

# TABLE OF CONTENTS

## Chapter 1

### IN THE BEGINNING

**3**

Introduction .....	4
The Civlopedia .....	5
System Requirements .....	5
Installation .....	6
Starting a Game .....	6
The Civilization IV Web Site: <a href="http://www.CivIV.com">www.CivIV.com</a> .....	6

## Chapter 2

### NEW STUFF

**7**

Introduction .....	8
The Great General Unit .....	8
New Diplomatic Options .....	10
New Civilisations .....	11
New Leaders .....	11
New Units .....	11
New Buildings .....	12
New Wonders .....	12
New Item List .....	13

## Chapter 3

### NEW SCENARIOS

24

Introduction .....	25
Scenarios Overview .....	25
450 BC: Chinese Unification .....	27
444 BC: The Peloponnesian War .....	38
336 BC: Alexander The Great .....	41
300 BC: The Rise Of Rome .....	47
800 AD: The Age of Vikings .....	56
1206 AD: Ghengis Khan .....	58
Barbarian Horde .....	63
Omens .....	64

## Chapter 4

### MAIN GAME UPDATES

67

Introduction .....	68
Getting The Updates .....	68
The Updates .....	68
The Pitboss .....	70

### APPENDIX

73

Reference Charts .....	74
Credits .....	102
Warranty .....	104
Customer Support .....	106

## CHAPTER 1 IN THE BEGINNING

# INTRODUCTION

## WELCOME TO WARLORDS!

Welcome to the *Civilization® IV Warlords* expansion pack for Sid Meier's *Civilization® IV*! *Warlords* expands the world of *Civilization IV*, adding new civilizations, new leaders, new buildings and new units, plus some exciting new scenarios. The *Warlords* installation disk also includes all of the updates/bug fixes to the original *Civilization IV* game code through this product's release date. Check the *Civilization IV* web site for any more recent updates (see below).

**Important:** Please note that you need to have Sid Meier's *Civilization IV* installed on your computer to use this product. *Warlords* cannot be played without *Civilization IV*. See later in this chapter for information on installing this expansion pack.

## THIS MANUAL

This manual describes the material included in *Warlords*. It is broken into four chapters and an appendix. You don't need to read this manual before enjoying *Warlords*: experienced *Civilization IV* players are encouraged to jump right in and start playing; you can refer to this manual if you run into something you don't quite understand.

## CHAPTER 1: IN THE BEGINNING

That is the introductory section you're reading right now.

## CHAPTER 2: NEW STUFF

This chapter describes the new civilisations, leaders, buildings and units included in *Warlords*.

## CHAPTER 3: NEW SCENARIOS

This chapter describes the six new scenarios provided in *Warlords*.

## CHAPTER 4: RULES CHANGES

Chapter four details the new rules and rules changes made to *Civilization IV* in previous updates (patches) and in this package.

## APPENDIX

This contains updated charts and tables, followed by credits, warranty information, tech support contact numbers, and the fun copyright information.

# THE CIVILOPIDIA

When you install *Warlords*, the *Civilization IV* online Civlopedia will be updated to provide comprehensive information on the new stuff provided in this package. We urge you to check it out as necessary.

Note that each game scenario comes with its own Civlopedia describing all of the material provided in that scenario. If an item is scenario-specific and doesn't appear in the main game, it will only be listed in the scenario's Civlopedia, not in the main game's Civlopedia.

## SYSTEM REQUIREMENTS

The system requirements for *Warlords* are identical to those for Sid Meier's *Civilization IV*.

You need a copy of Sid Meier's *Civilization IV* installed on your computer to use *Warlords*.

## MINIMUM SYSTEM REQUIREMENTS

1.2 GHz Intel Pentium 4 or AMD Athlon processor or equivalent

256 MB RAM

64 MB video card with hardware T&L (GeForce 2, Radeon 7500 or better)

DirectX 7 compatible sound card

CD-ROM drive

1.7 GB of free hard drive space

DirectX 9.0c (included)

## RECOMMENDED SYSTEM REQUIREMENTS

1.8 GHz Intel Pentium 4 or AMD Athlon processor or equivalent (or better)

512 MB RAM

128 MB video card with DirectX 8 support (pixel and vertex shaders)

DirectX 7 compatible sound card

CD-ROM drive

1.7 GB of free hard drive space

DirectX 9.0c (included)

Supported Operating Systems

Windows 2000 (plus Service Pack 1 or higher), Windows XP Home or Professional (plus Service Pack 1 or higher)

## INSTALLATION

Insert the Sid Meier's *Civilization IV*—*Warlords* CD-ROM disc into your drive. On the setup screen, [click] Express Install for a default installation without further prompting. Advanced users can choose Custom Install to customise the installation path.

The expansion pack will not install unless the computer already contains a copy of Sid Meier's *Civilization IV*.

## STARTING A GAME

The process of starting a game remains unchanged from *Civilization IV*. However, a new option has been added to the Main Menu—"Play a *Warlords* Scenario." See Chapter Three for more details on *Warlords* scenarios.

## THE CIVILIZATION IV WEB SITE: WWW.CIVIV.COM

The *Civilization IV* web site contains news and information about *Civilization IV* and *Warlords*. It also provides links to fansites and places where you can hook up with other players for online games of *Civilization IV*. The site is constantly updated and well worth a look.

You can find it at [www.CivIV.com](http://www.CivIV.com).

## CHAPTER 2 NEW STUFF

# INTRODUCTION

*Warlords* brings a lot of cool new stuff to *Civilization IV*, including the new Great General/Warlord unit, and a bunch of new civilisations, leaders, special buildings and units.

## THE GREAT GENERAL UNIT

In *Warlords*, you get a new type of person: the Great General. Your civilisation gains Great Generals by winning battles. Once generated, you can turn your Great General into a Warlord by joining him with another unit in the field. That action also distributes a one-time experience bonus to units in the same tile. Alternatively, you can use your Great General to construct a military academy, or you can turn him into a great military instructor specialist.

### GETTING A GREAT GENERAL UNIT

Great Generals are generated as your units gain experience points (XPs). Your can monitor your XPs on the "Combat Experience Track" (which is found on the Military Advisor page [F5]). When you have acquired a certain number of XPs, a Great General unit will be placed in one of your cities. The Combat Experience Track is reset to zero, and further XPs will count toward generating the next Great General. Each Great General costs more points to generate than did the previous one.

Roll the cursor over the Combat Experience Track to see exactly how many XPs you currently possess and how many you need to get the next Great General.

### MOVING YOUR GREAT GENERAL

Great Generals have a Movement Speed of 2. Like other great people they can move around the map alone, be carried on caravels and submarines, or be stacked with other units. Great Generals can also be assigned to "lead" a military unit as a Warlord (see below for details), in which case it moves with the unit it is leading.

### LOSING A GREAT GENERAL

If a Great General is alone in a space and an enemy unit enters that space, the Great General is destroyed. The Great General is also destroyed if he is in a naval vessel that sinks or in a city that is captured or destroyed. When turned into a "Warlord," the Great General is lost if the unit it is "leading" (see below) is destroyed.

### GREAT GENERAL SPECIAL ABILITIES

Great Generals have a number of special abilities. Like other Great People, Great Generals are expended when they use their abilities.

## GREAT GENERAL SPECIAL ACTIONS

### Great Military Instructor

The Great General can join a city as a great military instructor. New units constructed in that city receive +2 experience points.

### Construct Military Academy

The Great General can construct a military academy in a city. The city receives a +25% production bonus when building military units.

## LEAD UNIT AS A WARLORD

When you perform this action, the Great General becomes a Warlord and joins one of the units in the same space. He distributes 20 experience points evenly among all military units in the space.

### Where The Great General Can Perform This Action

The Great General can perform this action anywhere, as long as there is at least one eligible unit in the space with the Great General.

### How To Perform This Action

Once you have clicked on the Great General's "Lead Troops as a Warlord" action button, you'll do the following:

- 1. Choose Which Unit to Attach to:** If there is only one eligible unit in the space, the Warlord is automatically attached to the eligible unit.
- 2. Assign Promotions to Units in the Space:** The game automatically splits the Great General's 20 bonus experience between all units in the space. If this triggers promotions for one or more units, you pick which promotion(s) each of the units receives.

## EFFECTS OF WARLORD ATTACHMENT TO A UNIT

If a Warlord is attached to a unit, that unit receives two benefits:

- 1. Free Upgrades:** If the unit becomes eligible for upgrades, they do not cost you any gold. In addition, the unit retains all of its experience after the upgrade.
- 2. Access to Special Promotions:** The units also gain access to some special promotions not available to units without Warlords, such as Combat VI (+25% strength), Medic III (+15% healing rate to units in the same and adjacent tiles), Tactics (+30% chance to withdraw from battle when losing), Leadership (+50% more experience gained from combat), and Morale (+1 movement range).



## NEW DIPLOMATIC OPTIONS

### VASSAL STATES

A vassal state is one that has sworn allegiance to another state, providing its master state with some benefits in exchange for the master's pledge to protect and promote the vassal's welfare.

### BENEFITS OF VASSAL AGREEMENTS

A vassal agreement results in some extra happiness throughout the master's empire, as well as some unhappiness for the vassal.

Other benefits for the master include a right of passage through vassal territory, and visibility inside all vassal cities. In addition, the master's units heal as fast as they heal in his own territory, and can take full advantage of the vassal's fortifications.

The master has the right to demand access to any resource under vassal control, even if it is their only one. However, there is one catch. If the vassal refuses to pay this tribute, the agreement immediately ends and a state of war automatically results between the two parties. That is the only case where a state of war can result between a master state and a vassal state. Normally, the two parties are prevented from attacking each other and in addition if the master goes to war against a third party, the vassal automatically enters the war on the side of the master. Vassal states do not have the power to declare war or make peace on their own.

### COST OF VASSAL AGREEMENTS

When possessing vassals, the Master civilisation incurs a higher maintenance cost for its own cities. This cost increases as the number of vassal cities under his control increases. (Note that the master doesn't pay maintenance for the vassal's cities - he just pays extra maintenance for his civ's cities.

### TYPES OF VASSAL AGREEMENTS

During peace time, a civilisation can offer to become a vassal of a more powerful civilisation with knowledge of Feudalism. This is a temporary agreement that can be broken by the vassal (but not by the master) after 10 turns. For this type of peaceful vassalage, when the agreement is signed, any civilisation at war with either of the two parties is automatically at war with both parties.

During wartime, a vassal agreement results in capitulation.

### CAPITULATION

Capitulation has the same effects as peaceful vassalage, but it cannot be broken by the vassal state even after 10 turns, unless the vassal state grows to more than half of the land area and population of the master state. Capitulation may also be annulled by the vassal if the vassal state loses half of its land area since the time the agreement was signed. Capitulation forces the vassal state to immediately adopt the master's war/peace state against third parties.

### VICTORY CONDITIONS

In terms of victory conditions and score, the master state gets credit for half of the land and population of the vassal state and the vassal state gets credit for the other half. (Note, however, that acquiring vassals is not a necessarily a ticket to an easy domination victory, because the higher maintenance cost for your own cities [see above] may drag your economy to a halt.)

## NEW CIVILISATIONS

Six new civilisations have been added to the game. These are:

**Carthage**  
**Celts**  
**Korea**  
**Ottomans**  
**Vikings**  
**Zulu**

## NEW LEADERS

Each of the new civilisations has a leader. Further, we have added some additional leaders to existing civilisations. See the "New Items List," below, for the leaders' traits.

### NEW LEADERS FOR NEW CIVILISATIONS

**Carthage:** Hannibal  
**Celts:** Brennus  
**Korea:** Wang Kon  
**Ottomans:** Mehmed II  
**Vikings:** Ragnar  
**Zulu:** Shaka

### NEW LEADERS FOR EXISTING CIVILISATIONS

**England:** Winston Churchill  
**Rome:** Augustus Caesar  
**Egypt:** Ramesses II  
**Russia:** Josef Stalin

### NEW LEADER TRAITS

*Warlords* adds three new leader traits to the game: Imperialistic, Charismatic and Protective. See the New Items List, below, to learn about the new traits.

Note that existing leaders have been reassigned traits to better balance these new traits. Each leader's traits are listed below.

## NEW UNITS

In addition to the Warlord unit discussed above, this package includes other new units for *Civilization IV*. Each of the six new civilisations receives its own unique unit, and we've added a number of new units that all civilisations can employ.

### UNIQUE UNITS FOR NEW CIVILISATIONS

See the New Items List and the Civlopedia for details on the new unique units.

**Carthage:** Numidian Cavalry (replaces Horse Archer)  
**Celts:** Gallic Warrior (replaces Swordsman)

**Korea:** Hwacha (replaces Catapult)  
**Ottomans:** Janissary (replaces Musketman)  
**Vikings:** Berserker (replaces Axeman)  
**Zulu:** Impi (replaces Spearman)

## NEW UNITS ALL CIVILISATIONS CAN USE

These new units can be used by any civilisation (assuming they meet the technology and resource requirements, of course).

### TREBUCHET

This is a medieval artillery unit. It is especially effective against units inside a city. See the New Items List for details.

### TRIEME

This is a new early naval combat unit. It cannot carry military units, but it has an advantage when fighting standard Galleys.

## SCENARIO-SPECIFIC UNITS

Many of the scenarios (see Chapter 3) contain new units; however, most of these units are scenario-specific and cannot be used outside of their scenario (because they would likely upset game-balance).

## NEW BUILDINGS

### UNIQUE BUILDINGS

In *Warlords* we have added the concept of "unique buildings" to *Civilization IV*. Now each civilisation (new and existing) has a special building that only it possesses. Like unique units, each unique building replaces an existing building. See the New Items List to find out about the unique buildings.

## NEW BUILDINGS ALL CIVILISATIONS CAN USE

### STABLE

This building provides experience for mounted units.

### MONUMENT

This building replaces the obelisk, which has become the special building for the Egyptian Empire. It has all of the same functions and statistics as did the original obelisk in *Civilization IV*.

## NEW WONDERS

Three new wonders have been added to the game: the Great Wall, the Temple of Artemis, and the University of Sankore. See the New Item List for details.

### **The Great Wall**

A huge defensive work constructed by ancient China to make barbarian incursions more difficult.

### **The Temple of Artemis**

A magnificent Greek-style temple constructed in Turkey.

### **The University of Sankore**

An early Islamic university constructed in Timbuktu, Africa.

## NEW ITEM LIST

This contains all of the new civilisations, leaders, leader traits, buildings, wonders, and units appearing in *Warlords*. The list is organised by civilisation; items available to all civilisations appear at the end of the list. See the *Civilopedia* for background details on all items in this list.

## AMERICAN EMPIRE

### LEADER: ROOSEVELT

**Industrious:** +50% wonder production. Double production speed for forge.

**Organised:** -50% civic upkeep. Double production speed of lighthouse and courthouse.

### LEADER: WASHINGTON

**Charismatic:** +1 happiness in all cities. +1 happiness from monument and broadcast tower.

**Expansive:** +3 health per city. Double production speed of granary, harbour.

### UNIQUE BUILDING: SHOPPING MALL

**Replaces:** Supermarket

**Production Cost:** 150

**Requirements:** Refrigeration, Grocer

**Effects:** +10% wealth, +1 health from cow, deer, pig, and sheep. +1 happiness from hit musicals, hit singles, and hit movies.

## ARABIAN EMPIRE

### LEADER: SALADIN

**Protective:** Free promotion (drill I) for archery, siege and armoured units. Double production speed for walls and castle.

**Spiritual:** No anarchy. Double production speed when constructing temple.

### UNIQUE BUILDING: MADRASSA

**Replaces:** Library

**Production Cost:** 90

**Culture:** +4

**Requirements:** Writing

**Effects:** +25% research. Can turn two citizens into priests, and two citizens into scientists. Required to build university, National Epic, and the Great Library.

## AZTEC EMPIRE

### LEADER: MONTEZUMA

**Aggressive:** Free promotion (combat I) for melee and gunpowder units. Double production speed of barracks and drydock.

**Spiritual:** No anarchy. Double production speed when constructing temple.

### UNIQUE BUILDING: SACRIFICIAL ALTAR

**Replaces:** Courthouse

**Production Cost:** 90

**Requirements:** Code of Laws

**Effects:** -50% maintenance cost for city; half anger duration from sacrificing population (to construct buildings). Required to build Forbidden Palace.

## CARTHAGINIAN EMPIRE (NEW)

**Starting Technologies:** *Fishing and Mining*

**NEW LEADER:** HANNIBAL

**Charismatic:** +1 happiness in all cities. +1 happiness from monument and broadcast tower.

**Financial:** +1 gold on plots that produce 2 gold.

**UNIQUE BUILDING:** COTHON

**Replaces:** Harbour

**Production Cost:** 100

**Requirements:** Compass

**Effects:** +1 trade routes. +50% trade route yield. +1 health from clam, crab, and fish.

**UNIQUE UNIT:** NUMIDIAN CAVALRY

**Mounted Unit, Strength 4, Movement 2**

**Replaces:** Horse Archer

**Cost:** 50

**Requirements:** Horseback riding, archery, horse resources.

**Special Abilities:** Immune to first strikes. 50% attack bonus vs. melee units. +30% withdrawal chance.

*Doesn't receive defensive bonuses.*

## CELTIC EMPIRE (NEW)

**Starting Technologies:** *Hunting and Mysticism*

**NEW LEADER:** BRENNUS

**Charismatic:** +1 happiness in all cities. +1 happiness from monument and broadcast tower.

**Spiritual:** No anarchy. Double production speed when constructing temple.

**UNIQUE BUILDING:** DUN

**Replaces:** Walls

**Production Cost:** 50 (double speed with stone)

**Requirements:** Masonry

**Effects:** +50% defensive bonus (except versus gunpowder-based units). Free Guerilla I promotion to units constructed in city. Required to build castle.

**UNIQUE UNIT:** GALLIC WARRIOR

**Melee Unit, Strength 6, Movement 1**

**Replaces:** Swordsman

**Cost:** 40

**Requirements:** Iron working, iron.

**Special Abilities:** +10% city attack. Begins with Guerilla I promotion (+20% defence in hills).

## CHINESE EMPIRE

**LEADER:** MAO ZEDONG

**Expansive:** +3 health per city. Double production speed of granary, harbour.

**Protective:** Free Drill I and City Garrison I promotions to archery and gunpowder units. Double production speed for walls and castles.

**LEADER:** QIN SHI HUANG

**Industrious:** +50% wonder production. Double production speed for forge.

**Protective:** Free Drill I and City Garrison I promotions to archery and gunpowder units. Double production speed for walls and castles.

**UNIQUE BUILDING:** PAVILION

**Replaces:** Theatre

**Production Cost:** 50

**Culture:** +3

**Requirements:** Drama

**Effects:** +25% culture. +1 happiness per 10% culture rate. Can turn 2 citizens into artists. +1 happiness from dye. Required to build Globe Theatre.

## EGYPTIAN EMPIRE

**LEADER:** HATSHEPSUT

**Creative:** +2 culture per city. Double production speed of theatre, coliseum.

**Spiritual:** No anarchy. Double production speed when constructing temple.

**NEW LEADER:** RAMESES II

**Industrious:** +50% wonder production. Double production speed for forge.

**Spiritual:** No anarchy. Double production speed when constructing temple.

**UNIQUE BUILDING:** MONUMENT

**Replaces:** Obelisk

**Production Cost:** 30

**Culture:** +1

**Requirements:** Mysticism

**Effects:** Can turn 2 citizens into priests.

**Obsolete By:** Calendar

## ENGLISH EMPIRE

**NEW LEADER:** CHURCHILL

**Charismatic:** +1 happiness in all cities. +1 happiness from monument and broadcast tower.

**Protective:** Free Drill I and City Garrison I promotions to archery and gunpowder units. Double production speed for walls and castles.

**LEADER:** ELIZABETH

**Financial:** +1 gold on plots that produce 2 or more gold.

**Philosophical:** +100% great person birth rate. Double production speed for university.

**LEADER:** VICTORIA

**Financial:** +1 gold on plots that produce 2 or more gold.

**Imperialistic:** +100% Great General (Warlord) emergence. 50% faster production of settlers.



### UNIQUE BUILDING: STOCK EXCHANGE

**Replaces:** Bank

**Production Cost:** 200

**Requirements:** Banking

**Effects:** +65% wealth. Required to build Wall Street.

## FRENCH EMPIRE

**LEADER:** LOUIS XIV

**Creative:** +2 culture per city. Double production speed of theatre, coliseum.

**Industrious:** +50% wonder production. Double production speed for forge.

**LEADER:** NAPOLEON

**Charismatic:** +1 happiness in all cities. +1 happiness from monument and broadcast tower.

**Organised:** -50% civic upkeep. Double production speed of lighthouse and courthouse.

**UNIQUE BUILDING: SALON**

**Replaces:** Observatory

**Production Cost:** 150

**Requirements:** Astronomy

**Effects:** +25% research. 1 free artist. Can turn 1 citizen into scientist. Required to build laboratory.

## GERMAN EMPIRE

**LEADER:** BISMARCK

**Expansive:** +3 health per city. Double production speed of granary, harbour.

**Industrious:** +50% wonder production. Double production speed for forge.

**LEADER:** FREDERICK

**Organised:** -50% civic upkeep. Double production speed of lighthouse and courthouse.

**Philosophical:** +100% great person birth rate. Double production speed for university.

**UNIQUE BUILDING: ASSEMBLY PLANT**

**Replaces:** Factory

**Production Cost:** 250 (double speed with coal)

**Unhealthy:** +1

**Requirements:** Assembly Line

**Effects:** +25% production. +50% production bonus with power. Can turn 4 citizens into engineers. Required to build coal plant, hydro plant, and nuclear plant.

