Keyboard Shortcuts

Unit Orders

Airdrop	A
Airlift	T
Air superiority mission	S
Automate worker	A
leave existing improvements	Shift-A
this city only	Shift-I
this city, leave existing imp.	Ctrl-Shift-I
clean up pollution only	Shift-P
clear forests only	Shift-F
clear jungle only	Shift-J
Bombard	B
Bombing mission	B
Build army	B
Build city	B
Build colony	B
Build fortress	Ctrl-F
Build mine	M
Build railroad	Shift-R
Build railroad to	Ctrl-Shift-R
Build road	R
Build road to	Ctrl-R
Build road to, then colonize	Ctrl-B
Clean up pollution	Shift-C
Clear forest	Shift-C
Clear jungle	Shift-C
Disband	D
Explore	E
Fortify/Garrsion	F
Go to	G
Go to (whole stack)	J
Hold (skip turn)	Spacebar
Hurry improvement	Ctrl-H
Irrigate	I
Irrigate to nearest city	Ctrl-I
Join city	B
Pillage	P
Plant forest	N
Re-base mission	Shift-R
Recon mission	R
Sentry	Y
Sentry (wake near enemy only)	Shift-Y
Trade network	Ctrl-N

More Unit Orders

Unload/load	L
Upgrade	U
Upgrade all	Shift-U
Wait	W or Tab

Game Stuff

Center on active unit	C
Center on capital	H
Change government (revolution)	Shift-G
Change mobilization	Shift-M
Clean up map	Ctrl-Shift-M
Contact rival leaders	Shift-D
Demographics	F11
End turn immediately	Shift-Enter
Espionage	E
Establish an embassy	Ctrl-E
Go to city	Ctrl-Shift-G
Histograph/Score	F8
Locate city	Shift-L
Palace	F9
Plant a spy	Ctrl-Shift-E
Spaceship	F10
Toggle map grid	Ctrl-G
Use embassy or spy	Shift-E
Wonders of the World	F7
Zoom in/out	Z

Advisors

Domestic advisor	F1
Trade advisor	F2
Military advisor	F3
Foreign advisor	F4
Cultural advisor	F5
Science advisor	F6

City Window

Add to production queue	Shift-Click
Contact city governors	G
Hurry production (rush job)	H
Load production queue	Q
Save production queue	Shift-Q

Other Stuff

Change preferences	Ctrl-P
Change sound preferences	Shift-S
Hide interface	Del
Load game	Ctrl-L
Main menu	Ctrl-M
New game	Ctrl-Shift-Q
Quit	Esc
Resign and quit	Ctrl-Q
Retire	Shift-Q
Save game	Ctrl-S
Show game version	Ctrl-F4
Toggle button direction	Backspace

Foot Units

Warrior	Jaguar Warrior	Spearman	Impi	Hopilite	Pikeman	Archer
		Bronze Working	Bronze Working	Bronze Working	Feudalism	Warrior Code
10	10	20	20	20	30	20
1.1.1	1.1.2	1.2.1	1.2.2	1.3.1	1.3.1	2.1.1
Swordsman	Swordsman	Pikeman	Musketman	Musketman	Musketman	Longbowman
	Aztec		*Zulu*	*Greek*	Iron	

Bowman	Longbowman	Swordsman	Legionary	Immortal	Musketman	Musketeer
Warrior Code	Invention	Iron Working	Iron Working	Iron Working	Gunpowder	Gunpowder
20	40	30	30	30	60	60
2.2.1	4.1.1	3.2.1	3.3.1	4.2.1	2.4.1	3.4.1
Longbowman					Rifleman	Rifleman
Babylonian		Iron	Iron, *Roman*	Iron, *Persian*	Saltpeter	Saltpeter, *French*

Rifleman	Infantry	Paratrooper	Marines	Mech Infantry	
Nationalism	Replaceable Parts	Advanced Flight	Amphibious Warfare	Computers	required advance
80	90	100	100	110	shield cost
4.6.1	6.10.1	6.8.1*	8.6.1*	12.18.2*	attack.defend.move (* unit has zone of control)
Infantry	Mech Infantry				upgrades to
	Rubber	Oil, Rubber	Rubber	Oil, Rubber	resources, *nationality*

Mounted Units

Artillery Units
all move at 1 per turn

Chariot	**War Chariot**	**Horseman**	**Mounted Warrior**	**Knight**
The Wheel	The Wheel	Horseback Riding	Horseback Riding	Chivalry
20	20	30	30	70
1.1.2	2.1.2	2.1.2	3.1.2	4.3.2
Horseman	Knight	Knight	Knight	Cavalry
Horses	Horses, *Egyptian*	Horses	Horses, *Iroquois*	Horses, Iron

Catapult	**Cannon**
Mathematics	Metallurgy
20	40
4.1.1	8.1.1
Cannon	Artillery
	Iron, Saltpeter

