

Earth 2012 AD mod ideas

Units

Chariots replaced with chariot archers

Chariot swordsman added

- Like chariots but strength 5
- Require copper or iron

Composite bowman

- Strength of 6

Longbowman strength changed

- Strength 8

Early cannon

- Requires gunpowder, iron
- Strength 9

Armored units +25% vs archery units

Crossbowman upgrades to musketeer

Longswordman

- Strength 8
- +20% city attack
- What swordsmen upgrade to
- Upgrades to rifleman
- Requires armor

Repeating rifleman

- Like rifleman but strength of 18

Icebreaker

- Can cross ice
- Strength 22
- Movement 2
- Carrying capacity 2

Advanced explorer

- Strength 8
- Movement 3
- Medic I promotion

Slingshot

- Strength 2
- +50% vs. melee units
- Promotes to archer

Spearmen resource requirement removed

Armored spearman

- Like spearman but strength of 6
- Requires armor

Militia

- Strength 10

- +50% city defense
- Requires nationalism

Colonist

- Like settler but higher production cost
- Strength 7
- Can only defend

Tactical nuke range increased to 6

Atomic bomb

- No movement
- Can be dropped from bombers

Airliner

- Unlimited range
- Can carry civilians to city with airport

Armored vehicle

- Strength 20
- Movement 2
- Can only defend

Inquisitions

Renaissance, industrial, modern unit strength increased

Improvements

Highway

- Requires oil, automobile tech
- 1/5 mp/turn

Coal Railroad

- Requires coal & iron, railroad
- 1/8 mp/turn

Diesel Railroad

- Requires oil & iron, combustion & railroad
- 1/12 mp/turn

Techs

Military Training

- Tech required for barracks & stable

Semi-Automatic Weapons

- Allows repeating rifleman

Stirrup

- Allows horse archer

Glass Working

- Forge +15% production, but +30% production with Glass Working

Armor

- Allows longswordman

Tourism

- +3 gold from all national wonders
- +1 gold for all coastal cities

Mathematics renamed Geometry

Arithmetic

- Required to trade resources

Sonar

- Allows ice breaker

Navigation

- Required for many ships
- Required for advanced explorer

Civics

Oligarchy

- +10% gold in all cities
- Medium upkeep

Decentralization has -20% gold in all cities, no upkeep

Barter

- Equivalent of original decentralization
- Requires arithmetic

Atheism

- No state religion
- +1 unhappiness per religion in city
- +20% research
- Medium upkeep

Legalism

- Medium upkeep
- +20% production in all cities

Robotic (labor)

- High upkeep
- +1 happiness in all cities
- +25% production, culture in all cities

Other

Congolese, Iroquois, Assyrian, Israelite, Tibetan civs from other mods

Many more leaders from other mods

Storms

Start in 6,000 B.C.

Go to 2100 A.D.

Slightly longer turns for all game speeds

Revolutions