## GREEK EMPIRE

**LEADER:** ALEXANDER

**Aggressive:** Free promotion (combat I) for melee and gunpowder units. Double production speed of barracks and drydock.

**Philosophical:** +100% great person birth rate. Double production speed for university.

### UNIQUE BUILDING: ODEON

**Replaces:** Colosseum

**Production Cost:** 120

**Culture:** +3

**Requirements:** Construction

**Effects:** +1 happiness per 20% culture rate. Can turn 2 citizens into artists. +1 happiness from hit singles.

## INCAN EMPIRE

**LEADER:** HUAYNA CAPAC

**Financial:** +1 gold on plots that produce 2 or more gold.

**Industrious:** +50% wonder production. Double production speed for forge.

**UNIQUE BUILDING: TERRACE**

**Replaces:** Granary

**Production Cost:** 60

**Culture:** +2

**Requirements:** Pottery

**Effects:** Stores 50% of food after city-growth. +1 health from corn, rice, and wheat.

## INDIAN EMPIRE

**LEADER:** ASOKA

**Organised:** -50% civic upkeep. Double production speed of lighthouse and courthouse.

**Spiritual:** No anarchy. Double production speed when constructing temple.

**LEADER:** GANDHI

**Philosophical:** +100% great person birth rate. Double production speed for university.

**Spiritual:** No anarchy. Double production speed when constructing temple.

**UNIQUE BUILDING: MAUSOLEUM**

**Replaces:** Jail

**Production Cost:** 120

**Great People:** +1

**Requirements:** Constitution

**Effects:** -25% war weariness. +2 happiness. City is more likely to generate Great Prophet.

## JAPANESE EMPIRE

**LEADER:** TOKUGAWA

**Aggressive:** Free promotion (combat I) for melee and gunpowder units. Double production speed of barracks and drydock.

**Protective:** Free Drill I and City Garrison I promotions to archery and gunpowder units. Double production speed for walls and castles.

### UNIQUE BUILDING: SHALE PLANT

**Replaces:** Coal Plant

**Production Cost:** 150

**Requirements:** Assembly line, factory

**Effects:** +10 production. Provides power (causing +2 unhappiness).

## KOREAN EMPIRE (NEW)

**Starting Technologies:** *Mysticism and Mining*

### NEW LEADER: WANG KON

**Financial:** +1 gold on plots that produce 2 or more gold.

**Protective:** Free Drill I and City Garrison I promotions to archery and gunpowder units. Double production speed for walls and castles.

### UNIQUE BUILDING: SEOWON

**Replaces:** University

**Production Cost:** 200

**Culture:** +3

**Requirements:** Education, library

**Effects:** +50% research. Required to build Oxford University.

### UNIQUE UNIT: HWACHA

**Siege Weapon, Strength 5, Movement 1**

**Replaces:** Catapult

**Cost:** 40

**Tech Requirement:** Construction

**Special Abilities:** Can withdraw from combat (25% chance). Causes collateral damage. +50% vs. melee units. Can bombard city defences (-15% per turn).

*Doesn't receive defensive bonuses.*

## MALINESE EMPIRE

### LEADER: MANSA MUSA

**Financial:** +1 gold on plots that produce 2 or more gold.

**Spiritual:** No anarchy. Double production speed when constructing temple.

### UNIQUE BUILDING: MINT

**Replaces:** Forge

**Production Cost:** 120

**Requirements:** Metal Casting

**Effects:** +25% production; +10% wealth. Can turn 1 citizen into engineer. +1 happiness from gems, gold, and silver. Required to build Ironworks, the Colossus, the Eiffel Tower, and the Statue of Liberty. +1 unhealthiness.

## MONGOLIAN EMPIRE

### LEADER: GENGHIS KHAN

**Aggressive:** Free promotion (combat I) for melee and gunpowder units. Double production speed of barracks and drydock.

**Imperialistic:** +100% Great General (Warlord) emergence. 50% faster production of settlers.

### LEADER: KUBLAI KHAN

**Aggressive:** Free promotion (combat I) for melee and gunpowder units. Double production speed of barracks and drydock.

**Creative:** +2 culture per city. Double production speed of theatre, coliseum.

### UNIQUE BUILDING: GER

**Replaces:** Stable

**Production Cost:** 60

**Requirements:** Horse resource

**Effects:** New mounted units receive +4 experience points.

## OTTOMAN EMPIRE (NEW)

**Starting Technologies:** *Agriculture and The Wheel.*

### NEW LEADER: MEHMED II

**Expansive:** +3 health per city. Double production speed of granary, harbour.

**Organised:** -50% civic upkeep. Double production speed of lighthouse and courthouse.

### UNIQUE BUILDING: HAMMAM

**Replaces:** Aqueduct

**Production Cost:** 100

**Happiness:** +2

**Health:** +2

**Requirements:** Mathematics, masonry

**Effects:** Required to construct the Hanging Gardens.

### UNIQUE UNIT: JANISSARY

**Gunpowder Unit, Strength 9, Movement 1**

**Replaces:** Musketman

**Cost:** 80

**Tech Requirement:** Gunpowder

**Special Abilities:** +25% vs. archery units. +25% vs. melee units. +25% vs. mounted units.

## PERSIAN EMPIRE

### LEADER: CYRUS

**Charismatic:** +1 happiness in all cities. +1 happiness from monument and broadcast tower.

**Imperialistic:** +100% Great General (Warlord) emergence. 50% faster production of settlers.

### UNIQUE BUILDING: APOTHECARY

**Replaces:** Grocer

**Production Cost:** 150

**Health:** +2

**Requirements:** Guilds, currency

**Effects:** +25% wealth. Can turn 2 citizens into merchants. +1 health with bananas, spices, sugar, and wine. Required to build supermarket.

## ROMAN EMPIRE

### NEW LEADER: AUGUSTUS CAESAR

**Creative:** +2 culture per city. Double production speed of theatre, coliseum.

**Organised:** -50% civic upkeep. Double production speed of lighthouse and courthouse.

### LEADER: JULIUS CAESAR

**Imperialistic:** +100% Great General (Warlord) emergence. 50% faster production of settlers.

**Organised:** -50% civic upkeep. Double production speed of lighthouse and courthouse.

### UNIQUE BUILDING: FORUM

**Replaces:** Market

**Production Cost:** 150

**Requirements:** Currency

**Effects:** +25% gold. +25% great person birth rate. Can turn 2 citizens into merchants. +1 happiness from fur, ivory, silk, and whale.

## RUSSIAN EMPIRE

### LEADER: CATHERINE

**Creative:** +2 culture per city. Double production speed of theatre, coliseum.

**Imperialistic:** +100% Great General (Warlord) emergence. 50% faster production of settlers.

### LEADER: PETER

**Expansive:** +3 health per city. Double production speed of granary, harbour.

**Philosophical:** +100% great person birth rate. Double production speed for university.

### NEW LEADER: STALIN

**Aggressive:** Free promotion (combat I) for melee and gunpowder units. Double production speed of barracks and drydock.

**Industrious:** +50% wonder production. Double production speed for forge.

### UNIQUE BUILDING: RESEARCH INSTITUTE

**Replaces:** Laboratory

**Production Cost:** 250

**Unhealthy:** +1

**Requirements:** Computers, observatory

**Effects:** +25% research. +50% spaceship production. 2 free scientists; can turn 1 citizen into additional scientist.

## SPANISH EMPIRE

### LEADER: ISABELLA

**Expansive:** +3 health per city. Double production speed of granary, harbour.

**Spiritual:** No anarchy. Double production speed when constructing temple.

### UNIQUE BUILDING: CITADEL

**Replaces:** Castle

**Production Cost:** 100 (double speed with stone)

**Culture:** +1

**Requirements:** Engineering, walls.

**Effects:** +50% defensive bonus (except versus gunpowder-based units). -50% damage to defences from bombardment. +2 experience points to siege units and +1 trade route (until Economics).

## VIKING EMPIRE (NEW)

**Starting Technologies:** *Fishing and Hunting*

### NEW LEADER: RAGNAR

**Aggressive:** Free promotion (combat I) for melee and gunpowder units. Double production speed of barracks and drydock.

**Financial:** +1 gold on plots that produce 2 gold.

### UNIQUE BUILDING: TRADING POST

**Replaces:** Lighthouse

**Production Cost:** 60

**Requirements:** Sailing

**Effects:** Free "navigation 1" promotion for naval units constructed in city. Water tiles provide +1 food. Required to construct the Great Lighthouse.

### UNIQUE UNIT: BERSERKER

**Melee Unit, Strength 8, Movement 1**

**Replaces:** Maceman

**Cost:** 70

**Requirements:** Bronze working and copper or iron.

**Special Abilities:** +50% versus melee units. Starts with amphibious promotion (no combat penalty for attacking from sea or across a river). +10% city attack.

## ZULU EMPIRE (NEW)

**Starting Technologies:** *Agriculture and Hunting*

### NEW LEADER: SHAKA

**Aggressive:** Free promotion (combat I) for melee and gunpowder units. Double production speed of barracks and drydock.

**Expansive:** +3 health per city. Double production speed of granary, harbour.

### UNIQUE BUILDING: IKHANDA

**Replaces:** barracks

**Production Cost:** 60

**Requirements:** None

**Effects:** New units receive +3 experience points. -20% maintenance cost for city.

### UNIQUE UNIT: IMPI

**Melee Unit, Strength 4, Movement 2**

**Replaces:** Spearman

**Cost:** 35

**Requirements:** Hunting and copper or iron.

**Special Abilities:** +100% versus mounted units. Starts with the "mobility" promotion (-1 movement cost for any space that costs 2 or more mps to enter).

## NEW UNITS ALL CIVILISATIONS CAN USE

### TREBUCHET

**Siege Weapon, Strength 4, Movement 1**

**Cost:** 60

**Tech Requirement:** Engineering

**Special Abilities:** Can withdraw from combat (25%). Causes collateral damage. Receives +100% strength bonus when attacking units in cities. Can bombard city defences (-25% per turn).

*The Trebuchet does not receive defensive bonuses.*

### TRIEME

This is a new early naval combat unit. It cannot carry military units, but it has an advantage when fighting standard Galleys.

**Naval Unit, Strength 2, Movement 2**

**Cost:** 50

**Tech Requirement:** Sailing

**Special Abilities:** +50% vs, Galley. Cannot enter ocean.

## NEW BUILDINGS ALL CIVILISATIONS CAN USE

### STABLE

**Production Cost:** 60

**Effects:** New mounted units receive +2 experience points.

### MONUMENT

This building replaces the obelisk building in *Civilization IV*.

**Production Cost:** 30

**Culture:** +1

**Requirements:** Mysticism

**Effects:** +1 to city's culture.

**Obsolete By:** Calendar

## NEW WONDERS

### THE GREAT WALL

*World Wonder*

**Production Cost:** 250 (double speed with stone)

**Culture:** +2

**Great People Points:** +2

**Requirements:** Masonry

**Effect:** Prevents barbarians from entering cultural borders on that continent. Doubles Great General points generated from battles within your cultural borders.

**Obsolete By:** Nothing

### THE TEMPLE OF ARTEMIS

*World Wonder*

**Production Cost:** 400 (double speed with marble)

**Culture:** +8

**Great People Points:** +2

**Requirements:** Polytheism

**Effect:** +100% trade route yield. 1 free priest. The city is more likely to generate Great Merchants.

**Obsolete By:** Chemistry

### THE UNIVERSITY OF SANKORE

*World Wonder*

**Production Cost:** 550 (double speed with stone)

**Culture:** +8

**Great People Points:** +2

**Requirements:** Paper

**Effect:** +2 research points from state religious buildings. City more likely to generate Great Scientists.

**Obsolete By:** Computers

## NEW LEADER TRAITS

### CHARISMATIC

**Effect:** +1 happiness in all cities. +1 happiness from monument and broadcast tower.

### IMPERIALISTIC

**Effect:** +100% Great General emergence. +50% faster production of settlers.

### PROTECTIVE

**Effect:** Free Drill 1 and City Garrison 1 promotions to archery and gunpowder units. Double production speed for walls and castles.

## CHAPTER 3

# NEW SCENARIOS

## INTRODUCTION

In *Civilization IV*, scenarios challenge players to take on pre-set situations. Most of the scenarios in *Warlords* are historical, allowing you to recreate actual events from history. As Pericles, can you win the Peloponnesian War and save Athens from destruction? As Hannibal of Carthage, can you lead your mighty elephants to victory against Imperial Rome? Can you lead the Mongol hordes against the West and wreak even more havoc than Genghis Khan? Some scenarios are ahistorical, in which you can explore interesting situations that never actually occurred.

Scenarios often contain special rules, units, civilisations and so forth that do not appear in a regular game of *Civilization IV*. You can check out the scenario descriptions, below, or jump right in and let yourself be surprised. (As always, we recommend the latter approach: try a scenario a couple of times and then, as necessary, read its description.)

### SCENARIOS' CIVILOPEDIAS

Each scenario's Civlopedia lists the units, techs, civilisations, and so forth that appear in that scenario. If a new item has been added for the scenario, it will be listed in the Civlopedia, and if an item doesn't appear in the scenario (for instance, nukes cannot be found in the Genghis Khan scenario) it isn't listed in that scenario's Civlopedia, either. If an existing item has been altered to better fit the scenario, the scenario's Civlopedia will reflect that difference as well.

### CREATE YOUR OWN SCENARIO— OR PLAY SCENARIOS CREATED BY OTHER PLAYERS!

Check out the Sid Meier's *Civilization IV* web site at [www.CivIV.com](http://www.CivIV.com) to learn how to create your own scenarios and find scenarios created by other *Civilization IV* players.

## SCENARIOS OVERVIEW

### HISTORICAL SCENARIOS

#### 450 BC: *Chinese Unification*

1 to 7 Players

Seven feudal kingdoms seek to destroy their enemies and rule all of China! A game of alliances, treachery, and massive armies.

#### 444 BC: *The Peloponnesian War*

1 or 2 Players

Sparta and Athens, two very different civilisations, are locked in a life-and-death struggle for domination of Greece. Can Athens' wealth and sea-power stop the mighty Spartan armies?

#### 336 BC: *Alexander the Great*

1 Player

Become Alexander and march your armies across three continents, destroying all who stand in your way. Can you match the exploits of perhaps the greatest military leader of all time?

#### 300 BC: *The Rise of Rome*

1 to 5 Players

Five mighty civilisations—Rome, Carthage, Greece, Egypt, and the Celts—engage in a winner-take-all fight for domination of the Eastern Mediterranean. The victor will control the destiny of Western Civilisation for the next millennia.

#### 800 AD: *The Age of the Vikings*



### 1 Player

As the Viking King Ragnar Lodbrok, lead your mighty longboats in daring raids against the soft and corrupt civilisations to the south. You don't particularly want to conquer your foes: you just want their money. All of it. By any means necessary...

### 1206 AD: Genghis Khan

#### 1 Player

As leader of the Mongol Horde, you seek nothing less than the conquest—or destruction—of every civilisation unfortunate enough to find itself in your way. Leave a trail of burning cities from China to Italy and North Africa!

## ALTERNATE HISTORY SCENARIOS

### Barbarian Horde

#### 1 Player

A chance to see how the other guy lives. The game creates a world, complete with competing civilisations. You enter the game controlling the Barbarians—can you destroy all of civilisation before they get you? (You know you've always wanted to!)

### Omens

#### 1 or 2 Players

Britain and France struggle for dominance over the great prize of North America! Beware: this is a religious and cultural struggle as much as it is a military fight, and it's filled with strange portents and mystical occurrences!

## HOW TO LAUNCH THE SCENARIOS

On the main menu, select "Single Player" and then choose "Warlords Scenarios" to access the scenarios.

## SAVING AND LOADING SCENARIOS

This works like regular saves/loads. If the game must load a different mod it will automatically exit the game and then restart using the correct module.

## SCENARIO DETAILS

Following are detailed descriptions of all of the scenarios included in *Warlords*. Each entry contains the following sections:

**Players:** This shows how many players can take each other on in the scenario.

**Type:** This tells whether the scenario is historical, alternate history, totally out there, and so forth.

**Overview:** The overview provides background for the scenario.

**Scenario Units, Buildings, Terrain, Improvements, Technologies, Etc.:** These sections list any new or altered items appearing in the scenario. If an item from the main game appears in the scenario unchanged, it isn't listed here. (You can see all items appearing in the game in the scenario's Civilopedia.)

**Special Rules:** This section lists any special rules appearing in the scenario. These often include the scenario's victory conditions.

## 450 BC: CHINESE UNIFICATION

By Jon Shafer

Design Assistance by Gloria "Nolan" Carson

**Players:** 1 to 7

**Type:** Historical

### Overview

Despite being one of the world's oldest civilisations, for much of its existence China has never seen a common ruler. The year is 450 BC and a fragmented nation seeks a powerful leader to unite the people and bring glory to East Asia. Commonly referred to as the "Warring States" period, this era saw some of the most ferocious combat in history. It would not be for another 2,200 years in the Napoleonic Wars that the world would again see massive armies of millions of men go into battle.

The seven Chinese powers which have a shot at victory at the start of the Warring States period are the Qin, Qi, Chu, Yan, Han, Zhao and Wei. Each of them seeks to unify China by any means necessary. While war is the direct route to success, winning through diplomacy is also possible. Should the only surviving civilisations—if any—be among your allies or vassals you will be first to ever take the name: Emperor of China.

## SCENARIO UNITS

### Archer I

**Tech Requirements:** Archery

**Resource Requirement:** None

**Strength:** 3

**Movement:** 1

**Unit Class:** Archery

**Special Abilities:** 1 first strike; +50% city defence; +25% hills defence.

### Polearm I

**Tech Requirements:** Mining

**Resource Requirement:** Copper or Iron

**Strength:** 4

**Movement:** 1

**Unit Class:** Melee

**Special Abilities:** +100% vs. mounted units.

### Chariot I

**Tech Requirements:** The Wheel

**Resource Requirement:** Horse

**Strength:** 5

**Movement:** 2

**Unit Class:** Mounted

**Special Abilities:** Doesn't receive defensive bonuses.

## Archer II

**Tech Requirements:** Feudalism

**Resource Requirement:** None

**Strength:** 4

**Movement:** 1

**Unit Class:** Archery

**Special Abilities:** 1 first strike; +50% city defence; +25% hills defence.

## Polearm II

**Tech Requirements:** Feudalism

**Resource Requirement:** Copper or Iron

**Strength:** 5

**Movement:** 1

**Unit Class:** Melee

**Special Abilities:** +100% vs. mounted units.

## Chariot II

**Tech Requirements:** Metal Casting

**Resource Requirement:** Horse

**Strength:** 7

**Movement:** 2

**Unit Class:** Mounted

**Special Abilities:** Doesn't receive defensive bonuses.

## Swordsman I

**Tech Requirements:** Iron Working

**Resource Requirement:** Iron

**Strength:** 6

**Movement:** 1

**Unit Class:** Melee

**Special Abilities:** +10% city attack.

## Crossbowman I

**Tech Requirements:** Mathematics

**Resource Requirement:** Iron

**Strength:** 6

**Movement:** 1

**Unit Class:** Archery

**Special Abilities:** 1 first strike; +50% vs. melee units.

## Heavy Cavalry I

**Tech Requirements:** Horseback Riding

**Resource Requirement:** Horse

**Strength:** 6

**Movement:** 2

**Unit Class:** Mounted

**Special Abilities:** Immune to first strikes; doesn't receive defensive bonuses; +50% attack vs. Catapult. +40% chance of withdrawal from attack.

## Polearm III

**Tech Requirements:** Mohism

**Resource Requirement:** Copper or Iron

**Strength:** 6

**Movement:** 1

**Unit Class:** Melee

**Special Abilities:** +100% vs. mounted units.

## Swordsman II

**Tech Requirements:** Steel

**Resource Requirement:** Iron

**Strength:** 7

**Movement:** 1

**Unit Class:** Melee

**Special Abilities:** +10% city attack.

## Crossbowman II

**Tech Requirements:** Legalism

**Resource Requirement:** Iron

**Strength:** 7

**Movement:** 1

**Unit Class:** Archery

**Special Abilities:** 1 first strike; +50% vs. melee units.

## Heavy Cavalry II

**Tech Requirements:** Independent Cavalry

**Resource Requirement:** Horse

**Strength:** 8

**Movement:** 2

**Unit Class:** Mounted

**Special Abilities:** Immune to first strikes; doesn't receive defensive bonuses; +50% attack vs. Catapult. +30% chance of withdrawal from combat.

## Catapult

**Tech Requirements:** Machinery

**Resource Requirement:** None

**Strength:** 6

**Movement:** 1

**Unit Class:** Siege

**Special Abilities:** Doesn't receive defensive bonuses; can withdraw from combat (25% chance); causes collateral damage; can bombard city defences (-15%/turn).