War Elephant	**Samurai**	**Rider**	**Cavalry**	**Cossack**
Chivalry	Chivalry	Chivalry	Military Tradition	Military Tradition
70	70	70	80	80
4.3.2	4.4.2	4.3.3	6.3.3*	6.4.3*
Cavalry	Cavalry	Cavalry		
Indian	Iron, *Japanese*	Horses, Iron, *Chinese*	Horses, Saltpeter	Horses, Saltpeter, *Russian*

Artillery	**Radar Artillery**
Replacable Parts	Robotics
80	120
12.2.2	16.2.2*
Radar Artillery	
	Aluminum

Tank	**Panzer**	**Modern Armor**
Motorized Transport	Motorized Transport	Synthetic Fibers
100	100	120
16.8.2*	16.8.3*	24.16.3*
Modern Armor	Modern Armor	
Oil, Rubber	Oil, Rubber, *German*	Oil, Rubber, Aluminum

required advance	
shield cost	
attack.defend.move	(* unit has zone of control)
upgrades to	
resources, *nationality*	

Cruise Missile	
Rocketry	required advance
60	shield cost
16.2.3	bombard.range.firing rate
	upgrades to
Aluminum	resources

Naval Units

Privateer	Frigate	Man-O-War	Ironclad
Magnetism	Magnetism	Magnetism	Steam Power
60	60	60	80
2.1.3	2.2.4	3.2.4	4.4.4
	2.1.2	3.1.2	4.1.2
Iron, Saltpeter	Iron, Saltpeter	Iron, Saltpeter, *British*	Coal, Iron

Submarine	Nuclear Sub	Destroyer	AEGIS Cruiser
Mass Production	Fission	Combustion	Robotics
100	140	120	160
8.4.3	8.4.4	12.8.5	12.10.5*
	(can carry 1 Tactical Nuke)	6.1.2	4.2.2
Oil	Uranium	Oil	Aluminum, Uranium

Battleship
Mass Production
200
18.12.5
8.2.2
Oil

Naval Transports

Galley	Caravel
Mapmaking	Astronomy
30	40
1.1.3 - 2	1.2.3 - 3
Caravel	Galleon

Galleon	Transport
Magnetism	Combustion
60	100
1.2.4 - 4	1.4.5 - 8
Transport	
	Oil

Carrier
Mass Production
180
1.8.4 - 4

Oil

required advance	
shield cost	
attack.defend.move	(* unit has zone of control)
bombard.range.firing rate	
resources, *nationality*	

required advance	
shield cost	
attack.defend.move - carrying capacity	
upgrades to	
resources	

Air Units

Fighter	Jet Fighter	F-15
Flight	Rocketry	Rocketry
80	100	100
4.2	8.4	8.4
2.4.1	2.6.1	4.6.2
Oil	Oil, Aluminum	Oil, Aluminum, *American*
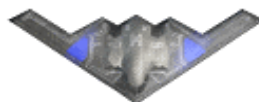
Stealth Fighter	Bomber	Stealth Bomber
Stealth	Flight	Stealth
120	100	240
0.0	0.2	0.0
4.6.2	8.6.3	8.8.3
Oil, Aluminum	Oil	Oil, Aluminum

Helicopter
Advanced Flight
100
0.2
(range is 6, can carry 1)
Oil, Rubber

required advance
shield cost
attack.defend
bombard.range.firing rate
resources, *nationality*

Note: Fighter upgrades to Jet Fighter

Nuclear Units

Tactical Nuke

advance:	Space Flight
shield cost:	300
range:	6
resources:	Aluminum, Uranium

ICBM

advance:	Satellites
shield cost:	500
range:	global
resources:	Aluminum, Uranium

Non Combat Units

Settler	Worker
30	10
0.0.1	0.0.1
(costs 2 population)	(costs 1 population)

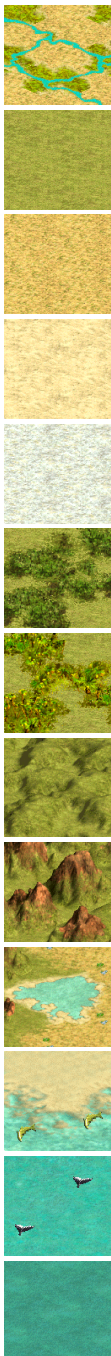| Scout	Explorer
	Navigation
10	20
0.0.2	0.0.2
Explorer	
(expansionist civs only)	(treats all terrain as road)

