

The Métis - Modern Age Civilization

Metis Manitoba as the Civ Name More Likely



Found in the prairies of Canada, the Métis are the descendants of First Nations peoples as well as opportunistic French fur trappers. Known entrepreneurs, they were often hired by the British owned Hudson's Bay Company due to their knowledge of the local environment. However when the Canadian government bought the land from the HBC under their noses the Métis fought with all available to them to preserve not only their

land rights but also their right to practice their cultural beliefs without Anglo encroachment.

Unique Ability

Dual Origins, Single Culture : Traditions from previous Ages provide a Minor Increase to their yields. Gain access to the previous Traditions of whomever shares the Greatest Border with you at the start of the Age.

Attributes:

- Economic
- Diplomatic

Civic Trees

The Buffalo Hunt

- **Tier 1:** Unlocks the 'Laws of the Buffalo Hunt' Tradition and the 'Buffalo Runners' Tradition.
- **Tradition - Laws of the Buffalo Hunt:** Army Commanders grant Food and Gold based on their amount of Promotions when stationed in a Settlement's District.

- **Tradition - Buffalo Runners:** Additional Movement for Army Commanders, Cavalry and Recon Units in Neutral territory, increased if Friendly territory.

Fur Trade

- **Tier 1:** Unlocks the Syncretist Church Unique Building and the Saint Boniface Cathedral Wonder.
- **Tier 2:** Unlocks the HBC Warehouse Unique Building. Fort Towns gain the effects of Trade Outposts on top of their normal effects.

The Sayer Trial

- **Tier 1:** Unlocks the 'Commerce Libre' Tradition. Increased Influence towards Sanctions and Trade Agreements.
- **Tradition - Commerce Libre:** Can establish an additional trade route with every Player. Gain a Trader and Influence whenever one is plundered.

Provisional Government

- **Tier 1:** Unlocks the 'Métis Bill of Rights' Tradition. When War is declared on you, you don't feel the effects of War Weariness and receive increased Defensive Strength until you initiate an attack.
- **Tradition - Métis Bill of Rights:** Grants and additional Policy Slot. Gain Culture for each Tradition installed and Influence for Policies installed.

Unique Infrastructure

- **Fortified Trading Post:** Unique Quarter. Gold Adjacency from Walls and towards Warehouse Buildings. Counts as Fortification.
- **HBC Warehouse:** Unique Building. Gold Base. Provides two additional slots for Resources. +1 Gold on Camps and Woodcutters. Counts as a Warehouse Building. Purchase cost reduced in Fort Towns
- **Syncretist Church:** Unique Building. Happiness Base. Receive a Culture and Happiness adjacency for Fresh Water tiles. Can be Bought in Towns, reduced if a Fort Towns.



Unique Civilian Unit

Voyageur: Unique Merchant Unit. Increased Movement.

Receive no Penalties from Vegetated Tiles or Rivers on your home Continent.



Unique Military Unit

Buffalo Hunter: Unique Mounted Recon Unit. Cost 250

Production and Have 50 Combat Strength. Does not replace another unit. +2 to Vision Distance. Can be used to create a copy of the Pemmican Empire Resource on a

Vegetated Tile on Plains, Grassland or Tundra. One per Settlement. Provides 5% Food to Towns and +1 Movement on Traders and Merchants per Pemmican.



Associated Wonder

Saint Boniface Cathedral

+4 Happiness and +2 Influence. Army Commanders provide Influence from Leadership, Logistics and Bastion Promotions. Unlocks normally at Nationalism.



Starting Bias:

- Lakes
- Rivers
- Furs
- Plains

Other Information:

Unlocked By

- Romans
- Normans
- Mississippians
- Shawnee
- Lafayette
- Tecumseh
- Louis Riel (Concept)
- Improve 3 Furs
- Have 3 Trade Outposts or Fort Towns.