

	Civ	Leader	Unique Unit (Replaces)	Unique U/B/I (Replaces/Improves)	Special Ability
	America	Washington	Minuteman (Musketman)	B-17 (Bomber)	Manifest Destiny: All land military units have +1 sight range. 50% discount when purchasing tiles.
	Arabia	Harun al-Rashid	Camel Archer (Knight)	Bazaar (Market)	Trade Caravans: Caravans have 50% greater range and Arabia spreads religion along trade routes at double the normal rate.
	Assyria	Ashurbanipal	Siege Tower (Catapult)	Royal Library (Library)	Treasures of Nineveh: Steal an enemy technology when taking a city. Can be used only once per city.
	Austria	Maria Theresa	Hussar (Cavalry)	Coffee House (Windmill)	Diplomatic Marriage: Can spend Gold to annex or puppet an allied City-State.
	Aztecs	Montezuma	Jaguar (Warrior)	Floating Gardens (Water Mill)	Sacrificial Captives: Gain Culture for the empire from each enemy unit killed.
	Babylon	Nebuchadnezzar II	Bowman (Archer)	Walls of Babylon (Walls)	Ingenuity: Receive a free Great Scientist when you discover Writing. Earn Great Scientists at double the normal rate.
	Brazil	Pedro II	Pracinhas (WWII Infantry)	Brazilwood Camp (Improves Jungle)	Carnival: Tourism output doubled and spawn rate of Great Artists (all types) increased during Golden Ages.
	Byzantium	Theodora	Cataphract (Horseman)	Dromon (Tireme)	Patriarchate of Constantinople: Choose one more Belief than normal when you found a Religion.
	Carthage	Dido	Forest Elephant (Horseman)	Quinquereme (Tireme)	Phoenician Heritage: All coastal Cities get a free Harbor. Units may cross mountains after the first Great General is earned, taking 50 HP damage if they end a turn on a mountain.
	Celts	Boudicca	Pictish Warrior (Spearman)	Ceilidh Hall (Opera House)	Druidic Lore: +1 Faith per city with an adjacent unimproved Forest. Bonus increases to +2 Faith in Cities with 3 more more adjacent unimproved Forest tiles.
	China	Wu Zetian	Chu-Ko-Nu (Crossbowman)	Paper Maker (Library)	Art of War: Effectiveness and spawn rate of Great Generals increased.
	Denmark	Harald Bluetooth	Berserker (Longswordsman)	Ski Infantry (Rifleman)	Viking Fury: Embarked Units have +1 Movement and pay just 1 movement point to move from sea to land. Melee units pay no movement point cost to pillage.
	Egypt	Ramesses II	War Chariot (Chariot Archer)	Burial Tomb (Temple)	Monument Builders: +20% production towards Wonder construction.
	England	Elizabeth I	Longbowman (Crossbowman)	Ship of the Line (Frigate)	Sun Never Sets: +2 Movement for all naval units. Receives 1 extra Spy.
	Ethiopia	Haile Selassie	Mehal Safari (Rifleman)	Stele (Monument)	Spirit of Adwa: Combat bonus (+20%) when fighting units from a Civilization with more Cities than Ethiopia.
	France	Napoleon	Musketeer (Musketman)	Chateau	City of Light: Great Work tourism theme bonus doubled in the Capital.
	Germany	Otto von Bismarck	Panzer (Tank)	Hanse (Bank)	Furor Teutonicus: Upon defeating a Barbarian unit inside an encampment, there is a 67% chance you earn 25 gold and they join your side. Pay 25% less for land unit maintenance.
	Greece	Alexander	Companion Cavalry (Horseman)	Hoplite (Spearman)	Hellenic League: City-State influence degrades at half and recovers and twice the normal rate.
	Huns	Attila	Battering Ram (Spearman)	Horse Archer (Chariot Archer)	Scourge of God: Raze cities at double-speed. Borrow City names from other in-game Civs. Start with Animal Husbandry technology. +1 Production from Pasture.
	Inca	Pachacuti	Slinger (Archer)	Terrace Farm (Improves Hill)	Great Andean Road: Units ignore terrain costs when moving into any tile with Hills. No maintenance costs for improvements in Hills; half cost elsewhere.
	India	Gandhi	War Elephant (Chariot Archer)	Mughal Fort (Castle)	Population Growth: Unhappiness from number of cities doubled. Unhappiness from number of Citizens halved.
	Indonesia	Gajah Mada	Kris Swordsman (Swordsman)	Candi (Garden)	Spice Islanders: The first 3 cities founded on continents other than where Indonesia started each provide 2 unique Luxury Resources (and can never be razed).
