

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	+1  Holy Site districts get +1  Faith from adjacent  Tundra tiles.
	Desert Folklore	+1  Holy Site districts get +1  Faith from adjacent  Desert tiles.
	Divine Spark	+1  Great Person point from  Holy Site (Prophet),  Campus (Scientist), and  Theater Square (Writer) districts.
	Fertility Rites	City growth rate is 10% higher.
	God of Craftsmen	+1  Production from  Mines over Strategic Resources .
	God of Healing	Increases Healing by +30 in your  Holy Site 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  Holy Site district.
	Goddess of Festivals	+1  Food from  Wine ,  Incense ,  Cocoa ,  Tobacco ,  Coffee , and  Tea Plantations.
	Goddess of the Harvest	Harvesting a Resource or removing a Feature 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 Luxury and Bonus resources.
	Religious Settlements	Border expansion rate 15% higher.
	River Goddess	+1  Amenity to cities if they have a  Holy Site district adjacent to a River.
	Sacred Path	 Holy Site 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  Cathedrals (+3  Faith, 1 slot for  religious art).
	Gurdwara	Allows construction of  Gurdwaras (+3  Faith, +2  Food).
	Meeting House	Allows construction of  Meeting Houses (+3  Faith, +2  Production).
	Mosque	Allows construction of  Mosques (+3  Faith).  Missionaries and  Apostles +1 Spread.
	Pagoda	Allows construction of  Pagodas (+3  Faith, +1  Housing).
	Synagogue	Allows construction of  Synagogues (+5  Faith).
	Wat	Allows construction of  Wats (+3  Faith, +2  Science).

Follower Beliefs

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	Name	Description
	Divine Inspiration	All world wonders provide +4  Faith.
	Feed the World	 Shrines and  Temples provide  Food equal to their intrinsic  Faith output.
	Jesuit Education	May purchase  Campus and  Theater Square district buildings with  Faith.
	Religious Community	 Shrines and  Temples 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 Districts .

Founder Beliefs

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

Enhancer Beliefs

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	Name	Description
	Crusade	Combat units gain +10  Combat Strength near foreign cities that follow this Religion .
	Defender of the Faith	Combat units gain +10  Combat Strength when within the borders of friendly cities that follow this Religion .
	Holy Order	 Missionaries and  Apostles are 30% cheaper to purchase.
	Itinerant Preachers	Religion spreads to cities 30% further away.
	Missionary Zeal	Religious units ignore  Movement costs of Terrain and Features .
	Monastic Isolation	Your Religion's pressure never drops due to losses in Theological Combat.
	Scripture	Religious spread from adjacent city pressure is 25% stronger. Boosted to 50% once  Printing 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 City Center and Encampment district. Walls allow Ranged Strikes from the City Center and Encampment district, and must be defeated before city can be assaulted. Provides 1  Tourism after advancing to the Conservation Civic. +50 Outer Defense	District: City Center Technology: Masonry	Production: 80 
	Granary	+1  , +2 	District: City Center Technology: Pottery	Production: 65  Purchase: 65 
	Medieval Walls	Increases the strength of your Outer Defenses. Provides 2  Tourism after advancing to the Conservation Civic. +50 Outer Defenses	District: City Center Technology: Castles Building: Ancient Walls	Production: 225 
	Monument	+2 	District: City Center	Production: 60  Purchase: 60 
	Palace	+1  , +5  , +2  , +2  , +1  +1  Amenity from entertainment +1 Great Work slot (holds any type)	District: City Center	Production: 1 
	Renaissance Walls	Raises the strength of your Outer Defenses to the highest possible level. Provides 3  Tourism after advancing to the Conservation Civic. +50 Outer Defense	District: City Center Technology: Siege Tactics Building: Medieval Walls	Production: 305 
	Sewer	+2 	District: City Center Technology: Sanitation	Production: 200  Purchase: 200  Maintenance: 2 
	Water Mill	+1  , +1   Rice and  Wheat resources gain +1  Food each.	City must be adjacent to a River. District: City Center Technology: Wheel	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 Poland	Unique to Poland , 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 Macedon	Unique to Macedon , replaces 🏪 Barracks . +25% combat experience for all melee, ranged land units, and Hetairoi 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  Missionaries .  Missionaries can only be purchased with  Faith. +2  Faith, +1  Citizen slot +1  Great Prophet point per turn.	District:  Holy Site Technology:  Astrology	Production: 70  Purchase: 70  Maintenance: 1 
	Stave Church Norway	A building unique to Norway . Replaces Temple . Required to purchase  Apostles and  Inquisitors with  Faith.  Holy Site districts get an additional standard adjacency bonus from each  Woods . +1  Production to each coastal resource tile in this city +4  Faith, +1  Citizen slot +1  Great Prophet point per turn +1  Relic slot	District:  Holy Site Civic:  Theology Building:  Shrine	Production: 120  Purchase: 120  Maintenance: 2 
	Temple	Allows the purchasing of  Apostles and  Inquisitors .  Apostles and  Inquisitors can only be purchased with  Faith. +4  Faith, +1  Citizen slot +1  Great Prophet point per turn +1  Relic slot	District:  Holy Site Civic:  Theology Building:  Shrine	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: Cathedral Building:  Temple District:  Holy Site	Production: 190  Purchase: 190 
	Gurdwara	+3  Faith, +2  Food, +1  Citizen slot	Belief: Gurdwara Building:  Temple District:  Holy Site	Production: 190  Purchase: 190 
	Meeting House	+3  Faith, +2  Production, +1  Citizen slot	Belief: Meeting House Building:  Temple District:  Holy Site	Production: 190  Purchase: 190 
	Mosque	 Missionaries and  Apostles created here have +1 spread. +3  Faith, +1  Citizen slot	Belief: Mosque Building:  Temple District:  Holy Site	Production: 190  Purchase: 190 
	Pagoda	+3  Faith, +1  Housing, +1  Citizen slot	Belief: Pagoda Building:  Temple District:  Holy Site	Production: 190  Purchase: 190 
	Synagogue	+5  Faith, +1  Citizen slot	Belief: Synagogue Building:  Temple District:  Holy Site	Production: 190  Purchase: 190 
	Wat	+3  Faith, +2  Science, +1  Citizen slot	Belief: Wat Building:  Temple District:  Holy Site	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 Japan . Replaces  Factory . After researching the  Electricity 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:  Industrial Zone Technology:  Industrialization Building:  Workshop	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:  Industrial Zone Technology:  Industrialization Building:  Workshop	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:  Industrial Zone Technology:  Electricity Building:  Factory	Production: 580  Purchase: 580  Maintenance: 3 
	Workshop	+2  Production, +1  Citizen slot +1  Great Engineer point per turn	District:  Industrial Zone Technology:  Apprenticeship	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:  Theater Square Civic:  Drama and Poetry	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  Theater Square district that already has a  Art Museum . District:  Theater Square Civic:  Humanism Building:  Amphitheater	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  Theater Square district that already has a  Archaeological Museum . District:  Theater Square or  Acropolis Civic:  Humanism Building:  Amphitheater	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:  Theater Square Technology:  Radio Building:  Art Museum or  Archaeological Museum	Production: 580  Purchase: 580  Maintenance: 3 
	Film Studio America	A building unique to America , replaces  Broadcast Center . +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:  Theater Square Technology:  Radio Building:  Art Museum or  Archaeological Museum	Production: 580  Purchase: 580  Maintenance: 3 

City-States

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Cultural City-States

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

Industrial City-States

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

Militaristic City-States

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	Envoy Effects:	<p>1  Envoy: +2  Production in the  Capital when producing units.</p> <p>3  Envoys: +2  Production in every  Encampment district when producing units.</p> <p>6  Envoys: Additional +2  Production in every  Encampment district when producing units.</p>
	Name	Suzerain Bonus
	Carthage	Your  Encampment districts provide +1  Trade Route capacity each.
	Granada	Your  Builders can now make  Alcázar Improvements.
	Kabul	Your units receive double experience from battles they initiate.
	Preslav	Your light and heavy cavalry units have +5  Combat Strength when fighting on Hill tiles.
	Valletta	 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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	Envoy Effects:	<p>1  Envoy: +2  Faith in the  Capital.</p> <p>3  Envoys: +2  Faith in every  Holy Site district.</p> <p>6  Envoys: Additional +2  Faith in every  Holy Site district.</p>
	Name	Suzerain Bonus
	Armagh	Your  Builders can now make  Monastery Improvements.
	Jerusalem	Automatically converts to the Religion you founded, and exerts pressure for that Religion as if it were a Holy City.
	Kandy	Receive a  Relic every time you discover a new Natural Wonder , and earn +50%  Faith from all  Relics.
	La Venta	Your  Builders can now make  Colossal Head improvements.
	Yerevan	Your  Apostle units can choose from any possible promotion instead of receiving a random promotion.

Scientific City-States

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

Trade City-State

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

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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	 Craftsmanship  Foreign Trade
	Craftsmanship	Improvement:  Sphinx Policy:  Agoge ,  Ilkum	Civic:  Code of Laws Base Cost: 40  Culture Boost: Improve 3 tiles.	 Military Tradition  State Workforce
	Early Empire	 Unlocks 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:  Foreign Trade Base Cost: 70  Culture Boost: Grow your civilization to at least 6  Population.	 Political Philosophy  Drama and Poetry
	Foreign Trade	 Allows creation of  Trade Routes. Diplomacy:  Joint War Policy:  Caravansaries ,  Maritime Industries Unit:  Trader	Civic:  Code of Laws Base Cost: 40  Culture Boost: Discover a second continent.	 Early Empire  Mysticism
	Military Tradition	 Grants flanking and support combat bonuses to all combat units. Policy:  Maneuver ,  Strategos	Civic:  Craftsmanship Base Cost: 50  Culture Boost: Clear a Barbarian Outpost.	 Military Training
	Mysticism	 Awards 1  Envoy. Policy:  Inspiration ,  Revelation Wonder:  Oracle	Civic:  Foreign Trade Base Cost: 50  Culture Boost: Found a Pantheon .	 Theology
	State Workforce	Policy:  Conscription ,  Corvée	Civic:  Craftsmanship Base Cost: 70  Culture Boost: Build any specialty District .	 Games and Recreation  Political Philosophy

Classical Era Civics

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

Medieval Era Civics

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	Name	Unlocks	Requirements	Progression - Leads to
	Civil Service	Diplomacy: Allows  Alliances Policy:  Meritocracy ,  Retainers	Civic:  Defensive Tactics ,  Recorded History Base Cost: 275  Culture Boost: Grow a city to 10  Population.	 Guilds  Divine Right
	Divine Right	Government:  Monarchy Policy:  Chivalry ,  Gothic Architecture Wonder:  Mont St. Michel	Civic:  Civil Service ,  Theology Base Cost: 290  Culture Boost: 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. Policy:  Feudal Contract ,  Serfdom	Civic:  Defensive Tactics Base Cost: 275  Culture Boost: Build 6  Farms .	 Mercenaries  Medieval Faires  Guilds
	Guilds	District:  Mbanza Improvement:  Outback Station (Unique to Australia) Policy:  Craftsmen ,  Town Charters ,  Traveling Merchants Wonder:  Chichen Itza	Civic:  Feudalism ,  Civil Service Base Cost: 385  Culture Boost: Build 2  Markets .	 Diplomatic Service  Reformed Church
	Medieval Faires	Policy:  Aesthetics ,  Medina Quarter ,  Merchant Confederation	Civic:  Feudalism Base Cost: 385  Culture Boost: Maintain 4  Trade Routes .	 Exploration  Humanism
	Mercenaries	 Awards 1  Envoy . Policy:  Professional Army ,  Sack ,  Trade Confederation Unit:  Winged Hussar (Unique to Poland)	Civic:  Military Training ,  Feudalism Base Cost: 290  Culture Boost: Have 8 Land Combat units in your military.	 Exploration
	Naval Tradition	 Awards 1  Envoy . Policy:  Naval Infrastructure ,  Navigation	Civic:  Defensive Tactics Base Cost: 200  Culture Boost: Kill a unit with a  Quadrireme .	