## Galley

**Tech Requirements:** Naval Warfare

**Resource Requirement:** None

**Strength:** 2

**Movement:** 4

**Unit Class:** Naval

**Special Abilities:** Can carry 2 units; Cannot enter ocean spaces. Can bombard city defences (-15% per turn).

## BUILDINGS

### Family Altar

**Production Cost:** 80

**Culture:** +1

**Requirements:** Filial Piety

**Enables:** Family Emissary units.

**Effects:** Allows +1 Priest specialist.

### Temple

**Production Cost:** 80

**Culture:** +1

**Happiness:** +1

**Tech Requirements:** City States

**Effects:** Allows +1 Priest specialist.

## WONDERS

### Sun Tzu's Art of War

**Type:** World Wonder

**Production Cost:** 2200

**Tech Requirements:** Philosophy

**Effects:** When built, Sun Tzu's Art of War gives every unit built by that team +1 experience points. It also provides +2 Great Engineer points per turn.

### The Great Classical Library

**Type:** World Wonder

**Production Cost:** 160 (double speed with Marble)

**Culture:** +8

**Tech Requirements:** Rule of Heaven

**Effects:** The Great Classical Library grants a free technology when completed. It also provides +1 Great Scientist points per turn.

### Book of History

**Type:** National Wonder

**Production Cost:** 200 (double speed with Marble)

**Culture:** +4

**Tech Requirements:** Rule of Heaven

**Other Requirements:** Library

**Effects:** +100% great person birth rate; increases the chances of generating a Great Artist.

## National Wall

**Type:** National Wonder

**Production Cost:** 180 (double speed with Stone)

**Culture:** +6

**Tech Requirements:** Masonry

**Other Requirements:** Walls

**Effects:** Prevents Barbarians from entering national borders on continent. +1 health and +1 population in all cities. Increases the chances of generating a Great Engineer.

## Underground Tomb

**Type:** National Wonder

**Production Cost:** 250 (double speed with Stone)

**Culture:** +4

**Tech Requirements:** Construction

**Effects:** Decreases war weariness in all cities by 75%. +1 free specialist in all cities. Increases the chances of generating a Great Artist.

## CIVICS

## MILITARY

### Militia

**Tech Requirements:** None

**Upkeep:** Low

**Effect:** None. The default Military civic.

### Feudal Levy

**Tech Requirements:** Crop Rotation

**Upkeep:** High

**Effect:** All military units are produced with food.

### Warrior Houses

**Tech Requirements:** Iron Working

**Upkeep:** Medium

**Effect:** Can draft 2 units per turn; Barracks provide +2 happiness per city.

### Pacifism

**Tech Requirements:** Philosophy

**Upkeep:** None

**Effect:** +100% great person birth rate in cities with state religion; +1 support cost per military unit.

### Professional Army

**Tech Requirements:** Militarism

**Upkeep:** None

**Effect:** +50% military unit production in all cities; +1 support cost per military unit; +1 happiness per military unit in a city.

## GOVERNMENT

### *Despotism*

**Tech Requirements:** None

**Upkeep:** Low

**Effect:** None; the default government civic.

### *Vassalage*

**Tech Requirements:** Bronze Working

**Upkeep:** High

**Effect:** New units receive +2 experience points; cities support one extra unit.

### *Bureaucracy*

**Tech Requirements:** Rule of Heaven

**Upkeep:** Medium

**Effect:** +50% production and commerce in capital.

### *Nationhood*

**Tech Requirements:** Filial Piety

**Upkeep:** Medium

**Effect:** Can spend gold to finish production; +1 commerce from Villages and Towns.

### *Absolutism*

**Tech Requirements:** Machinery

**Upkeep:** Medium

**Effect:** No war weariness; +1 production from Mine and Workshop improvements.

## LABOUR

### *Tribalism*

**Tech Requirements:** None

**Upkeep:** Low

**Effect:** None. The default Labour civic.

### *Slavery*

**Tech Requirements:** Masonry

**Upkeep:** Low

**Effect:** Can sacrifice population to finish production in cities.

### *Serfdom*

**Tech Requirements:** Feudalism

**Upkeep:** Low

**Effects:** Workers build improvements 50% faster.

### *Independent Farmers*

**Tech Requirements:** Independent Farmers

**Upkeep:** Medium

**Effect:** Farm improvements produce +1 food; -33% military unit production in all cities.

### *Educated Elite*

**Tech Requirements:** Meritocracy

**Upkeep:** Medium

**Effect:** Cities receive +2 free specialists.

## ECONOMY

### *Decentralisation*

**Tech Requirements:** None

**Upkeep:** None

**Effect:** The default Economy civic.

### *Barter Economy*

**Tech Requirements:** Sailing

**Upkeep:** Medium

**Effect:** +15% commerce in all cities.

### *Mercantilism*

**Tech Requirements:** Horseback Riding

**Upkeep:** Medium

**Effect:** +1 free specialist in all cities; no foreign trade routes.

### *Free Market*

**Tech Requirements:** Mathematics

**Upkeep:** Medium

**Effect:** +1 trade routes in all cities.

### *State Monopoly*

**Tech Requirements:** Calligraphy

**Upkeep:** Low

**Effect:** No distance maintenance costs in cities; +1 food for Workshop, Watermill, Windmill & mine.

## RELIGION

### *Primitivism*

**Tech Requirements:** None

**Upkeep:** None

**Effect:** The default Religion civic.

### *Shamanism*

**Tech Requirements:** Divination

**Upkeep:** High

**Effect:** +100% culture in all cities; +25% commerce in capital city.

### *Daoism*

**Tech Requirements:** City States

**Upkeep:** Low

**Effect:** +1 happiness in cities from nearby forest features.

## Confucianism

**Tech Requirements:** Philosophy

**Upkeep:** Low

**Effect:** +2 health in all cities.

## Mohism

**Tech Requirements:** Mohism

**Upkeep:** Low

**Effect:** +33% research in all cities.

## Legalism

**Tech Requirements:** Legalism

**Upkeep:** Low

**Effect:** New units receive +5 experience points; -1 happiness in all cities.

## TECHNOLOGIES

### Agriculture

**Tech Requirements:** None

**Leads To:** Crop Rotation

**Enables:** Agriculture enables the Granary building and Farm improvement.

### Fishing

**Tech Requirements:** None

**Leads To:** Sailing

**Enables:** Fishing enables the Fishing Boat unit, Fishing Nets and Whaling Boats improvements and the ability to work water spaces.

### Archery

**Tech Requirements:** None

**Leads To:** Filial Piety

**Enables:** Archery enables the Archer I unit and the Barracks building.

### Divination

**Tech Requirements:** None

**Leads To:** Rule of Heaven

**Enables:** Divination enables the Library building, Cottage improvement, and the Shamanism civic.

### The Wheel

**Tech Requirements:** None

**Leads To:** City States

**Enables:** The Wheel enables the Chariot I unit. Workers can build roads and the pasture improvement.

### Mining

**Tech Requirements:** None

**Leads To:** Bronze Working; Masonry

**Enables:** Mining enables the Polearm I unit and the Mine improvement and reveals the Gold bonus.

## Crop Rotation

**Tech Requirements:** Agriculture

**Leads To:** Feudalism; Horseback Riding

**Enables:** Crop Rotation enables the Stable building, the Camp improvement and the Feudal Levy civic.

## Sailing

**Tech Requirements:** Fishing

**Leads To:** Mathematics

**Enables:** Sailing enables the Galley unit, the Lighthouse and Market buildings, and the Barter Economy civic. It enables trading along coastal spaces.

## Filial Piety

**Tech Requirements:** Archery

**Leads To:** Horseback Riding; Philosophy

**Enables:** Filial Piety enables the Family Altar building, the Plantation improvement and the Nationhood civic.

## Rule of Heaven

**Tech Requirements:** Divination

**Tech Allows:** Philosophy; Iron Working

**Enables:** Rule of Heaven enables the Great Classical Library world wonder, the Book of History national wonder and the Bureaucracy civic.

## City States

**Tech Requirements:** The Wheel

**Leads To:** Metal Casting; Feudalism

**Enables:** City States enables the Temple building, the Workshop improvement, and the Vassalage and Daoism civics.

## Bronze Working

**Tech Requirements:** Mining

**Leads To:** Iron Working; Metal Casting

**Enables:** Bronze Working enables the Forge building and the Vassalage civic. It also allows Workers to cut down forests and jungles, and it reveals the Iron resource.

## Masonry

**Tech Requirements:** Mining

**Leads To:** Mathematics; Construction

**Enables:** Masonry enables the Walls building, the National Wall national wonder, the Quarry improvement and the Slavery civic.

## Feudalism

**Tech Requirements:** Crop Rotation and City States

**Tech Allows:** Independent Farmers; Construction

**Enables:** Feudalism enables the Archer II and Polearm II units, the Windmill and Watermill improvements and the Serfdom civic.



## Mathematics

**Tech Requirements:** Sailing and Masonry

**Leads To:** Currency; Machinery

**Enables:** Mathematics enables the Crossbowman I unit, the Castle building, the Fort improvement and the Free Market civic.

## Horseback Riding

**Tech Requirements:** Filial Piety and Crop Rotation

**Leads To:** Militarism; Calligraphy

**Enables:** Horseback riding enables the Heavy Cavalry I unit, Grocer building, Heroic Epic national wonder and the Mercantilism civic.

## Philosophy

**Tech Requirements:** Rule of Heaven and Filial Piety

**Leads To:** Calligraphy; Militarism

**Enables:** Philosophy enables the Courthouse building, the Sun Tzu's Art of War world wonder and the Pacifism and Confucianism civics.

## Metal Casting

**Tech Requirements:** City States and Bronze Working

**Leads To:** Construction; Currency

**Enables:** Metal Casting enables the Chariot II unit, Harbour building and the ability to spread irrigation away from sources of fresh water.

## Iron Working

**Tech Requirements:** Bronze Working and Rule of Heaven

**Leads To:** Machinery; Independent Farmers

**Enables:** Iron Working enables the Swordsman I unit, Aqueduct building and Warrior Houses civic.

## Independent Farmers

**Tech Requirements:** Feudalism and Iron Working

**Leads To:** Legalism; Independent Cavalry

**Enables:** Independent Farmers enables the Independent Farmers civic and increases the speed with which Workers complete improvements by 50%.

## Currency

**Tech Requirements:** Mathematics and Metal Casting

**Leads To:** Meritocracy; Water Works

**Enables:** Currency grants a free Great Merchant to the first to discover this tech; it enables the Bank building and provides +1 free trade route to all cities.

## Militarism

**Tech Requirements:** Horseback Riding; Philosophy

**Tech Allows:** Independent Cavalry; Legalism

**Enables:** Militarism grants a free Great General (Warlord) to the first to research it, enables the Professional Army civic and increases road movement by +1.

## Calligraphy

**Tech Requirements:** Philosophy and Horseback Riding

**Leads To:** Mohism; Meritocracy

**Enables:** Calligraphy grants a free Great Artist to the first to research it and enables the Theatre building and State Monopoly civic. It allows the building of wealth, research and culture.

## Construction

**Tech Requirements:** Metal Casting, Masonry and Feudalism

**Leads To:** Water Works; Steel

**Enables:** Construction grants a free Great Engineer to the first to research it and it also enables the Underground Tomb wonder. It constructs bridges wherever roads cross rivers.

## Machinery

**Tech Requirements:** Iron Working and Mathematics

**Leads To:** Steel; Mohism

**Enables:** Machinery enables the Catapult unit, the Observatory building and the Absolutism civic.

## Legalism

**Tech Requirements:** Independent Farmers; Militarism

**Leads To:** None

**Enables:** Legalism enables the Crossbowman II unit and the Legalism civic.

## Meritocracy

**Tech Requirements:** Currency and Calligraphy

**Leads To:** None

**Enables:** Meritocracy enables the University building and the Educated Elite civic.

## Independent Cavalry

**Tech Requirements:** Militarism and Independent Farmers

**Leads To:** None

**Enables:** Independent Cavalry enables the Heavy Cavalry II unit and increases the movement of naval units by +1.

## Mohism

**Tech Requirements:** Calligraphy and Machinery

**Leads To:** None

**Enables:** Mohism enables the Polearm III unit and the Mohism civic.

## Water Works

**Tech Requirements:** Construction and Currency

**Leads To:** None

**Enables:** Water Works allows the construction of Farms without a source of irrigation and increases Farm food production by +1.

## Steel

**Tech Requirements:** Machinery and Construction

**Leads To:** None

**Enables:** Steel enables the Swordsman II unit. Workers generate 50% more production from chopping down forests.

## SPECIAL RULES

### Family Houses

In a manner similar to how missionaries spread religion in the main game, blood from Family Houses can be spread around the map by Family Emissaries. The more a bloodline spreads across the world, the more favorable other civilisations will be towards you, particularly if the blood from your line ascends to their throne (that is, if they adopt your State Religion).

### Emperor's Council

The Emperor's Council is the means by which a player can win this scenario diplomatically. It works similarly to the United Nations in the core game, where a leader is elected, followed by a vote to determine the winner of the game. Your vassals will always vote for you in the election. To achieve a diplomatic victory will require good relations with many civilisations, so make sure to spread your bloodline and trade when you can!

## VICTORY CONDITIONS

### Domination

If any civilisation controls 38% of the world population and 64% of the world's land area it will win.

### Conquest

While unlikely, it is possible to win the game by completely destroying every other civilisation on the map.

### Diplomatic

Building the "Emperor's Council" world wonder unlocks this victory type, which holds an election to determine if one leader is chosen as victor by his peers.

### Time Limit

The game lasts a maximum of 200 turns, and if no other victory conditions are met by then, the civilisation with the highest score is victorious.

## 444 BC: THE PELOPONNESIAN WAR

By Paul Murphy

Players: 1 or 2

Type: Historical

### Overview

The year is 444 BC. Having successfully driven off the Persian invasion of a few years ago, the Grand Alliance of Greek city-states has since broken into two factions: Athens and her allies/subject city-states form the Delian League; they are rich and cultured, and they possess the world's strongest navy. Sparta and other mainland cities comprise the Spartan Alliance, banded together to stop Athens from achieving total dominance of Greece. While poorer and less advanced than the Athenians, the Spartan army is by far the most powerful armed force on Greece. Which side will you guide to domination of the Ancient World?

## SCENARIO UNITS

### Hellenic Missionary

**Requirements:** Hellenic Monastery

**Strength:** 0

**Movement:** 2

**Special Abilities:** This is a "National Unit;" only three are allowed to be in play at one time. Hellenic Missionaries can spread "Hellenism," the Greek religion.

### Hoplite

**Tech Requirement:** Improved Formations I

**Resource Requirements:** Copper or Iron

**Strength:** 4

**Movement:** 1

**Special Abilities:** +25% attack bonus versus Spearmen. +100% versus mounted units.

### Phalanx

**Tech Requirement:** Improved Formations II

**Resource Requirements:** Copper or Iron

**Strength:** 5

**Movement:** 1

**Special Abilities:** +25% Hills defence. +100% versus mounted units.

### Galley

**Tech Requirements:** Sailing

**Resource Requirements:** None

**Strength:** 2

**Movement:** 8

**Special Abilities:** 2 cargo space.

### Trireme

**Tech Requirement:** Advanced Sailing

**Resource Requirements:** None

**Strength:** 2

**Movement:** 8

**Special Abilities:** +50% vs. Galleys. A Trireme can carry Scouts, Explorers, Missionaries, Spies, and great people. It cannot carry other units. Triremes cannot enter Ocean spaces.

## Scenario Buildings

### Agora

**Requirements:** Currency

**Effects:** +25% gold. Can turn two citizens into Merchants. +1 happiness with Fur, Ivory, or Whale.

**Notes:** Agoras are Greek markets.

### High Walls

**Culture:** +1

**Requirements:** Mathematics, Walls

**Effects:** +50% defence. Double production speed with stone.

## ***Military Encampment***

**Requirements:** Improved Formations II, Barracks

**Effects:** New land military units receive +4 experience points.

## ***Senate***

**Requirements:** Code of Laws

**Effects:** -50% city maintenance cost

**Note:** Senates have the same function as Courthouses in the main game

## **NEW TECHNOLOGIES**

### ***Advanced Sailing***

**Prerequisites:** Bronze Working and Sailing

**Leads To:** Nothing

**Allows Construction of:** Trireme, Drydock

### ***Constitution***

**Prerequisites:** Code of laws

**Leads To:** None

**Enables:** Representation

**Notes:** The Greeks achieved advanced governmental forms far earlier than can occur in the main game. To reflect this, in this scenario Code of Laws leads to Constitution (rather than also requiring Nationalism as in the main game).

### ***Improved Formations I***

**Prerequisites:** Bronze Working

**Leads To:** Improved Formations II

**Allows Construction of:** Hoplites

### ***Improved Formations II***

**Prerequisites:** Improved Formations I

**Leads To:** Nothing

**Allows Construction of:** Phalanx, Military Encampments

## **SPECIAL RULES**

### ***Vassals***

Each side begins play with several "Vassal" states. (See "Vassals," page 3, for details.)

## **VICTORY CONDITIONS**

### ***Time Limit***

The game lasts 100 turns. At the end of the one-hundredth turn the side with the highest score wins a marginal victory.

### ***Capture the Enemy Capital***

The Spartan Alliance wins immediately upon capturing Athens. The Delian League (Athens) wins immediately upon capturing Sparta.

## **336 BC: ALEXANDER THE GREAT**

*By Ed Piper*

**Players:** 1

**Type:** Historical

### **Overview**

The year is 336 BC and your father, Phillip II of Macedon, has been assassinated, leaving the Empire of Greece in your hands. The people of Greece are rebellious and have little faith in an unproven leader. They must be brought back into line!

Persia, to the east, is large but weak. Crushing Persia is the first step towards fulfilling your goal of conquest of the entire Known World. So take hold of the reigns of power and find your destiny!

## **SCENARIO UNITS**

### ***Hypaspists***

**Tech Requirements:** None

**Strength:** 5

**Resource Requirement:** Iron or Copper.

**Movement:** 1

**Special Abilities:** 75% combat bonus verse melee units; 50% combat bonus verse mounted units.

### ***Companion Cavalry***

**Tech Requirements:** None

**Resource Requirement:** Horse

**Strength:** 6

**Movement:** 2

**Special Abilities:** 50% combat bonus verse Catapults. Immune to first strikes. Doesn't receive defensive bonuses.

### ***Peltasts***

**Tech Requirements:** None

**Resource Requirement:** None

**Strength:** 2

**Movement:** 2

**Special Abilities:** +100% defensive bonuses on Hills, Forest and Jungle. +50% city defence bonus. 1 first strike. +20% chance to withdraw.

### ***Prodomoi***

**Tech Requirements:** None

**Resource Requirement:** Horse

**Strength:** 3

**Movement:** 3

**Special Abilities:** 50% combat bonus verse Catapults. Immune to first strikes. Ignores terrain movement costs. +30% chance to withdraw. Doesn't receive defensive bonuses.

