**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 addtional yield of 4 gold instead of 1.

**Civilizations**

* Babylon: Set technology required for free Scientist from "Writing" to "Philosphy".
* 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 convertion 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 'Woodsman' 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 addditional 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 and 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 promotion "Blitz".
* 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%.

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**Bugfixes**

* Corrected text of the social policy "Collective Rule" (Liberty) to the new Venice.
* Corrected text in popup for some natural wonders.
* Correctet text of technologies "Telecommuncation" and "Nuclear Fission" to the new technological prerequiste of Bomb Shelters.
* Corrected help texts of some units (Conquistador, Gatling Guns).
* Now also AI is able to use Spanish Conquistadors to remove forest, jungle or marsh.

**Civilizations**

* Arabia: Ranged Attack of Camel Archers reduced from 21 to 19.
* Carthage: Earn a (non-free) Great General upon researching Horseback Riding, therefore units are able to cross mountains (about) as soon as African Forest Elephants can be trained.
* Huns: reset to BNW
* Japan: Now gains +1 Culture from Sea Resources instead of Fishing Boats. Gains an additional +1 Production from Sea Resources and Atolls. Samurai now replace Swordsman instead of Longswordsman (with adjusted stats).
* Polynesia: Moais are now available with the technology "Pottery" instead of "Construction". Maori warriors have been converted into scouts (with adjusted cost and combat strength) and gain the additional promotion "Climb the Mast" allowing them to reveal terrain in 5 tiles range when embarked.
* Spain: NaturalWonderYieldModifier decreased from 100% to 25%. Gets to know the positions of nearby Natural Wonders.

**Diplomacy**

* The option "Embargo City States" in World Congress is now available only after the first player researches the technology "Radio". Therefore, it should be availbale as soon as City States contribute delegates to the World Congress.

**Modpack-Interactions**

* Separate Great People Counters: Removed icon from the Promotions "Created" and "Marked for Death" to hide technincal aspects of implementation.

**Multiplayer**

* ToDo: Set chat colors from green (team), magenta (all), gray (own text) to player color.
* ToCheck: Set default handicap in multiplayer games from "Prince" to "Immortal".

**Notifications and Popups**

* The TechAward-Popup and NaturalWonder-Popup now appears after the GoodyHut-Popup when being granted a technology.
* Notifications can now be managed in a Notification panel.
* New Notifications for City population growth beyond 5 and city border growth available.

**Religions**

* Dance of the Aurora now grants +1 Faith from *each* Tundra tile and a funny graphical feature (not bug!) as well: For technical reasons, sometimes it is shown that a tile yield is +100 Faith.
* God of the Sea now grants +1 production per sea ressource (crabs, fish, pearls whales) and atolls instead of per fishing boat.

**Terrain**

* Fountain of Youth now grants 6 Happiness when inside borders (up from 2/ v.1.0; down from 10/ BNW).
* At the beginning of a game, tiles are now revealed in a distance of 3. This should make it easier to find the optimal spot for the first city.

**Tourism**

* World Wonders now grant Tourism, as soon as a Technology of a later Era ist researched. Yield is +4/+5/+6/+7/+8/+9, provided after researching Printing Press (Ancient/ Classical/ Medieval Era), Archaelogy (Renaissance Era), Radio (Industrial Era), Computers (Modern Era), Telecommuncation (Atomic Era), Globalization (Information Era).

**UI**

* Natural Wonder icons are now persistent.

**Units**

* Range of Machine Guns and Bazookas increased of 1 to 2 to match changes done to Gatling Guns and make them overall more useful.

**Credits v.1.0**

Some changes are inspired by NQMod (https://www.reddit.com/r/nqmod). The separate counters for great people were originally implemented by Machiavelli in the mod "Separate Great People Counters (BNW)" (Steam Workshop). Multiplayer games are made possible due to JdH's CiV MP Mod Manager (http://civ5.jaiiderherr.de).

**Credits v.1.1**

The notification options were originally implemented by William Howard in the mod "UI - Notification Options" (http://www.picknmixmods.com/mods/CivV/UI/Notification%20Options.html), the persistent Natural Wonder icons by the same author in the mod "Small Resource Icons" (http://www.picknmixmods.com/mods/CivV/UI/Small%20Resource%20Icons.html). Thanks to him also for providing a PlotIterator (https://forums.civfanatics.com/threads/border-and-area-plot-iterators.474634/).