Leader

0.0.3
(requires victorious elite unit)

required advance
shield cost
attack.defend.move
upgrades to

Terrain

	Move	Defense	F.S.C	Irrigation	Mines	Roads	Bonus Resources	Luxury Resources	Strategic Resources
Flood Plains	1	10	3.0.0	+1		+1	Wheat		
Grasslands	1	10	2.0.0	+1	+1	+1	Cattle, Wheat	Wine	Horses
Plains	1	10	1.1.0	+1	+1	+1	Cattle, Wheat	Wine, Ivory	Horses
Desert	1	10	0.1.0	+1	+1	+1		Incense	Saltpeter, Oil
Tundra	1	10	1.0.0		+1	+1	Game	Furs	Oil, Aluminum
Forest	2	25	1.2.0			+1	Game	Furs, Dye, Spice, Ivory, Silk	Uranium, Rubber
Jungle	3	25	1.0.0			+1		Dye, Spice, Silk, Gems	Coal, Rubber
Hills	2	50	1.1.0		+2	+1	Gold	Wine, Incense	Horses, Iron, Saltpeter, Coal, Aluminum
Mountains	3	100	0.1.0		+2	+1	Gold	Gems	Iron, Saltpeter, Coal, Uranium
Lake	1	10	2.0.2						
Coast	1	10	1.0.2				Fish		
Sea	1	10	1.0.1				Whale, Fish		
Ocean	1	10	0.0.0						

F.S.C is Food.Shields.Commerce
Rivers add +1 Commerce to adjacent squares
Grasslands may have 1 shield
Railroads add +1 to irrigation or mines

Resources
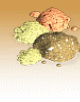
Strategic

		Food	Shields	Comm.	Requires	Terrain
	Aluminum		+2		Rocketry	Hills, Tundra
	Needed for… Modern Armor, Radar Artillery, Cruise Missile, Aegis Cruiser, Jet Fighter, F-15, all stealth planes, all nukes, *Apollo Program, SAM Missile Battery*					
	Coal		+2	+1	Steam Power	Jungle, Hills, Mountains
	Needed for… Ironclad, *Coal Plant, Iron Works, Railroads*					
	Horses			+1	The Wheel	Grasslands, Plains, Hills
	Needed for… Chariot, War Chariot, Horseman, Mounted Warrior, Knight, Rider, Cavalry, Cossack					
	Iron		+1		Iron Working	Hills, Mountains
	Needed for… Pikeman, Swordsman, Legionary, Immortal, Knight, Samurai, Rider, Cannon, Privateer, Frigate, Man-O-War, Ironclad, *Coastal Fortress, Factory, Iron Works, Railroads*					
	Oil		+1	+2	Refining	Desert, Tundra
	Needed for… Paratrooper, Mech Infantry, all tanks, Transport, Carrier, Submarine, Destroyer, Battleship, all air units					
	Rubber			+2	Replaceable Parts	Forest, Jungle
	Needed for… Infantry, Paratrooper, Marines, Mech Infantry, all tanks, Helicopter					
	Saltpeter			+1	Gunpowder	Desert, Hills, Mountains
	Needed for… Musketman, Musketeer, Cavalry, Cossack, Cannon, Privateer, Frigate, Man-O-War, *Coastal Fortress*					
	Uranium		+2	+3	Fission	Forest, Mountains
	Needed for… Nuclear Sub, Aegis Cruiser, Tactical Nuke, ICBM, *Nuclear Plant, Manhattan Project*					

Luxury

		Food	Shields	Comm.
	Dyes			+1
	Ivory			+2
	Furs		+1	+1
	Gems			+4
	Incense			+1
	Silk			+3
	Spice			+2
	Wines	+1		+1

Bonus

		Food	Shields	Comm.
	Cattle	+2	+1	
	Fish	+2		+1
	Game	+2		
	Gold			+4
	Whales	+1	+1	+2
	Wheat	+2		

Governments

		Military Police	Corruption and Waste	Production Bonus/Penalty	Hurry Method	Free Units	Draft Limit	War Weariness	Other
	Anarchy	0	catastrophic	only food is produced, -1 in squares with 3 food or more	none	all units are free	0	none	Workers 50% slower, no upkeep on improvements
	Despotism	2	rampant	-1 in squares with 3 or more food, shields or commerce	forced labor	4 per town 4 per city 4 per metropolis	2	none	
	Monarchy	3	problematic		paid labor	2 per town 4 per city 8 per metropolis	2	none	
	Communism	4	communal		forced labor	2 per town 4 per city 8 per metropolis	2	none	Espionage missions have greater chance of success
	Republic	0	nuisance	+1 commerce in squares already producing commerce	paid labor	none	1	low	
	Democracy	0	minimal	+1 commerce in squares already producing commerce	paid labor	none	1	high	Workers 50% faster, cities immune to propaganda

Civ-Specific Abilities
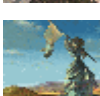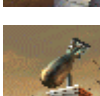
Commercial	Large cities produce extra commerce. Levels of corruption are lower. Start with **Alphabet**.	(Romans, Greeks, Indians, French, British)
Expansionist	Can build Scouts, start with one Scout. Barbarian villages are more lucrative. Start with **Pottery**.	(Iroquois, Russians, Americans, Zulu, British)
Industrious	Large cities produce extra shields. Workers complete jobs faster. Start with **Masonry**.	(Chinese, Egyptians, Americans, French, Persians)
Militaristic	Military improvements are cheaper. Units promoted more often. Start with **Warrior Code** or **The Wheel**.	(Romans, Germans, Chinese, Japanese, Aztecs, Zulu)
Religious	Religious improvements are cheaper. No anarchy between governments. Start with **Ceremonial Burial**.	(Japanese, Indians, Aztecs, Iroquois, Egyptians, Babylonians)
Scientific	Scientific improvements are cheaper. One free advance at start of each era. Start with **Bronze Working**.	(Greeks, Germans, Babylonians, Russians, Persians)

