**CURRENT VERSION: 10.0**

**CURRENT**

|  |
| --- |
| [**DOWNLOAD NQMOD**](http://www.georgeskleres.com/getnqmod) |

|  |  |
| --- | --- |
| **How do I install NQMod?** | [**NQMod Installation Guide**](https://docs.google.com/document/d/1IkOmP-fbO66BnKy4smW-FyKUyWuw8ViyObcOAc90Cbw/edit?usp=sharing) |
| How do I install NQMap? | [**Hellblazer's NQMap Installer**](https://docs.google.com/document/d/16N_wB43A8WI363EFRLfHGIufXQsNqcifcHATuWEB7oU/edit?pli=1) |
| I just updated. Where is the patch changelist? | [**Changelist V9 -> V10**](https://www.reddit.com/r/nqmod/comments/4ifaw5/nqmod_v100_released/) |
| I have feedback or suggestions. Where can I give it? | [**http://www.reddit.com/r/nqmod**](http://www.reddit.com/r/nqmod) |
| Can I contact you directly, Fruitstrike? | [**george.skleres@gmail.com**](mailto:george.skleres@gmail.com) |
| Something's not working! HALP! | [**NQMod Troubleshooting Guide**](https://docs.google.com/document/d/1_JWpgCEtFGJItmisb5S8yQIKz2gkgy1fsDtCP8__giY/edit?usp=sharing) |

**CUMULATIVE CHANGELIST**

*(Upcoming changes in the next version are at the bottom of this doc - scroll down)*

