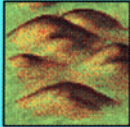













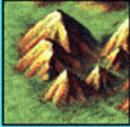













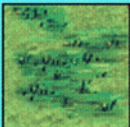











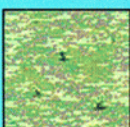







# IMPERIALISM™

This terrain		developed by	may produce	development levels			
				Undeveloped	Level I	Level II	Level III
	<b>Barren Hills*</b>	 Miner	 coal	—	 2 units	 4 units	 6 units
			 iron	—	 2 units	 4 units	 6 units
			 coal	—	 2 units	 4 units	 6 units
	<b>Mountain*</b>	 Miner	 iron	—	 2 units	 4 units	 6 units
			 gold	—	 1 unit	 2 units	 3 units
			 gems	—	 1 unit	 2 units	 3 units
	<b>Swamp*</b>	 Driller	 oil	—	 2 units	 4 units	 6 units
	<b>Desert*</b>	 Driller	 oil	—	 2 units	 4 units	 6 units
	<b>Tundra*</b>	 Driller	 oil	—	 2 units	 4 units	 6 units

\* These tiles must first be prospected. They may or may not contain exploitable resources.



This terrain

developed by

produces

development levels

Undeveloped Level I Level II Level III



Open  
Range



Rancher



livestock

1 unit



2 units



3 units



4 units



Fertile  
Hills



Rancher



wool

1 unit



2 units



3 units



4 units



Orchard



Farmer



fruit

1 unit



2 units



3 units



4 units



Plantation



Farmer



cotton

1 unit



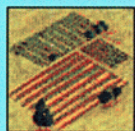
2 units



3 units



4 units



Farm



Farmer



grain

1 unit



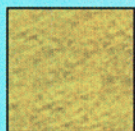
2 units



3 units



4 units



Dry  
Plains



grain

Always produces  
1 unit.



This terrain

developed by

produces

development levels

Undeveloped Level I Level II Level III



Hardwood  
Forest



Forester



timber

1 unit



2 units



3 units



4 units



Scrub  
Forest



timber

Always produces  
1 unit.



Horse  
Ranch



horses

Always produces  
1 unit.

## Other Civilian Units



Prospector

searches in Barren Hills  
and Mountains for:



coal



iron



gold



gems

searches in Desert, Swamp  
and Tundra for:



oil



Engineer

builds:



RR  
track



Rail  
Depot



Port



Fort  
level 1



Fort  
level 2



Fort  
level 3



Developer

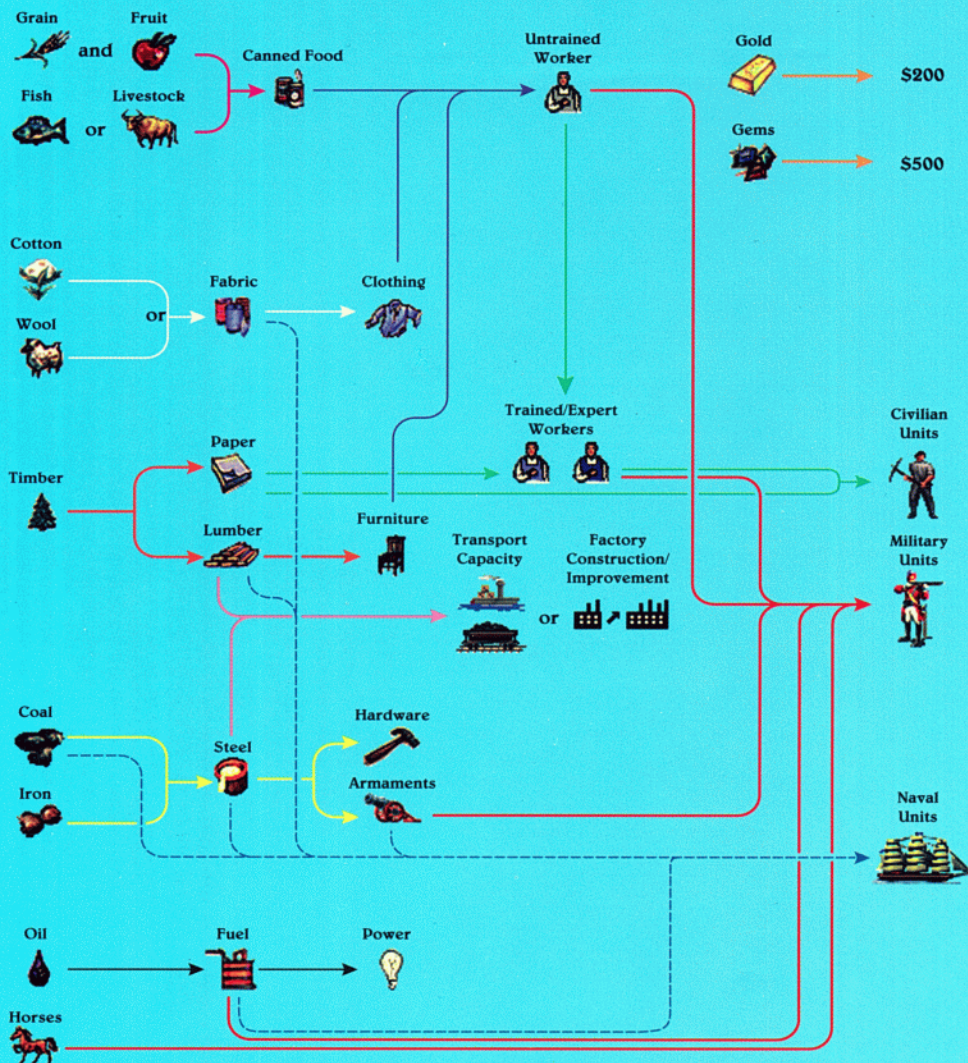
purchases land in Minor Nations (MNs)  
so other civilians can work there



