a> .
	Teddy Roosevelt	<b>Roosevelt Corollary:</b> Units receive a +5 ✕ Combat Strength on their home continent. +1 Appeal to all tiles in a city with a National Park. Gain the 🐾 <a href="#">Rough Rider</a> unique unit when they research the 🌪️ <a href="#">Rifling</a> technology.	Civilization: <a href="#">America</a> Religion: <a href="#">Protestantism</a> Unit: <a href="#">Rough Rider</a>	<b>Big Stick Policy:</b> Likes peaceful <a href="#">Civilizations</a> that have a city on his home continent. Hates <a href="#">Civilizations</a> starting wars against a <a href="#">City-State</a> of civilization based on his continent.
	Tomyris	<b>Killer of Cyrus:</b> All units receive +5 ✕ Combat Strength when attacking wounded units. When they eliminate a unit, they heal up to 50 hit points.	Civilization: <a href="#">Scythia</a>	<b>Backstab Averse:</b> Likes <a href="#">Civilizations</a> who are their declared friend. Hates <a href="#">Civilizations</a> who backstab and declare surprise wars.
	Trajan	<b>Trajan's Column:</b> All cities start with an additional <a href="#">City Center Building</a> . (Starts with a 🏛️ <a href="#">Monument</a> building in the Ancient era).	Civilization: <a href="#">Rome</a>	<b>Optimus Princeps:</b> Tries to include as much territory as possible in his empire. Does not like <a href="#">Civilizations</a> who control little territory.
	Victoria	<b>Pax Britannica:</b> All founded or conquered cities on a continent other than your home continent receive a free melee unit. Gain the 🐾 <a href="#">Redcoat</a> unique unit when the 📚 <a href="#">Military Science</a> technology is researched.	Civilization: <a href="#">England</a> Religion: <a href="#">Protestantism</a> Unit: <a href="#">Redcoat</a>	<b>Sun Never Sets:</b> Likes <a href="#">Civilizations</a> from her home continent, and wants to expand to all continents. Doesn't like <a href="#">Civilizations</a> on continents where <a href="#">England</a> has no city.

## Policies

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### Military Policies - Agoge to Martial Law (1 of 2)

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	Name	Traits	Requirements
Agoge	Agoge	+50% 🍑 Production toward Ancient and Classical era melee and ranged units. <b>Made Obsolete by:</b> █ Feudal Contract	Civic: 🛠️ <a href="#">Craftsmanship</a>
Bastions	Bastions	+6 ✅ City Defense Strength. +5 🏢 City Ranged Strength. <b>Made Obsolete by:</b> █ Public Works	Civic: 🛡️ <a href="#">Defensive Tactics</a>
Chivalry	Chivalry	+50% 🍑 Production toward Medieval, Renaissance, and Industrial era heavy and light cavalry units. <b>Made Obsolete by:</b> █ Lightning Warfare	Civic: 🤟 <a href="#">Divine Right</a>
Conscription	Conscription	Unit maintenance reduced by 1 🍑 Gold per turn, per unit. <b>Made Obsolete by:</b> █ Levée en Masse	Civic: 🚻 <a href="#">State Workforce</a>
Defense of the Motherland	Defense of the Motherland	No war weariness from combat in your territory.	Civic: 🪖 <a href="#">Class Struggle</a>
Discipline	Discipline	+5 ✅ Unit Combat Strength when fighting Barbarians. <b>Made Obsolete by:</b> █ Native Conquest	Civic: 📜 <a href="#">Code of Laws</a>
Feudal Contract	Feudal Contract	+50% 🍑 Production toward Medieval and Renaissance era melee and ranged units. <b>Made Obsolete by:</b> █ Grande Armée	Civic: 🤴 <a href="#">Feudalism</a>
Grande Armée	Grande Armée	+50% 🍑 Production toward Industrial and Modern era melee and ranged units. <b>Made Obsolete by:</b> █ Military First	Civic: 🇫 <a href="#">Nationalism</a>
Integrated Space Cell	Integrated Space Cell	+15% 🍑 Production toward <a href="#">Space Race Projects</a> if a city has either a 🚀 <a href="#">Military Academy</a> or a 🚤 <a href="#">Seaport</a> .	Civic: 🚶 <a href="#">Space Race</a>
International Waters	International Waters	+100% 🍑 Production toward Modern, Atomic, and Information era naval units, excluding Carriers.	Civic: ✕ <a href="#">Cold War</a>
Levée en Masse	Levée en Masse	Unit maintenance cost reduced by 2 🍑 Gold per turn, per unit.	Civic: 🌻 <a href="#">Mobilization</a>
Lightning Warfare	Lightning Warfare	+50% 🍑 Production toward Modern, Atomic, and Information era heavy and light cavalry units.	Civic: 🖊 <a href="#">Totalitarianism</a>
Limes	Limes	+100% 🍑 Production toward defensive buildings. <b>Made Obsolete by:</b> █ Public Works	Civic: 🛡️ <a href="#">Defensive Tactics</a>
Logistics	Logistics	+1 ➔ Movement if starting turn in friendly territory.	Civic: 🪖 <a href="#">Mercantilism</a>
Maneuver	Maneuver	+50% 🍑 Production toward Ancient and Classical era heavy and light cavalry units. <b>Made Obsolete by:</b> █ Chivalry, █ Lightning Warfare	Civic: 🥁 <a href="#">Military Tradition</a>
Maritime Industries	Maritime Industries	+100% 🍑 Production toward Ancient and Classical era naval units. <b>Made Obsolete by:</b> █ Press Gangs, █ International Waters	Civic: 🪖 <a href="#">Foreign Trade</a>
Martial Law	Martial Law	Accumulate 25% less war weariness than usual.	Civic: 🖊 <a href="#">Totalitarianism</a>

## Military Policies - Military First to Wars of Religion (2 of 2)

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Name	Traits	Requirements
<b>Military First</b>	+50% 🍑 Production toward Atomic and Information era melee and ranged units.	Civic: ⚔️ <a href="#">Rapid Deployment</a>
<b>Military Research</b>	เทคโน <a href="#">Military Academys</a> and 海港 <a href="#">Seaports</a> generate +1 🌏 Science. Made Obsolete by: 🛡️ <a href="#">Integrated Space Cell</a>	Civic: 🏙️ <a href="#">Urbanization</a>
<b>National Identity</b>	Units have 50% less ✅ Combat Strength reduction from being injured.	Civic: 🇨🇳 <a href="#">Nationalism</a>
<b>Native Conquest</b>	Combat victories over units from earlier eras provide 💰 Gold equal to 50% of the ✅ Combat Strength of the defeated unit.	Civic: 🌟 <a href="#">Colonialism</a>
<b>Patriotic War</b>	100% 🍑 Production for Modern, Atomic, and Information era support units.	Civic: 🎭 <a href="#">Class Struggle</a>
<b>Press Gangs</b>	100% 🍑 Production toward Renaissance and Industrial era naval units. Made Obsolete by: 🛡️ <a href="#">International Waters</a>	Civic: 🌈 <a href="#">Exploration</a>
<b>Professional Army</b>	50% discount on all unit upgrades.	Civic: 🎖️ <a href="#">Mercenaries</a>
<b>Propaganda</b>	Accumulate 25% less war weariness than usual.	Civic: 📢 <a href="#">Mass Media</a>
<b>Raid</b>	Yields gained from pillaging are doubled for pillaging improvements. Made Obsolete by: 🛡️ <a href="#">Total War</a>	Civic: 🥴 <a href="#">Military Training</a>
<b>Retainers</b>	+1 🏛️ Amenity for cities with a garrisoned unit. Made Obsolete by: 📢 <a href="#">Propaganda</a>	Civic: 📞 <a href="#">Civil Service</a>
<b>Sack</b>	Yields gained from pillaging are doubled for pillaging districts. Made Obsolete by: 🛡️ <a href="#">Total War</a>	Civic: 🎖️ <a href="#">Mercenaries</a>
<b>Strategic Air Force</b>	+50% 🍑 Production toward Information era air units, and toward all Carriers.	Civic: 🌎 <a href="#">Globalization</a>
<b>Survey</b>	Double experience for Recon units. Made Obsolete by: 🛡️ <a href="#">Native Conquest</a>	Civic: 📜 <a href="#">Code of Laws</a>
<b>Their Finest Hour</b>	+50% 🍑 Production toward Modern and Atomic air units. Made Obsolete by: <a href="#">Strategic Air Force</a>	Civic: 🗳️ <a href="#">Suffrage</a>
<b>Total War</b>	Yields gained from pillaging are doubled.	Civic: 🥴 <a href="#">Scorched Earth</a>
<b>Veterancy</b>	+30% 🍑 Production toward 🏜️ <a href="#">Encampment</a> districts and buildings for that district.	Civic: 🥴 <a href="#">Military Training</a>
<b>Wars of Religion</b>	+4 ✅ Combat Strength when fighting civilizations that follow other <a href="#">Religions</a> .	Civic: 🕊 <a href="#">Reformed Church</a>

## Economic Policies - Aesthetics - Heritage Tourism (1 of 3)

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Name	Traits	Requirements
Aesthetics	+100%  Theater Square district adjacency bonuses. <b>Made Obsolete by:</b> Sports Media	Civic:  Medieval Faires
Caravansaries	+2  Gold from all  Trade Routes. <b>Made Obsolete by:</b> Triangular Trade	Civic:  Foreign Trade
Collectivation	+4  Food from domestic  Trade Routes.	Civic:  Class Struggle
Colonial Offices	+15% faster growth for cities not on your original  Capital's continent.	Civic:  Exploration
Colonial Taxes	+25%  Gold in cities not on your original  Capital's continent.	Civic:  Colonialism
Colonization	+50%  Production toward  Settlers. <b>Made Obsolete by:</b> Expropriation	Civic:  Early Empire
Corvée	+15%  Production toward Ancient and Classical  Wonders. <b>Made Obsolete by:</b> Gothic Architecture,  Skyscrapers	Civic:  State Workforce
Craftsmen	100%  Industrial Zone adjacency bonuses. <b>Made Obsolete by:</b> Five-Year Plan	Civic:  Guilds
Ecommerce	+5%  Production and +10  Gold from international  Trade Routes.	Civic:  Globalization
Economic Union	+100%  Commercial Hub and  Harbor district adjacency bonuses.	Civic:  Suffrage
Expropriation	+50%  Production toward  Settlers. Plot purchase cost reduced by 20%.	Civic:  Scorched Earth
Five-Year Plan	+100%  Campus and  Industrial Zone district adjacency bonuses.	Civic:  Class Struggle
Free Market	+100%  Gold yield from  Commercial Hub district buildings.	Civic:  The Enlightenment
God King	+1  Faith and +1  Gold in the  Capital. <b>Made Obsolete by:</b> Scripture	Civic:  Code of Laws
Gothic Architecture	+15%  Production toward Medieval and Renaissance  Wonders. <b>Made Obsolete by:</b> Skyscrapers	Civic:  Divine Right
Grand Opera	+100%  Culture yield from  Theater Square district buildings. <b>Made Obsolete by:</b> Sports Media	Civic:  Opera and Ballet
Heritage Tourism	+100%  Tourism from  Great Works of Art and  Artifacts.	Civic:  Cultural Heritage

## Economic Policies - Ilkum to Scripture (2 of 3)

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Name	Traits	Requirements
Ilkum	+30% 🍒 Production toward ⚡ Builders. <b>Made Obsolete by:</b> 🏛 Serfdom	Civic: 🔨 Craftsmanship
Insulae	+1 🏠 Housing in all cities with at least 2 specialty Districts. <b>Made Obsolete by:</b> 🏙 Medina Quarter	Civic: 🎮 Games and Recreation
Land Surveyors	Reduces the cost of purchasing a tile by 20%. <b>Made Obsolete by:</b> 🏙 Expropriation	Civic: 🍋 Early Empire
Liberialism	+1 🏠 Amenity to all cities with at least 2 specialty Districts. <b>Made Obsolete by:</b> 🏙 New Deal	Civic: 📖 The Enlightenment
Market Economy	Your international 🚕 Trade Routes provide +1 🍒 Gold per Luxury and Strategic resource improved at the destination, as well as +2 🎭 Culture and +2 🌐 Science.	Civic: 🎭 Capitalism
Medina Quarter	+2 🏠 Housing in all cities with at least 3 specialty Districts. <b>Made Obsolete by:</b> 🏙 New Deal	Civic: 🏙 Medieval Faires
Meritocracy	Each city receives +1 🎭 Culture for each specialty District it constructs.	Civic: 🦸 Civil Service
Natural Philosophy	100% 🌐 Campus district adjacency bonuses. <b>Made Obsolete by:</b> 🏙 Five-Year Plan	Civic: 📄 Recorded History
Naval Infrastructure	+100% 🌈 Harbor district adjacency bonuses. <b>Made Obsolete by:</b> 🏙 Economic Union	Civic: 🛰 Naval Tradition
New Deal	+4 🏠 Housing, +2 🏠 Amenities, -8 🍒 Gold to all cities with at least 3 specialty Districts.	Civic: 🗣 Suffrage
Online Communities	+50% 🏳️ Tourism output to civilizations to which you have a 🚕 Trade route.	Civic: 📱 Social Media
Public Transport	Receive 50 🍒 Gold per Appeal of tile when replacing a 🏴 Farm with a 🏷 Neighborhood district.	Civic: 🏙 Urbanization
Public Works	+30% 🍒 Production toward ⚡ Builders, and newly trained ⚡ Builders gain 2 extra build actions.	Civic: 🏩 Civil Engineering
Rationalism	+100% 🌐 Science from 🌐 Campus district buildings.	Civic: 📖 The Enlightenment
Religious Orders	All religious units gain +5 🕊 Religious Strength in theological combat.	Civic: 🕊 Reformed Church
Resource Management	1 copy of a Strategic Resource allows you to produce and purchase units requiring it in any city.	Civic: 🏹 Conservation
Satellite Broadcasts	Triples 🏳️ Tourism from 🎵 Great Works of Music.	Civic: 🚀 Space Race
Scripture	+100% 🏳️ Holy Site adjacency bonuses.	Civic: 📈 Theology

## Economic Policies - Serfdom to Urban Planning (3 of 3)

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Name	Traits	Requirements
Serfdom	Newly trained  Builders gain 2 extra build actions. <b>Made Obsolete by:</b> Public Works	Civic:  Feudalism
Simultaneum	Doubles  Faith yield from  Holy Site district buildings.	Civic:  Reformed Church
Skyscrapers	+15%  Production toward Industrial era and later <a href="#">Wonders</a> .	Civic:  Civil Engineering
Sports Media	+100%  Culture from <a href="#">Theater Square</a> district adjacency bonuses, and  Stadiums generate +1  Amenity.	Civic:  Professional Sports
Third Alternative	+4  Gold from each  Research Lab,  Military Academy, and  Power Plant.	Civic:  Totalitarianism
Town Charters	+100%  Gold from  Commercial Hub district adjacency bonuses. <b>Made Obsolete by:</b> Economic Union	Civic:  Guilds
Trade Confederation	+1  Culture and +1  Science from international  Trade Routes. <b>Made Obsolete by:</b> Market Economy	Civic:  Mercenaries
Triangular Trade	+4  Gold and +1  Faith from all  Trade Routes. <b>Made Obsolete by:</b> Ecommerce	Civic:  Mercantilism
Urban Planning	+1  Production in all cities. <b>Made Obsolete by:</b> Colonial Offices	Civic:  Code of Laws

