| 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 1st 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) | Madrassa (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 Bosporus 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 1700 AD. Build the UN, the Statue of Liberty and the Pentagon by 2000 AD. Secure 10 oil resources by 2000 AD. |

| Civilization | Starting year | Unique Unit | Unique Building | Unique Power | Historical Victory goals |
|---|---|---|---|---|---|
| Egypt | 3000 BC | War Chariot (Chariot) | Obelisk (*Pagan Temple*) | The Power of the Pharaoh: *Monarchy, Serfdom and Pantheon* 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 *Invention*: *Technologies that nobody has discovered yet cost -20% science.* | Build 2 Confucian Academies and 2 Taoist Pagodas by 1000 AD. *Be first to discover Compass, Paper, Gunpowder and Printing Press. Experience four golden ages by 1800 AD.* |
| Babylonia | 3000 BC | Asharittu Bowman (Archer) | Ziggurat (*Pagan Temple*) | The Power of *the Cradle of Civilization*: *Begins the game with the knowledge of Animal Husbandry, Pottery and Archery.* | 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 first to discover Literature, Drama and Philosophy. Build the Oracle, the Parthenon, the Colossus, and the Temple of Artemis by 250 BC. *Control Egypt, Phoenicia, Babylonia and Persia in 330 BC.* |
| India | 1500 BC | Punjabi Worker (Worker) | *Stepwell (Aqueduct)* | The Power of *Varnas*: Specialists create one extra health. | *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.* |
| Phoenicia | 1200 BC | *Bireme (Galley)* | Glassmith (*Forge*) | *The Power of Seafaring: Trade route yields increased by 50%.* | Control 5 coastal cities in the Mediterranean in 100 BC. Secure through trade or take control of 4 dye resources by 200 AD. *Have the largest map of the world in 200 AD.* |
| Persia | 850 BC | Immortal (Spearman) | *Bazaar (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 | 760 BC | Legion (Swordsman) | Forum (Market) | The Power of *Mandate Armies: You will be granted an additional army when you declare your first war on a Mediterranean civilization.* | Build 5 Barracks, 5 Aqueducts and 5 Amphitheatres by 200 AD. Control in *320 AD* all the area historically known as the *Roman Empire*. Never lose a city to barbarians before 1000 AD. |
| Ethiopia | 295 BC | *Askari (Musketman)* | Stele (*Pagan Temple*) | The Power of Sovereignty: Ethiopian cities can't be demanded in a congress. | Found Catholicism. Acquire 3 incense resources by 600 AD. Allow no European colonies in Ethiopia and Subequatorial Africa in 1500 AD and 1910 AD. |
| Korea | 50 BC | Hwacha (Catapult) | *Seowon (University)* | *The Power of Kobuksons: Free Drill I and Drill II promotions for all naval units.* | *Build a Buddhist Stupa and a Confucian Academy by 1200 AD. Be first to discover Printing Press. Sink 20 enemy ships.* |
| Maya | 65 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. *Get a great general by 1600 AD.* |
| Byzantium | 330 AD | *Cataphract (Knight)* | Hippodrome (Theatre) | *The Power of the Metropolis: Cities in the center of your empire are immune to collapse and secession.* | *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.* |
| Japan | 525 AD | Samurai (*Heavy Swordsman*) | *Kaizen Plant (Coal Plant)* | The Power of Honor: *All units receive promotions 50% faster.* | *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.* |
| Vikings | 545 AD | *Huscarl (Heavy Swordsman)* | Trading Post (Lighthouse) | *The Power of Raid: Additional gold from pillaging, conquering cities and sinking ships.* | *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.* |
| Arabia | 620 AD | Camel Archer (Knight) | Madrassa (Library) | The Power of Faith: State religion spreads with temples and cathedrals to conquered cities. | *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 cities in the world.* |
| Khmer | 660 AD | Ballista Elephant (War Elephant) | Baray (Aqueduct) | The Power of Monsoons: All land units can move through jungles. | *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.* |
| Indonesia | 700 AD | *Orang Laut (Privateer)* | Candi (*Pagan Temple*) | *The Power of Trade: Other civilizations are likelier to open borders or trade away resources.* | *Have the largest population of the world in 1300 AD. Acquire 9 different happiness resources by 1500 AD. Control 9% of the world's population in 1940 AD.* |
| Spain | 720 AD | Conquistador (Cuirassier) | Citadel (Castle) | The Power of Discovery: Naval units receive +2 movement points. | *Be 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.* |
| France | 750 AD | *Heavy Cannon (Cannon)* | Salon (*Theatre*) | The Power of *Diplomacy*: *Other civilizations are quicker to forget about your past transgressions.* | *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.* |
| England | 820 AD | Redcoat (Rifleman) | Royal Exchange (Bank) | The Power of *Indirect Rule*: *No city distance and colony maintenance.* | *Colonize every continent by 1730. Have a total of 25 frigates or ships of the line and sink 50 enemy ships in 1800 AD. Be the first to enter the Industrial and Modern eras.* |
| Holy Rome | 840 AD | *Landsknecht (Pikeman)* | *Rathaus (Courthouse)* | *The Power of the Emperor: Double votes in Apostolic Palace elections.* | *Control the Apostolic Palace and the Church of the Holy Sepulchre in 1200 AD. Found Protestantism. Vassalize three European civilizations by 1600 AD.* |
| 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 Trans-Siberian Railway by 1920 AD and be first to complete the Manhattan Project and the Apollo Program. Have friendly relations with 5 communist civilisations by 1950 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 *14* 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. |
| Italy | 1167 AD | *Bersagliere (Infantry)* | Art Studio (*Forge*) | *The Power of Renaissance: Free specialist in all of your cities until the Industrial Age.* | *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.* |
| Mongolia | 1190 AD | Keshik (Knight) | Ger (Stable) | The Power of the Horde: *New Keshiks join your army after conquering big cities.* | 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. |
| Mughals | 1206 AD | *Siege Elephant (Bombard)* | *Mausoleum (Jail)* | *The Power of Tolerance: No unhappiness from non-state religions.* | *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.* |
| Turkey | 1280 AD | Janissary (Musketman) | Hammam (Aqueduct) | The Power of Assimilation: The majority of foreign culture in Turkish cities is converted to Turkish culture. | *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.* |
| Thailand | 1350 AD | *Chang Suek (Knight)* | Ho Trai (*Library*) | *The Power of Emissaries: Better relations with civilizations you have established embassies with.* | *Have open borders with 8 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.* |
| Netherlands | 1500 AD | East Indiaman (Galleon) | Dike (Levee) | The Power of Trading Companies: *Doubled yield and commerce from the trading company corporation.* | 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. |
| Iran (Persian rebirth) | 1500 AD | Qizilbash (*Heavy Swordsman*) | *Caravanserai (Market)* | *The Power of Safaviyya: Religious buildings produce +2 culture and +2 science.* | *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.* |
| Germany | 1700 AD | Panzer (Tank) | Assembly Plant (Factory) | *The Power of Technique: Unit upgrade costs halved.* | *Have 7 great persons in Berlin in 1900 AD. Control Italy, France, Scandinavia, England and Russia in 1940 AD. Be the first to complete the tech tree.* |
| 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 1700 AD. Build the UN, the Statue of Liberty and the Pentagon by 2000 AD. Secure 10 oil resources by 2000 AD. |