## SCENARIO BUILDINGS

### *Spartan Barracks*

**Cost:** Cannot Build

**Culture:** None

**Requirements:** None

**Effects:** Provides Guerilla I promotion any unit produced from that city.

### *Macedonian Barracks*

**Cost:** Cannot Build

**Culture:** None

**Requirements:** None

**Effects:** Provides Flanking I promotion any unit produced from that city.

### *Athenian Barracks*

**Cost:** Cannot Build

**Culture:** None

**Requirements:** None

**Effects:** Provides City Garrison I promotion any unit produced from that city.

### *Barbarian Barracks*

**Cost:** Cannot Build

**Culture:** None

**Requirements:** None

**Effects:** Provides City Raider I promotion any unit produced from that city.

### *Egyptian Temple*

**Cost:** 80

**Culture:** +1

**Requirements:** Egyptian Mythology must be present in city.

**Effects:** Functions the same as other Temples.

### *Greek Temple*

**Cost:** 80

**Culture:** +1

**Requirements:** Hellenic religion must be present in city.

**Effects:** Functions the same as other Temples.

### *Zoroastrian Temple*

**Cost:** 80

**Culture:** +1

**Requirements:** Zoroastrian religion must be present in city.

**Effects:** Functions the same as other Temples.

## NEW TECHNOLOGIES

### *Hunting Techniques*

**Prerequisites:** None

**Leads To:** Advanced Hunting Techniques, Concealment

**Promotion Allowed:** Woodsman I

**Enables:** Hunting Techniques allows Woodsman I to be selected as a promotion by your units

### *Constant Drilling I*

**Prerequisites:** None

**Leads To:** Constant Drilling II, Horse Breeding I, Concealment

**Promotion Allowed:** Drill I

**Enables:** Constant Drilling I allows Drill I to be selected as a promotion by your units

### *Elevated Defence I*

**Prerequisites:** None

**Leads To:** Observation, Elevated Defence II

**Promotion Allowed:** Guerilla I

**Enables:** Elevated Defence I allows Guerilla I to be selected as a promotion by your units

### *Standing Army I*

**Prerequisites:** None

**Leads To:** Standing Army II, Wedge Assault

**Promotion Allowed:** City Garrison I

**Enables:** Standing Army I allows City Garrison I to be selected as a promotion by your units

### *Barbarian Assimilation*

**Prerequisites:** None

**Leads To:** Barbarian Assimilation II, Wedge Assault

**Promotion Allowed:** City Raider I

**Enables:** Barbarian Assimilation allows City Raider I to be selected as a promotion by your units

### *Battlefield Siege I*

**Prerequisites:** None

**Leads To:** Battlefield Siege II

**Promotion Allowed:** Barrage I

**Enables:** Battlefield Siege I allows Barrage I to be selected as a promotion by your units

### *Concealment*

**Prerequisites:** None

**Leads To:** Hunting Techniques; Constant Drilling I

**Promotion Allowed:** Cover

**Enables:** Concealment allows Cover to be selected as a promotion by your units

## ***Observation***

**Prerequisites:** Elevated Defence

**Leads To:** None

**Promotion Allowed:** Sentry

**Enables:** Observation allows Sentry to be selected as a promotion by your units

## ***Military Surgeons I***

**Prerequisites:** None

**Leads To:** Military Surgeons II

**Promotion Allowed:** Medic I

**Enables:** Military Surgeons I allows Medic I to be selected as a promotion by your units

## ***Military Surgeons II***

**Prerequisites:** Military Surgeons I

**Leads To:** Recruitment

**Promotion Allowed:** Medic II

**Enables:** Military Surgeons II allows Medic II to be selected as a promotion by your units

## ***Standing Army II***

**Prerequisites:** Standing Army I

**Leads To:** Standing Army III, Recruitment

**Promotion Allowed:** City Garrison II

**Enables:** Standing Army II allows City Garrison II to be selected as a promotion by your units

## ***Wedge Assault***

**Prerequisites:** Standing Army I or Barbarian Assimilation I

**Leads To:** None

**Promotion Allowed:** Shock

**Enables:** Wedge Assault Techniques allows Shock to be selected as a promotion by your units

## ***Barbarian Assimilation II***

**Prerequisites:** Barbarian Assimilation I

**Leads To:** Barbarian Assimilation III, Torsion Spring

**Promotion Allowed:** City Raider II

**Enables:** Barbarian Assimilation II allows City Raider II to be selected as a promotion by your units

## ***Advanced Hunting Techniques***

**Prerequisites:** Hunting Techniques

**Leads To:** None

**Promotion Allowed:** Woodsman II

**Enables:** Advanced Hunting Techniques allows Woodsman II to be selected as a promotion by your units

## ***Constant Drilling II***

**Prerequisites:** Constant Drilling I

**Leads To:** Constant Drilling II, Power of the Phalanx

**Promotion Allowed:** Drill II

**Enables:** Constant Drilling II allows Drill II to be selected as a promotion by your units

## ***Elevated Defence II***

**Prerequisites:** Elevated Defence I

**Leads To:** Lead from the Front

**Promotion Allowed:** Guerrilla II

**Enables:** Elevated Defence II allows Guerrilla II to be selected as a promotion by your units

## ***Barbarian Assimilation III***

**Prerequisites:** Barbarian Assimilation

**Leads To:** None

**Promotion Allowed:** City Raider III

**Enables:** Barbarian Assimilation allows City Raider III to be selected as a promotion by your units

## ***Battlefield Siege II***

**Prerequisites:** Battlefield Siege I

**Leads To:** Battlefield Siege III, Torsion Spring

**Promotion Allowed:** Barrage II

**Enables:** Battlefield Siege II allows Barrage II to be selected as a promotion by your units

## ***Constant Drilling III***

**Prerequisites:** Constant Drilling II

**Leads To:** Constant Drilling IV

**Promotion Allowed:** Drill III

**Enables:** Constant Drilling III allows Drill III to be selected as a promotion by your units

## ***Horse Breeding I***

**Prerequisites:** Constant Drilling I

**Leads To:** Power of the Phalanx, Lead from the Front, Horse Breeding II

**Promotion Allowed:** Flanking I

**Enables:** Horse Breeding I allows Flanking I to be selected as a promotion by your units

## ***Recruitment***

**Prerequisites:** Military Surgeons II or Standing Army II

**Leads To:** Army Servants

**Promotion Allowed:** March

**Enables:** Recruitment allows March to be selected as a promotion by your units

## ***Standing Army III***

**Prerequisites:** Standing Army II

**Leads To:** None

**Promotion Allowed:** City Garrison III

**Enables:** Standing Army III allows City Garrison III to be selected as a promotion by your units

## ***Torsion Spring***

**Prerequisites:** Battlefield Siege II or Barbarian Assimilation II

**Leads To:** None

**Promotion Allowed:** Accuracy

**Enables:** Torsion Spring allows Accuracy to be selected as a promotion by your units



## Constant Drilling IV

**Prerequisites:** Constant Drilling III

**Leads To:** None

**Promotion Allowed:** Drill IV

**Enables:** Constant Drilling IV allows Drill IV to be selected as a promotion by your units

## Power of the Phalanx

**Prerequisites:** Constant Drilling II or Horse Breeding I

**Leads To:** None

**Promotion Allowed:** Formation

**Enables:** Power of the Phalanx allows Formation to be selected as a promotion by your units

## Lead from the Front

**Prerequisites:** Horse Breeding I or Elevated Defence

**Leads To:** None

**Promotion Allowed:** Charge

**Enables:** Lead from the Front allows Charge to be selected as a promotion by your units

## Battlefield Siege III

**Prerequisites:** Battlefield Siege II

**Leads To:** None

**Promotion Allowed:** Barrage

**Enables:** Battlefield Siege III allows Barrage to be selected as a promotion by your units

## Horse Breeding II

**Prerequisites:** Horse Breeding I

**Leads To:** Army Servants

**Promotion Allowed:** Flanking II

**Enables:** Horse Breeding II allows Flanking II to be selected as a promotion by your units

## Army Servants

**Prerequisites:** Horse Breeding II or Recruitment

**Leads To:** Cultural Assimilation, Charge and Reform

**Promotion Allowed:** Mobility

**Enables:** Army Servants allows Mobility to be selected as a promotion by your units. Army Servants also increases movement on roads.

## Cultural Assimilation

**Prerequisites:** Army Servants

**Leads To:** None

**Promotion Allowed:** Commando

**Enables:** Cultural Assimilation allows Commando to be selected as a promotion by your units

## Charge and Reform

**Prerequisites:** Army Servants

**Leads To:** None

**Promotion Allowed:** Blitz

**Enables:** Charge and Reform allows Blitz to be selected as a promotion by your units

## SPECIAL RULES

### Vassals

Egypt begins this scenario as a Vassal state to Persia. (See "Vassals," page 3, for details.) If you take an opponent's civilisation as a Vassal state, it will count towards the "Rule the World" victory condition.

### Strength of the Leader

Alexander is represented in this scenario as a Warlord, which allows him to be joined to a unit. As the unit Alexander is attached to gains in experience, Alexander will gain better "titles." The better the title Alexander gains the better the economy of Greece will function. But beware—if Alexander should be defeated in battle he will lose his title.

### Loss of Alexander

If the unit Alexander is joined to is destroyed, Alexander will be injured and unable to lead his Army for 6 turns. After 6 turns Alexander will return and may be joined to a unit. While injured Alexander's title will revert to the worst title.

## VICTORY CONDITIONS

### Time Limit

The game lasts 156 turns. At the end of the 156th turn the civilisation with the highest score wins a partial victory.

### Rule the World

Controlling every city in the world—either by making its civilisation a Vassal or by conquering or destroying it—will result in a complete victory.

## 300 BC: THE RISE OF ROME

*By Ed Piper*

**Players:** 1 to 5 players

**Type:** Historical

### Overview

The year is 300BC. The civilisations surrounding the Mediterranean Sea, Rome, Carthage, Greece, and Egypt, nervously attempt to establish borders and trade routes. Meanwhile the clannish Celts seek to nurture their fledgling civilisation and gain unity. Each civilisation is looking to maintain peace with its neighbours (and to gain dominance of the Mediterranean).

*"Igitur qui desiderat pacem, praeparet bellum."* - Vegetius

Translation: "If you want peace, prepare for war."

## SCENARIO UNITS

### Gallic Warrior

**Tech Requirements:** None

**Resource Requirement:** Iron

**Strength:** 4

**Movement:** 1

**Special Abilities:** +50% attack bonus when attacking cities; +50% defensive bonus on Hills.

## *Gallic Warrior II*

**Tech Requirements:** Upgrade Gallic Warrior

**Resource Requirement:** Iron

**Strength:** 4

**Movement:** 1

**Special Abilities:** +50% attack bonus when attacking cities; +50% defensive bonus on Hills and Forest.

## *Gallic Warrior III*

**Tech Requirements:** Upgrade Gallic Warrior II

**Resource Requirement:** Iron

**Strength:** 5

**Movement:** 1

**Special Abilities:** +50% attack bonus when attacking cities. +50% defensive bonus on Hills and Forest.

## *Archer II*

**Tech Requirements:** Upgrade Archer

**Resource Requirement:** None

**Strength:** 4

**Movement:** 1

**Special Abilities:** +50% defence bonus when defending a City; +25% defensive bonus when defending hills; 1 First Strike.

## *Celtic Chariot*

**Tech Requirements:** None

**Resource Requirement:** Horse

**Strength:** 4

**Movement:** 2

**Special Abilities:** Doesn't receive defensive bonuses; 30% chance to withdraw from attack.

## *Celtic Chariot II*

**Tech Requirements:** Upgrade Celtic Chariot

**Resource Requirement:** Horse

**Strength:** 4

**Movement:** 2

**Special Abilities:** Doesn't receive defensive bonuses; 30% chance to withdraw; immune to First Strike.

## *Celtic Chariot III*

**Tech Requirements:** Upgrade Celtic Chariot II

**Resource Requirement:** Horse

**Strength:** 4

**Movement:** 3

**Special Abilities:** Doesn't receive defensive bonuses; 40% chance to withdraw; immune to First Strike.

## *Egyptian Archer*

**Tech Requirements:** None

**Resource Requirement:** None

**Strength:** 4

**Movement:** 1

**Special Abilities:** +50% defence bonus when defending a City; +25% defensive bonus when defending hills; 1 First Strike.

## *Egyptian Archer II*

**Tech Requirements:** Upgrade Egyptian Archer

**Resource Requirement:** None

**Strength:** 5

**Movement:** 1

**Special Abilities:** +50% defence bonus when defending a City; +25% defensive bonus when defending hills and forest; 1 First Strike.

## *Egyptian Axeman*

**Tech Requirements:** None

**Resource Requirement:** Copper or Iron

**Strength:** 5

**Movement:** 1

**Special Abilities:** +10% defence bonus when defending a City; +10% defensive bonus when defending hills; +50% combat bonus versus Melee units.

## *Egyptian Axeman II*

**Tech Requirements:** Upgrade Egyptian Axeman

**Resource Requirement:** Copper or Iron

**Strength:** 5

**Movement:** 1

**Special Abilities:** +10% defence bonus when defending a City; +10% defensive bonus when defending hills; +75% combat bonus versus Melee units.

## *Egyptian Axeman III*

**Tech Requirements:** Upgrade Egyptian Axeman II

**Resource Requirement:** Copper or Iron

**Strength:** 5

**Movement:** 1

**Special Abilities:** +10% defence bonus when defending a City; +25% defensive bonus when defending hills; +75% combat bonus versus Melee units.

## *War Chariot*

**Tech Requirements:** None

**Resource Requirement:** Horse

**Strength:** 5

**Movement:** 2

**Special Abilities:** Doesn't receive defensive bonuses; 20% chance to withdraw; immune to First Strike.

## War Chariot II

**Tech Requirements:** Upgrade War Chariot

**Resource Requirement:** Horse

**Strength:** 5

**Movement:** 2

**Special Abilities:** Doesn't receive defensive bonuses; 20% chance to withdraw; immune to First Strike; +10% attack bonus when attacking cities.

## War Chariot III

**Tech Requirements:** Upgrade War Chariot II

**Resource Requirement:** Horse

**Strength:** 5

**Movement:** 2

**Special Abilities:** Doesn't receive defensive bonuses; 20% chance to withdraw; immune to First Strike; +10% attack bonus when attacking cities; starts with Blitz promotion.

## Horse Archer II

**Tech Requirements:** Upgrade Horse Archer

**Resource Requirement:** Horse

**Strength:** 4

**Movement:** 2

**Special Abilities:** Immune to First Strike; 1 First Strike; +50% combat bonus versus Catapults.

## Horse Archer III

**Tech Requirements:** Upgrade Horse Archer II

**Resource Requirement:** Horse

**Strength:** 5

**Movement:** 2

**Special Abilities:** Immune to First Strike; 1 First Strike; +50% combat bonus versus Catapults.

## Horseman

**Tech Requirements:** None

**Resource Requirement:** Horse

**Strength:** 6

**Movement:** 2

**Special Abilities:** Immune to First Strike; doesn't receive defensive bonuses; +50% combat bonus versus Catapults.

## Numidian Cavalry

**Tech Requirements:** None

**Resource Requirement:** Horse

**Strength:** 5

**Movement:** 2

**Special Abilities:** Immune to First Strike; doesn't receive defensive bonuses; +50% combat bonus versus Catapults; 25% chance to withdraw; +50% combat bonus versus Melee units.

## Numidian Cavalry II

**Tech Requirements:** Upgrade Numidian Cavalry

**Resource Requirement:** Horse

**Strength:** 6

**Movement:** 2

**Special Abilities:** Immune to First Strike; doesn't receive defensive bonuses; +50% combat bonus versus Catapults; 25% chance to withdraw; +50% combat bonus versus Melee units.

## Numidian Cavalry III

**Tech Requirements:** Upgrade Numidian Cavalry II

**Resource Requirement:** Horse

**Strength:** 6

**Movement:** 2

**Special Abilities:** Immune to First Strike; doesn't receive defensive bonuses; +50% combat bonus versus Catapults; 35% chance to withdraw; +50% combat bonus versus Melee units.

## Phalanx

**Tech Requirements:** None

**Resource Requirement:** Copper or Iron

**Strength:** 5

**Movement:** 1

**Special Abilities:** +25% defensive bonus when defending hills; +100% combat bonus versus Mounted units.

## Phalanx II

**Tech Requirements:** Upgrade Phalanx

**Resource Requirement:** Copper or Iron

**Strength:** 5

**Movement:** 1

**Special Abilities:** +25% defensive bonus when defending hills; +100% combat bonus versus Mounted units; +125% combat bonus versus Melee units

## Phalanx III

**Tech Requirements:** Upgrade Phalanx II

**Resource Requirement:** Copper or Iron

**Strength:** 6

**Movement:** 1

**Special Abilities:** +25% defensive bonus when defending hills; +100% combat bonus versus Mounted units; +125% combat bonus versus Melee units

## Praetorian

**Tech Requirements:** None

**Resource Requirement:** Copper or Iron

**Strength:** 7

**Movement:** 1

**Special Abilities:** None

## *Praetorian II*

**Tech Requirements:** Upgrade Praetorian

**Resource Requirement:** Copper or Iron

**Strength:** 7

**Movement:** 1

**Special Abilities:** +10% attack bonus when attacking cities.

## *Praetorian III*

**Tech Requirements:** Upgrade Praetorian II

**Resource Requirement:** Copper or Iron

**Strength:** 8

**Movement:** 1

**Special Abilities:** +10% attack bonus when attacking cities.

## *Praetorian IV*

**Tech Requirements:** Upgrade Praetorian III

**Resource Requirement:** Copper or Iron

**Strength:** 8

**Movement:** 1

**Special Abilities:** +25% combat bonus versus Mounted units; +10% attack bonus when attacking cities.

## *Praetorian V*

**Tech Requirements:** Upgrade Praetorian IV

**Resource Requirement:** Copper or Iron

**Strength:** 9

**Movement:** 1

**Special Abilities:** +25% combat bonus versus Mounted units; +10% attack bonus when attacking cities.

## *Praetorian VI*

**Tech Requirements:** Upgrade Praetorian V

**Resource Requirement:** Copper or Iron

**Strength:** 9

**Movement:** 1

**Special Abilities:** Immune to First Strike; +25% combat bonus versus Mounted units; +10% attack bonus when attacking cities.

## *Praetorian VII*

**Tech Requirements:** Upgrade Praetorian VI

**Resource Requirement:** Copper or Iron

**Strength:** 9

**Movement:** 1

**Special Abilities:** 0-1 First Strikes; Immune to First Strike; +25% combat bonus versus Mounted units; +10% attack bonus when attacking cities.

## *Swordsman II*

**Tech Requirements:** Upgrade Swordsman

**Resource Requirement:** Copper or Iron

**Strength:** 6

**Movement:** 1

**Special Abilities:** +20% attack bonus when attacking cities.

## *Trireme II*

**Tech Requirements:** Upgrade Trireme

**Resource Requirement:** None

**Strength:** 4

**Movement:** 2

**Special Abilities:** 0-1 First Strikes, Immune to First strikes

## *War Elephant II*

**Tech Requirements:** Upgrade War Elephant

**Resource Requirement:** Ivory

**Strength:** 8

**Movement:** 1

**Special Abilities:** +25% combat bonus versus Mounted units; Doesn't receive defensive bonuses; Causes Collateral Damage.

## *Warrior II*

**Tech Requirements:** Upgrade Warrior

**Resource Requirement:** None

**Strength:** 2

**Movement:** 2

**Special Abilities:** +25% defence bonus when defending a City, Immune to First Strike.

## *Warrior III*

**Tech Requirements:** Upgrade Warrior II

**Resource Requirement:** None

**Strength:** 2

**Movement:** 2

**Special Abilities:** +25% defence bonus when defending a City, Immune to First Strike.

# SCENARIO BUILDINGS

## *Phoenician Temple*

**Cost:** 80

**Culture:** +1

**Requirements:** Phoenician Mythology must be present in the city.

**Effects:** Functions the same as other Temples.

## *Roman Temple*

**Cost:** 80

**Culture:** +1

**Requirements:** Roman Mythology must be present in the city.

**Effects:** Functions the same as other Temples.

## *Celtic Temple*

**Cost:** 80

**Culture:** +1

**Requirements:** Celtic Mythology must be present in the city.

**Effects:** Functions the same as other Temples.

## *Egyptian Temple*

**Cost:** 80

**Culture:** 1 culture per turn

**Requirements:** Egyptian Mythology must be present in the city.

**Effects:** Functions the same as other Temples.

## WONDER

### *Statue of Zeus*

*World Wonder*

**Cost:** 500

**Culture:** +10

**Requirements:** None

**Effects:** Decreases maintenance in all cities by 10%.

## NEW RESOURCE

### *Victory Resource*

**Food:** 0

**Production:** 0

**Commerce:** 0

**Improved By:** Victory Resource Stronghold

**Comments:** There are 4 Victory Resources in the single-player version of this scenario. A player earns 10 victory points per turn for every Victory Resource he controls which has a Victory Resource Stronghold improvement on it.

## NEW IMPROVEMENTS

### *Victory Resource Stronghold*

**Improves:** Victory Resource

**Tech Requirement:** None

**Effect:** Provides 10 victory points per turn. Increases defensive bonus of the tile by +25%.

## NEW TECHNOLOGIES

### *Train Merchant*

**Prerequisites:** None

**Leads To:** None

**Allows Construction of:** None

Every time that Train Merchant is researched a Great Merchant will be created in your civilisation's capital.

### *Train Prophet*

**Prerequisites:** None

**Leads To:** None

**Allows Construction of:** None

Every time that Train Prophet is researched a Great Prophet will be created in your civilisation's capital.

### *Train Artist*

**Prerequisites:** None

**Leads To:** None

**Allows Construction of:** None

Every time that Train Artist is researched a Great Artist will be created in your civilisation's capital.

### *Train Engineer*

**Prerequisites:** None

**Leads To:** None

**Allows Construction of:** None

Every time that Train Engineer is researched a Great Engineer will be created in your civilisation's capital.

### *Train Scientist*

**Prerequisites:** None

**Leads To:** None

**Allows Construction of:** None

Every time that Train Scientist is researched a Great Scientist will be created in your civilisation's capital.

## UPGRADE UNITS TECHNOLOGIES

Each civilisation has special technologies which allow it to construct advanced units available only to that civ. The Romans, for example, begin play knowing how to create the basic Praetorian unit. The Roman player has the opportunity to study the "Upgrade Praetorian" technology, which then gives him the ability to create the more powerful Praetorian II units. Once the Romans know "Upgrade Praetorian," they can then study "Upgrade Praetorian II," followed in turn by "Upgrade Praetorian III," "Upgrade Praetorian IV," and so forth, each allowing them to create ever-more powerful Praetorian units. Each civilisation in the game can study specific techs that allow it to upgrade its special units.

## SPECIAL RULES

### *Victory Resources*

Each of the five playable civilisations begins controlling one of the five Victory Resources. A civilisation earns ten victory points per turn for each Victory Resource (which has been improved by a Victory Resource Stronghold) it controls.



## VICTORY CONDITIONS

### *Time Limit*

The game lasts 250 turns. At the end of the 250th turn the side with the highest score wins a victory.

### *Conquest Victory*

The game ends when one civilisation eliminates all rivals. A civilisation is eliminated when its last city is captured or destroyed—even if it still has units in play.

### *Domination Victory*

The game ends when one civilisation controls 75% of the world population and 75% of the world's land area.

## 800 AD: THE AGE OF VIKINGS

*By Ed Piper*

**Players:** 1 player

**Type:** Historical

### **Overview**

The Year is 800 AD and you are the Viking King, Ragnar Lodbrok. The chill of the long winter bites into your fingers as you look over your fleet of mighty longships. These boats will take you across the cold sea to your raiding destinations. Do you raid for treasure to purchase food and goods for your children and people? Surely. Do you raid to prove yourself before your god? Possibly. Do you raid for the sheer adventure of it? Definitely!