## Diplomatic Policies

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Name	Traits	Requirements
 <b>Arsenal of Democracy</b>	Your  Trade Routes to an  Ally's city provide +2  Food and +2  Production for both cities.	Civic:  <a href="#">Suffrage</a>
 <b>Charismatic Leader</b>	+2 Influence points per turn toward earning city-state  Envoy. <b>Made Obsolete by:</b>  <a href="#">Gunboat Diplomacy</a>	Civic:  <a href="#">Political Philosophy</a>
 <b>Collective Activism</b>	+10%  Culture per city-state you are the Suzerain of.	Civic:  <a href="#">Social Media</a>
 <b>Containment</b>	Each  Envoy you send to a city-state counts as two, if its Suzerain has a different government than you.	Civic:  <a href="#">Cold War</a>
 <b>Cryptography</b>	Enemy  Spy level reduced by 2 in your lands. Your  Spy level is increased by 1 for offensive operations.	Civic:  <a href="#">Cold War</a>
 <b>Diplomatic League</b>	The first  Envoy you send to each city-state counts as 2  Envoy.	Civic:  <a href="#">Political Philosophy</a>
 <b>Gunboat Diplomacy</b>	 Open Borders with all city-states, and +4 Influence points per turn toward earning  Envoy.	Civic:  <a href="#">Totalitarianism</a>
 <b>International Space Agency</b>	+10%  Science per city-state you are the Suzerain of.	Civic:  <a href="#">Globalization</a>
 <b>Machiavellianism</b>	+50%  Production towards  Spies.  Spy operations take 25% less time.	Civic:  <a href="#">Diplomatic Service</a>
 <b>Merchant Confederation</b>	+1  Gold from each of your  Envoy at city-states.	Civic:  <a href="#">Medieval Faires</a>
 <b>Nuclear Espionage</b>	 Spies who steal a tech boost without being detected gain an extra boost.	Civic:  <a href="#">Nuclear Program</a>
 <b>Police State</b>	Enemy  Spy level reduced by 2 in your lands. However all cities suffer -1  Amenity.	Civic:  <a href="#">Ideology</a>
 <b>Raj</b>	+2  ,  Culture,  Faith, and  Gold from each city-state you are Suzerain of.	Civic:  <a href="#">Colonialism</a>

## Great Person Policies

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	Name	Traits	Requirements
	Frescoes	+2  Great Artist points per turn.	Civic:  Humanism
	Inspiration	+2  Great Scientist points per turn. Made Obsolete by:  Nobel Prize	Civic:  Mysticism
	Invention	+2  Great Engineer points per turn.	Civic:  Humanism
	Laissez-Faire	+4  Great Merchant points per turn.	Civic:  Capitalism
	Literary Tradition	+2  Great Writer points per turn.	Civic:  Drama and Poetry
	Military Organization	+4  Great General points per turn.	Civic:  Scorched Earth
	Navigation	+2  Great Admiral points per turn.	Civic:  Naval Tradition
	Nobel Prize	+4  Great Scientist points per turn.	Civic:  Nuclear Program
	Revelation	+2  Great Prophet points per turn. Made Obsolete by:  Invention	Civic:  Mysticism
	Strategos	+2  Great General points per turn. Made Obsolete by:  Military Organization	Civic:  Military Tradition
	Symphonies	+4  Great Musician points per turn.	Civic:  Opera and Ballet
	Traveling Merchants	+2  Great Merchant points per turn. Made Obsolete by:  Laissez-Faire	Civic:  Guilds

# Projects

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## Projects, District and Misc.

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	Name	Description	Requirements
	<b>Build Nuclear Device</b>	Adds one Nuclear Device to your nation's inventory. Maintenance is 14 ⚡ Gold.	Project: <a href="#">Manhattan Project</a> Resource:  Uranium Technology:  Nuclear Fission
	<b>Build Thermonuclear Device</b>	Adds one Thermonuclear Device to your nation's inventory. Maintenance is 16 ⚡ Gold.	Project: <a href="#">Operation Ivy</a> Resource:  Uranium Technology:  Nuclear Fusion
	<b>Campus Research Grants</b>	District-based project which provides 🌎 Science and 🏫 Great Scientists points when finished.	District:  Campus
	<b>Carnival Brazil</b>	Unique to <a href="#">Brazil</a> . +1 🏛 Amenity when active and Great Person Points for 🎭 Great Engineers, 🏷 Great Merchants, 📖 Great Writers, 🎨 Great Artists, and 🎵 Great Musicians once finished.	District:  Street Carnival
	<b>Commercial Hub Investment</b>	District-based project which provides a large amount of ⚡ Gold per turn and 🏷 Great Merchant points when finished.	District:  Commercial Hub
	<b>Encampment Training</b>	District-based project which provides ⚡ Gold every turn and 🏥 Great General points when finished.	District:  Encampment
	<b>Harbor Shipping</b>	District-based project which provides ⚡ Gold every turn and 🏴 Great Admiral points when finished.	District:  Harbor
	<b>Holy Site Prayers</b>	District-based project which provides 🌞 Faith every turn and 🌿 Great Prophet points when finished.	District:  Holy Site
	<b>Industrial Zone Logistics</b>	District-based project which provides ⚡ Gold every turn and 🎭 Great Engineer points when finished.	District:  Industrial Zone
	<b>Manhattan Project</b>	Allows for the creation of Nuclear Devices.	Technology:  Nuclear Fission
	<b>Operation Ivy</b>	Allows for the creation of Thermonuclear Devices.	Project: <a href="#">Manhattan Project</a> Technology:  Nuclear Fusion
	<b>Repair Outer Defenses</b>	Repair the damage to the outer defenses of this city.	City has not been attacked for at least 3 turns.
	<b>Theater Square Festival</b>	District-based project which provides 🎭 Culture every turn and a small amount of 🏫 Great Writer, 🎨 Great Artist, and 🎵 Great Musician points once finished.	District:  Theater Square

## Projects, Space Race

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	Name	Description	Requirements
	<b>Launch Earth Satellite</b>	Space Race project which launches a small satellite into orbit. Reveals geography of any unexplored corner of the world, and marks the first step towards the Science Victory	District:  Spaceport Technology:  Rocketry
	<b>Launch Moon Landing</b>	Space Race project which launches a large rocket to land a human on the moon. Grants a one time 🎭 Culture bonus equal to 10 times your 🌎 Science per turn, and marks the second step towards the Science Victory.	District:  Spaceport Project: <a href="#">Launch Earth Satellite</a> Technology:  Satellites
	<b>Mars Colony Habitation</b>	Space Race project which launches a Habitation module into orbit for the Mars Colony mission. Launching all three modules wins the Science Victory.	District:  Spaceport Project: <a href="#">Launch Moon Landing</a> Technology:  Robotics
	<b>Mars Colony Hydroponics</b>	Space Race project which launches a Hydroponics module into orbit for the Mars Colony mission. Launching all three modules wins the Science Victory.	District:  Spaceport Project: <a href="#">Launch Moon Landing</a> Technology:  Nanotechnology
	<b>Mars Colony Reactor</b>	Space Race project which launches a Reactor module into orbit for the Mars Colony mission. Launching all three modules wins the Science Victory.	District:  Spaceport Project: <a href="#">Launch Moon Landing</a> Technology:  Nuclear Fusion

## Promotions

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### Air Bomber Promotions

		Name	Description	Requirement(s)
		<b>Box Formation</b>	+7 <input checked="" type="checkbox"/> Combat Strength when defending vs. fighter class units.	
		<b>Close Air Support</b>	+12 <input checked="" type="checkbox"/> Combat Strength vs. land units.	<a href="#">Box Formation</a> , <a href="#">Evasive Maneuvers</a>
		<b>Evasive Maneuvers</b>	+7 <input checked="" type="checkbox"/> Combat Strength when defending vs. anti-air.	
		<b>Long Range</b>	+2  Range	<a href="#">Close Air Support</a>
		<b>Super Fortress</b>	No minimum health requirement to air pillage.	<a href="#">Long Range</a> , <a href="#">Tactical Maintenance</a>
		<b>Tactical Maintenance</b>	Can heal after attacking.	<a href="#">Torpedo Bomber</a>
		<b>Torpedo Bomber</b>	+17 <input checked="" type="checkbox"/> Combat Strength vs. naval units.	<a href="#">Box Formation</a> , <a href="#">Evasive Maneuvers</a>

### Air Fighter Promotions

		Name	Description	Requirement(s)
		<b>Cockpit Armor</b>	+7 <input checked="" type="checkbox"/> Combat Strength when defending vs. anti-air.	
		<b>Dogfighting</b>	+7 <input checked="" type="checkbox"/> Combat Strength vs. fighter class units.	
		<b>Drop Tanks</b>	+2  Range	<a href="#">Ground Crews</a> , <a href="#">Tank Buster</a>
		<b>Ground Crews</b>	Heal while patrolling or deployed.	<a href="#">Interceptor</a>
		<b>Interceptor</b>	+7 <input checked="" type="checkbox"/> Combat Strength vs. bomber class units.	<a href="#">Dog Fighting</a>
		<b>Strafe</b>	+17 <input checked="" type="checkbox"/> Combat Strength vs. non-cavalry units.	<a href="#">Cockpit Armor</a>
		<b>Tank Buster</b>	+17 <input checked="" type="checkbox"/> Combat Strength vs. cavalry units.	<a href="#">Strafe</a>

### Anti Cavalry Promotions

		Name	Description	Requirement(s)
		<b>Choke Points</b>	+7 <input checked="" type="checkbox"/> Combat Strength when defending in  Woods,  Rainforest, Hills, or  Marsh.	<a href="#">Schiltron</a> , <a href="#">Square</a>
		<b>Echelon</b>	+5 <input checked="" type="checkbox"/> Combat Strength vs. cavalry units.	
		<b>Hold the Line</b>	Adjacent units of a different class get +10 <input checked="" type="checkbox"/> Combat Strength vs. cavalry.	<a href="#">Choke Points</a> , <a href="#">Redeploy</a>
		<b>Redeploy</b>	+1  Movement	<a href="#">Schiltron</a> , <a href="#">Square</a>
		<b>Schiltron</b>	+10 <input checked="" type="checkbox"/> Combat Strength when defending vs. melee class units.	<a href="#">Thrust</a>
		<b>Square</b>	Double Support bonus.	<a href="#">Echelon</a>
		<b>Thrust</b>	+10 <input checked="" type="checkbox"/> Combat Strength vs. melee units.	

## Espionage Promotions

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	Name	Description	Requirement(s)
	<b>Ace Driver</b>	If caught on a mission, have a much higher chance of escape (+4 levels).	
	<b>Cat Burglar</b>	Steal Great Works as if 2 levels more experienced.	
	<b>Con Artist</b>	Siphon Funds as if 2 levels more experienced.	
	<b>Demolitions</b>	Sabotage Production as if 2 levels more experienced.	
	<b>Disguise</b>	Takes no time to establish presence in an enemy city.	
	<b>Guerilla Leader</b>	Recruit Partisans as if 2 levels more experienced.	
	<b>Linguist</b>	Time to complete all missions reduced by 25%.	
	<b>Quartermaster</b>	If this  Spy is in home territory, all your  Spies operate at +1 level.	
	<b>Rocket Scientist</b>	Disrupt  Rocketry as if 2 levels more experienced.	
	<b>Seduction</b>	Counterspy as if 2 levels more experienced.	
	<b>Technologist</b>	Steal <a href="#">Technology</a> as if 2 levels more experienced.	

## Heavy Cavalry Promotions

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	Name	Description	Requirement(s)
	<b>Armor Piercing</b>	+7 <input checked="" type="checkbox"/> Combat Strength against other heavy cavalry units.	<a href="#">Marauding, Rout</a>
	<b>Barding</b>	+7 <input checked="" type="checkbox"/> Combat Strength when defending vs ranged attacks.	
	<b>Breakthrough</b>	+1 additional attack per turn if  Movement allows.	<a href="#">Armor Piercing, Reactive Armor</a>
	<b>Charge</b>	+10 <input checked="" type="checkbox"/> Combat Strength vs. fortified defender.	
	<b>Marauding</b>	+7 <input checked="" type="checkbox"/> Combat Strength vs. units in districts.	<a href="#">Charge, Rout</a>
	<b>Reactive Armor</b>	+7 <input checked="" type="checkbox"/> Combat Strength when defending against heavy cavalry and anti-cavalry.	<a href="#">Rout</a>
	<b>Rout</b>	+5 <input checked="" type="checkbox"/> Combat Strength against damaged units.	<a href="#">Barding, Marauding</a>

## Light Cavalry Promotions

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	Name	Description	Requirement(s)
	<b>Caparison</b>	+5 <input checked="" type="checkbox"/> Combat Strength vs. anti-cavalry.	
	<b>Coursers</b>	+5 <input checked="" type="checkbox"/> Combat Strength when attacking ranged and siege units.	
	<b>Depradation</b>	Pillaging costs only 1  Movement point.	<a href="#">Caparison</a>
	<b>Double Envelopment</b>	2x flanking bonus	<a href="#">Coursers</a>
	<b>Escort Mobility</b>	Formation units all inherit escorts's  Movement speed.	<a href="#">Pursuit, Spiking the Guns</a>
	<b>Pursuit</b>	+1  Movement	<a href="#">Depradation, Double Envelopment</a>
	<b>Spiking the Guns</b>	+7 <input checked="" type="checkbox"/> Combat Strength vs. siege units.	<a href="#">Depradation, Double Envelopment</a>

## Melee Promotions

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Battlecry	Tortoise	Name	Description	Requirement(s)
		<b>Amphibious</b>	No <input checked="" type="checkbox"/> Combat Strength and <input type="checkbox"/> Movement penalty when attacking from sea or river.	<a href="#">Commando, Tortoise</a>
		<b>Battlecry</b>	+7 <input checked="" type="checkbox"/> Combat Strength vs. melee and ranged units.	
		<b>Commando</b>	Can scale Cliff walls.	<a href="#">Amphibious, Battle Cry</a>
		<b>Elite Guard</b>	+1 additional attack per turn if <input type="checkbox"/> Movement allows. Can move after attacking.	<a href="#">Urban Warfare, Zweihander</a>
		<b>Tortoise</b>	+10 <input checked="" type="checkbox"/> Combat Strength when defending against ranged attacks.	
		<b>Urban Warfare</b>	+10 <input checked="" type="checkbox"/> Combat Strength when fighting in a district.	<a href="#">Amphibious, Commando</a>
		<b>Zweihander</b>	+7 <input checked="" type="checkbox"/> Combat Strength vs. anti-cavalry units.	<a href="#">Amphibious, Commando</a>

## Naval Carrier Promotions

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Flight Deck	Scout Planes	Name	Description	Requirement(s)
		<b>Advanced Engines</b>	+1 <input type="checkbox"/> Movement	<a href="#">Hanger Deck, Scout Planes</a>
		<b>Deck Crews</b>	Can heal after attacking.	<a href="#">Advanced Engines, Folding Wings</a>
		<b>Flight Deck</b>	+1 additional aircraft slot	
		<b>Folding Wings</b>	+1 additional aircraft slot	<a href="#">Hanger Deck</a>
		<b>Hanger Deck</b>	+1 additional aircraft slot	<a href="#">Flight Deck</a>
		<b>Scout Planes</b>	+1 sight range	
		<b>Supercarrier</b>	Heal outside of friendly territory.	<a href="#">Deck Crews, Folding Wings</a>

