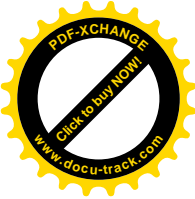
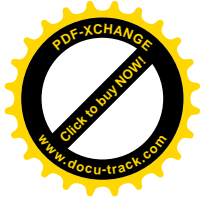


Civics

Civic Type & Name			
Government	Upkeep Cost	Req'd Tech	Effects/Benefits
Nomadic	None	None	No maintenance costs; cannot build buildings
Despotism	None	Hunting	+1 happy face per military unit in city; no num-cities-maintenance; 5x distance-maintenance; +1 gold per military unit
Aristocracy	Low	Agriculture	3x num-cities-maintenance; +1 gold & culture per specialist; +3 happy in 3 largest cities
Theocracy	Medium	Divine Patronage	+2 experience points to units built in cities w/state religion, no non-state religion spreading within Civ; +2 happy for state religion; -1 happy for non-state religion; unlimited priests
Vassalage	High	Feudalism	New units start with +2 experience points, lower unit support costs; +2 happy from castle; +50% growth for cottage
Representation	Medium	Constitution	+3 beakers, +2 culture per specialist, +2 happy faces in Civ's 5 largest cities; +25% war weariness
Legal	Upkeep Cost	Req'd Tech	Effects/Benefits
Tribalism	Low	None	None
Organized Religion	High	Ordained Government	Build missionaries without monastery, production speed of buildings +25% in cities with state religion
Bureaucracy	High	Civil Service	+50% commerce in capital & +50% production; -50% num-cities-maintenance
Nationhood	Medium	Nationalism	Can draft 3 units per turn, +2 happy faces per barracks; +10 Free Military Unit; -25% War Weariness
Free Speech	Low	Liberalism	+2 commerce from towns, +100% culture in all cities; unlimited artist
Civil Rights	Upkeep Cost	Req'd Tech	Effects/Benefits
Barbarism	Low	None	None
Slavery	Low	Divine Appeasement	Can sacrifice population to finish production
Serfdom	Low	Feudalism	Workers build improvements 50% faster
Emancipation	Low	Democracy	+100% growth for cottages, hamlets, & villages, unhappiness penalty for Civs without Emancipation
Socialism	High	Assembly Line	+4 health in all cities; Workers build improvements 50% faster
Jingoism	High	Totalitarianism	Can sacrifice population to finish production; +1 unhappy faces in Civ's 5 largest cities; -25% war weariness; +1 hammer from specialists



# Civics



Economy	Upkeep Cost	Req'd Tech	Effects/Benefits
Barter	None	None	-50% growth for cottage
Decentralization	Low	Currency	None
Mercantilism	Medium	Banking Guilds	+1 free specialist per city, no foreign trade routes
Free Market	Medium	Economics	+1 trade routes per city; can spend gold to finish production; Unlimited Merchant
State Property	Low	Totalitarianism	No maintenance costs due to distance from capital, <del>+1 food from workshops &amp; watermills</del> ; +1 hammer from citizen; can spend gold to finish production
Environmentalism	Medium	Medicine	+6 health in all cities, +1 happy face from jungles & forests; can spend gold to finish production; Unlimited Engineer; -10% Production in All Cities; +1 Happiness from Recycling Center

Religion	Upkeep Cost	Req'd Tech	Effects/Benefits
Animism	None	None	None
Panentheism	Medium	(none; need Chichen Itza)	+4 health in all cities, +1 happy face from jungles & forests
Caste System	Medium	Ordained Social Order	Unlimited Artists, Scientists, & Merchants
Pacifism	None	Universalism	+150% great person birth rate in cities with state religion, +2 commerce support cost per military unit; -25% Military Unit Production +50% War Weariness
Holy War	High	Prophet-King	+25% military unit production cost in cities with state religion, -50% war weariness in cities with state religion
Free Religion	Low	Liberalism	<del>No state religion</del> , +1 happy face per religion in each city, +10% research in all cities; Unlimited scientist

Women's Rights	Upkeep Cost	Req'd Tech	Effects/Benefits
Misogyny	None	None	None
Universal Suffrage	Medium	Democracy	+2 beakers & 1 culture per specialist only with Representation, +1 happy faces in Civ's 5 largest cities
Women's Liberation	Low	Medicine	+1 beaker, coin & culture per specialist; +50% great person birth rate; unhappiness penalty for Civs without Women's Liberation