Civ 5 austria guide

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HOME Forums of THE WORLD V Civ5 - Strategy - Tips zgt; Page 1 of 1 2 3 4 5 6 7 Following the zgt; CIVILIZATION v civ5 - Strategy and Tips zgt; zigzaggzigal Guide to Austria (BNW) By Zigzaggzigal Austria's ability to acquire city-states makes them great suddenly creating footholds in new lands, but it's not all Civiv can do. This guide details austrian strategies unique and how to play against them. Classics by any standards, Civilization V allows you to guide your nation from beginning to world domination in any way you see fit. Providing one of the widest lists of winning conditions in any strategy game, the Civ V can be a bit tricky when trying new things. The civilizations of Civ 5 are a little more niche than its continuation, creating a clear focus that allows specific nations and specific Civ V leaders to more easily achieve their chosen conditions of victory. In order to help our readers get better at the game and figure out the best way to achieve their goals and desired game styles, we built this neat little guide that sets out the best civilizations for a range of niche gameplay. This will hopefully make your game better and allow you to have a lot more fun with it. Check it out! A classic bellic victory, Domination sees you conquering the world by force of arms over less fortunate civilizations. In Civ V, fortunately, you don't have to conquer an entire civilization; You just need to control all the original capitals to score the victory. Summary: Active, Free Social Policy, Horse Fight BiasFaction Ability: Solidarity: Get Free Social Policy When You Move to the Next Era. Poland is a very flexible civilization, given its unique ability to obtain a free social policy. As a result, Domination is not the only way to win, but you seriously want to consider it, given their established combat bonuses. Winged hussars have increased damage and speed compared to the cavalry and can force enemy units to return the tile (or otherwise inflict even more damage) if the hussar came out on top in combat. Interesting fact, hussar is almost certainly going to come out on top if you are fighting opponents of the same era. Combined with Ducal Stables, which provides additional gold income, no maintenance costs, and 15 XP to produce installed units and Poland becomes monstrous once they reach the Renaissance, just make sure to bring some siege units to help on the city attacks. If for some reason you don't trample the entire planet under a horde of hooves, Poland is well suited to veering to another victory conditions, so make sure to plan ahead with your free policy for a potential Plan B if necessary. Description: Active, Unit Promotion Focus, Unique Warfare SynergiesFaction Ability:Iklwa: Melee 50% less maintenance costs. All units require 25% less experience to earn their next promotion. The zulu is completely built around the concept of absolutely ruining everything in its path with Impi Impi Their unique building, Ikanda, exists solely to provide melee units with unique promotions that give increased movement, flank bonus damage, strength, range of defense, etc. Impi themselves allowed separate range attacks just before engaging in close combat. The early game should focus on creating a large amount of Spearman for farm barbarians for promotion, potentially building a statue of the zeus or Terrokat army, and moving to civil service to unlock Impi. From there, there is no alternative there for zulu, only conquest. If Impi is used properly you can steamroll any nearby opponents and carry your civilization to victory on the back of your conquests. Why go to war when you can make friends? Diplomatic victory is achieved by winning the World Leader's vote at the United Nations. That means you actually have to survive long enough for the UN to be formed and then get everyone else as you have enough to vote for you - but that includes the city state. Votes can also be bribed, so economic prowess is needed. Here are the best Civ 5 civs to achieve this type of victory. Summary: Passive, city-state relations, Strong early unique unitsFactation Ability: Greek League: The influence of the city state deteriorates twice, and recovers twice, normal speed. Greece will not lose influence with the city states for the fact that the Greek units finish their turn within the city's borders of the state, and the units will be treated as if in friendly territory. Greece is arguably one of the most direct civilizations to play. Your main goal will always be to use the various urban states in the world to win a diplomatic vote victory. However, there are some nuances to how you get there. At the very beginning of the game, you have to use your Hoplites and Companion Cavalry to attack the barbaric camps that are near the city states to influence the rewards. From there, you blitz the patronage tree as soon as possible. One thing to consider, however, is that you may even intentionally demand a tribute, or even steal workers, from the city states early on to get your economy going a little faster and then watch as your relationship quickly recovers itself. In the past, that you should consider creating a religion and spreading it to urban states to further improve your influence benefits (and remove decay). At the end of the game, make sure to take away the Treaty Organization or Gunboat Diplomacy principles, since any of them will increase your influence gained for your turn by further cementing your diplomatic victory. Greece lacks late endurance game of most other civilizations outside Get, so form alliances quickly and keep them steady! Summary: Passive, City-State Relations, OutputFaction Ability: Father manages