## Naval Melee Promotions

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Embolon	Helmsman	Name	Description	Requirement(s)
		<b>Auxiliary Ships</b>	Heal outside of friendly territory.	<a href="#">Reinforced Hull, Rutter</a>
		<b>Convoy</b>	+10 <input checked="" type="checkbox"/> Combat Strength when in a formation.	<a href="#">Reinforced Hull, Rutter</a>
		<b>Creeping Attack</b>	+14 <input checked="" type="checkbox"/> Combat Strength vs. naval raider units.	<a href="#">Auxiliary Ships, Convoy</a>
		<b>Embolon</b>	+7 <input checked="" type="checkbox"/> Combat Strength vs. Naval units.	
		<b>Helmsman</b>	+1 <input type="checkbox"/> Movement	
		<b>Reinforced Hull</b>	+10 <input checked="" type="checkbox"/> Combat Strength when defending vs. ranged attacks.	<a href="#">Embolon</a>
		<b>Rutter</b>	+1 sight range	<a href="#">Helmsman</a>

## Naval Raider Promotions

 Loot	 Boarding		Name	Description	Requirement(s)
 Swift Keel	 Homing Torpedos		 Boarding	Obtain  Gold from naval victories.	
 Observation	 Silent Running		 Homing Torpedos	+10 <input checked="" type="checkbox"/> Combat Strength vs. naval units.	<a href="#">Boarding</a> , <a href="#">Swift Keel</a>
			 Loot	+50%  Gold from coastal raids.	
			 Observation	+1 sight range	<a href="#">Swift Keel</a>
			 Silent Running	Can move after attacking.	<a href="#">Homing Torpedos</a>
			 Swift Keel	+1  Movement	<a href="#">Homing Torpedos</a> , <a href="#">Loot</a>
			 Wolfpack	+1 additional attack per turn.	<a href="#">Observation</a> , <a href="#">Silent Running</a>

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## Naval Ranged Promotions

 Line of Battle	 Bombardment		Name	Description	Requirement(s)
 Preparatory Fire	 Rolling Barrage		 Bombardment	+7 <input checked="" type="checkbox"/> Combat Strength vs. district defenses.	
			 Coincidence Rangefinding	+1  Range	<a href="#">Proximity Fuses</a> , <a href="#">Supply Fleet</a>
			 Line of Battle	+7 <input checked="" type="checkbox"/> Combat Strength vs. naval units.	
			 Preparatory Fire	+7 <input checked="" type="checkbox"/> Combat Strength vs. land units.	<a href="#">Line of Battle</a>
			 Proximity Fuses	+7 <input checked="" type="checkbox"/> Combat Strength when defending vs. air attacks.	<a href="#">Preparatory Fire</a> , <a href="#">Rolling Barrage</a>
			 Rolling Barrage	+10 <input checked="" type="checkbox"/> Combat Strength vs. district defenses.	<a href="#">Bombardment</a>
			 Supply Fleet	Heal outside of friendly territory.	<a href="#">Preparatory Fire</a> , <a href="#">Rolling Barrage</a>

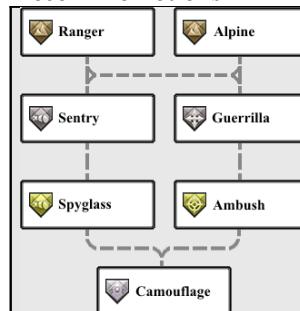
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## Ranged Promotions

 Volley	 Garrison		Name	Description	Requirement(s)
 Arrow Storm	 Incendiaries		 Arrow Storm	+7  Ranged Strength vs. land and naval units.	<a href="#">Volley</a>
			 Emplacement	+10 <input checked="" type="checkbox"/> Combat Strength when defending vs. city attacks.	<a href="#">Arrow Storm</a> , <a href="#">Incendiaries</a>
			 Expert Marksman	+1 additional attack per turn if unit has not moved.	<a href="#">Emplacement</a> , <a href="#">Suppression</a>
			 Garrison	+10 <input checked="" type="checkbox"/> Combat Strength when occupying a district or Fort.	
			 Incendiaries	+7  Ranged Strength vs. district defenses.	<a href="#">Garrison</a>
			 Suppression	Exercise zone of control.	<a href="#">Arrow Storm</a> , <a href="#">Incendiaries</a>
			 Volley	+5  Ranged Strength vs. land units.	

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## Recon Promotions



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	Name	Description	Requirement(s)
	Alpine	Faster Movement on Hill terrain.	
	Ambush	+20 ✅ Combat Strength in all situations.	<a href="#">Guerrilla</a>
	Camouflage	Only adjacent enemy units can reveal this unit.	<a href="#">Ambush</a> , <a href="#">Spyglass</a>
	Guerrilla	Can move after attacking.	<a href="#">Alpine</a> , <a href="#">Ranger</a>
	Ranger	Faster ⚡ Movement in <a href="#">Woods</a> and <a href="#">Rainforest</a> terrain.	
	Sentry	Can see through <a href="#">Woods</a> and <a href="#">Rainforest</a> .	<a href="#">Alpine</a> , <a href="#">Ranger</a>
	Spyglass	+1 sight range	<a href="#">Sentry</a>

## Religious Apostle Promotions

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	Name	Description	Requirement(s)
	Chaplain	⚡ <a href="#">Apostle</a> operates as a ⚪ <a href="#">Medic</a> , providing extra healing to units within 1 tile.	
	Debater	+20 ✅ Religious Strength in Theological Combat.	
	Heathen Conversion	Can convert all adjacent Barbarians to your side by using a religious charge.	
	Indulgence Vendor	Gain 100 💰 Gold if this unit converts a city to your <a href="#">Religion</a> for the first time.	
	Martyr	📦 Relic is created if this ⚡ <a href="#">Apostle</a> dies in Theological Combat.	
	Orator	Can spread <a href="#">Religion</a> 2 extra times.	
	Pilgrim	Gains 3 extra spreads when moving adjacent to a <a href="#">Natural Wonder</a> for the first time.	
	Proselytizer	Religious spread eliminates 75% of existing <a href="#">Religions</a> in the target city.	
	Translator	Religious spread is triple strength in cities of other civilizations.	

## Siege Promotions

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	Name	Description	Requirement(s)
	Advanced Rangefinding	+10 ✅ Combat Strength vs. naval units.	<a href="#">Shells</a> , <a href="#">Shrapnel</a>
	Crew Weapons	+7 ✅ Combat Strength when defending.	
	Expert Crew	Can move after attacking.	<a href="#">Shells</a> , <a href="#">Shrapnel</a>
	Forward Observers	+1 📈 Range	<a href="#">Advanced Rangefinding</a> , <a href="#">Expert Crew</a>
	Grape Shot	+7 ✅ Combat Strength vs land units.	
	Shells	+10 ✅ Combat Strength vs. district defenses.	<a href="#">Crew Weapons</a>
	Shrapnel	+10 ✅ Combat Strength vs. land units.	<a href="#">Grape Shot</a>

# Religions

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Icon	Name	Followers
	Buddhism	<a href="#">Hojo Tokimune</a>
	Catholicism	<a href="#">Pedro II</a> , <a href="#">Catherine de Medici</a> , <a href="#">Fredrick Barbarossa</a> , <a href="#">Mvemba a Nzinga</a> , <a href="#">Philip II</a> , <a href="#">Jadwiga</a> (note: <a href="#">Mvemba a Nzinga</a> is shown in Civilopedia as Catholic under civilizations despite not being able to found a religion)
	Confucianism	
	Eastern Orthodoxy	<a href="#">Peter</a>
	Hinduism	<a href="#">Gandhi</a>
	Islam	<a href="#">Saladin</a>
	Judaism	
	Protestantism	<a href="#">Teddy Roosevelt</a> , <a href="#">Victoria</a> , <a href="#">Harald Hardrada</a>
	Shinto	
	Sikhism	
	Taoism	<a href="#">Qin Shi Huang</a>
	Zoroastrianism	<a href="#">Cyrus</a>

## Resources

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### Artifact Resources

	Name	Traits	Recovered By	Revealed By
	Antiquity Site	Artifact source	↖ <a href="#">Archaeologist</a>	Civic: <a href="#">Natural History</a>
	Shipwreck	Artifact source	↖ <a href="#">Archaeologist</a>	Civic: <a href="#">Cultural Heritage</a>

### Bonus Resources

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	Name	Traits	Improved By	Harvest Yield	Requirement
	Bananas	+1  Food	<a href="#">Plantation</a>	+25  Food	<a href="#">Irrigation</a>
	Cattle	+1  Food	<a href="#">Pasture</a>	+25  Food	<a href="#">Animal Husbandry</a>
	Copper	+2  Gold	<a href="#">Mine</a>	+50  Gold	<a href="#">Mining</a>
	Crabs	+2  Gold	<a href="#">Fishing Boats</a>	+50  Gold	<a href="#">Celestial Navigation</a>
	Deer	+1  Production	<a href="#">Camp</a>	+25  Production	<a href="#">Animal Husbandry</a>
	Fish	+1  Food	<a href="#">Fishing Boats</a>	+25  Food	<a href="#">Celestial Navigation</a>
	Rice	+1  Food	<a href="#">Farm</a>	+25  Food	<a href="#">Pottery</a>
	Sheep	+1  Food	<a href="#">Pasture</a>	+25  Food	<a href="#">Animal Husbandry</a>
	Stone	+1  Production	<a href="#">Quarry</a>	+25  Production	<a href="#">Masonry</a>
	Wheat	+1  Food	<a href="#">Farm</a>	+25  Food	<a href="#">Pottery</a>

### Strategic Resources

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	Name	Traits	Improved By	Requirement
	Aluminum	+1  Science	<a href="#">Mine</a>	<a href="#">Radio</a>
	Coal	+2  Production	<a href="#">Mine</a>	<a href="#">Industrialization</a>
	Horses	+1  Food, +1  Production	<a href="#">Pasture</a>	
	Iron	+1  Science	<a href="#">Mine</a>	<a href="#">Bronze Working</a>
	Niter	+1  Food, +1  Production	<a href="#">Mine</a>	<a href="#">Military Engineering</a>
	Oil	+3  Production	<a href="#">Oil Well</a> , <a href="#">Offshore Oil Rig</a>	<a href="#">Steel</a> , Created by <a href="#">John Rockefeller</a>
	Uranium	+2  Production	<a href="#">Mine</a>	<a href="#">Combined Arms</a>

## Luxury Resources - Cinnamon to Perfume (1 of 2)

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Name	Traits	Improved By	Requirement
 Cinnamon	+6  Amenities (1 per city)		Become Suzerain of <a href="#">Zanzibar</a>
 Citrus	+2  Food, +4  Amenities (1 per city)	 <a href="#">Plantation</a>	
 Cloves	+6  Amenities(1 per city)		Become Suzerain of <a href="#">Zanzibar</a>
 Cocoa	+3  Gold, +4  Amenities (1 per city)	 <a href="#">Plantation</a>	
 Coffee	+1  Culture, +4  Amenities (1 per city)	 <a href="#">Plantation</a>	
 Cosmetics	+4  Amenities (1 per city)		Created by  <a href="#">Helena Rubinstein</a>
 Cotton	+3  Gold, +4  Amenities (1 per city)	 <a href="#">Plantation</a>	
 Diamonds	+3  Gold, +4  Amenities (1 per city)	 <a href="#">Mine</a>	
 Dyes	+1  Faith, +4  Amenities (1 per city)	 <a href="#">Plantation</a>	
 Furs	+1  Food, +1  Gold, +4  Amenities (1 per city)	 <a href="#">Camp</a>	
 Gypsum	+1  Production, +1  Gold, +4  Amenities (1 per city)	 <a href="#">Quarry</a>	
 Incense	+1  Faith, +4  Amenities (1 per city)	 <a href="#">Plantation</a>	
 Ivory	+1  Production, +1  Gold, +4  Amenities (1 per city)	 <a href="#">Camp</a>	
 Jade	+1  Culture, +4  Amenities (1 per city)	 <a href="#">Mine</a>	
 Jeans	+4  Amenities (1 per city)		Created by  <a href="#">Levi Strauss</a>
 Marble	+1  Culture, +4  Amenities (1 per city)	 <a href="#">Quarry</a>	
 Mercury	+1  Science, +4  Amenities (1 per city)	 <a href="#">Mine</a>	
 Pearls	+1  Faith, +4  Amenities (1 per city)	 <a href="#">Fishing Boats</a>	
 Perfume	+6  Amenities(1 per city)		Created by  <a href="#">Estee Lauder</a>

## Luxury Resources - Salt to Wine (2 of 2)

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Name	Traits	Improved By	Requirement
 Salt	+1  Food, +1  Gold, +4  Amenities (1 per city)	 <a href="#">Mine</a>	
 Silk	+1  Culture, +4  Amenities (1 per city)	 <a href="#">Plantation</a>	
 Silver	+3  Gold, +4  Amenities (1 per city)	 <a href="#">Mine</a>	
 Spices	+2  Food, +4  Amenities (1 per city)	 <a href="#">Plantation</a>	
 Sugar	+2  Food, +4  Amenities (1 per city)	 <a href="#">Plantation</a>	
 Tea	+1  Science, +4  Amenities (1 per city)	 <a href="#">Plantation</a>	
 Tobacco	+1  Faith, +4  Amenities (1 per city)	 <a href="#">Plantation</a>	
 Toys	+4  Amenities (1 per city)		Created by  <a href="#">John Spilsbury</a>
 Truffles	+3  Gold, +4  Amenities (1 per city)	 <a href="#">Camp</a>	
 Whales	+1  Production, +1  Gold, +4  Amenities (1 per city)	 <a href="#">Fishing Boats</a>	
 Wine	+1  Food, +1  Gold, +4  Amenities (1 per city)	 <a href="#">Plantation</a>	

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## Ancient Era Technology

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	Name	Unlocks	Requirements	Progression (Leads to Tech)
	Animal Husbandry	Allows harvesting of  <a href="#">Cattle</a> and  <a href="#">Sheep</a> . Improvement:  <a href="#">Camp</a> ,  <a href="#">Kurgan</a> ,  <a href="#">Pasture</a>	Base Cost: 25  Science	 <a href="#">Archery</a>
	Archery	Unit:  <a href="#">Archer</a> ,  <a href="#">Pitati Archer</a>	Base Cost: 50  Science Technology:  <a href="#">Animal Husbandry</a> Boost: Kill a unit with a  <a href="#">Slinger</a> .	 <a href="#">Horseback Riding</a>
	Astrology	Building:  <a href="#">Shrine</a> District:  <a href="#">Holy Site</a> ,  <a href="#">Lavra</a> Wonder:  <a href="#">Stonehenge</a>	Base Cost: 50  Science Boost: Find a <a href="#">Natural Wonder</a> .	 <a href="#">Celestial Navigation</a>
	Bronze Working	Reveals  <a href="#">Iron</a> . Allows chopping of  <a href="#">Rainforest</a> . Building:  <a href="#">Barracks</a> ,  <a href="#">Basilikoi Paides</a> District:  <a href="#">Encampment</a> Unit:  <a href="#">Hoplite</a> ,  <a href="#">Spearman</a>	Base Cost: 80  Science Technology:  <a href="#">Mining</a> Boost: Kill 3 Barbarians.	 <a href="#">Iron Working</a>
	Irrigation	Allows Clearing of  <a href="#">Marsh</a> . Improvement:  <a href="#">Plantation</a> ,  <a href="#">Stepwell</a> Wonder:  <a href="#">Hanging Gardens</a>	Base Cost: 50  Science Technology:  <a href="#">Pottery</a> Boost:  Farm a resource.	
	Masonry	Allows Harvesting of  <a href="#">Stone</a> . Building:  <a href="#">Ancient Walls</a> Improvement:  <a href="#">Great Wall</a> ,  <a href="#">Nubian Pyramid</a> Unit:  <a href="#">Battering Ram</a> Wonder:  <a href="#">Pyramids</a>	Base Cost: 80  Science Technology:  <a href="#">Mining</a> Boost: Build a  <a href="#">Quarry</a> .	 <a href="#">Construction</a>
	Mining	Allows chopping of  <a href="#">Woods</a> , and harvesting of  <a href="#">Copper</a> . Improvement:  <a href="#">Mine</a> ,  <a href="#">Quarry</a>	Base Cost: 25  Science	 <a href="#">Masonry</a>  <a href="#">Bronze Working</a>  <a href="#">Wheel</a>
	Pottery	Allows harvesting of  <a href="#">Wheat</a> and  <a href="#">Rice</a> . Building:  <a href="#">Granary</a>	Base Cost: 25  Science	 <a href="#">Writing</a>  <a href="#">Irrigation</a>
	Sailing	Allows  <a href="#">Builders</a> to embark. Improvement:  <a href="#">Fishing Boats</a> Unit:  <a href="#">Galley</a> ,  <a href="#">Viking Longship</a>	Base Cost: 50  Science Boost: Found a city on the  <a href="#">Coast</a> .	 <a href="#">Shipbuilding</a>  <a href="#">Celestial Navigation</a>
	Wheel	Building:  <a href="#">Water Mill</a> Unit:  <a href="#">Heavy Chariot</a> ,  <a href="#">Maryannu Chariot Archer</a>	Base Cost: 80  Science Technology:  <a href="#">Mining</a> Boost:  Mine a resource.	 <a href="#">Engineering</a>
	Writing	Building:  <a href="#">Library</a> District:  <a href="#">Campus</a>	Base Cost: 50  Science Technology:  <a href="#">Pottery</a> Boost: Meet another <a href="#">Civilization</a> .	 <a href="#">Currency</a>

