

Civilization III Strategy Compilation

Author: Archive

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A week ago I got CIV III and like most vets from I & II, totally bombed. I'm glad I found this website (<http://www.civfanatics.com>)! For the last couple of days I've run through the [War Academy](#) and [Short Tips thread](#), gleaning any information that might help my empires out of the miserable ruts I've put them in. Anyway I put a file together of absolutely everything I found; its sort of a compilation of all the info the great folks here have put up. Now that I'm done I figure I may as well post it. I don't take credit for any of the information. Hope it helps someone!

Quotes:

- "A man like me troubles himself little with the lives of a million men." – Napoleon
- "Only two things are infinite, the universe and human stupidity, and I'm not sure about the former." - Albert Einstein
- Common sense is as rare as genius. - Ralph Waldo Emerson (1803-1882)
- Azhural, Klatchian elephant herder - "It's fifteen hundred miles to Ankh-Morpork, we've got three hundred and sixty-three elephants, fifty carts of forage, the monsoon's about to break and we're wearing...we're wearing...sort of things, like glass, only dark...dark glass things on our eyes..."
- General Tacticus, famous Ankh-Morporkian general, on the subject of being outsmarted, outnumbered and outpositioned in a war - "Don't Have a Battle."
- "Giving money and power to government is like giving whiskey and car keys to teenage boys." --P.J. O'Rourke
- "The belief in the possibility of a short decisive war appears to be one of the most ancient and dangerous of human illusions." – Robert Lynd
- It's a dog eat dog world and I'm wearing milkbone underwear.
- Those who learn from history are doomed to want to change it.

General:

- Suppress every Civ 2 instinct you have. New game, new strategies, new rules. Learn it, live it, love it.

- When choosing opponents, the Civs at the top of the list will be the ones closest to you, and the ones at the end of the list will be the ones farthest away.
- If you right-click on a stack and hold down the shift key you can activate multiple units at once.
- Establish an embassy via right clicking on your capitol.
- Hit F11 to keep track of your pollution; 1 ton = 1 tile of pollution somewhere in your territory.
- Scoring is not affected by Barbarians or Pollution.
- Just one golden age per Civ.
- Draft turns population into 2-hp foot soldiers appropriate to your tech level. Anarchy cannot draft, representative gov'ts can draft one at a time, and all others can draft 2. Each use makes 1 citizen unhappy for 20 turns. Do so in cities that can't grow anymore. (Size 6/12/20)
- Mobilization gives +1 shield on each tile making shields throughout your empire, but you can only build military units and buildings.
- Research rates are set to a minimum of 4 turns and maximum of 40. (Adjustable in the editor)
- Tech is faster to research the more Civs in possession of is.
- A Scientist specialist can be the cheapest way to maintain minimum science output (1 advance every 40 turns, and lots of tax/entertainment)
- Goodie Huts give ancient tech you can currently research, but never the tech you are currently working on.
- Upgrading heals damaged units.
- A city w/ airport can launch 1 air transport per turn, but receive more than one. You cannot airlift workers.
- There are two ways to win through cultural domination: Accumulate 20,000 culture in a single city or accumulate at least 100,000 culture in a nation-wide total with no other nation's total having more than half of yours. The first isn't going to happen at higher difficulty levels, so don't bother; someone will win the space race first - possibly you. Getting that 100K can still be tough because a city makes only about 14 per turn with all the improvements. Tons of fully upgraded

cities (30+) are recommended. Avoid war, too; culture accumulates ½ as fast as in peacetime.

- The Theory of Evolution gives you the two CHEAPEST techs you haven't researched yet, and not the one you're currently researching. Make sure you have 2 techs available to research when you complete it.

Wonders:

- Can't naturally rush wonders. Other tricks to rush/switch (such as disbanding and forest chopping) only work on lowest 2 difficulty levels.
- Palace is biggest non-wonder item, work on one to get a head start and then switch.
- Use embassies to spy on foreign Wonder progress.

Culture:

Best Build Order:

1. Library
2. University
3. Temple
4. Cathedral
5. Coliseum

WoW Culture Rank:

3 WoW's are tied for Rank #2; some are available sooner than others depending on which race you play. (Babylonians are best for culture [They are Scientific & Religious])

- 1 - The Great Library (Best!)
- 2 - The Pyramids
- 2 - The Oracle
- 2 - The Hanging Gardens
- 3 - The Colossus
- 4 - The Great Wall

Early Expansion - Take all territory or a rival Civ will!