children - food, culture, and faith bonuses from friendly city-states increases by 50%. Subdivisions gifted from militaristic urban states to get 10 pounds experienceSimply put, Siam is the best civilization to try a diplomatic victory. As you make friends, your cities will grow founding religion before, and adopting politics faster. Combined with the patronage tree, you generate an increase in wealth, science and great people through gifts. Also, you are stronger than the average religion can allow you to instantly buy Great People or defensive units as you see fit. No one else will be able to compete with you to maintain friendships, you just have to worry about them being bought right from under you. Scientific victories are one of the main products of the Civ series, always leading to a space race that will expand civilization to the stars. though not through Beyond the Earth. The less it's said, the better. This game has many ways to accrue scientific progress, and the best civs of 5 leaders for this are: Summary: Active, Capital Buildings and Miracles, OutputFaction Ability: Scientists jade hall - No. 2 Science for all professionals and Great Man Tile Improvements. Get a technical boost every time a scientific building/miracle is built in the Korean capital. Korea can exhibit almost twice as much science as rival civilizations, making it the first choice when achieving scientific victory or rapid technological advances. This added bonus in building miracles in the Korean capital means that those already extremely important buildings have an added appeal to Korea, and if properly pursued, can turn this country into a major power plant. Summary: Passive, Great Scientist GenerationFaction Ability: Ingenuity - Get Free The Great Scientist When You Discover Give. Earn great scientists 50% faster. The first Great Scientist of Babylon allows players to build an academy much earlier than usual, quickly jumping, starting the scientific output of civilization. A passive bonus to the generation of new Great Scientists means that Babylon can easily impose a distance between itself and less developed civilizations, completely dominating the technological tree. Similarly, their unique building gives dual health and stronger defense than the standard wall, making the early wars against Babylon very difficult to continue. Cultural victories can be difficult, as you will not win until the number of tourists visiting your country will not equal the number of domestic tourists from all other civilizations combined. To achieve this, you need many great people - especially artists - along with buildings, neighborhoods and wonders who can house their own works (sculpture, relics and artifacts are the most valuable). Make sure to trade with other civs to spread your culture, choose culture-enhancing policies, and always follow the progress of your opponents when you hold a culture victory. Specialty: Golden AgeSSummia: Passive, Jungle Bias, Culture Out, Happiness DependentFaction Ability: Carnival - Tourism Output Increases by 100% golden age. Earn great artists, musicians and writers 50% faster during Golden Ages.Brazil has a rough start because of their initial jungle displacement. However, once they reach the medieval era of the era can exploit the jungle of their culture, gold and science output explodes tremendously. From there, focusing on happiness to evoke the Golden Age more often allows Brazil to kick back and watch great people multiply and tourism numbers increase every step. Up to start in the middle of the jungle means that the war against you can be difficult and defending yourself with Pracinhas in a later game can further increase the speed of the Golden Ages launch.Brazil's main goal should be to provide as much space for great works while keeping yourself safe from foreign conquests. In particular, players should be careful to have a city in a place suitable for hanging gardens (or a normal garden if beaten before being hit). This is due to the importance of quickly creating Great People to increase your tourism. Similarly, prioritizing research towards guilds to unlock the writer/artist/musician guild is essential to your winning condition as you must constantly create great works. Once you are firmly in archaeology, you can always buy defensive units through the income that you will receive from your Brazilwood camps. Focus on being high while creating tourism peacefully to lead the world to victory. Summary: Passive, Wonder Building, Museums, Capital FocusFaction Ability: City of Light - Museum and World Wonder theme bonuses twice in capital. Bagels and mims are examples of French culture, much like wine and cheese. However, another important part of French culture is its art, represented by the Louvre and other art galleries scattered throughout Paris. Thus, France's bonus in Civilization V gives it a doubler culture of museums and wonders of the world than other civs, giving it a permanent and significant advantage over rivals. With the right x supported and developed, France can easily achieve a cultural victory. until he gives up before then. Civilization has never been a very capitalist franchise. In the game, money has much less benefit than one would expect it to be bloodstreamd by every major culture at one time or another, since people have started to gather in groups. In Civ V gold also has less influence than production or culture. Money alone is not a condition of victory, either, but they can all benefit from a stable gold income so great that dwarfs that rivals; A thriving money civilization like Veneza can completely dominate other civs in the mid-end game if the set-up is correct. Summary: Active, Trading Path Management, DifficultFaction