

Terra's Balancing Mod v1.0 - Changelist

Balances a few features of Civilization V. **General ideas:**

- Increase chance to react on an attack. Therefore, Bomb Shelters are available as soon as Nuclear Bombs are; XCOMs and paratroopers can't get the promotion „Blitz“ anymore.
- Lower the impact of luck in the game. Therefore, El Dorado doesn't provide gold for the first finder anymore; Spain doesn't get gold for being first or subsequent finder of an natural wonder.
- Increase performance of weak Civs: Iroquois, France, Spain (without gold boost), Venice.
- Decrease performance of overly strong Civs: Babylon, England, Korea, Maya, Poland.
- Separate the counters for Great People.

Complete list of the balanced features:

Buildings

- Bomb Shelter: required technology set from "Telecommunications" to "Nuclear Fission".
- Customs House: Researching Economy now grants an additional yield of 4 gold instead of 1.

Civilizations

- Babylon: Set technology required for free Scientist from "Writing" to "Philosophy".
- England: Ship of the Line now has attack of "27" instead of "30" and ranged attack of "31" instead of "35".
- France: Required Technology for building "Chateaus" set from "Chivalry" to "Guilds".
- Germany: Increased conversion rate to 100% (up from 67%) to make it reliable.
- Huns: Hunnic Battering Ram now replaces Catapult instead of Spearman. It's still available at Bronze Working.
- Iroquois: Longhouse now grants a reduced workshop-bonus of 5% on production. Units don't use Woods as roads anymore but get the 'Woodsmen' promotion.
- Korea: Set gained science per Specialist from "2" to "1".
- Maya: Science yield of the Pyramid reduced from "2" to "1".
- Netherlands: Set start bias to "Wetlands" (with NQMap 7.0 and up).
- Poland: Social Policy costs increased by 10%.
- Spain: Natural wonders first (and subsequent) finder gold set from "500" ("100") to "0"; cost of Conquistador set from "135" to "120"; Conquistador cannot found cities but remove jungle/forest/swamp (no animation).
- Venice: Number of trade routes-modifier set from "100" to "34" (so you now get an additional trade route every three trade routes and not for each one). Allows annexing and gaining settlers. Free Merchant of Venice appears after researching "Compass" instead of "Optics". No more purchases in puppeted city states possible. Merchant of Venice can no longer buy city states.

Diplomacy

- Disabled Research Agreements.
- Embassies are available from the beginning of the game.
- Open-Border-Agreements are available from the beginning of the game.

GameMenus

- In Singleplayer Game Setup and Advanced Setup as well as Multiplayer StagingRoom, choice is sorted by civ and not by leader.

Technologies

- Set required technology for building "Ironworks" from "Machinery" to "Steel" to make "Steel" more attractive while "Machinery" stays attractive due to crossbowmans and faster movement on roads.

Terrain

- El Dorado: First finder gold earned by finding set from "500" to "0".
- Krakatoa: Fixed placement. It now spawns closer to the coast so it's possible to be found and worked.
- General balancing of many natural wonders (see table).
- Barb Camp Ruins removed.
- Map Ruins now reveal all terrain and barbarian camps within 5 tiles.

Tourism

- Wonder Theming Bonuses don't require owner of a different civilization anymore.

Units

- Separates the counters for Great Scientists, Merchants and Engineers.
- Decreased ranged strength of chariot archers and all units that replace it by "1" so that they dominate the era less.
- Increased range of Gatling Gun by 1 from "1" to "2", reduced ranged attack from "30" to "25". Should make it a more useful upgrade to crossbows.
- Mounted range units (e.g. Chariot Archers) now have a unique class called „Mounted Ranged Units“.
- Paratroopers and XCOM Squads now have a unique class called „Paradropping Units“. Units of this class are not able to get the „Blitz“ promotion.
- Increased ranged attack of Composite Bowmans by 1 so it's worth the additional costs to Chariot Archers.
- Great Prophet: Spawn rate after reaching required amount of faith increased to 100%.

Credits

Some changes are inspired by NQMod. The separate counters for great people were originally implemented by Machiavelli in the „Separate Great People Counters (BNW)“-Mod. Multiplayer games are made possible due to JdH's CiV MP Mod Manager.