

# Carl's Civilization 5 Strategy Guide for Gods & Kings and Brave New World DLC

Carl Ratcliff

Last update: 24th October 2014





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## 0.1. About My Civ 5 Site

My goal in writing this Guide is to help players new to Civ 5's turn-based strategy and those playing on lower difficulties to improve their game and get more enjoyment out of it. The Guide is broken down into sections based on game mechanics, so information you seek should be easy to find. Total newbies to the game should find many helpful hints that will give them new ideas for playing such an open-ended game. The random maps, leader personalities you'll encounter, variety of valid strategies and fact that there's no one right way to play the game offer near-infinite replayability. This, combined with the depth offered by the Gods and Kings (G&K) and Brave New World (BNW) Expansions, means that there is no infallible secret strategy to be shared.

Conditions in the game are always changing. You must learn to plan, adapt to those changing conditions, and adjust your strategy accordingly. What Guides can do is help you by giving example strategies and introducing you to Civ 5's gameplay concepts, how they work, and how to use these mechanics to your advantage. The knowledge you gain from reading these guides, your own time playing Civ 5, experimentation with new strategies and practice with Civs that suit your playstyle will see you to more satisfying conquests on higher difficulties. Winning a game is great and good fun, but winning a game of Civ on a Difficulty you have never conquered feels like a big Achievement. Here is a list of the Guides I have to offer. Check back for new additions, as there are always new pages being published and players may leave comments to help others to formulate a new strategy.

## 0.2. List of Strategy Guides, Sorted by Gameplay Concept

Here is a summary of the information found in each Strategy Guide I've authored for Civ 5. The descriptions here will help newbies learn of gameplay concepts to explore, provide helpful information on them, and serve as a sitemap of the Guide to aid you in locating information.

### Civilizations: Leader and Bonus List 1

A full list of Civilizations and their Leaders with the specials buildings, units and Civ-specific powers they receive. Links to in-depth articles about Civs with strategies and the improvements and differences between the Unique Units and Unique Buildings and the regular units/structures they replace.

There are a total of 43 Civilizations to choose from in Civ 5 with all the DLC, Gods and Kings, and Brave New World. The Civ selection screen doesn't give nearly enough information and this page will help you choose and highlight strengths of Civilizations that may not be obvious at first glance. Some Civilizations and Leaders are fit for one or two types of Victory, while others offer much more open bonuses that are suitable for any victory type - although you CAN take any Civ to any kind of Victory - use Babylon's scientific bonuses to outclass the enemy's military, for example. These Guides can help you make a decision and find the perfect Civ for you, new Civs you'd like to try, and give you ideas for utilizing the strengths of the Civ.

### Civ 5 Difficulty and Game Settings 3

Differences in AI Bonuses on Prince, King, Emperor, Immortal, and Deity Difficulty are detailed here. Also, I provide explanations for the game's Advanced Setup options which allow you to customize your gameplay experience. Check this Guide to see just how big a bonus the AI gets on the next Difficulty you're moving up to. In general, when you're winning almost every game, you should try a harder difficulty!

### Civ 5 Military Unit Types, XP, and Promotions 29

A 7-page feature on the Unit Types in Civ 5 Brave New World. See here for Unit stats, special Promotions, production/purchase and Upgrade Costs to help you plan ahead. Covers everything from Scouts and Warriors to Stealth Bombers, Nukes, and Missile Cruisers.

## **Civ 5 Unique Units 36**

A list of every Unique Unit in Civilization 5 with all DLC installed. Features what makes each unit Unique and what Promotions are kept when Upgrading each Unit to a more modern version.

## **Science: Maximizing Research Output 7**

Learn all about the factors that influence your Civilization's Science per Turn and how you can improve your Research pace to out-Tech other Civs. This Guide is comprehensive and should teach newcomers a lot about how to make a truly advanced Civ for its time.

## **War Guide: Warmongering and Peace Treaties 37**

A four-page Guide to War in Civilization 5. Includes information on Peace Treaties, Resurrecting Civs, Taking Capital Cities and Battle Strategies. A companion Guide to the Military Units piece that provides a lot of information on using the game's Military Units.

## **Diplomacy: Playing Civ Politics, Diplomatic Modifiers - Boosts and Penalties 26**

Learn all about interacting with other Civilizations in this Guide. It covers the various options you'll get when talking to another Civ - Trades, Discuss and Demands you may make, while also focusing on what will influence your standing with them. It features a large list of things that cause a hit to relations or help your Civ to grow more friendly with others.

## **World Congress: Resolutions & Projects 28**

Learn all about Delegates, Voting for Resolutions and how to manipulate the World Congress and United Nations for your own gain. Includes a full list of Resolutions and how to use them to benefit your Civ.

## **Trade Routes: Caravans and Cargo Ships 9**

A full Guide to Trade Routes and how they work. Learn how Gold per Turn is factored, the maximum ranges and techs to increase them, religious pressure and Science earned from Land/Sea Trade Routes with other Civs.

## **World Wonders III**

A full list of all 47 Wonders in Civilization 5 and its DLC. Features stats for each Wonder on a single page, with all constructs sorted by Era to help players plan ahead. Here you will find links to in-depth articles on each Wonder in the game where players can share strategies through the site's comments system.

## **Social Policies 10**

A Guide to Social Policies in Civilization 5. Includes a full-page Guide on each type, from Tradition to Rationalism and each individual Policy. You will find much more than basic descriptions here, rather plenty of information on what Policy Trees I personally choose and why I find they're helpful. You can share your own information, Policy/Civ combinations, and openings with other players here.

## **Ideologies and Public Opinion 11**

Learn all about Civilization 5 Brave New World's 3 Ideologies ([Autocracy 11.1](#), [Freedom 11.2](#), and [Order 11.3](#)) and their individual Tenets. Information on Public Opinion and the various levels of Unrest Civs of Differing Ideologies will face is covered, along with how that works to produce Unhappiness and even Culture Flip Cities.

## **City Management: Founding New Cities, City Connections, Population, and Working Tiles 4.14.2**

A Strategy Guide for all details of Cities in Civilization 5, covering pretty much every concept related to them from the land a City can claim to the scientific output it can produce. You'll learn all you need to know to effectively manage your Cities.

This page is the first of five sequential strategy guides that teach you all you'll need to know to manage your Cities. This first covers the concept of Citizens, population, and keeping the Empire happy and productive. City connections are also explained in detail, so that you can use little tricks like harbors and roads combined to connect distant cities without long, expensive roads or railroads connecting them. Follow the link at the end of the page to go on to the next section and learn about expanding your borders, using Citizen Management and manually working tiles, along with locking them. There's also a brief introduction to Specialists and how they fit into your Civilization. You can find a full guide to Specialists further down this page.

## **City Management: Food for Growth & Production for Building 4.3**

Part of the City Guide; Learn the technologies and means of maximizing your Food output to achieve fast Population Growth. This Guide also talks about Production and hammers, so that you can construct Buildings and Wonders faster.

This page deserved a spot on the front page of the Guide because growing your Cities and their production capacity is so important in Civilization 5, whether you are building your Empire Tall (few cities with high population) or Wide (more Cities with lower population). You'll also learn a bit about the build queue and how you can purchase buildings with gold and faith.

## **City Management: Raising Science, Gold Income, Faith, Culture, and Tourism 4.4**

Learn about the various types of City output that contribute to your Civilization as a whole. Learn about how you can maximize Cities' Science and Gold output along with other stats.

These Civ stats are produced by Cities and contribute to your Empire's totals. This page was separated from Food and Production because those are City-specific, while Science, Gold, Faith, Culture, and Tourism stats are accumulated Empire-wide to produce your totals. Understanding the concepts on this page, like the others in City Management, are critical to new players learning the game's features and how to get the most out of every City they control.

## **Food and City Growth: Making High-Population Cities 4.6**

This Guide is focused on how you can use Food Focus in Citizen Management, Workers, and internal Food Trade Routes to help your Cities climb to Populations 40+ and even much, much higher depending how well you do. Overall, this is a key Guide to read if you are struggling with Science and Production in your Cities.

## **Defending your Cities: Combat Strength and Ranged Garrisons 4.5**

As you raise the difficulty, Barbarian attacks and War both become more likely. Learn the basic information needed to defend your Cities from attack and keep your City's Workers productive. This introduces some War concepts, but doesn't go in-depth on Conquest - it's more about stopping Barbarians and invading enemy Civilizations from taking your lands.

## **Tall vs Wide Empires in Brave New World 6**

Learn about the differences between Tall and Wide play, as well as the definition. This Guide features a list of Civs that are suited to each playstyle, and provides tips to playing the game with each layout.

## Religion 12

A seven-page guide to Religion in Civilization 5 Gods and Kings and Brave New World. Introduces you to Faith generation and getting enough for a Pantheon, birthing Great Prophets to found your Religion, and an explanation of Religious Pressure and how you can use this gameplay feature to convert other Cities to follow yours. Includes detailed lists of all Beliefs, separated by category and providing tips on the best to choose depending on your goals.

## Religion - Converting Cities with Missionaries/Great Prophets and Religious 12

Pressure This page is focused on helping you understand the Religious Pressure game mechanic and how you can use it to spread your Religion passively over the years by utilizing Trade Routes, Beliefs, Missionaries, Great Prophets, and Inquisitors.

## Happiness Guide: Golden Ages & Countering Unhappiness 8

By knowing sources of Happiness and where Unhappiness comes from, you can better manage your Empire and plan ahead. Get tips on managing Cities and learn the best ways to increase Happiness. Also covers Golden Ages.

## City States - the Minor Civilizations of Civ 5 25

Learn about City States, a new addition to the franchise in Civilization 5 and how they've been expanded with the Gods and Kings and Brave New World DLC. This guide will teach you about the various types (Religious, Militaristic, Mercantile, Maritime, and Cultured) and how they will help your Civ to grow and become more powerful. Alliances with City States are critical for Diplomatic Victories for the votes they provide toward World Leader, while also helping you pass other World Congress proposals that can benefit your Civilization or cripple others. City States are helpful in every Victory type because of the bonuses they provide to your Civilization - from Culture, occasional military units, to Happiness and even Food to help your Cities grow faster. Friendships provide small bonuses, and Alliances typically provide double that. City-State bonuses become more powerful when your Civilization reaches the Medieval and Industrial Eras.

## Barbarians 24

This Guide will teach you all about Barbarians in the game. Learn about preventing Barbarians from spawning new camps near your territory and dealing with them when they do.

## Early-Game Beginner's Guide & Gameplay Concepts 42

This Guide seeks to inform newcomers to Civilization 5 or those looking to raise the Game Difficulty about the various things one has to think about when starting a new game and progressing through the first 100 or so turns. Utilizing all the tools at your disposal is key to winning higher-difficulty games, and this gives a rundown of those concepts with gameplay strategies to help you out. Use this page to share situational build orders and aid your fellow players.

## Resources 5

### Not Yet Updated for BNW/G&K!

A list of resources in Civilization 5. Learn about tile improvements, luxury and strategic resources. This guide will help you to see what resources are really worth going to war for, and how much production, happiness, gold, and food each will bring to your cities.

## **Specialists and List of Buildings with Specialist Slots 22**

Learn about the six types of Specialist in Civilization 5 Gods and Kings & Brave New World. These are used to generate resources for your Civ and create Great People, powerful additions to your society that carry with them a variety of special abilities.

## **Great People, Increasing GPP, Great Person Tile Improvements, & Special Abilities 23**

Learn about the nine varieties of Great People in Civilization 5 and how they can help your Civ to flourish. Learning how best to use their specials can go a long way when attempting to play on higher difficulties. Mastery of these along with the Specialists that generate the GPP to birth them is vital information if you're going to master this deep strategy game.

## **Spies - Espionage Guide 27**

Learn all about Civ 5 G&K's Spy gameplay feature. Upon entering the Renaissance and each Era after, your Civ will be granted a Spy. They may be used to Steal Technology, Stage Coups in City-States, or simply Rig Elections to help your Civ's standing with a CS. Spies are also used as Diplomats, which can get you votes for World Congress Proposals. Learn all about this feature in my Guide.

## **Gameplay Tips 43**

You can catch some of the most important advice without reading all the in-depth strategy articles listed here. You'll find a long list of Tips for Civ 5, broken down by category. This is very broad, and new players will likely learn all kinds of game mechanics and bits of info that they did not know before that should help them improve at playing Civ. Add your own tips by using the form at the bottom of the page to help your fellow gamers.

## **0.3. Ways to Win: Victory Types in Civ 5 VII**

Here you'll find information that will show you options for [how to win a game of Civ 5 VII](#). Each guide contains the requirements you'll need to meet in order to score a victory and tips on doing so efficiently. Provide your own victory strategies to Civ newbies by sharing tips through the form at the bottom of each page.

### **Culture/Tourism Victory 38**

Brave New World updated Civ 5's Cultural Victory requirements and relies on a Tourism system to overcome Culture of other Nations, granting the victory. Learn all about Boosting Tourism, Great Works of Art and Artifacts, along with Wonders you should build to make Victory arrive earlier in a game. I also have a guide to [Theming Bonuses 38.6](#) to help you boost your Tourism even further.

### **Diplomatic Victory 39**

Diplomatic Victory is available fairly late in the game, requiring the formation of the U.N. from the World Congress. Learn about Delegates, the importance of City-State Allies, and how you can be elected World Leader and win the game through Diplomacy.

### **Domination Victory 40**

The Domination Victory has been updated with Brave New World. You must now control all original Capital Cities to be declared the winner. This is a big improvement on the old system. Read this Strategy Guide to learn more and see tips on what Wonders to build and how best to pick your targets, and when to stop and declare peace before moving on to your next war.

## **Scientific Victory 41**

Learn about the Space Race victory condition. Your goal is to be the first to leave the planet, which implies technological superiority. To do that, you'll need a load of science to be the first to get the tech, and production cities to make your space ship parts.

## **0.4. Cheats and Mods**

### **Cheats 44**

Firaxis did not release Cheats with Civilization 5, but the powerful Ingame Editor mod can be installed easily and provides far more power than many games' traditional cheats. This Cheats page details your options for tinkering most any detail of a game in progress. Many thanks to the creators of this powerful tool for cheating, testing and exploring the game. The Cheats page also shows how to enable debug mode and where to get the Civilization 5 SDK which includes the World Builder.

Part I.

## Civ 5: Civilizations and Leaders



# 1. Introduction

## Unique Ability, Unit and Building List for Choosing a Civ to Play

This list of all 43 Civilizations and Leaders available in Civ 5, Gods and Kings, Brave New World and Steam DLC/Scenario Packs shows the bonuses you get when playing each Civ - from their Leader's Unique Ability (UA), to the Unique Units' Stats (UU), Unique Buildings (UB), and Terrain Improvements available to them. What is special about this list is that it shows the difference between each UU/UB and the original Building or Unit it replaces. This should help you come up with ideas for how you might like to play a certain Civilization. **The ultimate goal of this list is to help you choose which Civilization to play by giving you a rundown of the bonuses you'll get when playing as that Leader.** It is intended to be better than the in-game menu for choosing a Civ. Many players return to this list to pick who they'll play in their next game.

## DLC and Civilization Selection: Brave New World and Civ 5 Complete Edition

Not all Civs in this list will appear in your selection menu if you have Vanilla or only one or two of the Expansion Packs. There are several DLC available on Steam for Civilization 5 that add Scenarios and new Civilizations to the game. In the list below, these are labeled **DLC (Steam)**. Civilizations that come from Gods and Kings are labeled **G&K**, and those from Brave New World, **BNW**. Players who own the Brave New World Expansion Pack get all features of Gods and Kings except for the Civilizations - so if you want to buy one of the DLC, this is the one to get. It also makes Civ 5 one of the best Turn-Based Strategy games ever made. Civilization 5 Complete Edition is also available, so players can get the Gods and Kings and Brave New World Expansions along with all of the Steam-only DLC/Scenario Packs in one package.

<i>Civilizations in Civ 5 - List of Leaders, Unique Abilities, Units and Buildings</i>				
Civilization & Leaders	Unique Ability	Unique Units vs. Replaced Unit	Unique Building or UU compared to original	DLC?
<b>America</b> Washington 2.1	<b>Manifest Destiny</b> All land military units have +1 sight. 50% discount when purchasing tiles.	<b>Minuteman</b> (Musketman) This is a better Unique Unit than first meets the eye thanks to its mobility and that any kills made with Minutemen will grant points toward Golden Ages. Gets Drill I, giving them a bonus in rough terrain and starting them out with great promotion opportunities. They also ignore terrain cost - literally nothing can slow them down except Mountains.	<b>B17</b> (Bomber) Gets 70 Ranged Strength instead of 65, but more importantly starts with the Evasion promotion, which gives it 50% less damage from air interceptors. They also start with Siege I, giving them a 33% bonus vs Cities and enabling some great promotions for newly produced units.	Vanilla
<b>Arabia</b> Harun al-Rashid 2.2	<b>Ships of the Desert</b> Caravans gain +50% extended range. Land/sea trade routes spread the home city's religion at double effectiveness. Get double Oil Strategic Resources.	<b>Camel Archer</b> (Knight) Ranged unit replacing the Knight. Gets -3 defensive strength (17) but has a ranged combat strength of 21. Removes the penalty for attacking Cities while retaining the ability to move after attacking.	<b>Bazaar</b> (Market) Gives 1 extra copy of each Luxury Resource near the city. Oil and Oasis provide +2 Gold. Bazaars give +1 base gold as well.	Vanilla
<b>Assyria</b> Ashurbanipal 2.3	<b>Treasures of Nineveh</b> Gain a free Tech discovered by the owner of the city when Conquering it through War. (Trade doesn't count, and only once per city).	<b>Siege Tower</b> (Catapult) Strength +5 (12), No set-up, Cover I Promotion (ranged defense), +1 sight, +200% bonus vs Cities itself and Units within 2 hexes get +50% attack bonus on Cities.	<b>Royal Library</b> (Library) Great Work of Writing slot that, when filled, will give +10 XP to newly trained units in addition to benefits provided by Barracks, etc.	BNW
<b>Austria</b> Maria Theresa 2.4	<b>Diplomatic Marriage</b> Allows you to spend gold to Annex or Puppet a City-State that has been an ally for 5 turns. This will cost you about 1500 gold or less.	<b>Hussar</b> (Cavalry) +1 Movement, Flank Attack bonuses increased +50% and gets +1 Extra Sight.	<b>Coffee House</b> (Windmill) Loses the flat terrain requirement and the +10% production toward buildings, but gets 5% flat production and provides +25% Great People generation in the city.	G&K

<b>Aztec</b> Montezuma 2.5	<b>Sacrificial Captives</b> Gains culture for the empire for each enemy unit killed.	<b>Jaguar</b> (Warrior) A great UU. Heals 25 damage when it kills a unit, gets a +33% combat bonus in forest/jungle giving it freedom to choose the open terrain upgrades for versatility, and moves through forest and jungle at double the usual rate.	<b>Floating Gardens</b> (Water Mill) Allows construction in cities near lakes in addition to rivers. Provides a whopping +15% growth to the city, reduces gold maintenance from 2 to 1. A great UB all-around that you will want to try to slip in early for maximum effect.	Vanilla
<b>Babylon</b> Nebuchadnezzar II 2.6	<b>Ingenuity</b> Free Great Scientist at the invention of Writing. Even better, earn Great Scientists 50% faster.	<b>Bowman</b> (Archer) Bowmen have better stats over the Archer they replace. 9 Ranged Strength vs 7 and 7 Defensive Strength vs 5 - nearly the defense of a Warrior. They're great for clearing Barbarians and even waging early war thanks to their cheap cost.	<b>Walls of Babylon</b> (Walls) Gives a City +6 Defense (Combat Strength) as opposed to 5, 100 HP instead of 50.	DLC (Steam)
<b>Brazil</b> Pedro II 2.7	<b>Carnival</b> Double Tourism output during Golden Ages. Earns Great Artists, Musicians, and Writers 50% faster during Golden Ages.	<b>Pracinha</b> (Infantry) Kills grant points toward Golden Ages, allowing Brazil to boom Tourism late-game if they choose to go to War.	<b>Brazilwood Camp</b> (Tile Improvement) Can be built on Jungle tiles only. Gives +2 Gold, +2 Culture. Brazil can use these Jungle tiles for Science as well, with Universities. All other Civs must either chop them down or go for Science/Trading Post. This is much, much better.	BNW
<b>Byzantium*</b> Theodora 2.8	<b>Patriarchate of Constantinople</b> Choose one more Belief than normal when you found a Religion.	<b>Cataphract</b> (Horseman) Penalty to attacking Cities reduced from 33% to 25% and these units can get terrain bonuses unlike Horsemen. They lose 1 movement but gain +3 strength, putting them at 15 vs the Horseman's 12.	<b>Dromon</b> (Tireme) Costs 56 instead of 45, but is a ranged attacker that may not melee. Their 10 melee defense is reduced to 8, and gain 10 Ranged strength with a range of 2.	G&K

<b>Carthage*</b> Dido 2.9	<b>Phoenician Heritage</b> Coastal Cities get a free Harbor. Units may cross mountain after the first Great General is born, but will take 50 damage if ending a turn on a Mountain.	<b>African Forest Elephant</b> (Horseman) Doesn't require Horses, but costs 100 instead of 75 like a Horseman. Enemies nearby take a -10% Combat penalty. Loses 1 Move (3) but gains 2 Strength (14). Comes with Great Generals II Upgrade, making them spawn more quickly from using this unit in combat.	<b>Quinquereme</b> (Trireme) +3 Combat Strength over usual Trireme, bringing it to 13.	G&K
<b>The Celts</b> Boudicca 2.10	<b>Druidic Lore</b> +1 Faith per city with adjacent unimproved Forest tiles. Increases to +2 when 3 or more Forest are present.	<b>Pictish Warrior</b> (Spearman) Removed bonus to Mounted, but gain +20% Combat Bonus when outside Friendly territory. Also, no Movement Cost to Pillage Tile Improvements and earns 50% of a slain enemy's strength as Faith.	<b>Ceilidh Hall</b> (Opera House) Gives +3 Happiness, vs 0 on a regular Opera House	G&K
<b>China</b> Wu Zetian 2.11	<b>Art of War</b> Great Generals give +30% instead of +15% Combat Bonuses and their spawn rate is 50% faster.	<b>Chu-Ko-Nu</b> (Crossbowman) Loses 4 Ranged Strength, down to 14 from 18, but that hardly matters for their ability to attack twice in a single turn so long as they have not consumed a move. The Chu-Ko-Nu is easily one of the best Unique Units in the game and its double attack upgrade is kept when you later promote the unit.	<b>Paper Maker</b> (Library) This is a pretty great Unique Building. Gives +2 Gold in addition to the usual benefits of a Library, as opposed to costing 1 per turn in Maintenance.	Vanilla
<b>Denmark*</b> Harald Bluetooth 2.12	<b>Viking Fury</b> Embarked units gain 1 movement and pay only 1 movement to move from sea to land. Melee units do not lose movement to Pillage, providing them ample healing near enemy Cities.	<b>Berserker</b> (Longswordsman) Gets +1 Movement (3 total) and begins with the Amphibious promotion, eliminating combat penalties for attacking from sea or across a river.	<b>Norweigan Ski Infantry</b> (Rifleman) 25% combat bonus in unforested Hills, Snow, and Tundra tiles. Also moves double through those tiles.	DLC (Steam)