Ability: Gateway to Africa - Gets Gold No. 3 and No. 1 Culture for each trade route with a different civ or city-state. The owners of the trade route receive 2 euros of gold for each trade route sent to Morocco. and routes to the ever-changing political geography of the game Civ, Morocco is one of the best countries to quickly accrue money. The extra gold and culture for trade with city-states means that Morocco must support its trading partners Preventing them from breaking down or capturing, while the added bonus for civs involved in trading with your faction gives them reason to favor you over any other nation. These characteristics, combined, make Morocco a prosperous but demanding civilization. Summary: Passive Trade, Centralized, Unique MechanicsFactory Ability: Serenissima - Can not get settlers nor annex the city. Double the normal number of trade routes available. Merchant of Venice appears after the study of optics. May buy in puppet towns. Venice; La Serenissima. One of the most glorious and beautiful cities in the world, Venice was a powerhouse in the Renaissance, where it almost controlled the globe through fleets and trade. In Civilization V, Venice is undoubtedly the best trading nation in the entire game. Unable to find or annex cities, Venice can only expand by buying other cities with gold. This creates a truly unique style of play in Civ V, focused exclusively on one city and centralizing all the power in the game. This capital focus and concentrated output means that Venice can be much more developed and prosperous than other civilizations with relatively low costs, and the double number of trade routes available makes it economically unrivalled. Buying influence directly through your massive economic output can lead to diplomatic victories, but you have to be very careful not to be captured by enemies, especially in multiplayer games where your only city will be a high profile target. Religion is not a condition of winning the bonafide in Civ V; instead, it factors as a means of spreading influence to achieve a winning culture. However, religion is damn powerful, and here are some ways to make this gameplay appealing. Summary: Active, Early Boost, Pantheon Grounds, Targeted Investments in ReligionFaction Ability: Constantinople Patriarchate - Choose another faith than usual when you found Religion.Byzantine gets extra faith in creating a religion, making it extremely important that Byzantines choose the pantheon, and choose it quickly. Once this is done, they must begin to invest in inquisitors and prophets in order to spread their religion to all corners of the world, reaping the fruits of their faith. Not to be missed, and the Byzantine choice of religion can take over the world. Summary: Passive, trade routes and caravans, Advanced ability to spread religion:Ships of the desert - Caravans get 50% extended range. Your trade routes spread the religion of your hometown twice as effectively. Oil resources are doubling. Arabia has a more hidden approach, constantly spreading its religion along trade routes twice as effectively as usual. This disturbing method of religious expansion can quickly turn entire cities into a choice of religion in Arabia, making A good choice for players who want a simple, passive method of conquering the world with faith. The sea is a stern mistress, but gosh, I love it. Naval War is always a good way change the pace of Civ's game, and some factions are certainly better suited to it than others. Obviously, just an attempt to next on a map full of water - you don't want to get stuck in the middle of the desert with queen Elizabeth. Description: Active, naval dominance, control map (sea)Faction Ability: The Sun Never Sets - No. 2 Movement for All Naval Units. Receives 1 additional special capability Spy.England allows its naval units to move faster and further than all other civilizations in the game, which gives a significant advantage to naval dominance and map management. Its unique unit, The Ship Line, is an extremely powerful frigate capable of single-handedly destroying any modern unit it encounters, on water or land, and even keeps its own good in the era of industry. With careful positioning and active participation, the Royal Navy is more suited to dominate the Seven Seas than any other faction. Summary: Passive, Big Cheap Fleets, Capacity CapturingFaction:Barbary Corsairs - All navy melee units have the promotion of Prize Ships, allowing them to capture the defeated ships. Only one third of the normal maintenance costs of the naval unit. The Ottomans are able to maintain a large fleet, while keeping their economy afloat, and the promotion of the ships literally turns the losses of each enemy into Ottoman benefits. With low maintenance costs and the ability to capture defeated ships, the Ottomans can muster frighteningly large forces in a frighteningly short time. The above game styles don't be-all and end-all - there are plenty of other niches to be found in the game. If you want to be a power hose production, or else you want to win every golden age, the next civ 5 leaders and civs are the best in what they do and have to play accordingly. Specialty: City-State DominationSemmy: Active, City-State Removal, Range of Attacks and Retreat, Permanent Ability of WarfareFaction: Mongolian Terror - 30% Combat Force Increases when Fighting City-State Units or Attacking City-State Itself. All installed units have movement number 1. If Mongolia exists in your game, you can kiss goodbye to make friends with any nearby city-states. Their faction ability, the additional healing gained from the Henes, and Keshik's ability to attack and run with insecure blows to cities leads to pure carnage for everything that stands