Two Feeder City Strategy:

1. Explore with Warriors and scouts – find nearest opponent(s)!
2. Max out food of an early city. Build a granary and once it hits pop 3, pop out endless settlers.
3. Another City: build a Barracks, make Spearmen to escort Settlers into already explored terrain between you and other Civs (grab land first!)

4. Build cities close to your neighbors, cutting off their expansion in your direction – and then fill up the gap between there and your capital with cities.
5. Pop-rush cheap culture at new cities (A single pop gets you a full Temple if Religious, Library if Scientific); expand culture radii to cover all Resources/Luxuries.
6. Get out of Despotism
7. Build Marketplaces (increases Luxury happiness bonus) & Workers (Build only roads, only irrigate/mine at the two Feeder Cities) in whatever order.

The research path for this start is

1. Bronze working,
2. Pottery,
3. Ceremonial Burial -> Mysticism
4. (Warrior Code & Polytheism) -> Monarchy or
4. Alphabet -> Writing -> (Code of Laws & Philosophy) -> Republic
5. Currency.

Focus solely on the land grab until there is no more land to grab. You want an empire that is large and connected, with happiness provided free by the luxuries. You should then be in a strong enough position to decide freely whether to go military or peaceful. Good Luck!

Building Cities:

- Building cities in hills is the same as building in plains (1 food, 1 shield) and gives you a defensive bonus so don't hold back.
- Building a city on top of a resource secures it; this can be useful if rivals are nearby.
- Building a city on a forest will clear it automatically.
- Though settlers add 2 pop to cities, workers are more cost-efficient for this.
- Rivers are required for Hydro plants but not coal or solar.
- If you have cities on two separate continents, you can also share resources by making your cultural borders bump into each other. No harbor/airport necessary. (Unconfirmed)
- Bombers make great disbands to help speed production in distant cities.

Pop-Rushing:

- In general, each citizen is good for rushing 20 shields. Since corruption doesn't affect food production, cities can receive "bonus production" of 20 shields per turn divided by their growth rate per turn.
- **Choosing Pop-Rushable Governments:** If you want to oil your empire with the blood of its citizens, you need to be a Despot or Comrade. While they both come with their respective production penalties, you might find that the ability to pop-rush more easily abates a) *Despotism: having your core cities penalized, but uncorrupted* than b) *Communism: having all your cities, including your core, corrupted to the same hellish rate.*
- Jamming cities w/granaries along an irrigated flood plain in Despotism (3 food/tile) equals **massive** military pop-rushing.
- If you have a size three city, you can rush a harbor in 3 turns using only 2 citizens by rushing something smaller (like a barracks) first and then switching.

Unhappy cities:

- Letting the governors manage citizen moods in all cities will keep them from automatically going into civil disorder because of overcrowding.
- Specific citizens can be "targeted" in the city window. Use this to single out unhappy/rebelling/foreign citizens and make them into specialists (Entertainers, Taxmen, and Scientists)
- Turn foreign population into taxmen or scientists and starve them down to size. When they re-grow they will be your nationality.
- Pop-Rushing kills foreign citizens first. We're so nice.

Corruption:

- Remember how corruption works; concentrate terrain improvement (beyond roads) around your capital and nearby cities for best usage.
- Forbidden Palace is a must-have to expand profitably beyond 8 squares from capital. The Prerequisite to start building it is ownership of 8 cities.
- We Love the King Day reduces corruption by a fair amount; happy populations can build the Forbidden Palace 2-3 shields per turn faster. Pop-rushing happiness improvements is a good way to get this started.
- Moving your capital to reduce corruption is expensive, but can be very worth it. (Especially with Forbidden Palace already built)

- Making citizens in far-off, totally corrupted cities into taxmen or scientists is a good way to get something out of them.
- Zachiel's Page: <http://www.crowncity.net/civ3/ForbiddenPalace.htm> on Forbidden Palace usage.

