

Base Template for each Civilization in Civ 7. These are only guidelines that I've noticed that are common with the official Civs (both base and DLC). **Some official designs may deviate from the descriptions below, and your designs don't necessarily need to adhere to these. Have fun making mods!**

Civilization Name - Civilization Age

Base Completion (Game Guide Information)

Unique Ability

Ability Name: Ability Effect. This is usually what defines the Civilization.

Attributes

Choose two from:

Cultural, Diplomatic, Economic, Expansionist, Militaristic, Scientific

Civic Trees

Create 3-4 Civics. Most Civs have 3-4 Traditions.

Civic

Tier 1: Tier 1 Effect.

Tradition: Tradition Name - Tradition Effect. Traditions are policies that work in the current and future eras.

Tier 2: Tier 2 Effect. This is the Mastery.

Unique Infrastructure

Choose either

Two Unique Buildings and a Unique Quarter, or One Unique Improvement. All are Ageless.

All Unlock from a unique Civic (may be the same Civic or different ones).

! UI may bug out if a Civilization does not have either 0 or 2 Unique Buildings.

Unique Building 1

Resource Base, with custom adjacencies.

Unique Building 2

Resource Base, with custom adjacencies.

Unique Quarter

Built by creating the Unique Building 1 and the Unique Building 2 in the same tile. Custom effect when built.

Unique Improvement

Unique effects.

Unique Units

Choose 2. Each civ has at least one Unique Military Unit that replaces a base military unit. Some may have two UMUs.

Unique Great People

List of 10. Has a specific build requirement. All have the same general theme. Cost goes up as more are built.

Unique Civilian Unit

Unique Civilian Unit. Replaces a base unit. If the base unit is unlockable (like Commanders), then it will unlock at the same time.

Unique Military Unit

If the unit replaces a base military unit, then it will start replacement at Tier 1 or Tier 2. Any higher tiers of the military unit line will also be replaced by stronger versions of the UMU.

Associated Wonder

This Civilization gains +30% Production towards this Wonder.

Unlocks from one of the unique civics. Also unlocked by other Civilizations from a node in the common Civics or Tech tree.

The AI does not unlock the wonder from the unique civics tree.

Starting Biases

Can be a biome, terrain type, or resource.

Unlocks

Can unlock or be unlocked by at least one other civ in other ages.

^ I highly recommend making sure this exists. You risk softlocking the player if they do not have any unlocks available.

Can be unlocked by any of the Leaders.

Has at least one gameplay unlock.

Assets

Currently 3D models aren't possible to change. Land Units will look like a Jacobian(I haven't checked Naval), Wonders will look like the Pyramids, and Buildings/Improvements will be invisible. Unfortunately it makes Improvements hard to spot on the map.

2D Assets are ideally .png. Civilization and Unit icons are ideally pure white, but you can add any color. Just note that it will be tinted in the Diplomacy Ribbon or the overworld Unit shield.

Civ Symbol

256x256 pixels exactly. Any change will cause misalignment in the Unlocks tracker.

Civ Background

Shows during the loading screen and unlock screens.

Unit Icon

Square Ideally. This will be shown in the Civiliopedia, the build menu, and overworld.

Unique Infrastructure

<https://forums.civfanatics.com/threads/civilization-asset-templates.695913/>

Unique Civic Icon

<https://forums.civfanatics.com/threads/civic-icon-purple-ring-overlay-template-psd.695625/>