

Religions		
Anglican		
<i>Pantheon</i>	<i>God of Craftsmen</i>	1 Production in cities with population of 3+
Founder	Apostolic Succession	4 Faith in London. Enables Faith buying. 2 Maintainance.
<i>Follower</i>	<i>World Church</i>	1 Culture for every 5 followers of this religion in other civilizations
Follower	Anglican Church	Can build Anglican Churches
<i>Enhancer</i>	<i>Just War</i>	20% Combat Strength near enemy cities that follow this religion
Congregational		
<i>Pantheon</i>	<i>Religious Settlements</i>	15% faster border growth
Founder	Autonomy	1 Happiness for each city following this Religion
<i>Follower</i>	<i>Religious Community</i>	1% Production for each follower
Follower	Congregational Church	Can build Congregational Churches
<i>Enhancer</i>	<i>Defender of the Faith</i>	20% Combat Strength near friendly cities that follow this religion

American Revolution Promotions				
Promotion	Units	Mod 1	Mod 2	Policy Grant
Militia	Militia, Minutemen	Outside friendly: -33%	In friendly: +20%	-
Prison Ship	Prison Ships	Nearby enemy naval units: -20% Damage	-	-
Scurvy	Naval Vessels	England only	Chance to take damage in neutral and hostile territory	-
<i>Remove Scurvy</i>	<i>Naval Vessels</i>	<i>England only</i>	<i>Removes Scurvy Promotion</i>	<i>Rule the Seas (Britain)</i>
Raiding Party	Melee Gun	Heal on pillage	-	Raiding Parties (Iroquois)
Mourning War	Mohawk Warriors	Can capture enemy units	-	Mourning War (Iroquois)
Capital Defense	All	25% Strength near Capital	-	Continental Congress (America)