Civ Abilities

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| Germany | |
| Era | Modern Era |
| Building | Reichstag |
| Ability | To represent Germany’s large pool of generals in world war 2 I think a huge buff to their great general spawn rate is needed e.g 25%. They should also have an upgraded road with increased movement speed and possibly added gold to match the reichsautobahn. |
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| America | |
| Era | Modern Era |
| Building | White House |
| Ability | America’s wartime industry was unmatched by almost anyone, to reflect this America should get a huge production bonus during wars in the modern era. Increased trade relations should also be implemented. |
|  | Although quite similar America’s scientific advancement is most prominent during times of war possibly either a flat rate towards military techs or a small percentage for each civ they are at war with scaled for how many players are in the game. |

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| Babylon | |
| Era | Classical Era |
| Building | Tower of Babylon |
| Ability | Babylon’s great scientist should be moved back to Philosophy to make them slightly less overpowered, but also to show the impact Babylon had on the ancient world they should receive +1 culture a turn per 2 civs they discover in the Classical era. Also academies should give +2 faith per turn. |
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| Egypt | |
| Era | Ancient Era |
| Building | Pharaoh’s Palace |
| Ability | The bulk of Egypt’s agriculture was along the river Nile, it would be appropriate if they received a buff for all tiles along a river. Giving them +1 food on tiles adjacent to rivers should do the trick. Also, to display Egypt’s huge worker force they should receive a bonus to the speed at which workers create improvements. |
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