




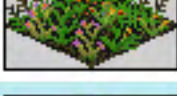
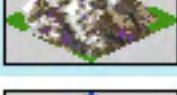
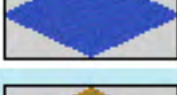
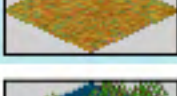
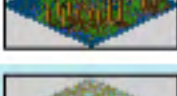


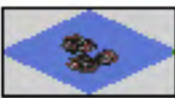




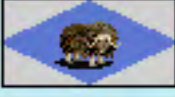

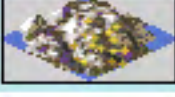

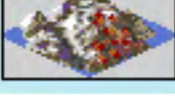
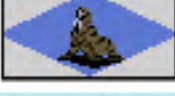
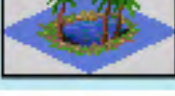

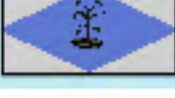
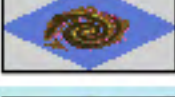
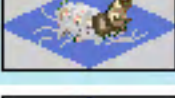
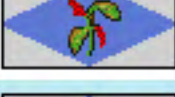
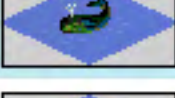
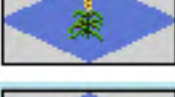















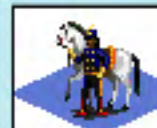









SID MEIER'S
CIVILIZATION II
THE ULTIMATE VERSION OF THE BEST-SELLING STRATEGY GAME
ADVANCES CHART WITH
TERRAIN & UNIT SPECIFICATIONS
MICRO PROSE

	Terrain Type	Food	Shields	Trade	Move Cost	Defensive Bonus	Results of Irrigation	Results of Mining	Effect of Roads*	Engineer Transformation	Possible Special Resources
	Desert	0	1	0	1	Normal	+1 Food	+1 Shield	+1 Trade	Plains	Oasis, Oil
	Forest	1	2	0	2	+ 50%	Plains	N/A	none	Grassland	Pheasant, Silk
	Glacier	0	0	0	2	Normal	N/A	+1 Shield	none	Tundra	Ivory, Oil
	Grassland	2	0/1	0	1	Normal	+1 Food	Forest	+1 Trade	Hills	Grassland
	Hills	1	0	0	2	+ 100%	+1 Food	+3 Shields	none	Plains	Coal, Wine
	Jungle	1	0	0	2	+ 50%	Grassland	Forest	none	Plains	Gems, Fruit
	Mountains	0	1	0	3	+ 200%	N/A	+1 Shield	none	Hills	Gold, Iron
	Ocean	1	0	2	1	Normal	N/A	N/A	N/A	N/A	Fish, Whales
	Plains	1	1	0	1	Normal	+1 Food	Forest	+1 Trade	Grassland	Buffalo, Wheat
	Swamp	1	0	0	2	+ 50%	Grassland	Forest	none	Plains	Peat, Spice
	Tundra	1	0	0	1	Normal	+1 Food	N/A	none	Desert	Musk Ox, Furs

*Roads reduce the movement cost of ANY terrain type to 1/3 of a movement point.

	Special Resource	Terrain Type	Food	Shields	Trade	Results of Irrigation	Results of Mining	Engineer Transformation
	Buffalo	Plains	1	3	0	Normal	Pheasant	Grassland
	Coal	Hills	1	2	0	Normal	Normal	Buffalo
	Fish	Ocean	3	0	2	N/A	N/A	N/A
	Fruit	Jungle	4	0	1	Grassland	Silk	Wheat
	Furs	Tundra	2	0	3	Normal	N/A	Oil (D)
	Pheasant	Forest	3	2	0	Buffalo	N/A	Grassland
	Musk Ox	Tundra	3	1	0	Normal	N/A	Oasis
	Gems	Jungle	1	0	4	Grassland	Pheasant	Buffalo
	Gold	Mountains	0	1	6	N/A	Normal	Coal
	Grassland (Shield)	Grassland	2	1	0	Normal	Forest	Hills
	Iron	Mountains	0	4	0	N/A	Normal	Wine
	Ivory	Glacier	1	1	4	N/A	Normal	Musk Ox
	Oasis	Desert	3	1	0	Normal	Normal	Buffalo
	Oil (D)	Desert	0	4	0	Normal	Normal	Wheat
	Oil (G)	Glacier	0	4	0	N/A	Normal	Furs
	Peat	Swamp	1	4	0	Grassland	Pheasant	Buffalo
	Silk	Forest	1	2	3	Wheat	N/A	Grassland
	Spice	Swamp	3	0	4	Grassland	Silk	Wheat
	Whales	Ocean	2	2	3	N/A	N/A	N/A
	Wheat	Plains	3	1	0	Normal	Silk	Grassland
	Wine	Hills	1	0	4	Normal	Normal	Wheat

