

- CULTURES

- Phoenicians, Carthaginians and Norsemen can build their Emblematic Quarter without having to research Fishing
- Assyrian Dunnus now don't count as Common's Quarter, and LT grants +3 CS on ransack per unit instead of +5 on army
- Babylon LT increased to +3 Science from +2. Astronomy House added +1 science.
- Bantu LT now adds extra 50% influence per population in the capital
- Egyptian LT changed from 1 industry on all tiles to 1 industry on exploitation. Markabata CS reduced to 22, but require only 1 horse and 1 copper
- Harappan LT changed to 1 food on land tiles and +2 stability on river
- Gigirs require only 1 horse and 1 copper (down from 2 horse / 1 copper) and can be bought with Influence on outposts.
- Olmec Head is now a Religious Quarter and gives 2 extra influence. LT reduced to 1 per territory plus 1 per religiously controlled territory. EU's Ambush only +4 CS
- Phoenicians can also build Pentekonter. Bireme is now a 9 CS Transport Ship.
- Zhou's Confucian School now grants base 1 influence and 2 science and +3 science per mountain, but can be freely placed. Zhanche require only 1 horse and 1 copper (down from 2 horse / 1 copper).
- Caralan Healers now require Calendar to unlock, but heals 10 HP per turn. The EQ count as Hamlet and religious quarter and is buildable near ocean. Caralan LT changed to FIMS districts grant +1 of their FIMS to different neighbor districts.
- A.Persian Immortals now require Iron instead of Copper. LT changed to +1 City Cap and +10 Stability on City (from +2 City Cap and +10 Stability on City).
- Carthaginian War Elephants were buffed to 31 CS, but require 2 copper and 1 iron.
- Celts LT grants 25% cost reduction on Farmer's Districts. Gaesati are 10% cheaper
- Greek Hoplite CS lowered to 26. Amphiteatron now adds 2 influence per era
- Hunnic Hordes have also been increased from 20 to 23 CS and unlock at Conquest. Hunnic LT also applies to Armored Vehicles.
- Mauryan Stupa's influence increased to 2 and add 1 science per adjacent district. Samnahayas require 1 copper and 1 iron, traded Elephant Platform for Indirect Fire.
- Romans unlock Praetorian Guards at Conquest, instead of Standing Army.
- Garamantes' Mounted Javelineers also require 1 horse and 1 iron (from 1 horse).
- Han Paper Mill gains +2 industry per adjacent MQ and +5 industry per adjacent RQ.
- Aztec LT lost the +2 land movement speed bonus, but gained 25% tech cost reduction on Heavy Infantry and +1 population on ransack.
- England's LT is now +3 Industry on Farmer's Quarters.

- *CULTURES, cont.*

- Byzantines LT changed to +2 money per district. Hippodromos can now be freely Placed. Varangian Guards buffed to 40 CS (from 38).
- Franks' LT also grants -25% Research Quarter industry cost.
- Khmer's Dhanvi Gaja trait changed from Move & Shoot to Elephant Platform. LT is now +7 Food for each Territory in all Cities.
- Mongol LT now also grants +2 Land movement Speed. Orda also grants 15 money to adjacent cities. Mongol Hordes now unlock at War Summons.
- Taino LT nerfed to +3 food per influenced territory and +2 food on Common's
- Swahili Mtepe now requires Seafaring Mastery and takes extra damage on ocean.
- Teutonic Kaiserdom reworked. It now gives 7 faith, 3 influence, 5 industry per adjacent Holy Site, 3 faith per adjacent district and 10 faith per adjacent empire
- Umayyads LT is now +3 Science on religious district. Haras now has Move & Shoot.
- Bulgarian EQ stability per territory reduced from +3 to +1
- Dutch VOC base money increased to +5 (from +1)
- Reduced Maasai Morans' Implacable CS bonus from +8 to +4
- Edo Tera now grants +10 stability instead of -10 and can be freely placed.
- Hadeunosaunee Rotiskenrakehte's CS increased to 43 (from 41), but population cost increased to 2. LT now also adds +1 City Cap and Three Sister Plantation now adds 4 food on all cities instead of 5 food per territory on this city.
- Ming Teahouse counts as Common's Quarter, but has -10 stability instead of +10
- Mughals EQ nerfed from +3 to +2 industry per worker.
- Ottoman Sultan Camii now only adds 1 faith per districts on its territory instead of its city, but also adds 5 influence per adjacent holy site
- Polish Barbican Influence increased by 2 and can be bought in outposts. LT gained +1 CS and land speed for units while supplied.
- Spanish Catedral Gótica now only adds 1 faith per religious follower in your city but also adds 5 money per adjacent holy site and count as a Common's Quarter.
- Venetian Botteghe di Artisti now provides +2 influence per adjacent Market district
- Inca Sapa Guard costs 2 pops instead of 3. The EQ now count as Farmer's and Maker's quarters.
- Swiss EQ base money increased from +3 to +5. Adjacency job slots doubled.
- Austro-Hungarians' EQ now adds 3 stability per district in its territory instead of 1. Evidenzbureau Agents now have Stealth but production cost increased to Medium.
- British Colonial Office can now be also be built on your own lands.
- French EQ changed from +2 science trade route to +2 Science on resources being traded.