<b>The Netherlands</b> William 2.13	<b>Dutch East India Company</b> Keep 50% of the Happiness benefits (+2 out of 4) from a Luxury Resource if your last copy is traded away.	<b>Sea Beggar</b> (Privateer) Comes with Coastal Raider II, giving it another +20% strength vs Cities. Their Supply upgrade allows them to heal outside friendly territory unlike other Ships (+15/turn). Additionally, defeated enemy ships may join your side after combat.	<b>Polder</b> (Tile Improvement) Gives +3 Food on Flood Plains or Marsh, something not possible with Farms until Civil Service. This nifty improvement also picks up +2 Gold and +1 Production for the tile when Economics is Researched.	G&K
<b>Egypt</b> Ramesses II 2.14	<b>Monument Builders</b> +20% Production towards Wonder Construction.	<b>War Chariot</b> (Chariot Archer) Gets 5 moves instead of 4 and doesn't require Horses to be built, leaving you free to trade them away or save them for Horsemen later.	<b>Burial Tomb</b> (Temple) Gives +2 Happiness in addition to the +2 Faith, while eliminating the Gold maintenance of a Temple. Additionally, any enemy that conquers a City with a Burial Tomb will get double pillage Gold.	Vanilla
<b>England</b> Elizabeth 2.15	<b>Sun Never Sets</b> +2 Naval unit Movement and +1 Extra Spy when introduced in the Renaissance.	<b>Longbowman</b> (Crossbowman) Range +1, which is a huge advantage.	<b>Ship of the Line</b> (Frigate) +7 Ranged Strength (35), +5 Defense (30), +1 Sight - a big bonus with the native Movement of English Ships.	Vanilla
<b>Ethiopia*</b> Haile Selassie 2.16	<b>Spirit of Adwa</b> +20% Combat Bonus to all Units when fighting a Civ with more Cities than Ethiopia.	<b>Mehal Sefari</b> (Rifleman) Costs 200 vs 225 for a Rifleman. Starts with Drill I, giving a bonus in Rough Terrain and good opportunity for upgrades straight out of a Military Academy. Gets a +30% Combat Bonus while fighting from inside the Capital, which diminishes in power as it gets a few hexes away.	<b>Stele</b> (Monument) Gives +2 Faith in addition to the regular +2 Culture of a Monument.	G&K

<b>France</b> Napoleon 2.17	<b>City of Light</b> Museum and World Wonder theming bonuses are doubled in their Capital.	<b>Musketeer</b> (Musketman) +28 instead of +24 Combat Strength. Perhaps the most straightforward UU bonus out there	<b>Chateau</b> (Tile Improvement) May be built adjacent to luxury improvement, but not another Chateau. Acts as a fort, but must be built in French Territory. Starts with +1 Gold/+2 Culture to the tile when worked, rises to +3 Culture/+3 Gold with Flight.	Vanilla
<b>Germany</b> Bismarck 2.18	<b>Furor Teutonicus</b> Defeating a Barbarian in an Encampment gives you a 67% chance they join your side. Land unit maintenance costs 25% less.	<b>Panzer</b> (Tank) Has +1 move and +10 combat strength compared to a regular Tank. It is merely a faster, more powerful version that Germany will be able to mass-produce easily thanks to their unique building.	<b>Hanse</b> (Bank) All the regular benefits of a Bank, but with a great perk - +5% production per Trade Route with a unique City-State in every City with a Hanse	Vanilla
<b>Greece</b> Alexander 2.19	<b>Hellenic League</b> City-State Influence degrades at half and recovers at twice the normal rate, also eliminates Trespassing penalties.	<b>Companion Cavalry</b> (Horseman) Combat is more likely to produce Great Generals, +1 moves (5), +2 Strength (14).	<b>Hoplite</b> (Spearman) +2 Combat Strength (13)	Vanilla
<b>The Huns</b> Attila 2.20	<b>Scourge of God</b> Double Raze speed. Uses City Names from other Civs. Starts with Animal Husbandry and earns +1 Production per Pasture	<b>Horse Archer</b> (Chariot Archer) +1 Melee Strength (7), Rough Terrain Penalty Removed. Starts with Accuracy I upgrade - +15% against units in Open Terrain	<b>Battering Ram</b> (Spearman) City Attack Only so no Bonus vs Mounted. -1 Strength over normal, yet gets a +300% Bonus vs Cities. -33% Defense against attackers, so keep it safe.	G&K
<b>The Inca</b> Pachacuti 2.21	<b>Great Andean Road</b> Units ignore terrain costs when moving into any tile with Hills. There are no maintenance costs for improvements in hills, meaning roads, and half cost elsewhere.	<b>Slinger</b> (Archer) Has 4 Defensive Strength as opposed to 5, but may Withdraw Before Melee if there is room to escape and the enemy is not fast (horseback).	<b>Terrace Farm</b> (Tile Improvement) Build farms on hills without fresh water. All other Civs can do this so long as the Hill is next to a River or Lake. What's unique about this is that it also gives +1 Food for each adjacent Mountain tile.	DLC (Steam)

<b>India</b> Gandhi 2.22	<b>Population Growth</b> Unhappiness from number of Citizens halved, while unhappiness from number of Cities doubled.	<b>War Elephant</b> (Chariot Archer) Loses 1 move (down to 3) but also ditches the Rough Terrain Penalty that costs a Chariot's moves should it move into rocky terrain. Its Ranged Strength is +1 (11 total) with a hefty boost to melee defense, up to 9 from the Chariot's 6.	<b>Mughal Fort</b> (Castle) Gives +2 Culture where a Castle gives none. After Flight is researched, it'll give +2 Tourism as well. The cost is about 8% cheaper, from 160 to 150 Production.	Vanilla
<b>Indonesia</b> Gajah Mada 2.23	<b>Spice Islanders</b> First 3 Cities founded on continents other than where Indonesia started each provide 2 unique Luxury Resources and can never be Razed.	<b>Kris Swordsman</b> (Swordsman) Gets a random upgrade after Combat. Most of these are incredible bonuses, like fully healing after a non-barbarian kill or 1 extra attack+move per turn. Unfortunately, some Units may get cursed blades that reduce their effectiveness in Combat but in general, the Mystic Blades rock and you'll want to be careful not to lose Units with certain upgrades.	<b>Candi</b> (Garden) The usual great person generation of a Garden, but with +2 Faith for each World Religion with at least 1 follower in the City.	BNW
<b>Iroquois</b> Hiawatha 2.24	<b>The Great Warpath</b> Units and Caravans move through forest/jungle in your territory as if they were roads and these tiles can be used to establish City Connections (build roads in between).	<b>Mohawk Warrior</b> (Swordsman) Gains +33% Combat Bonus in Forest/Jungle (even if on hill) and doesn't require Iron unlike the Swordsman it replaces.	<b>Longhouse</b> (Workshop) Gives the flat +2 Production of a Workshop, but changes the +10% Production bonus to instead give +1 production to each worked Forest Tile. It's great with Lumber Mills, but you have to leave the Forests until that Tech is researched. Gives much more Production when you have plenty of Forest around your Cities.	Vanilla

<b>Japan</b> Oda Nobunaga 2.25	<b>Bushido</b> Units fight at full strength, even when damaged, a very powerful Military bonus.	<b>Samurai</b> (Longswordsman) Starts with Shock I (open terrain bonus) and the Great Generals II upgrade meaning using them will raise the GG spawn rate. They are also able to build Fishing Boats when embarked, which can help when settling new Cities or developing around newly conquered Cities.	<b>Zero</b> (Fighter) Gets a +33% bonus vs other Fighters and does not require Oil.	Vanilla
<b>Korea</b> Sejong 2.26	<b>Scholars of the Jade Hall</b> Each Specialist produces +2 Science, as do all Great Person Tile Improvements. Each time a scientific building/Wonder is built in the Capital, Korea gets a Research boost similar to a Research Agreement's completion.	<b>Turtle Ship</b> (Caravel) Gets 36 strength, up from 20 but with some drawbacks. They can't enter deep ocean, meant to be coastal defenders. They also lose 1 sight and cannot withdrawal from melee like a Caravel.	<b>Hwach'a</b> (Trebuchet) Gets 26 ranged strength as opposed to 14 and gains 1 sight, but loses the 200% bonus against Cities. This makes it a Unit killer, though not entirely useless against Cities compared to a Trebuchet, it's about 33% weaker (roughly).	DLC (Steam)
<b>The Maya</b> Pacal 2.27	<b>The Long Count</b> After researching Theology, get a free Great Person of your choice every 394 years. You may choose only one of each type throughout the ages.	<b>Atlatlist</b> (Archer) Costs 10% less than a regular Archer at 36 Production and does not require Archery, meaning you can start the game with Archers.	<b>Pyramid</b> (Shrine) Gives +2 Faith as opposed to 1 and a nifty +2 Science!	G&K
<b>Mongolia</b> Gengis Khan 2.28	<b>Mongol Terror</b> +30% Combat Strength when fighting City-State units or City-States themselves. All mounted units get +1 movement.	<b>Keshik</b> (Knight) Like a Knight, but with +1 moves (5) and ranged, being unable to Melee but able to fire from 2 tiles away. Combat with these will generate Great Generals faster, while the unit simultaneously gets a 50% boost to XP earned from combat. The Knight's penalty to attacking Cities is gone, while they retain the ability to move after attacking - a very potent City raiding unit of the early-mid game.	<b>Khan</b> (Great General) Gets the usual Great General uses, but also comes with Enhanced Medic, healing adjacent units by 15 HP per turn. They can also move 5 hexes as opposed to the usual 2. Note the unit beneath the Khan will not be healed, so it's best to position them with units around to maximize the effect. Khans along with other mounted can retreat, wait a few turns outside combat range, and return fully healed.	DLC (Steam)



<b>Morocco</b> Ahmad al-Mansur 2.29	<b>Gateway to Africa</b> +3 Gold and +1 Culture for each trade route with a different Civ/CS. Other Civs get +2 gold for each route sent to Morocco	<b>Berber Cavalry</b> (Cavalry) +25% Combat Bonus in your territory, +50% Combat Strength fighting in Desert	<b>Kasbah</b> (Tile Improvement) Food, Gold, Production +1 and +50% Defense for units stationed there. May only be built on Desert tiles, after Chivalry.	BNW
<b>The Ottomans</b> Suleiman 2.30	<b>Barbary Corsairs</b> All melee naval ships have the Prize Ships promotion, allowing them to capture defeated ships. Naval unit maintenance only 1/3 the usual cost.	<b>Janissary</b> (Musketman) +25% Combat Bonus when attacking, gets 50 healing if it kills a non-barbarian Unit.	<b>Sipahi</b> (Lancer) Gets +1 Sight, +1 Movement and no movement cost to Pillage.	Vanilla
<b>Persia</b> Darius I 2.31	<b>Achaemenid Legacy</b> Golden Ages last 50% longer. Units get +1 Movement and +10% Combat Strength during Golden Ages.	<b>Immortal</b> (Spearman) +1 Combat Strength (12), Heals at Double Rate - 20 outside friendly territory to 50 in a City.	<b>Satrap's Court</b> (Bank) Gives +2 Happiness unlike a Bank (0), along with an additional +1 Gold, bringing it to +3.	Vanilla
<b>Poland</b> Casimir III 2.32	<b>Solidarity</b> Free Social Policy each time you advance an Era.	<b>Winged Hussar</b> (Lancer) Heavy Charge forces defenders to retreat if it deals more damage than the Lancer. When they can't flee, they take more damage. Comes with Shock I (+15% Combat in Open Terrain).	<b>Ducal Stable</b> (Stable) Gives +15 XP to mounted units in addition to the usual production bonus. Pastures provide +1 Gold in addition to the usual +1 Production, also requires no Gold maintenance.	BNW
<b>Polynesia</b> Kamehameha 2.33	<b>Wayfinding</b> Units can Embark over Oceans immediately. +1 sight when Embarked. +10% Combat Strength if within 2 tiles of a Moai.	<b>Maori Warrior</b> (Warrior) Haka War Dance Upgrade makes all enemies in adjacent tiles suffer -10% Combat Strength penalty.	<b>Moai</b> (Tile Improvement) Build on land along coast. Gives +1 culture, up to +3 if adjacent to other Moai. When Flight is researched, Moai receive +1 gold each.	DLC (Steam)
<b>Portugal</b> Maria I 2.34	<b>Mare Clausum</b> Resource diversity grants double gold for Portugal in each trade route, which can amount to a lot of extra Gold.	<b>Nau</b> (Cavel) Can use Exotic Cargo ability to generate gold and XP, more the further it is from the Capital. You may only use this ability once per unit.	<b>Feitoria</b> (Tile Improvement) Build along a City-State's coast in a spot without a resource. This will give you a copy of each Luxury resource the CS has connected, but can't be traded. Units defending in the Feitoria will get a +50% defensive bonus as though using a Fort.	BNW

<b>Rome</b> Augustus Caesar 2.35	<b>The Glory of Rome</b> +25% Production in other Cities toward any Building that exists in the Capital.	<b>Ballista</b> (Catapult) +2 Ranged Strength (10), +1 Melee Defense (8). Simply a stronger Catapult that still has to set up.	<b>Legion</b> (Swordsman) +3 Combat Strength (17). Capable of building Roads and Forts, the only Non-Worker that can do this. Use them to connect new Cities and help your workers in times of peace.	Vanilla
<b>Russia</b> Catherine 2.36	<b>Siberian Riches</b> Strategic Resources give +1 Production. Horse, Iron, and Uranium give double quantity for larger armies or more trading.	<b>Cossack</b> (Cavalry) +33% Combat Bonus when fighting damaged enemies, so have your ranged tap them first!	<b>Krepost</b> (Barracks) Usual +15 XP of Barracks but reduces Culture and Gold Costs of acquiring new tiles by 25%, expanding your lands.	Vanilla
<b>Shoshone</b> Pocatello 2.37	<b>Great Expanse</b> Founded Cities start with additional territory. Units receive a combat bonus when fighting within friendly territory.	<b>Pathfinder</b> (Scout) Native Tongue lets you choose among benefits when discovering Ancient Ruins, also has 8 strength making it as strong as a Warrior - however they also cost nearly double at 45 vs 25. Still, worth it.	<b>Comanche Riders</b> (Cavalry) Costs 200 vs 225 for Cavalry. They gain +1 Movement, also. Just a little cheaper, just a little faster.	BNW
<b>Siam</b> Ramkhamhaeng 2.38	<b>Father Governs Children</b> 50% more Food, Culture, and Faith from Friendly or Allied City-States.	<b>Naresuan's Elephant</b> (Knight) +50% bonus vs Mounted units, killing its own kind. They lose 1 move, falling to 3, but get 25 strength, up from 20 - a 25% increase.	<b>Wat</b> (University) Gives +3 Culture in addition to the usual University Building benefits.	Vanilla
<b>Songhai</b> Askia 2.39	<b>River Warlord</b> Triple gold from pillaging Barbarian encampments and Cities. Land units gain War Canoe and Amphibious promotions - attack better from water with better sight and Combat Strength while embarked.	<b>Mandekalu Cavalry</b> (Knight) 10 less Cost in Production, -33% Penalty to Attacking Cities Removed	<b>Mud Pyramid Mosque</b> (Temple) Culture +2 in addition to usual +2 Faith. 0 Gold Maintenance.	Vanilla
<b>Spain*</b> Isabella 2.40	<b>Seven Cities of Gold</b> Gold Bonus from discovering Natural Wonders. All tile yields from Natural Wonders doubled if you can get one within workable range.	<b>Tercio</b> (Musketman) +50% Bonus vs Mounted Units. Has +2 higher Combat Strength than Musketmen, at 26 vs 24 but costs 10 more Production (160).	<b>Conquistador</b> (Knight) City attack penalty removed. Double defense when Embarked, +2 sight range and can settle Cities on other Continents.	G&K

<b>Sweden*</b> Gustavus Adolphus 2.41	<b>Nobel Prize</b> Gain 90 Influence gifting Great People to City-States. Declarations of Friendship give Sweden and the friendly Civ a +10% GPP boost toward Great People.	<b>Hakkapeliitta</b> (Lancer) Great Generals give +30% combat bonus if in the same tile. This is easy to accomplish, as a GG stacked with the Hakkapeliitta will inherit the same moves (4).	<b>Carolean</b> (Rifleman) Starts with March, which will heal it every turn, even if it performs an action. Keep a Medic nearby for maximum effect, so that it can get larger heals every turn, helping it last longer in combat and when attacking Cities	G&K
<b>Venice</b> Enrico Dandolo 2.42	<b>Serenissima</b> No Building of Settlers nor Annexing of Cities - you can only fully control one City, but get double the Trade Routes your tech level would normally provide. Your only method of taking control over other cities is to Puppet them with the Merchant of Venice UU. Venice gets the ability to purchase in Puppeted Cities.	<b>Merchant of Venice</b> May buy City-States for Gold. Has Trade Missions like a regular Great Merchant, but they are 100% more effective. These are spawned instead of Great Merchants, and you'll get a free one when you research Optics.	<b>Great Galleass</b> (Galleass) Costs 10 more than a regular Galleass at 110 Production, but has +3 Ranged Strength (20 total) and +2 Defense (18 total).	BNW
<b>The Zulu</b> Shaka 2.43	<b>Iklwa</b> Melee units cost 50% less maintenance and all units require 25% less experience to earn promotions.	<b>Impi</b> (Pikeman) Gets a spear throw attack before engaging in melee combat, which weakens the enemy before the real combat begins. This often results in them dealing much more damage than stated, although the spear throw will diminish in power as opposing units gain Combat Strength - it seems to be about half the unit's usual damage.	<b>Ikanda</b> (Barracks) Gives the usual experience of a Barracks, but also a unique Promotion line for pre-Renaissance Melee units. All units coming from an Ikanda start with Buffalo Horns, which give +1 Movement, +25% flank attack bonus and +10% ranged attack defense. You can then immediately choose to upgrade these when promoted, giving further flank attack bonuses and more Combat Strength.	BNW

\*Guide not yet written for this civilizations!

## 2. Civilization Bonuses, Unique Units, Strategies and Openings

### 2.1. America - Leader: Washington

Civ Bonus: **Manifest Destiny**

All land units have +1 sight. 50% discount when purchasing tiles.

Unique Unit: [B17 36.1.1](#)

Requires Radar, Oil.

Replaces Bomber.

The truly special thing about the B17 over the bomber is that it starts with Siege I and Evasion. Evasion requires 2 promotions for any other bomber to get it, and reduces damage from air interception by 50%. Siege I will give you +33% combat strength vs cities. Given these two promotions and those you may receive from any military training buildings in your City, the B17 comes out as one sweet Bomber that will serve your Civ well for a late-game Domination win.

Unique Unit: [Minuteman 36.1.1](#)

Requires Gunpowder. Obsolete with Rifling. Upgrades to Rifleman.

Replaces Musketman.

The Minuteman gets around better than a regular Musketman. It treats rough terrain as if it were normal, eliminating penalties from moving into forest and allowing it to always move two tiles. They also start with Drill I, which gives them a combat bonus in this terrain. With the sight bonus, they are awesome at spotting incoming enemy units, fighting in undeveloped territory along the edge of a Civ and setting up an attack on a City. If you build up Warriors or Swordsmen and later upgrade those units to Minutemen, know that the Drill I promotion is wasted if you've already got it and you won't be bumped up. It's better to go with the Shock line of upgrades for these units. You'll end up with strong, balanced units by the time you've put in the Minuteman upgrade. Drill will help when you can position your units on hills/forest/jungle when facing ranged opponents, but by the time Minutemen are around more battles will be fought on clear ground and Shock will help you there.



Figure 2.1.: Demonstrating an American Ground Unit's +1 Sight and how it can be helpful in the early-game.

### Strategies/Ideas

The American Civilization's Special Ability gives them the best Scouting, so use that to your advantage and start your build order with a Scout. Explore the continent you're on and you'll find the Americans are better at finding Ancient Ruins for their random rewards than most other Civs. You'll also meet City-States first, which gives you 30 gold as opposed to 15. You will have full knowledge of the land around you, which will give you the ability to pick the best places to [found a city](#) 4. Look for areas with Luxury resources that you do not yet have access to and places that can support very large cities from having food resources. The vision will help you prevent Barbarians from spawning in your territory. So long as a unit can see the surrounding area, Barbarians won't come. Use your idle military to spread out and prevent them spawning. Playing heavy offense against Barbarians with Warriors, and later Swordsmen, will give you a strong standing Army throughout the ages that can later be upgraded to their Unique Unit, the Minuteman.

American Military Units getting to see an extra tile may not seem like a big deal, but bonuses that don't affect a Civ's stats directly can be overlooked. This one helps you, the player, just as it does above. You will be able to avoid attacks more easily, seeing incoming units before they see you. The vision advantage is particularly helpful when you're using ranged units, but any land unit can benefit given it allows you to make smarter moves when you're at war than would be possible without this vision.

The other part of their Special is the ability to buy tiles at 50% discount. This amounts to some seriously low prices, like 25-30g for a tile that has a gem on it. The sooner you buy the workable 3-tiles around a City, the sooner it can begin to expand to the 4-5 tile zone, where you can get access to resources but not work the tiles in the City. If you have the Gold, you can easily grab important resources in the area around a new City and allow Culture to slowly get the rest.

America's Unique Units come in the mid and late game, both capable of accomplishing a fast land grab if you prepare ahead of time by having multiple cities capable of producing them quickly, so that you can wage war while the Units are still relevant. Both of them are wonderful units, but if you do not use them, you are likely better off playing another Civ - perhaps one with a Unique Unit that comes available during an earlier Era when you are more likely to engage in warfare.

If you are going to take advantage of the Minuteman, your freshly-constructed Minutemen should come

## 2. Civilization Bonuses, Unique Units, Strategies and Openings

out of Cities previously prepared with a Barracks and Armory so that they will get two upgrades. The Minuteman starting with Drill I allows you to go with Drill II and Siege, giving them a 50% attack bonus against Cities. This will help immensely in their survivability. Minutemen alone can take Cities, but you should consider a mix of them along with Crossbowmen because of the Crossbowmen's ability to attack from range, hitting cities and softening targets for your melee units to finish off. If you send your troops in with the right formation, the Crossbowmen can fire first in a round, followed by the front-line Minutemen. Repeat until the City is yours. You can go right for an enemy Capital and take Cities adjacent to yours. Try not to grab too much - you may need to advance technology and give your Cities time to settle down before you smother them in unhappiness from Annexing too many Cities. You can certainly do it - Dominate and roll right into Riflemen. The B17 may never be necessary if you play aggressively enough with your Minutemen when they are first available, but that all depends on the size of the map and what year you discover Gunpowder and begin Warring with your neighbors. If you have Minutemen and your target is still using Composite Bows and Swordsmen, you are at an obvious advantage.

America can be played to win at any type of [Victory Condition VII](#) and works with any Social Policy opener. Don't go Honor unless you will use it to war by the mid-game, else you might as well pick it up later or skip it entirely. Tradition vs Liberty is really a matter of personal preference but the Americans can't go wrong with Liberty. America is already able to buy up large areas of land on the cheap, so having the faster improvement construction time will get them resources faster for trading and making the population happy. The free Settler is nice while on larger maps you can get a Declaration of Friendship with another Civ that has money and trade them for lump-sum gold to buy more Settlers.

Although America is flexible and offers some strategic advantages with its vision range, I am really not fond of playing the Civ. I often play with a Victory Condition in mind and there are other Civs that have better bonuses for specific ways to win. You do sometimes need to adapt, and America's generic but useful bonuses may appeal to some. Unless War is coming at around the time Minutemen come available, a lot of their strength gets wasted. The tile purchasing discount may go unused in favor of paying for unit upgrades or buying buildings. In terms of Gold costs, it will only save what you spend. I find I buy under a dozen tiles in a game most of the time, not bothering to pay for anything unless it's a resource I need immediately or a City can't grow without more food. I've covered the basics here and why their bonus is a little better than meets the eye. To the fans of this Civ, I'll ask that if you have a solid and repeatable strategy for America, please share it below.

## 2.2. Arabia - Leader: Harun al-Rashid

### Updated for Gods and Kings and Brave New World DLCs!

Civ Bonus: **Ships of the Desert**

Caravans have +50% extended range and all land/sea trade routes spread the home city's religion at double the usual [Religious Pressure 12.2](#). In the mid-game, they will get double quantity for any Oil resources they control.

Unique Unit: **Camel Archer 36.1.2**

Requires Chivalry.

This is a powerful ranged unit that replaces the Knight. They have 17 defensive strength, 3 less than the Knight, but Camel Archers have a ranged combat strength of 21. They do not have the -33% penalty for attacking Cities like typical mounted units and are almost overpowered against the AI for retaining their ability to move after attacking.

Unique Building: **Bazaar**

Requires Currency.

The Bazaar replaces the Market and give 1 more Gold per turn. Oil and Oasis tiles will also give +2 Gold. What is really great about the Bazaar over the Market is that it will give double of any Luxury resources within 3 tiles of the City.

Playing Against The Arabian AI Their Tendencies (XML Info and Flavors)					
Warmonger Hatred	Wonder Compete	Offense Build	Defense Build	City Defense	DoF
5	7	4	6	6	6
Friendly to Civs	Denounce Civs	War w/Civs	Deception Likelihood	CS Comp	CS War
6	3	3	6	4	
Other info	This Civ will typically go for generating heaps of Gold and tends to seek a Scientific Victory if it's available. They are also likely to want to <a href="#">Found a Religion</a> and try to spread it.				
Start bias: <b>Desert</b>					





Figure 2.2.: Arabia's Camel Archer is devastating against Cities for they can move after firing.

