

Civilization	Starting year	Unique Unit	Unique Building	Unique Power	Historical Victory goals
Egypt	3000 BC	War Chariot (Chariot)	Obelisk (Monument)	The Power of the Pharaoh: Hereditary Rule and Slavery are enabled at start.	Have more than 500 Culture in 850 BC. Build the Pyramids, the Great Library and the Great Lighthouse by 100 BC. Have more than 5000 Culture in 170 AD.
India	3000 BC	Punjabi Worker (Worker)	Mausoleum (Jail)	The Power of Spirituality: No Anarchy in revolutions.	Found Buddhism and Hinduism. Found at least 5 religions. Have the world’s highest population in 1200 AD.
China	3000 BC	Cho-Ko-Nu (Crossbowman)	Pavilion (Theatre)	The Power of the Myriads: 1.5X Melee and Gunpowder units train speed.	Build 2 Confucian Academies and 2 Taoist Pagodas by 1000 AD. No cities lost to barbarians or to Mongols before 1400 AD. Control an army of 120 units in 1600 AD.
Babylonia	3000 BC	Asharittu Bowman (Archer)	Ziggurat (Courthouse)	The Power of Law: No resistance in conquered cities.	Be the first to discover Writing, Code of Laws and Monarchy. Make Babylon the most populous city in the world in 850 BC. Make Babylon the most culturally advanced city in the world in 700 BC.
Greece	1600 BC	Phalanx (Axeman)	Odeon (Amphitheatre)	The Power of Philosophy: +150% Great People birth rate until the end of the Middle Ages.	Be the first to discover Literature, Drama and Philosophy. Build the Oracle, the Parthenon, the Colossus and the Temple of Artemis by 250 BC. Be the first to circumnavigate the globe.
Persia	850 BC	Immortal (Spearman)	Apothecary (Grocer)	The Power of Satrapy: +2 additional Stability points for each city conquered.	Control 8% of world territory by 140 AD. Control 7 world wonders by 350 AD. Control 2 holy city shrines in 350 AD.
Carthage	820 BC	Numidian Cavalry (Horse Archer)	Cothon (Harbor)	The Power of Mercenaries: Mercenaries hire and maintenance cost halved.	Control 5 coastal cities in the Mediterranean in 100 BC. Secure through trade or take control of 3 dye resources by 200 AD. Be the first to circumnavigate the globe.
Rome	760 BC	Legion (Swordsman)	Forum (Market)	The Power of Infrastructure: Roads within Roman borders allow 4X unit movement instead of 2X.	Build 5 Barracks, 5 Aqueducts and 5 Amphitheatres by 200 AD. Control in 470 AD all the area historically known as the Western Roman Empire. Never lose a city to barbarians before 1000 AD.
Japan	655 BC	Samurai (Maceman)	Shale Plant (Coal Plant)	The Power of Honor: All military land units have a bonus in city defending.	No foreign culture in any plot of Honshuu in 1650 AD. Be 1 st in score in 1930 AD. Be the first to complete the tech tree.
Ethiopia	295 BC	Oromo Warrior (Musketman)	Stele (Monument)	The Power of Sovereignty: Ethiopian cities can’t be demanded in a congress.	Found one religion. Ensure there are no European colonies in East and Subequatorial Africa in 1500 AD. Ensure there are no European colonies in East and Subequatorial Africa in 1910 AD.
Maya	65 AD	Holkan (Spearman)	Ball Court (Amphitheatre)	The Power of Astronomy: -40% research cost until the end of the Middle Ages.	Discover Calendar by 600 AD. Build the Temple of Kukulkan by 900 AD. Never lose a city before 1745 AD.
Vikings	545 AD	Berserker (Maceman)	Trading Post (Lighthouse)	The Power of Raid: 5X Gold obtained from pillaging.	Have 5000 gold in 1500 AD. Sink 25 ships. Be the first to found a city in America.
Arabia	620 AD	Camel Archer (Knight)	Madrasa (Library)	The Power of Faith: State religion spreads with temples and cathedrals to conquered cities.	Control 3 holy city shrines in 1300 AD. Control or make vassal states of Egypt, Spain and Carthage by 1300 AD. Spread Islam to 40% of cities in the world.
Khmer	660 AD	Ballista Elephant (War Elephant)	Baray (Aqueduct)	The Power of Monsoons: All land units can move through jungles.	Have more than 12000 Culture in 1450 AD. Have an average city size of 10 or more in 1450 AD. Spread Buddhism to 30%.