Renaissance Era Civics

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	Name	Unlocks	Requirements	Progression - Leads to
	Diplomatic Service	 Allows  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 Policy:  Machiavellianism Unit:  Spy	Civic:  Guilds Base Cost: 540  Culture Boost: Have an  Alliance with another Civilization .	 The Enlightenment
	Exploration	  Pasture improvements receive +1  Food Government:  Merchant Republic Improvement:  Mission (Unique to Spain) Policy:  Colonial Offices ,  Press Gangs	Civic:  Mercenaries ,  Medieval Faires Base Cost: 400  Culture Boost: Build 2  Caravels .	
	Humanism	Building:  Archaeological Museum ,  Art Museum Improvement:  Chateau (Unique to France) Policy:  Frescoes ,  Invention	Civic:  Medieval Faires Base Cost: 540  Culture Boost: Earn a  Great Artist .	 Mercantilism  The Enlightenment
	Mercantilism	  Camp improvements receive +1  Production and +1  Food. Policy:  Logistics ,  Triangular Trade Unit:  Privateer ,  Sea Dog	Civic:  Humanism Base Cost: 655  Culture Boost: Earn a  Great Merchant .	 Colonialism  Civil Engineering
	Reformed Church	Government:  Theocracy Policy:  Religious Orders ,  Simultaneum ,  Wars of Religion	Civic:  Guilds ,  Divine Right Base Cost: 400  Culture Boost: Have 6 cities Following your Religion .	
	The Enlightenment	 Religious  Tourism effects are halved versus your civilization. Policy:  Free Market ,  Liberalism ,  Rationalism	Civic:  Humanism ,  Diplomatic Service Base Cost: 655  Culture Boost: Earn 3  Great People .	 Nationalism  Opera and Ballet

Industrial Era Civics

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	Name	Unlocks	Requirements	Progression - Leads to
	Civil Engineering	<p>Can build  Farms on  Grassland Hills and  Plains Hills.</p> <p>Policy:  Public Works,  Skyscrapers</p>	<p>Civic:  Mercantilism</p> <p>Base Cost: 920  Culture</p> <p>Boost: Build 7 different specialty Districts.</p>	 Urbanization
	Colonialism	<p> Awards 2  Envoys.</p> <p>Policy:  Colonial Taxes,  Native Conquest,  Raj</p>	<p>Civic:  Mercantilism</p> <p>Base Cost: 725  Culture</p> <p>Boost: Research the  Astronomy technology.</p>	 Natural History
	Nationalism	<p>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</p> <p>Policy:  Grande Armée,  National Identity</p> <p>Unit:  Minas Geraes (Unique to Brazil)</p>	<p>Civic:  The Enlightenment</p> <p>Base Cost: 920  Culture</p> <p>Boost: Declare war using a Casus Belli.</p>	 Scorched Earth  Urbanization
	Natural History	<p>Reveals  Antiquity Sites. Awards 2  Envoys.</p> <p>Building:  Zoo</p> <p>Wonder:  Hermitage</p> <p>Unit:  Archaeologist</p>	<p>Civic:  Colonialism</p> <p>Base Cost: 870  Culture</p> <p>Boost: Build an  Archaeological Museum.</p>	 Conservation
	Opera and Ballet	<p> Awards 2  Envoys.</p> <p>Policy:  Grand Opera,  Symphonies</p> <p>Wonder:  Bolshoi Theatre</p>	<p>Civic:  The Enlightenment</p> <p>Base Cost: 725  Culture</p> <p>Boost: Build an  Art Museum.</p>	
	Scorched Earth	<p> Awards 2  Envoys.</p> <p>Policy:  Expropriation,  Military Organization,  Total War</p>	<p>Civic:  Nationalism</p> <p>Base Cost: 1060  Culture</p> <p>Boost: Build 2  Field Cannons.</p>	
	Urbanization	<p>District:  Neighborhood</p> <p>Policy:  Military Research,  Public Transport</p>	<p>Civic:  Civil Engineering,  Nationalism</p> <p>Base Cost: 1060  Culture</p> <p>Boost: Grow a city to 15  Population.</p>	 Conservation  Mass Media  Mobilization

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  Envoys.  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.	 Cultural Heritage
	Ideology	 Grants the ability to construct an additional  Spy . Policy:  Police State	Civic:  Mass Media ,  Mobilization Base Cost: 660  Culture	 Nuclear Program  Suffrage  Totalitarianism  Class Struggle  Cold War  Professional Sports
	Mass Media	Policy:  Propaganda Wonder:  Broadway ,  Cristo Redentor	Civic:  Urbanization Base Cost: 1410  Culture Boost: Research  Radio .	 Capitalism  Ideology
	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.	 Ideology
	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	<ul style="list-style-type: none"> 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	<ul style="list-style-type: none"> 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:  Integrated Space Cell ,  Satellite Broadcasts	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. <ul style="list-style-type: none"> Can be completed multiple times, increasing your points towards the Score Victory. 	Civic:  Globalization ,  Social Media Base Cost: 3200  Culture	
	Globalization	<ul style="list-style-type: none"> +1  Gold to  Plantations. Policy:  Ecommerce ,  International Space Agency ,  Strategic Air Force	Civic:  Rapid Deployment ,  Space Race Base Cost: 2880  Culture Boost: Build 3  Airports .	 Future Civic
	Social Media	Policy:  Collective Activism ,  Online Communities	Civic:  Space Race ,  Professional Sports Base Cost: 2880  Culture Boost: Research the  Telecommunications technology.	 Future Civic

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Civilizations - America to China (1 of 4)

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	Name Leader	Attributes
	America Teddy Roosevelt	<p>Roosevelt Corollary (from Teddy Roosevelt): Units receive +5  Combat Strength on their home continent. +1 Appeal to all tiles in a city with a National Park. Gain the  Rough Rider unique unit when they research the  Rifling technology.</p> <p>Founding Fathers: Earn all Government legacy bonuses in half the usual time.</p> <p> P-51 Mustang: American unique Modern era unit that replaces the  Fighter. Gains +5  Attack against fighter aircraft, has +2 flight range, and gains +50% experience.</p> <p> Rough Rider: American unique Modern era unit when Teddy Roosevelt is their leader.  Culture is gained from kills on their  Capitol's continent. +10  Combat Strength when fighting on Hills. Lower Maintenance cost.</p> <p> Film Studio: A building unique to America. +100%  Tourism pressure from this city towards other civilizations in the Modern era.</p>
	Arabia Saladin	<p>Righteousness of the Faith (from Saladin): The Worship Building for their Religion can be purchased for just one-tenth of the usual  Faith cost. This Worship Building is enhanced to add 10% to the  Science,  Faith, and  Culture output of Arabian cities.</p> <p>The Last Prophet: Automatically receives the final  Great Prophet when the next to last one is claimed (if you have not earned a  Great Prophet already).</p> <p>+1  Science for each foreign city following Arabia's Religion.</p> <p> Mamluk: Arabian unique Medieval era unit that replaces the  Knight. Heals at the end of every turn, even after moving or attacking.</p> <p> Madrasa: A building unique to Arabia. Bonus  Faith equal to the adjacency bonus of the  Campus district.</p>
	Australia John Curtin	<p>Citadel of Civilization (from John Curtin): +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>Land Down Under: +3  Housing in coastal cities.  Pastures trigger a Culture Bomb. Yields from  Campuses,  Commercial Hubs,  Holy Sites, and  Theater Squares are +1 in tiles with Charming Appeal, +3 in Breathtaking.</p> <p> Digger: Australian unique Modern Era unit that replaces the  Infantry. +10  Combat Strength when fighting on coastal tiles. +5  Combat Strength when fighting on Neutral or Foreign territory.</p> <p> Outback Station: +1  Food and +1  Production. +1  Food for each adjacent  Pasture. Additional  Food and  Production as you advance through the Technology and Civics Tree for adjacent Outback Stations and  Pastures. Can only be built in  Desert,  Desert Hills,  Grassland, and  Plains tiles.</p>
	Aztec Montezuma	<p>Gifts for the Tlatoani (from Montezuma): Luxury resources in his territory provide an  Amenity to 2 extra cities. Military units receive +1  Combat Strength for each different Luxury Resource improved in Aztec lands.</p> <p>Legend of the Five Suns: Spend  Builder charges to complete 20% of the original district cost.</p> <p> Eagle Warrior: Aztec unique Ancient era unit that replaces the  Warrior. Has a chance to capture other civilization's military units by turning them into  Builders.</p> <p> Tlachtl: A building unique to the Aztec's. Provides an  Amenity, +2  Faith, and a  Great General Point.</p>
	Brazil Pedro II	<p>Magnanimous (from Pedro II): After recruiting or patronizing a  Great Person, 20% of it's  Great Person point cost is refunded.</p> <p>Amazon:  Rainforest tiles provide +1 adjacency bonus for  Campus,  Commercial Hub,  Holy Site, and  Theater Square districts.  Rainforest tiles provide +1  Housing for  Neighborhoods built adjacent to them.</p> <p> Minas Geraes: Brazilian unique Modern era unit that replaces the  Battleship. Stronger than the  Battleship. Unlocked by  Nationalism.</p> <p> Street Carnival: A district unique to Brazil. Replaces the  Entertainment Complex district, and provides +2  Amenities. Also unlocks the Carnival Project, which grants an additional +1  Amenity when underway and a variety of  Great People points once completed.</p>
	China Qin Shi Huang	<p>The First Emperor (from Qin Shi Huang): When building Ancient and Classical Wonders you may spend  Builder charges to complete 15% of the original Wonder cost.  Builders receive an additional charge.</p> <p>Dynastic Cycle:  Eureka's and  Inspiration's provide 60% of Civics and Technologies instead of 50%.</p> <p> Crouching Tiger: Chinese unique Medieval era unit. Ranged unit with a  Range of 1 and high  Combat Strength.</p> <p> Great Wall: Unlocks the  Builder to construct the  Great Wall, unique to China. Provides an increase to  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>Mediterranean's Bride (from Cleopatra): 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>Iteru: +15%  Production towards districts and wonders if placed next to a river.  Floodplains do not block placement of Districts and Wonders.</p> <p> Maryannu Chariot Archer: Egyptian unique Ancient era ranged unit that replaces the  Heavy Chariot. 4  Movement when starting in open terrain.</p> <p> Sphinx: Unlocks  Builder ability to construct a  Sphinx, unique to Egypt. +1  Faith and +1  Culture. +2  Faith if next to a Wonder. Cannot be built next to another Sphinx. Can be built on  Floodplains.</p>
	England Victoria	<p>Pax Britannica (from Victoria): All founded or conquered cities on a continent other than a your home continent receive a free melee unit. Gain the  Redcoat unique unit when the  Military Science technology is researched.</p> <p>British Museum: 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> Redcoat: English unique Industrial era unit when Victoria is their leader. +10  Combat Strength when fighting on a continent other than your  Capitol's. No disembark cost.</p> <p> Sea Dog: English unique Renaissance era naval unit that replaces the  Privateer. Can capture enemy ships. Cannot be seen unless adjacent to it.</p> <p> Royal Navy Dockyard: A district unique to England 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>Catherine's Flying Squadron (from Catherine de Medici): 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>Grand Tour: +20%  Production toward Medieval, Renaissance, and Industrial era Wonders.  Tourism from Wonders of any era is doubled.</p> <p> Garde Imperiale: French unique Industrial era melee unit. +10  Combat Strength when fighting on your capitol's continent.  Great General points for killing units.</p> <p> Chateau: Unlocks the  Builder ability to construct a  Chateau, unique to France. +1  Culture. +2  Culture if next to a Wonder. +1  Gold if next to a Luxury resource. Can only be built adjacent to Rivers.</p>
	Germany Frederick Barbarossa	<p>Holy Roman Empire (from Frederick Barbarossa): Additional  Military Policy slot. +7  Combat Strength when attacking city-states.</p> <p>Free Imperial Cities: Each city can build one more district than usual (exceeding the normal limit based on  Population).</p> <p> U-Boat: German 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> Hansa: A district unique to Germany for industrial activity. Replaces the  Industrial Zone district.</p>
	Greece Gorgo	<p>Thermopylae (from Gorgo): Combat victories provide  Culture equal to 50% of the  Combat Strength of the defeated unit.</p> <p>Plato's Republic: One extra  Wildcard policy slot in any government.</p> <p> Hoplite: Greek unique Ancient era unit that replaces the  Spearman. +10  Combat Strength if there is at least one adjacent  Hoplite unit.</p> <p> Acropolis: A district unique to Greece for Cultural sites. Replaces the  Theater Square district.</p>
	Greece Pericles	<p>Surrounded by Glory (from Pericles): +5  Culture per city-state you are Suzerain of.</p> <p>Plato's Republic: One extra  Wildcard policy slot in any government.</p> <p> Hoplite: Greek unique Ancient era unit that replaces the  Spearman. +10  Combat Strength if there is at least one adjacent  Hoplite unit.</p> <p> Acropolis: A district unique to Greece for Cultural sites. Replaces the  Theater Square district.</p>
	India Ghandi	<p>Satyagraha (from Ghandi): +5  Faith for each civilization (including India) they have met that has founded a Religion and is not currently at war. Opposing civilizations receive double the war weariness for fighting against Gandhi.</p> <p>Dharma: Receives Follower Belief bonuses in a city from each Religion that has at least one follower.</p> <p> Yaru: Indian unique Classical era unit that replaces the  Horseman. -5  Combat Strength for all adjacent enemy units.</p> <p> Stepwell: Unlocks the  Builder ability to construct a  Stepwell, unique to India. +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  Stepwell.</p>

Civilizations Japan to Persia (3 of 4)