## Strategies/Ideas

It is not unwise to play Arabia Wide to take advantage of the Bazaar. That means I recommend a Liberty start with them, meaning you build a Shrine then Monument after your first Scout(s). You will be able to control more Luxuries that way, and with a Bazaar built, having a single tile with a Luxury means you will have a spare that you are free to trade. Arabia would do best on large maps with many Civs, and particularly Pangaea. This will let them take advantage of those luxuries by trading with other Civs and the huge trade route range will let them reach very far. The Shrine comes into play, because you don't want to miss out on Religion with Arabia and playing wide gives you more time to build the Capital in the first few dozen turns without worrying about workers and settlers.

Read up on [Religion 12](#) to understand how Trade Routes can be used to spread your Religion to distant lands. With a Grand Temple, your Holy City will be putting out quadruple pressure even without Religious Texts to help boost it (which does so even better). You absolutely want Religious Texts for your enhancer because of this bonus. A few of your Cities sending a few trade routes from different origin Cities to an opposing Civ's Holy City can even overwhelm it once you've got this Enhancement. Religion isn't vital to Arabia, but it can certainly help them get more income or culture, while their Medieval-era ass kicking can eliminate competing religions through war. If you are playing wide as I advise, Goddess of Love is not a bad choice to help offset Unhappiness from number of Cities, while Desert Folklore is certainly another to look at if you have plenty of Desert tiles - while Petra does not affect Flood Plains, Desert Folklore does.

I recommend you go after the Petra Wonder (requires Currency) if you started on/beside Desert - you have a good chance at building this Wonder because you have incentive to rush to Markets to unlock the Bazaar for your Cities. Alhambra is also good, but is very popular with the AI. Keep those positions in mind when founding cities, along with the bonus gold the Bazaar will give you for Oasis and Oil resource tiles.

Get Horsemen in your early Army to help deter War, [protect your Cities 4.5](#), and do [City-State Quests 25.4](#). Horsemen upgrade to Camel Archers with Chivalry, and you should have plenty of Gold with Arabia to let you upgrade them and benefit from units that have already attained some combat experience. As you climb the technology tree, grab easily reachable techs that will give you additional trade routes to



exploit. Try to have at least one coastal City to help you spread Religion to those on other Continents (or halfway around your land mass). These also give more Gold per turn than land trade routes, and you'll still be exerting double pressure.

The Camel Archer is Arabia's greatest asset during the time it's available, and it will probably be used a little longer than other units of its type because of how cheesy it can be. You can set up several Camel Archers 3 hexes from a City you want to take, step in 1 hex, fire, and step back out of range so the City cannot retaliate. You can see an example of this strategy in play in the screenshot above. This is super effective, so you can safely rush the Chivalry Tech when it's within reach to ensure they are available to you at the right moment.

Pick your targets wisely and know who you will be conquering – probably your neighbor, whilst building good relationships with distant Civs to keep them from attacking you later in the game. You don't have to take all their Cities - in fact, there will be bigger diplomatic penalties for that. Taking their Capital and suing for peace to get another free City should be plenty to get you more luxuries to trade, even trading with the Civ you just dominated.

When trading, go for Luxury to Luxury trades first, then go for lump sums of gold second (requires Declaration of Friendship) and finally gold per turn. The 180 gold you'll get from +6/turn isn't great, but it definitely helps you support your military and upgrade horsemen to Camel Archers.

Winning an Emperor game with Arabia taught me just how important it is to keep your Trade Routes constantly full to get the most out of their bonus. I made my Religion the World Religion, took half a Pangaea and ended up winning a [Space Victory 41](#). I didn't want to be a total Warmonger, but certainly could have. Ultimately, the income and religion I had were enough to help me boom after I captured the [cities 4](#) I desired and pass all other Civs in technology, making the [Scientific Victory 41](#) an easy win.

A [Diplomatic Win 39](#) would have been just as easy for me, for Arabia has such huge gold-generating capabilities that it can pay off most City-States and have many Alliances. The early-mid game power of the Camel Archer makes them one of my favorite Civilizations to play along with their ability to make huge sums of cash.

## 2.3. Assyria - Leader: Ashurbanipal

### Updated for Gods and Kings and Brave New World DLCs!

Civ Bonus: **Treasures of Nineveh**

Gain a Free Tech when you conquer an enemy City. May happen only once per City and does not count when you gain control of the City through Trade.

Unique Unit: **Siege Tower 36.1.3**

Requires Mathematics. Replaces Catapult

Catapults are not that popular, so replacing it with the wonderful Siege Tower is a welcome bonus to Assyria. It is a Melee unit that gets +5 combat strength over a normal Catapult (to 12) and starts with the Cover I promotion, giving +33% defense against ranged attacks, +1 Sight, and a +200% bonus vs Cities. Units within 2 hexes get a +50% attack bonus on Cities, so it can boost your Archer or Composite Bowmen's damage when sieging a City.

Unique Building: **Royal Library**

Requires Writing. Replaces Library.

The Royal Library contains a Great Work of Writing Slot. When filled, units that are trained in the City get +10 Experience, which stacks with those +15s from the Barracks, Armory, and Military Academy. Getting this going early is not very important, but later it is very helpful to start units with three upgrades and get them closer to a fourth.

Playing Against The Assyrian AI Their Tendencies (XML Info and Flavors)					
Warmonger Hatred	Wonder Compete	Offense Build	Defense Build	City Defense	DoF
4	5	7	3	5	5
Friendly to Civs	Denounce Civs	War w/Civs	Deception Likelihood	CS Comp	CS War
5	6	8	4	3	7
Other info	Ashurbanipal's Assyria is not very likely to pursue Religion, so playing against them you may find opportunity to spread Religion through his lands for a positive response. If they cannot win with Science, this Civ is likely to run rampant and attempt a <a href="#">Conquest Win 40</a> and cover the World. If you see them begin to do this, you'd better put them in check if possible by allying with another Civ to weaken their empire.				
Start bias: <b>Avoid Tundra</b>					



Figure 2.3.: An Assyrian Siege Tower attacking a City in Brave New World.

## Strategies/Ideas

Assyria's Unique Unit and Civ Bonus both direct them toward Warmongering. It's quite OK for you to have a technological disadvantage, so long as your military is strong and backed by their powerful Siege Towers. Having a disadvantage, even slight, lets you take advantage of their Unique Bonus and get a free, random tech from your conquests. Their Royal Library does not have to be stocked with your own Great Writers' works, but can be filled with the writing of other Nations if you so choose. Still, it's better to get the Writer's Guild well before the mid-game for the cultural and experience boosts you'll get. Great Works of Writing should automatically go to your Royal Libraries, but do check the Culture screen to make sure they are in the Cities that have the best production bonuses, as more units will be trained there, thus more benefit.

The Siege Tower is absolutely devastating in the early game, thus making Mathematics a Tech you'll want to beeline just after your Luxuries are workable. Even one of these units attacking an early City can be crippling to the target Civ. Nearby units will receive the +50% combat bonus from the screenshot above, which will increase the damage they inflict upon their target City. It's entirely possible that with good maneuvering you can steamroll a City in only one to two turns. With a Barracks, the Siege Tower can come out with Cover II, which will protect it even further. The open/rough terrain bonuses hardly matter for this unit, but any upgrades should be directed toward one of those paths in case your units survive to one day get upgraded to Artillery. If you plan to wage another war before Muskets come out, you should probably go for a couple extra Siege Towers so you can get them on the field before Trebuchets replace them. I would not bother upgrading a siege tower unless going all the way to Cannon, because of the benefit to nearby units.

Perhaps more difficult than waging war with Assyria is deciding when to stop. If you're playing Continents, then you will probably want to take over your entire continent if no one else has been met. No one will be around to know of your misdeeds, thus avoiding the Warmonger penalties that stack up exponentially as you conquer more Cities. I don't bother with conquering City-States however, their bonuses are too helpful, particularly when you're the only one around to receive them and have incentive to hunt Barbarians to sharpen your army. Puppet newly acquired Cities to limit the Unhappiness that accumulates, and pace yourself so that you don't go beyond -8 Unhappiness or so, to avoid revolts that can distract you from your battles in foreign lands.

I recommend a Liberty to Honor transition with Assyria. You want to get to expand quickly, so go directly for the free Settler from Liberty, then transition to the right side of Honor for the combat bonus and happiness/culture for garrisoned Cities, along with reduced upgrade costs for Military units. Later, you can finish off Liberty to get the Tile Improvement upgrade speed and free golden age/great person, to help you with improving your inevitably wide empire. The reduction to unhappiness from connected Cities, along with the +1 for having a unit stationed in the City will help immensely with dealing with Unhappiness. Autocracy is not a bad Ideology choice for them, as [Prora 19.4](#) will boost your Happiness, and it is very focused on Domination Wins. Total War is also immensely helpful by giving starting units more XP, and giving you higher production toward those units.

Another issue you'll face is a lack of income, so get Markets and perhaps a couple Cities dedicated to gold production, as early as you possibly can without ruining your war plans. Honor's finisher will help support your upgrades, but you need plenty of GPT to support a large military. Get some Sea Trade routes going with other Civs or City-States and protect them from Barbarians by destroying any coastal encampments along their route. Later in the game, keep a strong military presence to deter war and make it so that you are the one deciding when combat begins. You should absolutely go for a Domination victory, focusing on those Civs that have higher tech. If you take the Capital of a Civ and leave them crippled, get a Peace Treaty, improve your Cities, then focus on the Civ with the highest technology to prevent them from outpacing you. Late-game, war is the same, but you'll still benefit from Treasures of Nineveh. If you want to finish with Domination, then be sure to capture or acquire cities in treaty deals that will make good staging grounds for future air strikes - for example, one near the border of another Civ, so that you can crush their capital and secure your victory.

## 2.4. Austria - Leader: Maria Theresa

### Updated for Gods and Kings and Brave New World DLCs!

Civ Bonus: **Diplomatic Marriage**

City-States that have been Allied for 5 consecutive Turns can be bought for 500-1200 Gold (Era-Dependent), instantly adding them to your Empire. You can choose to Puppet or Annex, and may Puppet then later Annex without the need to ever build a Courthouse. All Units owned by the CS become yours, along with their land.

Unique Unit: **Hussar 36.1.4**

Requires Military Science. Replaces Cavalry.

The Hussar gets +1 Sight and +50% more Flank Attack bonuses than the regular Cavalry. Use the sight to help set up flank attacks and enjoy the extra damage dealt by these Cavalry replacements. The sight is lost on upgrade, but Flank Attack Bonuses are kept all the way from Landships to Tanks and Modern Armor.

Unique Building: **Coffee House**

Requires Economics. Replaces Windmill.

Unlike the Windmill, Coffee Houses do not have a flat terrain requirement. Despite having a lower Production % - 5% vs 10% for a Windmill, the Coffee House gives its bonus to ALL construction projects, including the training of Units. This is not its primary role however: Coffee Houses give a City 25% Great Person Point Generation, which is huge and will offset the possibility you utilize Great Merchants some instead of continually seeking Great Scientists.

Playing Against The Austrian AI Their Tendencies (XML Info and Flavors)					
Warmonger Hatred	Wonder Compete	Offense Build	Defense Build	City Defense	DoF
7	6	5	6	6	6
Friendly to Civs	Denounce Civs	War w/Civs	Deception Likelihood	CS Comp	CS War
6	7	4	3	8	3
Other info	Playing high difficulty, where the AI gets Gold bonuses, Maria Theresa can be a beast - or at least a major frustration. You cannot 'Liberate' CS from her Diplomatic Marriage, and she's likely to be able to use it liberally to great effect.				
Start bias: <b>Hill</b>					



Figure 2.4.: Diplomatic Marriage allows you to instantly Puppet or Annex City-State Allies.

## Strategies/Ideas

Don't confuse Austria's CS-focused ability to mean they are good for Diplomatic Victory - to the contrary, you make Diplomatic Victory harder by removing City-States from the game. While the number of votes required for [World Leader 39](#) do scale, it's easier to win an election with more intact. Instead, plan to use them for one of the others. Scientific Victory immediately comes to mind, but when you are given the ability to buy a City-State on another Continent and instantly have a huge, modern Military there, you must consider Domination! Additionally, Cultural Victory - those extra Cities and Austria's Great Person Generation bonus via the Coffee House, means you can make use of the extra Great Works slots afforded by having more Cities.

Key to using her Diplomatic Marriage ability is to make Maria Theresa's Austria capable of generating lots of Gold and [Happiness 8](#). While you can debate whether it's better to go with Liberty or Tradition to start, [Commerce 10.7](#) is a key Policy Tree for Austria. While other Civs are better off avoiding the generation of Great Merchants, Austria can make great use of them via their Trade Missions (or, early on, using them to make Customs Houses). With Coffee Houses throughout your Empire, you can generate lots of gold and plenty of Great Merchants to enable you to get Gold needed to buy out City-States. Commerce gives an increase in gold gained from Trade Missions, increased GM Generation, +Gold for Land Trade Routes, and reduced purchasing costs in Cities. However, the best perk of this tree is the +2 Happiness per Unique Luxury you have access to. This means you get 6 Happiness per Luxury, whether it's coming from a City-State Ally, Trade Deal, or your own lands. The reduced costs for road/rail in your Empire will also help with distant City Connections' profitability.

Unlike the Wikia says, [Patronage 10.5](#) is a Policy Tree to be avoided for the most part. The opener and Gold-gift influence boost are good, but you will not get as much use out of this as another Civ that retains Alliances with numerous City-States. Those bonuses deplete when you use her UA. [Order 11.3](#) is a very useful Ideology for Maria T - her tendency to seek Gold will make excellent use of Skyscrapers (33% reduction in purchasing costs) and the Science bonus from Factories is good as well. This all depends how



[wide 6.3](#) you go, of course, but you can't go wrong with Order, and you're likely to find the AI selecting it as well, so thus avoid Unhappiness from [different Ideologies 11](#).

The best type of [City-State 25.3](#) to Marry are Militaristic. They give more Units and can significantly increase the size of your Military instantly, while denying units to other Civs that are friends.. Mercantile, Maritime, Cultural, and Religious carry an extra burden in that you will lose the bonuses they offer, but are still viable for Marriage if you're going for a massive empire or the CS's placement is important. By Marrying City-States, you are denying others their benefits but yourself as well. However, this ability is very unique in allowing you to expand into the Renaissance-Information Era when Cities are more rarely settled.

As I said before, having lots of Happiness is important. You must know the math on how a new City will impact your Global Happiness score. If you have 9 and the CS is size 15, it will put you in the negative. A City generates  $3 + \text{the number of Population}$ , so do the math and be sure you can handle that. You will see Unit Upkeep costs go up as well, so may want to sell off some obsolete Military Units when you make the Marriage - unless you can foot the bill.

Also be aware of the other penalties for having extra Cities. If you Annex too many City-States, your Social Policy Costs are going to skyrocket. It's far better to Puppet, at least until you're done with Commerce. Only Annex when you really need control, for each [City 4](#) will raise Policy costs 10%. Science costs increase as well, but you easily offset that simply by ensuring the City-State has all appropriate [Scientific buildings 7](#) (Library, University, School, Research Lab).

Use of Trade Routes is very important to making all of this happen. You need the most lucrative routes possible, so having a Coastal City is important. Send a Food [Trade Route 9](#) to Vienna to help it grow while working Specialists, but have the rest of your Routes go out after profit.

As for [Religion 12](#), go with [Beliefs 12.5](#) that increase Happiness, along with Tithe as a Founder Belief to aid in GPT. If there are City-States nearby with Natural Wonders, and you have a strong gold start, you may consider the One With Nature Pantheon to let you get +4 Faith for working the Wonder after Marrying them, so long as you can get Shrines and Temples in your own Cities to ensure your Religion is founded in time. This is very difficulty-dependent, but being able to go wide in the mid-game makes it easier to ensure your Religion spreads, as you can use Inquisitors on your own Cities and send Food routes from others to help with Pressure.

The Hussar will help should it come to [War 37](#). They are excellent in combination with [Artillery 32](#) for [Domination 40](#), and will see you into the era of Flight and Battleships for fighting distant battles effectively. This is a Civ whose UA is very fun to try and specialize in, as grabbing a foothold on another Continent can have a massive impact on how easy it is to dominate there. What is better, is that Civs will not get angry with you for Marrying City-States, but may covet your lands should you Marry one whose borders are surrounded by that of another Civ.

Here's a fun game idea to try with Austria, using Continents, Fractal or an Earth-based map: Focus on a strong economy at start and do City-State quests, helping to clear out [Barbarians 24](#). Start with just a few Cities of your own, but buy out City-States toward your neighbors - particularly those with plenty of Units. Begin a process of taking Capitals, razing most Cities to the ground to allow for your newly-acquired Cities' borders to expand. When you reach Artillery or Battleships, start on another Continent and enjoy the ability to buy Cities right next to your Opponents' key Cities, dominating the entire world.

You may also enjoy a peaceful [Scientific Victory 41](#) with Austria, sending Food Trade Routes to newly-acquired City-States and boosting their Science output. Do remember however, that a [Puppet 37.4](#) will focus its [Citizen Management 4.6](#) on Gold, so you must get Rationalism to get +Science from Merchants and Trading Posts, or Annex in order to micromanage Citizens yourself. Regardless, you will want at least Rationalism's Science from Specialists and increased Science from Universities, no matter what style of game you play. Finishing Commerce is top priority, however.

## 2.5. Aztec - Leader: Montezuma

Civ Bonus: **Sacrificial Captives**

Gives culture for each enemy unit killed.

Unique Unit: **Jaguar 36.1.5**

Obsolete with Metal Casting. Upgrades to Swordsman.

Since it replaces the Warrior, it has no prerequisite tech. Jaguars receive a huge combat bonus (33%) in Jungle and Forest tiles and move through those at double speed. This even applies to tiles with hills. It makes the Jaguar an effective scout. The only things that can reduce them to one move are hill with no forest/jungle, crossing a river, or a marsh. Jaguars also heal 25 damage when they kill an enemy unit, a play off the Aztec's Sacrificial Captives.

Unique Building: **Floating Gardens**

Requires The Wheel Tech. Replacing the Water Mill.

It only works in cities with a river, but additionally works next to lakes. This building will give +2 additional food to a city working lake tiles. Even without a lake nearby, you'll get +15% food for the city, along with the usual stats of a Water Mill (+2 food, +1 production). Its upkeep is slightly higher, but +15% food is a huge bonus. If you can find a large lake made up of three or more tiles this will help a ton. Playing as an Aztec, it will help enough that you should try to make sure your settlements are placed to take advantage of this building, if possible.



Figure 2.5.: The Jaguar Unique Unit gains movement and combat bonuses in forest/jungle and heals on kill.

### Strategies/Ideas

Sacrificial Captives is one of the more interesting Civilization's specials available in Civ 5. The amount of culture per kill will go up throughout the ages, so it never truly becomes obsolete unless you settle down and stop killing. Due to the Aztec Unique Unit, you will do well to begin exploiting this early against Barbarians. You may want to adopt Honor to get a 33% Combat Bonus vs Barbarians in addition to your difficulty bonus, while also getting culture for each Barbarian killed. Going this route guarantees you'll want to be warlike. You have much incentive to build up straight military while the rest of the



## 2. Civilization Bonuses, Unique Units, Strategies and Openings

world seeks research and population growth. You can catch up later. The Aztec are suitable for multiple playstyles and starts, but all of them should focus on the Jaguar - otherwise you might as well be playing another Civ.

Since the Jaguar functions almost as well as any Scout, build the Jaguar instead and use them for both scouting and your early defense and offense. They'll gain several levels as you clear Barbarians and be stronger for any early War you may wage. You may even elect not to clear Barbarians, but let them keep spawning so that you can gain the culture for your Civilization and experience for your Jaguars. Because of their fighting strength in Jungle/Forest, you can go with the Shock promotions to get a later Swordsman that retains these upgrades.

If you want to do early conquest and grab land from other Civs or City-States, go Honor to score a free Great General and make it cheaper to later upgrade your units, while giving them increased experience from combat. It's unlikely you'd want the Statue of Zeus because of the Jaguar's immediate availability and the time it would take to build the Wonder. Use Archers along with the Jaguar to conquer Cities early in a game and avoid things like catapults. The Jaguar can approach through Jungle/Forest and try to park there, to possibly absorb some fire from the city before sneaking back to heal. Where others would be slowed, the Jaguar can be swift - so use their mobility to your advantage and avoid losing Units. Get the Discipline Social Policy from Honor and keep your units in pairs to get the +15% combat bonus for having an adjacent unit nearby. Don't waste lives and throw Jaguars at the City. Use them instead to clear surrounding units, pillage and heal. You want Jaguars to later upgrade to Swordsmen and beyond, because they make awesome units as you approach the mid-game because they do keep their heal on kill. You will need 4-6 Archers in addition to a few Jaguars to take a city early-game.

Just because the Aztec start with such huge reason to be warlike, they can eventually settle down into a much gentler play style. Certainly Cultural and Scientific, particularly because of their affinity for Jungle and the Floating Gardens' bonus allowing you to get a lot of growth out of just a few cities, particularly if you can manage some early conquest and get luxuries and lands with plentiful food. Diplomacy is even possible because the AI will eventually forgive your misdeeds if they are done early enough, though you do not really need them but the City-States' votes, you will be angering them by taking Alliances that they covet. You will find their Civilization special helpful to your Civ's early development then drop it, or you can make it a part of your entire game and go for Domination, not caring who you piss off. Just remember the AI can and will join a league against you if you go completely out of control. It's better to pace yourself in the land-grabbing and enjoy some peace to build up your Civilization at times, else you begin to fall behind and build up enemies. The AI is much less tolerant of Warmongering than it was when Civ 5 first released.

## 2.6. Babylon - Leader: Nebuchadnezzar II

Civ Bonus: Ingenuity

Free Great Scientist upon researching Writing. Great Scientists are born 50% faster. This free Great Scientist and the rate they'll gain them later make Babylon an obvious choice for a [Science Victory 41](#). If you pursue other goals with them, there's a leader better-suited to your goals than Babylon, although they can of course take advantage of their Scientific advantage in the Mid-game if you elect to play aggressively.

Unique Unit: [Bowman 36.1.6](#)

Requires Archery. Upgrades to Crossbowman. Obsolete with Machinery.

The Babylonian Bowman replaces the standard Archer and gets +2 ranged Combat Strength and Defensive strength compared to its plain counterpart at the same cost. This makes the Bowman nearly as good at defending as a Warrior, while possessing powerful attacks. Get this soon after Writing so that you can defend your Cities from attack and go on the Offensive against Barbarian encampments to both protect your lands and do quests to earn valuable City-State Alliances early in the game.

Unique Building: **Walls of Babylon**

Requires Masonry.

The Walls of Babylon are superior to a normal wall in every way. Instead of providing +50 HP to a City, they give +100. The +6 defense is also better than a standard Wall's +5. They also cost 10 fewer hammers to produce. Deploy them on border Cities and those likely to be attacked by Barbarians, as it'll strengthen the City's attack. Walls are situational, and these are good but not Babylon's strongest point.



Figure 2.6.: Babylon gets an early Great Scientist at Writing. Always use this bonus for an Academy.

### Strategies/Ideas

There are a lot of opening Strategies that can work well for Babylon, but all focus on getting Writing early and using the Great Scientist to build an Academy near the Capital. I prefer Grasslands or Plains that are not situated next to Rivers, as those plots will give +1 food with Civil Service and allow Cities to grow larger. You may want to lock the tile on the Academy to prevent your Governor stopping work on the tile if you switch the City's focus through [Citizen Management 4.2](#).

Tradition is the best Social Policy for Babylon. Because you'll probably end up putting all your Academies near the Capital, it having a high population is important and Tradition provides Growth, Food for the

Capital, and free Aqueducts to aid growth in your first Cities. It will also help if you decide to go for a Wonder. Get the free Monuments (do not waste production making a Monument) and then get both Capital-boosting policies unless you're rushing to make a Wonder like the Great Library on an easier difficulty. The Great Library is certainly appealing there, for it gives Great Scientist Points, but it's just too hard on a high difficulty.