in Genghis Khan's way. This may go into potential Victory Domination options, but it's important to remember that Keshiks' promotion to the cavalry makes any Ranged promotion choice useless! Mongolia must ride its early domination into the continuation of the war of success, or they may find themselves lagging behind in other areas, science and the culture of production. Specialty: MovementSummia: Movement Bonus, Hilly Terrain, Tactical ExcellenceFactation Ability: Great Andean Road - Units ignore the cost of terrain when moving in any tile with hills. No maintenance costs to improve in the Hills; half the cost the general propensity for hills, the passive bonus of Icahn does not prevent them from moving is one of the main aid. Since their entire civilization is historically built on the hills and plateaus of Peru and Chile, the Inca game version rightly reflects that momentum by allowing all their units to move through the hills as if they were normal terrain, greatly expanding the movement and tactical options that allow them to both attack effectively and effectively while other civs struggle with literal ups and downs. Another candidate for this specialty is Carthage, which are the only civilization in the game that can cross the mountain tiles after they receive their first Grand General. It's very situational on the map of having mountains worth crossing though, so they don't quite guarantee your own entrance. Specialty: BuildingSummary: Active, Capital Focus, Production Boost via BuildingsFaction Ability: Glory of Rome - 25% Manufacturing in relation to any buildings that already exist in the capital. Here are some of the most useful: Fov - Instead of messing with. console team world and environment there are a few commands that will help you about with the world yourself. Render to Caesar is what Caesar is, and that includes everything in the world ever. If you want to expand into a wicked number of cities and they all add something meaningful to your empire, Rome is your go to civilization. As long as the city of Rome has a concrete building, all other cities can build it in a fraction of the original time. This creates a lot of self-sufficient respectable cities in a game where everything but the capital is usually crappy, and it can quickly snowball into a huge advantage. Specialty: ExpansionSummary: Defensive, Map Management, City ExpansionFactation Ability: Great Expanses - Based Cities begin with additional territory. Units receive a combat bonus when fighting on their territory. Passive expansion is focused on territory and defense, Shoshone get an extra area of tiles around their founded cities and get a bonus for their defense. Additional territory means faster expansion, which means more resources and geographic control, which means that the whole land is now yours. Yes. Just watch out for the white man. Specialty: Miracles Of Summia: Miracles, Production BoostFaction Ability: Monument Builders - 20% Production to Wonder ConstructionSelf explanatory, in fact. The Egyptians were master builders, being good to the fact that people still think their work is magic, not science. In addition to pyramids and sphinxes, they are responsible for the invention of obelisks, huge stone statues, tombs and many other pleasant engineering feats. As a reflection of this, the Egyptians in Civ V are 20% faster when building miracles, making for a very competitive civilization capable of snatching out almost every miracle in the game if they want it. Specialty: ResourcesOs: Production Growth, Strategic Resources, Specialized DivisionsFactation Of the UnitFactation Siberian Wealth - Strategic resources provide Production No.1, and equestrian, iron and uranium resources provide double the number of usable units in Civ V require strategic resources; cavalry needs horses, knights need iron, and nuclear material needs uranium. Russia, as a huge country the size of a continent, has that (and crazy communism) on a ton, making it a very resourceful people. In Civ V, their bonus gives you an increase in production for each resource, while doubling the number of said strategic elements, creating a very good civilization for those who want to have a plethora of specialized units - or less realistically, doing trade. What do you think? Did it help you find the civ you were looking for? Do you have any offers of countries that we have not listed here? Let us know in the comments below! Полное руководство XCOM 2 DLC14 марта 20190XCOM 2: Война выбранной стратегии Руководство14 Июнь 20183Вай самураев: Руководство для начинающих Warbands: Bushido19 Окт 201702019 Steam Летняя продажа здесь!26 Июнь 20190Существенное настольные игры для стратегических геймеров 201925 Июнь 20190Существуя Кербал космическая программа Mods14 Июнь 20190 Лучшие настольные игры на ПК 201925 Июнь 20192Стратегии игры смотреть вперед, чтобы в 201906 Июнь 20192Свечать цифровую свободу с скромным DRM-free Sale03 Июль 20190Существуя Тотальный войны: Attila Mods28 июня 20190Civilisation 6 Лучшие цивилизации02 июля 20191Самый важный Stellaris DLC05 Июнь 20198Это список всех 43 цивилизаций и лидеров, доступных в Civ 5, богов и королей, Brave New World и Steam DLC/Scenario Packs показывают бонусы, которые вы получаете при воспроизведении каждого Civ - от уникальной способности их лидера (UA) , к статистике уникальных единиц (UU) , Unique buildings (UB), and improving the terrain are available to them. What's special about this list is that it shows the difference between each UU/UB and the original building or block it replaces. This should help you come up with ideas on how you would like to play a certain civilization. The ultimate goal of this list is to help you choose which civilization to play by giving you