Spain	720 AD	Conquistador (Cuirassier)	Citadel (Castle)	The Power of Discovery: Naval units receive +2 movement points.	Be the first to found a city in America. Ensure there are no English, French or Dutch colonies in the Americas in 1700 AD. Control all Aztec and Inca territory in 1760 AD.
France	750 AD	Musketeer (Musketman)	Salon (Observatory)	The Power of the Entente: Other civilizations have a friendlier attitude.	Make Paris the city with the highest culture in the world in 1700 AD. Colonize Quebec, the Hudson Bay and Louisiana by 1760 AD. Build Notre Dame, the Statue of Liberty and the Eiffel Tower by 1900 AD.
England	820 AD	Redcoat (Rifleman)	Royal Exchange (Bank)	The Power of the Royal Navy: Naval units have 2 extra first strike chances.	Be the first to circumnavigate the globe. Found at least 3 cities in every continent by 1730 AD. Be the first to enter Industrial and Modern eras.
Germany	840 AD	Panzer (Tank)	Assembly Plant (Factory)	The Power of Technique: Free unit upgrades after the discovery of Industrialism.	Control Rome, Greece and France in 1870 AD. Control Scandinavia, England and Russia in 1940 AD. Be the first to complete the tech tree.
Russia	860 AD	Cossack (Cavalry)	Research Institute (Laboratory)	The Power of General Winter: Enemy units in Russia take damage every turn.	Colonize Siberia by 1700 AD. Build the Apollo Program by 1950 AD. Never lose a city before 1950 AD.
Netherlands	920 AD	East Indiaman (Galleon)	Dike (Levee)	The Power of Trading Companies: All sea units can enter rival territory.	Be the Civ with the most revealed territory on your map in 1600 AD. Be the first to found a city in Australia. Secure or get by trade 7 spices resources by 1775 AD.
Mali	980 AD	Skirmisher (Archer)	Mint (Forge)	The Power of Wealth: +1 trade in every land plot.	Have the most gold in the world in 1300 AD. Have 4000 gold in 1500 AD. Have 16000 gold in 1700 AD.
Portugal	1130 AD	Carrack (Caravel)	Feitoria (Customs House)	The Power of Exploration: All sea units have broader visibility range.	Be the Civ with the most revealed territory on your map in 1500 AD. Have open borders agreement with 12 other civs in 1650 AD. Found 15 extra-European colonies.
Inca	1150 AD	Quechua Warrior (Axeman)	Terrace (Granary)	The Power of Terraces: Mountains produce 2 food and 1 hammer.	Ensure there are no European settlements in South America in 1600 AD. Have 3000 gold in 1700 AD. Ensure there are no European settlements in South America in 1800 AD.
Mongolia	1190 AD	Keshik (Knight)	Ger (Stable)	The Power of the Horde: Any razed city makes nearby enemy cities surrender if approached.	Control China by 1300 AD. Raze at least 7 cities. Control 12% of world territory by 1500 AD.
Aztec	1200 AD	Jaguar (Swordsman)	Sacrificial Altar (Courthouse)	The Power of Sacrifice: Military units can enslave defeated enemy units.	Enslave 5 European units. Allow no European colonies in Central America, Southern USA and the Caribbean in 1700 AD. Enter the Industrial era by 1860 AD.
Turkey	1280 AD	Janissary (Musketman)	Hammam (Aqueduct)	The Power of Assimilation: The majority of foreign culture in Turkish cities is converted to Turkish culture.	Control the Bosphorus by 1500 AD. Control the Balkans, the Black Sea and Mesopotamia in 1700 AD. Have at least 3 vassal states in 1870 AD.
America	1775 AD	Navy SEAL (Marine)	Mall (Supermarket)	The Power of the American Dream: Population migrates from other civilizations to American cities.	Allow no European colonies in the North and Central America and in the Caribbean in 1930 AD. Build the UN, the Statue of Liberty and the Pentagon by 2000 AD. Secure 10 oil resources by 2000 AD.

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Egypt	3000 BC	War Chariot (Chariot)	Obelisk (Pagan Temple)	The Power of the Pharaoh: <i>Monarchy, Serfdom and Pantheon</i> are enabled at start.	Have more than 500 Culture in 850 BC. Build the Pyramids, the Great Library, and the Great Lighthouse by 100 BC. Have more than 5000 Culture in 170 AD.