- *CULTURES, cont:*

- Zulu Impi's CS reduced from 47 to 46.
- Germans LT reworked to -20% unity cost reduction and +1 CS per Veterancy Level. Coking Works now only generate 2 Pollution per turn instead of 10 and +1 Industry per pollution in this territory instead of per population.
- Argentinian Saladero now count as a maker's quarter, provides a worker slot and gives -10 stability. Salted Beef stability changed to match other luxuries.
- Scotland LT reworked to +1 science per Sway
- Italians Teatro now count as a Common's Quarter, provides 0 stability and +2 influence per adjacent district, not per adjacent Common's Quarter.
- Persian Caravanserai changed from 5 industry to 2 industry per Luxury extractor. LT Reworked to -25% industry cost on Shared Projects, Districts and Infrastructures.
- Russian LT is now +experience on units per territory, 5 stability per Administrative Center and -20% Merge City cost. Sobor now adds 5 stability per adjacent Holy Site and 2 influence per territory in its city.
- Ethiopian (Cultures of Africa DLC) Amba now count as a Researcher's Quarter and provides one Researcher job slot instead of counting as a Common's Quarter.
- American LT's Money per trade route increased from 1 to 2. Defense Agency now counts as a market and a research quarter and adds 1 trader and 1 researcher slot to the city. Its adjacency bonus now provides +5 influence per adjacent Garrison, +5 money per adjacent Researcher's and +5 science per adjacent Market Quarter. Bombardment bonus reduced from +3 to +1.
- Australian Strip Mine can now be freely placed and now only generate 3 Pollution per turn instead of 15. All-Terrain PMV gains Move and Fire but costs 3 population.
- Brazilian Agronomy Lab now also grants 2 science per farmer. Jungle Brigade's Master Ambusher bonus reduced from +12 to +8.
- Chinese LT increased to 15% (from 10%) extra money.
- Egypt LT now provides 20 influence per Cultural Wonder. Archeological Dig now also provides 3 influence per adjacent EQ and 20 science per adjacent Wonder.
- Japanese Robotics Factory only generate 1 Pollution per turn instead of 5.
- Soviet LT reworked to be 30% unit discount and -3 stability per Luxury Resource. Weapons Factory only generates 2 Pollution. Weapons CS bonus capped at 10.
- Turkish Public school reworked to count as a Common's Quarter, cost no stability and grant 1 food per farmer, 1 industry per worker, 2 money per trader and 1 science per researcher. It also gives 3 science per adjacent Research Quarter.

- *CULTURES, final:*
 - Cuban Empresa Farmaceutica now counts as a research quarter. The pharmaceuticals were reworked to +4 food and +1 stability on Common's Quarter. Guerrilleros' Stability penalty reduced from 100 to 20 plus 10 per veterancy level.
 - Nigerian (Cultures of Africa DLC) Oil Refinery now only generates 2 pollution.
 - Singapore EQ now adds +3 stability per adjacent district and can be built without overwriting a farmer's quarter
- FAME
 - Era Star Thresholds now scale with Fame instead of Era Number. It is now impossible to enter a new era and instantly gain Era Stars.
 - Expansionist Era Stars were made slightly harder (at most 25% harder).
 - Builder, Farmer and Militarist Silver and Gold stars were made slightly harder.
 - Aesthete and Merchant Bronze and Silver stars were made slightly easier. Those stars were also made easier in the early game and harder in the late game.
 - Builder Cultures now gain 50% extra fame from Builder Stars instead of 10%.
 - Science Stars now key off Science generated, not Technologies researched.
 - Agrarian stars now only count units in cities and outposts (not units) but requirements are reduced by about 33%.
- WONDERS
 - All wonders give extra 2% fame gain
 - Adjusted Wonder influence cost formula, which is now close to city found cost
 - Religious wonders nerfed to give +20 stability, not +40
 - Pyramids of Giza now give 15% discount on districts instead of 25%
 - Temple of Artemis now adds +1 faith on exploited forests
 - Hanging Gardens now give +40 Stability, not +20, and +3 money on luxury extractors
 - Colossus also adds 1 vision range to all units, 4 militia and 10% unit cost discount
 - Notre Dame faith per tech increased from 1 to 2
 - Angkor Wat now only converts Faith produced in its own territory to Food
 - Machu Picchu now adds +25% growth to all cities instead of its original effect
 - Topkapi palace nerfed from 100% to 50% extra industry on shared projects.
 - Todai-Ji now also adds +1 Influence per trade route
 - Eiffel Tower industry per pop increased from 1 to 3
 - Big Ben buffed from 10 to 15% science on capital
 - Lady Liberty's Science and Money gain per territory increased from 10 to 15
 - St Basil's now also adds 5 healing per turn outside battle to all units
 - Empire State Building buffed from +20% to +100% money on trade routes