City Improvements

Name	Cost	Upkeep	Culture	Requires	Effect
Airport	160	2		Flight	produces veteran air units, trading hub
Aquaduct	100	1		Construction	allows population growth past size 6, for cities with no access to fresh water
Bank	160	1		Banking	50% increase to tax revenue
Barracks	40	1			produces veteran ground units
Cathedral	160	2	3	Monotheism	makes 3 content citizens
City Walls	20			Masonry	+50% against land attacks, defends against artillery bombardment, not needed past size 6
Coal Plant	160	3		Industrialization, *Coal*	increases factory output by 50%, causes pollution
Coastal Fortress	40			Metallurgy, *Iron, Saltpeter*	+50% against naval attacks, defends against naval bombardment, and attacks enemy ships
Colosseum	120	2	2	Construction	makes 2 content citizens
Courthouse	80	1		Code of Laws	reduces corruption, reduces effect of propoganda against city
Factory	240	3		Industrialization, *Iron*	50% increase to production, causes pollution
Granary	60	1		Pottery	halves food storage required for population growth
Harbor	80	1		Map Making	+1 food from coast, sea and ocean squares, produces veteran sea units, trading hub
Hospital	160	2		Sanitation	allows population growth past size 12
Hydro Plant	240	3		Electronics	increases factory output by 50%, requires a river, makes no pollution
Library	80	1	3	Literature	50% increase to science output
Manufacturing Plant	320	3		Robotics	50% increase to production, causes pollution
Marketplace	100	1		Currency	50% increase to tax revenue, increases effect of luxury resources
Mass Transit	200	2		Ecology, Rubber	reduces pollution from population
Nuclear Plant	240	3		Nuclear Power, *Uranium*	increases factory output by 150%, reduces pollution, requires fresh water, chance of meltdown
Offshore Platform	240	3		Miniaturization	+1 shield from coast, sea and ocean squares
Palace	varies		1	Masonry	center of civilization
Police Station	160	1		Communism	reduces war weariness, reduces corruption
Recycling Plant	200	2		Recycling	reduces pollution from production
Research Lab	200	2	2	Computers	50% increase to science output
SAM Missile Battery	80	2		Rocketry, *Aluminum*	defends against air bombardment
Solar Plant	320	3		Ecology	increases factory output by 50%, makes no pollution
Temple	60	1	2	Ceremonial Burial	makes 1 content citizen
University	200	2	4	Education	50% increase to science output

Great Wonders

Name	Cost	Culture	Charact.	Requires
Colossus	200	3	Expansionist, Religious	Bronze Working
+1 commerce in every square producing commerce				Obsolete after *Flight*
Great Wall	200	2	Militaristic, Industrious	Construction
doubles City Wall effects, and combat vs. barbarians				Obsolete after *Metallurgy*
Oracle	300	4	Religious	Mysticism
doubles effects of Temples				Obsolete after *Theology*
Hanging Gardens	300	4	Industrious	Monarchy
3 content citizens, 1 content citizen in all other cities				Obsolete after *Steam Power*
Lighthouse	300	2	Expansionist, Commercial	Map Making
+1 ship movement, Galleys travel safely at sea				Obsolete after *Magnetism*
Great Library	400	6	Scientific	Literature
gives advances that two other Civilizations have				Obsolete after *Education*
Pyramids	400	4	Industrious, Religious	Masonry
Granary in every city on continent				
Copernicus' Observatory	400	4	Expansionist	Astronomy
doubles science output of city				
Magellan's Voyage	400	3	Expansionist, Commercial	Navigation
+1 ship movement				
Newton's University	400	6	Scientific	Theory of Gravity
doubles science output of city				
Shakespeare's Theater	400	8		Free Artistry
makes 8 content citizens in city where it is built				
Sun Tzu's Art of War	600	2	Militaristic	Feudalism
Barracks in every city on continent				

Name	Cost	Culture	Charact.	Requires
Smith's Trading Company	600	3	Commercial	Economics
pays upkeep for Harbors, Marketplaces, Banks and Airports				
J.S. Bach's Cathedral	600	6	Religious	Music Theory
makes 2 content citizens in every city on continent				
Leonardo's Workshop	600	2	Militaristic	Invention
halves unit upgrade costs				
Sistine Chapel	600	6	Religious	Theology
doubles effects of Cathedrals				
Theory of Evolution	600	3	Scientific	Scientific Method
two free civilization advances				
Hoover Dam	800	2	Industrious	Electronics
Hydro Plant in every city on continent				
Universal Suffrage	800	4	Militaristic	Industrialization
reduces war weariness in all cities				
Manhattan Project	800	2	Militaristic, Industrious	Fission, *Uranium*
allows construction of nuclear weapons by all Civilizations				
United Nations	1000	4	Commercial	Fission
allows diplomatic victory				
Cure for Cancer	1000	3	Scientific	Genetics
makes 1 content citizen in all cities				
Longevity	1000	3	Scientific	Genetics
cities grow by 2 citizens when the food storage box fills				
SETI Program	1000	3	Expansionist	Computers
doubles science output of city				