## SCENARIO UNITS

### *Berserk*

**Tech Requirements:** None

**Resource Requirement:** None

**Strength:** 7

**Movement:** 1

**Special Abilities:** +50% attack bonus when attacking melee units. Begins play with the "Amphibious" promotion.

### *Viking Longboat*

**Tech Requirements:** None

**Resource Requirement:** None

**Strength:** 2

**Movement:** 4

**Special Abilities:** Can carry two units.

### *Treasure*

**Tech Requirements:** None

**Resource Requirement:** None

**Strength:** 0

**Movement:** 3

**Special Abilities:** Can be returned to capital for gold.

## SCENARIO BUILDINGS

### *Viking Ship Yard*

**Cost:** 60

**Culture:** +1

**Requirements:** None

**Effects:** Naval vessels constructed in the city gain +2 experience points.

### *Norse Temple*

**Cost:** 80

**Culture:** +1

**Requirements:** Norse religion must be present in the city.

**Effects:** Functions the same as other Temples.

## NEW TECHNOLOGIES

### *Research Relic*

**Prerequisites:** None

**Leads To:** None

**Allows Construction of:** None

**Effect:** This technology can be researched multiple times. Each time you learn Research Relic you will learn of a new Relic in a distant land. Capturing that Relic and returning it to your civilisation will generate 1000 gold.

## SPECIAL RULES

### *Capturing Relics*

There are ancient and powerful "Relics" scattered throughout the world. You learn of the location of a Relic by researching the Research Relic technology (see above). If you capture a Relic and return it to your capital city, you earn 1000 gold.

### *Ransoming Cities*

Capturing an opponent's city and then ransoming it back to the nation who originally owned it is a good way to accumulate gold. However, if you ransom a city back to its original owner, you are expected to never attack that city again. If you do attack a city you ransomed, you will be known as a dishonest barbarian, and no civilisation will ever accept your ransom offer again.

## VICTORY CONDITIONS

### *Time Limit*

The game lasts 200 turns. At the end of the two-hundredth turn if you have not gained enough gold you will lose.

### *Economic Victory*

Upon accumulating a set amount of gold, the game will end and you will achieve victory. The amount of gold required depends on the game difficulty selected.

## 1206 AD: GENGHIS KHAN

By Jon Shafer

**Players:** 1

**Type:** Historical

### Overview

In this scenario you will take the role of the Mongol Great Khan in 1206 AD and unleash your armies on all of Eurasia. You have many possible paths to glory: through the destruction of all of civilisation, or through the subjugation of its people—or you can achieve greatness by embracing civilisation and proving that nomads can achieve the pinnacle of world culture.

You start the game with no cities, but you do have the special Camp unit at your disposal. Camps are essentially moving factories that produce new military units for your war machine. You may, of course, increase your unit output further by capturing cities rather than burning them to the ground.

You gain victory points by capturing enemy cities, as well as by killing enemy units and pillaging cities and plot improvements.

Great success is demanded of a mighty Mongol ruler—and you must move quickly. Your score drops constantly as the game progresses, and you must constantly earn victory points to keep it from plunging to the bottom. If your score ever reaches zero, you lose immediately!

## SCENARIO UNITS

### Camp

**Tech Requirements:** None

**Resource Requirement:** None

**Strength:** 0

**Movement:** 2

**Unit Class:** None

**Special Abilities:** Produces military units.

### Mongol Horse Archer

**Tech Requirements:** None

**Resource Requirement:** None

**Strength:** 11

**Movement:** 3

**Unit Class:** Mounted

**Special Abilities:** Immune to first strikes. Doesn't receive defensive bonuses.

### Mounted Swordsman

**Tech Requirements:** None

**Resource Requirement:** None

**Strength:** 9

**Movement:** 3

**Unit Class:** Mounted

**Special Abilities:** +50% vs. melee units. Immune to first strikes. Doesn't receive defensive bonuses.

### Light Javelin-Thrower

**Tech Requirements:** None

**Resource Requirement:** None

**Strength:** 8

**Movement:** 2

**Unit Class:** Archery

**Special Abilities:** 1 first strike. 50% chance of withdrawing from an attack if losing. +50% City and Hills defence.

### Trebuchet

**Tech Requirements:** Siege Warfare

**Resource Requirement:** None

**Strength:** 5

**Movement:** 2

**Unit Class:** Siege

**Special Abilities:** Causes collateral damage. Can bombard city defences (-15% per turn). 25% chance of withdrawing from combat if losing. Doesn't receive defensive bonuses.

### Chinese Swordsman

**Strength:** 7

**Movement:** 1

**Unit Class:** Melee

**Special Abilities:** +10% City Attack

### Chinese Crossbowman

**Strength:** 6

**Movement:** 1

**Unit Class:** Archery

**Special Abilities:** 2 First Strikes. Causes Collateral Damage. +50% vs. Melee

### Chinese Cannon

**Tech Requirements:** Gunpowder

**Resource Requirement:** None

**Strength:** 9

**Movement:** 1

**Unit Class:** Siege

**Special Abilities:** Causes collateral damage. Can bombard city defences (-20% per turn). 25% chance of withdrawing from combat if losing. Doesn't receive defensive bonuses.

### War Elephant

**Tech Requirements:** Elephant Domestication

**Resource Requirement:** None

**Strength:** 8

**Movement:** 1

**Unit Class:** Mounted

**Special Abilities:** +50% vs. melee units. Doesn't receive defensive bonuses.

## War Galley

**Tech Requirements:** Naval Warfare

**Resource Requirement:** None

**Strength:** 2

**Movement:** 3

**Unit Class:** Naval

**Special Abilities:** Can carry 2 units. Cannot enter Ocean spaces.

## NEW TECHNOLOGIES

**Note:** Instead of gaining knowledge through research, the Mongols receive new technology by capturing or destroying two cities from a civilisation (or by making the civilisation into a vassal). Each civilisation can provide just one new technology. (See the special rules section, below.)

### Strong-Arm Diplomacy

Strong-Arm Diplomacy enables the ability to vassalize other civilisations in the game (see "Vassals," page 13 in this manual).

**Where to Get It:** It is acquired from the Xi-Xia civilisation (Yellow).

### Siege Warfare

Siege Warfare enables construction (in cities or through Camp generation) of the powerful Trebuchet unit, vital for capturing cities.

**Where to Get It:** It is acquired from the Jin China civilisation (Red).

### Reconnaissance

Reconnaissance enables the "sentry" promotion for your units, allowing them to see an extra plot away. (Unlike in the main game, this promotion has no other promotion prerequisites.)

**Where to Get It:** It is acquired from the Uighurs civilisation (Orange).

### Gunpowder

Gunpowder enables construction of the Chinese Cannon unit, another powerful siege weapon capable of collateral damage.

**Where to Get It:** It is acquired from the Song China civilisation (blue).

### Naval Warfare

Naval Warfare enables construction of the naval War Galley unit.

**Where to Get It:** It is acquired from the Korean civilisation (Brown).

### Battlefield Deception

Battlefield Deception enables the "feint attack" promotion for your units, increasing their odds of retreating from a losing attack.

**Where to Get It:** It is acquired from the Kara-Khitai civilisation (Light Green).

### Counterweight Engineering

Counterweight Engineering enables the promotion "siege tactics" for your units, giving them an extra bonus when attacking cities.

**Where to Get It:** It is acquired from the Khwarizm civilisation (Peach).

### Elephant Domestication

Elephant Domestication enables the construction of the War Elephant unit in your cities.

**Where to Get It:** It is acquired from the Indian civilisation (Light Purple).

## Greek Fire

Greek Fire automatically grants all of your units the promotion of the same name. The Greek Fire promotion provides 1 free first strike.

**Where to Get It:** It is acquired from the Abbasid civilisation (White).

### Encirclement Technique

Encirclement Technique enables the "encirclement" promotion for your units, which allows them to cause collateral damage in every battle they fight.

**Where to Get It:** It is acquired from the Russian States civilisation (Grey).

### Desert Subsistence

Desert Subsistence enables the promotion "desert adaptation" for your units (they must have Combat 1 as well), allowing them to move twice as fast through desert terrain.

**Where to Get It:** It is acquired from the Mamluk civilisation (Dark Red).

### Life of War

Life of War instantly grants a free Great General (Warlord) unit at one of your Camp units.

**Where to Get It:** It is acquired from the Seljuk civilisation (Dark Yellow).

### Favoured by God

Favoured by God provides a single boost of 200 in your score.

**Where to Get It:** It is acquired from the Byzantine civilisation (Dark Green).

### Chivalrous Lifestyle

Chivalrous Lifestyle provides increased unit support, allowing your cities to support more units for free.

**Where to Get It:** It is acquired from the Hungarian civilisation (Dark Pink).

### State Religion

State Religion provides +1 gold per city with your state religion under your control.

**Where to Get It:** It is acquired from the Polish civilisation (Dark Purple).

## SPECIAL RULES

### The Camp Unit

The Mongol Camp is a very important unit in your quest to conquer Asia. It is unique—no other unit holds a similar function in the standard game of *Civilization IV*.

The Mongol civilisation was nomadic and did not build cities throughout most of its history. Rather, the entire Mongol people moved as the armies moved, with the women and children following behind and young men growing up to take their fathers' places on the battlefield. The Camp is essentially a "city on wheels," and produces the armies that you will use to fuel your war machine.

Camps produce units at random. You cannot choose what units your Camps will produce like you can for cities, nor can you be sure how often a Camp will produce a unit. However, you can manipulate the odds to increase the likelihood of a Camp producing units more quickly, and of them producing the specific unit you want.

#### The Camp's Production Rate

A camp has a small chance of producing a new unit every turn. That chance increases if you didn't move the Camp in the previous turn.

#### Which Unit the Camp will Produce

The Camp has the following base odds of producing specific units:

#### Base Odds for Pre Siege-Warfare:

Horse Archer: 40%

Mounted Swordsman: 40%

Light Javelin-Thrower: 18%

Camp: 1.2%

#### Base Odds for Once You Learn Siege-Warfare:

Horse Archer: 32%

Mounted Swordsman: 32%

Light Javelin-Thrower: 14%

Camp: .9%

Trebuchet: 19%

#### Terrain Odds Modifiers

These odds shift, depending upon what kind of terrain the Camp occupies, as follows:

**Plains:** Improved odds of producing a Horse Archer

**Desert:** Improved odds of producing a Mounted Swordsman

**Hills:** Improved odds of producing a Javelin Thrower

**Forest:** Improved odds of producing a Trebuchet

**None of the Above:** If the Camp is in Forest prior to obtaining "Siege Warfare" or occupies any plot type not listed above, the Camp has the "Base Odds" of producing the various unit types.

### Score

Score is not tabulated through normal means, but instead is gained by capturing cities, forcing civilisations to become your vassal, or destroying anything in your path. Owning cities and vassals will provide a steady "score income" while their destruction will provide an immediate lump sum of points.

Remember that the Mongols lose some score points every turn, requiring continual conquest in order to avoid immediate defeat and to achieve victory.

### Vassals

After acquiring the "Strong-Arm Diplomacy" technology, you may try to make other civilisations your vassals. Vassals provide victory points per turn in addition to their normal functionality. (See "Vassals," page 13, for details.)

### Technology

Technology is not gained through research like in the normal game, but is instead obtained by defeating enemies. Taking two cities from or vassalizing a civilisation will grant a new technology, with effects listed above.

## VICTORY CONDITIONS

### Score Threshold

If the Mongols' score reaches 3,000 points they will win. If the score ever drops to zero or below for at least one turn, they lose immediately.

### Time Limit

The game lasts 300 turns, and if no other victory conditions are met then the civilisation with the highest score is victorious.

## Conquest

While unlikely, it is possible to win the game by completely destroying or vassalizing every other civilisation on the map.

## BARBARIAN HORDE

By Jesse Smith

**Players:** 1

**Type:** Alternate History

### Overview

Civilisation has begun to thrive across the lands. Cities are being built, land is being worked, and mankind is becoming complacent. How disgusting! It is time to crush these corrupt heathens and return their tortured lands to the wild. As leader of the barbarian horde you must eliminate civilisation from the world!

In this scenario the game generates a world, complete with competing civilisations. The game "auto-plays" for a number of turns, allowing the civilisations to grow and flourish as in a normal game. Then you enter as leader of the barbarians. Your mission is to destroy everything in your path.

This scenario has a very high replay value. Each time you play the world will be different, presenting new challenges and opportunities. You get to set the number of turns the game will auto-play before you enter, letting you determine just how "developed" the civilisations will be.

You do not research or perform city management during this scenario. It is all about the combat.

## SPECIAL RULES

### Difficulty Levels

At the "Dawn of Man" screen you will be asked to choose a custom difficulty. The difficulty affects how much gold you begin the game with, the units available to you, and, most importantly, the number of turns the game will auto-play before you begin. The longer the game auto-plays, the more developed the civilisations are—and the more difficult they will be to conquer.

Experiment with modifying the standard civilisation difficulty levels along with the Barbarian-specific difficulty levels to create a truly challenging experience. A Deity/Hard game is the ultimate challenge!

### The Barbarian Horde Screen

This screen allows you to purchase new units and promotions for existing units. You can access the Barbarian Horde screen at any time by pressing the F4 key.

### Purchasing Your Horde

Upon completion of the auto-play you receive a Camp unit. All units you purchase will be placed on your camp unit. The only exception to this is naval units, which are placed in a random water tile adjacent to the camp. If you are out of gold but discover you are on an island, you may purchase a free Galley as long as you do not have any other naval units.

## VICTORY CONDITIONS

### Conquest

This game lasts until you have wiped out Civilisation or it wipes you out!



# OMENS

By Tim McCracken

**Players:** 1 or 2

**Type:** Alternate History

## Overview

The year is 1753, and you command your nation's forces—Great Britain or France—in North America, at the start of the Seven Years' War, as both sides struggle for control of the Ohio River Valley, a vital strategic corridor in the heart of the New World.

Your king received a divine warning: an opposing faith threatens to spread among the heathens and if native belief in your own religion does not increase dramatically, you will be punished. Periodically, a Divine Messenger will appear to check on your progress. If your progress is adequate, they will depart content. Should you fail to impress them, Divine Retribution will be enacted.

## SCENARIO UNITS

### BRITAIN

#### *Regulars*

**Tech Requirement:** Rifling

**Strength:** 14

**Movement:** 1

**Special Abilities:** 25% vs Mounted, 25% vs. Gunpowder.

#### *Grenadiers*

**Tech Requirement:** Chemistry

**Strength:** 12

**Movement:** 2

**Special Abilities:** +50% vs Gunpowder.

#### *Militia*

**Strength:** 10

**Movement:** 2

**Special Abilities:** First Strike, +50% city defence.

#### *Haudenosaunee Riders*

**Resource Requirements:** Horses

**Strength:** 6

**Movement:** 3

**Special Abilities:** Immune to First Strike, +50% vs Cannon, No defensive bonus.

#### *Mingo Warriors*

**Strength:** 5

**Movement:** 2

**Special Abilities:** First Strike, +100% vs. Animals, +50% Hills Defence.

### Cannon

**Tech Requirement:** Steel

**Strength:** 13

**Movement:** 1

**Special Abilities:** Bombard, -25%. Causes collateral damage.

### FRANCE

#### *French Marines*

**Strength:** 10

**Movement:** 2

**Special Abilities:** +50% City Attack.

#### *Grenadiers*

**Tech Requirement:** Chemistry

**Strength:** 12

**Movement:** 2

**Special Abilities:** +50% vs Gunpowder.

#### *Mounted Chippewa Archers*

**Resource Requirements:** Horses

**Strength:** 6

**Movement:** 3

**Special Abilities:** Immune to First Strike. +50% vs Cannon. Receives no defensive bonus for terrain.

#### *Ottawa Warriors*

**Strength:** 5

**Movement:** 2

**Special Abilities:** +50% Hills Defence. First Strike. +100% vs. Animals.

### Cannon

**Tech Requirement:** Steel

**Strength:** 13

**Movement:** 1

**Special Abilities:** Bombard -25%. Causes collateral damage.

### LENAPE (AI)

#### *Lenape Warrior*

**Strength:** 5

**Movement:** 1

**Special Ability:** +50% Hills Defence. First Strike. +100% vs. Animals.

#### *Lenape Rider*

**Strength:** 6

**Movement:** 3

**Special Ability:** Immune to First Strike. +50% vs Cannon. No defensive bonus for terrain.



## SPECIAL RULES

### *The Messengers*

At certain points during the game, "Divine Messengers" will measure your religious influence. If they appear it is because they are displeased with your progress; prepare for disciplinary measures.

## VICTORY CONDITIONS

### *Reach 75% Religious Influence*

Once the final messenger arrives, the player must have a total religious influence of 75% in order to win. If this percentage is not achieved, the player loses.

## CHAPTER 4 MAIN GAME UPDATES

## INTRODUCTION

Since its release, we have made a number of fixes/adjustments to the game code in *Civilization IV*. While most of these are hidden to the player, addressing bug fixes, memory leaks, hardware compatibility issues and the like, we have also made some adjustments to gameplay, to address balance issues and to generally make things more fun. These changes have been periodically released as "patches," available for download from the Web.

This chapter describes the "visible" changes we've made to the game (up to the publication of this manual). Check the README files on the *Warlords* disc to find out about any later changes, as well as to get info on the "hidden" fixes if you wish.

This chapter also describes the "PitBoss" feature that was included in *Warlords* and in the game patches. This multiplayer-only feature is described at the end of the chapter.

## GETTING THE UPDATES

All of the updates described in this manual are included with the *Warlords* software, and they are automatically installed when you install *Warlords*. Any future updates will be available at the *Civilization IV* web site ([www.CivIV.com](http://www.CivIV.com)) when they are released. Each update includes installation instructions.

## THE UPDATES

### BASIC RULES

**Airlift:** You can't airlift units from foreign cities.

**Border expansion:** Border expansion occurs in a city when the city's culture is 10, 100, 500, 5000, and 50000. (This is at Normal game speed; the amounts differ at other game speeds.)

### LEADERS

Leader traits updated and new traits added. See Chapter Two of this manual for details.

### UNITS

Marines and SAM Infantry now upgrade to Mechanized Infantry.

Gunships now move faster along friendly rail lines.

Increased production cost for Praetorians.

Decreased production cost for Jaguars.

Spies no longer have a per turn maintenance cost.

The Quecha unit starts with the Combat I promotion.

Horse Archers receive a -10% penalty when attacking cities.

Cossacks are strength 15, +50% when facing mounted units.

Chariots receive a +50% strength bonus when attacking Axemen, but their withdrawal chance is reduced to 10%.

Horse Archers receive a 20% withdrawal chance.

New promotion: Guerilla III (requires Guerilla II) provides +25% bonus when attacking into hills.

Drill II gives 20% collateral damage protection.

Drill III gives an extra 20% collateral damage protection.

Drill IV gives an extra 20% collateral damage protection.

## WORKERS AND SETTLERS

Production yield from Workers chopping down forest is reduced to 20.

When Workers chop down a forest or jungle, the nearest city gets fewer production points the farther the space is from the city.

## TECHNOLOGY

We have altered some of the prices of the technologies to better reflect their relative powers.

Horseback Riding is now a classical tech.

Mathematics increases forest chop yields by +50%.

Calendar now centers the world map (instead of Astronomy).

Gunpowder is a requirement for the Pinch promotion.

## WONDERS

Kremlin now gives -33% hurry production cost.

The cost of constructing the SDI wonder has increased.

SDI cannot be built until the Manhattan Project is completed.

Wonders continue to generate great person points even if they become obsolete.

West Point is available after you get a level 6 unit (was level 5).

Heroic Epic available after you get a level 5 unit (was level 4).

Spiral Minaret gives 2 gold per state religion building in your empire (was 1).

## CIVICS

**Free Trade:** Medium upkeep

**State Property:** Low upkeep

**Hereditary Rule:** Low upkeep

**Representation:** Medium upkeep; it now provides +2 happiness in biggest cities.

**Slavery:** No upkeep

**Emancipation:** Low upkeep

**Nationhood:** No upkeep

**Environmentalism:** Medium upkeep. It is now made available by the Medicine tech.

**Free Speech:** Low upkeep

## BUILDINGS

Castles give +1 trade route until Economics.

City Garrison and City Raider promotions provide defensive bonuses in forts (as well as in cities).

Forts provide defensive benefits only to units on the same team (or vassal) as the cultural owner of the plot.

Barracks are cheaper (50 instead of 60) but provide less experience (3 instead of 4).

## TERRAIN

Forests now provide +0.5 health if within a city radius.

## INTERFACE

The Military Advisor screen now displays visible Barbarian units.

[ESC] closes every screen.

Pillage hotkey is changed to [Shift-P].

Improve Nearest City (Automated) is now [Shift-Ctrl-C].

Intercept hotkey is changed to [I].

Contact Civ Pop-up by pressing [Shift-D].

You can declare war by pressing [Alt] and clicking on the name of the enemy leader in the score display.

To change a unit's name just click on that name on the bottom left side of the screen.

To activate Voice-over IP in multiplayer, press the [Scroll Lock] key.

## MULTIPLAYER

Randomised processing order when multiple players try to move on the same turn slice.

Only the host can set the admin password.

Expanded subject for PitBoss e-mail.

Firepower is now average of current and max strength.

Number keys perform leaderhead actions on Civilopedia leader screen.

## THE PITBOSS

This multiplayer lobbying feature was added after *Civilization IV* was released. It is automatically installed when you install *Warlords*. Following are the instructions that accompanied the software.