- INFRASTRUCTURES

- Forge Line: lost 1 industry per Maker's Quarters and gained 1 Industry per worker
- Charcoal Kiln: Changed Industry per adjacent Maker's to per adjacent Farmer's
- High Furnace: Added -1 Stability per adjacent Maker's Quarters
- Quarrying Machine: Added +5 Industry and 1 pollution to Strategic Resources. Also now produces 2 pollution on Main Plaza instead of 2 per Maker's Quarters.
- Factory: +3 Worker Slots -> +20% Worker Slots; now gives no pollution
- Automated Factory: +1 Industry per worker, +2 worker Slot -> +120% Industry per worker, -50% Worker Slots
- Factory Farming: +2 Farmer slots -> +80% Food per Farmer, -50% Farmer Slots
- Fishery: +3 Food on Harbour -> +4 Food on Harbour
- Fishmonger: +3 Money on Harbour -> +5 Money on Harbour
- Great Fishmarket and Seafood Wholesalers +5 money per trade route reduced to +3; added +2 money per Traders to each
- Whale Fishing: +1 Food on Coastal Waters and Lakes -> +1 Food and Science on Coastal Waters
- Palisades/Stone Walls/Bastions/Bomb Shelters -> Added +15 Stability on each
- Food Market: +1 Money on Market per adjacent Market -> +1 Money on Market per adjacent Farmer's and +1 Money on Market per adjacent luxury extractors
- Food Plaza: Added +2 Money per adjacent Farmer's Quarter
- Levy Administration: +3 Money on Main Plaza -> +2 Money on Emblematic Quarter
- Commodity Market, Stock Exchange: Added +2 Trader slots on each
- Customs Farm: Added +2 money on luxury extractor
- Customs Agency: +10% on trade route income -> +25% on trade route income, +2 money per Market Quarter
- Public Fountain/Aqueduct/Sewage System: +15/+20/+25 Stability -> +10%/+15%/+20% growth gain, -5%/-10%/-15% growth loss
- Theater: +4 Influence -> +2 Influence on Administrative Center and Main Plaza
- Playhouse: +4 Influence -> +1 Influence on Common's Quarter
- Cinema: +6 Influence -> +2 Influence and +5 Stability on Common's Quarter
- Apothecary and Hospital: + Stability per Researcher -> + Stability per Trader
- Watchtower, Fort and C.Compound now adds 1 extra militia to being besieged
- University: + 1 Science per adjacent Research Quarter's -> per adjacent Market
- Alchemist's Workshop: Nerfed from 10% to 5%
- Supercomputer Lab: Buffed from 10% to 15%
- Academy: Added -2 Stability per adjacent Research's Quarters