Here's a list of everything that's changed from regular unmodded Civ 5 BNW**:**

* **CIVILIZATIONS**
  + **Assyria**
    - Royal Library - Filling the Great Work slot grants 15 XP to units (up from 10 XP). Now also provides +1 Great Writer point per turn.
  + **Babylon**
    - Free Great Scientist now arrives at Philosophy (instead of Writing).
  + **Brazil**
    - Pracinha - Now has Foreign Lands bonus (+20% Combat Strength in foreign territory).
    - Brazilwood Camp - Now available at Bronze Working (instead of Machinery). Provides +1 Production (instead of +2 Gold). Gains +2 Gold at Machinery and +2 Culture at Acoustics.
  + **Carthage**
    - Phoenician Heritage - No longer requires a Great General. Units can cross mountains from the beginning of the game.
  + **Denmark**
    - Norwegian Ski Infantry - removed (UU changed to Longship).
    - Longship - new UU for Denmark, replaces Trireme. Gets +2 movement (6 base) and transfers its movement to any embarked units under it at the start of turn.
  + **Ethiopia**
    - Changed Civ Border Color to Yellow (from Red) to distinguish their units from barbarians easier.
  + **France**
    - Updated UA "City of Light" - removed old effect and replaced with "Whenever you build a World Wonder with any Great Work slots or a Guild in your Capital, gain one free cultural Great Person that matches the type of slots or Guild."
      * *Note:* You only get 1 free Great Person regardless of the total number of Great Work slots in the wonder. If built in the capital, this happens once for each Guild, and once each for the following 8 World Wonders: Great Library, Parthenon, Globe Theater, Sistine Chapel, Uffizi, Louvre, Broadway, Sydney Opera House.
      * This will only give you a Great Person the first time you build each Guild. You can't gain multiple Great People by selling and rebuilding them or having them conquered and rebuilding them in your new Capital.
  + **Germany**
    - Furor Teutonicus - Chance to convert increased to 100% (up from 67%).
  + **Indonesia**
    - Spice Islanders - UA no longer requires cities to be on separate continents, but does require cities to be coastal.
    - Kris Swordsman - Evil Spirits and Enemy Blade promotions removed from the game.
  + **Iroquois** 
    - Longhouse - Now grants +10% Production like regular Workshop.
    - [*Bug Fix*] Iroquois UA now works correctly with roads adjacent to forests/jungles.
  + **Korea**
    - UA now makes specialists give +1 Science (down from +2). Great person tile improvements remain unchanged at +2 Science.
  + **Morocco**
    - Gateway To Africa - Now scales with era. Each trading partner will grant an additional +1 Gold / +1 Culture per era (so 3/1 ancient, 4/2 classical, 5/3 medieval, etc, per partner).
  + **Netherlands**
    - Now receives a Wetlands start bias (only with NQMap v7.0 and up).
    - Dutch East India Company - Old UA replaced entirely: +1 Happiness per unique Luxury in the Empire and +1 Gold from Luxury resource tiles.
  + **Ottomans**
    - No longer have a coastal start bias.
    - Replaced UA entirely - old UA discarded, new UA is "Millets: Each city gets +1 Happiness for each Religion in that city with at least 1 Follower."
    - Sipahi - Now available at Gunpowder and costs 20% less Production to train.
    - Janissary - Costs 20% less Production to train.
  + **Poland**
    - Solidarity - Old UA replaced with: Culture cost of adopting new Policies reduced by 20%.
      * *Note:* The game rounds culture costs to the nearest 5, so it won't be exact.
  + **Spain**
    - Unique Ability now grants 100 gold per Natural Wonder discovered regardless of whether you found it first (down from 500 gold for first finder and 100 gold otherwise).
    - Conquistador - no longer a unique for Spain (moved to Exploration opener).
    - New Unique Building - PLAZA DE TOROS: Replaces Circus. Provides an additional +2 Culture and can also be constructed with an improved source of Cows.
  + **Sweden**
    - Hakkapeliitta - Now also receives +1 movement (5 total) and the Charge promotion for free (+33% Combat Strength vs wounded units).
  + **Venice**
    - Removed from the game.
* **UNITS & COMBAT**
  + Removed Unit Supply Limit. This means no Production penalty regardless of number of units.
  + Interception damage is capped at 99, preventing one-shot from interception (you can still be killed by the unit you are attacking).
  + City Resistance - After being conquered, Cities will be in Resistance half as long (i.e. 1 turn per 2 pop instead of 1 turn per pop). The game speed is also taken into account when calculating total number of turns (ex: 67% on Quick). Resistance Timers are as follows, rounded down:
    - Quick Speed: 1 base turn + 1 additional turn per 3 Population
    - Normal Speed: 1 turn per 2 Population
    - Epic Speed: 1 turn per 1.33 Population (i.e. 3 turns per 4 pop)
    - Marathon Speed:1 turn per 0.67 Population (i.e. 3 turns per 2 pop)
  + Worker - Cost reduced by ~30% (from 47 Production down to 32 on Quick Speed).
  + Work Boat - Cost reduced by 40%. Now costs 20 Production on Quick speed (down from 33).
  + Great General - Base move speed increased to 4 (or 7 for Khans).
  + Hunnic Battering Ram - Now replaces Catapult (not Spearman). Still available at Bronze Working.