### CIVILIZATION IV'S PERSISTENT TURN-BASED SERVER, THE "PITBOSS"

The PitBoss is a unique application allowing the epic nature of Civilisation to finally be easily integrated into the multiplayer realm. It is a lightweight application with a simple interface. While running, players will be able to log in and continue their progress in a game at any time. Once satisfied, players are welcome to log out and continue later.

### PARTICIPATING IN A PITBOSS GAME

Participating in a PitBoss game is simple. Join the game like you would any other; select a PitBoss game in the LAN or Internet lobby, or connect directly to a known IP Address. Aside from the indication in the 'PB' column of the lobbies, the fact that the game is being run by The PitBoss should be completely invisible to you when joining.

Once you are in the game, however, *Civilization IV* may play a bit differently from classic multiplayer games. If all participants are currently logged into the game, it will play exactly the same as a classic *Civilization IV* multiplayer game. You are free to move as soon as it is your turn, you are free to chat to the other players, you are free to conquer the world! However, the most important difference when playing a PitBoss game is that all other participants may not always be logged in.

If you are engaged in a PitBoss game, and another player logs out, you are free to make your move if it is your turn. Afterwards, the game is on hold until that player logs back in and makes his move. You are free to study the map. You can even manage cities and change technologies. But you cannot move your units until all other players finish their turns, and your turn is again active.

If the PitBoss has been set up to do so, you are free to register for alert E-mails that you will receive when your turn is made available. This is accomplished by entering your E-mail address in the player details screen (Alt-D). Also, the PitBoss may be set up to run a turn timer. You may have a limited time (typically 24 hours or so) to make your move. Make sure you recognise when a timer is being used since not moving within this time will result in passing on your turn!

## SETTING UP A PITBOSS GAME

The PitBoss game options are chosen through a simple setup wizard interface.

### Step 1: Choose a Mod

The administrator is free to choose available *Civilization IV* mods (or "modules"). If a different mod is chosen, the PitBoss will automatically load this mod and restart.

### Step 2: Enter SMTP Information

The PitBoss will send out reminder emails to registered players using this information to interact with your SMTP server. The SMTP host (either an IP address or DNS name) is required. Depending on your E-mail provider, you may be required to provide authentication using Login and Password, as well as a return address. You are not required to enter any information if you do not wish to enable the PitBoss to send alert E-mails.

### Step 3: Select the Network Type

This page will determine how to broadcast your PitBoss game. DirectIP games will not be broadcasted and will require all participants to manually specify the PitBoss IP Address. Private PitBoss games can be hosted and broadcasted on your LAN. Publicly available PitBoss games can be hosted and broadcasted on the Internet lobby. Due to the involved nature of PitBoss games, it is recommended that the DirectIP method is used.

### Step 4: Log into the Internet Lobby (Optional)

If you chose to host an Internet game, the PitBoss must log into the Internet Lobby. If you plan to also participate in the PitBoss game, the PitBoss must use a separate account from the participant.

### Step 5: Select the Game Type

This page allows you to specify whether you'd like to start a new game using a random map, start a new scenario, or load a saved multiplayer game. Note that the PitBoss is able to load other types of multiplayer games, not just former PitBoss games! Depending on your choice, you will either be asked to provide a game name (for new games) or to choose a game to load (for saved games). For new games that are publicly available, you will be asked for a password. If provided, this password will be required by all joining participants. When loading a game, you may be prompted for a password as well.

### Step 6: Choose a Scenario (Optional)

If you chose to host a scenario, this page presents you with all scenarios available for play.

### Step 7: Staging Room (Optional)

If you are hosting a new game or new scenario, you will be presented with a master setup room. This staging room is similar to the staging room in normal multiplayer games. You are given the option to change settings and options for the game and different players in the game. Additionally, participants are able to join the game at this time.

There are a few important differences with the PitBoss staging room. The Admin Password, if provided, gives the administrator access to any participating civilisation, even if the player has enabled password protection. Additionally, if the Admin Password is provided, it will be required when loading a save game from the session.

There is also a new player status type, "Human." This indicates that this civilisation is to be controlled by a human player but has not yet been claimed. As the administrator, you are free to launch the game before all Human slots have been claimed. However, the game turns cannot advance until all Human slots have been claimed and the participants have taken their turn. This allows administrators to launch games before all participants are ready and allows players to start playing as soon as they log in.

Also, the PitBoss turn timer is handled a bit differently from typical multiplayer games. Rather than the quick, dynamic timer of normal multiplayer games, the PitBoss turn timer does not change from turn to turn. Also, the PitBoss turn time will always be a matter of hours rather than minutes. It is up to the administrator to set the number of hours each turn is allowed.

The staging room marks the end of the setup interface wizard. Once "Finish" is clicked, the wizard will disappear and the game will launch. Once the game has finished launching, the administrator is presented with an Admin screen.

## THE INTERFACE

### THE PITBOSS ADMIN SCREEN

The Admin screen provides game status information and limited administrative capabilities to the host.

### THE PLAYER PANEL

Each player participating in the game is listed within the player panel. Their connectivity status is listed in the 'Ping' column. This will display the ping time of connected players, the claimed status of unconnected players (either Unclaimed or Disconnected), or will indicate if the player is an AI. Each player's score is also displayed, along with a 'Kick' button. If the civilisation is claimed, the Kick button will be enabled. The administrator is free to reject a claim on a civilisation by kicking the player from the game. If the player is ejected, the AI will claim their civilisation.

### THE MESSAGE PANEL

The Message of the Day will be displayed to participants as soon as they log into the game. Click the 'Change MotD' button to change the message, and display it by enabling the check box. The administrator can also dynamically chat with participants using the Chat Dialog.

The administrator is also free to save the game, or to exit the game. If the administrator chooses to exit the game, all connected players will be returned to the *Civilization IV* main menu.

### ENJOY THE BOSS!

We at Firaxis sincerely hope you enjoy the PitBoss and the exciting multiplayer experience it provides for *Civilization IV*!

## APPENDIX

## REFERENCE CHARTS

### KEY FUNCTION

#### Units

[B]	Bombard
[B]	Build city (with settler)
[C]	Centre on unit
[E]	Explore with unit (automated)
[F]	Fortify/Sleep; wake from fortification/sleep
[G]	Go-to mode
[L]	Load (onto ship)
[S]	Sentry
[Shift-U]	Unload (off ship)
[W]	Wait
[Alt-Click]	Group all units on a tile together
[Ctrl-# Key]	Bind selected unit or group to that number key
[Ctrl-Click]	Group all units of the same type on a tile together
[Delete]	Delete unit
[Shift-Click]	Tile context menu
[Spacebar]	Skip turn

#### Worker Commands

[A]	Build improvements (automated)
[H]	Build camp
[I]	Build farm
[K]	Build workshop
[L]	Build lumbermill
[M]	Build mine
[N]	Build trade network (automated)
[Q]	Build quarry
[R]	Build road/railroad
[T]	Build cottage
[Alt-C]	Remove forest or jungle
[Alt-R]	Road-to mode
[Ctrl-Shift-C]	Improve nearest city (automated)
[Ctrl-F]	Build fort
[Shift-P]	Build pasture, plantation
[Shift-W]	Build watermill (on river), windmill (on hill)
[Shift-W]	Build winery (on wine), well (on oil)

#### Work Boats

[F]	Build fishing nets
[O]	Build offshore platform
[Shift-W]	Build whaling boats

### Air Units

[B]	Air bomb mode (enemy cities/tiles)
[R]	Recon mode
[S]	Air strike mode (enemy units)
[Alt-R]	Rebase mode

### Advisors

[F1]	Domestic advisor
[F2]	Financial advisor
[F3]	Civics advisor
[F4]	Foreign advisor
[F5]	Military advisor
[F6]	Technology advisor
[F7]	Religion advisor
[F8]	Victory Conditions
[F9]	Info Screen
[F10]	Capital City
[F11]	Globe View
[F12]	Civilopedia

### General

[P]	Ping the map
[Alt-I]	Remove interface
[Alt-Q]	Retire (give up)
[Ctrl-W]	Access Worldbuilder
[Alt-D]	Change Player Name/E-mail
[Ctrl-# Key]	Save a production queue (in city screen)
[Ctrl-B]	Toggle bare map on/off
[Ctrl-I]	Minimise interface
[Ctrl-L]	Load game
[Ctrl-M]	Turn music on/off
[Ctrl-O]	Options menu
[Ctrl-R]	Flag resources on/off
[Ctrl-S]	Save game
[Ctrl-T]	Turn grid on/off
[Ctrl-Y]	Turn tile yields on/off
[Ctrl-Left Arrow]	Lock camera angle 45 degrees clockwise
[Ctrl-Right Arrow]	Lock camera angle 45 degrees counterclockwise
[Enter]	Cycle units, advance to next turn
[N]	Cycle to previous selected unit
[Escape]	Exit current screen/bring up menu
[.]	Cycle to previous unit (same tile)
[,]	Cycle to next unit (same tile)
[/]	Cycle through active workers
[Home]	,
[End]	Cycle through cities



[Insert]	Open nearest friendly city screen
[Left/Right Arrows]	Jump to next city (in city screen)
[PageDown]	Zoom camera out
[PageUp]	Zoom camera in
[Pause]	Pause game
[PrintScreen]	Take screenshot
[Shift-Enter]	Force turn to end
[Shift-Left Arrow]	Rotate camera clockwise
[Shift-Right Arrow]	Rotate camera counterclockwise
[Tab]	Chat to team
[Shift-Tab]	Chat to all
[Ctrl-Tab]	Chat/Event Log
[Scroll Lock]	Voice Chat to team
[Shift-Scroll Lock]	Voice Chat to all
[Ctrl-Scroll Lock]	Voice Chat in Diplo Screen

## EFFECT TWO

## EFFECT ONE

## REQUIRED TECHNOLOGY

## UPKEEP COST

## CIVIC NAME

Government				
Despotism	Low	None	None	None
Hereditary Rule	Low	Monarchy	+1 happy per military unit stationed in city	None
Representation	Medium	Constitution	+3 beakers per specialist	+2 happy in 5 largest cities
Police State	High	Fascism	+25% military unit production	-50% war weariness
Universal Suffrage	Medium	Democracy	+1 hammer from town	Can spend gold to finish production in a city
Legal				
Barbarism	Low	None	None	None
Vassalage	High	Feudalism	New units receive +2 experience points	+5 free units
Bureaucracy	Medium	Civil Service	+50% hammers, +50% commerce in capital	None
Nationhood	None	Nationalism	Can draft 3 units per turn	+2 happy per Barracks
Free Speech	Low	Liberalism	+2 gold from town	+100% culture in all cities
Labor				
Tribalism	Low	None	None	None
Slavery	Low	Bronze Working	Can sacrifice population to finish production in a city	None
Serfdom	Low	Feudalism	Workers build improvements +50% faster	None

CIVIC NAME	UPKEEP COST	REQUIRED TECHNOLOGY	EFFECT ONE	EFFECT TWO		
Caste System	Medium	Code of Laws	Unlimited Artist, Scientist, Merchant	None		
Emancipation	Low	Democracy	+100% growth for cottage, hamlet, village	Unhappiness penalty for civs without Emancipation		
Economy						
Decentralisation	Low	None	None	None		
Mercantilism	Medium	Banking	+1 free specialist per city	No foreign trade routes		
Free Market	Medium	Economics	+1 trade routes per city	None		
State Property	Low	Communism	No maintenance costs from distance to palace	+1 food from workshop, +1 food from watermill		
Environmentalism	Medium	Medicine	+6 health in all cities	+1 happy from jungle, forest		
Religion						
Paganism	Low	None	None	None		
Organised	Religion	High Monotheism	Can build missionaries without monastery	Cities with state religion construct buildings + 25% faster		
Theocracy	Medium	Theology	+2 experience points in cities with state religion	No non-state religion spread		
Pacifism	None	Philosophy	+100% great person birth rate in cities with state religion	+1 gold support cost per military unit		
Free Religion	Low	Liberalism	+1 happy per religion in a city	+10% Research in all cities, no state religion		
Terrain						
TERRAIN	FOOD	PRODUCTION	COMMERCE	DEFENSIVE BONUS	MOVEMENT COST	COMMENTS
Base Terrain						
Coast	1	0	2	10%	1	Cannot build cities
Desert	0	0	0	0%	1	Improvements take + 25% longer
Ice	0	0	0	0%	1	Improvements take + 50% longer
Ocean	1	0	1	0%	1	
Peak	0	0	0	0%	Impassable	
Plains	1	1	0	0%	1	
Tundra	1	0	0	0%	1	Improvements take + 25% longer
Terrain Features						
Fallout	-3	-3	-3	0%	2	-50 health
Floodplains	+3	0	0	0%	1	-0.4 health
Forest	0	+1	0	50%	2	+0.5 health
Hills	-1	+1	0	25%	2	
Ice	0	0	0	0%	Impassable	
Jungle	-1	0	0	50%	2	-0.25 health
Oasis	+3	0	+2	0%	2	Fresh water source

UNIT NAME	STRENGTH	MOVEMENT	COST	UNIT CATEGORY	TECHNOLOGY REQUIREMENT(S)	RESOURCE REQUIREMENT(S)	SPECIAL ABILITIES
Archer	3	1	25	Archery	Archery	None	1 first strike, +50% city Defence, +25% hills Defence
Artillery	18	1	150	Siege	Artillery	None	No defensive bonus, 25% withdraw chance, collateral damage, +50% vs. siege, bombard city Defences (-25% per turn)
Axeman	5	1	35	Melee	Bronze	Working Bronze OR Iron	+50% vs. melee
Battleship	40	6	225	Naval	Industrialism	Oil OR Uranium	Bombard city Defences (-20% per turn), collateral damage
Bomber	16	8	140	Air	Radio, Flight	Oil	Collateral damage, -50% vs. naval, can destroy tile improvements, bomb city Defences (-15% per turn)
Berserker	8	1	70	Melee	Civil Service, Machinery	Copper OR Iron	Viking unique unit (Maceman), +10% city attack, +50% vs. melee units, begins with Amphibious
Camel Archer	10	2	90	Mounted	Guilds, Horseback Riding, Archery	None	Arabian unique unit (Knight), immune to first strikes, no defensive bonus, 25% withdraw chance
Cannon	12	1	100	Siege	Steel	Iron	No defensive bonus, 25% withdraw chance, collateral damage, bombard city Defences (-20% per turn)

UNIT NAME	STRENGTH	MOVEMENT	COST	UNIT CATEGORY	TECHNOLOGY REQUIREMENT(S)	RESOURCE REQUIREMENT(S)	SPECIAL ABILITIES
Caravel	3	3	60	Naval	Optics	None	Cargo space 1 (can transport missionaries, scouts, explorers, spies, great people), can explore rival territory
Carrier	16	5	175	Naval	Flight	Oil OR Uranium	Cargo space 3 (carries fighters)
Catapult	5	1	40	Siege	Construction	None	No defensive bonus, 25% withdraw chance, collateral damage, bombard city defences (-15% per turn)
Cavalry	15	2	120	Mounted	Military Tradition, Gunpowder, Horseback Riding	Horses	No defensive bonus, 30% withdraw chance, +50% attacking vs. cannon
Chariot	4	2	25	Mounted	The Wheel	Horses	No defensive bonus, 20% withdraw chance. + 50% vs. Axemen.
Cho-Ko-Nu	6	1	60	Archery	Machinery, Archery	Iron	Chinese unique unit (Crossbow), 2 first strikes, collateral damage, +50% vs. melee
Conquistador	10	2	90	Mounted	Guilds, Horseback Riding	Iron, Horses	Spanish unique unit (Knight), immune to first strikes, +50% vs. melee
Cossack	15	2	120	Mounted	Military Tradition, Gunpowder, Horseback Riding	Horses	Russian unique unit (Cavalry), no defensive bonus, 30% withdraw chance, +50% attacking vs. cannon, +50% vs. mounted

UNIT NAME	STRENGTH	MOVEMENT	COST	UNIT CATEGORY	TECHNOLOGY REQUIREMENT(s)	RESOURCE REQUIREMENT(s)	SPECIAL ABILITIES
Crossbowman	6	1	60	Archery	Machinery,	Iron	1 first strike, +50% v.s. melee
Destroyer	30	8	200	Naval	Combustion	Oil OR Uranium	Can see submarines, 30% chance to intercept aircraft, bombard city Defences (-15% per turn)
Explorer	4	2	40	Recon	Compass	None	Better results from tribal villages, can only defend, ignores terrain movement costs, starts with Guerilla I, Woodsman I
Fast Worker	0	3	60	Special	None	None	Indian unique unit (Worker), can improve tiles
Fighter	12	6	100	Air	Flight	Oil	Can intercept aircraft (50% chance), destroy tile improvements, bomb city Defences (-5% per turn)
Frigate	8	4	90	Naval	Astronomy, Chemistry	Oil	Bombard city Defences (-10% per turn)
Galleon	4	4	80	Naval	Astronomy	None	Cargo space 3
Galley	2	2	50	Naval	Sailing	None	Cargo space 2, cannot enter ocean squares
Great Artist	0	2	0	Special	None	None	Can start a golden age, discover a technology, create a great work (+4000 culture), join a city

UNIT NAME	STRENGTH	MOVEMENT	COST	UNIT CATEGORY	TECHNOLOGY REQUIREMENT(s)	RESOURCE REQUIREMENT(s)	SPECIAL ABILITIES
Gallic Warrior	6	1	40	Melee	Iron Working	Iron	Celtic unique unit (Swordsman), +10% city attack, starts with Guerilla I
Great Engineer	0	2	0	Special	None	None	Can start a golden age, discover a technology, hurry production of a building, can join a city
Great Merchant	0	2	0	Special	None	None	Can start a golden age, discover a technology, conduct a trade mission, explore rival territory, join a city
Great General	0	2	0	Special	None	None	Can join unit as Warlord (grants 20 xps to units in space), can construct Military Academy, can join city
Great Prophet	0	2	0	Special	None	None	Can start a golden age, discover a technology, construct a religious shrine, join a city
Great Scientist	0	2	0	Special	None	None	Can start a golden age, discover a technology, construct an academy, join a city
Grenadier	12	1	100	Gunpowder	Chemistry	None	+50% attacking vs. rifleman
Gunship	24	4	160	Helicopter	Rocketry, Flight	Oil	Cannot capture cities, no defensive bonus, flies over terrain, 25% withdrawal chance, +100% vs. armoured

UNIT NAME	STRENGTH	MOVEMENT	COST	UNIT CATEGORY	TECHNOLOGY REQUIREMENT(S)	RESOURCE REQUIREMENT(S)	SPECIAL ABILITIES
Horse Archer	6	2	50	Mounted	Horseback Riding, Archery	Horses	Immune to first strikes, no defensive bonus, +50% attacking vs. catapult, -10% city attack
Hwacha	5	1	40	Siege	Construction	None	Korean unique unit (Catapult), no defensive bonus, 25% withdrawal chance, collateral damage
ICBM	0	0	400	Special	Rocketry, Fission	Uranium	Can nuke enemy land, requires Manhattan Project world wonder
Immortal	4	2	25	Mounted	The Wheel	Horses	Persian unique unit (Chariot), 20% withdraw chance, +50 % vs. archery, +50% vs. Axemen
Impi	4	2	35	Melee	Hunting	Copper OR Iron	Zulu unique unit (Spearman), +100% vs mounted, starts with Mobility
Infantry	20	1	140	Gunpowder	Assembly Line, Rifling	None	+25% vs. gunpowder
Ironclad	12	2	100	Naval	Steel, Steam Power	Iron, Coal	Cannot enter ocean squares, can bombard city defences (-10% per turn)
Jaguar	5	1	35	Melee	Iron Working	None	Aztec unique unit (Swordsman), +25% jungle defence, +10% city attack

UNIT NAME	STRENGTH	MOVEMENT	COST	UNIT CATEGORY	TECHNOLOGY REQUIREMENT(S)	RESOURCE REQUIREMENT(S)	SPECIAL ABILITIES
Janissary	9	1	80	Gunpowder	Gunpowder	None	Ottoman unique unit (Musketeer), +25% vs. Archery, Mounted, and Melee units
Jet Fighter	24	10	150	Air	Composites, Flight	Oil, Aluminium	Can intercept aircraft (70% chance), destroy tile improvements, bomb city defences (-10% per turn)
Keshik	6	2	50	Mounted	Horseback Riding, Archery	Horses	Mongol unique unit (Horse Archer), 1 first strike, no defensive bonus, ignores terrain movement costs, +50% attacking vs. catapult
Knight	10	2	90	Mounted	Guilds, Horseback Riding	Iron, Horses	Immune to first strikes, no defensive bonus
Longbowman	6	1	50	Archery	Feudalism, Archery	None	1 first strike, +25% city defence, +25% hills defence
Maceman	8	1	70	Melee	Civil Service, Machinery	Copper OR Iron	+50% vs. melee
Machine Gun	18	1	125	Siege	Railroad	None	Can only defend, 1 first strike, +50% vs. gunpowder
Marine	24	1	160	Gunpowder	Industrialism, Rifling	None	Starts with Amphibious, +50% attacking vs. machine gun, +50% attacking vs. artillery
Mechanised Infantry	32	2	200	Gunpowder	Robotics, Rifling	None	Starts with March, 20% chance to intercept aircraft