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	Name Leader	Attributes
	Japan Hojo Tokimune	<p>Divine Wind (from Hojo Tokimune): Land units receive +5 Combat Strength in land tiles adjacent to Coast, naval units receive +5 Combat Strength in shallow water tiles. Builds Encampment, Holy Site and Theater Square districts in half the time.</p> <p>Meiji Restoration: All districts receive an additional standard adjacency bonus for being adjacent to another district.</p> <p> Samurai: Japanese unique Medieval era melee unit. Does not suffer combat penalties when damaged.</p> <p> Electronics Factory: A building unique to Japan. +4 Production to all cities within 6 tiles. After researching the Electricity technology this building provides an additional +4 Culture to it's city.</p>
	Kongo Mvemba a Nzinga	<p>Religious Convert (from Mvemba a Nzinga): 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>Nkisi: +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 Great Writer, Great Artist, Great Musician, and Great Merchant points. Palace has slots for 5 Great Works.</p> <p> Ngao Mbeba: Kongo unique Classical era unit that replaces Swordsman. +10 Combat Strength when defending against ranged attacks. Can move and see through Woods and Rainforest.</p> <p> M'banza: A distinct unique to Kongo 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 Alexander	<p>To World's End (from Alexander): Cities do not incur war weariness. All military units heal completely when this player captures a city with a world wonder.</p> <p>Hellenistic Fusion: 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> Hypaspist: Macedonian unique melee unit that replaces the Swordsman. +5 Combat Strength when besieging districts. 50% additional Support Bonus.</p> <p> Hetairoi (from Alexander): Macedonian unique heavy cavalry unit that replaces the Horseman. Additional +5 Combat Strength when adjacent to a Great General. +5 Great General points when killing an enemy unit. Starts with 1 free Promotion.</p> <p> Basilikoi Paides: A building unique to Macedon, replaces Barracks. +25% combat experience for all melee, ranged land units, and Hetairoi 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 Harold Hardrada	<p>Thunderbolt of the North (from Harold Hardrada): Allows coastal raiding for all naval melee units.</p> <p>Knarr: 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> Berserker: Norwegian unique Medieval unit. 4 Movement if this unit starts in enemy territory. +7 Combat Strength when attacking and -7 Combat strength when defending.</p> <p> Viking Longship (from Harold Hardrada): 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 Movement while in coastal waters.</p> <p> Stave Church: A building unique to Norway. Required to train Apostles and Inquisitors with Faith. Holy Site districts get an additional standard adjacency bonus from Woods.</p>
	Nubia Amanitore	<p>Kandake of Meroë (from Amanitore): +20% Production towards all districts rising to 40% if there is a Nubian Pyramid adjacent to the City Center.</p> <p>Ta-Seti: +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> Pitati Archer: Nubian unique Ancient era unit that replaces the Archer. Stronger than the Archer with extra Movement. Upgrades to Crossbowman.</p> <p> Nubian Pyramid: 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 Cyrus	<p>Fall Of Babylon (from Cyrus): +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.</p> <p>Satrapies: +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> Immortal: Persian unique melee unit that replaces the Swordsman. Melee class unit with ranged attack, Range 2. Strong defense strength.</p> <p> Paindaeza: Unlocks the Builder ability to construct a Paindaeza improvement, unique to Persia. +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 Jadwiga	<p>Lithuanian Union (from Jadwiga): 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.</p> <p>Golden Liberty: 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>🏹 Winged Hussar: Polish 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>🏠 Sukiennice: A building unique to Poland. International 🌐 Trade Routes from this city gain +2 🏆 Production; domestic 🌐 Trade Routes gain +4 🏆 Gold</p>
	Rome Trajan	<p>Trajan's Column (from Trajan): All cities start with an additional City Center Building. (Starts with a 🏛️ Monument building in the Ancient era.)</p> <p>All Roads Lead to Rome: All cities you found or conquer start with a 🏠 Trading Post. If in 🌐 Trade Route range of your 🏆 Capital, they also start with a Road to it. Your 🌐 Trade Routes earn +1 🏆 Gold for passing through 🏠 Trading Posts in your own cities.</p> <p>🏹 Legion: Roman unique Classical era melee unit that replaces the 🏹 Swordsman. Can build a 🏢 Roman Fort.</p> <p>🏠 Bath: A district unique to Rome 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 Peter	<p>The Grand Embassy (from Peter): Receives 🏛️ Science or 🏛️ Culture from 🌐 Trade Routes to civilizations that are more advanced than Russia (+1 per 3 Technologies or Civics ahead).</p> <p>Mother Russia: Extra territory upon founding cities. +1 🏛️ Faith and +1 🏆 Production from 🏠 Tundra.</p> <p>🏠 Cossack: Russian unique Industrial era unit that replaces the 🏹 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>🏛️ Lavra: A district unique to Russia 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 Tomyris	<p>Killer of Cyrus (from Tomyris): All units receive +5 🏠 Combat Strength when attacking wounded units. When they eliminate a unit, they heal up to 50 hit points.</p> <p>People of the Steppe: 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>🏹 Saka Horse Archer: Scythian unique Classical era unit. Ranged unit with 4 🏠 Movement with a 🏠 Range of 1.</p> <p>🏠 Kurgan: Unlocks the 🏠 Builder ability to construct a 🏠 Kurgan, unique to Scythia. +1 🏛️ Faith, +1 🏆 Gold. +1 🏛️ Faith for each adjacent 🏠 Pasture. Cannot be built on Hills.</p>
	Spain Philip II	<p>El Escorial (from Philip II): 🏛️ Inquisitors can Remove Heresy one extra time. Combat units have a bonus of +4 🏠 Combat Strength against players following other Religions.</p> <p>Treasure Fleet: 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>🏹 Conquistador: Spanish 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 Religion as the dominant Religion.</p> <p>🏠 Mission: Unlocks the 🏠 Builder ability to construct a 🏠 Mission, unique to Spain. +2 🏛️ Faith. +2 🏛️ Faith if on a different continent than your 🏆 Capital. +1 🏛️ Science if built next to a 🏛️ Campus district.</p>
	Sumeria Gilgamesh	<p>Adventures of Enkidu (from Gilgamesh): 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>Epic Quests: 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>🏹 War-Cart: Sumerian 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>🏠 Ziggurat: Unlocks the 🏠 Builder ability to construct a 🏠 Ziggurat, unique to Sumeria. +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. Aircraft Capacity: 4	Placement: Cannot be built on Hills. Technology:  Flight	54 	Buildings:  Airport ,  Hanger Units:  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.	Placement: Must be adjacent to  City Center , and a River, Lake,  Oasis , or  Mountain . Technology:  Engineering	36 	
	Bath Rome	A district unique to Rome 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 .	Placement: Must be adjacent to  City Center , and a River, Lake,  Oasis , or  Mountain . Technology:  Engineering	18 	
	Campus	A district in your city for scientific endeavors. GP Points (per turn): +1  Great Scientist Adjacency Bonus: +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 Citizen Yields (per citizen): +2  Science Trade Route Yields: Domestic +1  Food, International +1  Science	Technology:  Writing	54 	Buildings:  Library ,  Madrasa ,  Research Lab ,  University
	City Center	This is the City Center. Aircraft Capacity: 1 Trade Route Yields: Domestic +1  Food, +1  Production, International +3  Gold		54 	Buildings:  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. GP Points (per turn): +1  Great Merchant Adjacency Bonus: +2  Gold from each adjacent River,  Harbor , or  Royal Navy Dockyard . +1  Gold from every 2 adjacent Districts Citizen Yields (per citizen): +4  Gold Trade Route Yields: Domestic +1  Production, International +3  Gold	Technology:  Currency	54 	Buildings:  Bank ,  Market ,  Stock Exchange ,  Sukiennice
	Encampment	A district in your city for military facilities. GP Points (per turn): +1  Great General Citizen Yields (per citizen): +1  Culture, +1  Production Trade Route Yields: Domestic +1  Production, International +1  Production	Placement: Cannot be adjacent to  City Center . Technology:  Bronze Working	54 	Buildings:  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
	Entertainment Complex	A district in your city dedicated to keeping your people happy by increasing Amenities. +1  Amenity from entertainment. Trade Route Yields: Domestic +1  Food, International +1  Food	Civic:  Games and Recreation	54 	Buildings:  Arena ,  Stadium ,  Tlachтли ,  Zoo
	Street Carnival Brazil	A district unique to Brazil . Replaces the  Entertainment Complex district, and provides +2  Amenities from entertainment. Also unlocks the Carnival Project , which grants an additional +1  Amenity when underway and a variety of  Great People points once completed. Trade Route Yields: Domestic +1  Food, International +1  Food	Civic:  Games and Recreation	27 	Buildings:  Arena ,  Stadium ,  Tlachтли ,  Zoo
	Harbor	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  Commercial Hub district. GP Points (per turn): +1  Great Admiral Adjacency Bonus: +1  Gold for each 2 adjacent Districts , +1  Gold for each adjacent coastal resource ( Crabs ,  Fish ,  Pearls ,  Whales). +2  Gold from each adjacent  City Center . Citizen Yields (per citizen): +2  Gold, +1  Science Trade Route Yields: Domestic +1  Production, International +3  Gold	Placement: Must be built on  Coast or Lake terrain adjacent to land. Technology:  Celestial Navigation	54 	Buildings:  Lighthouse ,  Seaport ,  Shipyard
	Royal Navy Dockyard England	A district unique to England for naval activity in your city. Replaces the  Harbor district. Also removes the  Movement penalty for embarking and disembarking to and from this tile. +1  Movement for all naval units built in  Royal Navy Dockyard , +2  Gold when built on a foreign continent, +1  Trade Route capacity. GP Points (per turn): +2  Great Admiral Adjacency Bonus: +1  Gold for each 2 adjacent Districts , +1  Gold for each adjacent coastal resource ( Crabs ,  Fish ,  Pearls ,  Whales). +2  Gold from each adjacent  City Center . Citizen Yields (per citizen): +2  Gold, +1  Science Trade Route Yields: Domestic +1  Production, International +3  Gold	Placement: Must be built on  Coast or Lake terrain adjacent to land. Technology:  Celestial Navigation	27 	Buildings:  Lighthouse ,  Seaport ,  Shipyard
	Holy Site	A district in your city for religious worship. GP Points (per turn): +1  Great Prophet Adjacency Bonus: +2  Faith for each adjacent Natural Wonder , +1  Faith for each adjacent Hill ( Desert ,  Grassland ,  Plains ,  Snow , or  Tundra), +1  Faith for each 2 adjacent  Woods . +1  Faith for each 2 adjacent Districts . Citizen Yields (per citizen): +2  Faith Trade Route Yields: Domestic +1  Food, International +1  Faith	Technology:  Astrology	54 	Buildings:  Cathedral ,  Gurdwara ,  Meeting House ,  Mosque ,  Pagoda ,  Shrine ,  Stave Church ,  Synagogue ,  Temple ,  Wat
	Lavra Russia	A district unique to Russia for religious activity. Replaces the  Holy Site. Your city border grows by one tile each time a  Great Person is expended in this city. GP Points (per turn): +2  Great Prophet , +1  Great Writer , +1  Great Artist , +1  Great Musician Adjacency Bonus: +2  Faith for each adjacent Natural Wonder , +1  Faith for each adjacent Hill ( Desert ,  Grassland ,  Plains ,  Snow , or  Tundra), +1  Faith for each 2 adjacent  Woods . +1  Faith for each 2 adjacent Districts Citizen Yields (per citizen): +2  Faith Trade Route Yields: Domestic +1  Food, International +1  Faith	Technology:  Astrology	27 	Buildings:  Cathedral ,  Gurdwara ,  Meeting House ,  Mosque ,  Pagoda ,  Shrine ,  Stave Church ,  Synagogue ,  Temple ,  Wat

Districts Industrial Zone to Acropolis (3 of 3)

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

Governments

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

Great People

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Great Admiral

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		Name	Unique Ability
Classical Era		Artemisia	Passive Effect: +5  Combat Strength and +1  Movement to Classical and Medieval era naval units within 2 tiles. Retire (1 Charge): Grants 1 Promotion level to a military naval unit.
		Gaius Duilius	Passive Effect: +5  Combat Strength and +1  Movement to Classical and Medieval era naval units within 2 tiles. Retire (1 Charge): Forms a Fleet out of a military naval unit.
		Themistocles	Passive Effect: +5  Combat Strength and +1  Movement to Classical and Medieval era naval units within 2 tiles. Retire (1 Charge): Instantly creates a  Quadrireme unit.
Medieval Era		Leif Erikson	Passive Effect: +5  Combat Strength and +1  Movement to Medieval and Renaissance era naval units within 2 tiles. Retire (1 Charge): Allows all naval units to move over ocean tiles without the normal technology requirement.
		Rajendra Chola	Passive Effect: +5  Combat Strength and +1  Movement to Medieval and Renaissance era naval units within 2 tiles. Retire (1 Charge): Gain 50  Gold (on Standard speed). Military units get +40% rewards for plundering sea  Trade Routes.
		Zheng He	Passive Effect: +5  Combat Strength and +1  Movement to Medieval and Renaissance era naval units within 2 tiles. Retire (1 Charge): Gain 1  Envoy
Renaissance Era		Francis Drake	Passive Effect: +5  Combat Strength and +1  Movement to Renaissance and Industrial era naval units within 2 tiles. Retire (1 Charge): Gain 75  Gold (on Standard speed). Military units get +50% rewards for plundering sea  Trade Routes.
		Santa Cruz	Passive Effect: +5  Combat Strength and +1  Movement to Renaissance and Industrial era naval units within 2 tiles. Retire (1 Charge): Forms an Armada out of a military naval unit.
		Yi Sun-sin	Passive Effect: +5  Combat Strength and +1  Movement to Renaissance and Industrial era naval units within 2 tiles. Retire (1 Charge): Instantly creates an  Ironclad unit with 1 Promotion level.
Industrial Era		Ching Shih	Passive Effect: +5  Combat Strength and +1  Movement to Industrial and Modern era naval units within 2 tiles. Retire (1 Charge): Gain 100  Gold (on Standard speed). Military units get +60% rewards for plundering sea  Trade Routes.
		Horatio Nelson	Passive Effect: +5  Combat Strength and +1  Movement to Industrial and Modern era naval units within 2 tiles. Retire (1 Charge): +50% flanking bonus for all naval units.
		Laskarina Bouoboulina	Passive Effect: +5  Combat Strength and +1  Movement to Industrial and Modern era naval units within 2 tiles. Retire (1 Charge): Grants 1 Promotion and +50% combat experience to a military naval unit.
Modern Era		Franz von Hipper	Passive Effect: +5  Combat Strength and +1  Movement to Modern and Atomic era naval units within 2 tiles. Retire (1 Charge): Instantly creates a  Battleship unit with 1 Promotion level.
		Joaquim Marques Lisboa	Passive Effect: +5  Combat Strength and +1  Movement to Modern and Atomic era naval units within 2 tiles. Retire (1 Charge): Accumulate 25% less war weariness than usual.
		Togo Heihachiro	Passive Effect: +5  Combat Strength and +1  Movement to Modern and Atomic era naval units within 2 tiles. Retire (1 Charge): Grants 1 Promotion level and +75% combat experience to a military naval unit.
Atomic Era		Chester Nimitz	Passive Effect: +5  Combat Strength and +1  Movement to Atomic and Information era naval units within 2 tiles. Retire (1 Charge): +20%  Production towards units of the Naval Raider promotion class.
		Grace Hopper	Passive Effect: +5  Combat Strength and +1  Movement to Atomic and Information era naval units within 2 tiles. Retire (1 Charge): Triggers the  Eureka moment for 1 random Technology from the Atomic or Information era.
		Sergei Gorshkov	Passive Effect: +5  Combat Strength and +1  Movement to Atomic and Information era naval units within 2 tiles. Retire (1 Charge): Grants 1 Promotion level and +100% combat experience to a military naval unit.
Information Era		Clancy Fernando	Passive Effect: +5  Combat Strength and +1  Movement to Information era naval units within 2 tiles. Retire (1 Charge): Grants 1 Promotion level and +200% combat experience to a military naval unit.
		Togo Heihachiro	Passive Effect: +5  Combat Strength and +1  Movement to Modern and Atomic era naval units within 2 tiles. Retire (1 Charge): Grants 1 Promotion 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
		Katusushika 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		Calude 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 District than the population limit allows. Triggers the  Eureka moment for the  Printing technology.
		Isadore of Miletus	(2 Charges): Grants 215  Production towards Wonder construction.
		James of St. George	(3 Charges): Instantly builds  Ancient Walls and  Medieval Walls in this city.
Renaissance Era		Filippo Brunelleschi	(2 Charges): Grants 315  Production towards Wonder construction.
		Leonardo da Vinci	(1 Charge):  Workshops provide +1  Culture. Triggers the  Eureka moment for 1 random Technology 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 District than the population limit allows. Triggers the  Eureka moment for the  Computers technology.
		Gustave Eiffel	(2 Charges): Grants 480  Production towards Wonder construction.
		James Watt	(1 Charge): Instantly builds a  Factory and  Workshop in this district.  Factories 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 Space Race Projects . Triggers the  Eureka moment for the  Rocketry 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 Space Race Project 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 Space Race Projects .