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**Classical Era Technology**

	Name	Unlocks	Requirements	Progression (Leads to Tech)
	Celestial Navigation	Allows ⚓ Traders to embark, and allows harvesting of 🐟 Fish. Building: 🏠 Lighthouse District: 💰 Harbor, 💰 Royal Navy Dockyard Wonder: 🏠 Great Lighthouse	Base Cost: 120 🌎 Science Technology: 🏴 Sailing, 🌟 Astrology Boost: Improve 2 sea resources.	
	Construction	Unit: 🔨 Siege Tower Wonder: 🏠 Terracotta Army	Base Cost: 200 🌎 Science Technology: 🏠 Masonry, 🐾 Horseback Riding Boost: Build a 🏠 Water Mill.	🏰 Castles ⚔️ Military Engineering
	Currency	Building: 🏠 Market, 🏠 Sukienice District: 💰 Commercial Hub	Base Cost: 120 🌎 Science Technology: 📝 Writing Boost: Make a 🚤 Trade Route.	道具 Mathematics 道具 Apprenticeship
	Engineering	District: 💧 Aqueduct, 💧 Bath Unit: 💣 Catapult	Base Cost: 200 🌎 Science Technology: 🛡️ Wheel Boost: Build 🏢 Ancient Walls.	🛠️ Machinery
	Horseback Riding	Building: 🏠 Stable Unit: 🐾 Hetairoi, 🐾 Horseman, 🐾 Saka Horse Archer, 🐾 Yaru	Base Cost: 120 🌎 Science Technology: 🏹 Archery Boost: Build a 🏢 Pasture.	🐴 Construction 道具 Apprenticeship 道具 Stirrups
	Iron Working	Unit: 💥 Hypaspist, 💥 Immortal, 💥 Legion, 💥 Ngao Mbeba, 💥 Swordsman Wonder: 🏠 Jebel Barkal	Base Cost: 120 🌎 Science Technology: 🏷️ Bronze Working Boost: Build an 🏠 Iron 🏭 Mine.	🛠️ Machinery
	Mathematics	道具 +1 🚤 Movement for all naval units. Wonder: 🏠 Petra	Base Cost: 200 🌎 Science Technology: 🏦 Currency Boost: Build 3 different specialty Districts.	🪖 Military Tactics 🎓 Education
	Shipbuilding	道具 Allows all land units to embark. Unit: 💣 Quadrireme Wonder: 🏠 Colossus	Base Cost: 200 🌎 Science Technology: 🏴 Sailing Boost: Own 2 💣 Galleys.	gMaps Cartography 道具 Mass Production

## Medieval Era Technology

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	Name	Unlocks	Requirements	Progression (Leads to Tech)
	Apprenticeship	<p>+1  Production to  Mine improvements</p> <p><b>Building:</b>  Workshop</p> <p><b>District:</b>  Hansa,  Industrial Zone</p>	<p><b>Base Cost:</b> 300  Science</p> <p><b>Technology:</b>  Currency,  Horseback Riding</p> <p><b>Boost:</b> Build 3  Mines.</p>	 Education  Gunpowder
	Castles	<p>Bonus  Culture for  Great Wall improvement for adjacency. Gain the ability to construct a  Spy if playing as Catherine de Medici</p> <p><b>Building:</b>  Medieval Walls</p> <p><b>Wonder:</b>  Alhambra</p>	<p><b>Base Cost:</b> 390  Science</p> <p><b>Technology:</b>  Construction</p> <p><b>Boost:</b> Have a  Government with 6 policy slots.</p>	 Siege Tactics
	Education	<p><b>Building:</b>  University</p> <p><b>Wonder:</b>  Hagia Sophia</p>	<p><b>Base Cost:</b> 390  Science</p> <p><b>Technology:</b>  Mathematics,  Apprenticeship</p> <p><b>Boost:</b> Earn a  Great Scientist.</p>	 Mass Production  Banking  Astronomy
	Machinery	<p><b>Improvement:</b>  Lumber Mill</p> <p><b>Unit:</b>  Crossbowman,  Crouching Tiger</p>	<p><b>Base Cost:</b> 300  Science</p> <p><b>Technology:</b>  Iron Working,  Engineering</p> <p><b>Boost:</b> Own 3  Archers.</p>	 Printing
	Military Engineering	<p>Reveals  Niter resource.</p> <p><b>Building:</b>  Armory</p> <p><b>Unit:</b>  Military Engineer</p>	<p><b>Base Cost:</b> 390  Science</p> <p><b>Technology:</b>  Construction</p> <p><b>Boost:</b> Build an  Aqueduct.</p>	 Gunpowder
	Military Tactics	<p><b>Unit:</b>  Berserker,  Pikeman,  Samurai</p> <p><b>Wonder:</b>  Huay Teocalli</p>	<p><b>Base Cost:</b> 300  Science</p> <p><b>Technology:</b>  Mathematics</p> <p><b>Boost:</b> Kill a unit with a  Spearman.</p>	
	Stirrups	<p><b>Unit:</b>  Knight,  Mamluk</p>	<p><b>Base Cost:</b> 390  Science</p> <p><b>Technology:</b>  Horseback Riding</p> <p><b>Boost:</b> Have the  Feudalism Civic.</p>	 Banking  Gunpowder

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**Renaissance Era Technology**

	Name	Unlocks	Requirements	Progression (Leads to Tech)
	Astronomy	Wonder:  <a href="#">Portala Palace</a>	Base Cost: 660  Science Technology:  <a href="#">Education</a> Boost: Build a  <a href="#">University</a> adjacent to a 	 <a href="#">Scientific Theory</a>
	Banking	★ +2  Gold from the  <a href="#">Quarry</a> improvement. Building:  <a href="#">Bank</a> Wonder:  <a href="#">Great Zimbabwe</a>	Base Cost: 540  Science Technology:  <a href="#">Education</a> ,  <a href="#">Stirrups</a> Boost: Have the  <a href="#">Guilds</a> civic.	 <a href="#">Scientific Theory</a>
	Cartography	★ +2  Gold from the  <a href="#">Fishing Boat</a> improvement. All naval and embarked units can navigate Ocean tiles. +1  Movement for embarked units. Unit: 	Base Cost: 540  Science Technology:  <a href="#">Shipbuilding</a> Boost: Build 2  <a href="#">Harbors</a> .	 <a href="#">Square Rigging</a>
	Gunpowder	Unit:  <a href="#">Conquistador</a> ,  <a href="#">Musketman</a>	Base Cost: 540  Science Technology:  <a href="#">Apprenticeship</a> ,  <a href="#">Stirrups</a> ,  <a href="#">Military Engineering</a> Boost: Build an 	 <a href="#">Metal Casting</a>
	Mass Production	Building:  <a href="#">Shipyard</a> Wonder:  <a href="#">Venetian Arsenal</a>	Base Cost: 540  Science Technology:  <a href="#">Education</a> ,  <a href="#">Shipbuilding</a> Boost: Build a 	 <a href="#">Industrialization</a>
	Metal Casting	Unit: 	Base Cost: 660  Science Technology:  <a href="#">Gunpowder</a> Boost: Own 2 <a href="#">Crossbowman</a> .	 <a href="#">Ballistics</a>  <a href="#">Economics</a>
	Printing	★ Provides one more level of  Diplomatic Visibility on all other civilizations. All  Tourism yields from  Great Works of Writing are doubled. Wonder:  <a href="#">Forbidden City</a>	Base Cost: 540  Science Technology:  <a href="#">Machinery</a> Boost: Build 2  <a href="#">Universities</a> .	 <a href="#">Military Science</a>
	Siege Tactics	Building:  <a href="#">Renaissance Walls</a> Improvement: 	Base Cost: 660  Science Technology:  <a href="#">Castles</a> Boost: Own 2  <a href="#">Bombards</a> .	 <a href="#">Military Science</a>
	Square Rigging	Unit: 	Base Cost: 660  Science Technology:  <a href="#">Cartography</a> Boost: Kill a unit with a  <a href="#">Musketman</a> .	 <a href="#">Industrialization</a>

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**Industrial Era Technology**

	Name	Unlocks	Requirements	Progression (Leads to Tech)
	Ballistics	Unit: ⚔ <a href="#">Field Cannon</a>	Base Cost: 845  Science Technology: ⚡ <a href="#">Metal Casting</a> Boost: Have 2  Forts in your territory. Both constructed by a Military Engineer.	rifling
	Economics	Building: ⚠ <a href="#">Stock Exchange</a> Wonder: ⚡ <a href="#">Big Ben</a>	Base Cost: 970  Science Technology: ⚡ <a href="#">Scientific Theory</a> , ⚡ <a href="#">Metal Casting</a> Boost: Build 2 	Replaceable Parts
	Industrialization	Reveals ⚠ <a href="#">Coal</a> resource. +1  Production to the  Mine improvement. Building: ⚠ <a href="#">Electronics Factory</a> , ⚡ <a href="#">Factory</a> Wonder: ⚡ <a href="#">Ruhr Valley</a>	Base Cost: 845  Science Technology: ⚡ <a href="#">Mass Production</a> ,  Square Rigging Boost: Build 3 	Steam Power Flight
	Military Science	Building: ⚡ <a href="#">Military Academy</a> Unit: ✕ <a href="#">Cavalry</a> , ✕ <a href="#">Cossack</a> , ✕ <a href="#">Garde Impériale</a> , ✕ <a href="#">Redcoat</a>	Base Cost: 845  Science Technology: ⚡ <a href="#">Siege Tactics</a> , ✕ <a href="#">Printing</a> Boost: Kill a unit with a ⚡ Knight.	rifling
	Rifling	Unit: ✕ <a href="#">Ranger</a> , ✕ <a href="#">Rough Rider</a>	Base Cost: 970  Science Technology: ⚡ <a href="#">Ballistics</a> , ✕ <a href="#">Military Science</a> Boost: Build a  Niter  Mine.	Combustion Steel
	Sanitation	⚙  Stepwell improvements receive +1  Housing Building: ⚡ <a href="#">Sewer</a> Unit: ⚡ <a href="#">Medic</a>	Base Cost: 970  Science Technology: ⚡ <a href="#">Scientific Theory</a> Boost: Build 2 	Chemistry
	Scientific Theory	⚙ Allows ⚡ Research Agreement. +1  Food from  Plantation improvement. Wonder: ⚡ <a href="#">Oxford University</a>	Base Cost: 845  Science Technology: ⚡ <a href="#">Astronomy</a> , ⚡ <a href="#">Banking</a> Boost: Have  The Enlightenment civic.	Economics Sanitation Flight
	Steam Power	⚙ +2  Movement for embarked units. Unit: ✕ <a href="#">Ironclad</a>	Base Cost: 970  Science Technology: ⚡ <a href="#">Industrialization</a> Boost: Build 2 	Electricity Radio

## Modern Era Technology

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	Name	Unlocks	Requirements	Progression (Leads to Tech)
	Chemistry	<b>Building:</b>  <a href="#">Research Lab</a> <b>Unit:</b>  <a href="#">AT Crew</a>	<b>Base Cost:</b> 1250  Science <b>Technology:</b>  <a href="#">Sanitation</a> <b>Boost:</b> Complete a  Research Agreement.	 <a href="#">Rocketry</a>
	Combustion	 +1  Movement for embarked units. <b>Improvement:</b>  <a href="#">Oil Well</a> <b>Unit:</b>  <a href="#">Tank</a>	<b>Base Cost:</b> 1250  Science <b>Technology:</b>  <a href="#">Steel</a> ,  <a href="#">Rifling</a> <b>Boost:</b> Extract an Artifact.	 <a href="#">Combined Arms</a>  <a href="#">Plastics</a>
	Electricity	<b>Building:</b>  <a href="#">Power Plant</a> ,  <a href="#">Seaport</a> <b>Unit:</b>  <a href="#">Submarine</a> ,  <a href="#">U-Boat</a>	<b>Base Cost:</b> 1250  Science <b>Technology:</b>  <a href="#">Steam Power</a> <b>Boost:</b> Own 3  <a href="#">Privateers</a> .	 <a href="#">Computers</a>
	Flight	 Bonus  Tourism equal to  Culture output of each improvements. <b>Building:</b>  <a href="#">Hanger</a> <b>District:</b>  <a href="#">Aerodrome</a> <b>Improvement:</b>  <a href="#">Airstrip</a> <b>Unit:</b>  <a href="#">Biplane</a> ,  <a href="#">Observation Balloon</a>	<b>Base Cost:</b> 1140  Science <b>Technology:</b>  <a href="#">Industrialization</a> ,  <a href="#">Scientific Theory</a> <b>Boost:</b> Build an Industrial era or later <a href="#">Wonder</a> .	 <a href="#">Radio</a>
	Radio	Reveals  <a href="#">Aluminum</a> resource. <b>Building:</b>  <a href="#">Broadcast Center</a> ,  <a href="#">Film Studio</a> <b>Improvement:</b>  <a href="#">Seaside Resort</a>	<b>Base Cost:</b> 1250  Science <b>Technology:</b>  <a href="#">Steam Power</a> ,  <a href="#">Flight</a> <b>Boost:</b> Build a National Park.	 <a href="#">Computers</a>  <a href="#">Advanced Flight</a>  <a href="#">Rocketry</a>
	Replaceable Parts	 Upgrades  Farm improvements to Mechanized Agriculture, +1  Food adjacency bonus for every  Farm improvement they are adjacent to. <b>Unit:</b>  <a href="#">Digger</a> ,  <a href="#">Infantry</a>	<b>Base Cost:</b> 1140  Science <b>Technology:</b>  <a href="#">Economics</a> <b>Boost:</b> Own 3  <a href="#">Musketman</a> .	 <a href="#">Advanced Ballistics</a>
	Steel	Reveals  Oil resource. Unlocks Urban Defenses, giving all of your cities an automatic 200 Fortification Strength and the ability to perform a ranged attack.  +1  Production from the  <a href="#">Lumber Mill</a> improvement. <b>Unit:</b>  <a href="#">Artillery</a> ,  <a href="#">Battleship</a> <b>Wonder:</b>  <a href="#">Eiffel Tower</a>	<b>Base Cost:</b> 1140  Science <b>Technology:</b>  <a href="#">Rifling</a> <b>Boost:</b> Build a  <a href="#">Coal</a>  <a href="#">Mine</a> .	 <a href="#">Combustion</a>  <a href="#">Advanced Ballistics</a>  <a href="#">Combined Arms</a>