  + Early Siege Units - Catapult, Roman Ballista, Trebuchet, and Cannon now have the Indirect Fire promotion for free (but not Korean Hwach'a, Assyrian Siege Tower, or Hunnic Battering Ram).
  + Mounted Ranged - Chariot Archers, Hunnic Horse Archers, Indian War Elephants, Egyptian War Chariots, Mongolian Keshiks, and Arabian Camel Archers are all now considered Mounted Ranged Units (from Ranged Units). This new unit class is treated exactly the same as Mounted Units for all purposes except that they receive the promotion lines of Ranged Units.
  + Naval Melee - All Naval Melee units can now move after attacking (like Mounted Units). This includes Galley, Trireme, Quinquereme, Caravel, Turtle Ship, Nau, Privateer, Sea Beggar, Ironclad, and Destroyer.
  + Swordsman / Indonesian Kris Swordsman / Iroquois Mohawk Warrior (not Roman Legion) - Combat Strength increased to 15 (up from 14).
  + Frigate - Now 25 Ranged / 23 Defense STR (down from 28/25).
    - Ship of the Line (England) - Now 30 Ranged / 25 Defense STR (down from 35/30).
  + Landsknechts - Now have 3 movement (up from 2).
  + Foreign Legions - Now get the Ambush Formation I promotion for free, and can move immediately after being purchased (like Landsknechts).
  + Infantry - Now requires Electronics (instead of Plastics).
  + Armored Units - Landships, Tanks, Panzers (Germany), Modern Armor, and Giant Death Robots now have +50% vs Land units.
  + Anti Tank Guns / Helicopter Gunships - Now have +200% vs Armored Units (up from +100%).
  + Rocket Artillery - No longer requires Aluminum.
  + Stealth Bomber - Now requires 2 Aluminum (instead of 1).
  + Giant Death Robot - Now starts with Interception III Promotion, giving it Interception (50).
  + Atomic Bombs - Removed from the game.
  + Nuclear Missiles - Can no longer be purchased with Gold.
  + Missile Cruiser - Now has the Indirect Fire promotion for free.
* **UNIT PROMOTIONS**
  + Air Repair - Now needs an extra promotion before it's available, requiring Interception 3, Dogfighting 3, Siege 3, or Bombardment 3.
  + Blitz - Paratroopers & XCom Squads are now "Paradropping Units" instead of "Gunpowder Units." These are identical for all purposes except that Paradropping Units are no longer eligible to receive the Blitz promotion.
  + New Promotion - Ambush Formation: The Ambush I & II (each worth +33% vs Armored) and Formation I & II (each worth +33% vs Mounted) promotions have been merged. They are now one promotion line, available after Drill I or Shock I. So if you upgrade your units with Anti-Mounted promotions, they will still be applicable later in the game vs Armored units.
* **GREAT PEOPLE**
  + Great People Meters - Great Scientists, Great Engineers, and Great Merchants are all now on their own separate Great People meters (instead of belonging to the same meter).
  + Great Scientist - Bulb amount is now set as previous 8 turns of Science from turn of birth (instead of current turn). This means the amount of Science you would get from the bulb is fixed when the Scientist spawns and never increases.
  + Great Engineer - Amount of hammers from Hurry Production reduced significantly. Equation changed from (200 + (20 \* city pop)) to (50 + (24 \* city pop)). This amount is doubled when used to Hurry spaceship parts (via the Spaceflight Pioneers tenet in Order ideology).
  + "Free" Great People - All instances of "free" Great People (including Great Prophets) are now actually free regardless of whether they are from policies, wonders, or traits. They will not increase the counter. *NOTE: Maya Great People are NOT labeled as "free" so they still count.*
* **TECHNOLOGIES**
  + Compass- Units now also receive +1 movement while embarked.
  + Archaeology - No longer requires Architecture.
* **BUILDINGS**
  + Stone Works - Can now be built in Cities founded on Plains as well.
  + Mint: Now works with Copper as well (in addition to Gold and Silver).
  + Granary: Now works with Bison as well (in addition to Bananas, Wheat, and Deer).
  + Garden (and Indonesian Candi) - Now requires Drama & Poetry (instead of Theology).
  + Observatory - Can be built anywhere (instead of requiring adjacent mountain). Now provides +5 flat Science (instead of +50% Science). Also provides +1 Science for Tundra tiles and +6 Science for Mountain tiles (must work tile for the bonus). Does not affect mountain Natural Wonders.
  + Museum - Now requires Amphitheater to be built (instead of Opera House).
  + Broadcast Tower - Now requires Opera House to be built (instead of Museum).
* **NATIONAL WONDERS**
  + East India Trade Company: Now grants +1 Trade Route and +25% Gold in the city.
  + National Intelligence Agency: Now requires Constabularies in all cities instead of Police Stations.
* **WORLD WONDERS**
  + Angkor Wat: Now gives you a free University and provides +3 Culture (up from +1 Culture). No longer provides +25% border growth in all cities. Moved to Theology. Hammer cost reduced to 201 (down from 268) on Quick speed to match other wonders in that Tech.
  + Notre Dame: Now grants +1 Great Artist point (instead of +1 Great Merchant point).
  + Great Wall: Old movement inhibiting effect removed. Grants Free Walls in the city in which it is built, also grants Watch Tower (+5 Defense, +50 HP) in every city you have at the time that it is built. Never goes obsolete.
