

American Revolution Policies

ID	Policy	Mod1	Mod2
America			
1	Common Sense	All cities: +1 Production, Culture	Printing Presses produce Gold
2	Declaration of Independence	Receive a free Great Statesman	Can build Independence Hall in Philadelphia
3	Continental Congress	Units can better defend the Capital	Maintainance: 1 Gold per City
4	French Intervention	Nearby Units increase Attack Damage	Loan based on current population
5	Requisition	Receive 5 muskets Plantations and Farms: +1 Gold	5% Extra Unhappiness
6	Frontier Expansion	New City founded on the Frontier	1 Minuteman, 2 Pioneers
7	Finisher	10 Turn Military Production modifier	
England			
1	Quebec Act	Free Armories and Anglican missionaries in Canadian Cities	Free Garrison at Western Forts
2	Native Treaty	Improves relations with Southern tribes	Natives send you warriors in the South
3	Mercenaries	Can train Hessians in London	Unit purchase cost reduced by 33%
4	Bankruptcy	Building maintainance increased 10%	Pay creditors based on number of units
5	Loyalist Funding	An American City defects to Britain	An American General defects to Britain
6	Control the Seas	Receive the Royal Naval Academy in London	Free Admiral in London Naval no longer suffer Scurvy
7	Finisher	Coastal Cities: +1 Gold	
Iroquois			
1	Raiding parties	Gun and Melee Units heal when pillaging	25 Gold & Culture for each unit killed
2	Mourning War	Mohawk warriors capture defeated units	
3	Native Concord	Can build Courthouses in occupied cities	Better relations with the Huron and Erie Receive Native warrior Reinforcements
4	Inspired Leadership	Receive free Iroquois General	1 Culture and Faith per City
5	English Treaty	Receive Gunpowder Technology	Better relations with England
6	European trade network	Camps produce additional Gold	Each market you control produces 1 Musket