China	3000 BC	Cho-Ko-Nu (Crossbowman)	Taixue (Library)	The Power of <i>Invention: Technologies that nobody has discovered yet cost -20% science.</i>	Build 2 Confucian Academies and 2 Taoist Pagodas by 1000 AD. <i>Be first to discover Compass, Paper, Gunpowder and Printing Press. Experience four golden ages by 1800 AD.</i>
Babylonia	3000 BC	Asharittu Bowman (Archer)	Ziggurat (Pagan Temple)	The Power of the <i>Cradle of Civilization: Begins the game with the knowledge of Animal Husbandry, Pottery and Archery.</i>	Be the first to discover Writing, Code of Laws and Monarchy. Make Babylon the most populous city in the world in 850 BC. Make Babylon the most culturally advanced city in the world in 700 BC.
Greece	1600 BC	Hoplite (Axeman)	Odeon (Amphitheatre)	The Power of Philosophy: +150% Great People birth rate until the end of the Classical Era.	Be the first to discover Literature, Drama and Philosophy. Build the Oracle, the Parthenon, the Colossus, and the Temple of Artemis by 250 BC. <i>Control Egypt, Phoenicia, Babylonia and Persia in 330 BC.</i>
India	1500 BC	Punjabi Worker (Worker)	Stepwell (Aqueduct)	The Power of Varnas: <i>Specialists create one extra health.</i>	<i>Control the shrines of Hinduism and Buddhism in 100 BC. Build 20 temples by 700 AD. Control 20% of the world's population in 1200 AD.</i>
Phoenicia	1200 BC	African War Elephant (War Elephant)	Glassmaker (Market)	The Power of Mercenaries: Mercenaries hire and maintenance cost halved.	<i>Build a Palace and the Great Cothon in Carthage by 300 BC. Control Italy and Iberia in 100 BC. Have 5000 gold in 200 AD.</i>
Persia	844 BC	Immortal (Spearman)	Apothecary (Market)	The Power of Satrapy: +2 additional Stability points for each city conquered.	Control 8% of world territory by 140 AD. Control 7 world wonders by 350 AD. Control 2 holy city shrines in 350 AD.
Rome	753 BC	Legion (Swordsman)	Forum (Market)	The Power of Infrastructure: <i>Buildings that already exist in your capital receive +30% construction speed.</i>	Build 6 Barracks, 5 Aqueducts, 4 Amphitheatres and 3 Forums by 100 AD. Control in 320 AD all the area historically known as the Roman Empire. <i>Be the first to discover Theology, Machinery and Civil Service.</i>
Tamils	300 BC	Dharani (Caravel)	Sangam (Library)	The Power of Thalassocracy: <i>Extra commerce on coast and ocean tiles.</i>	<i>Have 3000 gold and 2000 culture in 800 AD. Control or vassalize the Deccan and Srijiaya in 1000 AD. Acquire 4000 gold by trade by 1200 AD.</i>
Ethiopia	295 BC	Askari (Musketman)	Stele (Pagan Temple)	The Power of Sovereignty: Ethiopian cities can't be demanded in a congress.	<i>Found Catholicism. Acquire 3 incense resources by 600 AD. Ensure there are no European colonies in East and Subequatorial Africa in 1500 AD and 1910 AD.</i>
Korea	50 BC	Hwacha (Catapult)	Seowon (University)	The Power of Kobuksons: <i>Free Drill I and Drill II promotions for all naval units.</i>	<i>Build a Buddhist Stupa and a Confucian Academy by 1200 AD. Be first to discover Printing Press. Sink 20 enemy ships.</i>
Maya	60 AD	Holkan (Spearman)	Ball Court (Amphitheatre)	The Power of Astronomy: -40% research cost until beginning of the Middle Ages.	Discover Calendar by 600 AD. Build the Temple of Kukulkan by 900 AD. <i>Get a great general by 1600 AD.</i>
Byzantium	330 AD	Cataphract (Knight)	Hippodrome (Theatre)	The Power of the Metropolis: <i>Cities in the center of your empire are immune to collapse and secession.</i>	<i>Own 5000 gold in 1000 AD. Make Constantinople the world's largest and most cultured city in 1200 AD. Control three cities in the Balkans, Northern Africa and the Near East in 1450 AD.</i>
Japan	525 AD	Samurai (Heavy Swordsman)	Kaizen Plant (Coal Plant)	The Power of Honor: <i>All units receive promotions 50% faster.</i>	<i>Have more than 18000 culture in 1600 AD. Control or vassalize Korea, Manchuria, China, Indochina, Indonesia and Philippines in 1940 AD. Be the first to complete the tech tree.</i>
