

Civ VII Espionage Overhaul

- New Building: The Intelligence Agency

The intelligence Agency is unlocked through civics and much like the Aerodrome takes up a full tile and houses a new Commander type, the Quartermaster. This building holds up to 4 slots. Provides Science from adjacent Quarters and Increases the chances to catch spies in the surrounding areas.

- New Commander: The Quartermaster

A Quartermaster grants promotions to all units stationed here. There are 5 Categories as to which they can receive upgrades for, Sabotage, Intel, Subterfuge, Diplomacy and Domestics. Quartermasters earn XP passively for having Units stationed in Settlements, Catching Enemy Spies and by having Units perform Actions.

- Spies vs Diplomats

When you send out an Espionage unit you get the choice of whether they'll be going as a Diplomat or Spy. While Diplomats are visible to the host Civ, improve Relations, grant Influence, and make diplomacy cheaper while stationed in foreign territory, Spies on the other hand are hidden to the host and can perform

Espionage Actions Quicker and with less chance of being Caught. Both units move similarly to units when a Commander is being Reinforced, and are stationed on a tile in which they can operate around the surrounding tiles until moved elsewhere. At their base all they do is give insight on the surrounding tiles and have Visibility on the surrounding 3 tiles. These units have heavy upkeep but give you a leg up on the competition.

- Counterspying

A unit can counterspy in your territory and operate within a 3 tile range. They counterspy strongest in the center and less so on the outer rings. If a unit is killed a new one will have to be made. If captured there's a higher chance of finding out who sent them and what their mission was. They can be held ransom for Influence or Gold. You can only have as many Spies or Diplomats as you have Commander slots for them.

- Subterfuge Promotions:

- **Prosthetics Department:** If unsuccessful in an action this unit has a higher chance to go free.
- **Polygraph Evasion:** Decreases the chance if captured for information to be revealed to the Target.
- **Forgery:** Higher chance for Actions to be successful.

- Stowaway: Gets to destinations faster.
- Coverup: Your Relationship decreases less when a Unit is caught.
- Stand In Cadavers: If a Unit is unsuccessful in their action but goes free the Target will receive information as if they killed the Unit.
- Deep Cover: The Unit acts like a Specialist in Foreign Cities and grants you the Specialist Yields of that Tile. Harder to catch if that exact Tile isn't being counterspied.

- Sabotage Promotions:

- Demolitions Expert: Units can initiate the "Plant Explosives" action which pillages any Improvements or Buildings on a Tile.
- Con Artist: Units can initiate the "Embezzlement" action which earns half the Gold of surrounding tiles.
- Propagandist: Grants +1 War Support per unit stationed in enemy Settlements up to 3.
- Rebel Rouser: Units can initiate the "Recruit Partisans" action which decreases Happiness and spawns enemy units in a city.
- Gossip: Can perform the "Spread Rumor" action which grants -10 Relations for all Civs against this Civ temporarily.

- Diplomacy Promotions:

- Philanthropist: Giving Gold to this Civ will return a quarter of the amount as Influence per Diplomat stationed in one of their settlements.
- Entrepreneur: Grants +1 Trade Route Slot with a Civ per Diplomat stationed in one of their settlements.
- Orator: Additional Relationship increase from Positive Actions per Unit stationed in one of their settlements.
- Mediator: Grants Allies +1 War Support per Diplomat stationed in their Borders up to 3.
- Advisor: Will make Endeavors Cheaper to Support for both sides per unit stationed in one of their settlements.

- Domestic Promotions:

- Antiterrorism Division: Higher Chance of Catching units when they're performing an Action.
- Homeland Security: +3 Combat Strength to all units in this Settlement when stationed in one of your own Settlements.
- Cryptography: Enemy Units operating in this Settlement have -1 Vision Range.
- Advanced Interrogation Tactics: Higher chance to reveal who sent a Unit performing an action and what their Mission was.

- Secret Police: +1 Happiness on all Districts in a domestic Settlement a unit is stationed in.
- Whistleblowers: Increased detection rate per Specialists in a district.

- Intel Promotions:

- Whitehat: Reveals the Yields and Production Queues of all Settlements a Unit has Vision of.
- Turn Coat: Any Commander that enters this Settlement will have their units and promotions revealed, this lasts for 10 turns after they leave it.
- Listening Post: +2 to Vision Distance to all Quartermasters units.
- Double Agent: Easier to catch any units operating from an Enemy Intelligence Agency you're stationed in/next to.
- Plagiarist: 5% to researching Civics and Techs this Civ has researched per Spy in their borders.

- Commendations

- Expanded Departments: +2 Increase to Unit Capacity
- Research and Development: Doubles the Science Adjacency from Quarters and provides Adjacency to Science and Military Buildings.

- Undercover Patrols: Doubles the Counter Spying effectiveness of the surrounding tiles and increases its Range by 1.
- Ambassador Offices: +3 Influence per Ally and +1 for Friendly Relationship on this tile.
- Situation Room: When at War with an Opponent you perform Actions quicker against them.