

Base tile yields:

Ocean: +1 food
Coast: +1 food
Ice: +0
Tundra: +1 food
Grassland: +2 food
Plains: +1 food
Desert: +1 science, +1 gold

Forest: 2 production
Hill: 1 food

Base city yields:

Per citizen (Regardless): +1 science, +1 gold
Per unassigned citizen: +1 production

Buildings:

Library: 2x science production
University: 4x science production

Market: 2x gold production
Bank: 4x gold production

Aqueduct: +50% city growth

Amphitheater: +1 culture per citizen
Museum: +2 culture per citizen

Workshop: +3 production to hills

Courthouse: +1 range

Sewers: 1 population consumed when making settler instead of 2

Units:

Militia: (Automatically built in capital, cannot be built elsewhere) 0 attack, 2 defense
Warrior: 1 attack, 1 defense
Guy on horse: 1 attack, 1 defense

Archer: 1 attack, 2 defense
Legion: 2 attack, 1 defense
Chariot: 2 attack, 1 defense

Crossbow men: 3 defense, 2 attack
Catapult: 3 attack, 1 defense
Knight: 4 attack, 2 defense

Riflemen: 5 defense, 3 attack
Cannon: 3 defense, 6 attack
Armored car: 6 attack, 6 defense

Infantry: 7 attack, 7 defense
Artillery: 9 attack, 3 defense
Tank: 9 attack, 9 defense

Mechanized Infantry: 10 attack, 10 defense
Rocket artillery: 12 attack, 5 defense
Modern Armor: 12 attack, 10 defense

Upgrade units with gold

Wonders:

Pyramids of Giza: Unlock all governments
Colossus of Rhodes: Double gold + science in city
Oracle of Delphi: Know result of battle before it happens

Colosseum: All cities get an amphitheater

Oxford University: Unlock a technology 2 tiers from the future

Governments:

Despotism: No benefits
Republic: +50% production to settlers
Democracy: +50% science production, cannot declare war
Monarchy: Wonders are $\frac{1}{2}$ cost
Fundamentalism: +1 food to plains and grassland tiles
Communism: Buildings $\frac{2}{3}$ production
Fascism: +50% Unit production

Technocracy: +1 attack and defense, $\frac{1}{2}$ Unit upgrade cost

More ideas:

Building costs should be somewhat high to balance playing tall as opposed to playing wide?