the rundown bonuses you get by playing as this leader. It is designed to be better than the in-game menu for selecting Civ. Many players return to this list to choose who they will play in their next game. You can click Control and D to bookmark the list. DLC and Civilization Choices: Brave New World and Civ 5 Full EditionE All Civs on this list will appear on your menu of choice if you have vanilla or only one or two of the expansion packages. There are several DLCs available on Steam for Civilization 5 that add scripts and new civilizations to the game. In the list below, they're tagged DLC (Steam). Civilizations that come from gods and kings are labeled GPC, and those of the brave new world, BNW. Players who own a brave new world Pack get all the features of gods and kings except civilizations - so if you want to buy one from DLC, this is the one to get. This also makes Civ 5 one of the best turn-based turn-based games ever made. Civilization 5 The full edition is also available, so players can get gods and kings and a brave new world of expansion along with all the pair of only DLC/Scenario packages in one package. Civilizations in Civ 5 - Leader List, Unique Ability, Units and BuildingsLeaderCivilization - LeaderUnique AbilityUnique Unitvs replaced UnitUnique Building or UUCompared to OriginalDLC? MoroccoAhmad al-MansurGateway to Africa - No. 3 Gold and No.1 Culture for each trade route with different Civ/CS. Other Civs get 2 euros of gold for each route sent to the MoroccoBerber Cavalry (cavalry) - 25% Combat Bonus on your territory, 50% combat power fights in DesertKasbah (Improving tiles) - Food, Gold, Manufacturing No. 1 and 50% Defense for units stationed there. Can only be built on desert tiles, after Chivalry.BNWGreeceAlexanderHellenic League - City-State Influence degrades by half and recovers twice as fast as also eliminates disruption penalties.Companion Cavalry (rider) - Fight is likely to produce Great Generals, No. 1 Moves (5), No.2 Force (14). Hoplit (Spearman) - No. 2 Battle Force (13)VanillaAssyriaAshurbanipalTreasures from Nineveh - Get free technology discovered by the owner of the city when conquering it through the war. (Trade does not count, and only once in the city). Siege Tower (Catapult) - Power No. 5 (12), No Settings, Cover I Promotion (Defence Range), No.1 View, 200% bonus against cities itself and units for 2 hexes receive a 50% attack bonus on Cities.Royal Library - A great writing slot that, when filled, will give 10XP to newly trained units in addition to the benefits provided by the barracks, etc. BNWSonghaiAskiaRiver Warlord - Triple Gold from the looting camps and barb towns. Ground units get military canoes and amphibious assaults - attack better out of the water with better vision and combat force while launched. Mandekalu Cavalry (Knight) - 10 less production costs, -33% Penalty in attacking cities removedMud Pyramid Mosque (Temple) - Culture No. 2 in addition to the usual Faith No 2. 0 Gold Maintenance.VanillaThe HunsAttilaScourge Of God - Double Speed Raze. Uses city names from other Civs. Starts with Livestock and earns 1 euro Production for PastureHorse Archer (Chariot Archer) - No. 1 Melee Strength (7), Rough Terrain Penalty removed. Starts with Precision I Update - 15% vs units in Open TerrainBattering Ram (Spearman) - City attack just so no bonus against equestrian. -1 Strength over normal, but gets a bonus of 300% against cities. -33% attack protection, so keep it safe. G'KRomeAugustus CaesarThe Glory of Rome - 25% Production in other cities to any building that exists in Capital.Ballista (Catapult) - No. 2 Range Force (10), No. 1 Middle Combat Defense (8). Just a stronger catapult, which still has to tune in. Legion (Swordsman) - No.3 Combat Force (17). Capable of building roads and forts, only a non-worker who can do this. Use them to connect new cities and help your workers in peacetime. VanilGermaniBismarkFurer VanilGermaniBismarkFur - Winning over the barbarian in the camp gives you a 67% chance that they will join your side. Maintenance of land is 25% cheaper. Tank (Tank) - Has a move of No. 1 and 10 combat power compared to a conventional tank. It's just a faster, more powerful version that Germany can easily produce thanks to its unique building. Hanse (Bank) - All the regular advantages of the bank, but with a great perturbation - 5% production on the trade route with a unique city-state in each city with Hanse.VanillaThe CeltsBoudiDruidic Lore - 1 Faith for the city with adjacent unimproved forest tiles. Increases to 2 euros for 3 or more forests. Pictish Warrior (Spearman) - Remote bonus to equestrian, but get a 20% combat bonus when outside of friendly territory. Also, no movement Cost Pillage Tiles Improvement and earns 50% of the power of the slain enemy, as Faith.Ceilidh Hall (Opera House) - Gives No 3 Happiness, vs. 0 on the regular opera houseG'KPolandCasimir IIISolidarity - Free social policy every time you advance EraWinged Husar (Lancer) - Heavy force charge defenders if it causes more harm than Lancer. When they can't run, they do more damage. Comes with Shock I (15% fight in open areas). Ducal Stable - Gives 15XP to installed units in addition to the usual production bonus. Pastures provide Gold No. 1 in addition to the usual production No. 1, also does not require gold maintenance. BNWRussiaCaterinSiberian Wealth - Strategic Resources Give No. 1 Manufacturing. Horse, iron and uranium give double the amount for large armies or more trade. Cossack (cavalry) - 33% combat bonus when fighting damaged enemies, so your range click them first! Krepost - The usual 15XP barracks, but reduces the culture and gold costs of purchasing new tiles by 25%, expanding its land. VanillaPersiaDarius