

American Revolution Buildings

Building	Civ	Tech/Policy	Requires	Produces Allows	Mod1	Mod2	Specialist
Changes to Existing Buildings							
Harbor	not Iroquois			1 Naval stores	1 maintainance	food and gold per seafood	Fisherman
Granary	-		nearby Corn, Rice, Wheat		1 food on corn, rice, wheat	1 food	
Seaport (Shipyards)	not Iroquois		Harbor		Can train naval Unit	5 maintainance	Engineer
Observatory	not Iroquois		pop 6		increases ship moves per turn	NO MOUNTAIN REQ	
Theater			pop 5				
Armory					25 exp for units	250 defense	25 HP
Arsenal	not Iroquois	castle graphic	Armory	2 Muskets	20% Unit prod	500 defense	3 per civ
National Treasury	-		4 market Capital		8 gold	never capture	
Stable	-			25 XP for Mounted			
Oxford University	England		London				Statesman
Workshop (Cabinetmaker)			Timber				
Longhouse	Iroquois			Iroquois Capital (7 req)	Culture +1	2 Gold on Furs	
New Buildings							
American Capital	America				Culture +3	5 maintainance	Statesman
Iroquois Capital	Iroquois		7 longhouses			1 happy per longhouse	Statesman
English Capital	England			10 Muskets, 5 Iron 5 Timber, 5 Rum, 10	10 Maintainance	2 happy per captured american city	2 Statesmen
Harbour	England			FREE in all Coastal Cities	No Maintainance	Adds to city Defense	Fisherman
Am Colony Count Building	America				Hidden	1 per American City	
Harvard	America	Theology	Boston	1 Happiness per Policy	2 Happiness per state house	2 faith	Statesman
Independence Hall	America	Architecture	Philadelphia	HAPPINESS PER City			Statesman
St. Pauls Cathedral	England	Theology	London	5 happy		5 faith	
Tobacconist	-		Local Tobacco		Gold on Tobacco	2 Happy	Merchant
Silversmith	not Iroquois		Local Silver	Silverware	Culture +1	Gold +15%	
Tavern	not Iroquois		1 Rum		Happiness +2	Gold Culture +1	1 Culture on Tobacco
Rum Distillery	not Iroquois		Local Sugar	3 Rum	Gold Production +1		
Iron Works	not Iroquois	3 per civ	Local Iron	Allows cannon	Production +20%	10 maint	Engineer
Printing Press	not Iroquois		1 Timber 3 pop		plot culture cost reduced 20%	1 happy, 2 culture, 1 production	Statesman
Statehouse	not Iroquois		3 pop	Allow Militia Produces 1 Musket	20% Great People Rate	6 maintainance	Statesman
Sawmill	not Iroquois		Local Timber		increases worker work rate 5%		Gold on timber
Cooper	not Iroquois		1 Timber	1 Naval Stores	Food, Gold +1	Yield modifiers for seaports and harbors	