Small Wonders

Name	Cost	Culture	Requires	Effect
Heroic Epic	200	4	victorious army	increases likelihood of leaders appearing
Iron Works	300	2	*Coal* and *Iron* in city radius	doubles shield output in city
Forbidden Palace	200	2	8 cities on a standard map	lowers corruption as if it were a second capital
Wall Street	300	2	5 Banks	earn 5% interest on treasury each turn (maximum of 50)
Military Academy	400	1	victorious army	can build armies in city without a leader
Pentagon	400	1	3 armies in the field	armies can contain an extra unit
Intelligence Agency	400	1	Espionage	allows espionage missions
Apollo Program	500	2	Space Flight, *Aluminum*	allows spaceship construction
Strategic Missile Defense	500	1	5 SAM Missile Batteries	75% chance of intercepting ICBM attacks
Battlefield Medicine	500	1	5 Hospitals	military units can heal in enemy territory

Ancient Times

Bronze Working
Spearman 1.2.1
The Colossus c3 (E,R)

Iron Working
Swordsman 3.2.1
Resource: Iron

Construction
Aquaduct u1 c0
Colosseum u2 c2
The Great Wall c2 (M,I)
build fortress

Masonry
Palace u0 c1
City Walls u0 c0
Pyramids c4 (I,R)

Mathematics
Catapult 4.1.1

Currency
Marketplace u1 c0

Alphabet

Philosophy

The Republic*
new government

Pottery
Granary u1 c0

Writing
establish embassies,
right of passage, alliances

Code of Laws
Courthouse u1 c0

Literature*
Library u1 c3
The Great Library c6 (S)

The Wheel
Chariot 1.1.2
Resource: Horses

Horseback Riding
Horseman 2.1.2

Map Making
Galley 1.1.3 - 2
Harbor u1 c0
The Lighthouse c2 (E,C)

Warrior Code
Archer 2.1.1

Ceremonial Burial
Temple u1 c2

Mysticism
The Oracle c4 (R)

Polytheism

Monarchy*
Hanging Gardens c4 (I)
new government

Ground Units attack.defend.move
Artillery Units bombard.range.firing rate
Naval Transports attack.defend.move - carrying capacity

u is upkeep per turn
c is culture per turn
( ) is wonder characteristics

* optional advance

Middle Ages

Monotheism
Cathedral u2 c3

Theology
Sistine Chapel c6 (R)
The Oracle is obsolete

Printing Press*

Democracy*
new government

Education
University u2 c4
Great Library is obsolete

Banking
Bank u1 c0

Free Artistry*
Shakespeare's Theater c8

Economics*
Smith's Trading Co. c3 (C)
doubles effect of wealth

Music Theory*
J.S. Bach's Cathedral c6 (R)

Astronomy
Caravel 1.2.3 - 3
Copernicus' Observatory c4 (E)
trade over sea squares

Navigation*
Explorer 0.0.2
Magellan's Voyage c3 (E,C)
trade over ocean squares

Chivalry*
Knight 4.3.2

Theory of Gravity
Newton's University c6 (S)

Feudalism
Pikeman 1.3.1
Sun Tzu's Art of War c2 (M)

Physics

Magnetism
Galleon 1.2.4 - 4
Privateer 2.1.3
Frigate 2.2.4 / 2.1.2
The Lighthouse is obsolete
trade over ocean squares

Invention
Longbowman 4.1.1
Leonardo's Workshop c2 (M)

Military Tradition*
Cavalry 6.3.3
Military Academy c1

Engineering
plant forest
road movement across rivers

Gunpowder
Musketman 2.4.1
Resource: Saltpeter

Chemistry

Metallurgy
Cannon 8.1.1
Coastal Fortress u0 c0
The Great Wall is obsolete

Ground Units attack.defend.move
Artillery Units bombard.range.firing rate
Naval Transports attack.defend.move - carrying capacity
Naval units attack.defend.move / bombard.range.firing rate

u is upkeep per turn   * optional advance
c is culture per turn
( ) is wonder characteristics

Industrial Ages

Nationalism*
Rifleman 4.6.1
mobilize for war
draft units
protection pact, embargoes

Communism*
Police Station u1 c0
new government

Refining
Resource: Oil

Flight
Fighter 4.2 / 2.4.1
Bomber 0.2 / 8.6.3
Airport u2 c0
The Colossus is obsolete

