

Medieval Millennium Governments

I. Overview

Governments have different names and significantly different capabilities than in a base Civilization II game. In general, governments have been rebalanced to provide slightly less dramatic impacts, while still retaining important variations and nuances. Please refer to the Civlopedia entry for each government type, or the table below, for important details.

II. Catholic Christianity

All nations begin the game with a Tribal Monarchy government. When you acquire the Catholic Christianity advance, you will be given the choice of whether you wish to adopt Christianity as the official religion of your nation. If you accept, your form of government will immediately be changed to Primitive Monarchy, and Tribal Monarchy will no longer be available. On the other hand, if you decline, the Catholic Christianity advance will be removed. You will have to research or trade for it again once you are ready to adopt Christianity.

Every Catholic Christian nation is expected to pay tithes to the Church. The game will calculate every nation's NET treasury change from one turn to the next, and 10% of any gain will be deducted as a tithe. (No action is taken if the treasury experiences a net loss.) Rich nations will therefore contribute more to the support of the church, resulting in a slightly more even playing field across nations.

The Tribal Monarchy form of government has several key advantages over Primitive Monarchy. Most notably, under Tribal Monarchy, all citizens are always content. Also, tile productivity is reduced under Primitive Monarchy; every tile producing three or more of any single resource (Health, Materials, or Trade) produces one less. As a result, you may be inclined to avoid Catholic Christianity and operate as a Tribal Monarchy for as long as possible.

However, Tribal Monarchy also has two very significant disadvantages. First of all, your nation experiences a 53% penalty in research output, which will slow down the pace at which you are able to learn new advances. Second, many of the advanced units and buildings in the game have Catholic Christianity as an "ancestor" prerequisite, and without adopting this religion, you will never be able to build many of the improvements, wonders, and units in the game.

As a result, adopting Christianity is likely to become a question of "when" rather than "if". If you switch too early, the productivity penalties may stymie your early growth; but if you switch too late, AI nations may gain an insurmountable technological lead.

What if, when you are asked to select the next advance to research, Catholic Christianity is the only entry in the list? Early in the game, this may happen if your nation has not yet acquired "Berber Invasion". If you wish to remain a Tribal Monarchy for a longer period of time, you may have to learn this advance and then reject the adoption of Christianity in the subsequent dialog box, while in the meantime seeking to acquire Berber Invasion (either by finding and defeating a Berber unit, or by trading with another nation.) Once you have Berber Invasion, two more advances (other than Catholic Christianity) will appear as research options. A similar situation can also arise a little bit later in the game if you do not have Viking Invasion, or much later if you do not have Mongol Invasion, and a similar solution is necessary in each case.

Ultimately, it should be possible to acquire 34 advances before Catholic Christianity is truly your only option. Of course, you could continue to learn and reject it indefinitely if you wish. However, all 21 nations selected for play within Medieval Millennium historically accepted Christianity at some point, and it is expected that in order to win the game, you will need to do so as well.

III. Peasant Health Support

Initially, each Peasant or Serf requires 1 Health per turn to support, in addition to a potential support cost of 1 Material per turn. The number of units that can be supported for free by each city (that is, in terms of Materials) varies by government type, and settler-type units follow those rules alongside military units. On the other hand, the support cost of 1 Health does not vary by government type, at least not directly; however, it will increase at a specific point in the game, in a way that is indirectly related to government selection.

Once the first Yeoman unit is produced during the game, by any nation, you will see a message announcing that the cost of supporting each Peasant, Serf, and Yeoman will increase to 2 Health per turn for all nations, and all government types, in exactly 20 years (10 turns). The Yeoman unit has Enlightened Monarchy as its prerequisite, so in order to trigger this countdown a nation must first acquire that advance; but this unit also can only be built under Enlightened Monarchy, Constitutional Monarchy, or Merchant Republic governments, so a nation with knowledge of Enlightened Monarchy must also adopt one of those three governments in order to begin building a Yeoman.

The presence of Yeomen workers in the game signifies a transition from the era of slow and inexpensive Peasants and Serfs, to the era of more productive and expensive Yeomen. However, as noted above, the Health support increase is not limited to Yeomen, but rather applies to all worker types. This increase in support is deferred by 10 turns in order to give you a little time to prepare for the additional Health cost in each city that is supporting Peasants, Serfs, or Yeomen.

IV. Celebrating Cities, a.k.a. "We Love The King Day"

As in the base game, a city celebrates this festival whenever it is at least size 3, has no unhappy citizens, and at least half of the citizens are happy. The benefit of the festival varies according to your government type, but Medieval Millennium alters one of the standard effects. In the base game, under Republic or Democracy, a city that was celebrating would grow by one population point every turn (subject to some conditions and limitations). Unfortunately, such a powerful benefit had two drawbacks. First, it made other forms of government much less attractive by comparison. Second, it was not leveraged effectively by AI tribes, providing a disproportionate advantage to the human player.

By contrast, in Medieval Millennium, the corresponding governments of Constitutional Monarchy and Merchant Republic provide a different celebration benefit: each happy citizen will reimburse the city for the Materials cost of supporting one military unit. This benefit will not be visible on the city screen, but each turn that the celebration continues, the appropriate quantity of Materials will be added directly to the city's Production box, allowing the city to complete building projects more quickly.