The Medieval Era											The Modern Era																		
Unit	Cost	Att.	Def.	Move	H.P.	Fire.	Special Features	Prerequisite	Obsolete	Unit	Cost	Att.	Def.	Move	H.P.	Fire.	Special Features	Prerequisite	Obsolete	Unit	Cost	Att.	Def.	Move	H.P.	Fire.	Special Features	Prerequisite	Obsolete
 AEGIS Cruiser	100	8	8	5	3	2	Def. x 2 vs. air & missile units. Can see Subs.	Rocketry	----	 Destroyer	60	4	4	6	3	1	Can see Subs.	Electricity	----	 Marines	60	8	5	1	2	1	Can make amphibious assaults.	Amphibious Warfare	----
 Alpine Troops	50	5	5	1	2	1	Move cost = 1/3 (any Terrain).	Tactics	----	 Diplomat	30	0	0	2	1	1	Ignores enemy zones of control. Diplomatic functions.	Writing	Espionage	 Mech. Infantry	50	6	6	3	3	1	----	Labor Union	----
 Archers	30	3	2	1	1	1	----	Warrior Code	Gunpowder	 Dragoons	50	5	2	2	2	1	----	Leadership	Tactics	 Musketeer	30	3	3	1	2	1	----	Gunpowder	Conscription
 Armor	80	10	5	3	3	1	----	Mobile Warfare	----	 Elephants	40	4	1	2	1	1	----	Polytheism	Monotheism	 Nuclear Missile	160	99	0	16	1	1	Must hit target at end of its turn, or end in city/Carrier.	Rocketry	----
 Artillery	50	10	1	1	2	2	----	Machine Tools	Robotics	 Engineers	40	0	2	2	2	1	Terrain improvement. Ignores enemy zones of control.	Explosives	----	 Para-troopers	60	6	4	1	2	1	Can make paratroops.	Combined Arms	----
 Battleship	160	12	12	4	4	2	----	Automobile	----	 Explorers	30	0	1	1	1	1	Move cost = 1/3 (any Terrain).	Seafaring	Guerilla Warfare	 Partisans	50	4	4	1	2	1	Ignores enemy zones of control. Move cost = 1/3 (any Terrain).	Guerilla Warfare	----
 Bomber	120	12	1	8	2	2	Ignores City Walls.	Advanced Flight	Stealth	 Fanatics	20	4	4	1	2	1	No support required under Fundamentalism.	Fundamen- talist Gov't.	----	 Phalanx	20	1	2	1	1	1	----	Bronze Working	Feudalism
 Cannon	40	8	1	1	2	1	----	Metallurgy	Machine Tools	 Fighter	60	4	2	10	2	2	Can attack air units. Ignores City Walls.	Flight	Stealth	 Pikemen	20	1	2	1	1	1	Def. x2 vs. mounted units.	Fuedalism	Gunpowder
 Caravan	50	0	1	1	1	1	Ignores enemy zones of control.	Trade	The Corporation	 Freight	50	0	1	2	1	1	Ignores enemy zones of control.	The Corporation	----	 Riflemen	40	5	4	1	2	1	----	Conscription	----
 Caravel	40	2	1	3	1	1	Can transport 3 ground units.	Navigation	Magnetism	 Frigate	50	4	2	4	2	1	Can transport 2 ground units	Magnetism	Electricity	 Settlers	40	0	1	1	2	1	Terrain Improvements.	----	Explosives
 Carrier	160	1	9	5	4	2	Can transport 8 air or missile units.	Advanced Flight	----	 Galleon	40	0	2	4	2	1	Can transport 4 ground units	Magnetism	Industrial- ization.	 Spy	30	0	0	3	1	1	Ignores enemy zones of control. Spy functions.	Espionage	----
 Catapult	40	6	1	1	1	1	----	Mathematics	Metallurgy	 Helicopter	100	10	3	6	2	2	Can see Subs. Ignores City Walls.	Combined Arms	----	 Stealth Bomber	160	14	3	12	2	2	Ignores City Walls.	Stealth	----
 Cavalry	60	8	3	2	2	1	----	Tactics	Mobile Warfare	 Horsemen	20	2	1	2	1	1	----	Horseback Riding	Chivalry	 Stealth Fighter	80	8	3	14	2	2	Can attack air units Ignores City Walls.	Stealth	----
 Chariot	30	3	1	2	1	1	----	The Wheel	Polytheism	 Howitzer	70	12	2	2	3	2	Ignores effects of City Walls.	Robotics	----	 Submarine	60	10	2	3	3	2	Invisible to most enemy ships. Can transport 8 missile units.	Combustion	----
 Crusaders	40	5	1	2	1	1	----	Monotheism	Leadership	 Ironclad	60	4	4	4	3	1	----	Steam Engine	Electricity	 Transport	50	0	3	5	3	1	Can transport 8 ground units.	Industrial- ization.	----
 Cruise Missile	60	20	0	12	1	3	Must hit target at end of its turn, or end in city/Carrier.	Rocketry	----	 Knights	40	4	2	2	1	1	----	Chivalry	Leadership	 Tirreme	40	1	1	3	1	1	Can transport 2 ground units. Must end adjacent to land.	Map Making	Navigation
 Cruiser	80	6	6	5	3	2	Can see Subs.	Steel	Super- conductor	 Legion	40	4	2	1	1	1	----	Iron Working	Gunpowder	 Warriors	10	1	1	1	1	1	----	----	Feudalism
Cost -- Cost to build Move -- Movement per turn										Cost -- Cost to build Move -- Movement per turn										Cost -- Cost to build Move -- Movement per turn									
Att. -- Attack Power H.P. -- Hit Points										Att. -- Attack Power H.P. -- Hit Points										Att. -- Attack Power H.P. -- Hit Points									
Def. -- Defensive strength Fire. -- Fire Power										Def. -- Defensive strength Fire. -- Fire Power										Def. -- Defensive strength Fire. -- Fire Power									