Use two Scouts as you would with most other Civilizations, and make them the first things you build, then get a Worker. You have a really good chance your Scouts get upgraded to Bowmen and let you save some production, properly protecting your Capital and giving you a great unit for eliminating Barbarians for distant City-States. I'd go straight for Writing as you will be able to pick up the techs you need to gather Luxuries faster with the Academy. You can use your starting Warrior to ensure the Worker's not interrupted. Don't bother at all going for The Great Library on Immortal or Deity, you can instead use The Oracle to get Great Scientist points in early-game to get more Academies as it's far less coveted by the AI and does help a lot with its +Culture and free Social Policy. You have a decent chance at The Great Library on King or below, but otherwise it's better to just get a Library out asap with Babylon, found more Cities, then try for the Oracle or go with the Hanging Gardens to get explosive growth and have the production you need.

You can even skip founding a City, use the Academy to help you research Philosophy, and build a National College then found your second city in a favorable spot. You would do this because of the time it takes to make Libraries in your expansions and a Library is required in every city to make the National College - if the Capital is all that exists, one is all you need. Your Scouts should let you know if this will be viable, for the other Civs will deploy Settlers by the time you're about halfway done with the National College. You'll have the highest Science very quickly, but be behind in terms of land control. You want at least three Cities on most maps, because population is your primary source of Research. Having fewer Cities and less land control cripples you later, for Jungle tiles with Trading Posts can give +2 Food, +3 Science, and +2 Gold later in the game and Specialists of any kind will produce +2 Science.

If you want to maximize Science, you should stick all three Guilds ([Artists' Guild 23.4](#), [Writers' Guild 23.6](#), and [Musicians' Guild 23.5](#)) in the City that has your National College and later build a Hermitage - this City will get more Science out of [All Specialists 22](#) and Generate more culture to help your Civ adopt Ideologies in the late-game to further increase Science. I say this because Babylon will be so busy focused on Science in the early game that they can later catch up in Policies when they've reached the Renaissance or Industrialized. Remember, Social Policies cost more with each you unlock, so if you wait until later and play catch-up you can avoid wasting too many policies on things you don't need for your Scientific victory.

Babylon should generally try to avoid war, because that disrupts their ability to grow and generate more Science, although they are certainly capable with a technological edge. The AI looks at your Military Strength before determining war, and you can see this on the Demographics screen. That score is determined by the strength of your Units, so if you have higher-strength modern units you do not need as many to deter an attack. I have certainly used Bowmen in the early game to take over City-States in my way and even pick on other Civs, for they will forget as the Centuries pass if you only take one City. If you find yourself cramped, you gotta do what you gotta do. Later on, it becomes much easier if you have a strong economy to afford to pay to upgrade units over time, so make sure you get your Cities Connected, use Trade Routes with Brave New World to get gold, and preserve all Jungle tiles to place Trading Posts when they are available.

## 2.7. Brazil - Leader: Pedro II

### Updated for Gods and Kings and Brave New World DLCs!

Civ Bonus: **Carnival**

Doubles Tourism output during Golden Ages, while also earning Great Artists, Musicians, and Writers 50% faster during Golden Ages. This means saving some Great Artists for the late-game is important, though you will certainly want a few works of art in your empire to help give some actual Tourism to boost. Thankfully, Archaeology and the Louvre can help make up for this.

Unique Unit: **Pracinha 36.1.7**

Requires Plastics. Replaces Infantry.

Infantry that grants points toward Golden Ages with kills. This will help should you need to go to war with another Civ whose Culture you cannot break - or to simply speed up the process of getting the next Golden Age should you lack other means to start one in the late game.

Unique Terrain Improvement: **Brazilwood Camp**

Requires Machinery.

These can only be constructed in Jungle tiles, but give +2 Gold. When Acoustics is researched, this jumps to include +2 Culture as well. Brazil must preserve many Jungle tiles in the early game to make maximum use of this terrain improvement. The Culture can be converted to Tourism later in the game, but will greatly aid you in adopting new [Social Policies 10](#).

Playing Against The Brazilian AI Their Tendencies (XML Info and Flavors)					
Warmonger Hatred	Wonder Compete	Offense Build	Defense Build	City Defense	DoF
6	6	4	6	5	7
Friendly to Civs	Denounce Civs	War w/Civs	Deception Likelihood	CS Comp	CS War
8	6	4	5	5	3
Other info	Pedro makes a good target for an early Declaration of Friendship. Given the AI tends to do poorly at generating Tourism, he doesn't lead a Civ to be feared. He's likely to play peaceful and stick to that path unless you are a Warmonger or have a very weak military, he is unlikely to engage you in Warfare.				
Start bias: <b>Jungle</b>					



Figure 2.7.: With a University and Acoustics Technology, the Brazilwood Camp is one of the best Tile Improvements in Civ 5.

## Strategies/Ideas

Early in the game, one must not worry about Golden Ages with Brazil. In fact, it's better to avoid them until you've got some actual Tourism output with your Guilds set up. If you do not start with plenty of Jungle around, you should probably start the map over so that you can take best advantage of Pedro's bonuses. You play this Civ just like any other, only leave nearly all Jungle you can aside from some hills for Mines to provide Production for your Cities. Otherwise, go for Science and any early Wonders you are able to pick up. I didn't find founding a Religion vital with Brazil, but it definitely helped - that way you can pick Founder/Follower Beliefs that focus on Faith Generation and Happiness. The Sacred Path Pantheon will give you +1 Culture from Jungle Tiles, so it's an obvious choice.

Jungle starts can be rough, especially when the bonus does not come immediately as it does with some other Civs, but bear this burden and Brazil can become one of the best Cultural Victory Civs in the game. Brazil functions just fine either [tall or wide 6](#), but should probably go with just a few Cities and Tradition so long as you have the Jungle you need to really shine later. Get all your Guilds in the Capital and proceed to produce Great Writers and Artists. You want to use these for any [Theming Bonuses 38.6](#) you can pick up, but do not worry about filling every last slot in your Civ. A lot of Brazil's specials come into play heavily later, so working to keep your Civ on top of Cultural Techs while picking up Brazilwood Camps through Machinery is of high priority as well. If you are playing on a lower difficulty, do get [Chichen Itza 16.4](#) for it will increase the duration of all Golden Ages by 50% - 15 Turns for a regular Golden Age, 12 for those generated by a Great Artist. This will help immensely, but isn't required for you can get the same bonus by Adopting the Freedom Ideology later - but they do stack to give 20/16 turn Golden Ages (Carnivals).

If you've managed to build Cultural Wonders, do utilize Swap Great Works from the Culture Victory interface to enable you to fill any requirements - trade off Great Works of Writing to get 2 from different Civs/Eras to get Oxford University filled. If you are able to maintain a Scientific lead in Cultural techs beyond that, you will not have any problem producing a respectable Tourism Output with Pedro, at least similar to that of other Civs. During any Golden Ages that come up, be sure to run your Writers/Artists/Musicians heavily to take advantage of the +50% boost that is added along with any others (like the +25% from having a Garden). Getting the Arts Funding World Congress Proposal passed as Brazil will greatly help increase the total number of Artsy types born in your Empire throughout the game.

The [Aesthetics Social Policies 10.6](#) are very important to Brazil, as is saving up Faith later in the game. This tree boosts your Tourism a lot through Theming Bonuses and increase in Open Borders/Trade Route/Shared Religion modifiers. More importantly, you will be able to purchase Great Artists and Musicians (never buy a Great Writer with Brazil - you should be producing those constantly throughout the game).

After you've got four or five Great Works of Art in your Cities, start saving Great Artists for a late-game boom in Tourism - you can have a 48+ turn Carnival so long as you have 4 Artists saved and either Chichen Itza or the level 2 Freedom Tenet that increases Golden Age length. The same goes for Great Musicians, but those are vastly more important to Brazil later in the game. Use all Great Writers for Great Works of Writing, for these will passively boost your Tourism while the others are more important for other roles once the bare minimum slots have been filled.

The good thing about the Brazilwood Camp is that while it's also an amazing Tile Improvement all by itself and certainly makes Brazil capable of an easy Diplomatic Win, the Culture is converted to Tourism by Hotels and Airports. Each of those add +50% of Culture from Tile Improvements to Tourism, so you can get the full +2 per Brazilwood Camp. This is before Carnival and any other modifiers. In your Capital, you'll be able to get another +100% for +4 Tourism each with a National Visitor's Center, once you have a Hotel in all Cities.

It is worth noting that as of Fall Patch 2013, Brazilwood Camps no longer count as a Trading Post for [Free Thought from Rationalism 10.9](#), nor will you get +1 Gold each when you finish the [Commerce Social Policies 10.7](#). However, they are still incredible tile improvements. Those boosts were probably considered too powerful.

Once you've got enough Great Musicians to fill out any Theming Bonuses and Great Work of Music slots



in your Capital, it's better to back off on producing Great Musicians until during a Carnival where you are producing at least 400+ Tourism. They will get 10x the strength of your Tourism output, and that will greatly boost their strength when using the Perform Concert Tour option. Trouble is, their strength is based on Tourism output during birth - so the trick here is to time their births and purchase them with Faith during your massive Golden Age. Later, you will be able to easily see 9-12k Tourism bombs from these guys if you do it right.

Since you will want to explore the World to meet all City-States, taking a point in Exploration to enable construction of the Louvre is a good idea - it's also quite easy to fill its Theming Bonus when you Swap Great Works. Though I was behind a bit Scientifically in my game, I was still able to build this because no one had taken a point in Exploration. Archaeology is an important tech, anyway, for you want to get those Antiquity Sites extracted with Archaeologists and Museums are prerequisite for Broadcast Towers. I made sure to leave any Ancient/Classical Landmarks as opposed to taking Artifacts, relying on World Congress proposals and Hotel/Airport to convert these to big Tourism later on. Anything else that was newer or out of one of my Cities' workable range went to a Museum.



Figure 2.8.: Great Musician bought with Faith during a Carnival with National Visitor's Center and Airports in all Cities. This will help you catch even highly Cultural Civs.

My personal strategy was to use the above tactics, get the International Games enacted in the World Congress and win first place (this meant devoting all 3 of my non-puppeted Cities to the Games until they were completed). I waited until a bit later in the game to do this so that my Tourism output would be higher. It was enacted just after Hotels. The boost from this, along with a long Carnival helped overtake some lesser Civs, while I waited on the National Visitor Center (Telecommunications) and had Airports in all Cities. This gave the Capital 200% Tourism before Carnival and any Open Borders and Trade Route modifiers.

When you see Tourism is hitting 800-1200 per turn either with International Games or the Internet, start making Great Musicians by having a long Carnival using your Great Artists. It costs 2500 Faith to purchase 2 Great Musicians (1,000 + 1,500) - beyond that, their price grows a bit more unrealistic (2500) but could be greatly helpful in finishing off the last surviving Cultural Civs in the game.

Buying Great Artists with Faith in the Modern+ era is obviously helpful as well, for you will get 12+ Turn Golden Ages. This can be done without Freedom, but it would be harder to guarantee such a long drawn out Golden Age without this or Chichen Itza. Plus, Freedom gives Broadcast Towers a +34% Tourism bonus to each City that has them.

If you're having trouble winning, Research The Internet quickly - it's right after National Visitor Center. This will double (again) your Tourism output and help set you over the top. It is also wise to get a couple

## 2. Civilization Bonuses, Unique Units, Strategies and Openings

of other World Congress proposals passed throughout your game - Great Person Tile Improvements get +2 Culture, while Landmarks get +4 with Historical Monuments. Natural/Cultural Heritage sites will increase Natural Wonders by +5 and World Wonders by +3 Culture respectively - more Tourism with Hotels/Airports/NVC. It may be wise to expend some Great Prophets on Holy Sites for this reason, as they will also help you afford to purchase Artists after the Industrial Era. To help offset the poor Production of Jungle tiles, I even went with a couple Manufactories in my own game to benefit from this.

While I had no use for the Pracinha because I was already in a long Golden Age and the kills would not add to the total until the Golden Age was over, I was able to hit a high point of nearly 10k Tourism for a [Great Musician Concert Tour 23.5](#) once the National Visitor Center and Airports were up. This helped me overtake a Wonderwhoring Siam very easily, as they were taking over 1800 Tourism per turn with Open Borders, the Internet, and a Trade Route and each Great Musician caught me up 5 turns. Every Civ in my game either flipped over to Freedom Ideology or suffered from a large amount of Unhappiness. Russia's Empire revolted so badly I was given 2 free Cities (puppeted) throughout the game, leaving holes in their empire with them foolishly fighting off insurgents rather than simply switch Ideologies.

Read the [Guide to Winning with Tourism 38](#) for more information on this Victory Condition. There is also a Steam Achievement to win Diplomatically with Pedro (Vote for Pedro), and that is certainly easy with Jungle Tiles giving Science (with University) and having the +2 Gold per Brazilwood Camp. Overall, this Civ is best suited to a Tourism win, given the vast amount of Tourism they can generate with Great Musicians and their passive generation of this stat each turn while in a Carnival.

## 2.8. Byzantium - Leader: Theodora\*

### Guide not yet written!

Civ Bonus: **Patriarchate of Constantinople**

Choose one more Belief than normal when you found a Religion.

Unique Unit: **Cataphract 36.1.8**

Requires Horseback Riding, Horses. Replaces Horseman.

Penalty to attacking Cities reduced from 33% to 25% and these units can get terrain bonuses unlike Horsemen. They lose 1 movement but gain +3 strength, putting them at 15 vs the Horseman's 12.

Unique Unit: **Dromon 36.1.8**

Requires Sailing. Replaces Trireme.

Costs 56 instead of 45, but is a ranged attacker that may not melee. Their 10 melee defense is reduced to 8, and gain 10 Ranged strength with a range of 2.

## 2.9. Carthage - Leader: Dido\*

### Guide not yet written!

Civ Bonus: **Phoenician Heritage**

Coastal Cities get a free Harbor. Units may cross mountain after the first Great General is born, but will take 50 damage if ending a turn on a Mountain.

Unique Unit: **African Forest Elephant 36.1.9**

Requires Horseback Riding. Replaces Horseman.

Doesn't require Horses, but costs 100 instead of 75 like a Horseman. Enemies nearby take a -10% Combat penalty. Loses 1 Move (3) but gains 2 Strength (14). Comes with Great Generals II Upgrade, making them spawn more quickly from using this unit in combat.

Unique Unit: **Quinquereme 36.1.9**

Requires Sailing. Replaces Trireme.

+3 Combat Strength over usual Trireme, bringing it to 13.



## 2.10. Celts - Leader: Bouddica

### Updated for Gods and Kings and Brave New World DLCs!

Civ Bonus: **Druidic Lore**

+1 Faith per City with 1 unimproved Forest tile next to it. Increases to +2 Faith with 3 or more unimproved Forests. Roads do not count as improvements as far as breaking this bonus, but camps would.

Unique Unit: **Pictish Warrior 36.1.10**

Requires Bronze Working. Replaces Spearman.

Has the same stats as a Spearman (11 Combat Strength) but removed bonus to Mounted units. Instead, they get a +20% Combat Strength bonus outside Friendly territory and require no movement to Pillage tiles. They will earn 50% of an opponent's CS as Faith on kill, meaning you can farm your first Great Prophet by fighting Barbarians and other Civilizations, along with the Civ's passive Faith bonus.

Unique Building: **Ceilidh Hall**

Requires Acoustics. Replaces Opera House.

Exactly the same as an Opera House, except it provides +3 Happiness - a major boost for Wide empires, whether your lands were acquired through conquest or spamming Settlers.

Playing Against The Celts AI Their Tendencies (XML Info and Flavors)					
Warmonger Hatred	Wonder Compete	Offense Build	Defense Build	City Defense	DoF
4	4	7	6	6	4
Friendly to Civs	Denounce Civs	War w/Civs	Deception Likelihood	CS Comp	CS War
4	6	6	6	5	6
Other info	Bouddica is an unfriendly neighbor and not likely to sign a DoF with you without several positive diplomatic modifiers in your favor. Thankfully, her Unique Unit is not very dangerous in the hands of an AI. What you would need to worry about most is how dedicated to spreading Religion she will be - and capable of doing so, given whether or not she plays well the AI is going to get the passive faith generation and utilize the UU against Barbarians, ultimately founding a Religion. If she's your neighbor and you are in the position to do so, squash her early to avoid a late-game war. Else, use her aggression to get her to attack another Civ you know you'll have problems with and let them have the bloodshed they desire. Bouddica has a flavor of 8 in Happiness and Religion, so is likely to be very angry if you spread your own Religion in her lands.				
Start bias: <b>Forest</b>					



Figure 2.9.: To retain +2 Faith, only 1 of these 4 Forests can be Improved/Chopped Wait until your Faith per Turn is high enough to lose this bonus before chopping/improving tiles.

## Strategies/Ideas

Because of the big mid-game benefit from her UB, Boudicca's Celts are best played [wide 6.3](#) to take maximum advantage. The +3 Happiness will completely offset the cost of an additional City, it's just a matter of keeping your Citizens happy until you've reached that point. This also applies to most Civs that are focused on [Faith Generation 12](#). Faith is one of the few metrics that don't scale in this game, meaning you will only get more Faith by having more Cities with Shrines and Temples and suffer no penalty for doing so, as long as you can keep them happy. In my game, I used a [Liberty start 10.2](#) to let me focus on building up my first City to prepare for War with the neighboring [Germans 2.18](#). I recommend using a build order of Scout > Scout > Monument > Shrine > Worker > Pictish Warrior x2 > Granary > Barracks and going directly for the free Settler from Liberty. Your starting Warrior can protect your first City. Having a Pictish out by the time you're ready to Expand with the free Settler would be wise. Tech-wise, I got Pottery/Calendar then went for Bronze Working to unlock the Pictish Warrior and Barracks. Afterward, a Library to fuel tech and Composite Bowmen were my next priority to help me capture Cities.

So long as you insist on a start that has at least 3 Forests surrounding your [first City 4](#), along with the usual needs of food and luxuries to trade, you will be in good position to found a Pantheon within 5-10 turns. Leave 3 adjacent Forests alone (Those right next to the City) and Settle your first expansion in a similar location if you can. The Faith per Turn will hit immediately, and you can amplify it with a Shrine. A Faith-producing Pantheon would be wise depending on your terrain, but you may want Culture to aid you in adopting new [Policies 10](#). Only later in the game would I chop those Faith-producing Forest Tiles. Your borders should expand to better workable tiles and you will not need every tile around your City improved right away. Once FPT is high enough, chop away and get those tiles improved. Even a trading post would break the bonus, but a road will not. With Liberty, you'll get Happiness for each City you connect, and in this case it is good to do early in the game to get extra income to support a large army.

I highly recommend you go with Holy Warriors as your first Follower Belief. You should get first pick if you expand fast enough and get those Shrines up. After finishing Liberty, Piety can further aid you and let you choose a strong Reformation Belief that will help you to either purchase Great People or Post-Industrial Units with Faith. Either one is an excellent choice. You should have first pick on regular Beliefs, but some AI start Piety and will get their choice for Reformation. I took Tithe, Holy Warriors, and Religious Center for my Beliefs with Religious Texts as an Enhancer. This let me boost Faith/Happiness throughout the Empire, gave me more gold for supporting Military as Religion spread, and set me up

for huge Faith generation later in the game. It is vital you Enhance your Religion rather than use Holy Warriors right away, because that will get you first pick on an Enhancer, then feel free to start spending Faith on Units. Notice I didn't get a building, so I had only two uses for Faith - buying Military Units or saving up for Great Prophets. Once the Religion is enhanced, Pictish Warriors cost 110 Faith and Composite Bowmen ~150. You'll be able to generate an extra unit every 8-10 turns with the +1 from Shrines/Temples with Piety. Getting a Grand Temple early will let you benefit from all these this faster, thus Puppeting any Cities you conquer is the way to go. After Composite Bowmen I went for Theology to unlock this National Wonder and get my religion spreading faster - with the desire to enhance quickly, you do not have Faith to spend on Missionaries.

In my game, I did build one Wonder, but given I was Warmongering I kept it at [Pyramids 14.4](#) to help me quickly improve lands and make City Connections to get the Gold/Happiness from Liberty. After the second Great Prophet to Enhance my Religion, I used one to spread it to some key Cities to allow it to spread further, and used later Prophets for Holy Sites since I did finish the Piety Tree. Their Faith and Culture was very helpful - you can place those Holy Sites near Cities that need border expansion, for +3 Culture is very significant toward improving the rate of new tile acquisition.



Figure 2.10.: Make many Pictish Warriors and go out fighting Barbarians to get Faith Use this Faith to Found a Religion and consider getting the Holy Warriors Follower Belief.

The Pictish Warrior is an excellent UU for a few reasons. First the Faith on kill - hunting Barbarians will prepare them for War and give you extra Faith to speed up the founding/enhancing of your Religion. Their strength is quite high enough to handle most units they'll encounter in the Ancient/Classical eras. Second, it comes early but not too early - you won't be upgrading them to Pikemen immediately, and their Combat Strength with the +20% bonus outside friendly territory is 13.2 - nearly that of a Swordsman (14). Last, the no movement cost to pillage means they can pillage/attack in the same turn or even pillage 2 tiles to wreck your target's happiness or deprive them of strategic resources. They keep both no movement to pillage/foreign lands bonus when upgraded, but not the Faith on kill. That would be a bit overpowered. Regardless, you will want to make as many of these as you can to get those bonuses. I deliberately avoided Civil Service for a while to get more Pictish out before they became obsolete - I instead entered the Medieval with Theology to unlock the Grand Temple. A Pikeman with these Promotions is far better than one without, and you will not require Iron to have a strong Melee unit, meaning you can possibly trade it away. I never used Horses, so those were able to go too. After all, the Pictish can pillage without movement and that was fine enough for me. It costs a mere 75 Gold to [Upgrade 36.1.10](#) a Pictish Warrior to a Pikeman, so I highly suggest you try this strategy.

While the Ceilidh Hall seems like a strange building and may feel it comes a bit late, its role is obvious

once you're in the mid-game. With Acoustics researched, you will be able to expand your Culture to begin acquiring policies faster and have great incentive to get Monument > Ampitheater > Ceilidh Hall built in all your Cities for Border Expansion and Policy selection. After Piety, I suggest a couple points in Aesthetics to catch up culturally and make producing these buildings faster but would not finish the tree. Going 1 further, [Fine Arts 10.6](#) may even help if you can get enough +Happiness to make a big impact on your Culture. Use Writer/Artists Guilds as early as you can to begin accumulating culture to defend your Ideology later in the game. The Ceilidh Hall will let you choose something unpopular like Autocracy without going into Unhappiness - Puppets will even build them. Ultimately, it will let you build the Hermitage faster having incentive to create these buildings, and that will further aid your Culture generation and prevent differing Ideologies from hurting you. With the massive Happiness bonuses from Autocracy and Boudicca's incentive to play Wide and Warmonger, you should even be in the positive enough to experience Golden Ages. Overall, I underestimated the Ceilidh Hall and this Civ in general. They are wonderful for guaranteeing you get a Religion on Immortal and below and even have a better chance than usual on Deity. Playing a normal game, you should easily see your Religion spread world-over and may even consider taking a Belief like Just War that increases Combat Strength near enemy Cities that follow your Religion.

I took the Belief to allow me to buy any type of Great Person with Faith ([To the Glory of God 12.7](#)) instead of Post-Industrial Units because without a Tradition start, you cannot buy Great Engineers. Having a large, happy empire, I was also in fine position to just build Units myself. This let me get late-game Wonders quickly with Great Engineers and made it a possibility to buy artsy types or Great Scientists without finishing [Rationalism 10.9](#) or [Aesthetics 10.6](#).

Overall I consider the Celts to be a pretty solid Civilization and recommend them to anyone who wants to try their hand at spreading a Religion with a dash of Conquest. Domination Wins are the go-to once you've expanded a lot and conquered your continent, but with a huge, happy empire you are able to grow both Wide AND Tall and see great [Scientific output 7](#) from those Cities just from Population and the basic Science buildings. However, I cannot over-emphasize just how happy your Civ could be with [Autocracy 11.1](#), getting +Happiness from all Barracks, Armories, and Military Academies among other things, and other Civs' Culture and its [negative influence on Public Opinion 11](#) can be crushed if you simply take a few Cities. Once your Civ is stable, rush for Artillery and some Naval power if you need it and you will be in a strong position to crush the other Civs around the globe one by one.