  + Porcelain Tower: Changed to "Requires Rationalism. A Great Scientist appears. +2 Science from all Luxury resource tiles worked by this city."
  + Big Ben - Gold purchasing discount reduced to -12% (from -15%).
  + Stonehenge - Now provides +3 Faith per turn (down from +5) but also grants 100 Faith on Quick Speed when built. Now also provides +25% border growth in all cities (old Angkor Wat bonus).
  + Hubble Space Telescope
    - No longer provides any free Great Scientists.
    - Now provides a free Recycling Center (instead of a free Spaceship Factory) in the city in which it is built.
    - Bonus to Spaceship Part construction increased to +200% (up from +25%).
    - Now provides +10 flat science boost in the city in which it is built.
    - Now provides +3 Great Scientist points per turn (up from +1).
  + Pyramids - Reduced improvement construction bonus to +20% (down from +25%). In addition, Roads now cost 10% longer to construct.
    - This means all improvement build times on Quick Speed are unchanged EXCEPT that roads now take 2 turns even if you have both Citizenship and Pyramids.
* **TERRAIN & TILE IMPROVEMENTS**
  + Customs House: Now receives +4 Gold at Economics (up from +1).
  + Iron - Revealed at Mining tech (instead of Bronze Working).
* **SOCIAL POLICIES (click on name for link to current tree in V9, changes from V8 listed below)**
  + [TRADITION](https://docs.google.com/drawings/d/1sWj1O8SJU_2e3N_VscgwzVV3s-b98jfN-AGAHaaSj0k/edit?usp=sharing) - (No changes from V8->V9)
  + [LIBERTY](https://docs.google.com/drawings/d/1DwTvCsHz5yWQSWA1QgSF7xXuI5wSouaSZLOnx615lT8/edit?usp=sharing) -
    - Opener - No longer provides +1 Gold per city (moved to Representation).
    - Representation - Now also provides +1 Gold per city (moved from Opener).
    - Finisher - Bonus to National Wonders reduced to +33% (down from +50%).
  + [HONOR](https://docs.google.com/drawings/d/1l1SDtskztP58K1lvbEQn4jVN3bB1xo3nLJsDaxmxDEk/edit?usp=sharing) - (No changes from V8->V9)
  + [PIETY](https://docs.google.com/drawings/d/1zQr7RU26CDr0f1-Rdhoa55Dh6_1_TU3zUjCZZ7JJETY/edit?usp=sharing) - (No changes from V8->V9)
  + [PATRONAGE](https://docs.google.com/drawings/d/1dNMvUbQBQhsKQAQRLAPi8QTBYNluRHHsytRfkPryAnA/edit?usp=sharing) - (No changes from V8->V9)
  + [AESTHETICS](https://docs.google.com/drawings/d/1GlZ3ERFJ-wQPRy5sZ3jFfHgz1LQcZYYpdYZN0mNU0Uk/edit?usp=sharing) -
    - Flourishing of the Arts - Now provides +1 Culture and +1 Tourism for each Great Work and World Wonder (instead of +2 Culture for each).
  + [COMMERCE](https://docs.google.com/drawings/d/1eRJXvedyxUMgnV44teRomE9wd4qUlsJSH6naJnqvhFU/edit?usp=sharing) - (No changes from V8->V9)
  + [EXPLORATION](https://docs.google.com/drawings/d/1JGBz2yc1QV1n44INAxuYIbXmE8y1b8Q6D_UEMePpSgY/edit?usp=sharing) -
    - Maritime Infrastructure - Now also provides +50% Production towards Lighthouse, Harbor, and Seaport.
  + [RATIONALISM](https://docs.google.com/drawings/d/1wvIKpgKKkvt10ObSss_XeT1PnAvbc1SAJ7ENdse-wz0/edit?usp=sharing) - (No changes from V8->V9)
* **SOCIAL POLICIES V10 CHANGES (will be updated in drawings later)**
  + **Liberty**
    - Representation - Now gives +1 Gold from Monuments (instead of +1 Gold per city).
  + **Honor**
    - Opener - No longer gives notifications of barbarian camps that spawn in the fog of war (this is now a default ability for all civs from the beginning of the game).
    - Finisher - No longer provides +2 movement for Great Generals (all Generals have this by default now).
  + **Piety**
    - Reformation - Science from Temples and Grand Temple removed (moved to Religious Tolerance).
    - Religious Tolerance - Happiness from Temples removed (moved to Mandate of Heaven). Instead, now provides +2 Science from Temples and +25% Science from Grand Temple.
    - Mandate of Heaven - Now also provides +1 Happiness from Temples.
  + **Exploration**
    - Colonialism - Now provides 2 extra population and +2 Happiness (down from +3 each).
    - Finisher - Extra Happiness per Luxury reduced to +1 (from +2).
* **IDEOLOGIES**
  + Triggering Ideology - Now requires a Factory in every city (instead of exactly 3) and you must build the Center For Progress national wonder (new - does nothing except enable an Ideology).
    - *NOTE:* You can still also get an Ideology by simply entering the Modern Era.
    - Yes, this means OCC only needs 1 Factory. Yes, this means 9 cities needs 9 Factories.
  + **Autocracy T1**
    - Elite Forces - Now grants a flat +10% combat strength to all units (regardless of being wounded) and all units get +10 HP when healing.
    - Mobilization - Gold purchasing discount for units reduced to -25% (from -33%).
  + **Autocracy T2**
    - *--- No Changes ---*
  + **Autocracy T3**
    - Cult of Personality - Old effect removed. Now provides up to +100% Tourism empire wide depending on your military strength (Soldiers stat in the demographics screen) relative to other players.
      * So in a 6 player game, you'll get +0%/+20%/+40%/+60%/+80%/+100% based on if you are 6th/5th/4th/3rd/2nd/1st in demo military strength.
  + **Freedom T1**
    - Creative Expression - Bonus increased to +2 Culture and +2 Tourism per Great Work (up from +1 Culture per Great Work).
