

Nethog's Civ3 CONQUESTS Unit Summary

Revision History

July 23rd, 2004 Changed prerequisites for 2 units gained by Wonders
Added missing upgrade cost for Guerilla to TOW
Added comprehensive worker rate info

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Combat Modifiers:

Hills	50%	Town	0% (50% with walls)	Over River	25%
Mountains	100%	City	50%	Fortified	25%
Forest	25%	Metropolis	100%	Radar twr	25%(A/D)
Jungle	25%	Walled Town	50%	Civil Def	50%
Marsh	20%	Fortress	50%		
Volcano	80%	Barricade	100%		
Other	10%				

Experience

Name	HP
Conscript	2
Regular	3
Veteran	4
Elite	5

Worker Tasks

<u>Worker Tasks</u>	<u>Base Trns</u>	<u>Worker Tasks</u>	<u>Base Trns</u>
Build Mine	6	Plant Forest	9
Irrigate	4	Clear Forest	2
Build Fortress	8	Clear Jung/Marsh	8
Road	3	Clear Damage	12
Railroad	6	Barricade	8
Build Air/Rdr/Out	1(always)		

Modifiers

Captured/Enslaved	2 X
Replacable Parts	0.5 X
Industrious	0.666 X
Anarchy	2 X
Democracy	0.666 X
Fascism	0.5 X
Hills/Marsh/Forest	2 X
Mount/Jungle/Volcano	3 X