Nethog's Civ3 PTW Unit Summary

Upgrade Info	Ancient Times	Required Tech	Required Resources	Cost	A	D	M	B	R	F	T	Db	Notes
	Settler	-	-	30	0	0	1					7	Costs 2 population
	Worker	-	-	10	0	0	1					2	Costs 1 population;terraform
	Scout(*)	-	-	10	0	0	2					2	Expan. civs only:Am,Zu,Ir,Ru,Br,Mo,Ar,Vi
	Warrior	-	-	10	1	1	1					2	
	Jaguar Warrior (Az)	-	-	10	1	1	2					2	
	Spearman	Bronze Working	-	20	1	2	1					5	Draft
	Impi (Zu)	Bronze Working	-	20	1	2	2					5	
	Hoplite (Gr)	Bronze Working	-	20	1	3	1					5	
	Numidian Mercenary(Ca)	Bronze Working	-	30	2	3	1					7	Draft
	Archer	Warrior Code	-	20	2	1	1					5	
	Bowman (Ba)	Warrior Code	-	20	2	2	1					5	
	Swordsman	Iron Working	Iron	30	3	2	1					7	
	Legionary (Ro)	Iron Working	Iron	30	3	3	1					7	
	Immortal (Pe)	Iron Working	Iron	30	4	2	1					7	
	Gallic Swordsman(Ce)	Iron Working	Iron	50	3	2	2					12	
	Chariot	The Wheel	Horses	20	1	1	2					5	No jungle/mountain
	War Chariot (Eg)	The Wheel	Horses	20	2	1	2					5	No jungle/mountain
	Horseman	Horseback Riding	Horses	30	2	1	2					7	
	Mounted Warrior (Ir)	Horseback Riding	Horses	30	3	1	2					7	
	Catapult	Mathematics	-	20	0	0	1	4	1	1		5	No jungle/mountain
	Galley	Map Making	-	30	1	1	3				2	7	Sinks in sea/ocean

Upgrade Info	Middle Ages	Required Tech	Required Resources	Cost	A	D	M	B	R	F	T	Db	Notes
	Explorer	Navigation	-	20	0	0	2					5	Treats all terrain as roads
	Conquistador(Sp)	Navigation	Horses	70	3	2	2*					17	Treats all terrain as roads
	Pikeman (exc. Gr,Ca)	Feudalism	Iron	30	1	3	1					7	Draft
	Medieval Infantry (exc. Pe)	Feudalism	Iron	40	4	2	1					10	Draft
	Longbowman	Invention	-	40	4	1	1					10	
	Berserk(Vi)	Invention	-	70	6	2	1					17	Amphibious attack
	Musketman	Gunpowder	Saltpeter	60	2	4	1					15	Draft
	Musketeer (Fr)	Gunpowder	Saltpeter	60	3	4	1					15	
	Knight	Chivalry	Horses,Iron	70	4	3	2					17	
	Rider (Ch)	Chivalry	Horses,Iron	70	4	3	3					17	
	War Elephant (In)	Chivalry	-	70	4	3	2					17	
	Samarai (Ja)	Chivalry	Iron	70	4	4	2					17	Foot Unit
	Ansar Warrior(Ar)	Chivalry	Horses,Iron	60	4	2	3					15	
	Keshik(Mo)	Chivalry	Horses	60	4	2	2*					15	Mountain movement cost=1
	Cavalry	Military Tradition	Horses,Saltpeter	80	6	3	3*					20	
	Cossack (Ru)	Military Tradition	Horses,Saltpeter	80	6	4	3*					20	
	Sipahi(Ot)	Military Tradition	Horses,Saltpeter	100	8	3	3*					25	
	Cannon	Metallurgy	Iron,Saltpeter	40	0	0	1	8	1	1		10	No jungle/mountain
	Hwach'a(Ko)	Metallurgy	Saltpeter	40	0	0	1	12	1	1		10	No jungle/mountain
	Privateer	Magnetism	Iron,Saltpeter	60	2	1	3					15	Hidden nationality
	Frigate	Magnetism	Iron,Saltpeter	60	2	2	4	2	1	2		15	
	Man-O-War (Br)	Magnetism	Iron,Saltpeter	60	3	2	4	3	1	2		15	
	Caravel	Astronomy	-	40	1	2	3				3	10	Sinks in ocean
	Galleon	Magnetism	-	60	1	2	4				4	15	