Just to toss an idea out there, [Order 11.3](#) is not a bad selection either, for you can get a Tourism boost for all Civs that are less happy than you. Given you will inevitably conquer many Wonders if you play the Celts as I did, you can certainly win with Tourism after a point. You'll get another boost from other Civs that choose Order, meaning a total of +68% to them. This would work exceptionally well with Fine Arts from Aesthetics, for you could get the extra Culture from Happiness and have more reason to push Happiness extremely high and ultimately reduce [diplomatic penalties 26.5](#) with other Civs. The only Ideology I would avoid with Boudicca is [Freedom 11.2](#) for it just doesn't fit with her playstyle.



## 2.11. China - Leader: Wu Zetian

Civ Bonus: **Art of War**

Effectiveness and spawn rate of Great Generals increased.

Unique Unit: **Chu-Ko-Nu 36.1.11**

Requires Machinery. Upgrades to Gatling Gun. Obsolete with Rifling.

This unit is exactly the same as the Crossbowman it replaces, but can fire twice in a turn. Awesome at defense due to this ability, but great on the offensive as well. They upgrade from Archers and Composite Bowmen and, when upgraded to Gatling Guns later, keep their ability to attack twice in a turn.

Unique Building: **Paper Maker**

Requires Writing. Replaces the Library.

The Paper Maker apparently sells paper, because it gives +2 gold to the empire as opposed to costing you maintenance like the Library. Each one of these in various cities adds up quite a lot, and gives you more incentive to get them built early.



Figure 2.11.: The Chinese Chu-No-Ku Unique Units dominate battles whether on the offensive or defensive.

### Strategies/Ideas

The Chu-Ko-Nu is a very fun unit. Firing twice they can really deal some damage. Keep them alive as they'll be seriously rocking after upgrading to Gatling Guns, as they do keep their ability to attack twice in a turn. You should really try to shine as a military when they first become available. Unless Diplomatic pressures prevent it, it might not be a bad idea to take out a couple of neighboring cities while their power is accessible to you. The Paper Maker is a nice help, and can aid in supporting your Chu-Ko-Nu! The Paper Maker doesn't seem all that impressive but keep in mind that a simple Bank and Market will boost the output of that to nearly double. While other Civs are paying for their Libraries, your Paper Maker makes money for your Civ allowing you to support a larger Military.

A smart tactic for maximizing your time with the Chu-Ko-Nu is to produce plenty of archers/composite bowmen in the early game and perhaps even behave militaristically, but save money to upgrade units later. You can upgrade your units for gold as soon as the Chu-Ko-Nu become available and go on a warpath. The Medieval is your era to shine. Throughout your career, keep about two or three Great Generals and use the rest for Citadels to steal land from an opposing Civ. The general is important to China – they'll see 30% increases to combat strength when their fighting units are nearby. Keep a Great

General safe when sieging a City by stacking it with a strong Melee unit. You'll need a melee unit to take over a City anyway, as ranged units like the Chu-Ko-Nu cannot walk in and finish the job.

Remember when expanding very rapidly that your Happiness will degrade fast as you take Cities. Look for targets with access to Luxury units, and occasionally accept Surrender terms when you are given terms you deserve. The offers get better as you kill off their military, assuming your foe has anything left to offer. This can give you a little breather to build infrastructure and grab happiness improvements. After about 10 turns, you can go back to War and finish the job. Remember, you only need to capture a Capital in order to win the Domination victory in Civ 5. Some nations aren't worth wiping out because you will be labeled a Warmonger by other Civs the more cities you take. They can hold on to their poor cities for the rest of the game, while you surpass them in technology and cease to fear them as a foe.

The Chinese are one of the best suited for a Domination victory overall, because they can grow very strong after a Medieval-era land grab and move on to another style of play. Diplomatic is also plausible – with enough expansion they can get a lot of resources and win over votes with all the City States. Cultural and Scientific Victories are also doable if you make a transition and avoid totally neglecting your Science. You can always cease Wars and lead your people to peace and prosperity after you milk the Chu-Ko-Nu for all it is worth. You can grow very large during the Medieval era by taking Cities, then boom Culture or Science afterward.

### 2.12. Denmark - Leader: Harald Bluetooth\*

#### Guide not yet written!

Civ Bonus: **Viking Fury**

Embarked units gain 1 movement and pay only 1 movement to move from sea to land. Melee units do not lose movement to Pillage, providing them ample healing near enemy Cities.

Unique Unit: **Berserker 36.1.12**

Requires Metal Casting, Iron. Replaces: Longswordsman.

Gets +1 Movement (3 total) and begins with the Amphibious promotion, eliminating combat penalties for attacking from sea or across a river.

Unique Unit: **Norweigan Ski Infantry 36.1.12**

Requires Rifling. Replaces Rifleman.

25% combat bonus in unforested Hills, Snow, and Tundra tiles. Also moves double through those tiles.

## 2.13. Dutch Civilization (The Netherlands) - Leader: William

**Updated for Gods and Kings and Brave New World DLCs!**

Civ Bonus: **Dutch East India Company**

Keep 2 Happiness when your last copy of each Luxury Resource is traded away. This provides the Dutch a Massive Happiness boost.

Unique Unit: **Sea Beggar 36.1.29**

Requires Navigation. Replaces Privateer.

Comes with Coastal Raider II (+20% CS vs Cities, steal 66% of Damage done in Gold) and Supply, allowing them to heal outside your borders at a rate of +15/turn. This gives it two more Promotions than the regular Privateer.

Unique Tile Improvement: **Polder**

Requires Guilds.

Gives +3 Food but may only be constructed on Marsh and Flood Plains. Gives +1 Production/+2 Gold after Economics, making those tiles incredibly useful. Save Marshes until Guilds, then get as many of these up as possible throughout your Empire.

Playing Against The Dutch AI Their Tendencies (XML Info and Flavors)					
Warmonger Hatred	Wonder Compete	Offense Build	Defense Build	City Defense	DoF
6	4	3	5	7	7
Friendly to Civs	Denounce Civs	War w/Civs	Deception Likelihood	CS Comp	CS War
6	5	4	4	6	4
Other info	William is a wonderful neighbor to have, as he's likely to be friendly and have a smaller Military than most Civs. I've seen him as easily conquered. Unfortunately, the AI doesn't seem to take his UA into account and won't trade away his last copy of a Luxury easily, even though he should. For Warmongers, he's an easy target but will have well-fortified Cities.				
Start bias: <b>Grassland</b>					



Figure 2.12.: The Dutch Polder initially provides +3 Food to Flood Plains and Marsh Tiles.



Figure 2.13.: The Dutch Sea Beggar starts with Supply and Coastal Raider II Upgrades.

### Strategies/Ideas

The Dutch are an above-average Civ when played on Archipelago, decent on Continents - assuming you use their excellent Unique Unit and can get some Iron to make Frigates to accompany the Sea Beggars. However, their UA provides players an excellent opportunity to avoid Happiness woes that prevent growth no matter what map type you play them on.

Commerce is a must-have Tree for the Dutch. It will aid in income, but the finisher allows them to get the +2 Happiness per resource even when you trade your last copy away, so you can get +8 Happiness from a Resource so long as you can find Trading Partners. That is a very important part of their UA. You need to play friendly for most of the game. There may be opportunity to wipe another Civ's navy around Navigation and conquer a City or two, but you would never want to do heavy conquest else the UA will be wasted when Civs stop fair trades with you.

Having the +2 Happiness means making early friends is very helpful to your expansion. Getting a Declaration of Friendship, you can better sell your last copy for lump sums of Gold to help purchase Settlers. Regardless, the UA is awesome and allows them to grow Tall very well. Being able to trade the last copy of just a few Resources away is enough to avoid Unhappiness and letting the Cities grow. I would usually play them Tall for this reason, particularly because the Capital benefits greatly from Tradition and your other Cities can grow to great heights with every other Population being free in the Capital.

The Polder facilitates peaceful play. Other Civs are less likely to covet Desert/Marshy lands and you'll be able to do incredibly well there once you get Guilds and later Economics (not far off). A Marsh only provides +1 Food, but jumps to +4 with the Polder. That is not normally possible until Civil Service/Fertilizer depending where the tile is situated. Seek out those lands, and by the time you get Economics, those Polders will also supply +2 Gold and +1 Production. The Dutch playing peacefully and making use of Trading Partners will grow wealthy easily, so long as you find locations with at least 1 Luxury and can make use of the Polder. I did not get to use the Polder in my play testing, but very much wish I could as I had an excess of Happiness throughout the game and could have grown even larger with such great tiles around. Particularly the Marshes. Flood Plains will provide +5 Food straight away, and that's an incredible boost! Consider Petra to make an amazing Desert City. Unfortunately, their Grassland start bias will make that difficult to achieve.

Sea Beggars are an excellent UU, particularly when accompanied by Frigates. You absolutely want to build a number of these, because when upgraded to Destroyers they are exceptionally deadly. If you're using them Offensively, taking 1 point in Exploration is wise. Not having to take Supply as an upgrade yourself, you can focus on Coastal Raider III then get Logistics, which allows for an extra attack. This is a top-tier Promotion that can be acquired much faster than any other Unit. With an Armory, you're able to get this right when they're built. What it does is enable the Sea Beggar to perform hit and run attacks, meaning it can hit a City then flee just outside its attack range. This is doable with either the Great Lighthouse or 1 Point in Navigation.



## 2.14. Egypt - Leader: Ramesses II

Civ Bonus: **Monument Builders**

+20% Production towards Wonder construction.

Unique Unit: **War Chariot 36.1.13**

Requires The Wheel. Upgrades to Knight. Obsolete with Chivalry.

The Egyptian War Chariot replaces the Chariot Archer. They have 1 additional move point compared to a chariot archer, and don't require horses to be made.

Unique Building: **Burial Tomb**

Requires Philosophy. Replaces Temple.

While Temples give +2 culture, Burial Tombs give +2 happiness in addition to culture. Early on that is a great help in offsetting unhappiness due to city number or size. The weakness is that the enemy will get more gold upon conquering the city.

### Strategies/Ideas

With Piety, you can turn those +2 happiness into even more culture. That doesn't seem like much but early on multiplied by a few cities it really adds up given early policies' costs. Anything that helps you get land faster is also great as there's almost always something just out of reach. This can save you gold, and saving gold is good! It'll also help your cities expand by preventing unhappiness if you weren't lucky enough to start near a good variety of luxuries. Egypt is suited to early attack, but you will want to use their +20% wonder production to guarantee at least some Wonders are claimed by you. So, be sure to have a good production city on hand, even if you're militaristic. With the early start, and the ability to pick and choose Wonders at a whim when played properly, Egypt makes a great Civilization to use for a cultural victory.

## 2.15. England - Leader: Elizabeth

### Updated for Gods and Kings and Brave New World DLCs!

Civ Bonus: **Sun Never Sets**

All Naval Units get +2 extra movement. When Spies come in the Renaissance, England begins with two instead of the usual one.

Unique Unit: **Longbowman 36.1.14**

Requires Machinery. Replaces Crossbowman.

The Longbowman gets +1 range over a regular Crossbowman, which is a huge bonus. This allows them to attack Cities without fear of retaliation and gives you more room for your melee close to the City being attacked.

Unique Unit: **Ship of the Line 36.1.14**

Requires Navigation. Replaces Frigate.

The Ship of the Line is an upgraded version of the Frigate. They get +7 Ranged Strength (35), +5 Defense (30), and +1 Sight over the regular version.

Playing Against English AI Their Tendencies (XML Info and Flavors)					
Warmonger Hatred	Wonder Compete	Offense Build	Defense Build	City Defense	DoF
7	5	3	6	6	4
Friendly to Civs	Denounce Civs	War w/Civs	Deception Likelihood	CS Comp	CS War
4	6	4	6	8	6
Other info	England scores an 8 on Flavor_Naval and Ranged, and will naturally pursue a powerful Navy, with plenty of ranged units on the ground to protect their Cities from land and Sea. This tendency toward navy makes them likely to expand to nearby continents. They are middle-of-the-road as far as forming religion, trade routes, etc.				
Start bias: <b>Coast</b>					



Figure 2.14.: The English Longbowman's 3 Range allows for City Attack without retaliation.

## Strategies/Ideas

If you like naval warfare, Elizabeth is your woman. In fact, if you hate it you might not mind her either. It will let you get more 'mileage', or should I say knots, out of your fleet. The +2 movement is already incredible but their Ship of the Line unit will let them dominate the seas for quite a long time. On any map with loads of islands England is going to be very powerful. The Longbowman isn't bad either. The extra range gives him more opportunities for attack. Longbowmen make good defenders, but overall England feels like a conquer and rule type of Civilization more than anything and given their two Unique Units' combat prowess and lack of unique buildings that set you in a direction, should be played as such. Early-game, I would not bother to push for War unless it's necessary (you get blocked badly). I went Tradition to start and found it fine, but found Montezuma had expanded directly toward me. I loaded up on Archers and a pair of Swordsmen and set out to take two Cities with great positioning, blocking him to a tiny corner of the Continent. I then stabilized my four Cities and went after Ghandi to stop him from running away from me Scientifically, claiming some Wonders in the process. Focusing on Commerce (tapping Exploration for the Bonus), I was able to build a rich economy enabling me to stop smaller Civs from bothering to war with me. If you could play peacefully and expand normally, you'd find yourself in a better position at the same point in the game, but when I was able to begin to play peacefully, things bloomed for my England.

Longbowmen should be used for Conquest as soon as they're available. Plan for their arrival by having Barracks and good production set up. Find Iron so that you can have Swordsmen to stand at the city gates. I find the AI targets them frequently, though in some situations you can hold your melee back to defend the Longbowmen then bring them in when the City is nearly defeated. They keep the +1 Range Promotion when [Upgraded 36.1.14](#), meaning they become [Gatling Guns 31.5](#) with 2 Range. Get the extra attack, and they'll be the most powerful unit available to you for a time.



Figure 2.15.: The Ship of the Line is simply a more powerful version of the [Frigate 34.7](#), but dangerous in its time.

If you know you'll go for more conquest, get the Ship of the Line out early, but note that you'll need plenty of Iron and a Melee ship to take Coastal Cities. Keep these alive and they'll later make excellent [Battleships 34.8](#). Focus on either naval or land targets for your upgrades, so your Ship of the Line can evolve to have +3 range and attack Cities from a safe distance. You may also consider Supply, which lets them heal outside your territory. Regardless, these ships are meant to group together and bombard land and sea targets. You can win Cities through peace treaties simply by dominating another Civ's military. If you are having trouble with Happiness, choose Cities that feature Luxury Resources you don't have. Other good targets for your Ship of the Line are Cities with high populations in nice flat areas, which

make great places to land your Longbowmen - who you should use past their time due to their powerful range.

On an Archipalego, I would definitely go after The Great Lighthouse. Adopting Exploration adds to this, giving your Naval units great mobility. I suggest trying to eventually take your Continent, using many Trading posts to ensure a Gold Per Turn high enough to support a big Navy with land units to back them up. The Longbowman will let you do this, while the Ship of the Line eventually allows you to crush Coastal Cities and Dominate if necessary, else use them to protect your Continent. The great speed of the fleet will allow them to converge on any attackers easily. From there, it's easy to pick an Ideology that suits the Victory you'd like to pursue. Dominate, go for Science, Diplomacy, or attempt to catch up in Tourism. Tourism really blooms mid-game, anyway, so you can beeline to your Longbowman to ensure you have free time to pursue those later Wonders that provide Tourism and Cultural boosts. Diplomatic Victories are certainly doable if you go for a powerful economy, as I did. Ultimately, Declarations of Friendship with Civilizations on other continents that had no idea of my conquest were willing to sign research agreements, which along with a booming population and high Science output, led to Victory.

### 2.16. Ethiopia - Leader: Haile Selassie\*

#### Guide not yet written!

Civ Bonus: **Spirit of Adwa**

+20% Combat Bonus to all Units when fighting a Civ with more Cities than Ethiopia.

Unique Unit: **Mehal Sefari 36.1.15**

Requires Rifling. Replaces Rifleman.

Costs 200 vs 225 for a Rifleman. Starts with Drill I, giving a bonus in Rough Terrain and good opportunity for upgrades straight out of a Military Academy. Gets a +30% Combat Bonus while fighting from inside the Capital, which diminishes in power as it gets a few hexes away.

Unique Building: **Stele**

Replaces Monument.

Gives +2 Faith in addition to the regular +2 Culture of a Monument.



## 2.17. France - Leader: Napoleon

### Civ Bonus: **City of Light**

Doubles theming bonuses from Museums and World Wonders in their Capital. This will not kick in until the mid-game, but you should play with using this bonus in mind. Focus research on Technologies that will let you acquire the World Wonders you need to take advantage of this. France gets a 'Pyramid Scheme' achievement when they hit +16 Theming Bonus through filling the Louvre with appropriate Art/Artifacts and taking all Social Policies in the Aesthetics tree.

### Unique Unit: **Musketeer 36.1.16**

Requires Gunpowder Tech. Obsolete with Rifling. Upgrades to Rifleman.

Musketeers come with 28 Combat Strength unlike the Musketmen they replace. These have the simplest bonus of any of the Gunpowder unit replacements, but it's plenty strong for giving them an advantage in the short period they are available. Kill a unit with two other Musketeers nearby to get a Three Musketeers Achievement through Steam.

### Unique Tile Improvement: **Chateau**

Requires Chivalry. Improves with Flight.

The Chateau can only be placed next to a Luxury resource and within your territory. They give +1 Gold and +2 Culture initially, but this goes up to +3/+3 when Flight is researched. Additionally, they'll provide a +50% defensive boost to any unit stationed in the tile.



Figure 2.16.: French Chateaus act as Forts and provide Gold and Culture to a City working them.

## Strategies/Ideas

Although changed in Brave New World, France obviously still best played toward a **Cultural Victory 38**. They will not see any special bonuses until Chivalry when they get the Chateau, but you can save yourself some Worker time by planning where you will position your Chateaus beforehand. The beauty in this Tile Improvement comes through to aid France in Tourism Generation indirectly via the Hotel and Airport,

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which give each +50% of a tile's culture as Tourism - meaning they will earn +3 Tourism for a City when worked with both constructed.

Key to playing France is getting the World Wonders needed to take advantage of City of Light. The Great Library, Sistine Chapel, Uffizi, The Louvre (must Adopt Exploration), Globe Theater, Broadway, and The Sydney Opera House are your targets, roughly in that order. Read the guide to [Theming Bonuses 38.6](#) to learn more about them and see a full list along with the requirements. Thankfully, The Great Library is the only one of these that is in the Ancient or even Classical Era, so you are not rushed but should focus your attention toward being first to build all the Wonders you can get on this list.

As you'll read on the Theming Bonuses guide, you can trade Great Works of Writing, Art, and Artifacts with the AI. Those you can't trade, you are capable of fighting for when the Musketeer comes about. Look for high culture Civs that will be harder to overtake later in the game and bring your Musketeers down on them when they first become available. If you can make a Military production city with Barracks, Armory, and the Alhambra World Wonder, you'll have units that start with Drill I, which allows you to grab two extra upgrades and get Siege for a big +50% boost vs Cities, just what you need with a Unit that's only feature is higher Combat Strength than its regular counterpart.

When you capture a City, you don't only get any World Wonders that were built there, but also any Great Works and Artifacts. Note that for the purposes of filling out the Louvre with France and getting that huge boost to Tourism from Paris along with the Achievement that you do not have to necessarily steal digs from other Civs to get the two different-Civ Artifacts you need. You are able to get them from City States and Barbarians as well - each distinct City State is its own 'Civ' for theming purposes, along with Barbarians.

Paris should be a high population, strong city capable of producing Wonders before other Civilizations can get them out. Tradition is probably the best option for that reason. If you can pull off The Great Library, great, but otherwise shoot for Hanging Gardens (to keep Paris growing quickly) and The Sistine Chapel next. Tradition gives a bonus to Wonder Production, and so long as you eventually have other Cities with Workshops sending Production to Paris along with a Technological lead - at least for the specific Techs you need - then you should have no trouble getting most, if not all of the Wonders I've listed.

Later, take Aesthetics to get another doubling of your Theming Bonus (except in all Cities, which will likely only impact Museums aside from Paris if you do it right). France gets double twice - so where other Civs would get 6 with Uffizi over the base +3 while using Aesthetics, they will get +12. This is added up with other flat tourism rates before being multiplied by all percentages that are affecting a city - be sure to have Open Borders, a single Trade Route, and shared Religion (hardest to do) with a Civ to maximize your Tourism generation against them. If you can manage to found a religion, spread it, and get a World Congress proposal enacted to make your Holy City's religion the World Religion, you'll get a +50% Tourism bonus there, and that is the single biggest boost you can receive to Tourism generation. Read the [Diplomatic Victory 39](#) guide to learn more about manipulating other Civs to get their votes for your Proposals.

As for Ideological Tenet selection, Freedom is a reliable if not necessarily optimal choice for France, offering +25% Great Person generation, helping you to get same-era Musical pieces you need for Broadway. Extra culture out of all your Great Works will help you with future policies, and the Foreign Legion tenet to get 6 free units which can aid you in taking a couple of Civ's Capitals to help you fill out the Louvre. Arsenal of Democracy will boost production of Military units by +25% to also aid in late-game War simply to steal Great Works and World Wonders. You'll also snag influence from military unit gifts to city states, so this is an interesting way to avoid upgrading units into the Modern Era and instead make a new Military. Freedom also helps with Specialists' consumption and unhappiness, allowing you to utilize more Scientists and Artists while keeping Paris growing. By the time you get the wonderful +34% bonus to Tourism output for Cities with a Broadcast Tower, added in with a total 75% for open borders, shared religion, and having a trade route, you should be able to get some Theming bonuses going and see significant change in the rate your Tourism is passing the other Civ's cumulative Culture.

## 2.18. Germany - Leader: Bismarck

### Updated for Gods and Kings and Brave New World DLCs!

Civ Bonus: **Furor Teutonicus**

Gives a 67% chance that any Barbarian encampment you clear will give you a free copy of whatever unit was stationed there and the usual 25g. Additionally, all land units cost 25% less maintenance.

Unique Unit: **Panzer 36.1.17**

Requires Combined Arms.

This is a simple Tank replacement. The Panzer has +1 movement (6 vs 5) and 80 Combat Strength vs the regular Tank's 70. Overall, a powerful and mobile unit.

Unique Building: **Hanse**

Requires Banking.

The Hanse was added in a patch and greatly improves the German Civilization. It has the usual effects of a Bank but boosts Production as well. Constructing this in a City will give that City a +5% Production bonus for every single trade route you have with an unique City-State.

Playing Against German AI Their Tendencies (XML Info and Flavors)					
Warmonger Hatred	Wonder Compete	Offense Build	Defense Build	City Defense	DoF
6	6	5	6	6	6
Friendly to Civs	Denounce Civs	War w/Civs	Deception Likelihood	CS Comp	CS War
7	8	6	7	7	4
Other info	Bismarck can be a powerful opponent if you get on his bad side. He has a strong tendency to keep his military well-upgraded. As you can see, he's easy to anger and will denounce Civs that cross the line. If you are going after many City-State alliances, you are likely to end up at war with the Germans.				
Start bias: <b>None</b>					



Figure 2.17.: The Hanse gives 25% with 5 City-State Trade Routes - you can make this even higher with more!

## Strategies/Ideas

First, the early-game bonus from *Furor Teutonicus*. This will encourage you to clear Barbarian encampments to grow your Military. This frees up production in your Cities, allowing for more infrastructure, the founding of a Religion to help your budding Civ, and the creation of Settlers. You may still want a couple of Archers, but they can come a bit later than they would with other Civs. Your converted Barbarians will protect your first Cities nicely. If you clear 6 encampments during the early game, you're likely to end up with at least 4 Brutes which upgrade to Swordsmen with Iron. This sets a theme for Germany - high Productivity and a strong Military force, along with the 25% reduction in land unit maintenance to aid your income and help you form alliances with City-States.

Begin setting up Trade Routes with City-States early and try to do as many quests for them as possible. I played with a Liberty opener to go as wide as possible, setting up Cities so that they could further the range of my trade routes with City-States. Having a Coastal City on each side of your Continent can ensure that your Trade Route range goes far enough to set it up. The Caravansary and Harbors will help extend the range later on. Germany doesn't need to rush for Banking, but should try to get it as early as possible to get the production boost, particularly if you can have all 4-5 Trade Routes (at that time) going to different City-States and ready for the arrival of the Hanse UB. Getting full benefit from the Hanse is simple - look at your Trade Route screen and make sure each new Trade Route you set up is to a different City-State. It doesn't matter where the route originates, just that each is going to a unique City-State.