V. Governments Table

Name	Note	Tile Production	Celebrating City Reward	Military Unit Support	Morale	Maximum Tax, Research, Luxury Rate	Tax and Research Bonus	Royal Palace Upkeep	Corruption	Diplomacy	Name in Base Game
Interregnum	Interregnum occurs when you request or permit a revolution in order to change your form of government, or (less commonly) when your nation's government collapses due to game actions. Interregnum is similar to Primitive Monarchy, except that no taxes are collected, no research occurs, and the corruption rate is even higher.										Anarchy
Tribal Monarchy	This is the initial, default government for every nation at the beginning of the game.	Normal	For a city celebrating this festival, any tile that generates at least 1 Trade produces 1 additional Trade. The city also receives a bonus of 1 Health per turn.	3 units per city are free.	All citizens are content.	80%. However, research suffers a 53% penalty (rounded down) which is deducted at the end of the calculation for each city. This means that the max <i>effective</i> research rate is about 38%.	None	Free	None in any city.	Relationship penalties for diplomatic actions are reduced.	Fundamentalism
Primitive Monarchy	Each nation is automatically converted to this form of government when it acquires the "Catholic Christianity" advance and chooses to adopt Christianity.	Any tile that produces 3 or more of any resource produces 1 less. (However, if the Health production of the city tile itself or an immediately adjacent tile could be affected by this limitation, an event will moderate the penalty by restoring 1 Health per turn directly to the City Growth box.)	A city celebrating this festival completely avoids the tile production penalty for all tiles. The city also receives a bonus of 1 Health per turn.	The size (number) of the city is the number of military units that the city can support for free.	3 units per city can each make 1 unhappy citizen content.	60%	The nation receives a default fixed value of 1 gold and 1 research point per turn. If either the tax or science rate is set to the maximum rate of 60%, then both credits are applied to that single destination instead. If a rate is set below 40%, then no credit is given in that category.	Free	Based on distance from capital; increases sharply to high levels in distant cities.	n/a	Despotism
Feudal Monarchy	This government becomes available when a nation acquires both the "Catholic Christianity" and "Feudalism" advances.	Normal	For a city celebrating this festival, any tile that generates at least 1 Trade produces 1 additional Trade. The city also receives a bonus of 1 Health per turn.	2 units per city are free.	3 units per city can each make 2 unhappy citizens content.	80%	None	Free	Moderate in capital; equally high in all other cities regardless of distance from capital.	n/a	Communism

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Enlightened Monarchy	This government becomes available when a nation acquires the advance of the same name.	Normal	For a city celebrating this festival, any tile that generates at least 1 Trade produces 1 additional Trade. The city also receives a bonus of 1 Health per turn.	3 units per city are free.	3 units per city can each make 1 unhappy citizen content.	70%	None	Free	Based on distance from capital; increases gradually to moderate levels in distant cities.	n/a	Monarchy
Constitutional Monarchy	This government becomes available when a nation acquires the advance of the same name, which is only possible after the Great Charter wonder has been completed.	Any tile that generates at least 1 Trade produces 1 additional Trade.	For a city celebrating this festival, each happy citizen will reimburse the Materials support cost for 1 unit every turn, up to a maximum of 6 Materials. (This will not be shown on the city screen; the extra Material(s) will be added directly to the city's Production box.) The city also receives a bonus of 1 Health per turn.	1 unit per city is free. However, the city must initially pay support for <u>all</u> units by generating sufficient Materials to do so. It will then be reimbursed by having 1 Material added directly to the city's Production box. (See also special case of celebrating cities).	1 unit from each city may always "campaign" with no impact. Each unit after the first which is located outside of a city or castle will make 1 content citizen unhappy. A Chivalric Tournament (or the King's Holy Land Crusade wonder) will eliminate this penalty. Also, if any individual city remains in civil disorder (riot) for two consecutive turns, the national government will collapse and you will enter a period of Interregnum.	80%	None	6 gold per turn	Based on distance from capital; increases slowly to moderate levels in distant cities.	The Council of Nobles may force peace.	Republic
Merchant Republic	This government becomes available when a nation acquires the advance of the same name.	Any tile that generates at least 1 Trade produces 1 additional Trade.	For a city celebrating this festival, each happy citizen will reimburse the Materials support cost for 1 unit every turn, up to a maximum of 3 Materials. (This will not be shown on the city screen; the extra Material(s) will be added directly to the city's Production box.) The city also receives a bonus of 1 Health per turn.	No units are free (except for special case of celebrating cities).	The Royal Palace, or a Magistrate's Office, will make 1 content citizen happy. Each and every unit which is "campaigning" (not located within a city or castle) will make 2 content citizens unhappy. The King's Holy Land Crusade wonder ceases to function and cannot be used to reduce this unhappiness. However, a Chivalric Tournament will reduce this penalty from 2 to 1 in each city where it is built. Also, if any individual city remains in civil disorder (riot) for two consecutive turns, the national government will collapse and you will enter a period of Interregnum.	100%	None	Based on number of cities, with a base value of 1 gold and with each city costing 0.1 more than the previous one. This makes this government efficient for a small nation, but unsuitable for a large one with many cities. The total upkeep scales as follows: <ul style="list-style-type: none">· 5 cities = 2 gold per turn· 10 cities = 6 gold per turn (the same as the fixed cost under Constitutional Monarchy) <ul style="list-style-type: none">· 15 cities = 12 gold per turn· 20 cities = 20 gold per turn· 25 cities = 30 gold per turn· 30 cities = 43 gold per turn· 35 cities = 58 gold per turn· 40 cities = 75 gold per turn	None in any city.	The Council of Nobles may force peace. All cities and units are immune to bribery.	Democracy