Vikings	551 AD	Huscarl (Heavy Swordsman)	Trading Post (Lighthouse)	The Power of Raid: <i>Additional gold from pillaging, conquering cities and sinking ships.</i>	<i>Control the core of another European civilization in 1050 AD. Found a city in America by 1100 AD. Acquire 3000 gold by pillaging, conquering cities and sinking ships by 1500 AD.</i>
Arabia	622 AD	Camel Archer (Knight)	Madrassa (Library)	The Power of Faith: State religion spreads with temples and cathedrals to conquered cities.	<i>Be the most advanced civilization in 1300 AD. Control Egypt, the Maghreb, Spain, Mesopotamia and Persia directly or by vassal in 1300 AD. Spread Islam to 40% of the cities in the world.</i>
Tibet	630 AD	Khampa (Horse Archer)	Gompa (University)	The Power of Missionaries: <i>Can train unlimited missionaries; Missionaries can enter foreign territory.</i>	<i>Acquire 5 cities by 1000 AD. Spread Buddhism to 30% by 1400 AD. Settle 5 great prophets in Lhasa by 1700 AD.</i>
Khmer	655 AD	Ballista Elephant (War Elephant)	Baray (Aqueduct)	The Power of Monsoons: All land units can move through jungles.	<i>Build four Buddhist and Hindu monasteries and Wat Preah Pisnulok by 1200 AD. Have an average city size of 12 or more by 1450 AD. Have 8000 culture by 1450 AD.</i>
Indonesia	700 AD	Orang Laut (Privateer)	Candi (Pagan Temple)	The Power of Trade: <i>Other civilizations are likelier to open borders or trade away resources.</i>	<i>Have the largest population in the world in 1300 AD. Acquire 10 different happiness resources by 1500 AD. Control 9% of the world's population in 1940 AD.</i>
Moors	711 AD	Camel Gunner (Cuirassier)	Noria (Aqueduct)	The Power of Irrigation: <i>Improvements that yield food give one extra food on plain tiles until the Renaissance.</i>	<i>Make Cordoba the most populous city and leading commercial center of the world in 1000 AD. Control three cities in Iberia, the Maghreb and West Africa in 1200 AD. Settle a total of four great prophets, scientists or engineers in Cordoba in 1300 AD.</i>
Spain	718 AD	Conquistador (Cuirassier)	Citadel (Castle)	The Power of Discovery: Naval units receive +2 movement points.	<i>Be the first to found a city in America. Secure a total of 10 silver and gold resources by 1650 AD. Spread Catholicism to 40% of the world population and allow no Protestant civilization in Europe in 1700 AD.</i>
France	751 AD	Heavy Cannon (Cannon)	Salon (Theatre)	The Power of Diplomacy: <i>Diplomatic penalties expire faster, more likely to be voted for in congresses.</i>	<i>Have 25000 culture in Paris in 1700 AD. Control or vassalize 40% of Europe and North America in 1800 AD. Build Notre Dame, Versailles, the Statue of Liberty and the Eiffel Tower by 1900 AD.</i>
England	829 AD	Redcoat (Rifleman)	Royal Exchange (Bank)	The Power of Indirect Rule: <i>No city distance and colony maintenance.</i>	<i>Colonize every continent by 1730 AD. Control a total of 25 frigates or ships of the line and sink 50 enemy ships in 1800 AD. Be the first to enter Industrial and Modern eras.</i>
Holy Rome	843 AD	Landsknecht (Pikeman)	Rathaus (Courthouse)	The Power of the Emperor: <i>Double votes in Apostolic Palace elections.</i>	<i>Control the Apostolic Palace and the Church of the Holy Sepulchre in 1200 AD. Found Protestantism. Vassalize three European civilizations by 1600 AD.</i>
Russia	860 AD	Cossack (Cavalry)	Research Institute (Laboratory)	The Power of General Winter: Enemy units in Russia take damage every turn.	<i>Colonize Siberia by 1700 AD. Build the Trans-Siberian Railway by 1920 AD and be first to complete the Manhattan Project and Apollo Program. Have friendly relations with 5 communist civilisations by 1950 AD.</i>
Mali	989 AD	Skirmisher (Archer)	Mint (Forge)	The Power of Wealth: +1 trade in every land plot.	<i>Conduct a trade mission to your holy city by 1350 AD. Build the University of Sankore and settle a great prophet in its city by 1500 AD. Have 5000 gold in 1500 AD and 15000 gold in 1700 AD.</i>
Poland	1025 AD	Winged Hussar (Cuirassier)	Sejmik (Courthouse)	The Power of Golden Liberty: <i>No unhappiness or instability from foreign culture.</i>	<i>Have three cities of at least size 12 in 1400 AD. Be first to discover Liberalism. Build three Christian Cathedrals by 1600 AD.</i>