Prioritize the Hanse in each of your Cities when it is available, as the boost to Production is better than that of a Workshop in most cases. This lets your Civ stay on top of new buildings while also producing modern military units.

Germany is all about Warmongering, but doesn't necessarily need to begin this really early. It is better to get infrastructure (buildings, City Connections and a few Wonders) set up for a massive surge of Military might after the Hanse is ready. You should try to build the Forbidden Palace in one of your Cities so that you have extra Delegates in the World Congress. This requires you adopt Patronage, which is not a bad idea when your Civ is going to be doing so much interaction with City-States anyway. I merely adopted it, then moved on to Commerce to reduce road maintenance and help me have more Gold overall.

Germany stands to have the highest Production of any Civ in the game when played well. Avoid doing things like chopping down trees unless they're beside Rivers - lumber mills will work well to aid your Production mid to late-game. Mines are even better with Chemistry researched. Overall, try to have a balance of Mines/Lumber Mills and Trading Posts, along with Food to allow your Cities to work all those tiles and fill Engineer specialist slots. Trading posts are important, as you will not receive as much gold from Trade Routes with City-States as you would large Civs. Build these in open grassland, farms on plains and along rivers, mines on hills. You should definitely set up a trade route immediately when a new slot becomes available, as you will instantly get the +5% in all Cities that have built a Hanse. Thanks to the production boost from Hanse, I was able to be first to get 3 Factories very easily in my game.

When it's time to choose an Ideology, you should strongly consider Freedom so that you can eventually take the Treaty Organization (level 3) tenet. This will give you 4 Influence per turn with every City-State you have a trade route with. You'll also give yourself 2 more options aside from a Domination victory - you may be able to adopt Space Procurements to let you buy Spaceship Parts with Gold. Having all those delegates from your City-State alliances, a Diplomatic win is also quite possible. Always leave your Victory options open, but never your Trade Route slots!

There is another reason for Forbidden Palace and those Delegates from City-States - you must prevent the Embargo City-States proposal from ever passing. This will completely remove the bonus you get from the Hanse, as no Trade Routes with City-States will work. This is rare, but must be avoided at all costs. You should have enough delegates to stop such a proposal, while also being able to pass Scholars in Residence or Sciences Funding to help aid your research progress - you can support a large Military, but you will also want those units to be modern and possibly more powerful than opposing Civs'

You do not have to go Freedom with the revised Germany, but it's a solid choice that also shores up some of their weaknesses. You'll have great production, but won't likely have made many Great People. Any Ideology works, but Freedom will make victory more likely by giving you multiple routes to your win.



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Arsenal of Democracy will boost production another 15% when making Military Units and the 50% longer Golden Ages will synergize greatly with the Hanse. Happiness from Mints, Banks (Hanse), and Stock Exchanges will also help your wide empire. The Statue of Liberty is also unlocked, giving +1 Production to every Specialist, again synergizing with Germany's bonus. Manufactories can also produce ~9 Production on a tile with Freedom's New Deal tenet, so reconsider using them to rush Wonders. After all, you will eventually control those Wonders if you go for Domination. You could see up to 50%+ production bonus with 10 or more separate City-State trade routes. Done right, this is almost overpowered and makes Germany a fun Civ to play for a massive war. You can easily take on multiple Civs at once and rule the world with Bismarck. As you can see, their unique building is better than many other Leaders' bonuses. In my opinion, Germany has become one of the more interesting Civs to play for a Domination win. Their heavy use of Trade Routes with City-States to boost production is going to help when routes with other Civs are cut off by war.

## 2.19. Greece - Leader: Alexander

Civ Bonus: **Hellenic League**

City-state Influence degrades at half and recovers at twice the normal rate. Incredibly powerful for getting loads of CS bonuses and votes for a Diplomatic Victory. Hellenic League also allows you to trespass without losing any Influence with City-States, so use their borders to step inside and fortify your units until healed, then go back after those Barbarians again.

Unique Unit: **Companion Cavalry 36.1.18**

Requires Horseback Riding, Horse Resource. Replaces Horseman. Upgrades to Knight. Obsolete with Metallurgy.

They've got +2 Combat Strength over a Horseman, giving them 14. They're also a bit more mobile, with 5 moves to 4. The Companion Cavalry also come with the Great Generals I promotion, which will cause their battles to generate more experience toward your next Great General. Use these during war and within your own territory for their mobility and strong capacity to knock out units like Archers in a single charge. Like Horsemen, they are awful against Cities so don't bother - use them to roam the enemy's lands (preferably 3 hexes from their Cities) and eliminate their Military so your Hoplites and Archers/Composite Bowmen can bring down the City's defenses.

Unique Unit: **Hoplite 36.1.18**

Requires Bronze Working. Replaces Spearman. Upgrades to Pikeman.

The Hoplite does not seem very special at first glance, having only 13 Strength to the Spearman's 11, but that is an 18% increase. Hoplites, when deployed early enough with Archers to back them up, can definitely bring down Ancient and early Classical-Era Cities. Identify your targets and the terrain type of the Cities you want to take - hills or flat land, and build their upgrades that direction. If you can get to Shock or Drill II and get them the Ranged Defense promotion, they'll last longer against Cities and help soak up damage.



Figure 2.18.: Use Math on City-States' influence divided by decay rate to determine how long they'll Ally. In this shot, I'd have 70 turns of Alliance with this City-State with 95/60 and -0.5 per turn.

### Strategies/Ideas

Greece can start Honor and go Warlike thanks to their early-game Unique Units that are quite powerful, but you do not necessarily want to go for a [Domination Win 40](#) with Alexander. It's better to use those abilities to get the land you need, focusing on nearby Civs that are likely to want to War with you later, regardless. I would not pick on City-States - it's much better to have them around. It's very easy to go for a Diplomatic Victory with Alexander because the Hellenic League Ability will let you hold onto and maintain your Alliances with City-States.

My recommended early-game strategy for Greece is to start Tradition or Liberty. Begin with a Scout, then Monument and Worker if going Liberty. Skip the Monument if going Tradition and get the free one for your first Cities. With Liberty, go for the free Settler first. Either way, make or buy a Worker (you want 2 to bloom two cities quickly). Consider a third City if happiness allows it. Don't go out to Settle without a Hoplite or Archer going ahead to protect it from Barbarians. By your third or fourth Social Policy, Adopt Honor to get the Combat Bonus vs Barbarians and culture on kill. This will also allow you to get the Discipline policy and free Great General for when you're ready to War. Both combined will give your Hoplites (primary UU for attacking Cities along with ranged) a total of +30% strength against Cities. You want to skip many techs and focus on getting your Luxuries and Bronze Working so you can make Barracks and give units promotions appropriate for the Cities you'll be taking. You want to begin your attacks before 500 BC on a Standard Game, for many Cities will be resistant to Hoplites by then and you may be facing more dangerous troops like pikemen and crossbowmen, depending on the difficulty.

War is not really necessary, for the Hoplite and Companion Cavalry can be rushed to deal with your Continent's Barbarian problems to build a Military to discourage War and stack bonuses to later help your Civ to bloom. Watch the Diplomatic screen for the crossed swords and flaming building icons and click them to see the location of Barbarian Encampments they want eliminated. Leave Encampments that don't threaten you alone, and wait on City-States to give you Quests. The only time you get Influence for killing Barbarians is when they are inside or next to a City-State's territory, and that is only the Units themselves, not the Encampments. Use your Hoplites to roam the world and exterminate these Encampments and you'll get plenty of allies, quickly. Get Horseback Riding to take you to the Classical Era and unlock Patronage, which you should develop earlier rather than later so that you can begin building high Influence with City-States, making it harder for other Civilizations to take your Allies. This is where Alexander really shines, for once the Companion Cavalry and Hoplites have done their duty in eliminating Barbarians and capturing Cities for you, you'll want City-States' assistance to build up the Empire you've created.

Hellenic League will help you get the happiness and extra stats you need to grow your empire after the Ancient-Medieval era Combat you should be doing. This Leader Special synergizes amazingly well with even the first bonus from Patronage, bringing the rate of decay down by 25%. Usually, you'd lose 1 per turn. With Hellenic League, it's 0.5. Toss in the first rank of Patronage, and you've got -0.25 for all but Hostile City-States, which degrade 50% faster, but only after your bonuses stack - so any other City-State would degrade at -0.25 for Alexander with Patronage, but hostile would fall at -0.375. With Gold Gifts, the Patronage Tree mastered and the slow CS Influence Decay of Hellenic League, Alexander can easily Ally Greece with every single City-State in the game, but not without angering other Civs. Different Civs react with varying degrees of hostility toward you taking their valuable Alliances. This is one very good reason to snag them early - AI are more angry if you actually steal their position as Ally. Make trades, go for Declarations of Friendship to offset this penalty.

With Alexander, you absolutely want to scout early and meet all City-States you can. Talk to them and Pledge to Protect to raise the minimum influence to 10. This will go at 2/turn because of Hellenic League doubling it. Even better, take the Consulates Social Policy from Patronage, which will raise this resting point by +20 - so with a Pledge, your resting point is 30 and in 15 Turns you would automatically get Friendly with any City-State you are not at War with. Either way, raising these bases before doing Quests will get you Alliances fast, but you will need more Quests to cement them.

It is clear that Alexander is very well-suited for a [Diplomatic Win](#) in Civ 5: Brave New World, but his ability to grow a vast empire quickly in the early-game can allow him to catch up to score [Cultural 38](#) or [Science Victory 41](#). Remember, just because you fall behind in Tech does not mean you can't catch up by

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building all those Libraries, utilizing specialists, and generating Great Scientists to build Academies in a City with your Scientific National Wonders. They were generating a comparatively low Science-per-turn in the early-game, and a large Civ with plentiful food and good trade practices and diplomacy for Research Agreements can soar ahead in tech by the mid-late game if executed properly.

## 2.20. The Huns - Leader: Attila

### Updated for Gods and Kings and Brave New World DLCs!

Civ Bonus: **Scourge of God**

Attila the Hun can raze Cities at double speed and steals the names of other Civs' Cities when founding his own. More importantly, the Huns start with Animal Husbandry, which lets them see Horses on the map right away, build pastures, and lets you choose great places to settle and take advantage of his Civ's bonus. They will also get +1 Production per Pasture, so you will do well to select areas with many Sheep/Cattle/Horses.

Unique Unit: **Horse Archer 36.1.19**

Requires The Wheel.

This great unit replaces the Chariot Archer and ditches the terrain penalties. They have 4 move, 10 ranged strength, 7 defense, and start with Accuracy I, which raises damage against units in open terrain - with a Barracks, you can go straight for Accuracy II. Most importantly, you do not require Horses to build the Horse Archer and it is a powerful, early ranged unit. A weakness presents itself later, in that the Horse Archer upgrades to the Knight. This makes Accuracy I-III useless, along with Logistics. If you can get March, it will carry over, else any ranged upgrades will be useless to your Knights.

Unique Unit: **Battering Ram 36.1.19**

Requires Bronze Working.

The Battering Ram replaces the Spearman, yet is a Siege unit. Their triple attack against Cities gives them an effective 30 strength when attacking a City, but that is all they are able to do. It may not melee attack units and is singularly focused on bringing down Cities. Escort them with Horse Archers to kill any nearby units and they are able to steamroll Cities one by one. They upgrade to and are replaced by the Trebuchet. This unit will make Catapults useless to you for that reason. Because it would be upgrading to get melee promotions then move on to become a ranged unit, focus on upgrades that will work for both - like Cover.

Playing Against The Huns AI Their Tendencies (XML Info and Flavors)					
Warmonger Hatred	Wonder Compete	Offense Build	Defense Build	City Defense	DoF
3	3	8	4	3	3
Friendly to Civs	Denounce Civs	War w/Civs	Deception Likelihood	CS Comp	CS War
3	6	8	8	7	3
Other info	Attila is one of the most aggressive leaders in Civilization 5, and also one most likely to be deceptive toward you. Do not trust him if he appears friendly yet has reasons to hate you. Having this Civ on your borders can be dangerous, for they are not a friendly neighbor and have a tendency to build many military units. His Unique Units are useless by the mid-game. I suggest you counter what is likely to be an army largely comprised of horsemen with Pikemen and Spearmen of your own, along with ranged. Block Battering Rams from getting next to your City with any unit - they cannot melee attack.				
Start bias: <b>Avoid Jungle &amp; Forest</b>					



Figure 2.19.: A Battering Ram brings down Siam's Capital while Horse Archers provide cover fire.

## Strategies/Ideas

Players using Attila should go for either a Liberty or Honor start. Honor is what I chose, but Liberty could help in a few ways - you will be able to ignore building a Settler for your first expansion and instead focus on Military. Going Liberty, you may want to adopt Honor after getting the free settler to get culture from Barbarian kills and easily make up the difference. Horse Archers are very mobile and capable of going large distances to clear encampments for City-State quests and the extra Culture from Honor. Regardless of how you start, you will absolutely want to finish Honor when playing Attila. You should have a large military early in the game and the benefits of these Policies are huge, giving you reduced upgrade costs, faster military building construction and happiness/culture to help a wide empire stave off unhappiness. Have a look at the page on [Honor 10.3](#) to learn more about its Policies.

If you start Honor, I suggest you take the left side first. This will give you a free Great General and boost production of Melee Units - since Battering Rams are melee and somewhat expensive, so this will help you produce them faster. The Great General will give that extra +15% attack bonus and help you take your first City. More importantly, you want the +50% XP from kills as early as possible. This will let your Horse Archers upgrade quite fast, along with the Battering Rams. You don't need the Happiness/Culture from Garrisons until you've got several Cities, and that should come at about the time you'll need it. Building a Barracks and having the left side of Honor, you'll have Horse Archers that can start with Accuracy II and be closer to the great upgrades, such as Logistics and March. The latter will help the unit when it upgrades to the Knight, but do not worry about what upgrades will do later and focus on using their strength while they are available and viable in combat.

The +1 Production from Pastures should give you a good idea on the type of area you should be settling with any Cities you found yourself (most Cities will come from other Civs). This bonus is pretty huge early in the game and you will be free to trade Horses to Civs for gold or luxuries, as you do not need them for a very long time. You will still need trade routes to improve income, but I completely ignored Religion until I had a Holy City with some good beliefs that suited my play. You don't need to found a Religion with Attila; instead, elect to take another's and possibly even enhance it later with a Great Prophet (put him in the Holy City).

Attila is meant to rush other Civs on his continent very early and does so incredibly well with his two ancient-era Unique Units, particularly the Battering Ram. Rams in pairs can easily bring down poorly defended Cities with only a couple units (Horse Archers) to help fight off any defenders, as the rams themselves cannot melee attack other units. Depending how close your next rival Civ is, you may even

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rush tech to build a battering ram and crush them using only one or two of those with disregard for building your own first Settler. Some players have used them to conquer Capitals within 30 turns - they are that powerful! Coming out of a City with a Barracks, you can take the second +33% defense against ranged (Cover II) to protect it against City attacks and ensure it gets back to full health to let you move on to the next City.

Maintaining this early momentum is important for Attila. The Horse Archer is excellent at picking off units, while your Rams slowly plod through the map and chew up Cities. Attila's unique Bonus granting double Raze speed will come into play a lot. In the early game, you may want to take one or both Cities a Civ has settled, but if the second is in a poor spot, you'll want to Raze it and later put your own Settler in a better location nearby. Raze any City that will not either make up for itself with a new Luxury or will not grow due to poor resources/terrain nearby. Keep those Cities that have a combination of many places to put pastures and food resources nearby, regardless of luxuries. The AI can settle Cities in really dumb spots, but you can burn them down and choose a better location later. Keeping bad Cities will only hinder your ability to continue to attack all of your continent. On a small Pangaea map, Attila would destroy everyone and be an easy play even on high difficulty (Emperor or higher). I kept about half the Cities I conquered in my first game with the Huns. Once you have control of a good chunk of your Continent, you will be free to make choices on where to Settle and choose much better locations.

Puppet all Cities you Conquer until you can put in a Courthouse during a time of peace. Some, you should just leave as Puppets to keep culture policy costs down. For a while, this will be hard on your gold income and happiness. It's OK to let your Civ grow unhappy so long as it doesn't reach -10 or lower. If you stop to fix these problems, the enemy will quickly outpace you in tech and your Unique Units will stop being so powerful. This is why Razing is so important for The Huns. Warmongering so early, you don't have the happiness to keep all those Cities and must be picky in what Cities you puppet. If you rapidly conquer your continent, or a massive chunk of it, you can take a break to build up a bit and catch up technologically during or after the Medieval era when Cities start to have 30-40 defense. Garrison ranged units in all your Cities to get the Culture/Happiness from Honor and possibly spread the Religion of another Civ (whose Holy City you should control). Get Happiness and gold income stable then immediately jump back into War once you've got some new Military techs. On Continents, this means getting to Astronomy to let you cross Ocean. Honor's policies will go a long way toward upgrading your existing units, and you'll have lots of Knights to keep that mobile army. The Gold from kills from Honor's finisher will help in upgrading them as well. Use your rams to upgrade to Trebuchet and maintain the momentum of Conquest before all Civs are discovered so that you do not have the entire world declaring war on you. You will have trebuchets with great ranged defense and mobile knights to help you cap cities and clear defending units. Bring some Crossbowmen, and you've got a powerful Medieval-era military.

Thanks to Attila's bonus to Production from Pastures, they are not pushovers in the late game and are quite capable of building Wonders if you so choose. Try to focus on those that are suited for Military offense, like the [Brandenburg Gate 18.3](#). You should put that production bonus into a strong Military and use City-States to let you have all trade routes active and improve your income. This Civ COULD be played peacefully, and you'd likely find it an interesting game, but the Huns are built around early conquest that should carry on throughout the game. Take brief breaks to stabilize the happiness of your people and your economy. Later on, choose Autocracy and finish off the world with a [Domination Victory 40](#). In some games, you can conquer so fast with Attila that you do not make it to choosing an Ideology, but this is far less likely when playing on Continents. Your early conquests must be enough to help you play catch-up in technology.



## 2.21. Inca - Leader: Pachacuti

### Updated for Gods and Kings and Brave New World DLCs!

Civ Bonus: **Great Andean Road**

Units ignore terrain costs when moving into any tile with Hills. There are no maintenance costs for improvements in hills, meaning roads, and half cost elsewhere.

Unique Unit: **Slinger 36.1.20**

Requires Archery. Replaces Archer.

Has 4 Defensive Strength as opposed to 5, but may Withdraw Before Melee if there is room to escape and the enemy is not fast (horseback)

Unique Tile Improvement: **Terrace Farm**

Requires Construction.

Build farms of hills without fresh water. All other Civs can do this so long as the Hill is next to a River or Lake. What's unique about this is that it also gives +1 Food for each adjacent Mountain tile.

Playing Against Inca AI Their Tendencies (XML Info and Flavors)					
Warmonger Hatred	Wonder Compete	Offense Build	Defense Build	City Defense	DoF
5	7	6	5	5	6
Friendly to Civs	Denounce Civs	War w/Civs	Deception Likelihood	CS Comp	CS War
5	5	5	6	3	3
Other info	This Civ is very middle of the road in most areas - they are as likely to be a friend as they are to be a deceptive enemy. They prefer ranged Units over other types, and are not likely to field a huge Military nor be a Warmonger. The only area in which they are likely to be competitive and grow angry is with Wonders - they have a high likelihood to use their extra Production to build them and grow angrier with each you beat them to. On higher difficulties, this will be a challenge if they are doing well scientifically, because the Civ is likely to build Tall and have well-developed Cities with high Production because of their Terrace Farm. When Warring with them, be aware of their movement bonuses in Hills - you are not safe using that terrain to prevent attacks. Only Rivers and Forest/Jungle without Hills can slow them down.				
Start bias: <b>Hill</b>					





Figure 2.20.: The Incan Terrace Farm allows for a Production-heavy yet growing City even in areas with many Hills.

## Strategies/Ideas

The Inca are available as DLC on Steam and come bundled with the Spanish. Coincidentally, the Inca are highly reliable, while the Spanish are a gamble. This Civ features some simple bonuses that can be put to use in a variety of ways. They make excellent Wonderwhores thanks to their ability to acquire food from all hills, and the resulting high Production is also helpful in Warmongering. Key to this second playstyle is their excellent mobility on Hills. You will not have to use two moves with your ranged or melee to enter a Hill tile, even if it's also got jungle/forest. This allows for a highly mobile military, while also aiding Workers in quickly improving tiles. Even when your Cities are focused on Food, they will perform well in Production with Terrace Farms nearby, as those Tiles will be worked by the AI Governor.

Because of their Unique Ability, you will eventually want Roads in all Hill tiles to allow your own units to quickly respond to threats. Paying 0 maintenance, this is a big perk of playing the Inca. Half-cost roads elsewhere makes road cost 0.5g/turn and railroad 1g/turn. City connections will be cheap and profitable because of this, so they are well-suited to wide play.

The Slinger itself is nothing special, and is actually bad for escorting your Settlers to new locations. It's a pretty bad unit against Barbarians because of this, but its unique promotion to withdraw before melee will carry on when upgraded to Composite Bowmen. This can be helpful during an early War. Enemies will often fail to hit your ranged, resulting in a wasted move. This can help them to survive long enough to get the really good Ranged promotions, but also means they won't be great at fortifying on a tile and protecting it. Regardless, the Slinger will be obsolete quickly because of how likely you are to push for Construction to unlock the Terrace Farm.

Terrace Farms are wonderful, especially in Cities around Mountains - but useful even without Mountain nearby. This means you may do well Scientifically for you have extra incentive to settle next to Mountains. Prioritize Terrace Farms in these tiles first, and your Cities will grow quickly while also having good production, even at a small size. Terrace Farms are improved upon researching Civil Service (+1 Food for Tiles with Farms and access to Fresh Water) and Fertilizer (for those without Fresh Water), just like regular Farms.

Citizens require Food to work, and getting high Production without stopping growth can be a challenge. Playing Inca, you will likely see excellent Production (depending where you settle) while maintaining growth. Putting Cities on Production focus and delivering food through [Internal Trade Routes 9.2](#) will keep them growing at an acceptable pace while your City constructs the many buildings you'll unlock as you advance in Tech. Whether you go Liberty or Tradition with the Inca is all about Scouting. If there

## *2. Civilization Bonuses, Unique Units, Strategies and Openings*

are a few wonderful areas to settle nearby, you will want Tradition to grow [Tall Cities 6.2](#). Liberty will be good when you're able to expand to multiple locations and make the most of the Terrace Farm to give those smaller Cities more Production, or if you intend to use their extra Production to Warmonger. Either route is good because of the simplicity and versatility of the Civ.

Overall, the Inca are a very flexible Civ that can be played a number of ways to great success. Their Unique Unit is not particularly special, but the Unique Ability and Terrace Farm synergize very well. Your mobile Military will perform admirably at protecting your lands, while also being capable of attacking Cities surrounded by Jungle and Forest, so long as there are Hills. Both these abilities are helpful for the entire game and simple to use. Because of this, I highly recommend the Inca to both players new to Civ 5 and veterans alike.

## 2.22. India - Leader: Gandhi

### Updated for Gods and Kings and Brave New World DLCs!

Civ Bonus: **Population Growth**

Unhappiness from number of Citizens halved, while Unhappiness from number of Cities doubled.

Unique Unit: **War Elephant 36.1.21**

Requires The Wheel.

This wonderful unit replaces the Chariot Archer. It is quite strong, having 11 damage just like a Composite Bowman, with better melee defense than a Chariot Archer - from 6 to 9. It features only 3 move points, but it does not lose all moves like the Chariot Archer it replaces. That makes it capable of entering rough terrain and still firing, which is a big help.

Unique Building: **Mughal Fort**

Requires Chivalry.

A replacement for the Castle that gives +2 Culture. After Flight is researched, it'll give +2 Tourism as well. The cost is about 8% cheaper, from 160 to 150 Production. This makes it a defensive building you'll want to construct in every city to help with border expansion, as well as defense. You will still need Walls in order to build it, however.