Great General

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

Great Merchant

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		Name	Unique Ability - Activated Effect
Classical Era		Colaesus	(1 Charge): Grants 1 free copy of the Luxury Resource on this tile to your  Capital city. Gain 100  Faith.
		Marcus Licinius Crassus	(3 Charges): Your nearest city annexes this tile into it's 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 Luxury Resource 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  Envoys.
		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  Envoys.
		John Spilsbury	(1 Charge): Grants 1  Toys , a uniquely manufactured Luxury Resource which provides +4  Amenities.
Modern Era		John Rockefeller	(1 Charge): Grants 1  Oil , a Strategic Resource . Your  Trade Routes gain +2  Gold for each Strategic Resource 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 Luxury Resource which provides +4  Amenities.
		Levi Strauss	(1 Charge): Grant 2  Jeans , a uniquely manufactured Luxury Resource 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 Luxury Resource 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
		Yatsunami 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 Ilyich 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  Holy Site district or  Stonehenge .
		John the Baptist	Activate at a  Holy Site district or  Stonehenge .
		Laozi	Activate at a  Holy Site district or  Stonehenge .
		Siddhartha Gautama	Activate at a  Holy Site district or  Stonehenge .
		Simon Peter	Activate at a  Holy Site district or  Stonehenge .
		Zoroaster	Activate at a  Holy Site district or  Stonehenge .
Medieval Era		Adi Shankara	Activate at a  Holy Site district or  Stonehenge .
		Bodhidharma	Activate at a  Holy Site district or  Stonehenge .
		Irenaeus	Activate at a  Holy Site district or  Stonehenge .
		O no Yasumaro	Activate at a  Holy Site district or  Stonehenge .
		Songtsan Gampo	Activate at a  Holy Site district or  Stonehenge .
Renaissance Era		Frances of Assisi	Activate at a  Holy Site district or  Stonehenge .
		Haji Huud	Activate at a  Holy Site district or  Stonehenge .
		Madhva Acharya	Activate at a  Holy Site district or  Stonehenge .
		Martin Luther	Activate at a  Holy Site district or  Stonehenge .
		Thomas Aquinas	Activate at a  Holy Site district or  Stonehenge .

Great Scientist

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		Name	Unique Ability
Classical Era		Aryabhata	(1 Charge): Triggers the  Eureka moment for 3 random Technologies from the Classical or Medieval era.
		Euclid	(1 Charge): Triggers the  Eureka moment for  Mathematics and 1 random Technology 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	Passive Effect: Bonus healing +20 HP for the player's units within 1 tile. Retire (1 Charge): Triggers the  Eureka moment for 1 random Technology 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 Technologies and the  Inspiration moment for 1 random Civic from the Medieval or Renaissance era.
Renaissance Era		Emilie du Chatelet	(1 Charge): Triggers the  Eureka moment for 3 random Technologies 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 Natural Wonder tile here or adjacent.
		Dmitri Mendeleev	(1 Charge): Triggers the  Eureka moment for  Chemistry and 1 random Technology from the Industrial era.
		James Young	(1 Charge): Reveals  Oil without the normal Technology requirement. Triggers the  Eureka moment for 2 random Technologies from the Industrial or Modern era.
Modern Era		Alan Turing	(1 Charge): Triggers the  Eureka moment for  Computers and 1 random Technology from the Modern era.
		Albert Einstein	(1 Charge):  Universities provide +4  Science. Triggers the  Eureka moment for 1 random Technology from the Modern or Atomic era.
		Alfred Nobel	(1 Charge): Triggers the  Eureka moment for 1 random Technology 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 Technologies 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 Technologies from the Information era.
		Carl Sagan	(1 Charge): Grants 3,000  Production towards Space Race Project construction.
		Stephanie Kwolek	(1 Charge): +100%  Production towards Space Race Projects .

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 Allen 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	Placement: Can only be built in flat terrain ( ,  ,  ,  , or ). Technology:  Flight	Built By:  Military Engineer
	Alcázar Granada	Unique to Granada . +2  Culture. Occupying unit receives +4  Defense Strength, and automatically gains 2 turns of fortification.	Cannot be built next to another Alcázar. Placement:  ,  ,  ,  , or  . (with or without Hills).	Built By:  Builder
	Camp	+1  Gold, +0.5  Housing +1  Production, +1  Food (requires  Mercantilism) +1  Gold (requires  Synthetic Materials)	Placement:  ,  ,  ,  resources. Technology:  Animal Husbandry	Built By:  Builder
	Chateau France	Unique to: France . +2  Culture, +1 Appeal. Adjacency Bonus: +2  Culture if next to a Wonder . +1  Gold if next to a Luxury Resource .	Placement: Can only be built adjacent to Rivers. Civic:  Humanism	Built By:  Builder
	Colossal Head La Venta	Unique to: La Venta . +2  Faith. +1  Culture (requires  Humanism) Adjacency Bonus: +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) Placement:  ,  ,  , or  . (with or without Hills).	Built By:  Builder
	Farm	+1  Food, +0.5  Housing Adjacency Bonus: +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  Housing.	Placement:  ,  ,  ,  ,  ,  ,  .	Built By:  Builder
	Fishing Boats	+1  Food, +0.5  Housing +1  Gold (requires  Cartography) +1  Food (requires  Plastics)	Placement: Can only be built on  Coast or  Ocean resources ( ,  ,  , ). Technology:  Sailing	Built By:  Builder
	Fort	Occupying unit receives +4  Defense Strength, and automatically gains 2 turns of fortification	Placement:  ,  ,  ,  , or  . (with or without Hills). Technology:  Siege Tactics	Built By:  Military Engineer
	Great Wall China	Unique to: China . Provides an increase to  Defense. Bonus to  Culture and  Tourism for each adjacent  Great Wall later in Technology tree. Adjacency Bonus: +1  Gold from each adjacent  Great Wall (requires  Masonry). +1  Culture from each adjacent  Great Wall (requires  Castles).	Placement:  ,  ,  ,  , or  . (with or without Hills). Must be built in a line along your borders. Technology:  Masonry	Built By:  Builder
	Kurgan Scythia	Unique to: Scythia . +1  Faith, +1  Gold. +1  Gold (requires  Guilds), +1  Gold (requires  Capitalism). Adjacency Bonus: +1  Faith from each adjacent  Pasture.	Placement:  ,  ,  ,  , or  . Cannot be built on Hills. Technology:  Animal Husbandry	Built By:  Builder
	Lumber Mill	+1  Production, +1  Production (requires  Steel). Adjacency Bonus: +1  Production if adjacent to River.	Placement:  Technology:  Machinery	Built By:  Builder
	Mine	+1  Production, -1 Appeal +1  Production (requires  Apprenticeship) +1  Production (requires  Industrialization)	Placement: Hills or any of the following resources,  ,  ,  ,  ,  ,  ,  ,  ,  ,  ,  . Technology:  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. Weapon Capacity: 1	Cannot be built on Hills. Placement: Desert, Grassland, Plains, Snow, or Tundra. Technology: Rocketry	Built By: Military Engineer
	Mission Spain	Unique to: Spain . +2 Faith, +2 Faith if on a different continent than your Capital. +2 Science (requires Cultural Heritage) Adjacency Bonus: +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. Adjacency Bonus: +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. Adjacency Bonus: +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). Adjacency Bonus: +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) Adjacency Bonus: +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 Rome	Unique to Rome . Occupying unit receives +4  Defense Strength and automatically gains 2 turns of fortification.	Placement:  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. Placement:  Desert ,  Grassland or  Plains next to  Coast tile. Technology:  Radio	Built By:  Builder
	Sphinx Egypt	Unique to: Egypt . +1  Faith, +1  Culture +1  Culture (requires  Natural History) Adjacency Bonus: +2 Faith if next to a Wonder .	Cannot be built next to another  Sphinx . Placement:  Desert ,  Grassland ,  Plains ,  Snow , or  Tundra (with or without Hills);  Floodplains . Civic:  Craftsmanship	Built By:  Builder
	Stepwell India	Unique to: India . +1  Food and +1  Housing. +1  Faith (requires  Feudalism) +1  Food (requires  Professional Sports) Adjacency Bonus: +1  Food if adjacent to a  Farm . +1  Faith if adjacent to  Holy Site .	Cannot be built on Hills or adjacent to another  Stepwell . Placement:  Desert ,  Grassland ,  Plains ,  Snow , or  Tundra . Technology:  Irrigation	Built By:  Builder
	Ziggurat Sumeria	Unique to: Sumeria . +2  Science. +1  Culture (requires  Natural History) Adjacency Bonus: +2  Science, +1  Culture (if next to a River)	Cannot be built on Hills. Placement:  Desert ,  Grassland ,  Plains ,  Snow , or  Tundra .	Built By:  Builder

