IMPERIALISM II
the age of exploration

Military Units

	FPN	FPM	RG	DEF	MVR	COST

♦ Light Infantry Regiments

Unit	FPN	FPM	RG	DEF	MVR	COST
Peasant Levies	0	3	1	3	3	1 + 1
Calivermen	3	2	5	5	4	1 + 2 + 1
Skirmishers	4	3	5	6	6	2 + 2 + 1
Sharpshooters	5	4	7	7	7	3 + 6 + 1

♦ Regular Infantry Regiments

Unit	FPN	FPM	RG	DEF	MVR	COST
Pikemen	0	5	1	5	3	1 + 1 + 1
Halberdiers	0	7	1	6	4	1 + 2 + 1
Regulars	7	7	5	5	4	2 + 4 + 1
Rifle Infantry	9	9	6	6	4	3 + 6 + 1

♦ Heavy Infantry Regiments

Unit	FPN	FPM	RG	DEF	MVR	COST
Arquebusiers	5	1	3	3	2	1 + 1 + 1
Musketeers	7	2	4	4	3	1 + 2 + 1
Grenadiers	10	8	5	5	4	2 + 4 + 1
Guards	12	10	6	6	4	3 + 8 + 1

♦ Bowmen Regiments

Unit	FPN	FPM	RG	DEF	MVR	COST
Bowmen	3	1	4	2	3	1 + 1 + 1

♦ Light Cavalry Regiments

Unit	FPN	FPM	RG	DEF	MVR	COST
Squires	0	4	1	4	6	1 + 1 + 1 + 1
Cossacks	0	5	1	5	8	1 + 1 + 2 + 1
Hussars	2	8	3	6	11	2 + 2 + 4 + 1
Scouts	5	11	5	6	11	3 + 4 + 5 + 1

FPN - Normal Firepower Rating. Basic attack strength of the regiment.

FPM - Melee Attack Rating used only when the attacker is adjacent to the target.

RNG - Range is the maximum number of tiles the unit may fire.

DEF - The number reflects a regiment's ability to withstand enemy fire.

MVR - The number of tiles a regiment can move on the tactical battlefield in one turn.

Military Units

	FPN · FPM · RG · DEF · MVR	COST

♦ *Spear Cavalry Regiments*

Knights
0 6 1 6 4   1 + 2 + 2 + 1

Lancers
0 8 1 5 6   1 + 2 + 3 + 1

♦ *Heavy Cavalry Regiments*

Harquebusiers
2 6 3 5 6   1 + 2 + 2 + 1

Cuirassiers
5 13 3 5 9   2 + 3 + 4 + 1

Carbineers
7 17 5 5 9   3 + 6 + 5 + 1

♦ *Light Artillery Regiments*

Horse Artillery
5 2 7 2 3   1 + 4 + 3 + 1

Light Artillery
8 2 9 3 4   2 + 9 + 4 + 1

Field Artillery
10 3 11 4 5   3 + 16 + 5 + 1

	FPN · FPM · RG · DEF · MVR	COST

♦ *Heavy Artillery Regiments*

Culverin
8 1 5 2 2   1 + 4 + 1

Royal Artillery
9 2 8 2 2   1 + 6 + 1

Heavy Artillery
13 2 10 2 3   2 + 12 + 1

Seige Artillery
17 2 12 3 3   3 + 20 + 1

Hot Keys

Key	Action	Key	Action
Esc	Bring up game control dialog	1	Show Transport Screen
F1	Help Briefing (Game Information Panel on Terrain Map screen)	2	Show Industry Screen
F2	Quick Save	3	Show Trade Screen
F3	Quick Load	4	Show Diplomacy Screen
F4	Preferences	5	Show Technology Screen
F5	Game Status	W	Wake all Civilian Units
F6	Turn Summary	O	Find a Sea Zone
F7	Battle Reports	P	Find a Province
F8	Deal and Market Book	A	Wake all Army Units
F9	Terrain Book	H	Help (Game Information on Terrain Map Screen)
F10	Army Book	Z	Zoom in or Zoom out
F11	Navy Book	X	Center map on your country
F12	Civilian Book	C	Center map on selected unit
		N	Wake all Naval Units

Naval Units

Ship Type	FRP	RNG	ARM	HLL	MV	CH	COST
Carrack	2	4	95	25	3	3	4 + 2 + 2 + 1
Clipper	2	5	90	35	7	6	12 + 4 + 6 + 1
Fluyte	3	4	95	35	2	4	6 + 2 + 2 + 1
Frigate	6	5	90	35	5	2	9 + 5 + 3 + 1
Galleon	7	4	85	50	2	6	8 + 4 + 3 + 1
Indiaman	4	5	90	55	3	8	12 + 3 + 4 + 1
Ironclad	12	7	45	60	6	1	16 + 24 + 24 + 1
Merchant Steamship	3	6	90	60	6	10	18 + 4 + 24 + 1
Raider	6	7	80	35	6	0	10 + 6 + 16 + 1
Ship-of-the-Line	12	6	80	65	3	4	14 + 8 + 5 + 1
Sloop	4	4	95	25	4	1	3 + 2 + 1 + 1
Trader	3	4	90	30	4	4	5 + 2 + 2 + 1