Playing Against India AI Their Tendencies (XML Info and Flavors)					
Warmonger Hatred	Wonder Compete	Offense Build	Defense Build	City Defense	DoF
7	3	4	5	7	8
Friendly to Civs	Denounce Civs	War w/Civs	Deception Likelihood	CS Comp	CS War
7	6	2	3	3	3
Other info	Gandhi is the AI most likely to build nukes later in the game. He is also a good, loyal ally if you stay on his good side. As you can see, Gandhi is not likely to be deceptive so you can call him an honest and friendly leader. His Cities will be tough to crack due to the likelihood he builds Walls/Mughal Forts in all his Cities.				
Start bias: <b>Grassland</b>					



Figure 2.21.: Gandhi's Indian War Elephant is as powerful as a Composite Bowman, but available earlier.

## Strategies/Ideas

While I played Gandhi's India Tall, it is entirely possible to play [Wide 6.3](#) as well. Once a City reaches 6 Population, it is generating 9 Unhappiness just as a City for any other Civ would. At 12 Population, Gandhi's Cities would produce 12 Unhappiness, while any other Civ's would produce 15. So, while I recommend a small empire in this Guide, it's definitely not a bad idea to play India Wide if you are able to secure the Luxuries to avoid Unhappiness and grow to the point you are breaking even. Beyond that, you are doing better than other Civs with comparable City Sizes. Local Happiness is capped at half the City's Population, however, so do keep that in mind. That means a City with 12 Pop can only produce +6 Happiness from Buildings. This is not a big issue, but is something to keep in mind while playing.

To play Tall, you want to go with Tradition Social Policies, as you'll only need 3 or 4 Cities to play successfully as Gandhi. I suggest you let the Capital grow a bit before making a Settler and go for an early Wonder like Stonehenge ([The Great Library 14.3](#) is too risky), chopping down forest to speed it up if you can. You can easily go for a [Cultural Victory 38](#) with Gandhi as I did, for the Bollywood Achievement, but winning [Diplomatically 39](#) or [Scientifically 41](#) is also viable. [Domination 40](#) is not out of the question; use your powerful War Elephant to help you take Capitals on your own Continent early, along with some Warriors or Spearmen to make the capture. From there, you could dominate the world or go in another direction. Controlling many Cities with Gandhi by late-game IS possible, as the bulk of Unhappiness with Gandhi comes from the 6 per City. If a City is tall, you're actually doing better than other Civs would at 12-15 Population. It is this period between that is a problem, particularly when you capture a City, for you'll have twice the Unhappiness for the cap. So long as you only keep Cities that will grow Tall, you can actually play a Warmonger Gandhi and survive.

I do suggest you [make a Religion 12](#) so that you can get growth bonuses for your Cities to take maximum advantage of Gandhi's Population Growth bonus. Most will play Gandhi peacefully, which is a relatively easy game to play. You should never have Happiness problems, so long as you settle lands with plenty of Luxuries to trade to other Civs and get out several Workers early to get those Cities developed quickly. I consider Hanging Gardens a must for Gandhi, and it's certainly doable so long as you focus your Scientific effort on it immediately after getting Luxury technologies. Afterward, go in the direction you like for [Victory VII](#) - focusing Research on both Science/Cultural techs. You want to control a wide tract of land to get as many Luxuries/Strategic resources as you can. Later on, when your Science output is higher, dip into the bottom of the Tech Tree to go up to Crossbowmen to have Ranged to replace the War Elephant, and get Workshops so that you can put an Ironworks in Delhi for faster production of later Wonders like Broadway, the Eiffel Tower, and Sydney Opera House.

Cities should be placed at least 6-7 hexes apart, so that you can eventually work all tiles while also having every specialist slot filled (if you go Freedom). This will ensure maximum food and allow for huge growth. Civil Service, Fertilizer, and Maritime City-States will also help you immensely with growth. I'm usually focused on Mercantile CS, but in this case found the food too appealing, particularly when the bulk of it is focused on your Capital. It would not be uncommon to get to 40-50 size Delhi by the end of a long game if you can supply enough food, all with no problems on the Happiness front.

To get some extra information on Gandhi, read /r/civ/'s India Civ of the Week thread. There you will learn a lot about mechanics on Local Happiness and other players' strategies for Gandhi.

## My Experience with Gandhi - a failed Bollywood attempt

I played a successful game with Gandhi on Emperor and enjoyed Gandhi's bonus, because it results in very high population Cities. I started with Scout > Warrior > Worker > [Stonehenge 14.2](#), then proceeded to build my first settler. I delayed my cultural growth a bit by going with the +15% production to Wonders first, but caught up quickly, taking a Pantheon that provided Culture from tiles after Stonehenge got me to the 25 Faith I needed. As Gandhi, War Elephants can replace Archers early in the game and give you great mobility for protecting your lands and completing City-State quests. It's also great to level them up, just in case you end up in a war. I was lucky enough to get both [Mausoleum of Halicarnassus 14.5](#) and the [Hanging Gardens 15.2](#) in Delhi, setting it up for amazing use of its Population Growth. This is a Wonder that is a must-have for India, along with the [Tradition Social Policies 10.1](#), giving a reduction to

Unhappiness for every 2 Citizens in the Capital. This kept Happiness in the positive, and eventually rose to 30+ by mid-game. I set my sights on Cultural victory, keeping my Cities growing at all times (except to build a Cultural Wonder).

War inevitably happened, because of a Religious struggle I got myself into, trying to share religion with other Civs for the Tourism bonus modifier. During the game, I was often behind in tech, but only because of the total number of techs researched. I had an edge in Cultural research and got almost [every Wonder 13](#) that has Great Work slots. By mid-game, Gandhi plays like any other Civ you would play Tall. After putting just 3 points in [Piety 10.4](#) (Adopt, Faith from Shrines/Temples then Gold boost from Temples which is better than the [Commerce 10.7](#) opener. I went with [Aesthetics 10.6](#) next, and maxed it. Unfortunately, War Elephants upgrade to Knights, which causes you to lose Ranged capability if you have many of them. I replaced them with Crossbowmen and found myself in a good position as far as Military goes. Having a good Military deters war, after all. The times that I was attacked, I was able to fend off the attackers. Eventually you can build Arsenal on top of the Mughal Forts to add even more life and Combat Strength to your Cities.

Building at least 4-5 Trading Posts per City was helpful to keeping income up. I wanted plenty of farms, along with some dedicated production tiles (mines) to enable me to buy Military Units and Scientific buildings at times, while producing other buildings at a respectable rate. I was quite wealthy as Gandhi and able to buy 2 of the 3 Factories needed to take up an Ideology immediately, which helped those Cities immensely. Delhi was awesome, capable of putting out Wonders in 6-7 turns at times. A Trade Route to Delhi supplying food helped the Capital to grow while having all the Specialist slots active. With just 3 Policy points in [Rationalism 10.9](#), you can get 2 Science per Specialist. Having the National College along with all other Science buildings in the Capital with your Artistic Guilds, will provide a massive boost in Science Output. Take Freedom as your Ideology to allow for faster Great Person birth and make them consume half food.

Going for the Bollywood Achievement means having 3 Cities or less, so I never expanded to 4 at any point. That meant getting Open Borders with everyone, and trying to send at least one Trade route their way. Getting shared religion was difficult, and my Religion never did fully overtake a Civ. The Aesthetics finisher to double theming bonuses, while making each Tourism modifier +40% (as opposed to +25%) helped. That meant with Open Borders and a lone trade route, I was able to give off 180% of my tourism. Later, Hotels and Airports double this as well, so that you can overtake Civs that have a Cultural history. If you want the Bollywood Achievement, paying attention to [Theming Bonuses 38.6](#) is important, because you have few Cities. You'll also need to swap great works through the cultural panel to get arts you need to fill those Wonder slots. You must also get Archaeology to excavate Antiquity Sites (your territory and City-States if you do not want to anger other Civs). If possible, build the Louvre by taking 1 point in [Exploration 10.8](#). You can possibly buy a [Great Engineer 23.2](#) or two to ensure that you get all Wonders. If you beeline for Radio, it's entirely possible to get both Broadway and the Eiffel Tower. I didn't get them in the same city, but had 2500 Faith and was able to rush build both, finishing them in 3 turns each. I wanted a Wonder in all 3 Cities to get the +33% Culture bonus from Flourishing of the Arts (Aesthetics).

Getting Hotels, Airports, and the Internet by pushing for those and keeping Specialists active to get more and more Great Works, I was gradually able to overtake all Civs but one. Spain proved to be a problem, but they were a very hated Civ so it was easy to get others to declare war. War losses set them back, but I could not overcome them with Culture. Eventually, I was able to finish Scientifically, thanks to high populations in my cities along with plenty of food so that Specialists boosted by Rationalism and Freedom could be used to synergize with the Universities and Research Labs in my Cities. Using the Freedom Ideology and being wealthy, I eventually bought spaceship parts when possible, and manufactured the others. I ultimately won a space victory, and will have to reattempt Bollywood thanks to a very Cultural Spain.

If I had it to do over, I would have gone to war with Spain earlier and possibly even nuked her Capital. You can keep a look out for what Civs will be difficult to conquer Culturally and know beforehand, but I did not pay enough attention to the Influence by Player screen (Culture tab) early enough in the game. Positioning of those Cities is important - ideally you want to be on both sides of the Continent's coast so that you are able to send Trade Routes, which along with other boosts for shared Religion and Open

## 2. *Civilization Bonuses, Unique Units, Strategies and Openings*

Borders, make a massive difference.



## 2.23. Indonesia - Leader: Gajah Mada

### Updated for Gods and Kings and Brave New World DLCs!

Civ Bonus: **Spice Islanders**

The first 3 Cities founded on land masses other than where Indonesia started provide 2 Copies of an Unique Luxury Resource. The City cannot be razed. That is one Luxury for you, and one to trade away. The Cities also provide +2 Gold as though they were founded on top of a Luxury.

Unique Unit: **Kris Swordsman 36.1.22**

Requires Iron Working. Replaces Swordsman.

A Swordsman replacement that gets a variety of unique upgrades after first entering combat. It's a random roll, and some will be amazing units that will serve you the entire game. See below for a full list of Promotions.

Unique Building: **Candi**

Requires Theology. Replaces Garden.

Doesn't require fresh water unlike a normal Garden. Gives a flat +2 Faith and +2 Faith for each Religion that has at least 1 Follower in the City.

Playing Against Indonesia AI Their Tendencies (XML Info and Flavors)					
Warmonger Hatred	Wonder Compete	Offense Build	Defense Build	City Defense	DoF
5	4	5	6	6	5
Friendly to Civs	Denounce Civs	War w/Civs	Deception Likelihood	CS Comp	CS War
5	6	5	6	5	3
Other info	A very middle of the road Civ that is likely to have a strong Navy and play Wide. Indonesian Cities founded on other Continents make great targets, as you should be able to take those Unique Luxuries for yourself. These Cities can't be razed, and shouldn't be as they are providing some Luxury that cannot be found otherwise in the game.				
Start bias: <b>Coast</b>					



Figure 2.22.: Indonesian Cities on other Islands give Unique Luxuries that provide Happiness and +2 Gold.

## Strategies/Ideas

Indonesia is a Civ whose bonuses are very fit for Wide play, given their Candi UB. Their UA also pushes them toward expanding to other Continents, and given you will still want to grab the land you're able to on your starting Continent, it's likely you can have 5+ Cities. This means Liberty is not a bad choice, although Tradition still helps if you do not push too far beyond that number. They exceptionally well on Archipelago, but will have to rush toward Optics to cross deep ocean to secure those Cities on other Continents. On Archipelago, it's likely you can find a landmass connected via Coast, so Optics is not necessary to enjoy this bonus. Try this Civ on that map type for maximum effect. Liberty start is a good choice, so that you can focus on building up the Capital, get the free Settler, then spam some and escort them to another Continent. Getting these distant Cities connected with Harbors is essential to your GPT so Compass is essential. I would rush for this right after National College, and perhaps enter the Renaissance with Astronomy if you do not have a disconnected island nearby that will count as another Continent. I believe that is the only requirement for it to work - just being on another Island. For this reason, scouting is particularly necessary and finding what is on other islands a requirement for best use of their UA. You can do this effectively early on with both Scouts and the Trireme.

Given the Faith bonuses, getting to the Candi early will allow you to Found a Religion. This requires Theology, which is thankfully on the way to Compass to allow for Harbors and thus City Connections. Your Build order should be Scout > Shrine (thus researching Pottery first) > Monument > Worker. Taking a Faith-producing Pantheon will assure you a Religion so long as difficulty is not too high, but if you can get Candi up fast by rushing Theology you will be set. I recommend Itinerant Preachers so that your Religion can spread the vast distances. Internal Food Trade routes can also help you get at least one Follower of your own Religion up in the City.

## Indonesian Candi

The Candi is a wonderful Garden replacement. It does not require access to freshwater and gives the bonuses listed above. The flat +2 Faith means that the more Cities you have, the better your FPT. If you have a City that is surrounded by other Religions, the Candi can put out 6-10FPT itself. Multiply



that by a few Cities having other Religions nearby, and the Candi can be giving 18-30 FPT. Indonesia has the highest potential FPT of any Civ when playing Wide because of this. Just one of your Followers in the City means it will give +4. Naturally, this boost to Great Person generation will serve you very well for any type of Victory. Engineers are very helpful in Cultural Wins, and your Capital is guaranteed to get this +25% for Artists, Writers, and Musicians. Thus, you don't need a River or Lake start to feel comfortable, though Rivers do still help with growth and Trade Route income from Caravans. Given the UB doesn't require fresh water, you can build Gardens in all Cities. This means the [Peace Gardens Follower Belief 12.5](#) is a top pick for them - it will provide +2 Happiness for each City with a Garden.

### Spice Islanders

Their UA, Spice Islanders, is one of the most interesting (if not useful) of all Civ abilities. Each City will give you something like Clove or Nutmeg, which are not Luxuries you will find elsewhere that also give the City +2 Gold. You must settle these three Cities on a landmass that is not connected to your own Continent. You get two copies, thus can trade one away. This means that when you are founding new Cities on other Continents, you immediately get +4 Happiness, +2 Gold, and offset the cost of that City entirely, and can then profit Happiness-wise by trading one of the copies away for something else. This will also aid in Resource Diversity for your Trade Routes coming from/to those Cities. Spice Islanders also means that you do not necessarily have to seek a new Luxury when finding this place to expand. The fact that the Cities can't be razed is essential - putting a City on a new Continent can make it a target, because it can be a challenge to effectively defend those Cities. This means you can fight and take them back to regain your Luxuries should the worst happen.

### The Kris Swordsman

The only bonus here that is a mixed bag is the Kris Swordsman, their Unique Swordsman replacement. When built en-masse and having their bonuses revealed, they can produce some of the most beastly Units in the game. You need Iron, which is more likely to be found in quantity with Wide play. Some people love them, but it all depends what bonus you get. Here are some of the boosts and penalties that a Kris Swordsman might receive:

#### Kris Swordsman Bonuses

- Ambition (+50% Combat Bonus when attacking, -20% when defending).
- Heroism (Unit acts as a Great General, giving a +15% Combat Bonus to units within 2 Tiles).
- Invulnerability (+30% Combat Bonus when Defending. +20 HP when healing - the ultimate unit for tanking when attacking a City).
- Recruitment (Heals to 100% when killing a non-Barbarian Unit Restlessness - Gains 2 Attacks (stacks with Blitz) and +1 Movement, meaning this unit could one day attack 3x).
- Sneak Attack (+50% increase to Flank attack bonus (giving it +15% with a unit Nearby).

#### Kris Swordsman Penalties

- Evil Spirits (-10% Penalty when attacking, -30% penalty on the defense).
- Enemy Blade (Take 20 damage ending turn in Enemy Territory).

The Kris Swordsman is something you should build in quantity. The bonus they get is not revealed until they first enter combat, so it's not a bad idea to save a Barb encampment to find out what they'll get. Delete those that are bad, and keep the best for their unique Promotions carry over when upgraded and stack with other combat bonuses.

Indonesia is a Civ great for any Victory Condition, even Warmongering, because Happiness is an essential resource. Playing peacefully, they can have many Golden Ages and have access to excellent GPT from Trading. You simply have to use them well and get those Cities up on other land masses.

## 2.24. Iroquois - Leader: Hiawatha

### Updated for Gods and Kings and Brave New World DLCs!

Civ Bonus: **The Great Warpath**

Units and Caravans move through forest/jungle in your territory as if they were roads and these tiles can be used to establish City Connections

Unique Unit: **Mohawk Warrior 36.1.23**

Requires Iron Working. Replaces Swordsman.

Gains +33% Combat Bonus in Forest/Jungle (even if on hill) and doesn't require iron unlike the Swordsman.

Unique Building: **Longhouse**

Requires Metal Casting. Replaces Workshop.

Gives the flat +2 Production of a Workshop, but changes the 10% Production bonus to instead give +1 Production per Forest tile. So long as you have 7-8 Forests, it is better than the Workshop.

Doesn't require fresh water unlike a normal Garden. Gives a flat +2 Faith and +2 Faith for each Religion that has at least 1 Follower in the City.

Playing Against Iroquois AI Their Tendencies (XML Info and Flavors)					
Warmonger Hatred	Wonder Compete	Offense Build	Defense Build	City Defense	DoF
6	4	3	7	7	6
Friendly to Civs	Denounce Civs	War w/Civs	Deception Likelihood	CS Comp	CS War
7	4	4	5	3	3
Other info	Hiawatha is a loyal and friendly Leader. He is overall not very competitive and usually a good target for Trade Deals, Declarations of Friendship, and Research Agreements. So long as he doesn't rush you with Mohawk Warriors, the Iroquois are a Civ that are often easy to get along with. Hiawatha is likely to go for a Cultural or Scientific Victory.				
Start bias: <b>Forest</b>					

## 2. Civilization Bonuses, Unique Units, Strategies and Openings



Figure 2.23.: Using IGE, I gave this town a Workshop. Its Production is 53.3.



Figure 2.24.: With a Longhouse and working 12 Lumber Mills, the Iroquois Capital has 73.2 Production.



## Strategies/Ideas

First, let's look at the Longhouse, which boosts Forest Tiles (Can be plain Forest, Camps for Deer, Furs, or Truffles from Trapping Tech, but mainly Lumber Mills). I've provided an example of its power above. Thanks to the Iroquois Forest Start Bias, you should usually get to use this building heavily at least in your Capital. Areas with plenty of Forest and Resources are your targets to expand to, just because of this building. I've shown the difference in Production above - 73 vs 53, a gain of 37% Production in a City with 25 Population. The only drawback is that these Cities need Internal Food Trade Routes to help them grow, because you will want to save as much Forest as possible, chop a bit here and there to place a Farm on Grassland to let it grow. IF you have a choice between grassland/plains under the Forests, use the Grassland for your Farms to maximize growth. All forests along Rivers get chopped so the City can grow faster with Civil Service. Every other Forest tile gets Lumber Mills to maximize the benefit from the Longhouse. The Pantheon that gives +1 Food from Camps can be very helpful to the Iroquois. To take maximum advantage, you need Construction Tech (also unlocks Composite Bowmen) and Metal Casting for the Longhouse itself.

The Mohawk Warrior is a great Unit that can be built without Iron. This means you have no limit on how many you can Produce. Get 6-8 Archers, several of these, and go on the Warpath and take a part of your Continent before other Civs are met - else this UU is wasted. The 33% CS bonus in Forest/Hill means if you take Drill for your Promotions, a Mohawk Warrior fighting in that Terrain will take much less damage and dish it, too. Place them in Forests/Jungle around target Cities so that the City's attack will deal less damage. Fortified, they'd be almost invincible.



Figure 2.25.: In this case, I got a City Connection with 0 Roads. Use Roads in between Forest/Jungle to establish.

Now on to The Great Warpath, an excellent Civ Unique Ability if there are many Forests/Jungles around your Expansion Cities. You need only place Roads in between these tiles to establish City Connections, and in some cases they will be established outright. This will save you a ton of Gold on Road Maintenance. Having Units count those tiles as Roads helps their Workers to get around and add Improvements. Caravans treating these as Roads will allow you to establish Trade Routes that are just outside of normal range. 2-3 Road tiles will allow the Caravan to go that much further. This means you may reach more lucrative Cities to trade with because of their UA.

My ideal Strategy with the Iroquois would be to play Continents, get Library, then focus a lot on the bottom of the Tech Tree and conquer other Civs on your Continent with Composite Bowmen and Mohawks. Take Tradition to help the first Settled Cities grow. I would Puppet most Cities taken so that later they

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could be surrounded by Trading Posts to give a lot of Gold Income and Science with Rationalism. If you can't clear the Continent of all resistance before Civs on other Continents are met, you may make a few enemies. When the empire is large, stop and work on infrastructure - stabilize Happiness, get a National College, your Guilds, and get those Workers building improvements and City Connections. From there, Diplomatic Victory is quite easy, as is Scientific. You can use the extra Production to build most any Wonder you like so long as you can catch up Scientifically by the Renaissance. Naturally. Domination is a good Victory for a Civ with massive Production capabilities. I would Annex any Puppet Cities that are surrounded by Forest to make good use of the Longhouse.

The Arborea Map would be amazing for the Iroquois, as the World is covered in Forest (Arborea comes with Gods and Kings).

## 2.25. Japan - Leader: Oda Nobunaga

Civ Bonus: **Bushido**

Units fight as though they were at full strength even when damaged.

Unique Unit: **Samurai 36.1.24**

Requires Steel Tech, Iron Resource. Upgrades to Rifleman.

Samurai are just like Longswordsman but get the Shock I promotion, increasing combat potential 20% in open terrain. Add in the Generals II upgrade, which increases the likelihood a great general will be born.

Unique Air Unit: **Zero Fighter 36.1.24**

Requires Flight, Steel Resource. Upgrades to Jet Fighter.

The Zero tears up other fighters. It gets a combat bonus of 100% vs them. Take control of the skies then lay in with bombers also worthy on the defense.

### Strategies/Ideas

This is one of the Civilizations that gives me such a poor opinion of Montezuma. Their special is incredible for the warlike. Fighting at full power when damaged helps a ton at the very start of a game for taking out barbarians. It'll then help for your first wars, and the Samurai will cleave a path to many victories in the hands of a thoughtful player. The Zero should see plenty of use. You'll want to defend your skies and clear out enemy fighters so your bombers can make runs. The Zero will do this job well. Still, the Japanese really shine earlier in the game and after the Samurai you're left lonely and feeling a little lukewarm. But still attacking at full power.

## 2.26. Korea - Leader: Sejong

### Updated for Gods and Kings and Brave New World DLCs!

Civ Bonus: **Scholars of the Jade**

Hall Free tech boost each time a Scientific Building/Wonder is built in the Capital. More importantly, Specialists and Great Person Tile Improvements all provide +2 Science. This is then increased by any +% buildings in the City. I won my first game on Immortal with this Civ, with only a few Cities due to this factor and Babylon was even in that game.

Unique Unit: **Turtle Ship 36.1.25**

Requires Astronomy.

Replaces Caravel 36 strength vs a Caravel's 20. If you want to steal a Coastal City or two, this is your time to do so - but overall, these are simply wonderful coastal defenders. Trouble is, they can't cross Ocean so Korea is stunted in that department - units may still embark and cross these tiles with Astronomy, however.

Unique Building: **Hwach'a 36.1.25**

Requires Physics. Replaces Trebuchet.

The Hwach'a has 26 ranged strength vs a Trebuchet's 14 and has +1 Sight, but loses the +200% bonus vs Cities. It is meant to be a unit killer and does so very well. It is about 33% weaker against Cities than a Trebuchet, but do not let that stop you from building them. They upgrade to Cannons and later Artillery, so they can do a wonderful job protecting your lands from invading forces while you continue your Scientific progress with this wonderful Civilization.

Playing Against Korea AI Their Tendencies (XML Info and Flavors)					
Warmonger Hatred	Wonder Compete	Offense Build	Defense Build	City Defense	DoF
4	6	4	7	6	7
Friendly to Civs	Denounce Civs	War w/Civs	Deception Likelihood	CS Comp	CS War
6	4	4	4	4	3
Other info	Korea is a rather friendly Civilization and not likely to get on you for little matters, unlike a lot of Civs. Ultimately, they are a peaceful people and his Civ Bonus should kick in even if the AI doesn't know how to properly use it. Merely using specialists, they should do well Scientifically and be near the top in any game. Get a Declaration of Friendship, Trade with them and get Research Agreements. They are quite loyal, forgiving, and unlikely to grow angry over you stealing their City-State Alliances. Korea is a Civ that stands well on its own. If they are on another Continent, you will need to meet them yourself for their Turtle Ship slows the rate that they explore the World on their own.				
Start bias: <b>Coast</b>					



Figure 2.26.: Hwach'a are unit killers. Set them up in key locations (hills) in your lands to defend against other Civs. Their high Combat Strength will aid you in Combat and as a War deterrent.