## Atomic Era Technology

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	Name	Unlocks	Requirements	Progression (Leads to Tech)
	Advanced Ballistics	Unit: ✖ <a href="#">Anti-Air Gun</a> , ✖ <a href="#">Machine Gun</a>	Base Cost: 1410  Science Technology:  Replaceable Parts,  Steel Boost: Build 2  Power Plants.	 Nuclear Fission  Guidance Systems
	Advanced Flight	Building: ✖ <a href="#">Airport</a> Unit: ✖ <a href="#">Bomber</a> , ✖ <a href="#">Fighter</a> , ✖ <a href="#">P-51 Mustang</a>	Base Cost: 1410  Science Technology:  Radio Boost: Build 3  Biplanes.	 Satellites
	Combined Arms	Reveals  Uranium. Unit: ✖ <a href="#">Aircraft Carrier</a> , ✖ <a href="#">Destroyer</a>	Base Cost: 1410  Science Technology:  Steel,  Combustion Boost: Build an  Airstrip.	 Nuclear Fission
	Computers	★ Grants the ability to construct an additional  Spy. Awards 1  Spy. All  Tourism yields are doubled.	Base Cost: 1580  Science Technology:  Electricity,  Radio Boost: Have a  Government with 8 policy slots.	 Telecommunications  Robotics
	Nuclear Fission	Projects: <a href="#">Manhattan Project</a> , <a href="#">Build Nuclear Device</a> .	Base Cost: 1580  Science Technology:  Advanced Ballistics,  Combined Arms Boost: Boost through  Great Scientist or  Spy.	 Lasers
	Plastics	★ +1  Food to  Improvement: 	Base Cost: 1410  Science Technology:  Combustion Boost: Build an  Oil Well.	 Synthetic Materials
	Rocketry	★ +1  Production from the  improvement. District:  Improvement:  Project: <a href="#">Launch Earth Satellite</a> .	Base Cost: 1410  Science Technology:  Radio,  Chemistry Boost: Boost through  Great Scientist or  Spy.	 Satellites  Guidance Systems
	Synthetic Materials	★ +1  Gold to <a href="#">Camps</a> . Unit: ✖ <a href="#">Helicopter</a>	Base Cost: 1580  Science Technology:  Plastics Boost: Build 2  Aerodromes.	 Composites  Stealth Technology

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**Information Era Technology**

	Name	Unlocks	Requirements	Progression (Leads to Tech)
	Composites	Unit:  <a href="#">Modern Armor</a> ,  <a href="#">Modern AT</a>	Base Cost: 1850  Science Technology:  <a href="#">Synthetic Materials</a> Boost: Own 3  <a href="#">Tanks</a> .	 <a href="#">Nanotechnology</a>
	Future Tech	★ Can be completed multiple times, increasing your points towards the Score Victory	Base Cost: 2500  Science Technology:  <a href="#">Satellites</a> ,  <a href="#">Robotics</a> ,  <a href="#">Nanotechnology</a> ,  <a href="#">Nuclear Fission</a>	
	Guidance Systems	Unit:  <a href="#">Mobile SAM</a> ,  <a href="#">Rocket Artillery</a>	Base Cost: 1850  Science Technology:  <a href="#">Rocketry</a> ,  <a href="#">Advanced Ballistics</a> Boost: Kill a  <a href="#">Fighter</a> .	
	Lasers	Unit:  <a href="#">Jet Fighter</a> ,  <a href="#">Missile Cruiser</a>	Base Cost: 1850  Science Technology:  <a href="#">Nuclear Fission</a> Boost: Boost through  <a href="#">Great Scientist</a> or  <a href="#">Spy</a> .	 <a href="#">Nuclear Fusion</a>
	Nanotechnology	Project: <a href="#">Launch Mars Hydroponics</a>	Base Cost: 2155  Science Technology:  <a href="#">Composites</a> Boost: Build an  <a href="#">Aluminum</a>  <a href="#">Mine</a> .	 <a href="#">Future Tech</a>
	Nuclear Fusion	Projects: <a href="#">Build Thermonuclear Device</a> , <a href="#">Launch Mars Reactor</a> , <a href="#">Operation Ivy</a>	Base Cost: 2155  Science Technology:  <a href="#">Lasers</a> Boost: Boost through  <a href="#">Great Scientist</a> or  <a href="#">Spy</a> .	 <a href="#">Future Tech</a>
	Robotics	★ +1  Production to  <a href="#">Pastures</a> . Project: <a href="#">Launch Mars Habitation</a>	Base Cost: 2155  Science Technology:  <a href="#">Computers</a> Boost: Have the  <a href="#">Globalization</a> civic.	 <a href="#">Future Tech</a>
	Satellites	Project: <a href="#">Launch Moon Landing</a> Unit:  <a href="#">Mechanized Infantry</a>	Base Cost: 1850  Science Technology:  <a href="#">Advanced Flight</a> ,  <a href="#">Rocketry</a> Boost: Boost through  <a href="#">Great Scientist</a> or  <a href="#">Spy</a> .	 <a href="#">Future Tech</a>
	Stealth Technology	Unit:  <a href="#">Jet Bomber</a>	Base Cost: 1850  Science Technology:  <a href="#">Synthetic Materials</a> Boost: Boost through  <a href="#">Great Scientists</a> or  <a href="#">Spy</a> .	
	Telecommunications	Unit:  <a href="#">Nuclear Submarine</a>	Base Cost: 1850  Science Technology:  <a href="#">Computers</a> Boost: Build 2  <a href="#">Broadcast Centers</a> .	

# Terrain, Features, and Natural Wonders

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## Terrain

	Name	Traits
	Coast and Lake	Shallow Water, Water, +1 🍎 Food, +1 💰 Gold
	Desert	
	Desert (Hills)	Hills, +1 💰 Production
	Grassland	+2 🍎 Food
	Grassland (Hills)	Hills, +2 🍎 Food, +1 💰 Production
	Mountains	Impassable
	Ocean	Water +1 🍎 Food
	Plains	+1 🍎 Food, +1 💰 Production
	Plains (Hills)	Hills, +1 🍎 Food, +2 💰 Production
	Snow	
	Snow (Hills)	Hills, +1 💰 Production
	Tundra	+1 🍎 Food
	Tundra (Hills)	Hills, +1 🍎 Food, +1 💰 Production

## Features

	Name	Traits
	Floodplains	+3 🍎 Food
	Ice	Impassable
	Marsh	+1 🍎 Food
	Oasis	+3 🍎 Food, +1 💰 Gold
	Rainforest	+1 🍎 Food
	Woods	+1 💰 Production

## Natural Wonders

	Name	Traits
	Cliffs of Dover (2 tiles)	+3 🌟 Culture, +2 💰 Gold
	Crater Lake (1 Tile)	Fresh Water, +1 🌎 Science, +4 🌞 Faith
	Dead Sea (2 tiles)	Fresh Water, +2 🌟 Culture, +2 🌞 Faith Units heal completely if they heal for one turn adjacent to the Dead Sea
	Eyjafjallajökull	Impassable. Adjacent land plots yield +1 🌟 Culture and +2 🍎 Food.
	Galapagos Islands (2 tiles)	Impassable. Appears in coast and provides +2 🌎 Science to adjacent tiles
	Giant's Causeway	Impassable. Land combat units that enter adjacent plots receive the ability 'Spear of Fionn' (+5 ✊ Combat Strength).
	Great Barrier Reef (2 tiles)	Appears in coast and provides +3 🍎 Food, +2 🌎 Science
	Lysefjord	Impassable. Naval Combat Units that enter adjacent tiles are granted their next promotion.
	Mount Everest (3 tiles)	Impassable. Appears as a 🏔 Mountain and provides +1 🌞 Faith to adjacent tiles. MISSIONARIES, INQUISITORS, and APOSTLES who move next to Mount Everest ignore Hills for the rest of the game.
	Mount Kilimanjaro (1 tile)	Impassable. It appears as a 🏔 Mountain and provides +2 🍎 Food to adjacent tiles.
	Pantanal (4 tiles)	It appears as a 🌳 Marsh and provides +2 🍎 Food and +2 🌟 Culture.
	Piopiotahi (3 tiles)	Impassable. Provides +1 🌟 Culture and +1 💰 Gold to adjacent tiles.
	Torres del Paine (2 tiles)	Impassable. Doubles the terrain yields of all adjacent tiles.
	Tsingy de Bemaraha (1 tile)	Impassable. Provides +1 🌟 Culture and +1 🌎 Science to adjacent tiles.
	Uluru (1 tile)	Impassable. Provides +2 🌟 Culture and +2 🌞 Faith to adjacent tiles. Provides +4 Appeal to adjacent tiles instead of the usual +2.
	Yosemite (2 tiles)	Impassable. Provides +1 💰 Gold and +1 🌎 Science to adjacent tiles.

# Units

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## Air Combat Units

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	Name	🗡️	🛡️	⚡	⚡	⚡	Traits	Requirements	Base Costs
	Biplane	60	55		3		First air combat unit, available in the Modern era. <b>Promotion Class:</b> <a href="#">Air Fighter</a> <b>Upgrade To:</b> <a href="#">Fighter</a>	<b>District:</b> <a href="#">Aerodrome</a> <b>Technology:</b> <a href="#">Flight</a>	Production: 430 Purchase: 430 Maintenance: 6
	Bomber	65		90	10		First bomber unit, available in the Atomic era. <b>Promotion Class:</b> <a href="#">Air Bomber</a> <b>Upgrades To:</b> <a href="#">Jet bomber</a>	<b>District:</b> <a href="#">Aerodrome</a> <b>Resource:</b> <a href="#">Aluminum</a> <b>Technology:</b> <a href="#">Advanced Flight</a>	Production: 560 Purchase: 560 Maintenance: 7
	Fighter	80	80		4		Atomic era <a href="#">Biplane</a> upgrade <b>Promotion Class:</b> <a href="#">Air Fighter</a> <b>Upgrade From:</b> <a href="#">Biplane</a> <b>Upgrades To:</b> <a href="#">Jet Fighter</a>	<b>District:</b> <a href="#">Aerodrome</a> <b>Resource:</b> <a href="#">Aluminum</a> <b>Technology:</b> <a href="#">Advanced Flight</a>	Production: 520 Purchase: 520 Maintenance: 7
	Jet Bomber	70		100	15		Information era <a href="#">Bomber</a> upgrade. <b>Promotion Class:</b> <a href="#">Air Bomber</a> <b>Upgrade From:</b> <a href="#">Bomber</a>	<b>District:</b> <a href="#">Aerodrome</a> <b>Resource:</b> <a href="#">Aluminum</a> <b>Technology:</b> <a href="#">Stealth Technology</a>	Production: 700 Purchase: 700 Maintenance: 8
	Jet Fighter	90	85		5		Information era <a href="#">Fighter</a> upgrade. <b>Promotion Class:</b> <a href="#">Air Fighter</a> <b>Upgrade From:</b> <a href="#">Fighter</a> , <a href="#">P-51 Mustang</a>	<b>District:</b> <a href="#">Aerodrome</a> <b>Resource:</b> <a href="#">Aluminum</a> <b>Technology:</b> <a href="#">Lasers</a>	Production: 650 Purchase: 650 Maintenance: 8
	P-51 Mustang <a href="#">America</a>	85	85		4		<a href="#">American</a> unique Modern era air unit that replaces the <a href="#">Fighter</a> . Gains +5 attack against fighter aircraft, has +2 flight range, and gains +50% experience. <b>Promotion Class:</b> <a href="#">Air Fighter</a> <b>Upgrades To:</b> <a href="#">Jet Fighter</a>	<b>District:</b> <a href="#">Aerodrome</a> <b>Technology:</b> <a href="#">Advanced Flight</a>	Production: 520 Purchase: 520 Maintenance: 7

## Civilian Units - Apostle to Builder (1 of 2)

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	Name	🗡️	🛡️	⚡	⚡	⚡	Traits	Requirements	Base Cost
	Apostle					4	May convert <a href="#">Citizens</a> to their <a href="#">Religion</a> and initiate theological combat with units of other <a href="#">Religions</a> . <b>Promotion Class:</b> <a href="#">Religious Apostle</a> <b>Religious Strength:</b> 110 <b>Spread Charges:</b> 3	<b>Building:</b> <a href="#">Temple</a> , <a href="#">Stave Church</a>	Purchase: 200
	Archaeologist					4	Find and extract <a href="#">Artifacts</a> from <a href="#">Antiquity Sites</a> to be displayed in their home city's Museum.	<b>Civic:</b> <a href="#">Natural History</a> <b>Building:</b> <a href="#">Archaeological Museum</a> with an open  Artifact slot.	Production: 400 Purchase: 400
	Builder					2	May create tile improvements or remove features like <a href="#">Woods</a> or <a href="#">Rainforest</a> . <a href="#">Builders</a> can be used 3 times. This can be increased through <a href="#">Policies</a> or <a href="#">Wonders</a> like the <a href="#">Pyramids</a> . <b>Build Charges:</b> 3 <b>Can Construct:</b> <a href="#">Farm</a> , <a href="#">Mine</a> , <a href="#">Quarry</a> , <a href="#">Fishing Boats</a> , <a href="#">Pasture</a> , <a href="#">Plantation</a> , <a href="#">Camp</a> , <a href="#">Lumber Mill</a> , <a href="#">Oil Well</a> , <a href="#">Offshore Oil Rig</a> , <a href="#">Seaside Resort</a> , <a href="#">Château</a> , <a href="#">Colossal Head</a> , <a href="#">Great Wall</a> , <a href="#">Kurgan</a> , <a href="#">Mission</a> , <a href="#">Sphinx</a> , <a href="#">Stepwell</a> , <a href="#">Ziggurat</a> , <a href="#">Outback Station</a> , <a href="#">Pairidaeza</a> , <a href="#">Nubian Pyramid</a> , <a href="#">Alcázar</a> , <a href="#">Monastery</a> .	Production: 50 Purchase: 50	

## Civilian Units - Great Admiral to Trader (2 of 2)

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Name	Traits	Requirements	Base Cost
 Great Admiral	4 Each  Great Admiral has unique abilities, including a passive effect, and a Retire effect.		
 Great Artist	4 Each  Great Artist generates a  Great Work of Art when activated.		
 Great Engineer	4 Each  Great Engineer has unique abilities when activated.		
 Great General	4 Each  Great General has unique abilities, including a passive effect, and a Retire effect.		
 Great Merchant	4 Each  Great Merchant has unique abilities when activated.		
 Great Musician	4 Each  Great Musician generates a  Great Work of Music when activated.		
 Great Prophet	4  Great Prophets can found a Religion when activated.		
 Great Scientist	4 Each  Great Scientist has unique abilities when activated.		
 Great Writer	4 Each  Great Writer generates a  Great Work of Writing when activated.		
 Inquisitor	4 May eliminate the presence of other Religions in their territory, and initiate theological combat with units of other Religions. Religious Strength:  75 Spread Charges:  3	Building:  Temple,  Stave Church	Purchase: 75 
 Missionary	4 May convert  Citizens to their Religion. May not initiate theological combat with units of other Religions (but can defend). Religious Strength:  100 Spread Charges:  3	Building:  Shrine	Purchase: 75 
 Naturalist	4 A late-game civilian who can create a single National Park to attract  Tourists. Must be purchased with  Faith.	Civic:  Conservation	Purchase: 800 
 Settler	2 May create new cities. Reduces city's  Population by 1 when completed.		Production: 80  Purchase: 80 
 Spy	Performs secret missions in foreign cities and protects your cities from enemy  Spies. Promotion Class: Espionage		Production: 225  Maintenance: 4 
 Trader	May make and maintain a single  Trade Route. Automatically creates Roads as it travels.	Civic:  Foreign Trade	Production: 40  Purchase: 40 