Terrain Improvement:

- Rails are still as powerful as before. (Frictionless movement!) And now give an increase by 50% the bonus from improving a tile.
- The 50% worker speed bonus of being Industrious and Democratic are cumulative.
- Captured workers cost zero support, work at ½ normal build rate, and don't benefit from Democracy or Industrious boosts.
- Improving flat land: For balanced Food/Shield production, Irrigate Plains, Grasslands w/Bonus, and Deserts. Mine all else.
- Strategic Resources (except for Horses and Rubber) eventually run out. You may want to:
 - Not build roads to them until they are ready to be used
 - Destroy roads to them at the end of a turn to halt depletion, rebuild next turn.

Expansion (Military):

- Build up your military then go to war, not vice-versa. When you do go to war, decide what your objectives are before you attack. A short war to secure/deny one set of resources shouldn't end up spreading you too thin.
- Don't be afraid to raze cities. Culture flips are more painful than building your own city there. If you want to keep a city, defend it from the outside; if the city revolts you loose the troops in it!
- If you've got Militaristic, use it. You don't even have to expand; you can conquer and sell back.
- Elite units spawn Great Leaders. You can only have 1 at a time, but you can acquire many per turn! Use them up quickly to avoid missing out.
- Use the terrain. Park defensive units on a mountain, with bombardment support, and an offensive unit for counter attacks.

- Fast units can retreat if they have movement left and make a die roll, and neither they nor the enemy have 1hp left. Do hit and run on defenders, then mop up with foot soldiers.
- Horse Rush: Gobs of horsemen (maybe with catapult support) is an excellent way to rush the AI early on, under any difficulty level. They can retreat, have decent attack power for their period, and upgrade all the way to Cavalry. Build twice as many horsemen as you need to capture a single city and to rush-build a barracks near the front lines. Horsemen attack any defender with more than one hit point. They usually lose and retreat, then head straight back to the nearest barracks to heal. Full-strength units move in to replace them. Once defenders are down to a single hit point, foot soldiers take the city. With this approach you lose lots of battles but almost no units.
- Old units can make for great suicide rushes.
- Use bombard units (Catapult, Cannon, Artillery, and Radar Artillery) to take city pop down to below 6 (no “wall” bonus)
- Naval combat is highly random. Travel stacked and Bombard at range with before closing to help ensure victory.
- Wiping out a Civ stops war weariness with it (just as peace would) but also eliminates the chance of revolt and culture flips.
- **Pillaging:**
 - Costs 1 movement, and you can only do it once per turn. It does not have to be your FIRST move, however. For example, a 6/3/3 Cavalry can move, pillage, and then move back. It’s not until Panzers (and later, Modern Armor) that units can attack more than once per turn (This ability is sometimes called Blitz).
 - Deploy explorers and paratroopers to pillage important spots.
 - You have to connect resources to your capital for a city other than the controlling city to have access to that resource. Therefore, destroy roads around an enemy capital (and perhaps also its harbor and/or airport) to keep them producing their worst units.

Armies:

Glomming units together into a cumbersome “Army” forms a massive super unit with tons of hit points. This allows units to “lose” and not be destroyed; generally allowing a better units/kill ratio before obsolescence.

- Only ground, non-artillery units may join an army.

- Armies attack once per turn (Tanks/Modern Armor Armies lose their multiple attack ability) and move at the speed of their slowest unit.
- Armies do not heal completely in a city w/ barracks.
- Armies cannot upgrade their units (or change them in any way, really)
- Marine armies cannot attack off a transport.
- Armies take up an extra space on transports.

Dealing with the AI:

The AI cheats! In addition to the higher difficulty level bonuses, the AI receives many powers that you do not: He sees deep into territory, noting the least-defended city, where all resources are (before they have been discovered), and what technology is available for trade. He also makes trades on your turn, and can heal in other AI Civ's territory!

AI weaknesses include:

- AI is shortsighted, indecisive, vindictive, honorable (well, sometimes), and unwilling to make sacrifices.
- AI is deals poorly with human Horseman/Iroquois Mounted Warrior rushes.
- AI's Unwillingness to engage large combined arms stacks carving a path through the heart of his territory. The AI instead counter-invades into your territory.
- AI has no appreciation for the power of ancient age killing machines like the Aztec Jaguar Warrior and Iroquois Mounted Warrior.
- AI doesn't pillage aggressively.
- **Negotiation** (One of the AI's *biggest* weak spots):
 - You can pause negotiations and resume them later in a turn by hitting enter, or clicking on the advisor's face. This is helpful way to check on assets.
 - AI trading offers are often absurd. You can generally get a better deal if you put something on the table and let them make an offer; in any case don't forget to haggle a bit.
 - Gifts of paltry amounts of gold make the AI really happy for some reason.
 - Any worker in his Civ's capital city can be traded; you might use this to trade away less-productive captured workers.