Routes

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	Name	Traits	Requirements	Usage
A	Ancient Road	Movement Cost: 1.0		Built By:  Military Engineer ,  Trader
A	Classical Road	Movement Cost: 1.0 Creates bridges over rivers	Era: Classical Era	Built By:  Military Engineer ,  Trader
A	Industrial Road	Movement Cost: 0.75 Creates bridges over rivers	Era: Industrial Era	Built By:  Military Engineer ,  Trader
A	Modern Road	Movement Cost: 0.5 Creates bridges over rivers	Era: 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	To World's End: Cities do not incur war weariness. All military units heal completely when this player captures a city with a world wonder.	Civilization: Macedon Unit: Hetairoi	Short Life of Glory: Likes civilizations at war with powers other than Macedon. Has disdain for civilizations at peace.
	Amanitore	Kandake of Meroë: +20%  Production towards all districts rising to 40% if there is a  Nubian Pyramid adjacent to the  City Center .	Civilization: Nubia	City Planner: 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	Catherine's Flying Squadron: Has 1 level of  Diplomatic Visibility greater than normal with every Civilization that she's met. Receives a free  Spy (and extra spy capacity) with the  Castles technology. All  Spies start as Agents with a free promotion	Civilization: France Religion: Catholicism	Black Queen: Gains as many  Spies and as much diplomatic access as possible. Does not like Civilizations who ignore these espionage activities.
	Cleopatra	Mediterranean's Bride: Your  Trade Routes to other Civilizations provide +4  Gold for Egypt. Other Civilizations  Trade Routes to Egypt provide +2  Food for them and +2  Gold for Egypt .	Civilization: Egypt	Queen of the Nile: Likes Civilizations with powerful militaries, and will try to ally with them to avoid damaging military conflicts. Dislikes Civilizations with weak militaries.
	Cyrus	Fall of Babylon: +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: Persia Religion: Zoroastrianism	Opportunist: Likes leaders who have declared a Surprise War. Dismisses leaders who do not use Surprise War declarations.
	Frederick Barbarossa	Holy Roman Emperor: Additional  Military Policy slot. +7  Combat Strength when attacking City-States .	Civilization: Germany Religion: Catholicism	Iron Crown: Likes Civilizations who do not associate with City-States . Does not like Suzerains of City-States , or Civilizations who conquered City-States .
	Gandhi	Satyagraha: +5  Faith for each Civilization (including India) they have met that has founded a Religion and is not currently at war. Opposing Civilizations receive double the war weariness for fighting against Gandhi.	Civilization: India Religion: Hinduism	Peacekeeper: Never declares wars for which he can be branded a warmonger, and will try to befriend those who maintain the peace. Hates warmongers.
	Gilgamesh	Adventures of Enkidu: 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: Sumeria	Ally of Enkidu: Likes Civilizations who are willing to form a long-term alliance. Dislikes anyone denouncing or attacking his friends and allies.
	Gorgo	Thermopylae: Combat victories provide  Culture equal to 50% of the  Combat Strength of the defeated unit.	Civilization: Greece	With Your Shield Or On It: Never gives up items in a peace deal, and likes Civilizations who match that approach. Dislikes Civilizations who have capitulated or who have never gone to war.
	Harald Hardrada	Thunderbolt of the North: Allows coastal raiding for all naval melee units and +50%  Production toward all naval melee units.	Civilization: Norway Religion: Protestantism Unit: Viking Longship	Last Viking King: Builds a large navy and respects Civilizations who follow his lead. Does not like Civilizations with a weak navy.
	Hojo Tokimune	Divine Wind: Land units receive +5  Combat Strength in land tiles adjacent to  Coast ; naval units receive +5  Combat Strength in shallow water tiles. Builds  Encampment ,  Holy Site and  Theater Square districts in half the time.	Civilization: Japan Religion: Buddhism	Bushido: Likes Civilizations that have a strong military and  Faith and  Culture output. Dislikes Civilizations that are strong in military but weak in  Faith and  Culture output.
	Jadwiga	Lithuanian Union: 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: Poland Religion: Catholicism	Saint: 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	Citadel of Civilization: +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: Australia	Perpetually on Guard: Forms Defensive Pacts with friends and likes civilizations that liberate cities. Dislikes civilizations in a war that are occupying enemy cities.
	Montezuma	Gifts for the Tlatoani: Luxury Resources in his territory provide an 🏡 Amenity to 2 extra cities. Military units receive +1 🛡️ Combat Strength for each different Luxury Resource improved in Aztec lands.	Civilization: Aztec	Tlatoani: Likes Civilizations who have the same Luxury Resources as he does, and will try to collect every Luxury Resource available. Dislikes Civilizations who have a new Luxury Resource he has not collected.
	Mvemba a Nzinga	Religious Convert: 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).	Civilization: Kongo Religion: Catholicism	Enthusiastic Disciple: Likes Civilizations that bring Religion to the Kongo. Dislikes Civilizations that have founded a Religion but not brought it to a Kongolese city.
	Pedro II	Magnanimous: After recruiting or patronizing a 🏛️ Great Person , 20% of its 🏛️ Great Person point cost is refunded.	Civilization: Brazil Religion: Catholicism	Patron of the Arts: Likes Civilizations who are not competing for 🏛️ Great People , and will recruit 🏛️ Great People whenever possible. Dislikes losing a 🏛️ Great Person to another Civilization .
	Pericles	Surrounded by Glory: +5% 🎨 Culture per City-State you are the Suzerain of.	Civilization: Greece	Delian League: Likes Civilizations that aren't competing for the same City-State allegiance. Dislikes Civilizations that are directly competing for City-State allegiance.
	Peter	The Grand Embassy: Receives 🧠 Science or 🎨 Culture from 🗺️ Trade Routes to Civilizations that are more advanced than Russia (+1 per 3 Technologies or Civics ahead).	Civilization: Russia Religion: Eastern Orthodoxy	Westernizer: Friendly to those Civilizations that are ahead of him in 🧠 Science and 🎨 Culture. Dislikes backwards Civilizations that are lacking in 🧠 Science and 🎨 Culture.
	Philip II	El Escorial: 🏛️ Inquisitors can Remove Heresy one extra time. Combat units have a bonus of +4 🛡️ Combat Strength against players following other Religions .	Civilization: Spain Religion: Catholicism	Counter Reformer: Likes Civilizations who follow the same Religion , and wants his cities to all follow the same Religion . Hates anyone trying to spread their Religion in to his empire.
	Qin Shi Huang	The First Emperor: When building Ancient and Classical Wonders you may spend 🏗️ Builder charges to complete 15% of the original Wonder cost. 🏗️ Builders receive an additional charge.	Civilization: China Religion: Taoism	Wall of 10,000 Li: Likes Civilizations not competing for Wonders , and builds Wonders whenever possible. Dislikes losing a Wonder to another Civilization .
	Saladin	Righteousness of the Faith: The Worship Building for their Religion can be purchased by any player for just one-tenth of the usual 🏛️ Faith cost. This Worship Building is enhanced to add 10% to the 🧠 Science, 🏛️ Faith, and 🎨 Culture output of the Arabian cities.	Civilization: Arabia Religion: Islam	Ayyubid Dynasty: Wants to have his Worship Building in many cities, and likes a Civilization with it. Dislikes Civilizations following other Religions , or Civilizations waging war on followers of his Religion .
	Teddy Roosevelt	Roosevelt Corollary: Units receive a +5 🛡️ Combat Strength on their home continent. +1 Appeal to all tiles in a city with a National Park. Gain the 🐎 Rough Rider unique unit when they research the 🏹 Rifling technology.	Civilization: America Religion: Protestantism Unit: Rough Rider	Big Stick Policy: Likes peaceful Civilizations that have a city on his home continent. Hates Civilizations starting wars against a City-State of civilization based on his continent.
	Tomyris	Killer of Cyrus: All units receive +5 🛡️ Combat Strength when attacking wounded units. When they eliminate a unit, they heal up to 50 hit points.	Civilization: Scythia	Backstab Averse: Likes Civilizations who are their declared friend. Hates Civilizations who backstab and declare surprise wars.
	Trajan	Trajan's Column: All cities start with an additional City Center Building . (Starts with a 🗿 Monument building in the Ancient era).	Civilization: Rome	Optimus Princeps: Tries to include as much territory as possible in his empire. Does not like Civilizations who control little territory.
	Victoria	Pax Britannica: 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.	Civilization: England Religion: Protestantism Unit: Redcoat	Sun Never Sets: Likes Civilizations from her home continent, and wants to expand to all continents. Doesn't like Civilizations on continents where England 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	+50%  Production toward Ancient and Classical era melee and ranged units. Made Obsolete by:  Feudal Contract	Civic:  Craftsmanship
	Bastions	+6  City Defense Strength. +5  City Ranged Strength. Made Obsolete by:  Public Works	Civic:  Defensive Tactics
	Chivalry	+50%  Production toward Medieval, Renaissance, and Industrial era heavy and light cavalry units. Made Obsolete by:  Lightning Warfare	Civic:  Divine Right
	Conscription	Unit maintenance reduced by 1  Gold per turn, per unit. Made Obsolete by:  Levée en Masse	Civic:  State Workforce
	Defense of the Motherland	No war weariness from combat in your territory.	Civic:  Class Struggle
	Discipline	+5  Unit Combat Strength when fighting Barbarians. Made Obsolete by:  Native Conquest	Civic:  Code of Laws
	Feudal Contract	+50%  Production toward Medieval and Renaissance era melee and ranged units. Made Obsolete by:  Grande Armée	Civic:  Feudalism
	Grande Armée	+50%  Production toward Industrial and Modern era melee and ranged units. Made Obsolete by:  Military First	Civic:  Nationalism
	Integrated Space Cell	+15%  Production toward Space Race Projects if a city has either a  Military Academy or a  Seaport .	Civic:  Space Race
	International Waters	+100%  Production toward Modern, Atomic, and Information era naval units, excluding Carriers.	Civic:  Cold War
	Levée en Masse	Unit maintenance cost reduced by 2  Gold per turn, per unit.	Civic:  Mobilization
	Lightning Warfare	+50%  Production toward Modern, Atomic, and Information era heavy and light cavalry units.	Civic:  Totalitarianism
	Limes	+100%  Production toward defensive buildings. Made Obsolete by:  Public Works	Civic:  Defensive Tactics
	Logistics	+1  Movement if starting turn in friendly territory.	Civic:  Mercantilism
	Maneuver	+50%  Production toward Ancient and Classical era heavy and light cavalry units. Made Obsolete by:  Chivalry ,  Lightning Warfare	Civic:  Military Tradition
	Maritime Industries	+100%  Production toward Ancient and Classical era naval units. Made Obsolete by:  Press Gangs ,  International Waters	Civic:  Foreign Trade
	Martial Law	Accumulate 25% less war weariness than usual.	Civic:  Totalitarianism

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

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

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

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	Name	Traits	Requirements
	Aesthetics	+100%  Theater Square district adjacency bonuses. Made Obsolete by:  Sports Media	Civic:  Medieval Faires
	Caravansaries	+2  Gold from all  Trade Routes. Made Obsolete by:  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. Made Obsolete by:  Expropriation	Civic:  Early Empire
	Corvée	+15%  Production toward Ancient and Classical  Wonders. Made Obsolete by:  Gothic Architecture,  Skyscrapers	Civic:  State Workforce
	Craftsmen	100%  Industrial Zone adjacency bonuses. Made Obsolete by:  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. Made Obsolete by:  Scripture	Civic:  Code of Laws
	Gothic Architecture	+15%  Production toward Medieval and Renaissance  Wonders. Made Obsolete by:  Skyscrapers	Civic:  Divine Right
	Grand Opera	+100%  Culture yield from  Theater Square district buildings. Made Obsolete by:  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. Made Obsolete by:  Serfdom	Civic:  Craftsmanship
	Insulae	+1  Housing in all cities with at least 2 speciality Districts . Made Obsolete by:  Medina Quarter	Civic:  Games and Recreation
	Land Surveyors	Reduces the cost of purchasing a tile by 20%. Made Obsolete by:  Expropriation	Civic:  Early Empire
	Liberalism	+1  Amenity to all cities with at least 2 specialty Districts . Made Obsolete by:  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 speciality Districts . Made Obsolete by:  New Deal	Civic:  Medieval Faires
	Meritocracy	Each city receives +1  Culture for each speciality District it constructs.	Civic:  Civil Service
	Natural Philosophy	100%  Campus district adjacency bonuses. Made Obsolete by:  Five-Year Plan	Civic:  Recorded History
	Naval Infrastructure	+100%  Harbor district adjacency bonuses. Made Obsolete by:  Economic Union	Civic:  Naval Tradition
	New Deal	+4  Housing, +2  Amenities, -8  Gold to all cities with at least 3 speciality 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. Made Obsolete by:  Public Works	Civic:  Feudalism
	Simultaneum	Doubles  Faith yield from  Holy Site district buildings.	Civic:  Reformed Church
	Skyscrapers	+15%  Production toward Industrial era and later Wonders .	Civic:  Civil Engineering
	Sports Media	+100%  Theater Square 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%  Commercial Hub district adjacency bonuses. Made Obsolete by:  Economic Union	Civic:  Guilds
	Trade Confederation	+1  Culture and +1  Science from international  Trade Routes. Made Obsolete by:  Market Economy	Civic:  Mercenaries
	Triangular Trade	+4  Gold and +1  Faith from all  Trade Routes. Made Obsolete by:  Ecommerce	Civic:  Mercantilism
	Urban Planning	+1  Production in all cities. Made Obsolete by:  Colonial Offices	Civic:  Code of Laws

Diplomatic Policies

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

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
	Build Nuclear Device	Adds one Nuclear Device to your nation's inventory. Maintenance is 14  Gold.	Project: Manhattan Project Resource:  Uranium Technology:  Nuclear Fission
	Build Thermonuclear Device	Adds one Thermonuclear Device to your nation's inventory. Maintenance is 16  Gold.	Project: Operation Ivy Resource:  Uranium Technology:  Nuclear Fusion
	Campus Research Grants	District-based project which provides  Science and  Great Scientists points when finished.	District:  Campus
	Carnival Brazil	Unique to Brazil . +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
	Commercial Hub Investment	District-based project which provides a large amount of  Gold per turn and  Great Merchant points when finished.	District:  Commercial Hub
	Encampment Training	District-based project which provides  Gold every turn and  Great General points when finished.	District:  Encampment
	Harbor Shipping	District-based project which provides  Gold every turn and  Great Admiral points when finished.	District:  Harbor
	Holy Site Prayers	District-based project which provides  Faith every turn and  Great Prophet points when finished.	District:  Holy Site
	Industrial Zone Logistics	District-based project which provides  Gold every turn and  Great Engineer points when finished.	District:  Industrial Zone
	Manhattan Project	Allows for the creation of Nuclear Devices.	Technology:  Nuclear Fission
	Operation Ivy	Allows for the creation of Thermonuclear Devices.	Project: Manhattan Project Technology:  Nuclear Fusion
	Repair Outer Defenses	Repair the damage to the outer defenses of this city.	City has not been attacked for at least 3 turns.
	Theater Square Festival	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
	Launch Earth Satellite	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
	Launch Moon Landing	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: Launch Earth Satellite Technology:  Satellites
	Mars Colony Habitation	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: Launch Moon Landing Technology:  Robotics
	Mars Colony Hydroponics	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: Launch Moon Landing Technology:  Nanotechnology
	Mars Colony Reactor	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: Launch Moon Landing Technology:  Nuclear Fusion

Promotions

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Air Bomber Promotions

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		Name	Description	Requirement(s)
		Box Formation	+7 Combat Strength when defending vs. fighter class units.	
		Close Air Support	+12 Combat Strength vs. land units.	Box Formation , Evasive Maneuvers
		Evasive Maneuvers	+7 Combat Strength when defending vs. anti-air.	
		Long Range	+2 Range	Close Air Support
		Super Fortress	No minimum health requirement to air pillage.	Long Range , Tactical Maintenance
		Tactical Maintenance	Can heal after attacking.	Torpedo Bomber
		Torpedo Bomber	+17 Combat Strength vs. naval units.	Box Formation , Evasive Maneuvers
		Torpedo Bomber	+17 Combat Strength vs. naval units.	Box Formation , Evasive Maneuvers

Air Fighter Promotions

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		Name	Description	Requirement(s)
		Cockpit Armor	+7 Combat Strength when defending vs. anti-air.	
		Dogfighting	+7 Combat Strength vs. fighter class units.	
		Drop Tanks	+2 Range	Ground Crews , Tank Buster
		Ground Crews	Heal while patrolling or deployed.	Interceptor
		Interceptor	+7 Combat Strength vs. bomber class units.	Dog Fighting
		Strafe	+17 Combat Strength vs. non-cavalry units.	Cockpit Armor
		Tank Buster	+17 Combat Strength vs. cavalry units.	Strafe
		Tank Buster	+17 Combat Strength vs. cavalry units.	Strafe

Anti Cavalry Promotions

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		Name	Description	Requirement(s)
		Choke Points	+7 Combat Strength when defending in Woods, Rainforest, Hills, or Marsh.	Schiltron , Square
		Echelon	+5 Combat Strength vs. cavalry units.	
		Hold the Line	Adjacent units of a different class get +10 Combat Strength vs. cavalry.	Choke Points , Redeploy
		Redeploy	+1 Movement	Schiltron , Square
		Schiltron	+10 Combat Strength when defending vs. melee class units.	Thrust
		Square	Double Support bonus.	Echelon
		Thrust	+10 Combat Strength vs. melee units.	
		Thrust	+10 Combat Strength vs. melee units.	