	Iroquois	Hiawatha	Mohawk Warrior (Swordsman)	Longhouse (Workshop)	The Great Warpath: Units move through Forest and Jungle in friendly territory as if it is Road. These tiles can establish Trade Routes upon researching The Wheel.
	Japan	Oda Nobunaga	Samurai (Longswordsman)	Zero (Fighter)	Bushido: Units fight as though they were at full strength even when damaged.
	Korea	Sejong	Hwach'a (Trebuchet)	Turtle Ship (Caravel)	Scholars of the Jade Hall: +2 science for all specialists and for all Great Person tile improvements. Tech boost for scientific buildings/Wonders built in the Korean capital.
	Mayans	Pacal the Great	Atlatlist (Archer)	Pyramid (Shrine)	Long Count: After Theology, receive a bonus Great Person at the end of every Mayan calendar cycle (394 years). Each bonus person can only be chosen once.
	Mongolia	Genghis Khan	Keshik (Knight)	Khan (Great General)	Mongol Terror: Combat Strength +30% when fighting City-State units or attacking a City-State itself. All mounted units have +1 Movement.
	Morocco	Ahmad al-Mansur	Berber Cavalry (Cavalry)	Kasbah (Improves Desert)	Gateway to Africa: Receives +3 Gold and +1 Culture for each International Trade Route. The Trade Route owners receive +2 Gold for each Trade Route sent to Morocco.
	Netherlands	William I of Orange	Sea Beggar (Privateer)	Polder (Improves Marsh or Flood Pl.)	Dutch East India Company: Retains 50% of the Happiness benefits from a Luxury Resource if your last copy of it is traded away.
	Ottomans	Suleiman	Janissary (Musketman)	Sipahi (Lancer)	Barbary Corsairs: All melee naval units have the Prize Ships promotion, allowing them to capture defeated ships. Pay only one-third the usual cost for naval unit maintenance.
	Persia	Darius	Immortal (Spearman)	Satrap's Court (Bank)	Achaemenid Legacy: Golden Ages last 50% longer. During a Golden Age, units receive +1 Movement and a +10% Combat Strength bonus.
	Poland	Casimir III	Winged Hussar (Lancer)	Ducal Stable (Stable)	Solidarity: Receive a free Social Policy at the start of each new Era.
	Polynesia	Kamehameha	Maori Warrior (Warrior)	Moai (Improves Gr, Pl, De, Tu, Sn)	Wayfinding: Can embark and move over Oceans immediately. +1 Sight when embarked. +10% Combat Strength bonus if within 2 tiles of a Moai.
	Portugal	Maria I	Nau (Caravel)	Feitoria	Mare Clausum: Resource diversity grants twice as much Gold for Portugal in International Trade Routes.
	Rome	Augustus Caesar	Ballista (Catapult)	Legion (Swordsman)	The Glory of Rome: +25% Production towards any buildings that already exist in the Capital.
	Russia	Catherine	Cossack (Cavalry)	Krepost (Barracks)	Siberian Riches: Strategic Resources provide +1 Production and Horse, Iron and Uranium Resources provide double quantity.
	Shoshone	Pocatello	Pathfinder (Scout)	Comanche Riders (Cavalry)	Great Expanse: Founded cities start with 12 tiles; units receive a combat bonus when fighting within their own territory
	Siam	Ramkhamhaeng	Naresuan's Elephant (Knight)	Wat (University)	Father Governs Children: Food, Culture and Faith from friendly City-States increased by 50%.
	Songhai	Askia	Mandekalu Cavalry (Knight)	Mud Pyramid Mosque (Temple)	River Warlord: Receive triple Gold from Barbarian encampments and pillaging Cities. Land units gain War Canoe and Amphibious promotions, strengthening them while embarked.
	Spain	Isabella	Conquistador (Knight)	Tercio (Musketman)	Seven Cities of Gold: Gold bonus for discovering a Natural Wonder (bonus enhanced if first to discover it). Culture, Happiness, and tile yields from Natural Wonders doubled.
	Sweden	Gustavus Adolphus	Hakkapeliitta (Lancer)	Carolean (Rifleman)	Nobel Prize: Gain 90 Influence with a Great Person gift to a City-State. When declaring friendship, Sweden and their friend gain a +10% boost to Great Person generation.
	Venice	Enrico Dandolo	Merchant of Venice (Great Merchant)	Great Galleass (Galleass)	Serenissima: Cannot gain settlers nor annex cities. Double the normal number of Trade Routes available. A Merchant of Venice appears after researching Optics. May purchase in puppeted cities.
	Zulu	Shaka	Impi (Pikeman)	Ikanda (Barracks)	IkIwa: Melee units cost 50% less maintenance; all units receive 25% more experience from combat.