- **Trading tech:**
 - Trade tech early and often. Only hold back the vital techs once into the Middle Ages.
 - AI tends to pay more for a tech if there is an incomplete wonder belonging to it.
 - The value of tech diminishes with its availability; get the most out of selling by trading with your richest opponent first. At least if he immediately cheats and shops it around on your turn you'll have hit up the most lucrative guy already, and the other Civs will have to deal with his greedy ass.
 - Make sure to sell the tech to every Civ right away. If you don't they eventually will.

- **AI trades big for cities:**
 - Sell cities in high culture areas – they will eventually flip.
 - Sell heavily pop-rushed, disorderly cities to a rival Democracy; the hard to control civil disorder may push them into Anarchy.
 - Sell shitty cities along a border with an aggressive rival to a different rival in exchange for a Mutual Protection Pact; the AIs may end up fighting each other.

- **Exploiting Right of Passage pacts:**
 - AI values ROP pacts by either the number of cities or amount of territory you control, not sure which.
 - AI hates to sneak attack an ROP pact. Giving one to an advancing Civ can paradoxically keep him off your back.
 - Sell ROPs to distant Civs (more than 20 turns away) in exchange for gold per turn, and then cancel the agreement by the time they get to you.
 - Get an ROP and start “improving” their terrain: starving out enemy populations by planting forests and replace irrigation with mines doesn't constitute aggression.
 - And of course, you can use one to move an attack mob into position at their capital. When the ROP expires, cancel peace and attack.

- **Per-Turn Gold** amounts are valued by the AI at about 18/20 of their total gold value (both ways across the table). He will trade big for ridiculously large per-turn gold amounts (You have to have enough gold currently

available to make at least 1 payment for them to accept), which you can then cancel by going to war. This kills your reputation, however. Example: You have 302 gold and offer 300 gold per turn; he values it at $300 * 18 = 5400$ gold and gives lots of stuff in return. You immediately attack one of his cities, canceling Peace and GPT agreement, liberating a hundred or so gold in the process. Huzzah!

- If a CIV is consistently moving through your territory, rather than constantly telling them to withdraw, offer a Right of Passage agreement in exchange for Gold-Per-Turn.
- Even if your World Map doesn't change, AI will generally trade *something* for it.
- Conquering/Razing 2 enemy cities makes the AI leader listen to your Envoys no matter how pissed he is at you. This is useful when you want to quickly end war under Representative gov't.
- Help secure your UN Victory through intrigue: Incite wars to sabotage relations with your higher scoring neighbors. Build the UN while everyone squabbles, offer stuff for free to improve relations with friendly Civs and then call a vote. Ideally everyone will hate the big boys and love you. (Even without the UN this is a good way to keep your neighbors busy while you get ahead in tech and infrastructure.)

General Anti-AI strategies:

- If you capture a Settler, you instead get 2 workers. If you want the settler instead, follow him until he builds the city and then capture that.
- Units removed from enemy territory for border violations are teleported to nearest non-offending spot. This can be used to quickly find territory holes to build colonies in!
- AI can't resist capturing workers, so leave workers in the open to lure their fast attack units out for easy kills.
- AI can't resist attacking your worst defended city. And he knows where it is, too.

Game Strategy:

- **D-I-D:**
 - Make a **Decision**: Set a goal and run balls-out toward it.
 - Take the **Initiative**: You decide where, how and who to fight.
 - Learn the **Dance**: Become one with the AI pattern - know what to expect.

- **Pope Strategy:** “A lot of influence, no tech research of your own, a lot of money, plus making others fight your crusades...” Basically put tech rate at 0, taxes 100, and play technology day trader. Get culture and military big enough to impress AI in negotiations and get tons of gold from trading. Eventually pull way ahead in money & infrastructure, switch to democracy, and start researching for the endgame.