Espionage Promotions

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

Heavy Cavalry Promotions

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	Name	Description	Requirement(s)
	Armor Piercing	+7 Combat Strength against other heavy cavalry units.	Marauding , Rout
	Barding	+7 Combat Strength when defending vs ranged attacks.	
	Breakthrough	+1 additional attack per turn if Movement allows.	Armor Piercing , Reactive Armor
	Charge	+10 Combat Strength vs. fortified defender.	
	Marauding	+7 Combat Strength vs. units in districts.	Charge , Rout
	Reactive Armor	+7 Combat Strength when defending against heavy cavalry and anti-cavalry.	Rout
	Rout	+5 Combat Strength against damaged units.	Barding , Marauding

Light Cavalry Promotions

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	Name	Description	Requirement(s)
	Caparison	+5 Combat Strength vs. anti-cavalry.	
	Coursers	+5 Combat Strength when attacking ranged and siege units.	
	Depradation	Pillaging costs only 1 Movement point.	Caparison
	Double Envelopment	2x flanking bonus	Coursers
	Escort Mobility	Formation units all inherit escorts's Movement speed.	Pursuit , Spiking the Guns
	Pursuit	+1 Movement	Depradation , Double Envelopment
	Spiking the Guns	+7 Combat Strength vs. siege units.	Depradation , Double Envelopment

Melee Promotions

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

Naval Carrier Promotions

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		Name	Description	Requirement(s)
		Advanced Engines	+1 Movement	Hanger Deck , Scout Planes
		Deck Crews	Can heal after attacking.	Advanced Engines , Folding Wings
		Flight Deck	+1 additional aircraft slot	
		Folding Wings	+1 additional aircraft slot	Hanger Deck
		Hanger Deck	+1 additional aircraft slot	Flight Deck
		Scout Planes	+1 sight range	
		Supercarrier	Heal outside of friendly territory.	Deck Crews , Folding Wings

Naval Melee Promotions

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		Name	Description	Requirement(s)
		Auxiliary Ships	Heal outside of friendly territory.	Reinforced Hull , Rutter
		Convoy	+10 Combat Strength when in a formation.	Reinforced Hull , Rutter
		Creeping Attack	+14 Combat Strength vs. naval raider units.	Auxiliary Ships , Convoy
		Embolon	+7 Combat Strength vs. Naval units.	
		Helmsman	+1 Movement	
		Reinforced Hull	+10 Combat Strength when defending vs. ranged attacks.	Embolon
		Rutter	+1 sight range	Helmsman

Naval Raider Promotions

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	Name	Description	Requirement(s)
	Boarding	Obtain Gold from naval victories.	
	Homing Torpedos	+10 Combat Strength vs. naval units.	Boarding , Swift Keel
	Loot	+50% Gold from coastal raids.	
	Observation	+1 sight range	Swift Keel
	Silent Running	Can move after attacking.	Homing Torpedos
	Swift Keel	+1 Movement	Homing Torpedos , Loot
	Wolfpack	+1 additional attack per turn.	Observation , Silent Running

Naval Ranged Promotions

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	Name	Description	Requirement(s)
	Bombardment	+7 Combat Strength vs. district defenses.	
	Coincidence Rangefinding	+1 Range	Proximity Fuses , Supply Fleet
	Line of Battle	+7 Combat Strength vs. naval units.	
	Preparatory Fire	+7 Combat Strength vs. land units.	Line of Battle
	Proximity Fuses	+7 Combat Strength when defending vs. air attacks.	Preparatory Fire , Rolling Barrage
	Rolling Barrage	+10 Combat Strength vs. district defenses.	Bombardment
	Supply Fleet	Heal outside of friendly territory.	Preparatory Fire , Rolling Barrage

Ranged Promotions

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

Recon Promotions

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		Name	Description	Requirement(s)
<p>The diagram shows a tree of Recon Promotions. At the top are Ranger and Alpine. Ranger leads to Sentry and Guerrilla. Alpine leads to Guerrilla. Sentry leads to Spyglass and Ambush. Guerrilla leads to Ambush. Both Spyglass and Ambush lead to Camouflage.</p>		Alpine	Faster Movement on Hill terrain.	
		Ambush	+20 Combat Strength in all situations.	Guerrilla
		Camouflage	Only adjacent enemy units can reveal this unit.	Ambush , Spyglass
		Guerrilla	Can move after attacking.	Alpine , Ranger
		Ranger	Faster Movement in Woods and Rainforest terrain.	
		Sentry	Can see through Woods and Rainforest .	Alpine , Ranger
		Spyglass	+1 sight range	Sentry
		Camouflage		

Religious Apostle Promotions

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Name	Description	Requirement(s)
Chaplain	Apostle operates as a Medic , 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 Religion for the first time.	
Martyr	Relic is created if this Apostle dies in Theological Combat.	
Orator	Can spread Religion 2 extra times.	
Pilgrim	Gains 3 extra spreads when moving adjacent to a Natural Wonder for the first time.	
Proselytizer	Religious spread eliminates 75% of existing Religions 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)
<p>The diagram shows a tree of Siege Promotions. At the top are Grape Shot and Crew Weapons. Grape Shot leads to Shrapnel and Shells. Crew Weapons leads to Shells. Shrapnel leads to Advanced Rangefinding and Expert Crew. Shells leads to Expert Crew. Both Advanced Rangefinding and Expert Crew lead to Forward Observers.</p>		Advanced Rangefinding	+10 Combat Strength vs. naval units.	Shells , Shrapnel
		Crew Weapons	+7 Combat Strength when defending.	
		Expert Crew	Can move after attacking.	Shells , Shrapnel
		Forward Observers	+1 Range	Advanced Rangefinding , Expert Crew
		Grape Shot	+7 Combat Strength vs land units.	
		Shells	+10 Combat Strength vs. district defenses.	Crew Weapons
		Shrapnel	+10 Combat Strength vs. land units.	Grape Shot
		Forward Observers		

Religions

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

Resources

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Artifact Resources

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	Name	Traits	Recovered By	Revealed By
	Antiquity Site	 Artifact source	 Archaeologist	Civic:  Natural History
	Shipwreck	 Artifact source	 Archaeologist	Civic:  Cultural Heritage

Bonus Resources

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

Strategic Resources

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

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 Zanzibar
	Citrus	+2 🍌 Food, +4 🏠 Amenities (1 per city)	🌿 Plantation	
	Cloves	+6 🏠 Amenities(1 per city)		Become Suzerain of Zanzibar
	Cocoa	+3 🍌 Gold, +4 🏠 Amenities (1 per city)	🌿 Plantation	
	Coffee	+1 🎭 Culture, +4 🏠 Amenities (1 per city)	🌿 Plantation	
	Cosmetics	+4 🏠 Amenities (1 per city)		Created by 🧑 Helena Rubinstein
	Cotton	+3 🍌 Gold, +4 🏠 Amenities (1 per city)	🌿 Plantation	
	Diamonds	+3 🍌 Gold, +4 🏠 Amenities (1 per city)	🏠 Mine	
	Dyes	+1 🌍 Faith, +4 🏠 Amenities (1 per city)	🌿 Plantation	
	Furs	+1 🍌 Food, +1 🍌 Gold, +4 🏠 Amenities (1 per city)	🏠 Camp	
	Gypsum	+1 🍌 Production, +1 🍌 Gold, +4 🏠 Amenities (1 per city)	🏠 Quarry	
	Incense	+1 🌍 Faith, +4 🏠 Amenities (1 per city)	🌿 Plantation	
	Ivory	+1 🍌 Production, +1 🍌 Gold, +4 🏠 Amenities (1 per city)	🏠 Camp	
	Jade	+1 🎭 Culture, +4 🏠 Amenities (1 per city)	🏠 Mine	
	Jeans	+4 🏠 Amenities (1 per city)		Created by 🧑 Levi Strauss
	Marble	+1 🎭 Culture, +4 🏠 Amenities (1 per city)	🏠 Quarry	
	Mercury	+1 🌍 Science, +4 🏠 Amenities (1 per city)	🏠 Mine	
	Pearls	+1 🌍 Faith, +4 🏠 Amenities (1 per city)	🏠 Fishing Boats	
	Perfume	+6 🏠 Amenities(1 per city)		Created by 🧑 Estee Lauder

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)	 Mine	
	Silk	+1  Culture, +4  Amenities (1 per city)	 Plantation	
	Silver	+3  Gold, +4  Amenities (1 per city)	 Mine	
	Spices	+2  Food, +4  Amenities (1 per city)	 Plantation	
	Sugar	+2  Food, +4  Amenities (1 per city)	 Plantation	
	Tea	+1  Science, +4  Amenities (1 per city)	 Plantation	
	Tobacco	+1  Faith, +4  Amenities (1 per city)	 Plantation	
	Toys	+4  Amenities (1 per city)		Created by  John Spilsbury
	Truffles	+3  Gold, +4  Amenities (1 per city)	 Camp	
	Whales	+1  Production, +1  Gold, +4  Amenities (1 per city)	 Fishing Boats	
	Wine	+1  Food, +1  Gold, +4  Amenities (1 per city)	 Plantation	

Technology

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Ancient Era Technology

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

Classical Era Technology

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	Name	Unlocks	Requirements	Progression (Leads to Tech)
	Celestial Navigation	<ul style="list-style-type: none"> Allows Traders to embark, and allows harvesting of Fish. Building: Lighthouse District: Harbor, Royal Navy Dockyard Wonder: Great Lighthouse 	<ul style="list-style-type: none"> Base Cost: 120 Science Technology: Sailing, Astrology Boost: Improve 2 sea resources. 	
	Construction	<ul style="list-style-type: none"> Unit: Siege Tower Wonder: Terracotta Army 	<ul style="list-style-type: none"> Base Cost: 200 Science Technology: Masonry, Horseback Riding Boost: Build a Water Mill. 	<ul style="list-style-type: none"> Castles Military Engineering
	Currency	<ul style="list-style-type: none"> Building: Market, Sukiennice District: Commercial Hub 	<ul style="list-style-type: none"> Base Cost: 120 Science Technology: Writing Boost: Make a Trade Route. 	<ul style="list-style-type: none"> Mathematics Apprenticeship
	Engineering	<ul style="list-style-type: none"> District: Aqueduct, Bath Unit: Catapult 	<ul style="list-style-type: none"> Base Cost: 200 Science Technology: Wheel Boost: Build Ancient Walls. 	<ul style="list-style-type: none"> Machinery
	Horseback Riding	<ul style="list-style-type: none"> Building: Stable Unit: Hetairoi, Horseman, Saka Horse Archer, Yaru 	<ul style="list-style-type: none"> Base Cost: 120 Science Technology: Archery Boost: Build a Pasture. 	<ul style="list-style-type: none"> Construction Apprenticeship Stirrups
	Iron Working	<ul style="list-style-type: none"> Unit: Hypaspist, Immortal, Legion, Ngao Mbeba, Swordsman Wonder: Jebel Barkal 	<ul style="list-style-type: none"> Base Cost: 120 Science Technology: Bronze Working Boost: Build an Iron Mine. 	<ul style="list-style-type: none"> Machinery
	Mathmatics	<ul style="list-style-type: none"> +1 Movement for all naval units. Wonder: Petra 	<ul style="list-style-type: none"> Base Cost: 200 Science Technology: Currency Boost: Build 3 different specialty Districts. 	<ul style="list-style-type: none"> Military Tactics Education
	Shipbuilding	<ul style="list-style-type: none"> Allows all land units to embark. Unit: Quadrireme Wonder: Colossus 	<ul style="list-style-type: none"> Base Cost: 200 Science Technology: Sailing Boost: Own 2 Galleys. 	<ul style="list-style-type: none"> Cartography 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>Building:  Workshop</p> <p>District:  Hansa,  Industrial Zone</p>	<p>Base Cost: 300  Science</p> <p>Technology:  Currency,  Horseback Riding</p> <p>Boost: Build 3  Mines.</p>	<p> Education</p> <p> Gunpowder</p>
	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>Building:  Medieval Walls</p> <p>Wonder:  Alhambra</p>	<p>Base Cost: 390  Science</p> <p>Technology:  Construction</p> <p>Boost: Have a  Government with 6 policy slots.</p>	<p> Siege Tactics</p>
	Education	<p>Building:  University</p> <p>Wonder:  Hagia Sophia</p>	<p>Base Cost: 390  Science</p> <p>Technology:  Mathematics,  Apprenticeship</p> <p>Boost: Earn a  Great Scientist.</p>	<p> Mass Production</p> <p> Banking</p> <p> Astronomy</p>
	Machinery	<p>Improvement:  Lumber Mill</p> <p>Unit:  Crossbowman,  Crouching Tiger</p>	<p>Base Cost: 300  Science</p> <p>Technology:  Iron Working,  Engineering</p> <p>Boost: Own 3  Archers.</p>	<p> Printing</p>
	Military Engineering	<p>Reveals  Niter resource.</p> <p>Building:  Armory</p> <p>Unit:  Military Engineer</p>	<p>Base Cost: 390  Science</p> <p>Technology:  Construction</p> <p>Boost: Build an  Aqueduct.</p>	<p> Gunpowder</p>
	Military Tactics	<p>Unit:  Berserker,  Pikeman,  Samuari</p> <p>Wonder:  Huey Teocalli</p>	<p>Base Cost: 300  Science</p> <p>Technology:  Mathematics</p> <p>Boost: Kill a unit with a  Spearman.</p>	
	Stirrups	<p>Unit:  Knight,  Mamluk</p>	<p>Base Cost: 390  Science</p> <p>Technology:  Horseback Riding</p> <p>Boost: Have the  Feudalism Civic.</p>	<p> Banking</p> <p> Gunpowder</p>

Renaissance Era Technology

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

Industrial Era Technology

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

Modern Era Technology

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

Atomic Era Technology

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	Name	Unlocks	Requirements	Progression (Leads to Tech)
	Advanced Ballistics	Unit: ✈️ Anti-Air Gun , 🗡️ Machine Gun	Base Cost: 1410 🌐 Science Technology: 🛠️ Replaceable Parts , 🏗️ Steel Boost: Build 2 🏭 Power Plants .	🚀 Nuclear Fission 🎯 Guidance Systems
	Advanced Flight	Building: 🏠 Airport Unit: ✈️ Bomber , ✈️ Fighter , ✈️ P-51 Mustang	Base Cost: 1410 🌐 Science Technology: 📻 Radio Boost: Build 3 🛩️ Biplanes .	📡 Satellites
	Combined Arms	Reveals 🌱 Uranium . Unit: 🛩️ Aircraft Carrier , 🚢 Destroyer	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: Manhattan Project , Build Nuclear Device .	Base Cost: 1580 🌐 Science Technology: 🚀 Advanced Ballistics , 🛩️ Combined Arms Boost: Boost through 🧠 Great Scientist or 🕵️ Spy .	🔥 Lasers
	Plastics	🏠 +1 🌿 Food to 🐟 Fishing Boats . Improvement: 🛢️ Offshore Oil Rig	Base Cost: 1410 🌐 Science Technology: 🔥 Combustion Boost: Build an 🛢️ Oil Well .	🏠 Synthetic Materials
	Rocketry	🏠 +1 🍌 Production from the 🏠 Quarry improvement. District: 🌐 Spaceport Improvement: 🚀 Missile Silo Project: Launch Earth Satellite .	Base Cost: 1410 🌐 Science Technology: 📻 Radio , 🧪 Chemistry Boost: Boost through 🧠 Great Scientist or 🕵️ Spy .	📡 Satellites 🎯 Guidance Systems
	Synthetic Materials	🏠 +1 🏆 Gold to 🏠 Camps . Unit: 🚁 Helicopter	Base Cost: 1580 🌐 Science Technology: 🏗️ Plastics Boost: Build 2 🛩️ Aerodromes .	🧱 Composites 🕶️ Stealth Technology

