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SECTION 3: ADVANCED RULES

AIR COMBAT

By the Second World War, air power has come to dominate warfare around the world. Air power acts as a "force multiplier" in combat, and the nation that can establish air supremacy over the battlefield has a huge advantage over the enemy.

Perhaps most importantly, strategic bombing has become a central force in modern warfare, and with the advent of nuclear ballistic missiles, it has the ability to literally wipe an entire civilization off the face of the planet.

Air power is critical to victory in *Civilization V*.



Air Units

There are five main types of air units in *Civilization V*: helicopter gunships, missiles, fighters, bombers, and anti-air ground units. Helicopter gunships are the closest to standard ground combat units and will be discussed separately.

Of the air units, missiles are essentially "one-shot" weapons: you fire 'em, they hit their target and they're gone. Fighters are primarily used to defend against enemy air power and to clear the target of interceptors to allow bombers to hit their targets. Bombers do damage to targets on the ground, if not intercepted. Anti-air units defend against fighters and bombers.

Helicopter Gunships

As stated above, helicopter gunships are quite similar to standard land units. They are extremely effective at killing tanks, but remain vulnerable to anti-aircraft fire.

Gunship Movement

Gunships can move over all terrain types including mountains and ice, at a cost of 1 MP each. They can also move over coastal waters at the same price. They cannot enter deep water unless they embark.

CITIES

Cities are vital to your civilization's success. They build units, buildings and wonders. They allow you to research new technologies and gather wealth. You cannot win without powerful, well-situated cities.

How to Build Cities

Cities are constructed by Settler units. If the Settler is in a location where a city can be constructed, the "Found City" action button will appear. Click on the button and the Settler will disappear, to be replaced by the new city.

Where to Construct Cities

Cities should be constructed in locations with plenty of food and production and access to resources. It's often a good idea to build a city on a river or coastal hex. Cities constructed on hills gain a defensive bonus, making it harder for enemies to capture them.

The City Banner

The city banner appears on the Main Map. It provides a useful snapshot of the goings-on in the city.

The City Screen

Click on a city's banner to reach the city screen.



The city-screen allows you to "fine tune" your control over each city. It contains the following elements:

Your Citizens at Work

The center of the City Screen displays the map around your city. Your city's borders are displayed, and you can see which tiles your citizens are "working" (the tiles with the green citizen "coins" in them). Tiles that they could work are shown as black "coins".

"LOCKING" A CITIZEN TO A TILE

You can order a citizen to work a specific (unworked) tile by clicking on that tile. If an unemployed citizen is available, that citizen will go to work that tile. If not, the city will choose a

Mouse over thumbnails to view larger image



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it remains "on the books" for a while and if you later order that city to resume construction on the original item, it may get the benefit of some or all of the earlier production. The longer the delay, the more production is lost.

Constructing Units

You can build any number of units in a city (as long as you have the required resources and the unit hasn't become obsolete). Since you can only have one combat and one non-combat unit in a city, you may have to move the newly-constructed unit out of the city immediately after it's built.

See "Units" on [page 45](#) for more details

Constructing Buildings

Only one building of each kind can exist at a time in a city. You cannot have duplicate buildings in the same city. If a building is destroyed, it will disappear from that city's City Build Menu. If you build the same building in another city, of course.)

See "Buildings" on [page 46](#) for more details

Constructing Wonders

There are two kinds of Wonders: World Wonders and National Wonders. Each civilization may construct a single copy of a National Wonder (in other words, each civ may build one National Epic, but not two). Only one of each World Wonder may be constructed anywhere in the world: once one civ has constructed one, no other civ may do so. Wonders will disappear from the City Build Menu once you can no longer construct them. If another civ completes construction of a World Wonder while you are building it, you will receive a gold bonus to compensate you for your efforts, and you'll have to begin construction on something else.

See "Wonders" on [page 110](#) for more details.

Working the Land

Cities thrive based upon the land around them. Their citizens "work" the land, harvesting food, wealth, production and science from the tiles. Citizens can work tiles that are within two tiles' distance from the city and that are within your civilization's borders. Only one city can work a single tile even if it's within two tiles' distance from more than one.

Page numbers link to actual pages.

WONDERS

Wonders are the spectacular buildings, inventions, and concepts that have stood the test of time and changed the world forever. Wonders require much time, energy and effort to complete, but once constructed they provide your civilization with many benefits.

There are two types of wonders: World Wonders and National Wonders.

World Wonders

World Wonders are unique: only one of each can be constructed during a game. (For example, the Great Lighthouse is a World Wonder; whichever civilization completes it first is the only one who can build it.) Great Wonders tend to be extremely powerful and extremely expensive, as well.

Losing the Construction Race

If another civilization completes a Great Wonder while you are in the process of building it, your construction ceases and a certain amount of your production efforts are converted into gold. (This doesn't occur with National Wonders, since each civ can have its own version of a National Wonder.)

National Wonders

National Wonders may be built once by each civilization in the game. That is, each civilization can have its own National Epic Wonder (though no civilization can have two of them).

Effects of Wonders

A Wonder can have a huge variety of effects. One might greatly increase a city's productivity, while another might increase your civilization's happiness. A third might increase your civilization's output of Great People, and a fourth might increase the defensive strength of all of your cities.

Check the Civlopedia's Wonder entries for more details.

Capturing Wonders

If you capture a city, you will capture all World Wonders constructed in it. All National Wonders are destroyed, however.

Projects

Projects are a special kind of construction akin to Wonders in that they perform special functions unlike other buildings. Some Projects may be constructed only once per civilization, like the Apollo Program, or multiple times over the course of the game, such as the SS Booster. Unlike Wonders, which give your civ immediate bonuses upon completion, Projects help unlock other features or units in the game (like the ability to build the Atomic Bomb) or are necessary components to build for Victory. See "Culture" on [page 80](#) and "Science Victory" on [page 116](#) for more information.

Also unlike any other production item in a city, Projects may not be purchased or hurried.