## Land Combat Units - Archer to Cossack (1 of 5)

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Name	Attack	Defense	Health	Movement	Traits	Requirements	Base Cost	
 Archer	15	25		2	2	First Ancient era ranged unit with a  Range of 2. <b>Promotion Class:</b> <a href="#">Ranged</a> <b>Upgrade From:</b>  <a href="#">Slinger</a> <b>Upgrades To:</b>  <a href="#">Crossbowman</a>	Technology:  <a href="#">Archery</a>	Production: 60  Purchase: 60  Maintenance: 1 
 Artillery	60		80	2	2	Modern era bombard unit, ideal for attacking cities. Cannot move and attack in the same turn without the <a href="#">Expert Crew</a> promotion. <b>Promotion Class:</b> <a href="#">Siege</a> <b>Upgrade From:</b>  <a href="#">Bombard</a> <b>Upgrades To:</b>  <a href="#">Rocket Artillery</a>	Technology:  <a href="#">Steel</a>	Production: 430  Purchase: 430  Maintenance: 6 
 AT Crew	70				2	Modern era counter to cavalry class units. <b>Promotion Class:</b> <a href="#">Anti Cavalry</a> <b>Upgrade From:</b>  <a href="#">Pikeman</a> <b>Upgrades To:</b>  <a href="#">Modern AT</a>	Technology:  <a href="#">Chemistry</a>	Production: 400  Purchase: 400  Maintenance: 4 
 Berserker <a href="#">Norway</a>	40				2	<a href="#">Norwegian</a> unique Medieval era unit. 4  Movement if this unit starts in enemy territory. +7  Combat Strength when attacking and -7  Combat strength when defending <b>Promotion Class:</b> <a href="#">Melee</a> <b>Upgrades To:</b>  <a href="#">Musketman</a>	Technology:  <a href="#">Military Tactics</a>	Production: 180  Purchase: 180  Maintenance: 3 
 Bombard	43		55	2	2	Renaissance era bombard unit, ideal for attacking cities. Cannot move and attack on same turn without the <a href="#">Expert Crew</a> promotion. <b>Promotion Class:</b> <a href="#">Siege</a> <b>Upgrade From:</b>  <a href="#">Catapult</a> <b>Upgrades To:</b>  <a href="#">Artillery</a>	Resource:  <a href="#">Niter</a> Technology:  <a href="#">Metal Casting</a>	Production: 280  Purchase: 280  Maintenance: 4 
 Catapult	23		35	2	2	Classical era bombard unit, ideal for attacking cities. Cannot move and attack on same turn without the <a href="#">Expert Crew</a> promotion. <b>Promotion Class:</b> <a href="#">Siege</a> <b>Upgrades To:</b>  <a href="#">Bombard</a>	Technology:  <a href="#">Engineering</a>	Production: 120  Purchase: 120  Maintenance: 2 
 Cavalry	62				5	Fast-moving Industrial era light cavalry unit. <b>Promotion Class:</b> <a href="#">Light Cavalry</a> <b>Upgrade From:</b>  <a href="#">Horseman</a> <b>Upgrades To:</b>  <a href="#">Helicopter</a>	Resource:  <a href="#">Horses</a> Technology:  <a href="#">Military Science</a>	Production: 330  Purchase: 330  Maintenance: 5 
 Conquistador <a href="#">Spain</a>	55				2	Spanish unique Renaissance era unit that replaces the  <a href="#">Musketman</a> . +10  Combat Strength when there is a  <a href="#">Missionary</a> ,  <a href="#">Inquisitor</a> , or  <a href="#">Apostle</a> in the same hex. If this unit captures a city or is adjacent to a city when it is captured, the city will automatically adopt the Conquistador player's <a href="#">Religion</a> as the dominant <a href="#">Religion</a> <b>Promotion Class:</b> <a href="#">Melee</a> <b>Upgrades To:</b>  <a href="#">Infantry</a>	Technology:  <a href="#">Gunpowder</a>	Production: 250  Purchase: 250  Maintenance: 4 
 Cossack <a href="#">Russia</a>	67				5	Russian unique Industrial era unit that replaces  <a href="#">Cavalry</a> . Stronger than  <a href="#">Cavalry</a> , and gains a +5  Combat Strength when fighting in or adjacent to its home territory. Can move after attacking if  Movement points remain. <b>Promotion Class:</b> <a href="#">Light Cavalry</a> <b>Upgrades To:</b>  <a href="#">Helicopter</a>	Technology:  <a href="#">Military Science</a>	Production: 340  Purchase: 340  Maintenance: 5 

## Land Combat Units - Crossbowman to Hoplite (2 of 5)

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	Name	🗡️	🛡️	💰	⚡	Traits	Requirements	Base Cost	
	Crossbowman	30	40		2	2	Medieval era ranged unit. <b>Promotion Class:</b> <a href="#">Ranged</a> Upgrade From: ⚔️ <a href="#">Archer</a> , ⚔️ <a href="#">Maryannu Chariot Archer</a> Upgrades To: ⚔️ <a href="#">Field Cannon</a>	Technology: ⚛️ <a href="#">Machinery</a>	Production: 180 Purchase: 180 Maintenance: 3
	Crouching Tiger <a href="#">China</a>	30	50		1	2	<a href="#">Chinese</a> unique Medieval era unit. Ranged unit with a ⚔️ Range of 1 and high combat strength. <b>Promotion Class:</b> <a href="#">Ranged</a> Upgrades To: ⚔️ <a href="#">Field Cannon</a>	Technology: ⚛️ <a href="#">Machinery</a>	Production: 160 Purchase: 160 Maintenance: 3
	Digger <a href="#">Australia</a>	72				2	<a href="#">Australian</a> unique Modern Era that replaces ⚔️ <a href="#">Infantry</a> . +10 ⚔️ Combat Strength when fighting on coastal tiles. +5 ⚔️ Combat Strength when fighting on Neutral or Foreign Territory. <b>Promotion Class:</b> <a href="#">Melee</a> Upgrades To: ⚔️ <a href="#">Mechanized Infantry</a>	Technology: ⚡ <a href="#">Replaceable Parts</a>	Production: 430 Purchase: 430 Maintenance: 6
	Eagle Warrior <a href="#">Aztec</a>	28				2	<a href="#">Aztec</a> unique Ancient era unit that replaces the ⚔️ <a href="#">Warrior</a> . Has a chance to capture other civilization's military units by turning them into ⚔️ <a href="#">Builders</a> . <b>Promotion Class:</b> <a href="#">Melee</a> Upgrades To: ⚔️ <a href="#">Swordsman</a>		Production: 65 Purchase: 65
	Field Cannon	50	60		2	2	Industrial era ranged unit. <b>Promotion Class:</b> <a href="#">Ranged</a> Upgrade From: ⚔️ <a href="#">Crossbowman</a> , ⚔️ <a href="#">Saka Horse Archer</a> , ⚔️ <a href="#">Crouching Tiger</a> Upgrades To: ⚔️ <a href="#">Machine Gun</a>	Technology: ⚛️ <a href="#">Ballistics</a>	Production: 330 Purchase: 330 Maintenance: 5
	Garde Impériale <a href="#">France</a>	65				2	<a href="#">French</a> unique Industrial era melee unit. +10 ⚔️ Combat Strength when fighting on your  Capital's continent.  Great General points for killing units. <b>Promotion Class:</b> <a href="#">Melee</a> Upgrades To: ⚔️ <a href="#">Mechanized Infantry</a>	Technology: ⚔️ <a href="#">Military Science</a>	Production: 340 Purchase: 340 Maintenance: 5
	Heavy Chariot	28				2	Hard-hitting, Ancient era heavy cavalry unit. Gains 1 bonus ⚔️ Movement if it begins a turn on a flat tile with no , , or Hills. <b>Promotion Class:</b> <a href="#">Heavy Cavalry</a> Upgrades To: ⚔️ <a href="#">Knight</a>	Technology: ⚡ <a href="#">Wheel</a>	Production: 65 Purchase: 65 Maintenance: 1
	Helicopter	82				4	Fast-moving Atomic era light cavalry unit. <b>Promotion Class:</b> <a href="#">Light Cavalry</a> Upgrade From: ⚔️ <a href="#">Cavalry</a> , ⚔️ <a href="#">Cossack</a>	Technology: ⚡ <a href="#">Synthetic Materials</a>	Production: 600 Purchase: 600 Maintenance: 7
	Hetairoi <a href="#">Alexander</a>	36				4	Unique to <a href="#">Alexander</a> , replaces ⚔️ <a href="#">Horseman</a> . Additional +5 ⚔️ Combat Strength when adjacent to a  Great General. +5  Great General points when killing an enemy unit. Starts with 1 free Promotion. <b>Promotion Class:</b> <a href="#">Heavy Cavalry</a> Upgrades To: ⚔️ <a href="#">Knight</a>	Technology: ⚔️ <a href="#">Horseback Riding</a>	Production: 100 Purchase: 100 Maintenance: 2
	Hoplite <a href="#">Greece</a>	25				2	<a href="#">Greek</a> unique Ancient era unit that replaces the ⚔️ <a href="#">Spearman</a> . +10 ⚔️ Combat Strength if there is at least one adjacent ⚔️ <a href="#">Hoplite</a> unit. <b>Promotion Class:</b> <a href="#">Anti Cavalry</a> Upgrades To: ⚔️ <a href="#">Pikeman</a>	Technology: ⚛️ <a href="#">Bronze Working</a>	Production: 65 Purchase: 65 Maintenance: 1

## Land Combat Units - Horseman to Modern Armor (3 of 5)

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Name	HP	atk	def	Mov	Traits	Requirements	Base Cost
 Horseman	36			4	Fast-moving Classical era light cavalry unit. <b>Promotion Class:</b> <a href="#">Light Cavalry</a> <b>Upgrades To:</b> ✗ <a href="#">Cavalry</a>	Resource:  Horses Technology:  Horseback Riding	Production: 80  Purchase: 80  Maintenance: 2 
 Hypaspist <a href="#">Macedon</a>	36			2	<a href="#">Macedon</a> unique melee unit that replaces the ✗ <a href="#">Swordsman</a> . +5 ✗ Combat Strength when besieging districts. 50% Additional Support Bonus. <b>Promotion Class:</b> <a href="#">Melee</a> <b>Upgrades To:</b> ✗ <a href="#">Musketman</a>	Technology:  Iron Working	Production: 100  Purchase: 100  Maintenance: 2 
 Immortal <a href="#">Persia</a>	30	25		2	<a href="#">Persian</a> unique unit that replaces the ✗ <a href="#">Swordsman</a> . Melee class unit with a ranged attack,  Range 2. Strong defense strength. <b>Promotion Class:</b> <a href="#">Melee</a> <b>Upgrades To:</b> ✗ <a href="#">Musketman</a>	Technology:  Iron Working	Production: 100  Purchase: 100  Maintenance: 2 
 Infantry	70			2	Modern era melee unit. <b>Promotion Class:</b> <a href="#">Melee</a> <b>Upgrade From:</b> ✗ <a href="#">Musketman</a> ,  <a href="#">Conquistador</a> <b>Upgrades To:</b> ✗ <a href="#">Mechanized Infantry</a>	Technology:  Replaceable Parts	Production: 430  Purchase: 430  Maintenance: 6 
 Knight	48			4	Hard-hitting, Medieval era heavy cavalry unit. <b>Promotion Class:</b> <a href="#">Heavy Cavalry</a> <b>Upgrade From:</b>  <a href="#">Heavy Chariot</a> ,  <a href="#">War-Cart</a> , ✗ <a href="#">Hetairoi</a> <b>Upgrades To:</b> ✗ <a href="#">Tank</a>	Resource:  Iron Technology:  Stirrups	Production: 180  Purchase: 180  Maintenance: 3 
 Legion <a href="#">Rome</a>	40			2	<a href="#">Roman</a> unique Classical era melee unit that replaces the ✗ <a href="#">Swordsman</a> . Can build a  <a href="#">Roman Fort</a> . <b>Build Charges:</b>  1 <b>Promotion Class:</b> <a href="#">Melee</a> <b>Upgrades To:</b> ✗ <a href="#">Musketman</a>	Technology:  Iron Working	Production: 110  Purchase: 110  Maintenance: 2 
 Machine Gun	65	75		1	Atomic era ranged unit. <b>Promotion Class:</b> <a href="#">Ranged</a> <b>Upgrade From:</b> ✗ <a href="#">Field Cannon</a>	Technology:  Advanced Ballistics	Production: 540  Purchase: 540  Maintenance: 6 
 Mamluk <a href="#">Arabia</a>	48			4	<a href="#">Arabian</a> unique Medieval era unit that replaces the ✗ <a href="#">Knight</a> . Heals at the end of every turn, even after moving or attacking. <b>Promotion Class:</b> <a href="#">Heavy Cavalry</a> <b>Upgrades To:</b> ✗ <a href="#">Tank</a>	Technology:  Stirrups	Production: 180  Purchase: 180  Maintenance: 3 
 Maryannu Chariot Archer <a href="#">Egypt</a>	25	35		2	<a href="#">Egyptian</a> unique Ancient era ranged unit that replaces the ✗ <a href="#">Heavy Chariot</a> . 4  Movement when starting in open terrain. <b>Promotion Class:</b> <a href="#">Ranged</a> <b>Upgrades To:</b> ✗ <a href="#">Crossbowman</a>	Technology:  Wheel	Production: 120  Purchase: 120  Maintenance: 2 
 Mechanized Infantry	85			3	Information era melee unit. <b>Promotion Class:</b> <a href="#">Melee</a> <b>Upgrade From:</b> ✗ <a href="#">Infantry</a> , ✗ <a href="#">Redcoat</a> ,  <a href="#">Garde Impériale</a> , ✗ <a href="#">Digger</a>	Technology:  Satellites	Production: 650  Purchase: 650  Maintenance: 8 
 Modern Armor	90			4	Information era heavy cavalry unit that is fast and strong. <b>Promotion Class:</b> <a href="#">Heavy Cavalry</a> <b>Upgrade From:</b> ✗ <a href="#">Tank</a> , ✗ <a href="#">Rough Rider</a>	Resource:  Uranium Technology:  Composites	Production: 680  Purchase: 680  Maintenance: 8 