UNIT NAME	STRENGTH	MOVEMENT	COST	UNIT CATEGORY	TECHNOLOGY REQUIREMENT(s)	RESOURCE REQUIREMENT(s)	SPECIAL ABILITIES
Missionary	0	2	40	Special	None	None	Can spread religion, requires monastery
Modern Armour	40	2	240	Armoured	Composites, Computers	Oil, Aluminium	1 first strike, no defensive bonus, starts with Blitz
Musketeer	9	2	80	Gunpowder	Gunpowder	None	French unique unit (Musketman)
Musketman	9	1	80	Gunpowder	Gunpowder	None	
Navy SEAL	24	1	160	Gunpowder	Industrialism, Rifling	None	American unique unit (Marine), 1-2 first strikes, +50% attacking vs. machine gun, +50% attacking vs. artillery, starts with Amphibious and March
Numidian Cavalry	5	2	50	Mounted	Horseback Riding, Archery	Horse	Carthaginian unique unit (Horse Archer), immune to first strike, no defensive bonus, 30% withdrawal chance, -10% city attack, +50% vs. Catapults, Trebuchets, and Melee units
Panzer	28	2	180	Armoured	Industrialism, Rifling	Oil	German unique unit (Tank), no bonus, +50% vs. Armoured, starts with Blitz

UNIT NAME	STRENGTH	MOVEMENT	COST	UNIT CATEGORY	TECHNOLOGY REQUIREMENT(s)	RESOURCE REQUIREMENT(s)	SPECIAL ABILITIES
Phalanx	5	1	35	Melee	Hunting	Copper OR Iron	Greek unique unit (Spearman), +25% hills Defence, +100% vs. mounted
Pikeman	6	1	60	Melee	Engineering	Iron	+100% vs. mounted
Praetorian	8	1	45	Melee	Iron Working	Iron	Roman unique unit (Swordsman)
Quechua	2	1	15	Melee	None	None	Incan unique unit (Warrior) +25% city Defence, +100% vs. archery, starts with Combat 1
Redcoat	16	1	110	Gunpowder	Rifling	None	English unique unit (Rifleman), +25% vs. mounted, +25% vs. gunpowder
Rifleman	14	1	110	Gunpowder	Rifling	None	+25% vs. mounted
SAM Infantry	18	1	150	Gunpowder	Rocketry	None	40% chance to intercept aircraft, +50% vs. helicopter
Samurai	8	1	70	Melee	Civil Service, Machinery	Iron	Japanese unique unit (Maceman), 2 first strikes, +50% vs. melee
Scout	1	2	15	Recon	Hunting	None	Better results from tribal villages, can only defend, +100% vs. animals
Settler	0	2	100	Special	None	None	Can found a new city

UNIT NAME	STRENGTH	MOVEMENT	COST	UNIT CATEGORY	TECHNOLOGY REQUIREMENT(S)	RESOURCE REQUIREMENT(S)	SPECIAL ABILITIES
Skirmisher	4	1	25	Archery	Archery	None	Mali unique unit (Archer), 1-2 first strikes, +50% city Defence, +25% hills Defence
Spearman	4	1	35	Melee	Hunting	Copper OR Iron	+100% vs. mounted
Spy	0	2	80	Special	Communism	None	Requires Scotland Yard national wonder, invisible to all units, can explore rival territory, can expose rival spies, starts with Sentry
Stealth Bomber	20	12	200	Air	Composites, Flight, Robotics	Oil and Aluminum	50% chance to evade interception, collateral damage, -50% vs. naval, can destroy tile improvements, bomb city Defences (-20% per turn)
Submarine	24	6	150	Naval	Radio, Combustion	Oil OR Uranium	Cargo space 1 (can transport missionaries, scouts, explorers, spies, great people), invisible to most units, 50% withdraw chance
Swordsman	6	1	40	Melee	Iron Working	Iron	+10% city attack
Tank	28	2	180	Armoured	Industrialism, Rifling	Oil	No defensive bonus, starts with Blitz

UNIT NAME	STRENGTH	MOVEMENT	COST	UNIT CATEGORY	TECHNOLOGY REQUIREMENT(S)	RESOURCE REQUIREMENT(S)	SPECIAL ABILITIES
Transport	16	5	125	Naval	Combustion	Oil OR Uranium	Cargo Space 4
Trebuchet	4	1	60	Siege	Engineering	None	No defensive bonus, 25% withdraw chance, collateral damage, +100% city attack, bombard cities (-25%/turn)
Tritreme	2	2	50	Naval	Sailing, Bronze Working	None	Cannot enter ocean, +50% vs. Galleys
War Chariot	5	2	25	Mounted	The Wheel	Horses	Egyptian unique unit (Chariot), immune to first strikes, no defensive bonus, 10% withdraw chance, +50% vs. Axemen
War Elephant	8	1	60	Mounted	Construction	Ivory	No defensive bonus, +50% vs. mounted
Warrior	2	1	15	Melee	None	None	+25% city Defence
Work Boat	0	2	30	Special	Fishing	None	Cannot enter ocean squares, can create fishing boats, whaling boats, offshore platforms
Worker	0	2	60	Special	None	None	Can improve tiles

NAME	COST	CULTURE	REQUIREMENTS(S)	EFFECT
<b>Buildings</b>				
Academy	Special	4	Great Scientist unit	+50% research
Airport	250		Flight (use tech icons)	-1 health, +1 trade routes, can airlift 1 unit per turn
Apothecary	150		Guilds, Currency	Persian unique building (Grocer), +2 health, +25% gold, can turn 2 Citizens into Merchant, +1 health from banana, spice, sugar, or wine
Aqueduct	100		Mathematics, Masonry	+2 health
Assembly Plant	250		Assembly Line	German unique building (Factory), -1 health, +25% hammers, +50% hammers with power, can turn 4 Citizens into Engineer
Bank	200		Banking	+50% gold
Barracks	50		None	New land units receive +3 experience points
Bomb Shelters	100		Electricity, Manhattan Project	-75% damage from nukes
Broadcast Tower	175	+50%	Mass Media	+1 happy per 10% culture rate, can turn 2 citizens into Artist, +1 happy from movies, music, or drama
Buddhist Stupa	300 (double w/copper)	+50%	Music, Buddhism, three Buddhist temples	+2 happy if Buddhism is state religion, can turn 2 citizens into Priest, +1 happy from incense
Bunker	100		Electricity	-75% damage from air units

NAME	COST	CULTURE	REQUIREMENTS(S)	EFFECT
Castle	100 (double w/stone)	1	Engineering, walls	+50% Defence (pre-gunpowder units)
Christian Cathedral	300 (double w/stone)	+50%	Music, Christianity, three Christian temples	+2 happy if Christianity is state religion, can turn 2 citizens into Priest, +1 happy from incense
Citadel	100 (double w/stone)	1	Engineering, walls	Spanish unique building (Castle), +1 trade route, +50% Defence (pre-gunpowder units), -50% damage to Defences from bombardment (except vs gunpowder-based units), +2 experience points to siege weapons
Coal Plant	150		Assembly Line, factory	Provides power with Coal for a factory, -2 health
Coliseum	120		Construction	+1 happy face, +1 happy face per 20% culture rate
Confucian Academy	300 (double w/copper)	+50%	Music, Confucianism, three Confucian temples	+2 happy if Confucianism is state religion, can turn 2 citizens into Priest, +1 happy from incense
Cothon	100		Compass	Carthaginian unique building (Harbour), +1 trade route, +50% trade route yield, +1 health from clam, crab, or fish
Courthouse	120		Code of Laws	-50% Maintenance
Drydock	120		Steel	New water units receive +4 experience points, build water units 50% faster, -1 health
Dun	50 (double w/stone)		Masonry	Celtic unique building (walls), free Guerilla I promotion for units build in the city, 50% Defence
Factory	250		Assembly Line	+25% hammers, +50% hammers with power, can turn 2 citizens into Engineer, -1 health

NAME	COST	CULTURE	REQUIREMENTS(S)	EFFECT
Forge	120		Metal Casting	+25% hammers, can turn 1 citizen into Engineer, +1 happy from gems, gold, or silver, -1 health
Forum	150		Currency	Roman unique building (Market), +25% gold, +25% great person birth rate, can turn 2 Citizens into Merchant, +1 happy from fur, ivory, silk or whale
Ger	60		Animal Husbandry	Mongolian unique building (Stables), +4 experience points for new mounted units
Granary	60		Pottery	Stores 50% of food after growth, +1 health from corn, rice, or wheat
Grocer	150		Guilds, Currency	+25% gold, can turn 2 citizens into Merchant, +1 health from bananas, spices, sugar, or wines
Hamam	100		Mathematics, Masonry	Ottoman unique building (aqueduct), +2 happy, +2 healthy
Harbor	80		Compass	+50% trade route yield, +1 health from clam, crab, or fish
Hindu Mandir	300 (double w/marble)	+50%	Music, Hinduism, three Hindu temples	+2 happy if Hinduism is state religion, can turn 2 citizens into Priest, +1 happy from incense
Hospital	200		Medicine	+3 health, heals units in city an extra 10% damage per turn
Hydro Plant	200		Plastics, factory	Provides power for a factory
Ikhanda	60			Zulu unique building (barracks), new land units receive +3 experience, -20% maintenance
Islamic Mosque	300 (double w/marble)	+50%	Music, Islam, three Islamic temples	+2 happy if Islam is state religion, can turn 2 citizens into Priest, +1 happy from incense
Jail	120		Constitution	-25% war unhappiness

NAME	COST	CULTURE	REQUIREMENTS(S)	EFFECT
Jewish Synagogue	300 (double w/stone)	+50%	Music, Judaism, three Jewish temples	+2 happy if Judaism is state religion, can turn 2 citizens into Priest, +1 happy from incense
Laboratory	250		Computers, observatory	+25% research, +50% spaceship production, can turn 1 citizen into Scientist, -1 health
Library	90	2	Writing	+25% research, can turn 2 citizens into Scientist
Lighthouse	60		Sailing	Water tiles +1 food
Madrasa	90	4	Writing	Arabian unique building (Library), +25% research, Can turn 2 Citizens into Priest, Can turn 2 Citizens into Scientist
Mall	150		Refrigeration	American unique building (Supermarket), +10% gold, +1 health from cow, deer, pig, or sheep, +1 happy from movies, music, or drama
Market	150		Currency	+25% gold, can turn 2 citizens into Merchant, +1 happy from fur, ivory, silk, or whales
Military Academy	Special		Great General Unit	+25% Military Unit Production
Mint	120		Metal Casting	Malinese unique building (Forge), -1 health, +25% hammers, +10% gold, can turn 1 citizen into Engineer, +1 happy from gems, gold, or silver
Monastery (1 for each religion)	60	2	Meditation, monastery's religion	+10% research, can train religion's missionaries in city

NAME	COST	CULTURE	REQUIREMENTS(S)	EFFECT
Monument	30	1	Mysticism	
Nuclear Plant	250		Fission, factory	Provides power for a factory with Uranium, small chance of nuclear meltdown
Obelisk	30	1	Mysticism	Egyptian unique building (Monument), can turn 2 citizens into Priests
Observatory	150		Astronomy	+25% research, can turn 1 citizen into Scientist
Odeon	120	3	Construction	Greek unique building (Colosseum), +2 happy, +1 happy per 20% culture rate, can turn 2 citizens into Artist, +1 happy from music
Pavilion	50	3	Drama	Chinese unique building (Theatre), +25% culture, +1 happy per 20% culture rate, can turn 2 citizens into Artist, +1 happy from dye
Recycling Centre	300		Ecology	No unhealthiness from buildings
Research Institute	250		Computers	Russian unique building (Laboratory), +25% research, +50% spaceship production, can turn 2 Citizens into Scientist, +2 free Scientist
Sacrificial Altar	90		Code of Laws	Aztec unique building (Courthouse), -50% maintenance, - 50% anger duration from sacrificing population
Salon	150		Astronomy	French unique building (Observatory), +25% research, +1 free Artist, can turn 1 citizen into a Scientist

NAME	COST	CULTURE	REQUIREMENTS(S)	EFFECT
Seowon	200	3	Education	Korean unique building (University), +35% research
Shale Plant	150		Assembly Line	Japanese unique building (Coal Plant), +10% hammers, provides power, -2 health
Stable	60		Animal Husbandry	+2 experience for new mounted units
Stock Exchange	200		Banking	English unique building (Bank), +65% gold
Supermarket	150		Refrigeration	+1 health from cow, deer, pigs, or sheep
Taoist Pagoda	300 (double w/ copper)	+50%	Music, Taoism, three Taoist temples	+2 happy if Taoism is state religion, can turn 2 citizens into Priest, +1 happy from incense
Temple (1 for each religion)	80	1	Priesthood, temple's religion	+1 happy, can turn 1 citizen into Priest
Terrace	60	2	Pottery	Incan unique building (Granary), stores 50% of food after growth, +1 health from corn, rice, or wheat
Theatre	50	3	Drama	+1 happy per 10% culture rate, can turn 2 citizens into Artist, +1 happy from dyes
Trading Post	60		Sailing	Viking unique building (Lighthouse), free Navigation I promotion for naval units, +1 food for water tiles
University	200	3	Education, library	+25% research
Walls	50 (double w/ stone)		Masonry	+50% Defence (pre-gunpowder units)



NAME	COST	CULTURE	REQUIREMENTS(S)	EFFECT
<b>National Wonders (Max 2 per City)</b>				
Forbidden Palace	200	4	6 courthouses, 8 or more cities	Reduces maintenance in nearby cities
Globe Theatre	300	6	Drama, 6 theatres	No unhappiness in city, can turn 3 citizens into Artist.
Hermitage	300 (double w/marble)	+100%	Nationalism	
Heroic Epic	200 (double w/marble)	4	Literature, barracks in city, a unit of level 5 experience	+100% military unit production in city
Ironworks	700		Steel, 6 forges	+50 hammers in city with iron, +50% hammers in city with coal, can turn 3 citizens into Engineer, -2 health
Mount Rushmore	500 (double w/stone)	4	Fascism	-25% war unhappiness in all cities
National Epic	250 (double w/marble)	4	Literature, library in city	+100% great person birth rate in city
Oxford University	400 (double w/stone)	4	Education, 6 universities	+100% research in city
Palace	160	2	4 or more cities	Makes this city the capital, reduces maintenance in nearby cities, +1 happy
Red Cross	600	2	Medicine, 6 hospitals	Free Medic I promotion for units built in city

NAME	COST	CULTURE	REQUIREMENTS(S)	EFFECT
Scotland Yard	500		Communism	City can build Spy units.
Wall Street	600		Corporation, 6 banks	+100% gold, can turn 3 citizens into Merchant
West Point	800 (double w/stone)		Military Tradition, a unit of level 5 experience	+4 experience points for new units trained in city
<b>World Wonders</b>				
Angkor Wat	500 (double w/stone)	8	Philosophy	+1 hammer from Priest in all cities, can turn 3 citizens into Priest
Broadway	800	+50%	Electricity	Provides 5 hit musicals (+1 happy face)
Chichen Itza	500 (double w/stone)	6	Code of Laws	+25% Defence in all cities
The Church of the Nativity	Special	4	Christian Holy City, Great Prophet	+1 gold per turn for every city with Christianity, spreads Christianity, can turn 3 citizens into Priest
The Colossus	250 (double w/copper)	6	Metal Casting, forge, coastal city	All water tiles +1 gold
The Dai Miao	Special	4	Taoist Holy City, Great Prophet	+1 gold per turn for every city with Taoism, spreads Taoism, can turn 3 citizens into Priest
The Eiffel Tower	1250 (double w/iron)	6	Radio, forge	Free broadcast tower in every city
The Great Library	350 (double w/marble)	8	Literature, library	2 free Scientists in city

NAME	COST	CULTURE	REQUIREMENTS(S)	EFFECT
The Great Lighthouse	200	6	Masonry, lighthouse, coastal city	+2 trade routes in all coastal cities
The Hagia Sophia	550 (double w/marble)	8	Engineering	Workers build improvements 50% faster
The Hanging Gardens	300 (double w/stone)	6	Mathematics, aqueduct	+1 health in all cities, +1 population in all cities
Hollywood	1000	+50%	Mass Media	Provides 5 hit movies (+1 happy)
The Kashi Vishwanath	Special	4	Hindu Holy City, Great Prophet	+1 gold per turn for every city with Hinduism, spreads Hinduism, can turn 3 citizens into Priest
The Kong Miao	Special	4	Confucian Holy City, Great Prophet	+1 gold per turn for every city with Confucianism, spreads Confucianism, can turn 3 citizens into Priest
The Kremlin	1000 (double w/stone)		Communism	-50% hurry production cost
The Mahabodhi	Special	4	Buddhist Holy City, Great Prophet	+1 gold per turn for every city with Buddhism, spreads Buddhism, can turn 3 citizens into Priest
The Masjid al-Haram	Special	4	Islamic Holy City, Great Prophet	+1 gold per turn for every city with Islam, spreads Islam, can turn 3 citizens into Priest
Notre Dame	650 (double w/stone)	10	Music	+1 happy for all cities on this continent
The Oracle	150 (double w/marble)	8	Priesthood	1 free technology

NAME	COST	CULTURE	REQUIREMENTS(S)	EFFECT
The Parthenon	400 (double w/marble)	10	Polytheism	+50% great person birth rate in all cities
The Pentagon	1250		Assembly Line	+2 experience points for new units trained in all cities
The Pyramids	450 (double w/stone)	6	Masonry	Enables all Government civics
Rock 'n Roll	800	+50%	Radio	Provides 5 hit singles (+1 happy)
The Sistine Chapel	600 (double w/marble)	10	Theology	+2 culture per specialist in all cities
The Space Elevator	2000 (double w/aluminium)		Robotics	+50% spaceship production in all cities
The Spiral Minaret	550 (double w/stone)	8	Divine Right	+1 gold from all state religion buildings
The Statue of Liberty	1500 (double w/copper)	6	Democracy, forge	+1 free specialist in all cities on this continent
Stonehenge	120 (double w/stone)	8	Mysticism	Free monument in every city, centres world map
The Taj Mahal	700 (double w/marble)	10	Nationalism	Starts a golden age
The Temple of Artemis	400 (double w/marble)	8	Polytheism	+100% trade route yield, +1 free Priest

NAME	COST	CULTURE	REQUIREMENTS(S)	EFFECT
The Temple of Solomon	Special	4	Jewish Holy City, Great Prophet	+1 gold per turn for every city with Judaism, spreads Judaism, can turn 3 citizens into Priest
The Three Gorges Dam	1750		Plastics	Provides power for all cities on this continent
The Great Wall	250 (double w / stone)	2	Masonry	Prevents Barbarians from entering borders on continent, +100% Great General emergence inside cultural borders
The United Nations	1000		Mass Media	Triggers global elections, guarantees eligibility for diplomatic votes
University of Sankore	550 (double w / stone)	8	Paper	+2 research, from all state religious buildings
Versailles	800 (double w / marble)	10	Divine Right	Reduces maintenance in nearby cities
Projects				
Apollo Program	1000 (double w / aluminum)		Rocketry	Required to build spaceship parts
The Internet	2000 (double w / copper)		Fiber Optics	Grants all technologies acquired by any 2 known civilizations.
The Manhattan Project	1500 (double w / uranium)		Fission	Enables nukes, bomb shelters for all players
SDI	500 (double w / aluminum)		Satellites	+75% chance of intercepting nukes

  

NAME	COST	CULTURE	REQUIREMENTS(S)	EFFECT
SS Casing	400 (double w / aluminum)		Rocketry, Apollo Program	Space Race Victory (5 required)
SS Thrusters	600 (double w / aluminum)		Satellites, Apollo Program	Space Race Victory (3 required)
SS Engine	1000 (double w / aluminum)		Fusion, Apollo Program	Space Race Victory (1 required)
SS Docking Bay	1200		Robotics, Apollo Program	Space Race Victory (1 required)
SS Cockpit	800 (double w / copper)		Fiber Optics, Apollo Program	Space Race Victory (1 required)
SS Life Support	600 (double w / copper)		Ecology, Apollo Program	Space Race Victory (1 required)
SS Stasis Chamber	1000 (double w / copper)		Genetics, Apollo Program	Space Race Victory (1 required)

# CREDITS

## Original Civilization Team

*Original Creator of Civilization*  
Sid Meier

*Sid Meier's Civilization IV*  
*Lead Designer*  
Soren Johnson

## Warlords Team

*Producer*  
Jesse Smith

*Associate Producer*  
Clint McCaul

*Designers*  
Alex Mantzaris  
Tim McCracken  
Paul Murphy  
Ed Piper  
Jon Shafer  
Jesse Smith

*Lead Artist*  
Steve Ogden

*Art*  
Jerome Atherholt  
Mike Bates  
Rob Cloutier  
Greg Cunningham  
Greg Foertsch  
Dorian Newcomb  
Arne Schmidt  
Jack Snyder  
Seth Spaulding  
Artie Weisen  
Nathan Wright

*Lead Programmer*  
Alex Mantzaris

*3D Programmer*  
Jason Winokur

*Additional Programming*  
Jon Shafer  
Jesse Smith  
Sergey Tiraspolksky

*Lead Audio Designers*  
Mark Cromer  
Michael Curran  
Sound Designer  
Adam Larossa

*Composers*  
Mark Cromer  
Michael Curran

*Additional Music By*  
Jeff Briggs  
Roger Briggs

*Writers*  
Paul Murphy  
Michael Soracoe

*Quality Assurance Manager*  
Tim McCracken

*Quality Assurance*  
Grant Frazier  
Scott Wittbecker

*Tools and Automation Engineer*  
Sergey Tiraspolksky

*Manual*  
Paul Murphy

*CEO / President*  
Steve Martin

*Chief Creative Officer*  
Sid Meier

## Firaxis Management

*Chairman*  
Jeff Briggs

*Executive Producer*  
Barry Caudill

*Director of Technology*  
Bretton Wade

*Director of Creative Resources*  
Seth Spaulding

*Manager, Marketing and Media*  
Kelley Gilmore

*Manager, Online Marketing*  
Dennis Shirk

*Human Resources Manager*  
Susan Meier

*Office Manager*  
Donna Rubb

*IT Manager*  
Josh Scanlan

## Additional

*Introduction Movie*  
Janimation, Inc.