Upgrade Info	Industrial Ages	Required Tech	Required Resources	Cost	A	D	M	B	R	F	T	Db	Notes
	Rifleman	Nationalism	-	80	4	6	1					20	Draft
	Guerilla	Replaceable Parts	-	90	6	6	1					22	Draft
	Infantry	Replaceable Parts	Rubber	90	6	10	1					22	Draft
	Paratrooper	Advanced Flight	Oil,Rubber	100	6	8	1*		6			25	Airdrops
	Marines	Amphibious Warfare	Rubber	100	8	6	1*					25	Amphibous attack
	Tank	Motorized Transport	Oil,Rubber	100	16	8	2*					25	Blitz
	Panzer (Ge)	Motorized Transport	Oil,Rubber	100	16	8	3*					25	Blitz
	Artillery	Replaceable Parts	-	80	0	0	1	12	2	2		20	
	Ironclad	Steam Power	Coal,Iron	80	4	4	4	4	1	2		20	
	Submarine	Mass Production	Oil	100	8	4	3					25	Sub;Sees subs
	Destroyer	Combustion	Oil	120	12	8	5	6	1	2		30	
	Transport	Combustion	Oil	100	1	4	5				8	25	
	Battleship	Mass Production	Oil	200	18	12	5	8	2	2		50	
	Carrier	Mass Production	Oil	180	1	8	4				4	45	Only carries air units;Radar
	Fighter	Flight	Oil	80	4	2	-	2	4	1		20	Air Sup;Bomb;Recon;Re-base
	Bomber	Flight	Oil	100	0	2	-	8	6	3		25	Bomb;Re-base
	Helicopter	Advanced Flight	Oil,Rubber	100	0	2	-	0	6	0	1	25	Carries 1 foot unit;Airdrop;Recon;Re-base

Upgrade Info	Modern Times	Required Tech	Required Resources	Cost	A	D	M	B	R	F	T	Db	Notes
	Mech Infantry	Computers	Oil,Rubber	110	12	18	2*					27	Draft
	Modern Armor	Synthetic Fibers	Oil,Rubber,Aluminum	120	24	16	3*					30	Blitz
	Radar Artillery	Robotics	Aluminum	120	0	0	1*	16	2	2		30	Radar
	Nuclear Submarine	Fission	Uranium	140	8	4	4				1	35	Sub;Sees subs;Carries 1 T. nuke
	AEGIS Cruiser	Robotics	Aluminum,Uranium	160	12	10	5*	4	2	2		40	Radar;Sees subs
	Jet Fighter	Rocketry	Oil,Aluminum	100	8	4	-	2	6	1		25	Air Sup;Bomb;Recon;Re-base
	F-15 (Am)	Rocketry	Oil,Aluminum	100	8	4	-	4	6	2		25	Air Sup;Precision Bomb;Bomb;Recon;Re-base
	Tactical Nuke	Space Flight	Aluminum,Uranium	300	0	0	1	N	6	0		75	Nuclear attack
	Stealth Fighter	Stealth	Oil,Aluminum	120	0	0	-	4	8	2		30	Precision Bomb;Bomb;Recon;Re-base
	Stealth Bomber	Stealth	Oil,Aluminum	240	0	0	-	8	12	3		60	Precision Bomb;Bomb;Rebase
	ICBM	Satellites	Aluminum,Uranium	500	-	-	-	N	G	-		125	Nuclear attack;Global range
	Cruise Missile	Rocketry	Aluminum	60	0	0	1	16	2	3		15	

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

Defensive bonuses

Terrain	Bonus	Fortification	Bonus	Other	Bonus
Hills	50%	Town	0%	Over River	25%
Mountains	100%	City	50%	Fortified	25%
Forest	25%	Metropolis	100%	Radar twr	25%(A/D)
Jungle	25%	Walled Town	50%	Civil Def	50%
Other	10%	Fortress	50%		

Experience

Name	HP
Conscript	2
Regular	3
Veteran	4
Elite	5