Information Era Technology

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

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 Kilmanjaro (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. Promotion Class: Air Fighter Upgrade To: ✈ Fighter	District: Aerodrome Technology: Flight	Production: 430 Purchase: 430 Maintenance: 6
	Bomber	65		90	10		First bomber unit, available in the Atomic era. Promotion Class: Air Bomber Upgrades To: ✈ Jet bomber	District: Aerodrome Resource: Aluminum Technology: Advanced Flight	Production: 560 Purchase: 560 Maintenance: 7
	Fighter	80	80		4		Atomic era Biplane upgrade Promotion Class: Air Fighter Upgrade From: Biplane Upgrades To: ✈ Jet Fighter	District: Aerodrome Resource: Aluminum Technology: Advanced Flight	Production: 520 Purchase: 520 Maintenance: 7
	Jet Bomber	70		100	15		Information era ✈ Bomber upgrade. Promotion Class: Air Bomber Upgrade From: ✈ Bomber	District: Aerodrome Resource: Aluminum Technology: Stealth Technology	Production: 700 Purchase: 700 Maintenance: 8
	Jet Fighter	90	85		5		Information era ✈ Fighter upgrade. Promotion Class: Air Fighter Upgrade From: ✈ Fighter , ✈ P-51 Mustang	District: Aerodrome Resource: Aluminum Technology: Lasers	Production: 650 Purchase: 650 Maintenance: 8
	P-51 Mustang America	85	85		4		American unique Modern era air unit that replaces the ✈ Fighter . Gains +5 attack against fighter aircraft, has +2 flight range, and gains +50% experience. Promotion Class: Air Fighter Upgrades To: ✈ Jet Fighter	District: Aerodrome Technology: Advanced Flight	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 Citizens to their Religion and initiate theological combat with units of other Religions . Promotion Class: Religious Apostle Religious Strength: 110 Spread Charges: 3	Building: Temple , Stave Church	Purchase: 200
	Archaeologist					4	Find and extract Artifacts from Antiquity Sites to be displayed in their home city's Museum.	Civic: Natural History Building: Archaeological Museum with an open Artifact slot.	Production: 400 Purchase: 400
	Builder					2	May create tile improvements or remove features like Woods or Rainforest . Builders can be used 3 times. This can be increased through Policies or Wonders like the Pyramids . Build Charges: 3 Can Construct: Farm , Mine , Quarry , Fishing Boats , Pasture , Plantation , Camp , Lumber Mill , Oil Well , Offshore Oil Rig , Seaside Resort , Château , Colossal Head , Great Wall , Kurgan , Mission , Sphinx , Stepwell , Ziggurat , Outback Station , Pairidaeza , Nubian Pyramid , Alcázar , Monastery .		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						Traits	Requirements	Base Cost	
	Archer	15	25		2	2	First Ancient era ranged unit with a Range of 2. Promotion Class: Ranged Upgrade From: Slinger Upgrades To: Crossbowman	Technology: Archery	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 Expert Crew promotion. Promotion Class: Siege Upgrade From: Bombard Upgrades To: Rocket Artillery	Technology: Steel	Production: 430 Purchase: 430 Maintenance: 6
	AT Crew	70					2	Modern era counter to cavalry class units. Promotion Class: Anti Cavalry Upgrade From: Pikeman Upgrades To: Modern AT	Technology: Chemistry	Production: 400 Purchase: 400 Maintenance: 4
	Berserker Norway	40					2	Norwegian unique Medieval era unit. 4 Movement if this unit starts in enemy territory. +7 Combat Strength when attacking and -7 Combat strength when defending Promotion Class: Melee Upgrades To: Musketman	Technology: Military Tactics	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 Expert Crew promotion. Promotion Class: Siege Upgrade From: Catapult Upgrades To: Artillery	Resource: Niter Technology: Metal Casting	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 Expert Crew promotion. Promotion Class: Siege Upgrades To: Bombard	Technology: Engineering	Production: 120 Purchase: 120 Maintenance: 2
	Cavalry	62					5	Fast-moving Industrial era light cavalry unit. Promotion Class: Light Cavalry Upgrade From: Horseman Upgrades To: Helicopter	Resource: Horses Technology: Military Science	Production: 330 Purchase: 330 Maintenance: 5
	Conquistador Spain	55					2	Spanish unique Renaissance era unit that replaces the Musketman . +10 Combat Strength when there is a Missionary , Inquisitor , 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 Religion as the dominant Religion Promotion Class: Melee Upgrades To: Infantry	Technology: Gunpowder	Production: 250 Purchase: 250 Maintenance: 4
	Cossack Russia	67					5	Russian unique Industrial era unit that replaces Cavalry . Stronger than Cavalry , and gains a +5 Combat Strength when fighting in or adjacent to its home territory. Can move after attacking if Movement points remain. Promotion Class: Light Cavalry Upgrades To: Helicopter	Technology: Military Science	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. Promotion Class: Ranged Upgrade From: Archer , Maryannu Chariot Archer Upgrades To: Field Cannon	Technology: Machinery	Production: 180 Purchase: 180 Maintenance: 3
	Crouching Tiger China	30	50		1	2	Chinese unique Medieval era unit. Ranged unit with a Range of 1 and high combat strength. Promotion Class: Ranged Upgrades To: Field Cannon	Technology: Machinery	Production: 160 Purchase: 160 Maintenance: 3
	Digger Australia	72				2	Australian unique Modern Era that replaces Infantry . +10 Combat Strength when fighting on coastal tiles. +5 Combat Strength when fighting on Neutral or Foreign Territory. Promotion Class: Melee Upgrades To: Mechanized Infantry	Technology: Replaceable Parts	Production: 430 Purchase: 430 Maintenance: 6
	Eagle Warrior Aztec	28				2	Aztec unique Ancient era unit that replaces the Warrior . Has a chance to capture other civilization's military units by turning them into Builders . Promotion Class: Melee Upgrades To: Swordsman		Production: 65 Purchase: 65
	Field Cannon	50	60		2	2	Industrial era ranged unit. Promotion Class: Ranged Upgrade From: Crossbowman , Saka Horse Archer , Crouching Tiger Upgrades To: Machine Gun	Technology: Ballistics	Production: 330 Purchase: 330 Maintenance: 5
	Garde Impériale France	65				2	French unique Industrial era melee unit. +10 Combat Strength when fighting on your Capital's continent. Great General points for killing units. Promotion Class: Melee Upgrades To: Mechanized Infantry	Technology: Military Science	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 Woods , Rainforest , or Hills. Promotion Class: Heavy Cavalry Upgrades To: Knight	Technology: Wheel	Production: 65 Purchase: 65 Maintenance: 1
	Helicopter	82				4	Fast-moving Atomic era light cavalry unit. Promotion Class: Light Cavalry Upgrade From: Cavalry , Cossack	Technology: Synthetic Materials	Production: 600 Purchase: 600 Maintenance: 7
	Hetairoi Alexander	36				4	Unique to Alexander , replaces Horseman . Additional +5 Combat Strength when adjacent to a Great General . +5 Great General points when killing an enemy unit. Starts with 1 free Promotion. Promotion Class: Heavy Cavalry Upgrades To: Knight	Technology: Horseback Riding	Production: 100 Purchase: 100 Maintenance: 2
	Hoplite Greece	25				2	Greek unique Ancient era unit that replaces the Spearman . +10 Combat Strength if there is at least one adjacent Hoplite unit. Promotion Class: Anti Cavalry Upgrades To: Pikeman	Technology: Bronze Working	Production: 65 Purchase: 65 Maintenance: 1

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

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	Name					Traits	Requirements	Base Cost
	Horseman	36			4	Fast-moving Classical era light cavalry unit. Promotion Class: Light Cavalry Upgrades To: Cavalry	Resource: Horses Technology: Horseback Riding	Production: 80 Purchase: 80 Maintenance: 2
	Hypaspist Macedon	36			2	Macedon unique melee unit that replaces the Swordsman . +5 Combat Strength when besieging districts. 50% Additional Support Bonus. Promotion Class: Melee Upgrades To: Musketman	Technology: Iron Working	Production: 100 Purchase: 100 Maintenance: 2
	Immortal Persia	30	25		2	Persian unique unit that replaces the Swordsman . Melee class unit with a ranged attack, Range 2. Strong defense strength. Promotion Class: Melee Upgrades To: Musketman	Technology: Iron Working	Production: 100 Purchase: 100 Maintenance: 2
	Infantry	70			2	Modern era melee unit. Promotion Class: Melee Upgrade From: Musketman , Conquistador Upgrades To: Mechanized Infantry	Technology: Replaceable Parts	Production: 430 Purchase: 430 Maintenance: 6
	Knight	48			4	Hard-hitting, Medieval era heavy cavalry unit. Promotion Class: Heavy Cavalry Upgrade From: Heavy Chariot , War-Cart , Hetairoi Upgrades To: Tank	Resource: Iron Technology: Stirrups	Production: 180 Purchase: 180 Maintenance: 3
	Legion Rome	40			2	Roman unique Classical era melee unit that replaces the Swordsman . Can build a Roman Fort . Build Charges: 1 Promotion Class: Melee Upgrades To: Musketman	Technology: Iron Working	Production: 110 Purchase: 110 Maintenance: 2
	Machine Gun	65	75		2	Atomic era ranged unit. Promotion Class: Ranged Upgrade From: Field Cannon	Technology: Advanced Ballistics	Production: 540 Purchase: 540 Maintenance: 6
	Mamluk Arabia	48			4	Arabian unique Medieval era unit that replaces the Knight . Heals at the end of every turn, even after moving or attacking. Promotion Class: Heavy Cavalry Upgrades To: Tank	Technology: Stirrups	Production: 180 Purchase: 180 Maintenance: 3
	Maryannu Chariot Archer Egypt	25	35		2	Egyptian unique Ancient era ranged unit that replaces the Heavy Chariot . 4 Movement when starting in open terrain. Promotion Class: Ranged Upgrades To: Crossbowman	Technology: Wheel	Production: 120 Purchase: 120 Maintenance: 2
	Mechanized Infantry	85			3	Information era melee unit. Promotion Class: Melee Upgrade From: Infantry , Redcoat , Garde Impériale , Digger	Technology: Satellites	Production: 650 Purchase: 650 Maintenance: 8
	Modern Armor	90			4	Information era heavy cavalry unit that is fast and strong. Promotion Class: Heavy Cavalry Upgrade From: Tank , Rough Rider	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. Promotion Class: Anti Cavalry Upgrade From: AT Crew	Technology: Composites	Production: 580 Purchase: 580 Maintenance: 8
	Musketman	55			2	Renaissance era melee unit. Promotion Class: Melee Upgrade From: Swordsman , Legion , Samurai , Berserker , Ngao , Mbeba , Hypaspist , Immortal Upgrades To: Infantry	Resource: Niter Technology: Gunpowder	Production: 240 Purchase: 240 Maintenance: 4
	Ngao Mbeba Kongo	35			2	Kongo unique Classical era unit that replaces the Swordsman . +10 Combat Strength when defending against ranged attacks. Can move and see through Woods and Rainforest . Promotion Class: Melee Upgrades To: Musketman	Technology: Iron Working	Production: 110 Purchase: 110 Maintenance: 2
	Pikeman	41			2	Medieval era melee unit that's strong against mounted units. Promotion Class: Anti Cavalry Upgrade From: Spearman , Hoplite Upgrades To: AT Crew	Technology: Military Tactics	Production: 200 Purchase: 200 Maintenance: 3
	Pitati Archer Nubia	17	30		2 3	Nubian unique Ancient era unit that replaces the Archer . Stronger than the Archer with extra Movement. Promotion Class: Ranged Upgrades to: Crossbowman	Technology: Archery	Production: 70 Purchase: 70 Maintenance: 1
	Ranger	45	60		1 3	Fast-moving Industrial era recon unit. Promotion Class: Recon Upgrade From: Scout	Technology: Rifling	Production: 380 Purchase: 380 Maintenance: 5
	Redcoat England	65			2	English unique Industrial era unit when Victoria is their leader. +10 Combat Strength when fighting on a continent other than your Capital's. No disembark cost. Promotion Class: Melee Upgrades To: Mechanized Infantry	Technology: Military Science	Production: 340 Purchase: 340 Maintenance: 5
	Rocket Artillery	70		95	3 2	Information era bombard unit, ideal for attacking cities. Cannot move and attack on the same turn without the Expert Crew promotion. Promotion Class: Siege Upgrade From: Artillery	Technology: Guidance Systems	Production: 680 Purchase: 680 Maintenance: 8
	Rough Rider America	67			5	American unique Modern era unit when Teddy Roosevelt is their leader. Culture is earned from kills on their Capital's continent. +10 Combat Strength when fighting on Hills. Lower maintenance cost. Promotion Class: Heavy Cavalry Upgrades To: Modern Armor	Technology: Rifling	Production: 385 Purchase: 385 Maintenance: 2
	Saka Horse Archer Scythia	15	25		1 4	Scythian unique Classical era unit. Ranged unit with 4 Movement with a Range of 1. Promotion Class: Ranged Upgrades To: Field Cannon	Technology: Horseback Riding	Production: 100 Purchase: 100 Maintenance: 2
	Samurai Japan	45			2	Japanese unique Medieval era melee unit. Does not suffer combat penalties when damaged. Promotion Class: Melee Upgrades To: Musketman	Technology: Military Tactics	Production: 180 Purchase: 180 Maintenance: 3