IAchaemenid Legacy - The Golden Age lasts 50% longer. Units receive No 1 Movement and 10% Combat Power during Golden Ages.Immortal (Spearman) - No 1 Fighting Force (12), Heals at Double Rate - 20 outside friendly territory to 50 in City.Satrap's Court (Bank) - Gives No 2 Happiness as opposed to a pot (0), along with an additional 1 gold, bringing it to the heritage No3VanillaCarthageDidoPhoenician - Coastal cities get a free harbor. Units can cross the mountain after the first Great General was born, but will take 50 damage if the end of the turn on the Mountain.African Forest Elephant (Rider) - Does not require horses, but costs 100 instead of 75 as a rider. Enemies nearby take -10% of combat executions. Loses 1 Move (3), but gets 2 Power (14). Comes with the Great Generals II Update, making their caviar faster from using this unit in combat. Kwinkerem (Trirema) - No.3 Fighting Power over the usual Trirem, bringing it to 13.G'EnglandElizabethSun Never sets - No 2 Motion Unit and No.1 Extra Spy when introduced to Renaissance Longbowman (Arbaletman) - Range No. 1, which is a huge advantageship of the Line (Fregate) - No 7 Range Force (35), No. 5 Defense (30), No 1 Look - a big bonus with Native Movement of English ships. VanillaVeniceEnrico DandoloSerenissima - No settler building, no annexation of cities - you can only fully control one city, but get twice the trade routes your technical level usually provide. Your only way to take control of other cities is to puppet them with the merchant Venice UU. Venice gets the opportunity to purchase in puppet cities. Merchant Venice - May buy city-state for gold. Has trading missions like a normal great merchant, but they are 100% more efficient. They're spawned instead of Great Merchants, and you get free when you research Optics.Great Galleass (Galleass) - Worth 10 more than the usual Galleass at 110 production, but has a No.3 strength range (20 total) and No.2 defense (18 total). BNWIndonesiaGajah MadaSpice Islanders - The first 3 cities based on continents, in addition, where Indonesia has started each to provide 2 unique luxury resources and can never be Razed.Kris Swordsman (Swordsman) - gets a random update after the fight. Most have incredible bonuses, like complete healing after a non-barbaric kill or 1 extra attack'move per move. Unfortunately, some units can get damn blades that reduce their effectiveness in combat, but overall, Mystic Blades rock and you want to be careful not to lose units with certain upgrades. Kandi (Garden) - The usual great man of the garden generation, but with the No.2 Faith for every world religion, at least 1 follower in the City.BNWIndiaGandhiPopulation Growth - Unhappiness from the number of citizens doubled, while the misfortune of the number of cities doubled. War Elephant (Chariot Archer) - Loses 1 stroke (up to 3), but also ditches rough Terrain fine, which costs chariot moves if it moves in rocky terrain. His range is strength No 1 (11 total) with a hefty boost for melee defense, up to 9 from Chariot 6.Mughal Fort (Castle) - Gives No 2 Culture where the castle gives none. Once the flight is explored, it will give No 2 Tourism as well. The cost is about 8% cheaper, from 160 to 150 Production.VanillaMongoliaGenghis KhanMongol Terror - 30% combat force in the fight against urban and state units or the city-states themselves. All established units receive movement number 1. Keshik (Knight) - As a knight, but with 1 moves (5) and hesitated, being unable to Middle Boy, but able to shoot 2 tiles away. Fighting them will generate Great Generals faster, while the unit simultaneously gets 50% of the momentum XP earned from the battle. Knight's penalty to attack City is gone while they retain the ability to move after an attack - a very powerful City Raiders unit early in the mid-game. Khan (Great General) - Gets the usual Great General uses, but also comes with Advanced Medic, healing adjacent units at 15 hp per turn. They can also move 5 hexes as opposed to Ordinary 2. Note the unit under Khan will not be healed, so it is best to map them with the units around to maximize the effect. The Khans along with the other set can retreat, wait for a few turns outside outside range, and return fully healed. DLC (Steam)SwedenGustavus AdolphusNobel Prize - Gain 90 Effect of Gifts of Great People to City-States. Declarations of friendship give Sweden and friendly Civ 10% GPP momentum to the Great People.Hakkapeliitta (Lancer) - Great generals give 30% combat bonus if in the same tile. This is easy to do, as the GG stacked with Hakkapeliitta will inherit the same moves (4). Carolean (Rifleman) - Begins in March, which will heal him at every turn, even if he performs the action. Keep the medic nearby for maximum effect so that he can get more heals each step by helping him last longer in combat and when attacking Cities.G'KEthiopiaHaile SelassieSpirit Adva - 20% Combat Bonus for all units when fighting Civ with more cities than Ethiopia.Mehal Sefari (Rifleman) - Spending 200 vs. 225 for arrow. Starts with Drill I, giving a bonus to Rough Terrain and a good opportunity to upgrade straight from the military academy. Gets a 30% combat bonus during the battle inside the capital, which diminishes in power as he gets a few hexes away. Stele (Monument) - Gives No 2 Faith in addition to the regular No.2 Culture Monument.G'KDenmarkHarald BluetoothViking Fury - Embarked units get 1 movement and pay only 1 movement to go from sea to land. Melee units do not lose movement to Pillage, providing them with enough healing near enemy Cities.Berserker (Longswordsman) - Receives No. 1 Movement (3 total) and starts with amphibious promotion, eliminating combat punishment for attack from the sea or across the river. Norweigan