- *INFRASTRUCTURES, cont:*

- Library: +1 science per population -> +5 Science on Main Plaza, +3 science per strategic resource extractor
- School changed from +2 on RQ to +1; added +1 science on Researcher
- University changed from +3 on RQ to +1; added +2 science on Researcher
- Academy changed from +4 on RQ to +1; added +3 science on Researcher
- Museum: reworked to +1 science per researcher, +2 science per trade route
- Artists' Studio: from +1 to +2 influence on Common's Quarter per adjacent quarter
- Hydroelectric Dam now generate -10% pollution on all districts instead of its normal pollution reduction.
- Wind Farm now costs 6255 industry to build, but now generate -25% pollution on all districts instead of its normal pollution reduction.
- Solar Farm now generate -20% pollution on all districts instead of its normal pollution reduction. It also requires one Coal to be built.
- Nuclear Plant now generate -15% pollution on all districts instead of its normal pollution reduction.
- Sewage System now generate -10% pollution on all districts instead of its normal pollution reduction.
- Factory Farming, Industrial Silos, Anti-Air Surveillance, Command Compound, Tech Park, Financial District, Surface-to-Air Missile and Supercomputer Lab do not generate pollution anymore.
- Coal Powerplant now produces 1 pollution per Coal instead of 2 per Maker's Quarters.
- Sawmill now produces 1 pollution per territory instead of 1 per Maker's Quarters, and gives only 1 industry on tile producing industry (down from 2)

- **POLLUTION**

- Stability effects from Global Pollution reduced to 1 (low) and 3 (high) negative stability per district (from 2 and 5 respectively).
- Local pollution penalties now scale with pollution produced in territory, with bigger penalties scaling with bigger pollution.
- Low local pollution (over 20 pollution on territory) now removes between 2 and 5 stability per district, 30% and 60% Food and Science, 20% and 35% Industry, 35% and 73% Money, and between 29% and 50% Faith/Influence.
- High local pollution (over 50 pollution on territory) now removes between 5 and 15 stability per district, 60% and 100% Food and Science, 35% and 100% Industry, 73% and 100% Money, and between 50% and 100% Faith/Influence.

- ECONOMY

- Money buyout costs 3.5 money per industry, instead of “ $\text{industry}^{1.18} + \text{turn} * (\text{turn}/50)^{1.55}$ ” .
- Outposts don't produce any money or science anymore.
- Pop buyout scales with Farmer production, Worker Production, Trader Production and Scientist Production instead of only Worker as original.
- Ebony, Papyrus, Sage and Porcelain's Main Plaza yield nerfed to 1 FIMS
- Increased Influence costs for creating outposts while you have no cities
- Reduced Saffron, Silk, Gemstone and Silver from +2 FIMS per copy to +2 FIMS for the first copy plus +1 extra FIMS for each extra copy on district
- Luxuries' Stability reworked to give 8 for first copy plus 2 for each extra copy.
- Fixed a Harbour Bug that let it be built atop resources.
- Common's Quarter reworked to add 5 Stability by default, plus 4 extra stability per each adjacent FIMS quarter, and 1 influence per adjacent quarter (instead of flat 2).
- Conquest (Classical Tech) grants a colony package with all Ancient Infrastructures.
- Wondrous Luxury Effects now add 5% FIMS, instead of 5% FIMS per luxury copy.
- Saltpeter and Aluminum Extractors now produce 1 pollution.
- Coal Extractors now produce 3 pollution.
- Oil and Uranium Extractors now produce 2 pollution.
- Train Stations and Aerodromes now produce 1 pollution instead of 5.
- Airports now produce 3 pollution instead of 15.
- Missile Silos now produce 2 pollution instead of 15.
- Nature Reserves can now be built at any stability value.
- Infrastructure cost reduced by about 20% in Industrial and 30% in Contemporary.
- New Influence buyout on outposts: $\text{Cost} * (0.15 + 0.3 * (\text{CurrentTurn} / 50) ^ 1.5)$.
- FIMS district cost now scale less with district count and more with pop jobs.
- Wonder Claim influence cost now scales with game speed.
- Non-Merchant empires pay -0.5 influence cost per turn per trade route on your empire.

- BANKRUPTCY AND REVOLUTIONS

- Being Bankrupt (negative money) will reduce your Influence by $(\text{EraValue} * \text{Number of Cities} * \text{Turns Bankrupt}^2)$. Example: Medieval with 5 cities is 15, then 60, 135 ...
- Revolutions will now also remove 80% of your current Influence and Money stockpiles per turn while they last. This also means that when you are in negative influence or money, revolutions will help you reach positive values again.
- When Revolution ends, you'll have extra fame and stability temporarily
- Added an event to bankrupt players that can make armies desert.

