



STEVE MERCEDES
CIVILIZATION II
 THE ULTIMATE VERSION OF THE BEST SELLING STRATEGY GAME
 ADVANCES CHART WITH
 TERRAIN & UNIT SPECIFICATIONS

THE LASER	SDI Defense (Missile Production)	SUPER CONDUCTOR	SS Module (Plastics)	STEALTH	Stealth Bomber, Stealth Fighter
FUSION POWER		FUTURE TECH	(Recycling)		

Ancient Military	Ancient Economic	Ancient Social	Ancient Academic	Ancient Applied
Renaissance Military	Renaissance Economic	Renaissance Social	Renaissance Academic	Renaissance Applied
Indus. Rev. Military	Indus. Rev. Economic	Indus. Rev. Social	Indus. Rev. Academic	Indus. Rev. Applied
Modern Military	Modern Economic	Modern Social	Modern Academic	Modern Applied

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

Terrain Type	Food	Shields	Trade	Move Cost	Defensive Bonus	Results of Irrigation	Results of Mining	Effect of Roads*	Engineer Transformation	Possible Special Resources
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

Special Resource	Terrain Type	Food	Shields	Trade	Results of Irrigation	Results of Mining	Engineer Transformation
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	4	N/A	Normal	Normal	Musk Ox
Oasis	Desert	3	1	0	Normal	Normal	Buffalo
Oil (D)	Desert	0	4	0	Normal	Normal	Wheat

Special Resource	Terrain Type	Food	Shields	Trade	Results of Irrigation	Results of Mining	Engineer Transformation
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

Unit	Cost	Alt.	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	—		
Alpine Troops	50	5	5	1	2	1	Move cost = 1/3 (any Terrain).	Warrior	—		
Archers	30	3	2	1	1	1	—	Warrior Code	Gunpowder		
Armor	80	10	5	3	3	1	—	Mobile Warfare	—		
Artillery	50	10	1	1	2	2	—	Machine Tools	Robotics		
Battleship	160	12	12	4	4	2	—	Automobile	—		
Bomber	120	12	1	8	2	2	—	Ignores City Walls.	Advanced Flight	Stealth	
Cannon	40	8	1	1	2	1	—	Metallurgy	Machine Tools		
Caravan	50	0	1	1	1	1	—	Ignores enemy zones of control.	Trade	The Corporation	
Caravel	40	2	1	3	1	1	—	Can transport 3 ground units.	Navigation	Magnetism	
Carrier	160	1	9	5	4	2	—	Can transport 3 air or missile units.	Advanced Flight	—	
Catapult	40	6	1	1	1	1	—	—	Mathematics	Metallurgy	
Cavalry	60	8	3	2	2	1	—	—	Tactics	Mobile Warfare	
Chariot	30	3	1	2	1	1	—	—	The Wheel	Polytheism	
Crusaders	40	5	1	2	1	1	—	—	Monotheism	Leadership	
Cruise Missile	60	20	0	12	1	3	—	—	Must hit target at end of its turn, or end in city/Carrier.	Rocketry	—
Cruiser	80	6	6	5	3	2	—	—	Can see Subs.	Steel	Super-conductor

Unit	Cost	Alt.	Def.	Move	H.P.	Fire.	Special Features	Prerequisite	Obsolete		
Destroyer	60	4	4	6	3	1	—	—	Electricity	—	
Diplomat	30	0	0	2	1	1	—	—	Writing	Espionage	
Dragoons	50	5	2	2	2	1	—	—	Leadership	Tactics	
Elephants	40	4	1	2	1	1	—	—	Polytheism	Monotheism	
Engineers	40	0	2	2	2	1	—	—	Terrain improvement. Ignores enemy zones of control.	Explosives	—
Explorers	30	0	1	1	1	1	—	—	Move cost = 1/3 (any Terrain).	Seafaring	Guerrilla Warfare
Fanatics	20	4	4	1	2	1	—	—	No support required under Fundamentalism.	Fundamentalist Gov't.	—
Fighter	60	4	2	10	2	2	—	—	Can attack air units. Ignores City Walls.	Flight	Stealth
Freight	50	0	1	2	1	1	—	—	Ignores enemy zones of control.	The Corporation	—
Frigate	50	4	2	4	2	1	—	—	Can transport 2 ground units.	Magnetism	Electricity
Galleon	40	0	2	4	2	1	—	—	Can transport 4 ground units.	Magnetism	Industrialization
Helicopter	100	10	3	6	2	2	—	—	Can see Subs. Ignores City Walls.	Combined Arms	—
Horsemen	20	2	1	2	1	1	—	—	—	Horseback Riding	Chivalry
Howitzer	70	12	2	2	3	2	—	—	Ignores effects of City Walls.	Robotics	—
Ironclad	60	4	4	4	3	1	—	—	—	Steam Engine	Electricity
Knights	40	4	2	2	1	1	—	—	—	Chivalry	Leadership
Legion	40	4	2	1	1	1	—	—	—	Iron Working	Gunpowder

Unit	Cost	Alt.	Def.	Move	H.P.	Fire.	Special Features	Prerequisite	Obsolete			
Marines	60	8	5	1	2	1	—	—	Can make amphibious assaults.	Amphibious Warfare	—	
Mech Infantry	50	6	6	3	3	1	—	—	—	Labor Union	—	
Musketeeer	30	3	3	1	2	1	—	—	—	Gunpowder	Conscription	
Nuclear Missile	160	99	0	16	1	1	—	—	—	Must hit target at end of its turn, or end in city/Carrier.	Rocketry	—
Para-troopers	60	6	4	1	2	1	—	—	—	Can make paratroops.	Combined Arms	—
Partisans	50	4	4	1	2	1	—	—	—	Ignores enemy zones of control. Move cost = 1/3 (any Terrain).	Guerrilla Warfare	—
Phalanx	20	1	2	1	1	1	—	—	—	—	Bronze Working	Feudalism
Pikemen	20	1	2	1	1	1	—	—	—	Def. x 2 vs. mounted units.	Feudalism	Gunpowder
Riflemen	40	5	4	1	2	1	—	—	—	—	Conscription	—
Settlers	40	0	1	1	2	1	—	—	—	Terrain improvements.	—	Explosives
Spy	30	0	0	3	1	1	—	—	—	Ignores enemy zones of control. Spy functions.	Espionage	—
Stealth Bomber	160	14	3	12	2	2	—	—	—	Ignores City Walls.	Stealth	—
Stealth Fighter	80	8	3	14	2	2	—	—	—	Can attack air units. Ignores City Walls.	Stealth	—
Submarine	60	10	2	3	3	2	—	—	—	Invisible to most enemy ships. Can transport 8 missile units.	Combustion	—
Transport	50	0	3	5	3	1	—	—	—	Can transport 8 ground units.	Industrialization	—
Trireme	40	1	1	3	1	1	—	—	—	Can transport 2 ground units. Must end adjacent to land.	Map Making	Navigation
Warriors	10	1	1	1	1	1	—	—	—	—	—	Feudalism

Cost – Cost to build Alt. – Attack power Def. – Defensive strength
 Move – Movement per turn H.P. – Hit Points Fire. – Fire Power