Ski Infantry (Rifleman) - 25% combat bonus in non-forest hills, snow and tundra tiles. It also moves twice through these tiles. DLC (Steam)ArabiaHarun al-RashidShips of the Desert - Caravans receive 50% extended range. Land/sea trade routes twice spread the religion of the hometown. Get Dual Oil Strategic Resources. Camel Archer (Knight) - Ranged units replace Knight. It receives -3 defensive force (17), but has a combat force range of 21. Removes the fine for attacking the Cities, while retaining the ability to move after the attack. Bazaar (market) - Gives 1 additional copy of each luxury resource near the city. Oil and oasis provide Gold No. 2. Bazaars give No.1 base gold as well. VanillaIroquoisHiawathaThe Great Warpath - Units and caravans move through the forest/jungle on your territory as if they were roads, and these tiles can be used to create urban connections (build roads in between). Mohawk Warrior (Swordsman) - Profit of 33% combat bonus in the forest /jungle (even if on a hill) and does not require iron unlike the swordsman it replaces. Longhouse (The Workshop) - Gives a flat No 2 production workshop, but changes to the 10% production bonus instead give 1 pound production for each worked forest tile. It's great with lumber but you have to leave the woods until that technology is explored. Gives a lot more production when you have a lot of scaffolding around your Cities.VanillaSpainIsabellaSaven Cities of Gold - Gold Gold from the discovery of natural wonders. All tile outlets from natural wonders have doubled if you can get one within a workable range. Tercio (Musketman) - 50% Bonus against equestrian units. Has No. 2 higher fighting power than musketmen, at 26 vs. 24, but costs 10 more production (160). Conquistador (Knight) - City attack penalty shootout removed. Double defense when Embarked, the No.2 sighting range and can settle the city on other Continents.G'KPolynesiaKamehamehaWayfinding - Units can embark over the oceans immediately. No.1 look when Embarked. 10% Combat Force if within 2 tiles Moai.Maori Warrior (Warrior) - Haka War Dance Upgrade makes all enemies in adjoining tiles suffer -10% Combat Force Penalty. Moai (Improving tiles) - Build on land along the coast. Gives culture No 1, up to 3 euros if next to the other Moai. When the flight is examined, Moai gets one gold. DLC (Steam)PortugalMaria IMare Clausum - Variety of resources provides double gold for Portugal on every trade route that can make up many additional Gold.Nau (Caravel) - Can use exotic cargo abilities to obtain gold and XP, the further away from the capital. You can only use this ability once per unit. Feitoria (Improving Tiles) - Build along the coast of the city-state in place without a resource. This will give you a copy of every Luxury resource connected to CS, but cannot be sold. The units of protection in Feitoria will receive a 50% defensive bonus, as if using Fort.BNWAustriaMaria TeresaDiplomatic Marriage - allows you to spend gold in an app or puppet city-state that has been an ally for 5 turns. It will cost you about 1500 gold or less. Husar (Cavalry) - Movement No.1, Flank Attack bonuses have increased by 50% and receive 1 euro Extra Sight.Coffee House (Windmill) - loses the requirement for flat terrain and production by 10% to buildings, but receives 5% flat production and provides 25% of the generation of great people in the city of GZCASTEctetesum (Sacrifice Prisoners) - Profit culture for the empire for each enemy unit killedJaguar (Warrior) - Great UU . Heals 25 damage when he kills a unit, receives a combat bonus of 33% in the forest/jungle, giving him the freedom to choose open area upgrades for versatility, and moves through the forest and jungle twice the normal speed. Floating Gardens (Water Mill) - Allows construction in cities near lakes in addition to rivers. Provides a colossal growth of 15% in the city, reduces the gold content from 2 to 1. Big UB is all around that you want to try to slip in early for maximum effect. VanillaFranceNapoleonCity of Light - Museum and World Wonder themed bonuses double in their CapitalMusketeer (Musketman) - 28 pounds instead of 24 pounds of combat force. Perhaps the easiest UU bonus out there. Chateau (Tile Improvement) - can be built next to a luxury But not another castle. Acts as a fort, but must be built on French territory. Starts with No 1 Gold / No. 2 Culture to Tile when worked, rises to No 3 Culture / No 3 Gold with Flight.VanillaBabylonNebudnezzar IIIngenuity - Free Great Great to invent the letter. Even better, earn great scientists 50% faster. Bowman (Archer) - The Bowmen have the best stats on the Archer they replace. 9 Power range vs. 7 and 7 Defensive Power vs. 5 - almost a warrior defense. They are perfect for cleaning up barbarians and even waging an early war thanks to their cheap value. Walls of Babylon (Walls) - Gives the city No. 6 defense (combat force), as opposed to 5, 100 HP instead of 50.DLC (Steam)JapanOda NobunagaBushido - Units fight at full strength, even in case of damage, a very powerful military bonus. Samurai (Longswordsman) - Begins with Shock I (open area bonus) and Great Generals II update the meaning of their use will increase the speed of GG caviar. They can also build Fisherman's Boats when launched, which can help in settling new cities or developing around newly conquered Cities.Noero (Fighter) - Receives a bonus of 33% against other fighters and does not require Oil.VanillaThe MayaPacalThe Long Count - After researching theology, get a free great man of your choice every 394 years. You can only choose one of each type for centuries. Atlatlist (Archer) - Costs 10% less than a regular archer at 36 production and does not require archery, meaning you can start