- RELIGION

- Religious Districts now have a tooltip indicating that. Babylon, Zhou, Olmec and Nubian EQ are now Religious Districts (without any innate faith bonuses).
- All territories under the influence of a foreign religion have -10 Stability unless you pick the Irreligion Civic.
- Changing your State Religion will now cause -20% to all FIMS during reformation
- Shamanism: Buffed from 2 to 3 faith on Administrative Centers
- Respect the Sea's Bounty: Nerfed Coastal Waters food to +1. Now a Tier 2 Tenet.
- Abstain from Intoxicants : Nerfed to only +1 Industry on Woodlands
- Seek Wisdom gains +2 science on Strategic Resource per adjacent Religious District
- Hunt the Infidels gains +3 Industry on Religious District per adjacent Holy Site
- Reject Luxury gains +2 money on Luxury Resource per adjacent Religious District
- Shelter the True Oracles gains +2 influence on Religious District per adjacent Holy Site
- Yield to None gains +5 food on Religious District per adjacent Holy Site
- Show no Mercy gains +5% influence to Religious Leader per war received
- Smite Unbelievers: Buffed to -10% unit upkeep instead of -1 unit upkeep
- Bear Not False Witness: Reduced bonus on Research quarter from +5 to +2; gained +2 science on researcher
- Purge Idleness: Reworked to +20 Industry on Holy Site
- Develop the Intellect: Reworked to +3 Science/Influence adjacent to Holy Site
- Observe Fasts: Reworked to +1 food on Dry Grass. Now a Tier 1 tenet.
- Proselytize Daily: Added +5 Stability on Common's Quarter
- Raise Monuments: Reworked to +1 Science per religious follower on religion Leader
- Sustain the Faithful: Reworked to +5 Industry and +2 Influence on Religious District
- Donate Generously: Reworked to +0.5 Money per Faith produced on District
- Tenet population requirements increased by 20% (Tier 1, 2 and 3), and 25% (tier 4).

- TECHNOLOGIES

- Research Institute now requires Trench Warfare to reduce Fusion Beelining, and gives a 10% tech cost discount on all techs.
- Tech Costs reworked. Base cost for all techs on Medieval and later increased, and scaling reduced to 1% per tech to all techs. Beeling techs should be harder.
- Fishing now unlocks naval trades, but only using coastal territories. Seafaring Mastery is required for transoceanic trade routes.
- Reshuffled early techs prerequisites - Masonry leads to Fortifications instead of Organized Warfare, and Organized Warfare leads to Standing Army

- TECHNOLOGIES, cont:

- Mounted Warfare now adds +1 Vision range on all districts.
- Prowlers now unlocked at Heavy Infantry instead of War Summons
- Chartered Companies now adds +2 money on Garrisons and Common's Quarters
- Mercantilism now gives +1 Stability per Luxury Resource on all cities.
- Carbine now also reduces Unit Upkeep by 10%.
- Steam Engine now adds 1 pollution on Maker's Quarters.
- Scientific Method now adds 1 pollution on Researcher's Quarters.
- Microbiology now adds 1 pollution on Farmer's Quarters.
- Urban Planning now adds 1 pollution on Common's Quarters.
- Wireless Telegraphy now adds 1 pollution on Hamlets.
- Trench Warfare now adds 1 pollution on Garrisons.
- Aerial Warfare now adds 1 pollution to Market Quarters.
- Naval Air Strategy now adds 2 pollution to Harbours.
- Electricity now adds 2 pollution per Coal access on Main Plaza and 1 pollution per Coal on Administrative Center.
- Continuous Track now adds 2 pollution per Oil on Main Plaza and 1 pollution per Oil on Administrative Center and increases all specialist yields by 1 per Oil.
- Civil Engineering now reduces Coal pollution by 1 per Coal on Main Plaza.
- Power Lines now reduces Oil pollution by 1 per Oil on Main Plaza and no longer adds anything to FIMS' quarters yields per Aluminum access.
- Nuclear Fission adds 1 pollution per Uranium access on Main Plaza and 1 pollution per Uranium access on Administrative Center. Also, instead of buffing Makers' and Researchers' Quarters, it increases Workers and Researcher yields
- Fusion Reactor now only adds 20% industry instead of 50%.
- Space Orbital now only adds 20% money instead of 50%.
- Neural Implants now only add 20% influence and 50 Stability instead of 50%/100.