Portugal	1128 AD	Carrack (Caravel)	Feitoria (Customs House)	The Power of Exploration: All sea units have broader visibility range.	<i>Have open borders agreement with 14 other civs by 1550 AD. Acquire 12 trading company resources by 1650 AD. Control 15 colonies in Brazil, Africa and Asia in 1700 AD.</i>
Inca	1150 AD	Quechua Warrior (Axeman)	Terrace (Granary)	The Power of Terraces: Mountains produce 2 food and 1 hammer.	<i>Ensure there are no European settlements in South America in 1600 AD. Have 3000 gold in 1700 AD. Ensure there are no European settlements in South America in 1800 AD.</i>
Italy	1167 AD	Bersagliere (Infantry)	Art Studio (Forge)	The Power of Renaissance: <i>Free specialist in all of your cities until the Industrial Age.</i>	<i>Build San Marco Basilica, the Sistine Chapel and the Leaning Tower by 1500 AD. Have three cities with influential culture by 1600 AD. Control 65% of the Mediterranean in 1930 AD.</i>
Mongolia	1190 AD	Keshik (Knight)	Ger (Stable)	The Power of the Horde: <i>New Keshiks join your army after conquering big cities.</i>	<i>Control China by 1300 AD. Raze at least 7 cities. Control 12% of world territory by 1500 AD.</i>
Aztec	1195 AD	Jaguar (Swordsman)	Sacrificial Altar (Courthouse)	The Power of Sacrifice: Military units can enslave defeated enemy units.	<i>Enslave 5 European units. Allow no European colonies in Central America, Southern USA and the Caribbean in 1700 AD. Enter the Industrial era by 1860 AD.</i>
Mughals	1206 AD	Siege Elephant (Bombard)	Mausoleum (Jail)	The Power of Tolerance: <i>No unhappiness from non-state religions.</i>	<i>Build three Islamic Mosques by 1500 AD. Build the Red Fort, Harmandir Sahib and the Taj Mahal by 1660 AD. Have more than 50000 culture in 1750 AD.</i>
Turkey	1280 AD	Janissary (Musketman)	Hammam (Aqueduct)	The Power of Assimilation: The majority of foreign culture in Turkish cities is converted to Turkish culture.	<i>Have four wonders in your capital in 1550 AD. Control the Eastern Mediterranean, the Black Sea, Cairo, Mecca, Baghdad and Vienna in 1700 AD. Have the world's most powerful military in 1800 AD.</i>
Thailand	1350 AD	Chang Suek (Knight)	Ho Trai (Library)	The Power of Emissaries: <i>Better relations with civilizations you have established embassies with.</i>	<i>Have open borders with 10 civilizations in 1650 AD. Make Ayutthaya the most populous city in the world in 1700 AD. Allow no foreign powers in Southern Asia in 1900 AD.</i>
Congo	1390 AD	Pombos (Heavy Swordsman)	Mbwadi (Market)	The Power of the Tropics: <i>Jungles and marshes yield extra food and production and cause no unhealthiness.</i>	<i>Acquire 10% of the votes in the Apostolic Palace by 1650 AD. Gain 1000 gold through slave trade by 1800 AD. Enter the Industrial era before anyone enters the Modern era.</i>
Iran (Persian rebirth)	1500 AD	Qizilbash (Heavy Swordsman)	Caravanserai (Market)	The Power of Safaviyya: Religious buildings produce +2 culture and +2 science.	<i>Have open borders with 6 European civilizations in 1650 AD. Control Mesopotamia, Transoxania and Northwestern India in 1750 AD. Have a city of at least 20000 culture in 1800 AD.</i>
Netherlands	1581 AD	East Indiaman (Galleon)	Dike (Levee)	The Power of Trading Companies: <i>Doubled yield and commerce from the trading company corporation.</i>	<i>Settle 3 great merchants in Amsterdam by 1745 AD. Conquer 4 European colonies by 1745 AD. Secure or get by trade 7 spices resources by 1775 AD.</i>
Germany	1701 AD	Panzer (Tank)	Assembly Plant (Factory)	The Power of Technique: <i>Free unit upgrades.</i>	<i>Have 7 great people in Berlin in 1900 AD. Control Italy, France, Scandinavia, England and Russia in 1940 AD. Be the first to complete the tech tree.</i>
America	1776 AD	Navy SEAL (Marine)	Mall (Supermarket)	The Power of the American Dream: Population migrates from other civilizations to American cities.	<i>Allow no European colonies in the North and Central America and in the Caribbean in 1930 AD. Build the UN, the Statue of Liberty and the Pentagon by 2000 AD. Secure 10 oil resources by 2000 AD.</i>