the game with Archers.Pyramid (Shrine) - Gives No 2 Faith, as opposed to 1 and excellent No.2 Science! G'KThe IncaPachacutiGreat Andean Road - Units ignore the cost of terrain when moving to any tile with hills. There is no maintenance cost to improve the hills, i.e. roads, and half the cost elsewhere. Slinger (Archer) - Has 4 Defensive Forces as opposed to 5, but can take off before a melee if there is a place to escape and the enemy is not fast (top)Terrace Farm (Improving terrain) - Build a farm on the hills without fresh water. All other Civs can do this as long as the hill is next to the river or lake. The uniqueness of this is that it also gives 1 euro of food for each adjoining mountain tile. DLC (Steam) BrazilPedro IICarnival - Double tourism output in the golden age. Earns great artists, musicians and writers 50% faster during the Golden Ages.Pracinha (infantry) - Kills grant points toward the golden age, allowing Brazil to boom the tourism end of the game if they decide to go to WarBrazilwood Camp - can only be built on jungle tiles. Gives No 2 Gold, No 2 Culture. Brazil can use these jungle tiles for science as well, with universities. All other Civs should either chop them up or go to science/trading post. It's much, much better. BNWShoshonePocatelloGreat Expanse - Founded cities start with additional territory. Units receive a combat bonus when fighting in friendly territory. Pathfinder (Scout) - Native language allows you to choose among the advantages when discovering the Ancient Ruin, and also has 8 powers, making it as strong as - however, they also cost almost twice against 25. However, it.Comanche Riders (Cavalry) - Spending 200 vs. 225 for the cavalry. They get Movement 1, too. A little cheaper, a little faster. BNWEgyptRamesses IIMonument of builders - - Production to Wonder ConstructionWar Chariot (Chariot Archer) - Gets 5 moves instead of 4 and does not require horses to be built, leaving you free to exchange them away or save them for riders later. Funeral Tomb (Temple) - Gives Happiness No. 2 in addition to Faith No. 2, eliminating the golden contents of the Temple. In addition, any enemy that conquers the city with a grave will receive a double plunder of Gold.VanillaSiamRamkhamhaengFather manages children - 50% more food, culture and faith from the friendly or allied city-stateNaresuan elephant (knight) - a 50% bonus against equestrian units, killing a kind. They lose 1 stroke, falling to 3, but get 25 forces, compared to a 20 - 25% increase. Wat (University) - Gives Culture No. 3 in addition to the usual advantages of university building. VanillaKoreaSejongScholars from Jade Hall - Every specialist produces No. 2 Science, like all great human tile improvements. Every time a scientific building/miracle is built in the capital, Korea receives a research impulse similar to the completion of the Research Agreement. Turtle Ship (Carvel) - Gets 36 strength, apart from 20, but with some flaws. They cannot enter the deep ocean designed for coastal protectors. They also lose 1 sight and can not retire from melee, as Caravel.Hwach'a (Trebuchet) - Gets 26 fluctuated strength, as opposed to 14 and gets 1 sight, but loses 200% bonus against cities. This makes it a killer unit, although not exactly useless against cities compared to Trebuchet, it is about 33% weaker (approximately). DLC (Steam) zulusshakalklwa - Melee units cost 50% less maintenance and all units require 25% less experience to earn shares. Impi (Pikeman) - Gets a spear to throw an attack before engaging in a melee that weakens the enemy before the actual fight begins. This often results in them solving much more damage than indicated, although the spear throw will decrease in strength as opposing units gain combat force - it seems to be about half the usual damage unit. Ikanda (Barracks) - Gives the usual barracks experience, but also a unique line of progress for pre-Renaissance melee units. All units coming from Icanda start with the Buffalo Horns, which give 1 euro, a bonus for a flank attack of 25% and 10% of the range of attacking defense. You can immediately choose to upgrade these while advancing, giving extra bonuses of flank attack and more combat strength. BNWThe OttomansSuleimanBarbary Corsairs - All melee naval ships have a premium ships advancing, allowing them to capture the defeated ships. The service of the naval unit is only 1/3 of the usual cost. Janissari (Musketman) - 25% combat bonus when attacking, gets 50 healing if he kills non-barbaric Unit.Sipahi (Lancer) - Gets No 1 View, No 1 Movement and No. Constantinople - Choose another faith than usual when you found Religion.Cataphract (Horseman) - Penalty for attacking cities is reduced from 33% to 25% and these units can get they lose lose move but get 3 forces, putting them on 15 against rider 12.Dromon (Trireme) - Worth 56 instead of 45, but in the range of a striker who can not melee. Their 10 melee defenses are reduced to 8, and get 10 Range power with a range of 2.G'KAmericaWashingtonManifest Destiny - All ground military units have a No.1 sight. 50% off when buying tiles. Minuteman (Musketman) - This is a better unique unit than the first meets eye thanks to its mobility, and that any killing made with Minutemen will give points to the Golden Age. Gets a drill i, giving them a bonus in rough terrain and starting them with great promotion opportunities. They also ignore the cost of terrain - literally nothing can slow them down except for the Mountains.B17 (Bomber) - Gets 70 Ranged Strength instead of 65, but more importantly starts with a evasion promotion that gives it 50% less damage from air interceptors. They also start with Siege I, giving them a 33% bonus against cities and allowing some big promot