- REPEATABLES

- Made all repeatables much cheaper, at $200 \text{ industry} * (\text{Era}/2)^2 + 100$ per count.
- All Repeatables are now unlocked by Civics, not techs.
- Holy Day now gives 2 faith to all religious Districts.
- Parade now also increases Fortification by 5 on city.
- Trade Fair is now grants 6 money on main plaza, 5 on airport and 3 on train station, instead of 5 on main plaza.
- Festival now grants 3 Influence, instead of 2.
- Symposium now grants science equal to researcher output, instead of 5
- Added a new repeatable, Carbon Recapture, to help manage pollution

- CIVICS

- Army Wages: Paid Wages loses the 5 stability on Garrison, but unlocks Parade
- Cultural Blessing: Monoculturalism gives 1 influence per influenced territory instead of 2 influence per attached territory and unlocks the Games Repeatable.
Multiculturalism gives 2 influence per unique resource instead of 10 per territory originally from Independent People and unlocks the Festival Repeatable.
- Irreligion: State Atheism now grants +10% fame gain, and Secularism +20%
- Press Freedom: Freedom of Speech loses its civic cost reduction, but unlocks the Symposium Repeatable. Propaganda gains -20% civic cost reduction and -20% civic repeal cost reduction in addition to its effects.
- Foreign Customs: Cultural Respects loses its fame bonus, but unlocks the Trade Fair Repeatable. It also now requires 9 Aesthete Stars
- Founding Myths: Divine Mandate trades its Faith bonus for -40% Outpost cost.
- Legitimacy: Customary Laws now gives Faith and unlocks Feast & Holy Day.
- Political Entitlement, Political Influence, Republic Evolution, Aristocracy Evolution and Monarchy Power now unlock based on your Ideology axis, not on the government choices you pick.
- Colonization now unlocks upon reaching 10 Expansionist Stars. Vassal Colonies give a 2% FIMS bonus per city count on your capital, and Naturalized Colonies give a 5% FIMS and 5 Stability bonus on all cities except your capital.
- Independent People: Hire Army now also reduces your army upkeep by 10%
- Artistic Expression: Free Arts now only increases your positive stability gain by 20%, and Censored Arts now only decreases your negative stability lost by 20%.
- Democratic Republic now gives you either 1 trader or 1 scientist slot per Common's Quarters, depending on your Ideology Axis
- Scientific Facts now require 9 Scientist Stars instead of 6 Research Quarters.
- Religious Rites: Communal Rites now grants 3 money to districts adjacent to Holy Site, and Personal Rites have been nerfed to 20% (from 30% cost reduction).
- International Trading now requires trading with 3 empires and 9 merchant stars. Isolationism now also gives +1 City Cap
- Knowledge Authorities: Buffed Elder's Wisdoms from +1 to +2 science/researcher and nerfed Foreign Innovations from trade routes to resources being sold
- Slaves: Criminal Slaves now add 1 farmer slot and -5 stab on Commons' Quarters, and +2 food on garrisons. War Slaves now add 1 worker slot and -5 stab on garrisons, and +2 industry on Commons' Quarters.
- Banish Population Action now also add money equal to your trader output to your Holy sites (temporarily)

- CIVICS, cont:
 - Judicial Control/Political Control: Neighborhood Watch now also gives +2 influence on Common's Quarters and Secret Police now also gives +1 CS to adjacent units, +1 Vision Range and +1 Detection Range on Garrisons
 - Inquisition Action now also adds 15% extra faith on all your districts (temporarily)
 - Procession now also adds 15% extra growth gain (temporarily)
 - Untaxed Minorities buffed from 10 to 15 stability per territory
 - Taxed Minorities buffed from 10 to 20% money on territory.
- AIR UNITS
 - All Missile units cost 0 population.
 - Thermonuclear Warhead costs increased to Max (from Very High).
 - Cruise Missile CS increased to 64 from 62.
 - Fighter Planes CS increased to 58 from 55.
 - Multirole Fighter CS increased to 65 from 63.
 - Strategic Bombers CS increased to 60 from 57.
 - Japanese Reisen CS increased to 62 from 60.
 - Turkish SOM CS increased to 72 from 70.
 - American Lightning CS increased to 68 from 66.
- NAVAL UNITS
 - All naval units and transports had their CS increased by 3 (already factored in)
 - All Gun Platform ships now have Indirect Fire (with normal CS penalty).
 - All Torpedo Boats lost Indirect Fire, but gained Piercing (+8 CS vs Armored Vessels/Vehicles).
 - All Armoured Vessels gained Shatter (can attack fortification and remove dug-in).
 - Venetian Galleass CS is now 46, but now cost 2 population and Inner Sea Mastodonte only gives 5 CS on coast.
 - Man O War gained Shatter, but now cost 2 population.
 - Joseon Turtle Ship now cost 2 population.
 - Ironclads lost Inner Sea Mastodonte and cost 3 population, but gained limited Bombardment.
 - Steam Frigates now cost 2 population.
 - German Uboats now cost 2 population.
 - Nuclear Submarines gained Indirect Fire (with normal CS penalty).
 - Aircraft Carrier cost increased to Very High (from High) and now cost 3 population.
 - Battleships now cost 3 population.
 - Missile Cruiser now cost 2 population. Cruiser line has increased detection
 - Swedish Stealth Corvette's cost is now Low (from Medium) but cost 2 population.

