Civ V Building Reference Sheet

Military Buildings	Bonuses	Cost	Maintenance	Technology	Notes
Barracks	+15 XP for land units	80	1	Bronze Working	
Krepost (Russia)	+15 XP for land units	80	1	Bronze Working	-50% culture cost for new tiles
└Armory	+15 XP for land units	130	3	Iron Working	
└Military Academy	+15 XP for land units	350	3	Military Science	
└Arsenal	+20% production for land units	350	3	Railroad	
Stable	+25% production for mounted units	100	1	Horseback Riding	City must have nearby Horses with pasture
Forge	+15% production for land units	150	2	Metal Casting	City must have nearby Iron mine
Harbour	+25% production for naval units	80	3	Compass	City must be on the coast, establishes trade route with capital

Defensive Buildings	Bonuses	Cost	Maintenance	Technology	Notes
Walls	+5 defense	100	1	Masonry	
└Castle	+7.5 defense	200	3	Chivalry	
└Mughal Fort (India)	+9 defense, +2 culture	180	3	Chivalry	provides gold bonus after Flight
└Military Base	+12 defense	450	4	Telegraph	

Food Buildings	Bonuses	Cost	Maintenance	Technology	Notes
Granary	+2 food	100	1	Pottery	
Water Mill	+2 food	120	2	The Wheel	City must be next to a river
Floating Gardens (Aztec)	+15% food, +2 food from lake tiles	120	1	The Wheel	City must be next to a river or lake
Lighthouse	+1 food	80	1	Optics	City must be on the coast
Hospital		400	2	Biology	Doubles city growth rate (50% of Food is carried over after city grows)
└Medical Lab		500	3	Penicillin	Extra 25% of Food is carried over after city grows

Science Buildings	Bonuses	Cost	Maintenance	Technology	Notes
Library	+1 science for every 2 citizens	80	1	Writing	Allows 1 scientist
Paper Maker (China)	+1 science for every 2 citizens, +4 gold	80	1	Writing	Allows 1 scientist
└University	+50% science, +2 science from jungle tiles	200	3	Education	Allows 1 scientist
└Wat (Siam)	+50% science, +3 culture	200	2	Education	Allows 1 scientist
└Public School	+50% science	350	3	Scientific Theory	Allows 1 scientist
└Research Lab	+100% science	600	3	Plastics	Allows 1 scientist
Observatory	+50% science	180	2	Astronomy	City must be next to a mountain

Gold Buildings	Bonuses	Cost	Maintenance	Technology	Notes
Market	+25% gold	120	0	Currency	Allows 1 merchant
Bazaar (Arabia)	+25% gold	120	0	Currency	Allows 1 merchant, provides 1 extra luxury resource from each source near this city
└Bank	+25% gold	220	0	Banking	Allows 1 merchant
└Satrap's Court (Persia)	+25% gold, +2 happiness	220	0	Banking	Allows 1 merchant
└Stock Exchange	+33% gold	650	0	Electricity	Allows 1 merchant
Mint		120	0	Currency	Nearby Gold and silver mines produce +3 gold

Production Buildings	Bonuses	Cost	Maintenance	Technology	Notes
Workshop	+20% production for buildings	100	2	Metal Casting	Allows 1 engineer
Longhouse (Iroquois)	+1 production from forest tiles	80	2	Metal Casting	Allows 1 engineer
└Factory	+50% production	300	3	Steam Power	Allows 1 engineer, consumes 1 Coal
└Spaceship Factory	+50% production for spaceship parts	450	3	Robotics	Consumes 1 Aluminum
Seaport	+2 production from sea resources	140	2	Navigation	City must have improved sea resources nearby
Windmill	+15% production	180	2	Economics	Allows 1 engineer, city must not be on a hill
Hydro Plant	+1 production from tiles next to rivers	600	3	Plastics	Consumes 1 Aluminum, city must be next to a river
Nuclear Plant	+25% production	600	3	Nuclear Fission	Consumes 1 Uranium
Solar Plant	+25% production	600	3	Ecology	City must be on or next to desert

Culture Buildings	Bonuses	Cost	Maintenance	Technology	Notes
Monument	+2 culture	60	1		
└Temple	+3 culture, +2 happiness	120	2	Philosophy	Allows 1 artist
└Burial Tomb (Egypt)	+2 culture, +2 happiness	120	0	Philosophy	Allows 1 artist, doubles gold lost when city is plundered
└Mud Pyramid Mosque (Songhai)	+5 culture	120	0	Philosophy	Allows 1 artist
└Opera House	+5 culture	220	3	Acoustics	
└Museum	+5 culture	350	3	Archaeology	Allows 1 artist
└Broadcast Tower	+100% culture	600	3	Radio	
Monastery	+3 culture	120	2	Theology	City must have nearby Incense or Wine (+2 culture for Incense and Wine)

Happiness Buildings	Bonuses	Cost	Maintenance	Technology	Notes
Colosseum	+4 happiness	150	3	Construction	
└Theatre	+4 happiness	300	5	Printing Press	
└Stadium	+4 happiness	450	6	Mass Media	
Circus	+3 happiness	150	3	Horseback Riding	City must have improved Horses or Iron nearby

Special Buildings	Bonuses	Cost	Maintenance	Technology	Notes
Courthouse		200	5	Mathematics	Eliminates unhappiness from an occupied city
Garden		120	2	Theology	+25% generation of Great People, allows 1 artist, city must be next to a river or lake