## Land Combat Units - Modern AT to Samurai (4 of 5)

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	Name	🗡️	🛡️	⚡	✖	Traits	Requirements	Base Cost
	Modern AT	80			2	Information era counter to cavalry class units. <b>Promotion Class:</b> <a href="#">Anti Cavalry</a> <b>Upgrade From:</b> <a href="#">AT Crew</a>	Technology: <a href="#">Composites</a>	Production: 580 Purchase: 580 Maintenance: 8
	Musketeer	55			2	Renaissance era melee unit. <b>Promotion Class:</b> <a href="#">Melee</a> <b>Upgrade From:</b> <a href="#">Swordsman</a> , <a href="#">Legion</a> , <a href="#">Samurai</a> , <a href="#">Berserker</a> , <a href="#">Ngao Mbeba</a> , <a href="#">Hypsapist</a> , <a href="#">Immortal</a> <b>Upgrades To:</b> <a href="#">Infantry</a>	Resource:  Niter Technology: <a href="#">Gunpowder</a>	Production: 240 Purchase: 240 Maintenance: 4
	Ngao Mbeba <a href="#">Kongo</a>	35			2	<a href="#">Kongo</a> unique Classical era unit that replaces the <a href="#">Swordsman</a> . +10  Combat Strength when defending against ranged attacks. Can move and see through  Woods and  Rainforest. <b>Promotion Class:</b> <a href="#">Melee</a> <b>Upgrades To:</b> <a href="#">Musketeer</a>	Technology:  Iron Working	Production: 110 Purchase: 110 Maintenance: 2
	Pikeman	41			2	Medieval era melee unit that's strong against mounted units. <b>Promotion Class:</b> <a href="#">Anti Cavalry</a> <b>Upgrade From:</b> <a href="#">Spearman</a> , <a href="#">Hoplite</a> <b>Upgrades To:</b> <a href="#">AT Crew</a>	Technology:  Military Tactics	Production: 200 Purchase: 200 Maintenance: 3
	Pitati Archer <a href="#">Nubia</a>	17	30		2	<a href="#">Nubian</a> unique Ancient era unit that replaces the <a href="#">Archer</a> . Stronger than the <a href="#">Archer</a> with extra  Movement. <b>Promotion Class:</b> <a href="#">Ranged</a> <b>Upgrades to:</b> <a href="#">Crossbowman</a>	Technology:  Archery	Production: 70 Purchase: 70 Maintenance: 1
	Ranger	45	60		1	Fast-moving Industrial era recon unit. <b>Promotion Class:</b> <a href="#">Recon</a> <b>Upgrade From:</b> <a href="#">Scout</a>	Technology:  Rifling	Production: 380 Purchase: 380 Maintenance: 5
	Redcoat <a href="#">England</a>	65			2	<a href="#">English</a> unique Industrial era unit when <a href="#">Victoria</a> is their leader. +10  Combat Strength when fighting on a continent other than your  Capital's. No disembark cost. <b>Promotion Class:</b> <a href="#">Melee</a> <b>Upgrades To:</b> <a href="#">Mechanized Infantry</a>	Technology:  Military Science	Production: 340 Purchase: 340 Maintenance: 5
	Rocket Artillery	70		95	3	Information era bombard unit, ideal for attacking cities. Cannot move and attack on the same turn without the <a href="#">Expert Crew</a> promotion. <b>Promotion Class:</b> <a href="#">Siege</a> <b>Upgrade From:</b> <a href="#">Artillery</a>	Technology:  Guidance Systems	Production: 680 Purchase: 680 Maintenance: 8
	Rough Rider <a href="#">America</a>	67			5	<a href="#">American</a> unique Modern era unit when <a href="#">Teddy Roosevelt</a> is their leader.  Culture is earned from kills on their  Capital's continent. +10  Combat Strength when fighting on Hills. Lower maintenance cost. <b>Promotion Class:</b> <a href="#">Heavy Cavalry</a> <b>Upgrades To:</b> <a href="#">Modern Armor</a>	Technology:  Rifling	Production: 385 Purchase: 385 Maintenance: 2
	Saka Horse Archer <a href="#">Scythia</a>	15	25		1	<a href="#">Scythian</a> unique Classical era unit. Ranged unit with 4  Movement with a  Range of 1. <b>Promotion Class:</b> <a href="#">Ranged</a> <b>Upgrades To:</b> <a href="#">Field Cannon</a>	Technology:  Horseback Riding	Production: 100 Purchase: 100 Maintenance: 2
	Samurai <a href="#">Japan</a>	45			2	<a href="#">Japanese</a> unique Medieval era melee unit. Does not suffer combat penalties when damaged. <b>Promotion Class:</b> <a href="#">Melee</a> <b>Upgrades To:</b> <a href="#">Musketman</a>	Technology:  Military Tactics	Production: 180 Purchase: 180 Maintenance: 3

## Land Combat Units - Scout to Winged Hussar (5 of 5)

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Name	Attack	Defense	Movement	Traits	Requirements	Base Cost
 Scout	10			3 Fast-moving Ancient era recon unit. <b>Promotion Class:</b> <a href="#">Recon</a> <b>Upgrades To:</b>  <a href="#">Ranger</a>		Production: 30  Purchase: 30 
 Slinger	5	15	1	2 Weak Ancient era ranged unit. Better on attack than defense. <b>Promotion Class:</b> <a href="#">Ranged</a> <b>Upgrades To:</b>  <a href="#">Archer</a>		Production: 35  Purchase: 35 
 Spearman	25			2 Ancient era melee unit that's effective against mounted units. <b>Promotion Class:</b> <a href="#">Anti Cavalry</a> <b>Upgrades To:</b>  <a href="#">Pikeman</a>	<b>Technology:</b>  <a href="#">Bronze Working</a>	Production: 65  Purchase: 65  Maintenance: 1 
 Swordsman	36			2 Strong Classical era melee unit. <b>Promotion Class:</b> <a href="#">Melee</a> <b>Upgrade From:</b>  <a href="#">Warrior</a> ,  <a href="#">Eagle Warrior</a> <b>Upgrades To:</b>  <a href="#">Musketman</a>	<b>Resource:</b>  <a href="#">Iron</a> <b>Technology:</b>  <a href="#">Iron Working</a>	Production: 90  Purchase: 90  Maintenance: 2 
 Tank	80			4 Fast-moving Modern era heavy cavalry unit that ignores zone of control. <b>Promotion Class:</b> <a href="#">Heavy Cavalry</a> <b>Upgrade From:</b>  <a href="#">Knight</a> ,  <a href="#">Varu</a> ,  <a href="#">Mamluk</a> ,  <a href="#">Winged Hussar</a> <b>Upgrades To:</b> <a href="#">Modern Armor</a>	<b>Resource:</b>  <a href="#">Oil</a> <b>Technology:</b>  <a href="#">Combustion</a>	Production: 480  Purchase: 480  Maintenance: 6 
 Varu <a href="#">India</a>	40			2 <a href="#">Indian</a> unique Classical era unit that replaces the  <a href="#">Horseman</a> . -5  Combat Strength for all Adjacent enemy units. <b>Promotion Class:</b> <a href="#">Heavy Cavalry</a> <b>Upgrades To:</b>  <a href="#">Tank</a>	<b>Technology:</b>  <a href="#">Horseback Riding</a>	Production: 120  Purchase: 120  Maintenance: 3 
 War-Cart <a href="#">Sumeria</a>	30			3 <a href="#">Sumerian</a> unique Ancient era unit. Stronger than all other starting units. No penalties against anti-cavalry units. 4  Movement if this unit starts in open terrain. <b>Promotion Class:</b> <a href="#">Heavy Cavalry</a> <b>Upgrades To:</b>  <a href="#">Knight</a>		Production: 55  Purchase: 55 
 Warrior	20			2 Weak Ancient era melee unit. <b>Promotion Class:</b> <a href="#">Melee</a> <b>Upgrades To:</b>  <a href="#">Swordsman</a>		Production: 40  Purchase: 40 
 Winged Hussar <a href="#">Poland</a>	55			4 <a href="#">Polish</a> unique Medieval era unit. Pushes defending enemy units back from their hex in any battle where they score more damage. Defenders that cannot retreat suffer additional damage. <b>Promotion Class:</b> <a href="#">Heavy Cavalry</a> <b>Upgrades To:</b>  <a href="#">Tank</a>	<b>Civic:</b>  <a href="#">Mercenaries</a>	Production: 250  Purchase: 250  Maintenance: 3 

## Naval Combat Units - Aircraft Carrier to Nuclear Submarine (1 of 2)

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Name	Attack	Defense	Health	Movement	Traits	Requirements	Base Cost
Aircraft Carrier	65			3	Atomic era melee naval unit that can transport air units. <b>Aircraft Capacity:</b> 2 (can be increased to 5 with promotions) <b>Promotion Class:</b> <a href="#">Naval Carrier</a>	Resource:  Oil Technology:  Combined Arms	Production: 540 Purchase: 540 Maintenance: 7
Battleship	60	70		3	Modern era naval ranged unit. Provides cover from air and nuclear attacks up to 1 tile away. <b>Anti-air Strength:</b> 70 <b>Promotion Class:</b> <a href="#">Naval Ranged</a> <b>Upgrade From:</b> Frigate <b>Upgrades To:</b> Missile Cruiser	Resource:  Coal Technology:  Steel	Production: 430 Purchase: 430 Maintenance: 6
Caravel	50			4	Fast Renaissance era exploration melee naval unit. <b>Promotion Class:</b> <a href="#">Naval Melee</a> <b>Upgrade From:</b> Galley,  Viking Longship <b>Upgrades To:</b> Ironclad	Technology:  Cartography	Production: 240 Purchase: 240 Maintenance: 4
Destroyer	80			4	Strongest melee naval unit. Reveals Naval Raiders within sight range. <b>Anti-air Strength:</b> 70 <b>Promotion Class:</b> <a href="#">Naval Melee</a> <b>Upgrade From:</b> Ironclad	Technology:  Combined Arms	Production: 540 Purchase: 540 Maintenance: 7
Frigate	45	55		2	Renaissance era ranged naval unit. <b>Promotion Class:</b> <a href="#">Naval Ranged</a> <b>Upgrade From:</b> Quadrirreme <b>Upgrades To:</b> Battleship	Technology:  Square Rigging	Production: 280 Purchase: 280 Maintenance: 5
Galley	25			3	Ancient era melee naval combat unit. Can only operate on  Coastal waters until  Cartography is researched. <b>Promotion Class:</b> <a href="#">Naval Melee</a> <b>Upgrades To:</b> Caravel	Technology:  Sailing	Production: 65 Purchase: 65 Maintenance: 1
Ironclad	60			5	Powerful Industrial era armored melee naval unit. <b>Promotion Class:</b> <a href="#">Naval Melee</a> <b>Upgrade From:</b> Caravel <b>Upgrades To:</b> Destroyer	Resource:  Coal Technology:  Steam Power	Production: 380 Purchase: 380 Maintenance: 5
Minas Geraes <a href="#">Brazil</a>	70	80		3	Brazilian unique Modern era unit that replaces the  Battleship. Stronger than the  Battleship. <b>Anti-air Strength:</b> 75 <b>Promotion Class:</b> <a href="#">Naval Ranged</a> <b>Upgrades To:</b> Missile Cruiser	Civic:  Nationalism	Production: 430 Purchase: 430 Maintenance: 6
Missile Cruiser	70	85		3	Strongest ranged naval unit, available in the Information era. <b>Anti-air Strength:</b> 90 <b>Promotion Class:</b> <a href="#">Naval Ranged</a> <b>Upgrade From:</b> Battleship,  Minas Geraes	Technology:  Lasers	Production: 680 Purchase: 680 Maintenance: 8
Nuclear Submarine	80	85		2	Highly advanced Information era ranged raiding naval unit that can be armed nuclear weapons. Cannot be seen unless adjacent to it. <b>Promotion Class:</b> <a href="#">Naval Raider</a> <b>Upgrade From:</b> Submarine,  U-Boat	Resource:  Uranium Technology:  Telecommunications	Production: 680 Purchase: 680 Maintenance: 8

## Naval Combat Units - Privateer to Viking Longship (2 of 2)

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	Name	🗡️	🛡️	⚡	💨	Traits	Requirements	Base Cost	
	Privateer	40	50		2	4	Renaissance era ranged naval unit with the ability to coastal raid. Cannot be seen unless adjacent to it. <b>Promotion Class:</b> <a href="#">Naval Raider</a> <b>Upgrades To:</b> ➔ <a href="#">Submarine</a>	Civic: 🌐 <a href="#">Mercantilism</a>	Production: 280  Purchase: 280  Maintenance: 4 
	Quadrirreme	20	25		1	3	Classical era ranged naval unit. Can only operate on ⚭ <a href="#">Coastal</a> waters until 📄 <a href="#">Cartography</a> is researched. <b>Promotion Class:</b> <a href="#">Naval Ranged</a> <b>Upgrades To:</b> ➔ <a href="#">Frigate</a>	Technology: 🛰 <a href="#">Shipbuilding</a>	Production: 120  Purchase: 120  Maintenance: 2 
	Sea Dog <a href="#">England</a>	40	50		2	4	<a href="#">English</a> unique Renaissance era naval unit that replaces the ⚭ <a href="#">Privateer</a> . Can capture enemy ships. Cannot be seen unless adjacent to it. <b>Promotion Class:</b> <a href="#">Naval Raider</a> <b>Upgrades To:</b> ➔ <a href="#">Submarine</a>	Civic: 🌐 <a href="#">Mercantilism</a>	Production: 280  Purchase: 280  Maintenance: 4 
	Submarine	65	75		2	3	Modern era ranged raiding naval unit. Cannot be seen unless adjacent to it. <b>Promotion Class:</b> <a href="#">Naval Raider</a> <b>Upgrade From:</b> ⚭ <a href="#">Privateer</a> , ⚭ <a href="#">Sea Dog</a> <b>Upgrades To:</b> ➔ <a href="#">Nuclear Submarine</a>	Technology: ⚡ <a href="#">Electricity</a>	Production: 480  Purchase: 480  Maintenance: 6 
	U-Boat <a href="#">German</a>	65	75		2	3	<a href="#">German</a> unique Modern era naval unit that replaces the ➔ <a href="#">Submarine</a> . Cheaper to produce, +1 Sight, and +10 🗡️ Combat Strength when fighting on ⚭ <a href="#">Ocean</a> tiles. Able to reveal other stealthed units. <b>Promotion Class:</b> <a href="#">Naval Raider</a> <b>Upgrades To:</b> ➔ <a href="#">Nuclear Submarine</a>	Technology: ⚡ <a href="#">Electricity</a>	Production: 430  Purchase: 430  Maintenance: 6 
	Viking Longship <a href="#">Norway</a>	30				3	<a href="#">Norwegian</a> unique Ancient era naval unit that replaces the ⚭ <a href="#">Galley</a> when <a href="#">Harald Hardrada</a> is their leader.. Can pillage enemy coastal lands and capture civilians if adjacent using its coastal raiding ability. 4 ➔ Movement while in ⚭ <a href="#">Coastal</a> waters. <b>Promotion Class:</b> <a href="#">Naval Melee</a> <b>Upgrades To:</b> ➔ <a href="#">Caravel</a>	Technology: 🛰 <a href="#">Sailing</a>	Production: 65  Purchase: 65  Maintenance: 1 

## Support Units

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Name	Attack	Defense	Health	Movement	Traits	Requirements	Base Cost	
 Anti-Air Gun				1	2	Atomic era anti-air support unit. Provides cover from air attacks up to 1 hex away from the weapon. <b>Anti-air Strength:</b>  70 <b>Promotion Class:</b> Support <b>Upgrades To:</b>  <a href="#">Mobile SAM</a>	<b>Technology:</b>  <a href="#">Advanced Ballistics</a>	Production: 455  Purchase: 455  Maintenance: 5 
 Battering Ram					2	Ancient era support unit. When adjacent to a city, attacking melee units do full damage to the city's Walls. <b>Made Obsolete by:</b>  <a href="#">Civil Engineering</a> <b>Promotion Class:</b> Support <b>Upgrades To:</b>  <a href="#">Medic</a>	<b>Technology:</b>  <a href="#">Masonry</a>	Production: 65  Purchase: 65  Maintenance: 1 
 Medic					2	Industrial era support unit. Can heal adjacent units. <b>Promotion Class:</b> Support <b>Upgrade From:</b>  <a href="#">Battering Ram</a> ,  <a href="#">Siege Tower</a>	<b>Technology:</b>  <a href="#">Sanitation</a>	Production: 370  Purchase: 370  Maintenance: 5 
 Military Engineer					2	Medieval era support unit. Requires an  <a href="#">Armory</a> to produce. Can construct Roads,  <a href="#">Forts</a> , and  <a href="#">Airstrip</a> improvements. <b>Build Charges:</b>  2 <b>Can construct:</b> <a href="#">Fort</a> , <a href="#">Airstrip</a> , <a href="#">Missile Silo</a> and Ancient, Classical, Industrial, Modern Roads. <b>Promotion Class:</b> Support	<b>Building:</b>  <a href="#">Armory</a> <b>Technology:</b>  <a href="#">Military Engineering</a>	Production: 170  Purchase: 170  Maintenance: 4 
 Mobile SAM				1	2	Information era anti-air support unit. Provides cover from air and nuclear attacks up to 1 hex away from the weapon. <b>Anti-air Strength:</b>  80 <b>Promotion Class:</b> Support <b>Upgrade From:</b>  <a href="#">Anti-Air Gun</a>	<b>Technology:</b>  <a href="#">Guidance Systems</a>	Production: 590  Purchase: 590  Maintenance: 7 
 Observation Balloon					2	Modern era support unit. Adds +1  Range to adjacent bombard strength units. <b>Promotion Class:</b> Support	<b>Technology:</b>  <a href="#">Flight</a>	Production: 240  Purchase: 240  Maintenance: 2 
 Siege Tower					2	Classical era support unit. When adjacent to a city, attacking melee units ignore Walls and immediately assault the city. <b>Made Obsolete by:</b>  <a href="#">Civil Engineering</a> <b>Promotion Class:</b> Support <b>Upgrades To:</b>  <a href="#">Medic</a>	<b>Technology:</b>  <a href="#">Construction</a>	Production: 100  Purchase: 100  Maintenance: 2 