    - Economic Union - Now gives +5% Gold in all cities for each Trade Route with a City State in the empire (like a Hanse in every city but for Gold output). *Note that this modifier does not apply to Trade Route income as that is received AFTER base gold + modifiers.*
    - Covert Action - Now also provides +1 Spy and doubles influence changes from successful election rigging (approximately +40 for you, -10 for others, will vary based on factors).
  + **Freedom T2**
    - Urbanization - Now also provides +1 Happiness from Granaries.
  + **Freedom T3**
    - *--- No Changes ---*
  + **Order T1**
    - *--- No Changes ---*
  + **Order T2**
    - Party Leadership - Bonus increased to +2 Food/Production/Gold/Science yield per city (up from +1) but no longer gives any Culture.
    - Cultural Revolution - Now gives +50% Tourism bonus vs civs with less happiness (instead of +34% bonus vs other Order civs) and also starts a Golden Age.
  + **Order T3**
    - Dictatorship of the Proletariat - removed from the game.
    - Communism (new T3 tenet) - Science costs for number of cities reduced by half.
    - Iron Curtain - No longer provides a free Courthouse on conquest. Internal caravan routes receive triple food/production yields, and internal cargo ships receive double yields.
* **TOURISM**
  + Theming Bonuses - Waived civ requirement for all Wonder Theming Bonuses that required civs other than the owner or different civs (they can all now be fulfilled by the owning civ alone).
* **CITY STATES**
  + Religious City States - No longer grant Faith on meeting.
  + XP Cap - Amount of XP gained from combat with City States is capped at 30 per unit (identical to barbarians).
  + Caravels - City States will no longer build Caravels and send them on global exploration missions where they annoyingly pillage your cargo ships out of the blue when someone war buys them.
* **RELIGION**
  + Faith Purchasing
    - Costs to purchase with Faith no longer increase as you advance Eras.
    - Universities, Public Schools, and Research Labs Faith cost increased by ~30%.
    - Inquisitors cost reduced by 40%.
  + Pantheons
    - All Pantheons are now founded at 15 Faith on Quick Speed. The cost to found a Pantheon no longer increases when other players found their own Pantheons (but if they do it faster, you'll still lose access to that Pantheon, the same as how Religious Beliefs become inaccessible for your Religion if someone else founds theirs first same turn).
  + Great Prophets - No longer RNG-based, 100% chance to spawn once Faith requirement met. Base cost increased - equation is now All Great Prophets now cost ~66 more Faith than normal (equation went from 200+100 per prophet to 300+100 per prophet), which means first Prophet spawns at 200 Faith (up from 134).
  + Religious Beliefs: [CURRENT LIST](https://docs.google.com/spreadsheets/d/1YRW3Dw9IF2KUj5xLPc-u4ykjOekAup9s2fNJXprJErs/edit?usp=sharing)
* **DIPLOMACY**
  + Research Agreements - Removed from the game.
  + Embassy - Now available to trade from the start of the game.
  + Open Borders - Now available to trade from the start of the game.
* **WORLD CONGRESS / UNITED NATIONS**
  + Scholars In Residence - Removed from the game.
  + World Ideology - Ideological pressure applied to other civs reduced to 1 (down from 2).
* **ANCIENT RUINS & BARBARIANS**
  + Barb Camp Ruins - Removed from the game.
  + Map Ruins - Now reveal ALL terrain and barbarian camps within 5 tiles of the ruin.
  + Culture Ruins: Now can only appear on turn 12 or later.
  + Barbarian Camps - Notifications of barbarian camps that spawn in the fog of war are now delivered to all civs from the beginning of the game by default (instead of needing to open Honor).
* **NATURAL WONDERS & TERRAIN**
  + Barringer Crater - Now also provides +2 Production.
  + El Dorado - Now grants 75 Gold to the first finder (down from 500) and appears as often as Cerro de Potosi.
  + Fountain of Youth - Happiness reduced to +6 from +10, now appears as often as Cerro de Potosi.
  + Grand Mesa - Now also provides +2 Food.
  + Krakatoa - Now also provides +1 Food, unworkable spawn locations fixed.
  + Old Faithful - Science boost increased to +4 (up from +2).
  + Lakes are now defined as 5 tiles or less of Water. 6 tiles or more become an inland sea and are eligible for sea resources and coastal buildings/cargo ships from adjacent cities.
* **GAMEPLAY**
  + Added 3 game options in game set up screen you can toggle on if you want to:
    - Disable AI spreading religion to human player's cities.
    - Disable AI from building wonders.
    - [Multiplayer Lobby only] Enable relative turn timers.
      * The way this works is that the number you choose for Turn Timer length becomes a % multiplier for the "extra time" each turn is allotted (there is a base turn time that is never affected). So for example, picking "50" would make the extra time be half (50%) of its normal, and picking "100" would make it be unmodified (100%), and picking "150" would make turn timers have 50% extra time (150% total).
* **UI**
  + Radaring - Removed from the game. You can no longer use civilian unit pathing to scout for red circles where enemy units are in the fog of war.
  + Text "NQMod v10.0" appears at top of lobby.
  + Advanced Setup single player list sorted alphabetically by civ instead of leader (ex: "America - Washington" instead of "Washington - America").

