

Unit	Att	Def	Mov	Cost	Required Tech	Unit	Att	Def	Mov	Cost	Required Tech
Archer	1	2	1	10	Bronze Working	ICBM	—	—	40	—	—
Artillery	16	2	2	50	Automobile	Knight	4	2	2	25	Feudalism
Battleship	12	18	4	80	Steel	Legion	2	1	1	10	Iron Working
Bomber	18	3	6	60	Advanced Flight	Militia	0	1	1	—	—
Cannon	6	2	1	30	Metallurgy	Modern Infantry	4	8	1	30	Mass Production
Caravan	0	0	3	30	Currency	Pikeman	1	3	1	15	Democracy
Catapult	4	1	1	20	Mathematics	Rifleman	3	5	1	20	Gunpowder
Cruiser	6	6	5	40	Steam Power	Settler	0	0	2	20	—
Fighter	6	4	8	30	Flight	Spy	0/1	0/1	2	25	Writing
Galleon	2	2	3	30	Navigation	Submarine	12	2	2	25	Electricity
Galley	1	1	2	30	—	Tank	10	6	3	50	Combustion
Horseman	2	1	2	20	Horseback Riding	Warrior	1	1	1	10	—

Wonder	Cost	Req Tech	Obsolete Tech	Effect
Apollo Program	750	Space Flight		Gain knowledge of ALL techs in game.
Colossus of Rhodes	100	Bronze Working	Invention	Doubles trade output in city.
East India Company	200	Navigation	Flight	Increases trade output of ALL sea spaces +1. (For all cities in civ.)
Great Library of Alexandria	150	Writing	University	Gain knowledge of any techs learned by two other civs.
Great Pyramid	150	Ceremonial Burial	Monarchy	Gain access to all forms of government.
Great Wall	150	Masonry	Engineering	All foes will offer peace to you.
Hanging Gardens of Babylon	100	Pottery		Instantly increase population of city by 50%.
Himeji Samurai Castle	150	Monarchy	Communism	All military units receive +1 to attack strength.
Hollywood	600	Mass Media		Increases civ's ability to flip foreign cities; negates foreign walls' anti-flipping ability.
Internet	750	Networking		Gold production in all cities is doubled.
Leonardo's Workshop	200	Invention		Immediately upgrade antiquated units (if you possess required tech).
Magna Carta	150	Democracy		All courthouses in civ now produce culture (in addition to their usual function).
Manhattan Project	750	Atomic Theory		Player receives the one (and only) ICBM in game.
Military-Industrial Complex	500	The Corporation		Reduces production and rushing cost of military units by 25%.
Oracle of Delphi	125	Alphabet	Religion	Provides advanced knowledge of outcome of your units' attacks.
Oxford University	150	The University		Immediately acquire knowledge of a random advanced technology.
Shakespeare's Theatre	150	Literacy	Mass Media	Doubles culture production in city.
Stonehenge	50	None	Literacy	Increases culture output of Temples by 50%.
Trade Fair of Troyes	250	Currency	Globalization	Doubles gold production in city.
United Nations	500	(Special)		Builder wins Cultural Victory. (See Civlopedia.)
World Bank	500	(Special)		Builder wins Economic Victory. (See Civlopedia.)

Building	Cost	Req Tech	Req Building	Effect
Aqueduct	120	Engineering		Increase city's growth by half.
Bank	120	Banking	Market	Replaces market; quadruples effects of focusing city's trade on Gold output.
Barracks	40	Bronze Working		Units built in city are veterans.
Cathedral	160	Religion	Temple	Replaces temple; provides 2 pts. culture for every citizen.
Courthouse	80	Literacy		Increases area outside city where citizens can work.
Factory	200	Industrialization		Doubles production in city.
Granary	40	Pottery		Increase the food output of Plains regions by 2.
Harbor	100	Navigation		Sea squares provide +1 food to city.
Iron Mine	80	Railroad		Mountain regions provide 5x production to city.
Library	40	Alphabet		Doubles effect of focusing city's trade on Science.
Market	60	Currency		Doubles effect of focusing city's trade on Gold.
Palace	n/a	None		Capturing enemy Palaces is required for Domination Victory.
SDI	200	Superconductor		Halts incoming ICBMS aimed at city.
Temple	40	Ceremonial Burial		Provides 1 pt. culture for every citizen in city.
Trading Post	60	Code of Laws		Increase trade produced by desert regions.
University	160	University	Library	Replaces library; quadruples effects of focusing city's trade on Science.
Walls	100	Masonry		Provides defensive bonus; cities with walls cannot be culture-flipped (unless encroaching civ has Hollywood wonder).
Workshop	60	Construction		Provide +2 production from hill regions.
SS Fuel	80	Space Flight		Extra fuel shortens duration of voyage.
SS Habitation	400	Space Flight		Extra habitation increases final score for Tech Victory.
SS Life Support	120	Space Flight		Extra life support increases final score for Tech Victory.
SS Propulsion	200	Space Flight		Extra propulsion shortens duration of voyage.

Government	Req Tech	Effect
Communism	Communism	Production increased; Temples and Cathedrals cease to provide Culture.
Democracy	Democracy	Increase Trade output; unable to initiate wars and must accept peace offers.
Despotism	None	No loss of Culture after using ICBM.
Fundamentalism	Religion	+1 to all units' Attack Strength; Libraries and Universities cease to provide Science.
Monarchy	Monarchy	Palace Culture output doubles.
Republic	Code of Laws	Constructing Settlers reduces city's population by 1 (rather than the standard 2).

Terrain	Yield	Terrain	Yield	Terrain	Yield	Terrain	Yield
Desert	1 Trade <small>Upgrade: Trading Post</small>	Grassland	2 Food	Icecap	None	Plains	1 Food <small>Upgrade: Granary</small>
Forest	2 Production	Hills	1 Production <small>Upgrade: Workshop</small>	Mountain	1 Production <small>Upgrade: Iron Mine</small>	Sea	2 Trade <small>Upgrade: Harbor</small>