# Wonders

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## Wonders - Alhambra to Eiffel Tower (1 of 3)

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	Name	Traits	Requirements	Base Cost
	Alhambra	+1  <a href="#">Military Policy</a> slot. Provides the same defensive bonuses as the  <a href="#">Fort</a> improvement. +2  Amenities from entertainment. +2  <a href="#">Great General</a> points per turn. <b>Removed if game started after:</b> Industrial Era.	<b>Placement:</b> Must be built on Hills (  <a href="#">Desert</a> ,  <a href="#">Grassland</a> ,  <a href="#">Plains</a> ,  <a href="#">Snow</a> , or  <a href="#">Tundra</a> ) adjacent to an  <a href="#">Encampment</a> district. <b>Technology:</b>  <a href="#">Castles</a>	710 
	Apadana	+2  Envys when you build a wonder, including  <a href="#">Apadana</a> , in this city. +2 Great Work slots (holds any type) <b>Removed if game started after:</b> Renaissance Era.	Must be built adjacent to your  <a href="#">Capital</a> . <b>Civic:</b>  <a href="#">Political Philosophy</a>	400 
	Big Ben	+1  <a href="#">Economic Policy</a> slot. Doubles current treasury. +6  Gold +3  <a href="#">Great Merchant</a> points per turn. <b>Removed if game started after:</b> Atomic Era.	<b>Placement:</b> Must be adjacent to a River and a  <a href="#">Commercial Hub</a> with a  <a href="#">Bank</a> . <b>Technology:</b>  <a href="#">Economics</a>	1450 
	Bolshoi Theatre	Awards 2 randomly-chosen free <a href="#">Civics</a> when completed. +2  <a href="#">Great Writer</a> points per turn and +2  <a href="#">Great Musician</a> points per turn. +1  Great Work of Writing, +1  Great Work of Music slot. <b>Removed if game started after:</b> Atomic Era.	<b>Placement:</b> Must be built on flat land (  <a href="#">Desert</a> ,  <a href="#">Grassland</a> ,  <a href="#">Plains</a> ,  <a href="#">Snow</a> , or  <a href="#">Tundra</a> ), adjacent to a  <a href="#">Theater Square</a> district. <b>Civic:</b>  <a href="#">Opera and Ballet</a>	1240 
	Broadway	1 free random Atomic Era <a href="#">Civic</a> boost. +3  <a href="#">Great Writer</a> points per turn and +3  <a href="#">Great Musician</a> points per turn. +1  Great Work of Writing slot, +2  Great Works of Music slots. <b>Removed if game started after:</b> Information Era.	<b>Placement:</b> Must be built on flat land (  <a href="#">Desert</a> ,  <a href="#">Grassland</a> ,  <a href="#">Plains</a> ,  <a href="#">Snow</a> , or  <a href="#">Tundra</a> ), adjacent to a  <a href="#">Theater Square</a> district. <b>Civic:</b>  <a href="#">Mass Media</a>	1620 
	Chichen Itza	+2  Culture to all  <a href="#">Rainforest</a> tiles for this city. +1  Production to all  <a href="#">Rainforest</a> tiles for this city. <b>Removed if game started after:</b> Industrial Era.	<b>Placement:</b> Must be built on  <a href="#">Rainforest</a> . <b>Civic:</b>  <a href="#">Guilds</a>	710 
	Colosseum	+2  Culture, +3  Amenities from entertainment. The  Colosseum's  Culture and  Amenities are extended to each  <a href="#">City Center</a> within 6 tiles. <b>Removed if game started after:</b> Renaissance Era.	<b>Civic:</b>  <a href="#">Games and Recreation</a> <b>Placement:</b> Must be built on flat land (  <a href="#">Desert</a> ,  <a href="#">Grassland</a> ,  <a href="#">Plains</a> ,  <a href="#">Snow</a> , or  <a href="#">Tundra</a> ), adjacent to a  <a href="#">Entertainment Complex</a> .	400 
	Colossus	+1  Trade Route capacity. Grants a  <a href="#">Trader</a> unit. +3  Gold +1  <a href="#">Great Admiral</a> point per turn. <b>Removed if game started after:</b> Renaissance Era.	Cannot be built on a Lake. <b>Placement:</b> Must be built on  <a href="#">Coast</a> , adjacent to land and a  <a href="#">Harbor</a> district. <b>Technology:</b>  <a href="#">Shipbuilding</a>	400 
	Cristo Redentor	 Tourism output from  Relics and Holy Cities is not diminished by other civilizations who have researched  <a href="#">The Enlightenment</a> civic. Doubles  Tourism output of  <a href="#">Seaside Resorts</a> across your civilization. +4  Culture <b>Removed if game started after:</b> Information Era.	<b>Placement:</b> Must be built on Hills (  <a href="#">Desert</a> ,  <a href="#">Grassland</a> ,  <a href="#">Plains</a> ,  <a href="#">Snow</a> , or  <a href="#">Tundra</a> ), adjacent to a  <a href="#">Mass Media</a> .	1620 
	Eiffel Tower	All tiles in your civilization gain +2 Appeal. <b>Removed if game started after:</b> Information Era.	<b>Placement:</b> Must be built on flat land (  <a href="#">Desert</a> ,  <a href="#">Grassland</a> ,  <a href="#">Plains</a> ,  <a href="#">Snow</a> , or  <a href="#">Tundra</a> ), adjacent to a  <a href="#">City Center</a> . <b>Technology:</b>  <a href="#">Steel</a>	1620 

## Wonders - Estadio do Maracana to Mahabodhi Temple (2 of 3)

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	Name	Traits	Requirements	Base Cost
	Estadio do Maracana	+2 🏟 Amenities from entertainment in each city in your civilization. +6 🎭 Culture	<b>Placement:</b> Must be built on flat land (Desert, Grassland, Plains, Snow, or Tundra), adjacent to an Entertainment Complex with a Stadium. <b>Civic:</b> 🍃 Professional Sports	1740 ⚙️
	Forbidden City	+1 🎫 Wildcard policy slot. +5 🎭 Culture <b>Removed if game started after:</b> Modern Era.	<b>Placement:</b> Must be built on flat land (Desert, Grassland, Plains, Snow, or Tundra), adjacent to a City Center. <b>Technology:</b> 📄 Printing	920 ⚙️
	Great Library	Receive boosts to all Ancient and Classical Era Technologies. +2 🌐 Science +1 🧑 Great Scientist point per turn. +2 📖 Great Works of Writing slots. <b>Removed if game started after:</b> Renaissance Era.	<b>Placement:</b> Must be built on flat land (Desert, Grassland, Plains, Snow, or Tundra) adjacent to a Campus with a Library. <b>Civic:</b> 📖 Recorded History	400 ⚙️
	Great Lighthouse	+1 ⚓ Movement for all naval units. +3 💰 Gold +1 🧑 Great Admiral point per turn. <b>Removed if game started after:</b> Renaissance Era.	<b>Placement:</b> Must be built on a Coast, and adjacent to land and a Harbor district with a Lighthouse. <b>Technology:</b> 🪐 Celestial Navigation	290 ⚙️
	Great Zimbabwe	+1 🚛 Trade Route capacity. Your Trade Routes from this city get +2 💰 Gold for every Bonus resource in this city's territory. +5 💰 Gold +2 🧑 Great Merchant points per turn. <b>Removed if game started after:</b> Modern Era.	<b>Placement:</b> Must be built adjacent to a Commercial Hub district with a Market and adjacent to Cattle. <b>Technology:</b> 💳 Banking	920 ⚙️
	Hagia Sophia	Ὡ Missionaries and Apostles can spread Religion 1 extra time. +4 🌞 Faith <b>Removed if game started after:</b> Industrial Era.	Must have founded a Religion. <b>Placement:</b> Must be built on flat land (Desert, Grassland, Plains, Snow, or Tundra) adjacent to a Holy Site district. <b>Technology:</b> 🎓 Education	710 ⚙️
	Hanging Gardens	Increases growth by 15% in all cities. +2 🏡 Housing <b>Removed if game started after:</b> Medieval Era.	<b>Placement:</b> Must be built adjacent to a River. <b>Technology:</b> 🌱 Irrigation	180 ⚙️
	Hermitage	+3 🧑 Great Artist points per turn. +4 🖼 Great Works of Art slots. <b>Removed if game started after:</b> Atomic Era.	<b>Placement:</b> Must be built adjacent to a River. <b>Civic:</b> 🌿 Natural History	1450 ⚙️
	Huey Teocalli	+1 🏟 Amenity from entertainment for each Lake tile within one tile of Huey Teocalli. +1 🍎 Food and +1 🍞 Production for each Lake tile in your empire. <b>Removed if game started after:</b> Industrial Era.	<b>Placement:</b> Must be built on a Lake tile adjacent to land. <b>Technology:</b> 🛡️ Military Tactics	710 ⚙️
	Jebel Barkal	Awards 2 🏶 Iron. Provides +4 🌞 Faith to all your cities that are within 6 tiles. <b>Removed if game started after:</b> Renaissance Era.	<b>Placement:</b> Desert Hills <b>Technology:</b> 🔧 Iron Working	400 ⚙️
	Mahabodhi Temple	Grants 2 Apostles. +4 🌞 Faith <b>Removed if game started after:</b> Renaissance Era.	Must have founded a Religion. <b>Placement:</b> Must be built on Woods adjacent to a Holy Site district with a Temple. <b>Civic:</b> 📈 Theology	400 ⚙️

## Wonders - Mausoleum at Halicarnassus to Venetian Arsenal (3 of 3)

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	Name	Traits	Requirements	Base Cost
	Mausoleum at Halicarnassus	Grants a free ⚓ Great Admiral when the wonder is constructed. All ⚓ Great Admirals can use their retirement ability an additional time and ✘ Great Engineers have an additional charge, <b>Removed if game started after:</b> Renaissance Era.	Placement: Must be adjacent to a ⛰ Harbor district. Civic: ⚓ Defensive Tactics	400 ⚓
	Mont St. Michel	All ⚔ Apostles you create gain the Martyr ability in addition to a second ability you choose normally. +2 🌿 Faith +2 🏛 Relic slots <b>Removed if game started after:</b> Industrial Era.	Placement: Must be built on ⛳ Floodplains or ⛳ Marsh. Civic: 🕋 Divine Right	710 ⚓
	Oracle	Patronage for 🎭 Great People costs 25% less 🌿 Faith. Districts in this city provide +2 🎭 Great Person points of their type (for example ⚓ Great Writer points from the 🎭 Theater Square district). +1 🎭 Culture, +1 🌿 Faith <b>Removed if game started after:</b> Medieval Era.	Placement: Must be built on Hills (⚠ Desert, ⛳ Grassland, ⛳ Plains, ⛳ Snow, or ⛳ Tundra). Civic: ⚓ Mysticism	290 ⚓
	Oxford University	+20% 🌐 Science in this city, and awards 2 randomly-chosen free Technologies when completed. +3 🎭 Great Scientist points per turn. +2 🎪 Great Works of Writing slots. <b>Removed if game started after:</b> Atomic Era.	Placement: Must be built on a ⛳ Grassland or ⛳ Plains adjacent to a 🏢 Campus district with a 🏫 University. Technology: 🎩 Scientific Theory	1240 ⚓
	Petra	+2 🍃 Food, +2 💰 Gold, and +1 ⚓ Production on all ⛳ Desert tiles for this city (⚠ non-Floodplains). <b>Removed if game started after:</b> Renaissance Era.	Placement: Must be built on a ⛳ Desert or ⛳ Floodplains without Hills. Technology: 📚 Mathematics	400 ⚓
	Potala Palace	+1 🎭 Diplomatic Policy slot. +2 🎭 Culture +3 🌿 Faith <b>Removed if game started after:</b> Modern Era.	Placement: Must be built on Hills (⚠ Desert, ⛳ Grassland, ⛳ Plains, ⛳ Snow, or ⛳ Tundra) adjacent to a 🏔 Mountain. Technology: 🌟 Astronomy	1060 ⚓
	Pyramids	Grants a free 🏗 Builder. All 🏗 Builders can build 1 extra Improvement. +2 🎭 Culture <b>Removed if game started after:</b> Medieval Era.	Placement: Must be built on a ⛳ Desert (including ⛳ Floodplains) without Hills. Technology: 🏠 Masonry	220 ⚓
	Rhur Valley	+20% ⚓ Production in this city, and +1 ⚓ Production for each 🏽 Mine and 🏽 Quarry in this city. <b>Removed if game started after:</b> Atomic Era.	Placement: Must be built adjacent to a River and an 🏭 Industrial Zone district with a 🏭 Factory. Technology: 🏭 Industrialization	1240 ⚓
	Stonehenge	Grants a free 🎭 Great Prophet. Great Prophets may found a Religion on 🏨 Stonehenge instead of a 🏮 Holy Site. +2 🌿 Faith <b>Removed if game started after:</b> Medieval Era.	Placement: Must be built adjacent to a 🏭 Stone resource and on flat land (⚠ Desert, ⛳ Grassland, ⛳ Plains, ⛳ Snow, or ⛳ Tundra). Technology: 🌟 Astrology	180 ⚓
	Sydney Opera House	+8 🎭 Culture +5 🎵 Great Musician points per turn +3 🎪 Great Works of Music slots	Placement: Must be built on a 🏨 Coast, adjacent to land and a 🛰 Harbor district. Cannot be built on a Lake. Civic: 🏛 Cultural Heritage	1850 ⚓
	Terracotta Army	All current units gain a promotion level. All ↗ Archaeologists from owner may enter foreign lands without ⚖ Open Borders. +1 🎮 Great General point per turn. <b>Removed if game started after:</b> Renaissance Era.	Placement: Must be built on ⛳ Grassland or ⛳ Plains adjacent to an 🏢 Encampment district with a 🏢 Barracks or 🏢 Stable. Technology: 🏠 Construction	400 ⚓
	Venetian Arsenal	Receive a second naval unit each time you train a naval unit. +2 ✘ Great Engineer points per turn. <b>Removed if game started after:</b> Modern Era.	Placement: Must be built adjacent to land on 🏨 Coast and adjacent to an 🏭 Industrial Zone. Cannot be built on a Lake. Technology: 🏠 Mass Production	920 ⚓