- GENERAL UNIT CHANGES

- Settler-type units now cost 3 population and also cost influence. Their influence cost is 40% the influence needed to build a new city.
- No Line of Sight CS penalty increased from -4 to -8.
- Industry cost for all units have been changed as such:

Cost	Vanilla	Modded
Ancient - Low	45	90
Ancient - Medium	90	135
Ancient - High	180	205
Classical - Low	90	220
Classical - Medium	180	310
Classical - High	360	400
Classical - Very High	—	490
Medieval - Low	200	505
Medieval - Medium	400	765
Medieval - High	800	1130
E.Modern - Low	485	1160
E.Modern - Medium	970	1830
E.Modern - High	1945	2560
Industrial - Low	1290	2605
Industrial - Medium	2575	3655
Industrial - High	5155	5710
Contemp - Low	3700	5785
Contemp - Medium	7400	9130
Contemp - High	14805	12930
Contemp - Very High	22205	18250
Contemp - Max	—	25850

- All militia units have gained upkeep costs, except the Ancient Levies. Their upkeep costs are: Citizens: 3 gold per turn; Peasants: 10 gold per turn; Draftees: 25 gold per turn; Conscripts: 40 gold per turn; Irregulars: 60 gold per turn.

- Upkeep costs has been increased as such:

Upkeep	Vanilla	Modded
Ancient - Low	1	1
Ancient - Medium	1	2
Ancient - High	2	3
Classical - Low	4	5
Classical - Medium	6	8
Classical - High	8	10
Medieval - Low	10	15
Medieval - Medium	12	20
Medieval - High	14	25
E.Modern - Low	15	30
E.Modern - Medium	20	35
E.Modern - High	25	40
Industrial - Low	30	45
Industrial - Medium	40	55
Industrial - High	50	65
Contemp - Low	60	75
Contemp - Medium	70	85
Contemp - High	80	95
Contemp - Very High	100	110

- Units cannot be build while your city is Mutinous
- LAND UNITS
 - Spearman CS increased from 18 to 19
 - Warrior CS reduced from 19 to 18
 - Chariot resource requirements are reduced to 1 Copper and 1 Horse.
 - Mycenaean Promachoi's Industry Cost and Upkeep increased to Medium.
 - Nubian Ta-Seti archer CS reduced from 19 to 18
 - Mayan Noble Javelineers' melee penalty reduced to -4 (from -8).
 - Great Swordsman population cost reduced to 1.
 - Garamantes' Javelin Riders Industry Cost and Upkeep increased to Medium.

- LAND UNITS, cont.

- Ghanaian Camels gain +1 CS and Detection, but population cost increased to 2.
- Halberdiers population cost reduced to 2.
- Ming Rocket Cart population cost increased to 2.
- Mughal Gajnal population cost increased to 3.
- Polish Winged Hussar population cost increased to 3.
- Japanese Naginata Samurai population cost decreased to 2.
- Persian Jayaerchis population cost reduced to 2.
- British Redcoat production cost increased to Medium, but population cost reduced to 2.
- Dragoon's population cost reduced to 2.
- Line Infantry production cost increased to Medium, but population cost reduced to 2.
- Italian Alpini production cost increased to Medium, but population cost reduced to 2.
- Russian Cossacks industry cost reduced to low and population cost reduced to 2.
- Siamese Gatling Elephant population cost increased to 4.
- Argentinian Gaucho industry cost and upkeep increased from low to medium.
- Armored Personnel Carrier population cost increased to 3.
- Main Battle Tanks population cost increased to 4.
- Medium Tank population cost increased to 3.
- Riflemen population cost reduced to 3.
- Indian Peacekeepers CS reduced to 55 from 57, but population cost reduced to 2.
- Chinese Guardians CS reduced to 58 from 60.
- Cuban Guerrilleros industry cost increased from low to medium.
- Anti-Air Guns CS reduced to 54 from 55.
- Anti-Tank Guns CS increased to 54 from 53.
- Commando's CS increased to 57 from 54.
- Helicopter Gunship CS reduced to 57 from 58.
- Main Battle Tank CS reduced to 65 from 69.
- Medium Tank CS reduced to 60 from 61.
- Rifles CS reduced to 51 from 52.
- Egyptian Free Officers CS reduced to 53 from 58.
- Soviet Red Army Tank CS reduced to 55 from 60.
- All Armoured Vehicles gained Shatter (can attack fortification and remove dug-in).
- Medieval Prowlers CS increased to 31 from 28. Ambush bonus reduced to +6.
- Militia-type units gained +4 CS when fighting against Scouts and Runners.
- Scouts and Runners CS reduced by 1 to 12 and 13.