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

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	Name						Traits	Requirements	Base Cost
	Scout	10				3	Fast-moving Ancient era recon unit. Promotion Class: Recon Upgrades To: Ranger		Production: 30 Purchase: 30
	Slinger	5	15		1	2	Weak Ancient era ranged unit. Better on attack than defense. Promotion Class: Ranged Upgrades To: Archer		Production: 35 Purchase: 35
	Spearman	25				2	Ancient era melee unit that's effective against mounted units. Promotion Class: Anti Cavalry Upgrades To: Pikeman	Technology: Bronze Working	Production: 65 Purchase: 65 Maintenance: 1
	Swordsman	36				2	Strong Classical era melee unit. Promotion Class: Melee Upgrade From: Warrior , Eagle Warrior Upgrades To: Musketman	Resource: Iron Technology: Iron Working	Production: 90 Purchase: 90 Maintenance: 2
	Tank	80				4	Fast-moving Modern era heavy cavalry unit that ignores zone of control. Promotion Class: Heavy Cavalry Upgrade From: Knight , Varu , Mamluk , Winged Hussar Upgrades To: Modern Armor	Resource: Oil Technology: Combustion	Production: 480 Purchase: 480 Maintenance: 6
	Varu India	40				2	Indian unique Classical era unit that replaces the Horseman . -5 Combat Strength for all Adjacent enemy units. Promotion Class: Heavy Cavalry Upgrades To: Tank	Technology: Horseback Riding	Production: 120 Purchase: 120 Maintenance: 3
	War-Cart Sumeria	30				3	Sumerian 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. Promotion Class: Heavy Cavalry Upgrades To: Knight		Production: 55 Purchase: 55
	Warrior	20				2	Weak Ancient era melee unit. Promotion Class: Melee Upgrades To: Swordsman		Production: 40 Purchase: 40
	Winged Hussar Poland	55				4	Polish 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. Promotion Class: Heavy Cavalry Upgrades To: Tank	Civic: Mercenaries	Production: 250 Purchase: 250 Maintenance: 3

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

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	Name					Traits	Requirements	Base Cost
	Aircraft Carrier	65			3	Atomic era melee naval unit that can transport air units. Aircraft Capacity: 2 (can be increased to 5 with promotions) Promotion Class: Naval Carrier	Resource: Oil Technology: Combined Arms	Production: 540 Purchase: 540 Maintenance: 7
	Battleship	60	70		3 5	Modern era naval ranged unit. Provides cover from air and nuclear attacks up to 1 tile away. Anti-air Strength: 70 Promotion Class: Naval Ranged Upgrade From: Frigate Upgrades To: Missile Cruiser	Resource: Coal Technology: Steel	Production: 430 Purchase: 430 Maintenance: 6
	Caravel	50			4	Fast Renaissance era exploration melee naval unit. Promotion Class: Naval Melee Upgrade From: Galley , Viking Longship Upgrades To: Ironclad	Technology: Cartography	Production: 240 Purchase: 240 Maintenance: 4
	Destroyer	80			4	Strongest melee naval unit. Reveals Naval Raiders within sight range. Anti-air Strength: 70 Promotion Class: Naval Melee Upgrade From: Ironclad	Technology: Combined Arms	Production: 540 Purchase: 540 Maintenance: 7
	Frigate	45	55		2 4	Renaissance era ranged naval unit. Promotion Class: Naval Ranged Upgrade From: Quadrireme Upgrades To: 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. Promotion Class: Naval Melee Upgrades To: Caravel	Technology: Sailing	Production: 65 Purchase: 65 Maintenance: 1
	Ironclad	60			5	Powerful Industrial era armored melee naval unit. Promotion Class: Naval Melee Upgrade From: Caravel Upgrades To: Destroyer	Resource: Coal Technology: Steam Power	Production: 380 Purchase: 380 Maintenance: 5
	Minas Geraes Brazil	70	80		3 5	Brazilian unique Modern era unit that replaces the Battleship . Stronger than the Battleship . Anti-air Strength: 75 Promotion Class: Naval Ranged Upgrades To: Missile Cruiser	Civic: Nationalism	Production: 430 Purchase: 430 Maintenance: 6
	Missile Cruiser	70	85		3 4	Strongest ranged naval unit, available in the Information era. Anti-air Strength: 90 Promotion Class: Naval Ranged Upgrade From: Battleship , Minas Geraes	Technology: Lasers	Production: 680 Purchase: 680 Maintenance: 8
	Nuclear Submarine	80	85		2 4	Highly advanced Information era ranged raiding naval unit that can be armed nuclear weapons. Cannot be seen unless adjacent to it. Promotion Class: Naval Raider Upgrade From: 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. Promotion Class: Naval Raider Upgrades To: Submarine	Civic: Mercantilism	Production: 280 Purchase: 280 Maintenance: 4
	Quadrirème	20	25		1 3	Classical era ranged naval unit. Can only operate on Coastal waters until Cartography is researched. Promotion Class: Naval Ranged Upgrades To: Frigate	Technology: Shipbuilding	Production: 120 Purchase: 120 Maintenance: 2
	Sea Dog England	40	50		2 4	English unique Renaissance era naval unit that replaces the Privateer . Can capture enemy ships. Cannot be seen unless adjacent to it. Promotion Class: Naval Raider Upgrades To: Submarine	Civic: Mercantilism	Production: 280 Purchase: 280 Maintenance: 4
	Submarine	65	75		2 3	Modern era ranged raiding naval unit. Cannot be seen unless adjacent to it. Promotion Class: Naval Raider Upgrade From: Privateer , Sea Dog Upgrades To: Nuclear Submarine	Technology: Electricity	Production: 480 Purchase: 480 Maintenance: 6
	U-Boat German	65	75		2 3	German 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. Promotion Class: Naval Raider Upgrades To: Nuclear Submarine	Technology: Electricity	Production: 430 Purchase: 430 Maintenance: 6
	Viking Longship Norway	30			3	Norwegian unique Ancient era naval unit that replaces the Galley when Harald Hardrada is their leader.. Can pillage enemy coastal lands and capture civilians if adjacent using it's coastal raiding ability. 4 Movement while in Coastal waters. Promotion Class: Naval Melee Upgrades To: Caravel	Technology: Sailing	Production: 65 Purchase: 65 Maintenance: 1

Support Units

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	Name						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. Anti-air Strength: ☼ 70 Promotion Class: Support Upgrades To: 🚀 Mobile SAM	Technology: 🚀 Advanced Ballistics	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. Made Obsolete by: 🏰 Civil Engineering Promotion Class: Support Upgrades To: 🏥 Medic	Technology: 🏰 Masonry	Production: 65 🍌 Purchase: 65 🍌 Maintenance: 1 🍌
	Medic					2	Industrial era support unit. Can heal adjacent units. Promotion Class: Support Upgrade From: 🏰 Battering Ram , 🏰 Siege Tower	Technology: 🏥 Sanitation	Production: 370 🍌 Purchase: 370 🍌 Maintenance: 5 🍌
	Military Engineer					2	Medieval era support unit. Requires an 🏰 Armory to produce. Can construct Roads , 🏰 Forts , and 🛩️ Airstrip improvements. Build Charges: 🛠️ 2 Can construct: Fort , Airstrip , Missile Silo and Ancient, Classical, Industrial, Modern Roads . Promotion Class: Support	Building: 🏰 Armory Technology: 🏰 Military Engineering	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. Anti-air Strength: ☼ 80 Promotion Class: Support Upgrade From: 🚀 Anti-Air Gun	Technology: 🚀 Guidance Systems	Production: 590 🍌 Purchase: 590 🍌 Maintenance: 7 🍌
	Observation Balloon					2	Modern era support unit. Adds +1 🛩️ Range to adjacent bombard strength units. Promotion Class: Support	Technology: 🛩️ Flight	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. Made Obsolete by: 🏰 Civil Engineering Promotion Class: Support Upgrades To: 🏥 Medic	Technology: 🏰 Construction	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  Military Policy slot. Provides the same defensive bonuses as the  Fort improvement. +2  Amenities from entertainment. +2  Great General points per turn. Removed if game started after: Industrial Era.	Placement: Must be built on Hills ( Desert ,  Grassland ,  Plains ,  Snow , or  Tundra) adjacent to an  Encampment district. Technology:  Castles	710 
	Apadana	+2  Envoys when you build a wonder, including  Apadana , in this city. +2 Great Work slots (holds any type) Removed if game started after: Renaissance Era.	Must be built adjacent to your  Capital. Civic:  Political Philosophy	400 
	Big Ben	+1  Economic Policy slot. Doubles current treasury. +6  Gold +3  Great Merchant points per turn. Removed if game started after: Atomic Era.	Placement: Must be adjacent to a River and a  Commercial Hub with a  Bank . Technology:  Economics	1450 
	Bolshoi Theatre	Awards 2 randomly-chosen free Civics when completed. +2  Great Writer points per turn and +2  Great Musician points per turn. +1  Great Work of Writing, +1  Great Work of Music slot. Removed if game started after: Atomic Era.	Placement: Must be built on flat land ( Desert ,  Grassland ,  Plains ,  Snow , or Tundra), adjacent to a  Theater Square district. Civic:  Opera and Ballet	1240 
	Broadway	1 free random Atomic Era Civic boost. +3  Great Writer points per turn and +3  Great Musician points per turn. +1  Great Work of Writing slot, +2  Great Works of Music slots. Removed if game started after: Information Era.	Placement: Must be built on flat land ( Desert ,  Grassland ,  Plains ,  Snow , or Tundra), adjacent to a  Theater Square district. Civic:  Mass Media	1620 
	Chichen Itza	+2  Culture to all  Rainforest tiles for this city. +1  Production to all  Rainforest tiles for this city. Removed if game started after: Industrial Era.	Placement: Must be built on  Rainforest . Civic:  Guilds	710 
	Colosseum	+2  Culture, +3  Amenities from entertainment. The  Colosseum's  Culture and  Amenities are extended to each  City Center within 6 tiles. Removed if game started after: Renaissance Era.	Civic:  Games and Recreation Placement: Must be built on flat land ( Desert ,  Grassland ,  Plains ,  Snow , or Tundra), adjacent to a  Entertainment Complex .	400 
	Colossus	+1  Trade Route capacity. Grants a  Trader unit. +3  Gold +1  Great Admiral point per turn. Removed if game started after: Renaissance Era.	Cannot be built on a Lake. Placement: Must be built on  Coast , adjacent to land and a  Harbor district. Technology:  Shipbuilding	400 
	Cristo Redentor	 Tourism output from  Relics and Holy Cities is not diminished by other civilizations who have researched  The Enlightenment civic. Doubles  Tourism output of  Seaside Resorts across your civilization. +4  Culture Removed if game started after: Information Era.	Placement: Must be built on Hills ( Desert ,  Grassland ,  Plains ,  Snow , or Tundra). Civic:  Mass Media	1620 
	Eiffel Tower	All tiles in your civilization gain +2 Appeal. Removed if game started after: Information Era.	Placement: Must be built on flat land ( Desert ,  Grassland ,  Plains ,  Snow , or Tundra), adjacent to a  City Center . Technology:  Steel	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	Placement: Must be built on flat land (🏜️ Desert, 🌿 Grassland, 🌱 Plains, ❄️ Snow, or 🏔️ Tundra), adjacent to an 🏟️ Entertainment Complex with a 🏟️ Stadium. Civic: 🎖️ Professional Sports	1740 🪙
	Forbidden City	+1 🃏 Wildcard policy slot. +5 🎨 Culture Removed if game started after: Modern Era.	Placement: Must be built on flat land (🏜️ Desert, 🌿 Grassland, 🌱 Plains, ❄️ Snow, or 🏔️ Tundra), adjacent to a 🏙️ City Center. Technology: 🖨️ 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. Removed if game started after: Renaissance Era.	Placement: Must be built on flat land (🏜️ Desert, 🌿 Grassland, 🌱 Plains, ❄️ Snow, or 🏔️ Tundra) adjacent to a 🎓 Campus with a 📖 Library. Civic: 📜 Recorded History	400 🪙
	Great Lighthouse	+1 🚢 Movement for all naval units. +3 🪙 Gold +1 🧑🎖️ Great Admiral point per turn. Removed if game started after: Renaissance Era.	Placement: Must be built on 🌊 Coast, and adjacent to land and a 🏙️ Harbor district with a 🗼 Lighthouse. Technology: 🗺️ 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. Removed if game started after: Modern Era.	Placement: Must be built adjacent to a 🏙️ Commercial Hub district with a 🏪 Market and adjacent to 🐮 Cattle. Technology: 🏦 Banking	920 🪙
	Hagia Sophia	👤 Missionaries and 🗡️ Apostles can spread Religion 1 extra time. +4 🙏 Faith Removed if game started after: Industrial Era.	Must have founded a Religion . Placement: Must be built on flat land (🏜️ Desert, 🌿 Grassland, 🌱 Plains, ❄️ Snow, or 🏔️ Tundra) adjacent to a 🙏 Holy Site district. Technology: 🎓 Education	710 🪙
	Hanging Gardens	Increases growth by 15% in all cities. +2 🏠 Housing Removed if game started after: Medieval Era.	Placement: Must be built adjacent to a River. Technology: 🌿 Irrigation	180 🪙
	Hermitage	+3 🎨 Great Artist points per turn. +4 🖼️ Great Works of Art slots. Removed if game started after: Atomic Era.	Placement: Must be built adjacent to a River. Civic: 🏞️ 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. Removed if game started after: Industrial Era.	Placement: Must be built on a Lake tile adjacent to land. Technology: 🛡️ Military Tactics	710 🪙
	Jebel Barkal	Awards 2 🪙 Iron. Provides +4 🙏 Faith to all your cities that are within 6 tiles. Removed if game started after: Renaissance Era.	Placement: 🏜️ Desert Hills Technology: ⚒️ Iron Working	400 🪙
	Mahabodhi Temple	Grants 2 🗡️ Apostles. +4 🙏 Faith Removed if game started after: Renaissance Era.	Must have founded a Religion . Placement: Must be built on 🌳 Woods adjacent to a 🙏 Holy Site district with a 🏛️ Temple. Civic: 🙏 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. Removed if game started after: 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 Removed if game started after: 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 Removed if game started after: 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. Removed if game started after: 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). Removed if game started after: 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 Removed if game started after: 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 Removed if game started after: 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. Removed if game started after: 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 Removed if game started after: 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  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. Removed if game started after: 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. Removed if game started after: 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 