FRP - Firepower establishes the strength of the ship's attack.
RNG - In naval combat range is the most important ability of the your ships.
ARM - Armor determines the ship's likelihood of taking damage.
HLL - The size of the ship determines how long it will take to sink it once the armor is penetrated.
MV - Movement judges the speed in battle and the number of sea zones that can be covered in a turn.
CH - Cargo holds

Civilian Units

Name	Cost	Description
Explorer	3 + $500	Uncovers previously unexplored terrain and searches terrain for resources.
Builder	3 + $500	Builds developments on eligible terrain tiles and upgrades towns.
Engineer	3 + $500	Builds roads, ports, and forts.
Merchant	3 + $500	Purchases land in Minor Nations and Tribes. Once bought, land can only be developed by Civilian units from your country.
Spy	3 + $500	Scouts the strength of enemy garrisons. Spies in other Great Nations to steal technology. Engages in counter-espionage to protect your own land from enemy spies.
Rail Builder	3 + $500	Builds railroad track over land that already contains a road. Railroads cannot be built on some terrain until certain technologies are discovered.

Terrain Types

Terrain Type	Resources Present (A)lways or (S)ometimes Old World	New World	Max Level of Dev.	Terrain Type	Resources Present (A)lways or (S)ometimes Old World	New World	Max Level of Dev.
Plains	None (A)	None (A)	4	Tundra	None (A)	Fur (S)	4
Grain Farm	Grain (A)	None	4	Cotton Plantation	None	Cotton (A)	4
Open Range	Meat (A)	None	4	Spice Orchard	None	Spice (A)	4
Fertile Hills	Wool (A)	None	4	Barren Hills	Coal, Iron, Copper (S)	Coal, Iron, Copper, Silver (S)	4
Horse Range	Horses (A)	None	1	Mountain	Coal, Iron, Copper (S)	Coal, Iron, Copper, Gold, Gem (S)	4
Scrub Forrest	Timber (A)	Timber (A)	1	Desert	None	Diamond (S)	4
Hardwood Forrest	Timber (A)	Timber (A)	4	Swamp	Tin (S)	Tin (S)	4
Sugar Plantation	None	Sugar Cane (A)	4	Ocean/River	Fish (A)	Fish (A)	1
Tobacco Plantation	None	Tobacco (A)	4				

Technology Tree

DISCOVERY	PERIOD 1	PERIOD 2	PERIOD 3	PERIOD 4	PERIOD 5	PERIOD 6	PERIOD 7

LAND ENCLOSURE · · · > **SEED DRILL** · · · > **MOLDBOARD PLOW**

ORGANIZED REGIMENTS

IMPROVED INFANTRY TACTICS
- ● 2: Printing Press

EARLY RIFLES
- ● 4: Crucible Process

LONG RANGE RIFLES
- ● 6: Modern Military Funding

IMPROVED IRON WEAPONS
- ● 2: Iron Ore Mining

BAYONET
- ● 4: Crucible Process

NEEDLE GUN
- ● 5: Early Rifles
- ● 5: Industrial Funding

WEAPON CRAFTMANSHIP
- ● 2: Copper & Tin Mines

EXPLOSIVES
- ● 4: Industrial Machines

ELITE MILITARY TRAINING
- ● 6: Modern Military Funding
- ● 6: Needle Gun

Legend:

Technology

IMPROVED INFANTRY TACTICS
- ● #: Printing Press

Period

Prerequisite

Category of Technology

(Color Codes)
- ● = DISCOVERY
- ● = GATHERING
- ● = MILITARY
- ● = NAVY
- ● = INDUSTRIAL
- ● = FINANCE

CROP ROTATION · · · **ANIMAL HUSBANDRY** · · · **SCIENTIFIC CATTLE BREEDING**
- ● 3: University

HORSE ARTILLERY
- ● 2: Copper & Tin Mining

LIGHT ARTILLERY TACTICS
- ● 4: Crucible Process
- ● 3: University

FIELD ARTILLERY TACTICS
- ● 6: Modern Military Funding

IMPROVED CAVALRY TACTICS
- ● 2: Printing Press

HUSSARS
- ● 2: Recruit Steppe Horsemen

SCOUTING
- ● 5: Early Rifles

RECRUIT STEPPE HORSEMEN

IMPROVED CAVALRY WEAPONS
- ● 4: Crucible Process
- ● 4: Industrial Machines

REPEATING CAVALRY CARBINE
- ● 5: Industrial Funding

SHEEP RANCHING · · · **SCIENTIFIC SHEEP BREEDING**
- ● 3: University

SPINNING JENNY
- ● 4: Industrial Machines

DISCOVERY	PERIOD 1	PERIOD 2	PERIOD 3	PERIOD 4	PERIOD 5	PERIOD 6	PERIOD 7
	MINE ENGINEERING	IRON ORE MINING	STEAM IN MINING				INDUSTRIAL IRON MINING ● 6: Dynamite
		COAL MINING	SQUARE-SET TIMBERING	LARGE COAL MINES ● 3: Steam in Mining			SAFETY LAMP ● 6: Dynamite
DISCOVERY OF GOLD/SILVER		PRECIOUS METALS MINING		EXTRACTION OF PRECIOUS METALS ● 3: University			AMALGAMATION PROCESS ● 6: Dynamite
DISCOVERY OF GEMS/DIAMONDS		PRECIOUS STONE MINING		LARGE PRECIOUS STONE MINES ● 3: University			GEOLOGICAL PROSPECTING ● 6: Dynamite
		COPPER & TIN MINING	LARGE COPPER & TIN MINES		EFFICIENT EXTRACTION OF COPPER & TIN ● 4: Large Coal Mines		
			SIEGE ENGINEERING ● 2: Printing Press	MODERN FORTIFICATIONS ● 3: University	HEAVY ARTILLERY ● 4: Crucible Process		HIGH GRADE STEEL ● 6: Modern Military Funding ● 5: Industrial Funding
				HEAVY EMPLACED ARTILLERY ● 3: National Bureaucracy ● 3: Road Construction		EMPLACED SIEGE GUNS	
DISCOVERY OF COTTON	COTTON PLANTING	LARGE COTTON PLANTATIONS		COTTON GIN ● 3: Journeyman Worker			
	COTTON WEAVING						

DISCOVERY	PERIOD 1	PERIOD 2	PERIOD 3	PERIOD 4	PERIOD 5	PERIOD 6	PERIOD 7

SAW MILL → **WIND SAW MILL** → **CIRCULAR SAW**
- 3: University

PRINTING PRESS

UNIVERSITY
- 2: Apprentice Workers
- 2: Money Lending

INDUSTRIAL MACHINES
- 3: Journeyman
- 3: Steam in Mining

INDUSTRIAL FUNDING OF RESEARCH
- 4: Crucible Process

ROAD CONSTRUCTION
- 2: Iron Ore Mining
- 1: Land Enclosure

EARLY STEAM RAILROADS
- 3: Steam in Mining
- 3: Square-set Timbering

LATER STEAM RAILROADS
- 4: Crucible Process

DYNAMITE
- 5: Banking
- 5: Explosives

CRUCIBLE PROCESS
- 3: Steam in Mining
- 3: Square-set Timbering

DISCOVERY OF SPICES → **IMPROVED SEA ROUTES** → **LARGE SPICE PLANTATIONS**
- 2: Seed Drill

IMPROVED FOOD PRESERVATION
- 4: Industrial Machines

DISCOVERY OF SUGAR CANE → **SUGAR CANE PLANTING** → **LARGE SUGAR PLANTATIONS** → **SUGAR INDUSTRY**

SUGAR REFINING

APPRENTICE WORKERS
- 1: Land Enclosure

DISCOVERY OF TOBACCO → **TOBACCO PLANTING** → **LARGE TOBACCO PLANTATIONS**
- 2: Seed Drill

TOBACCO INDUSTRY
- 4: Early Steam Railroads

CIGAR PRODUCTION

JOURNEYMAN WORKERS
- 2: Apprentice Workers
- 2: Printing Press

DISCOVERY	PERIOD 1	PERIOD 2	PERIOD 3	PERIOD 4	PERIOD 5	PERIOD 6	PERIOD 7

DISCOVERY OF FURS

IMPROVED TRAPPING TECHNIQUES

RIVERBOATS
- 4: Early Steam Railroads

EXCESSIVE FUR HARVESTING
- 5: Late Steam Railroads

HAT PRODUCTION

MASTER ARTISANS
- 3: Journeyman Workers
- 3: University

DIPLOMATIC EXPERTISE

MERCHANT COMPANIES

MONEY LENDING
- 1: Land Enclosure

NATIONAL BUREAUCRACY
- 2: Printing Press

PROPAGANDA
- 3: University

NATIONALISM
- 4: Master Artisans
- 4: Modern Forts

EMPIRE BUILDING
- 5: Banking

TRADE FAIRS
- 1: Sugar Refining
- 1: Sugar Planting

BANKING
- 4: Master Artisans

MODERN MILITARY FUNDING
- 4: Large Precious Stone Mines
- 4: Modern Forts

CONVOYING
- 1: Improved Sea Routes

SUPERIOR HULL DESIGN

IMPROVED SAIL DESIGN
- 2: Wind Saw Mill

ADVANCED HULL DESIGN
- 3: Privateering
- 3: University

CLIPPER SHIP
- 4: Circular Saw

PADDLEWHEELS
- 4: Early Steam Railroad

MERCHANT STEAMER
- 5: Riverboats

NAVIGATION
- 1: Improved Sea Routes

LARGE HULLS
- 2: Convoying
- 2: Wind Saw Mill

SHIP-OF-THE-LINE
- 3: Large Copper & Tin Mines

ADVANCED IRONWORKING
- 5: Industrial Funding

PRIVATEERING
- 1: Diplomatic Expertise