*Voiceover Production /*  
*Post Production*  
Wave Generation

*Voiceover Production Director*  
David Lipps

*Scaleform Team*  
Brendan Tribe  
Michael Antonov  
Sven Dixon  
David Cook  
Andrew Reisse

## Special Thanks

To the Frankenstein crew for all of their help!

To our supportive and loving families and friends.

The incredible Civilization IV community.

## 2K Games Publishing

*President*  
Christoph Hartmann

*VP Product Development*  
Greg Gobbi

*VP Business Affairs*  
David Ismailier

*VP Sales & Licensing*  
Steve Glickstein

*Development Manager*  
Jon Payne

*Associate Producer*  
Jason Bergman

*VP Marketing*  
Sarah Anderson

*Director of Marketing*  
Tom Bass

*Senior Product Manager*  
Christina Recchio

*Associate Product Manager*  
Alison Moy

*Director of Public Relations*  
Marcelyn Ditter

*International PR Director*  
Markus Wilding

*Sr. Public Relations Manager*  
Jay Boor

*Media Specialist*  
Larry Stephens

*Director of Operations*  
Dorian Rehfield

*Art Director*  
Lesley Zinn

*Web Manager*  
Gabe Abarcas

*Web Designer*  
John Kauderer

*Game Analysts*  
Walt Williams  
Jim Yang

*Strategic Sales and*  
*Licensing Manager*  
Paul Crockett

*Production Manager*  
Jack Scalici

*Production Coordinator*  
Frank Fleizach

*Special Thanks*  
Marc Berman  
Bob Blau

David Boutry  
Ryan Brant  
Scott DeFreitas  
David Edwards  
Dan Einzig  
David Gershik  
Ting Lau  
Susan Lewis  
Xenia Mul  
Nan Teh  
Natalya Wilson  
Peggy Yu

*Quality Assurance Director*  
Lawrence Durham

*Lead Tester*  
Angel Gonzalez

*Senior Tester*  
Steve Allstead Jr.

*Quality Assurance Team*  
Steve Bianchi

Nick Sporich  
David Sanders  
Brian Erzen  
Carlos Thomas  
Kameren Neal  
Monty Bulchand  
Kevan Killion  
Cory Poudrier  
Adam Scott  
Jason Wilson  
Justin Waller  
Griffin Funk  
Daniel Ferry

## 2K Games International

*General Manager*  
Neil Ralley

*International PR Director*  
Markus Wilding

*International Marketing Director*  
Matthias Wehner

*International Product Manager*  
Ben Wyer-Roberts

*Licensing Director*  
Claire Roberts

## 2K Games International Development

*Development Manager*  
Fernando Melo

*Technical Producer*  
Sajjad Majid

*Development Team*  
Dan Bailie  
Denby Grace  
Mark Ward  
Simon Picard

*Localisation Manager*  
Scott Morrow

*Localisation Teams*  
Around the World  
Effective Media GmbH  
Synthesis International Srl  
Synthesis Iberia

## 2K Games International QA

*QA Manager*  
Chris Rowley

*QA Localisation Supervisor*  
Iain Willows

*QA Supervisor*  
Dom Giannone

*Mastering Engineer*  
Wayne Boyce

*QA Lead Technicians*  
Arsenio Formoso  
Steve Manners

## Babel Media Localisation QA Team

*QA Manager*  
Simon Lawrence

*Project Manager*  
Martina Kuel

*QAC*  
Stephen Alexander

*Testers*  
Hoang-Minh Luu  
Adele Dalena  
Eva-Maria Walter  
Bruno Diez  
Maria Guruceta

## European Publishing Team

Adrian Lawton  
Alexander Harlander  
Ana Lafuente  
Andreas Traxler  
Anthony Dodd  
Ben Payne

Ben Seccombe  
Corrine Herbault  
Cristiana Colombo  
David Powell  
Emmanuel Trambalais  
Fabio Gusmaroli  
Federico Clonifero  
Gabby Fitzgerald  
Gabriel Hacker

Giovanni Oldani  
Heinz Henn  
James Crocker  
James Ellingford  
James Quinlan  
Jan Sturm  
Jochen Färber  
Jochen Till  
Jon Broadbridge  
Jonnie Bryant  
Jose Antonio Muñoz-Calero  
Fernandez  
Leigh Harris  
Mark Jackson  
Mark Lugli  
Monica Puricelli  
Nasko Fejza  
Nico Grupp  
Olivier Troit  
Onno Bos  
Raquel Garcia Gonzalez  
Sandra Dosch  
Sandra Melero  
Sandrine Chatrenet  
Sarah Seaby  
Serhad Koro  
Simon Ramsey  
Sylvie Barret  
Rob Bartholomew  
Thomas Mahoney  
Tom Baker  
Tracey Chaplin  
Valentine Heliot  
Warner Guinée  
Zoran Roso

## 2K International - China

*Animators*  
Xu Jie  
Shen Hu  
Jin Yi  
Yuan Zhi Wei

*Artists*  
Shi Wen Jun  
Ding Quan Qi

*Game Designers*  
Xiong Jie  
Chen Qiang Pan  
Chen Mu  
Zou Jun Jie

*Programmers*  
Sun Ting  
Lin Yin

Yang Jin Hui  
*Sound Designer*  
Yang Jie

*Producer*  
Liu Jing

*General Manager*  
Julien Bares



# WARRANTY

This LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT (this "Agreement"), including the Limited Warranty and other special provisions, is a legal agreement between You (either an individual or an entity) and 2K Europe (the "Owner") regarding this software product and the materials contained therein and related thereto. Your act of installing and/or otherwise using the software constitutes Your agreement to be bound by the terms of this Agreement. If you do not agree to the terms of this Agreement, promptly return the software packaging and the accompanying materials (including any hardware, manuals, other written materials and packaging) to the place You obtained them, along with your receipt, for a full refund.

Grant of Limited Non-Exclusive License. This Agreement permits You to use one (1) copy of the software program(s) (the "SOFTWARE") included in this package for your personal use on a single home or portable computer. The SOFTWARE is in "use" on a computer when it is loaded into temporary memory (i.e., RAM) or installed into the permanent memory (e.g., hard disk, CD-ROM, or other storage device) of that computer. Installation on a network server is strictly prohibited, except under a special and separate network license obtained from Owner; this Agreement shall not serve as such necessary special network license. Installation on a network server constitutes "use" that must comply with the terms of this Agreement. This license is not a sale of the original SOFTWARE or any copy thereof.

Intellectual Property Ownership. Owner retains all right, title and interest in this SOFTWARE and the accompanying manual(s), packaging and other written materials (collectively, the "ACCOMPANYING MATERIALS"), including, but not limited to, all copyrights, trademarks, trade secrets, trade names, proprietary rights, patents, titles, computer codes, audiovisual effects, themes, characters, character names, stories, dialog, settings, artwork, sounds effects, musical works, and moral rights. The SOFTWARE and ACCOMPANYING MATERIALS are protected by United States copyright law and applicable copyright laws and treaties throughout the World. All rights are reserved. The SOFTWARE and ACCOMPANYING MATERIALS may not be copied or reproduced in any manner or medium, in whole or in part, without prior written consent from Owner. Any persons copying or reproducing all or any portion of the SOFTWARE or ACCOMPANYING MATERIALS, in any manner or medium, will be wilfully violating the copyright laws and may be subject to civil or criminal penalties.

SOFTWARE Backup or Archiving. After You install the SOFTWARE into the permanent memory of a computer, You may keep and use the original disk(s) and/or CD-ROM (the "Storage Media") only for backup or archival purposes.

Restrictions. Other than as provided specifically in this Agreement, You are not permitted to copy or otherwise reproduce the SOFTWARE or ACCOMPANYING MATERIALS; modify or prepare derivative copies based on the SOFTWARE or ACCOMPANYING MATERIALS; distribute copies of the SOFTWARE or ACCOMPANYING MATERIALS by sale or other transfer of ownership; rent, lease, or lend the SOFTWARE or ACCOMPANYING MATERIALS; or to display the SOFTWARE or ACCOMPANYING MATERIALS publicly. You are expressly prohibited from transmitting the SOFTWARE or ACCOMPANYING MATERIALS electronically or otherwise over the Internet or through any other media or to any other party. You are expressly prohibited from selling or using any characters or other components of the game for any purpose. You are expressly prohibited from selling or otherwise profiting from any levels, add-on packs, sequels or other items based upon or related to the SOFTWARE and ACCOMPANYING MATERIALS or created by utilization of the SOFTWARE's level editor. If you create levels, add-on packs, sequels or other items to the Software using the SOFTWARE's level editor, including the construction of new levels (collectively, the "Modifications"), you are subject to the following restrictions: (i) the SOFTWARE's level editor and associated development tools and documentation (collectively "SDK") are considered separate from the SOFTWARE in the sense that they are not guaranteed or supported by the OWNER. However, the OWNER retains all copyrights and intellectual rights to the SDK, as stated in this license. (ii) your Modifications must require a full, registered copy of the Software to run; (iii) you may not distribute a Modification that contains an executable file which has been changed or modified in any way; (iv) your Modifications must not contain any libelous, defamatory or other illegal material, material that is scandalous or invades the rights of privacy or publicity of any third party, or contain any trademarks, copyright-protected work or other property of third parties; (v) your Modifications must be distributed solely for free. Neither you nor any other person or party may sell them to anyone, commercially exploit them in any way, or charge anyone for using them without a license from the OWNER. OWNER encourages noncommercial distribution of quality Modifications. If you desire to commercially distribute your Modifications, please contact OWNER at the address below for the terms and conditions under which the Modifications may be commercially distributed; (vi) your Modifications shall not be supported by the OWNER. The prohibitions and restrictions in this Section apply to anyone in possession of the Software or any of your Modifications. YOU ARE NOT PERMITTED TO REVERSE ENGINEER, DECOMPILE OR DISASSEMBLE THE SOFTWARE IN ANY WAY. Any copying of the SOFTWARE or ACCOMPANYING MATERIALS not specifically allowed in this Agreement is a violation of this Agreement.

## LIMITED WARRANTY AND WARRANTY DISCLAIMERS.

LIMITED WARRANTY. Owner warrants that the original Storage Media holding the SOFTWARE is free from defects in materials and workmanship under normal use and service for a period of ninety (90) days from the date of purchase as evidenced by Your receipt. If for any reason You find defects in the Storage Media, or if you are unable to install the SOFTWARE on your home or portable computer, You may return the SOFTWARE and all ACCOMPANYING MATERIALS to the place You obtained it for a full refund. This limited warranty does not apply if You have damaged the SOFTWARE by accident or abuse.

CUSTOMER'S REMEDY. Your exclusive remedies, and the entire liability of Owner, shall be (i) replacement of any original Storage Media with the SOFTWARE or (ii) full refund of the price paid for this SOFTWARE. By opening the sealed software packaging, installing and/or otherwise using the SOFTWARE or ACCOMPANYING MATERIALS, you hereby agree to waive any and all other remedies you may have at law or in equity. Any such remedies you may not waive as a matter of public policy, you hereby assign, or shall assign as they become available, over to Owner.

WARRANTY DISCLAIMERS. EXCEPT FOR THE EXPRESS LIMITED WARRANTY SET FORTH ABOVE, OWNER MAKES NO WARRANTIES, EXPRESS OR IMPLIED, ORAL OR WRITTEN, CONCERNING THE PRODUCTS OR ANY COMPONENT PART THEREOF. ANY IMPLIED WARRANTIES THAT MAY BE IMPOSED BY APPLICABLE LAW ARE LIMITED IN ALL RESPECTS TO THE FULLEST EXTENT ALLOWED AND TO THE DURATION OF THE LIMITED WARRANTY. OWNER DOES NOT REPRESENT, WARRANT OR GUARANTEE THE QUALITY OR THE PERFORMANCE OF THE SOFTWARE OR ACCOMPANYING MATERIALS OTHER THAN AS SET FORTH IN THE ABOVE LIMITED WARRANTY. OWNER ALSO DOES NOT REPRESENT, WARRANT OR GUARANTEE THAT THE SOFTWARE OR ACCOMPANYING MATERIALS' CAPABILITIES WILL MEET YOUR NEEDS OR THAT THE SOFTWARE WILL CONTINUOUSLY OPERATE, BE ERROR FREE, OR THAT PROBLEMS WILL BE CORRECTED. OWNER DOES NOT REPRESENT THAT THE SOFTWARE WILL OPERATE IN A MULTI-USER ENVIRONMENT. NO ORAL OR WRITTEN INFORMATION OR ADVICE GIVEN BY OWNER, ITS DEALERS, DISTRIBUTORS, DIRECTORS, OFFICERS, EMPLOYEES, AGENTS, CONTRACTORS OR AFFILIATES SHALL CREATE ANY OTHER WARRANTY OR EXTEND OR EXPAND THE SCOPE OF THIS WARRANTY. YOU MAY NOT RELY ON ANY SUCH INFORMATION OR ADVICE. SOME TERRITORIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU. THIS LIMITED WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH MAY VARY FROM TERRITORY TO TERRITORY.

LIABILITY LIMITATION. To the maximum extent permitted by applicable law, and regardless of whether any remedy set forth herein fails of its essential purpose, IN NO EVENT WILL OWNER, ITS DIRECTORS, OFFICERS, EMPLOYEES, AGENTS OR AFFILIATES NOR ANYONE ELSE INVOLVED IN THE DEVELOPMENT, MANUFACTURE OR DISTRIBUTION OF THE SOFTWARE OR THE ACCOMPANYING MATERIALS BE LIABLE FOR ANY DAMAGES WHATSOEVER, INCLUDING WITHOUT LIMITATION, DIRECT OR INDIRECT, INCIDENTAL, OR CONSEQUENTIAL DAMAGES FOR PERSONAL INJURY, PERSONAL PROPERTY, LOSS OF BUSINESS PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, LOSS OF TEXT OR DATA STORED IN OR USED WITH THE SOFTWARE INCLUDING THE COST OF RECOVERING OR REPRODUCING THE TEXT OR DATA, OR ANY OTHER PECUNIARY LOSS, ARISING FROM OR OUT OF THE USE OR INABILITY TO USE THIS SOFTWARE. THIS LIABILITY LIMITATION APPLIES EVEN IF YOU OR ANYONE ELSE HAS ADVISED OWNER OR ANY OF ITS AUTHORIZED REPRESENTATIVES OF THE POSSIBILITY OF SUCH DAMAGES. EVEN IF SUCH IS CAUSED BY, ARISES OUT OF OR RESULTS FROM THE ORDINARY, STRICT, SOLE OR CONTRIBUTORY NEGLIGENCE OF OWNER OR ITS DIRECTORS, OFFICERS, EMPLOYEES, AGENTS, CONTRACTORS OR AFFILIATES. SOME TERRITORIES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

## PRODUCT SUPPORT AND UPDATES.

This SOFTWARE is intended to be user-friendly and limited product support is provided by Owner as specified in the ACCOMPANYING MATERIALS.

Jurisdiction. ENGLISH LAWS GOVERN THIS AGREEMENT, REGARDLESS OF EACH COUNTRY'S CHOICE OF LAW PRINCIPLES, WITH A FORUM AND VENUE OF LONDON, ENGLAND. This Agreement may be modified only by a written instrument specifying the modification and executed by both parties. In the event that any provision of this Agreement shall be held to be unenforceable, such provision shall be enforced to the greatest possible extent, with the other provisions of this Agreement to remain in full force and effect.

Entire Agreement. This Agreement represents the entire agreement between the parties, and supersedes any oral or written communications, proposals or prior agreements between the parties or any dealers, distributors, agents or employees.

Termination. This Agreement is valid until terminated.

This Agreement ceases automatically (without any form of notice) if You do not comply with any Agreement provision. You can also end this Agreement by destroying the SOFTWARE and ACCOMPANYING MATERIALS and all copies and reproductions of the SOFTWARE and ACCOMPANYING MATERIALS and deleting and permanently purging the SOFTWARE from any client server or computer on which it has been installed. Program Transfer. You may permanently transfer all of your rights under this Agreement, provided that the recipient agrees to all of the terms of this Agreement, and You agree to transfer all ACCOMPANYING MATERIALS and related documents and components and remove the SOFTWARE from Your computer prior. Transferring the SOFTWARE automatically terminates Your license under this Agreement. Equitable Remedies. You hereby agree that if the terms of this Agreement are not specifically enforced, Owner will be irreparably damaged, and therefore you agree that Owner shall be entitled, without bond, other security, proof of damages, to appropriate equitable remedies with respect any of this Agreement, in addition to any other available remedies.

Owner. If You have any questions regarding this Agreement, the enclosed materials, or otherwise, please contact in writing:  
2K Europe

8th Floor, 26-28 Hammersmith Grove, London, W6 7BA



# CUSTOMER SUPPORT

## TECHNICAL SUPPORT

Every effort has been made to make our products as compatible with current hardware as possible. However if you are experiencing problems with running of one of our titles you may contact our Technical Support staff in one of the several ways listed below.

Before contacting Technical Support, please be prepared. In order to assist you efficiently, we will need to know as much information about your computer and the problem as possible. If you can not provide the information in the check list below, then please contact your computer manufacturers technical support department before contacting Take 2 Interactive, otherwise we will be unable to solve your problem.

The information that we will require is as follows :

### CONTACT DETAILS:

- Your name.
- E-mail address, daytime telephone number or postal address.
- If you are from outside the UK, please specify which country you are contacting us from and the language version of the game you are playing.

### SYSTEM DETAILS:

- PC brand name and model.
- Processor speed and manufacturer.
- CD-ROM Drive speed and manufacturer.
- Total amount of system RAM.
- The make and model of your video card / 3D Accelerator together with amount of video RAM.
- The make and model of your sound card.
- Mouse and driver information.

Please describe the circumstances, including any error messages, of your problem as clearly as possible.

**NOTE: PLEASE DO NOT CONTACT TAKE 2'S TECHNICAL SUPPORT STAFF IN SEARCH OF GAME HINTS.**

They are neither permitted nor qualified to supply such information.

### OUR TECHNICAL SUPPORT CONTACT DETAILS

<b>Post</b>	Take-Two Interactive Technical Support Unit A, Sovereign Park Brenda Road Hartlepool TS25 1NN
<b>Telephone</b>	(0870) 1242222 / calls charged at the national rate (7 days a week from 8am to 10pm (GMT) excluding bank holidays) Nederland 0900-2040404 (EUR 0,70ct p/m) Belgie 0902-88078 (EUR 0,74ct p/m)
<b>Fax</b>	(01429) 233677
<b>E-mail</b>	take2@europesupport.com tech.support@take2europe.com
<b>Website</b>	www.take2games.co.uk www.2kgames.com

## AUSTRALIA AND NEW ZEALAND CUSTOMERS ONLY TECHNICAL SUPPORT

If you are experiencing problems with the running of one of our titles, you may contact our Technical Support staff in one of several ways:

Before contacting Technical Support, please be prepared. In order to assist you as efficiently as possible, please describe the circumstances, including any error messages, of your problem as clearly as possible.

Australia: 1902 262 606 calls charged at \$2.48 +GST per minute (higher from public phones and mobiles).

New Zealand: 0900 54263 call cost \$1.99+GST per minute.

Check with whomever pays the bill before calling.

Classical selections in the public domain courtesy of Naxos of America Inc.

John Adams publishers:	John Adams masters:
Boosey and Hawkes	Nonesuch Records
Music Sales West	E M I Classics
Associated Music Publishers Naxos of America Inc.	

Portions of this software are included under license. ©2005 Numerical Design, LTD.  
All rights reserved.

Uses Bink Video. Copyright ©1997-2005 by RAD Game Tools, Inc.

Uses Miles Sound System. Copyright ©1991-2005 by RAD Game Tools, Inc.

Portions of this software are included under license: ©2005 Scaleform Corporation.  
All rights reserved.



Portions of this software are included under license. ©2005 Numerical Design, LTD.



This product contains software technology licensed from GameSpy Industries, Inc. © 1999-2005 GameSpy Industries, Inc. All rights reserved.

Orchestral samples included in this recording from the Vienna Symphonic Library

Main Menu Earth based on Earth Image Blue Marble: Reto Stöckli, NASA Earth Observatory  
Cinematics courtesy of Liquid Development, LLC and Brain Zoo Studios

Pen Tools Scripts courtesy of Paul Neale ([www.paulneale.com](http://www.paulneale.com))

Speex Codec © 2002-2003, Jean-Marc Valin/Xiph.Org Foundation

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

- Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.
- Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.
- Neither the name of the Xiph.org Foundation nor the names of its contributors may be used to endorse or promote products derived from this software without specific prior written permission.

# NOTES