Espionage*
Intelligence Agency c1

Combustion
Transport 1.4.5 - 8
Destroyer 12.8.5 / 6.1.2

Advanced Flight*
Paratrooper 6.8.1
Helicopter 0.2 / 0.6.0 - 1

Industrialization
Coal Plant u3 c0
Factory u3 c0
Universal Suffrage c4 (M)

Steam Power
Ironclad 4.4.4 / 4.1.2
Resource: Coal
build railroad
Hanging Gardens is obsolete

Steel

Amphibious War.*
Marines 8.6.1

The Corporation

Replaceable Parts
Infantry 6.10.1
Artillery 12.2.2
Resource: Rubber
doubles speed of workers

Mass Production
Carrier 1.8.4 - 4
Submarine 8.4.3
Battleship 18.12.5 / 8.2.2

Electricity
irrigate without fresh water

Medicine

Scientific Method
Theory of Evolution c3 (S)

Atomic Theory

Motor. Transport.
Tank 16.8.2

Sanitation*
Hospital u2 c0

Electronics
Hydro Plant u3 c0
Hoover Dam c2 (I)

Radio

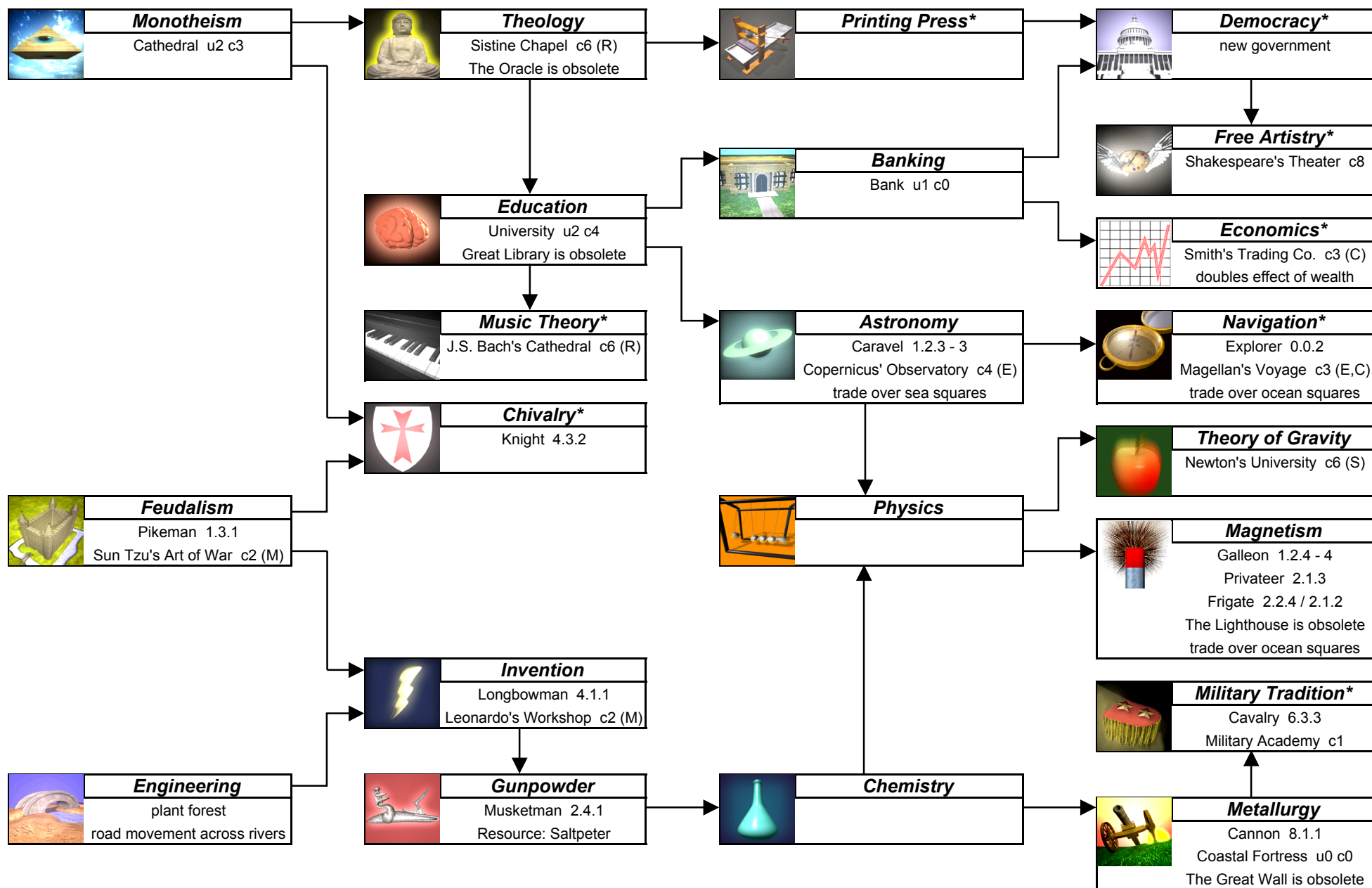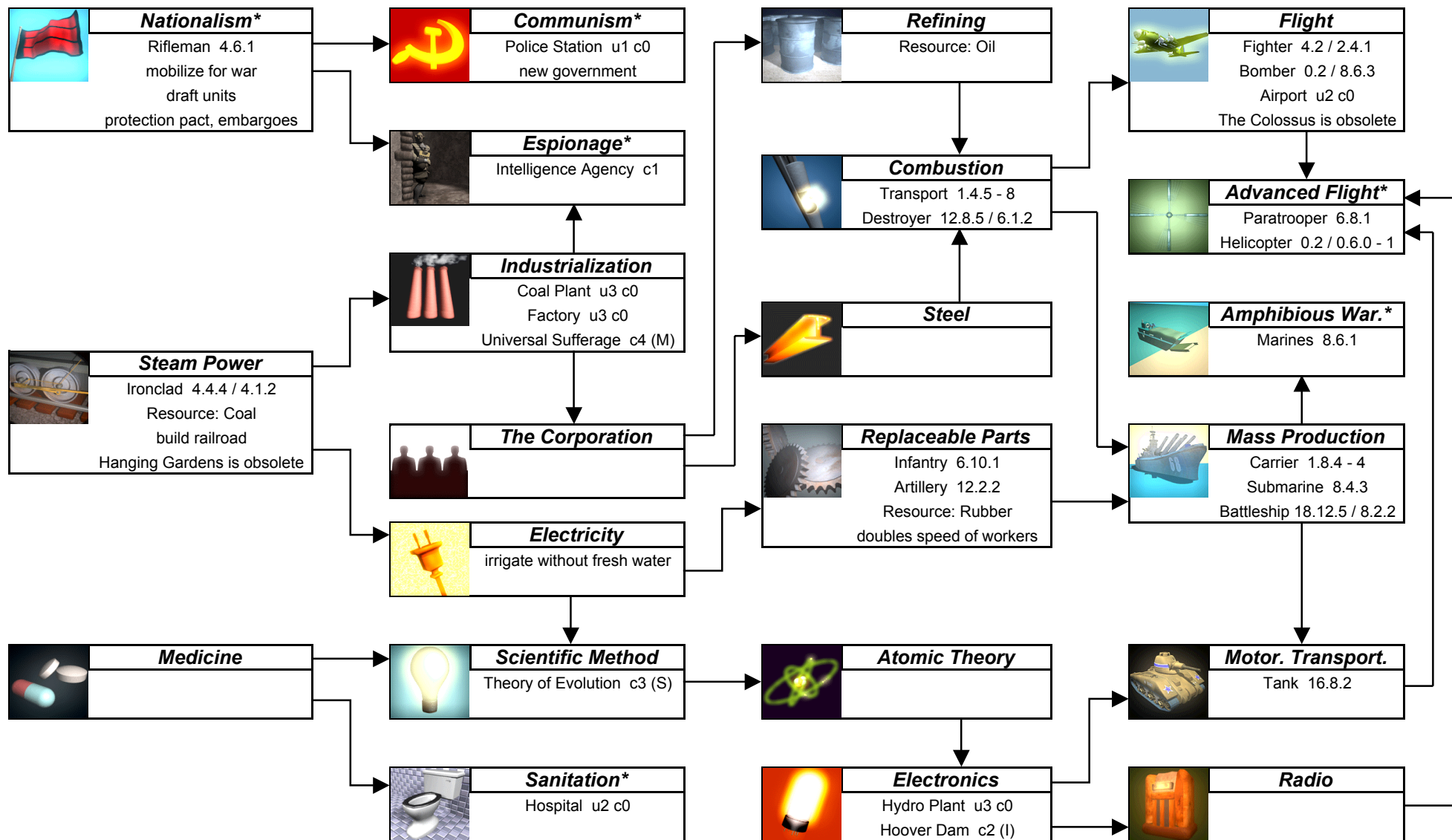**Ground Units** attack.defend.move
Artillery Units bombard.range.firing rate
Naval Transports attack.defend.move - carrying capacity
Naval Units attack.defend.move / bombard.range.firing rate
Air Units attack.defend / bombard.range.firing rate

u is upkeep per turn
c is culture per turn
( ) is wonder characteristics

* optional advance

Modern Times

Ecology
Mass Transit u2 c0
Solar Plant u3 c0

Synthetic Fibers
Modern Armor 24.16.3
SS Exterior Casing
SS Stasis Chamber
SS Storage/Supply

Stealth
Stealth Bomber 0.0 / 8.8.3
Stealth Fighter 0.0 / 4.6.2

Recycling
Recycling Plant u2 c0

Superconductor
SS Fuel Cells
SS Life Support

Rocketry
Jet Fighter 8.4 / 2.6.1
Cruise Missile 16.2.3
SAM Missile Battery u2 c0
Resource: Aluminum