**NEXT VERSION: ???**

This section is what has already been implemented in the next version but not yet uploaded. It will be uploaded at some point in the future. Things in **RED** are not implemented yet or have bugs reported with them that still need fixing. Things in **PURPLE** must be verified by testers other than me (I don't trust testing my own stuff).

Do you want to test the Single Player Alpha version the next version? See instructions at the bottom of this page.

* **… none yet! ...**

**--- INSTRUCTIONS FOR TESTING CURRENT SINGLE PLAYER ALPHA ---**

**NOTE: This is not user friendly! Don't do this unless you know what you're doing!!!**

* **\*\*\* IMPORTANT \*\*\* Uninstall the MP version first** (or else it will override any SP version you have).
* Download the current version of single-player-only alpha version (linked below) and install it using the "**LOCAL MOD**" install instructions on the [Installation Guide](https://docs.google.com/document/d/1IkOmP-fbO66BnKy4smW-FyKUyWuw8ViyObcOAc90Cbw/edit?usp=sharing)
  + DO NOT install it in the same place as the DLC Mod (multiplayer) version, it won't work!!!
* Test and enjoy finding the broken stuff! Please report whether things are working correctly OR not working either in the subreddit or to [my email](mailto:george.skleres@gmail.com)! :D

Current Alpha: **None yet!** (*uploaded on ????-??-?? @ ??:?? PST)*