

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

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)