Space Flight
Tactical Nuke
Apollo Program c2
SS Cockpit
SS Docking Bay
SS Engine

Satellites
ICBM
SS Thrusters

Integrated Defense
Strategic Missile Defense c1

Fission
Nuclear Sub 8.4.4 - 1
Manhatten Project c2 (M,I)
United Nations c4 (C)
Resource: Uranium

Nuclear Power
Nuclear Plant u3 c0

Smart Weapons
precision bombing

The Laser
SS Party Lounge

Robotics
AEGIS Cruiser 12.10.5 / 4.2.2
Radar Artillery 16.2.2
Manufacturing Plant u3 c0

Computers
Mech Infantry 12.18.2
Research Lab u2 c2
SETI Program c3 (E)

Miniaturization
Offshore Platform u3 c0

Genetics
Cure for Cancer c3 (S)
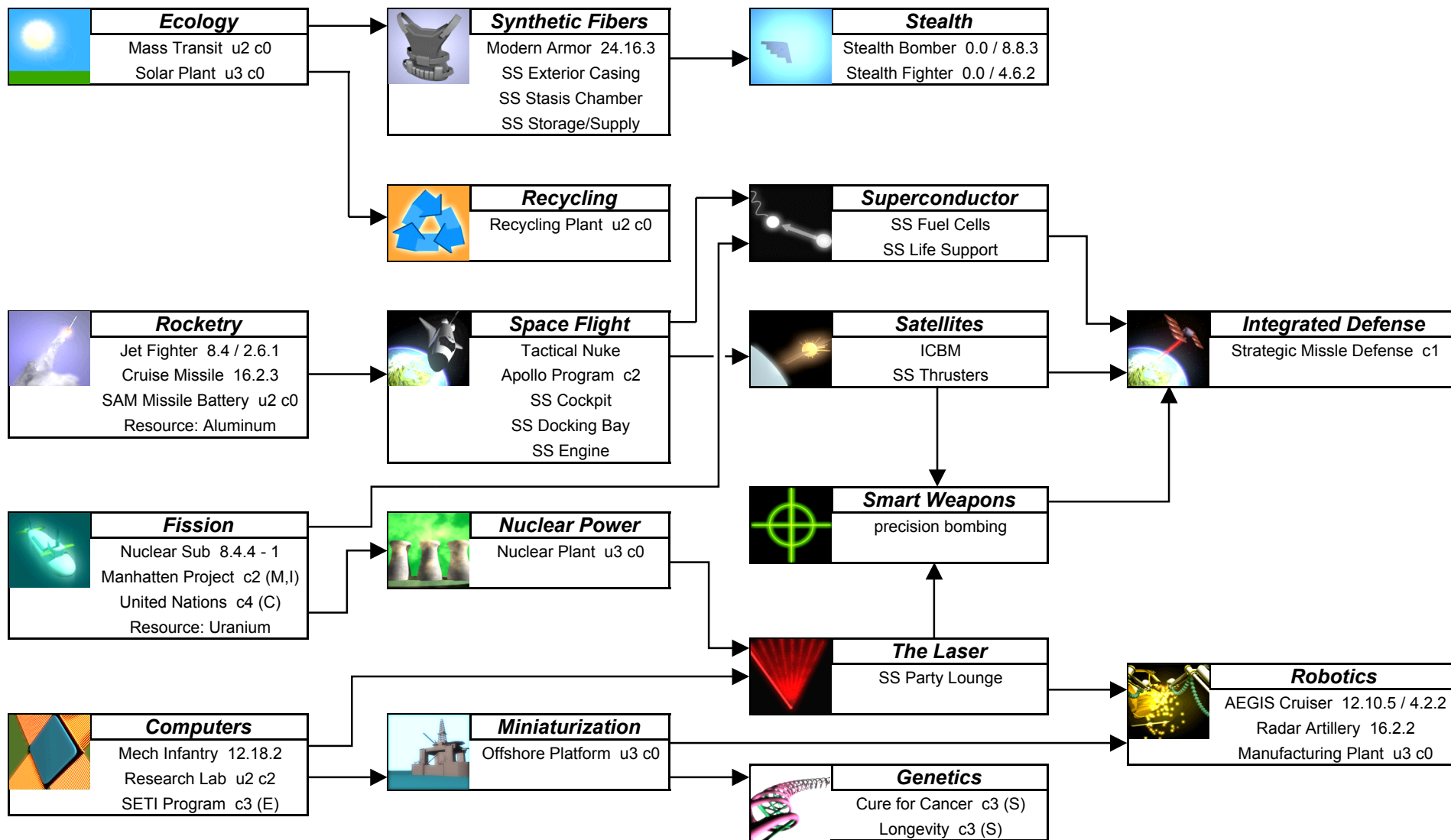Longevity c3 (S)

Ground Units attack.defend.move
Artillery Units bombard.range.firing rate
Naval Transports attack.defend.move - carrying capacity
Naval Units attack.defend.move / bombard.range.firing rate
Air Units attack.defend / bombard.range.firing rate

u is upkeep per turn
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