developer flag



## Industrial Development





# Military Units

## Era I



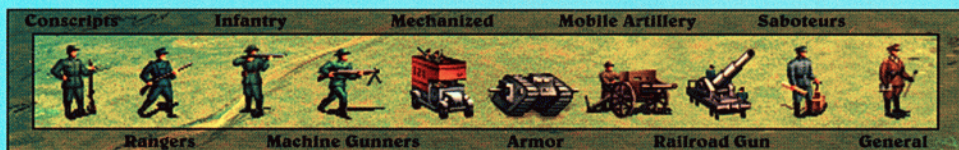
Firepower	5	5	10	12	7	15	10	16	-	-
Melee	5	5	10	12	10	19	3	4	-	-
Range	5	5	5	5	3	3	9(10)	11(12)	5	1
Defense	4(5)	7(8)	5(6)	5(6)	7	5	3(4)	2(3)	3(4)	5
Movement	4	6	4	4	11	9	5	3	4	7

## Era II



Firepower	7	10	15	17	10	20	17	30	-	-
Melee	7	10	15	17	13	26	5	8	-	-
Range	8	8	8	8	5	5	12(13)	14(15)	8	1
Defense	4(5)	7(8)	7(8)	7(8)	7	5	3(4)	3(4)	4(5)	7
Movement	4	6	4	4	11	9	6	3	4	9

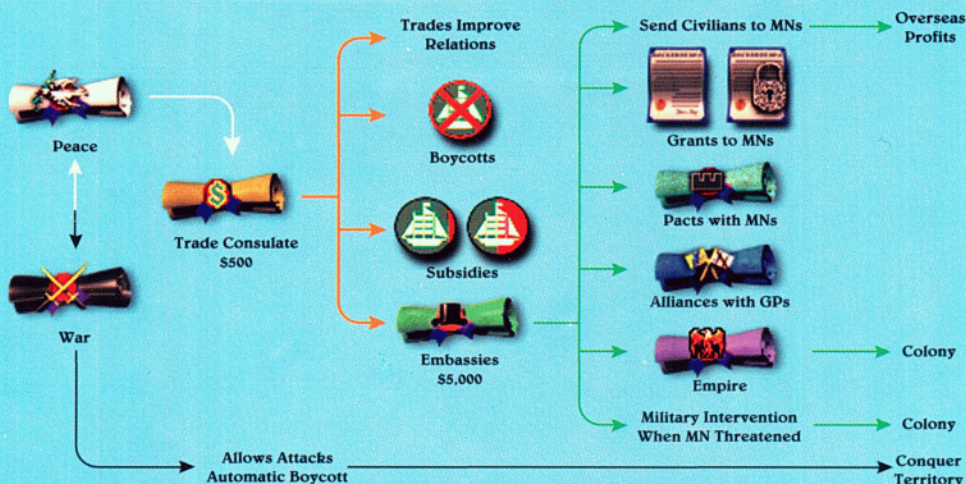
## Era III



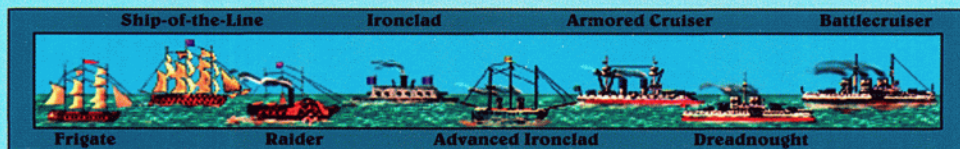
Firepower	10	15	22	25	22	45	25	50	-	-
Melee	10	15	22	25	28	60	8	12	-	-
Range	10	10	10	10	10	12	15(16)	17(18)	10	1
Defense	10(12)	20(25)	20(25)	20(25)	10(12)	20(25)	20(25)	20(25)	10(12)	20
Movement	5	7	5	4	11	9	8	3	5	11



## Diplomatic Options



## Naval Units



	Frigate	Ship-of-the-Line	Raider	Ironclad	Advanced Ironclad	Armored Cruiser	Dreadnought	Battlecruiser
Firepower	3	6	3	5	10	6	20	18
Range	5	6	7	8	10	9	13	13
Armor	10	20	20	55	60	50	70	55
Hull	35	65	30	50	70	40	115	90
Speed	4	3	7	5	6	8	7	9
Sea Zone	3	2	5	3	4	6	5	6