

| Civilization | Leaders | Traits | Unique Unit | Special Abilities | |
|--------------|--|---------------|---------------|--|--|
| Americans | Washington | Financial | Organized | Navy Seal (24/1/160) Replaces Marines | 1-2 First-Strikes; +50% Attack vs. Machine Gun; +50% Attack vs. Artillery; Starts out with Amphibious & March Promotions. Not Upgradable |
| | FDR | Industrious | Organized | | |
| | <i>Starting Tech: Agriculture, Fishing</i> | | | | |
| Arabs | Saladin | Philosophical | Spiritual | Camel Archer (10/2/90) Replaces Knights | Immune to first strikes; Doesn't receive defensive bonuses; Can withdraw from combat (25% chance). Upgradable to Cavalry. No resource requirements |
| | <i>Starting Tech: Mysticism, The Wheel</i> | | | | |
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| Aztecs | Montezuma | Aggressive | Spiritual | Jaguar (5/1/40) Replaces Swordsman | +10% City Attack; +25 Jungle Defense. Upgradable to the Maceman. No resource requirements. |
| | <i>Starting Tech: Mysticism, Hunting</i> | | | | |
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| Chinese | Qin Shi Huang | Industrious | Financial | Cho-Ko-Nu (6/1/60) Replaces Crossbowman | 2 First Strikes; Causes Collateral Damage; +50% vs. Melee Units. Upgradable to either the Rifleman, or Grenadier. |
| | Mao Zedong | Philosophical | Organized | | |
| | <i>Starting Tech: Agriculture, Mining</i> | | | | |
| Egyptians | Hatshepsut | Spiritual | Creative | War Chariot (5/2/25) Replaces Chariot | Immune to First Strikes; Doesn't Receive Defensive Bonuses; Can Withdraw Combat (20% chance). Upgradable to the Horse Archer or Knight. |
| | <i>Starting Tech: The Wheel, Agriculture</i> | | | | |
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| English | Elizabeth | Philosophical | Financial | Redcoat (16/1/110) Replaces Rifleman | +25% vs. Mounted Units; +25% vs. Gunpowder Units. Upgradable to Infantry |
| | Victoria | Expansive | Financial | | |
| | <i>Starting Tech: Fishing, Mining</i> | | | | |
| French | Louis XIV | Creative | Industrious | Musketeer (9/2/80) Replaces Musketman | It has a movement of two instead of one. Upgradable to Rifleman. |
| | Napoleon | Aggressive | Industrious | | |
| | <i>Starting Tech: Agriculture, The Wheel</i> | | | | |
| Germans | Bismarck | Expansive | Industrious | Panzer (28/2/120) Replaces Tank | Doesn't receive defensive bonuses; +50% vs. Armored Units; Starts out with Blitz promotion. Upgradable to Modern Armor. |
| | Fredrick | Creative | Philosophical | | |
| | <i>Starting Tech: Hunting, Mining</i> | | | | |
| Greeks | Alexander | Aggressive | Philosophical | Phalanx (5/1/35) Replaces Spearman | The Phalanx's special abilities are as follows: +25% Hill Defense; +100% vs. Mounted Units. Upgradable to Pikeman. |
| | <i>Starting Tech: Fishing, Hunting</i> | | | | |
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| Incans | Huanya Capac | Aggressive | Financial | Quechua (2/1/10) Replaces Warrior | +25% City Defense; +100% vs. Archery Units. Upgradable to Axeman, Maceman, or Spearman. No resource or technology requirements |
| | <i>Starting Tech: Agriculture, Mysticism</i> | | | | |
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| Indians | Gandhi | Industrious | Spiritual | Fast Worker (0/3/60) Replaces Worker | Faster movement, faster improvement of tiles?? |
| | Asoka | Organized | Spiritual | | |
| | <i>Starting Tech: Mysticism, Mining</i> | | | | |
| Japanese | Tokogawa | Aggressive | Organized | Samurai (8/1/46?) Replaces Maceman | 2 First Strikes; +50% vs. Melee Units. Upgradable to Rifleman or Grenadier. |
| | <i>Starting Tech: Fishing, The Wheel</i> | | | | |
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| Malinese | Mansa Musa | Financial | Spiritual | Skirmisher (4/1/25) Replaces Archer | 1-2 First Strikes; +50% City Defense; +25% Hill Defense. Upgradable to the Longbowman or Crossbowman. |
| | <i>Starting Tech: The Wheel, Mining</i> | | | | |
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| Mongols | Genghis Kahn | Aggressive | Expansive | Keshik (6/2/50) Replaces Horse Archer | 1 First Strike; Doesn't receive defensive bonuses; Ignores Terrain Movement Costs; +50% Attack vs. Catapult. Upgradable to Cavalry. |
| | Kublai Kahn | Aggressive | Creative | | |
| | <i>Starting Tech: Hunting, The Wheel</i> | | | | |
| Persians | Cyrus | Creative | Expansive | Immortal (4/2/25) Replaces Chariot | Can withdraw from combat (30% Chance); +50% vs. Archery Units. Upgradable to the Horse Archer or Knight. |
| | <i>Starting Tech: Agriculture, Mining</i> | | | | |
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| Romans | Julius Caesar | Expansive | Organized | Praetorian Replaces Swordsman | The Praetorian is unique because it is two strengths more powerful than the unit it replaces, yet, its cost is the same. Upgradable to Maceman. |
| | <i>Starting Tech: Fishing, Mining</i> | | | | |
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| Russians | Catherine | Creative | Financial | Cossack (18/2/120) Replaces Cavalry | Can withdraw from combat (30% Chance); +50% vs. Cannon; +50% vs. Mounted Units. Upgradable to the Gunship. |
| | Peter | Expansive | Philosophical | | |
| | <i>Starting Tech: Hunting, Mining</i> | | | | |
| Spanish | Isabella | Expansive | Spiritual | Conquistador (10/2/90) Replaces Knight | Immune to First Strikes; +50% vs. Melee Units. Upgradable to Cavalry. |
| | <i>Starting Tech: Fishing, Mysticism</i> | | | | |
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Civilization Traits: (production bonuses)

Aggressive - combat 1 promotion; (barracks, dry docks)
Creative: +2 culture/city; (theater, coliseum)
Expansive: +2 health/city; (granary, harbor)
Organized: -50% civics upkeep; (courthouse, lighthouse)

Philosophic: double great people birth rate; (university)
Spiritual: no anarchy; (temple)
Financial: +1 gold on plots with 2 gold; (bank)
Industrious: +50% wonder production speed; (forge)