



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

THE LASER
SDI Defense (Missile Production)

SPY
Spy (Counterespionage)

REFRIGERATION
Supermarket, Improve Farmland

ESPIGONAGE
Spy (Counterespionage)

STEEL
Cruiser (Industrialization)

MOBILE WARFARE
Armor

COMBINED ARMS
Helicopter, Paratroopers (Advanced Flight)

MASS PRODUCTION
Mass Transit, Super-Highways (The Corporation)

RECYCLING
Recycling Center (Democracy)

ROCKETRY
AEGIS Cruiser, Cruise Missile, Nuclear Missile, SAM Missile Battery (Electronics)

GUERRILLA WARFARE
Partisans (Tactics)

LABOR UNION
Mechanized Infantry

THE CORPORATION
Freight, Capitalization (Economics)

GENETIC ENGINEERING
Cure for Cancer (Medicine)

SPACE FLIGHT
SS Structural, Apollo Program

ENVIRONMENTALISM
Solar Plant

INDUSTRIALIZATION
Offshore Platform

COMPUTERS
Research Lab, SETI Program

ROBOTICS
Howitzer, Manufacturing Plant

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] |
| [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 | 0 | N/A | 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). | Tactics | — |
| 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 8 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 | Can see Subs. | Electricity | — |
| Diplomat | 30 | 0 | 0 | 2 | 1 | 1 | Ignores enemy zones of control. Diplomatic functions. | 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. | Fundamentalism 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 |
| Musketeer | 30 | 3 | 3 | 1 | 2 | 1 | — | — | Gunpowder |
| 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 |
| Pikemen | 20 | 1 | 2 | 1 | 1 | 1 | Def. x 2 vs. mounted units. | — | Feudalism |
| 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 |
| Warriors | 10 | 1 | 1 | 1 | 1 | 1 | — | — | Feudalism |

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