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 musketman

Longswordsman

- 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

<u>Improvements</u>

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 longswordsman

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

<u>Other</u>

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