- NEOLITHIC

- Reduced river curiosities from 15 to 10 food;
- Added diminishing returns to Neolithic hunting. The more tribes you have, the less food and influence hunts will give, to a minimum of 5 food and influence. The formula is: "Gains = Base * (5 / (Unit Amount+3))". On Ancient, it is "Base * 1 min (15 / (Unit Amount+13))"
- Influence cost for placing outposts before having a city increased to values close to when you do have a city

- MISCELLANEOUS

- Calendar will be between 10000 BC and 2031 CE, instead of between 15000 BC and 1990 CE as originally.
- Authority Ideology gives +1/+2 City Cap instead of Vision Range
- Liberty Ideology now applies in outposts and to emblematic outposts
- Vassalization base war score costs increased but cost per city decreased and cost reduction per "era advantage" increased. Tribute changed to 35% of vassal income .
- Added a new Event that punishes players that don't have religious unity. It may happen whenever you have cities converted to other player's religions and can make you lose stability or population. Picking Secularism (Irreligion civic) will stop it from happening, and picking either option of the Unbelievers Civic can mitigate it.
- Reduced Absorb City cost by 30% to 50%, depending on how the cities are built.
- Being over City Cap will not drain influence, but instead remove Stability from all cities. The Stability loss formula is $(0.5 + \text{EraLevel}/2) * (4c^2 + 6c)$, where C is the number of cities over cap.
- Being under City Cap will now award influence. Formula is $(\text{EraLevel}^2) * (2c^2 + 2c)$, where C is the amount of unused city cap.
- Science Star formula is $(400 * (\text{FameScore} / 1650) ^ 3 + 150 * (2 + \text{FameScore} / 1650)) * \text{GameSpeed}$
- Aesthete and Merchant ability nerfed (but still higher than pre-Vitruvius values). Aesthete also got its money cost in Classical and later multiplied it by $\text{Era}^2/2$
- Changed Wondrous Manufacturies to be built once per empire instead of once per world
- Added a few new events to slow down expansion by conquering IPs with military force
- Cities with target stability at 0 will lose current stability at double rate
- Time to cut forest won't scale with game speed anymore
- Cities now gain 5% extra pop growth for each territory attached (not including the main plaza)

- MISCELLANEOUS, cont:

- Added 10% unit upkeep costs increase per cultural and scientific agreement
- Players with negative money and influence will lose stability faster so they can have revolutions faster to stop the death spiral
- Science osmosis gain changed to $\text{Stability Target}/20 * \text{Available Techs} * \text{Era}^{2.65}$. It'll scale with how many techs you could research, instead of how much science you produce.
- Increased damage taken when blocking reinforcements from 5 per unit in the reinforcing stack to 15 per unit in the reinforcing stack
- Enhanced Events is now part of the mod. You can check all changes on events here:
https://docs.google.com/document/d/1vmn-LB5oDpME1fkeFMKiU-tfaL_JHKYTtUHs_hUmpdw4/edit
- Increased required Stars to advance eras from 7 to 8
- Made Independent People Treaty costs scale with gamespeed, and reduced it by 25%
- Increased Patronage money and influence costs by multiplying it by Era
- Increased Lifetime extension of Independent people for patronage by 50%
- Increased Influence cost to promote Doctrines in the Humanking Congress by the number of cities you have
- Added a 2% influence cost for each Embassy Agreement you sign, while the agreement is active.
- Oasis now set movement cost of its tile to 1
- Dimension Stones now add 1 to the movement cost of its tile
- Geisers, Craters and Hot Springs now add 2 to the movement cost of its tile
- Marshes now add 3 to the movement cost of its tile
- Rocky Fields and Rocky Forest now have a movement cost of 2
- Sterile terrain (Deserts and Snow) now have a movement cost of 3
- Cities and outposts will not starve as long as the food deficit is lower than one pop's food consumption