### Strategies/Ideas

Korea is one of the best Civilizations in Civ 5, but are only available as a Steam DLC. As you can see from above, their Unique Ability more than makes up for any weakness in their Unique Units, and you will not need either of those units for long. Korea is capable of rapid technological advancement, so long as you make heavy use of [Specialists 22](#), [Great Person Tile Improvements 23](#), and follow the basic principles for generating high Science per turn.

There is no one best way to play Korea for they could get a good Science boost with many Cities so long as they utilize Specialists, but small Cities have a hard time using Specialists while also growing. I have found Korea is quite capable with only a few Cities - this means [Tradition Social Policies 10.1](#) will suit them well, for the extra growth it provides to a smaller Empire. After getting your Luxury technologies researched, go directly for Science techs - Writing, Education, Scientific Theory, and Plastics. Get your Artist Guilds going - you want to utilize [Great Writers 23.6](#) constantly to help boost your Culture per Turn, use [Great Artists 23.4](#) to create a few Works of Art, then move on to using them for Golden Ages, and try to make use of [Great Musicians 23.5](#) by getting as many slots as you can to further raise Culture. Later, use them to culture bomb Civs of differing Ideologies to reduce the effect of their [Tourism's Influence 38.2](#) over you. Overall, you need these Specialists and their works so that you do not have a hard time finishing [Rationalism 10.9](#). There is little point to playing this Civ Culturally, but [Social Policies 10](#) are still necessary to get the most out of any Civ. You should have a tech lead by the Medieval Era, or at least be able to be further ahead in terms of Eras, so the [Sistine Chapel 17.1](#) that comes with Acoustics (to also unlock Musicians) will be a big help in adopting more Policies during your game.

If you [Found a Religion 12.1](#), go for [Beliefs 12.5](#) that will help your Civilization grow in terms of Population. Feed the World is an excellent belief, providing +2 Food to each of your Cities, while you can also get a direct boost to Growth. Do not worry about spreading it or having a World Religion, just ensure your Religion is present in your own Cities. Having Faith stored up by the Industrial Era will let you start buying up Great People. A few Holy Sites might not be a bad idea, since they generate Faith to aid in this while also giving +2 Science.

Although you can generate more Science per turn with Korea by utilizing ALL Specialists, it is best to stick with Scientists and Engineers so that you do not generate any Great Merchants. Great Engineers can help you rush Wonders, while you want as many Great Scientists for Academies as you can get. Korea will get +14 Science per turn from Academies once Scientific and Atomic Theory are both researched, so you want as many of those planted as possible by the time you hit those Techs. Spread these around your City that has the National College. That doesn't necessarily mean the Capital, for if you can get



another City next to a Mountain for an Observatory, you'll want the NC there along with all your Guilds. That is, if that City doesn't have too much Mountain around and has the food resources/grassland/river necessary for a population to truly boom.

Explore the world to find [Maritime City-States 25.3](#), which will help you run Specialists without sacrificing [Population growth 4.3](#). Cultural will also help, as will any other kind, but those two are highest priority. You need a Military capable of defending your lands and should stay on top of Defensive buildings to make your Cities harder targets. It is easy to get lost in rapid Science advancement and forget that your Military is weak, your Cities ripe targets. The Hwach'a are excellent for defending against Units, while the Turtle Ship can defend any Coastal Cities - just one or two is enough. They are beasts on the defense, and capable of taking over Cities if you find it necessary.

Utilizing Specialists while maintaining growth is the challenge with Korea. Do not go with only one Worker per city, but rather 2. Eventually you can ditch a couple of Workers. This will keep your Cities always working improved tiles, and of course you want these to be almost entirely comprised of Farms, with a few Hills for Mines. You can use Gold to buy high-cost Production buildings (Windmill, Factory) to help your output for producing other Buildings. You should use most of your Trade Routes to boost one or two Cities by providing them food. Getting to a certain point in your Population growth will lead to natural Specialist use, for there will be no more tiles to work. Grow that Population as high as possible to make best use of Korea's UA. Every time I have played them, I've had slightly lower population Cities than I would with other Civs due to heavy Specialist use, but took #1 in Technology by the mid-game and quickly outpaced other Civs to win a [Science Victory 41](#). That is the obvious choice for Korea, and for new players it should be an easy play, particularly on a lower Difficulty where you can build the [Great Library 14.3](#).

The Free Tech Boost in the Korean Capital for every Scientific Building and Wonder functions similarly to the completion of a Research Agreement, so you can leap ahead at least several turns on the tech you're researching when they complete. You'll get several turns worth of Science, so always get these buildings up immediately in Seoul. The Great Library counts for two - you will build a Scientific [Wonder 7.2](#), while simultaneously getting a Library - it gives you a massive boost plus a free Tech, so try and rush for this Wonder if you're playing on a difficulty where building it is possible.

Here's a list of constructs that give this boost in the order that they are unlocked:

- Library
- Great Library - Wonder
- National College - National Wonder
- University
- Oxford University - National Wonder
- Observatory - Capital next to Mountain
- Public School
- Research Lab

As far as I can tell, the [Porcelain Tower 17.6](#) does not give this boost, but you get a free Great Scientist from it and +50% to Research Agreements, so it is still a highly desirable Wonder.

I use Tradition, a bit of Commerce to get cheaper purchasing and higher Gold output in the Capital and Landsknechts to help defend my lands, then transition into Rationalism. You will be able to buy both Great Scientists and Engineers with Faith this way. When it comes time to choose an Ideology, I would pick none other than Freedom for its boosts to Specialists and allowing Gold purchase of Space Ship Parts. Reducing the food consumption and Unhappiness generated by Specialists is key, and that alone is good enough to justify the cost, but you will also find a Tenet to make Academies give another +4 Science, bringing them to +18 - which is then amplified by any +% buildings in the City. By that time, make sure your Military can protect against other Civs with differing Ideologies and don't do anything too aggressive to anger your neighbors. You will eventually run all types of Specialist in all your Cities to maximize output, and the [Statue of Liberty 19.3](#) will give them all +1 Production to aid your Cities in building late-game buildings like Hospitals and Medical Labs that are necessary to continue raising

## *2. Civilization Bonuses, Unique Units, Strategies and Openings*

Science. Freedom will also help you with Golden Ages, making them last 50% longer and aiding you in adopting more Policies.

Sejong's Korea is a great Civilization whose strength lies within one of the best Unique Abilities available to any Leader in the game. The +2 Science per Specialist being amplified by percentage buildings is huge, and the tech boosts from Science buildings in the Capital will help you make sudden leaps. The higher your Science output, the better this bonus will perform. With fertile lands you can amass a large population to get further bonuses to Science. In terms of power, they are easily one of the best Civs in the game.

## 2.27. Maya - Leader: Pacal

### Updated for Gods and Kings and Brave New World DLCs!

Civ Bonus: **Long Count**

After Theology is researched, you'll receive a free Great Person of your choice after each Mayan Long Count cycle (394 years). You may only choose each Great Person once per game.

Unique Unit: **Atlatlist 36.1.26**

Requires nothing.

The Maya begin with the Atlatlist, an Archer replacement - which means they do not need to research Archery to get their first Ranged unit. The Atlatlist costs 36 Production vs the Archer's 40, making it 10% cheaper to produce.

Unique Building: **Pyramid**

Requires Pottery.

The Pyramid replaces Shrines and provides +1 Faith over the basic building (+2 total), along with +2 Science. Building this early in all your Cities will help you have a technological lead in the early-game.

Playing Against Maya AI Their Tendencies (XML Info and Flavors)					
Warmonger Hatred	Wonder Compete	Offense Build	Defense Build	City Defense	DoF
6	7	5	7	5	6
Friendly to Civs	Denounce Civs	War w/Civs	Deception Likelihood	CS Comp	CS War
5	4	4	5	4	5
Other info	Pacal has a strong tendency toward Science, Religion, and Wonder production. Their bonus can lead the Maya to be competitive in many victory conditions.				
Start bias: <b>None</b>					



Figure 2.27.: The Mayan Long Count Bonus lets you choose Free Great People.

## Strategies/Ideas

The Atlatlant is not particularly impressive, but removes the need for your Civilization to research Archery in order to get an early ranged unit, which is important.

The Mayan Pyramid giving +1 extra Faith and +2 Science over a regular Shrine makes it a building you'll want to squeeze in early. For this, I recommend you go with the Liberty Social Policy Tree for some rapid land grabbing. You can throw up Pyramids in your 4-5+ Cities to help with Science output and Faith. The Maya will naturally get a Religion this way, and it will probably give you an early pick, particularly if you can somehow build Stonehenge. The Great Library works wonderfully on earlier Difficulties, as it will let you take Philosophy or Drama and Poetry as a free tech.

The Mayan Long Count bonus is not huge. You will get about 5 Great People, even if you rush it. The Long Count begins when the game does, and triggers at predictable turns, every 394 years in-game: Turn 62, 72, 86, 101, 117, 133, 152, 183, and 234. That means you can get a maximum of nine Great People, and all must be a different variety. You should push to at least get it before turn 101, so that you can have a Great Scientist, Engineer, and Merchant before turn 134. Couple this with the free Great Person you'll get for maxing Liberty, and you'll find the synergy here. You can have two Academies fairly early, or rush two World Wonders with Great Engineers. Later, use the Great Merchant for a Trade Mission to help you secure a City-State Ally. The Long Count is OK, but you will play the Maya like most Civs. I suggest either a Scientific or Diplomatic Victory with them, as spreading Religion is not difficult if you can get set up and use a free Great Engineer to get Religious Wonders.

Use the Turn counts above to help you decide if you can push out Theology before the next Long Count Bonus pops up. Get it fairly early, but don't rush too much or you will cripple your Civ in the mid-game, for you will need those Luxury techs to keep a wide Civ happy. Get Construction as soon as possible to build Colosseums, and Trapping to build Circuses if you have access to Horses in some of your Cities.

For Religion, I loved Feed the World, Tithe, and Pagodas to help the Wide Civ grow. If you want to guarantee a Religion, then go for a Pantheon that generates Faith, assuming your nearby terrain allows it. Playing Maya is all about the start and taking advantage of those bonus great people intelligently.

## 2.28. Mongolia - Leader: Genghis Khan

### Updated for Gods and Kings and Brave New World DLCs!

Civ Bonus: **Mongol Terror**

+30% Combat Strength when fighting City States or their Units. All mounted Units get +1 Movement.

Unique Unit: **Keshik 36.1.27**

Requires Chivalry. Replaces Knight.

The Keshik gets 5 total moves with Mongol Terror. This is a ranged replacement for the Knight, like Arabia's Camel Archer, only more popular because of how quickly they gain experience and spawn the awesome Khan. They have the Great Generals I Promotion, and get 50% more XP from combat themselves - a truly powerful combination. This unit can fire after moving, meaning Cities (and even enemy Melee units) may not retaliate against your attacks if you can get in a position to move forward, attack, and step back.

Unique Great General: **Khan**

Replaces Great General.

Ahh the Khan, what a lovely unit. This Great General replacement can move 5 tiles unlike the usual 2, so that he can keep up with your Keshik. He comes with the usual +15% CS bonus for Units fighting within two hexes, but also Enhanced Medic. That gives him the ability to add +15 HP to adjacent units' healing.

Playing Against Mongolia AI Their Tendencies (XML Info and Flavors)					
Warmonger Hatred	Wonder Compete	Offense Build	Defense Build	City Defense	DoF
4	4	8	3	5	5
Friendly to Civs	Denounce Civs	War w/Civs	Deception Likelihood	CS Comp	CS War
6	5	7	3	3	8
Other info	Genghis is a straight shooter, not likely to be deceptive and if friendly with you likely to stay that way. One thing you should avoid if he is nearby is offering protection to City-States. He will bully them and that will force you to either take a diplomatic hit with him (VERY likely to lead to war) or lose 20 Influence with the City-State you were protecting. Neither solution is good, so avoid it. Overall, if he's your neighbor and has no one else to pick on, you're very likely to be his target. Send him after someone else - he probably won't need much of a bribe to go to war. Just watch out that he doesn't become a runaway when his powerful Keshik hit the battlefield. If you want to deal with him, do so before he gets them and use plenty of Pikemen to counter them.				
Start bias: <b>Plains</b>					



Figure 2.28.: Since CS War is not very useful and can lead to problems, Genghis' real strength lies in the super-powerful Keshik UU and the Khan, a special Great General replacement.

## Strategies/Ideas

Mongolia has the highest-rated Unique Unit in the game, according to a thread rating Unit power at CivFanatics, and after playing them for several games, it's easy to understand why. Their Great General replacement is also awesome, and comes in quantity when you are conquering entire continents with the Keshik, so you will have plenty to be in multiple locations and help your units heal, while also having excess to make use of Citadels.

I suggest you focus on [building up your Cities 4](#) first. Focus on your Civ, [Tall or Wide 6](#) depending on what lands are available to you. Get those Luxury techs and Libraries up in your Cities so that you can get a National College, along with any buildings useful based on surrounding conditions. You need [Science 7](#) to get the Keshik out quickly - because the NC is so useful and easier to get with fewer Cities, you may not want more than 3-4, so [Tradition 10.1](#) is not a bad Opener for Mongolia. Weigh your options, as [Liberty 10.2](#) may be better in the long-run if you are going to have a massive puppet empire. Once you have Philosophy and any techs you need based on your surroundings, beeline for Chivalry, prioritizing the techs along the way that you need most. Currency is particularly helpful.

You can get Science and Gold both from Trade Routes, so definitely trade with another Civ even if you'll later be warring with them - it will help you get to Keshik faster and let you save up gold to upgrade some units. Get Animal Husbandry early so that you can settle lands with Horses nearby or conquer a City-State that has them. You don't want to rely on trade partners to have these, unless you will be conquering a City with Horses immediately upon entering your first War. Lack of Horses with these Units will incur a Combat Penalty that increases the further in the hole you are: with -4 horses I saw something like -22% combat strength, which is awful.

The Keshik upgrades from the Horseman and Chariot archer. Horsemen are cheaper to upgrade to Keshik (100) vs the Chariot Archer's 135, but the Chariot's Combat experience is directly useful to Keshik - they will be well on their way to having the most desirable upgrades if you simply gain a level or two from fighting Barbarians. Adopting Honor to locate them will help with this, while also giving you more Culture to get more useful Policies. You may war with City-States that have Natural Wonders or excellent lands nearby, but should primarily focus on fighting other Civilizations on your Continent. A war too early will slow down your acquisition of the Keshik, however, and that is the time to really bloom as a Warmonger when playing Genghis. I prefer to build at least a few Chariots and upgrade them to hasten the start

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of the first war, as Keshik can take 5-8 turns to build each. During that time, your opponents will be growing stronger in defense, and we don't want that!

Combat with the Keshik is stupid-easy, and just a few can bring a City down, particularly once you've got a Khan. The only thing that really sucks for them are Jungle/Forested Hills and Marshes. These will take 3 moves, while crossing a River will remove all movement. After killing off units, you should be able to position your Keshik around enemy Cities in such a way that you are able to step forward, fire, and step back without taking any retaliatory fire. Once the City's defenses are down to 0, move in with a Melee unit and make it a Puppet, then move on to the next City. You should likely build as many Keshik as you have Horses (unless you have like 20 Horses). The more you have, the more Cities you can fight at once and completely overwhelm the enemy. I have been so aggressive that all Civs on my continent declared war, which just put them in a position of entering my lands and getting chewed up by Keshik until I was able to march on their Capitals.

As mentioned above, the Khan has as many moves as the Keshik and works just like a GG but with the Enhanced Medic promotion. Unfortunately, Units will still have to take a break to benefit from Medic and it does not work on the unit beneath the Khan. However, their mobility means you can move the Khan around to where he's needed for healing. With March, this requirement goes away and units will heal with medic every turn. Given the Keshik's survivability thanks to their ability to move after firing, you will likely do better to get Barrage/Accuracy III to unlock the extra attack promotion. I prioritize them in this order - +1 Attack, +1 Range, March, then go for Cover I-II just to make them resilient against ranged and provide Promotions that will help them later on when upgraded to Cavalry/Landships/Tanks and even Giant Death Robot!

Keshik obsolete and upgrade to Cavalry with Military Science, resulting in any Terrain Combat Bonuses and the +1 Range Promotion to be useless, but don't let that fool you. The other Promotions (extra attack, march, cover) will make them beastly and you should be able to use them all the way up to Tanks and find them useful in warfare along with Artillery. With that in mind, after getting Universities, you will want to rush for Artillery to continue your Warmongering. Keshik function against Cities with up to 30-40 Defense but do weaken in power after that, and you need an alternative when Cities begin to get really high in population and wall up given the state of panic you will induce in them.

I didn't talk much at all about Mongol Terror, because I didn't use the benefit of Combat Strength against City-States. With everyone on the Continent destroyed by an army of Keshik, you need trade partners. You can use a few internal Trade Routes to send Food to the City with the National College, but having a few Cargo Ships or Caravans trading with City-States will help you support your Military. You also need Culture/Faith etc. from Alliances just like any other Civ. Overall, I really do not like that bonus but found it useful when a CS had Lake Victoria in its borders. Attacking too many City-States leads to them growing wary of you, and may make it impossible to befriend them. So, given all I've said here, the Keshik/Khan are the main benefits of playing Genghis.

Some thoughts on Policies: You may want to avoid finishing Tradition/Liberty early, just getting the free settler/Worker from Liberty and save the Golden Age for later. From Tradition, get the first 3 great policies and skip Oligarchy/Aristocracy until later. Do this to grab the left side of Honor, giving you a free Khan and further increasing their spawn rate. You can also benefit greatly when you're wide and have many Puppets, garrisoning units and getting the +1 Happiness/+2 Culture from the right side of this Policy tree. At that point, you may as well finish the tree to get cheaper unit Upgrades/faster Military building construction and Gold from kills. Commerce is also helpful for Mongolia, because you can benefit more from the Luxuries you have. I might even avoid Rationalism and just go with those two trees aside from choosing an Ideology, which would definitely be [Autocracy 11.1](#) or [Order 11.3](#). The first gives Lightning Warfare and Total War, which grant incredible bonuses for Tanks (those Keshik you upgraded) and all other Units in your Military, while the second can be great for your Science output by giving you a boost from Factories.

I LOVE Mongolia and tried to share my own strategies with them here. I didn't really talk about Religion - in my last game I did fine without one and adopting another Civ's religion while trading with them helped deter War for a time while I focused on my first targets.



## 2.29. Morocco - Leader: Ahmad al-Mansur

### Updated for Gods and Kings and Brave New World DLCs!

Civ Bonus: **Gateway to Africa**

+3 Gold and +1 Culture for each Trade Route with a different Civ or City-State. Other Civs get +2 Gold for each Trade Route sent to Morocco.

Unique Unit: **Berber Cavalry 36.1.28**

Requires Military Science. Replaces Cavalry.

The Berber Cavalry is a great defensive unit designed to help protect Moroccan lands. It gets a +25% Combat Bonus in your territory, and another 50% when fighting in Desert. These can be combined, so if your Capital or other Cities are located in Desert, they will get a total of +75% Combat Strength. You will want to build a good number of these when they become available as the Unit retains these Promotions when Upgraded to the Landship and later Tanks, resulting in some truly powerful armored Units that will be exceptional at picking off enemy units with their high mobility.

Unique Tile Improvement: **Kasbah**

Requires Chivalry.

May only be built in Desert. Gives +1 Food, Production, and Gold to the tile. Morocco may thrive in a Desert location, while others would have a small and weak City. In addition to this, your units stationed within a Kasbah will get a +50% bonus just as if they were in a Fort. This won't help the Berber Cavalry, but your ranged and artillery will very much appreciate this defensive boost.

Playing Against Morocco AI Their Tendencies (XML Info and Flavors)					
Warmonger Hatred	Wonder Compete	Offense Build	Defense Build	City Defense	DoF
5	4	5	7	6	6
Friendly to Civs	Denounce Civs	War w/Civs	Deception Likelihood	CS Comp	CS War
8	5	5	5	5	4
Other info	Ahmad al-Mansur is a peaceful AI that can make an excellent Trade Partner, given they should not have trouble generating Gold. Befriend this Civ unless they are singled out as a target by other Civs. Regardless, enjoy the Trade benefits of sending your routes to him - the +2 Gold will make him a desirable target along with the high gold output of his Cities. Overall, not a Civ you need to fear. Just watch for any DoFs causing <a href="#">Diplomatic harm 26.5</a> between your Civ and any others that hate him.				
Start bias: <b>Desert</b>					



Figure 2.29.: The Kasbah provides +1 Food, Production and Gold, making Desert Cities very livable.

## Strategies/Ideas

Morocco's Gateway to Africa Unique Bonus is an excellent early-game boost to help your Civ's Gold and Culture. Taking advantage of this and getting Trade Routes up early is essential to capitalizing on their strengths. You will get the +3 Gold and +1 Culture whether you are the one initiating the Trade Route or not, so making your Cities good spots to Trade is a very good idea. More Resource Diversity, along with gold-generating tiles will help a lot in this as the AI should prefer trading with you given the extra income they'll receive. In this way, you may attract AI to trade with you by having a Coastal City and City for Land-based trade routes that is in a good position for early Trade Routes' shorter range. You may want to trade with a City-State or another Civ if you already have one incoming from each unique Civ, for you can only get the +3/+1 for one Trade Route. Each individual CS counts as its own, so [Patronage's 10.5](#) increase to CS Trade Route income will be very beneficial if you are trying to make best use of this strategically. It also paves the way for an easy [Diplomatic Victory 39](#).

I play this Civ peacefully, but it's not necessary to do so for they could benefit from a sprawling empire of Puppet Cities, particularly if you are capturing those near Desert. While the Kasbah's effects on your Capital and other Cities are obvious, it is very nice to use for increasing the food output and production of Puppets, for they are attracted to working Tiles with Gold. Therefore either expanding rapidly with [Liberty 10.2](#) and/or starting with [Tradition 10.1](#) while transitioning to fighting other Civs is viable. However, you would be limiting your Trade Partners. For this reason, I would only play aggressively if it were obviously a need - like spawning next to Attila the Hun or Genghis Khan. This just shows the Civ's flexibility, given Food, Production, and Gold all have their roles and a balance of them is lovely. Any victory condition is possible, moreso than other specialized Civs.

The Kasbah itself synergizes incredibly well with [Petra 15.6](#) so try and rush for it, as you want the Currency Tech early to get Markets, increasing your Cities' desirability as Trade Route destinations and enabling the East India Company with Guilds. It's also on the way to Chivalry to unlock the Kasbah itself. You will turn a useless Desert tile into a wonderful tile producing +2 Food/Production and +1 Gold. Desert Hills, especially those along Rivers will make your City have incredibly high Production and excellent growth potential. Even without Petra, play is still strong for the tiles give more overall and will allow plenty of growth so long as you have enough Food Resources or give up a couple Trade Routes for internal Food. If you get it, use the extra Trade Route from Petra to give your Capital a Food boost to allow it to grow large enough to quickly work those tiles, and you'll be rich by the mid-game and performing well as far as Science to allow you to capitalize on all this Production for mid-game Wonders, allowing you to pick just about any Victory Condition you desire. I would not accept a non-desert start

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with Morocco unless playing on a much higher difficulty like Immortal or Deity, where Petra is not so easy to get. Playing on Emperor and below, it's easy to snag it (and possibly the [Hanging Gardens 15.2](#) with Tradition). If you go Liberty, you may use the free Great Engineer to rush Petra and ensure other Civs don't even have a chance.

It is worth noting just how powerful a Golden Age is with many Kasbah at your disposal. Every tile producing +1 will jump to +2, which is then amplified by any Gold buildings. You've also got strong Production, so the +20% bonus is very welcome and will help you keep your Cities modern. Using Artists and making up for the lack of Great Works with the bonus Culture from Golden Ages and your passive Culture from connecting to other Civs can give you a big edge against your opponents and let you buy up CS alliances. Patronage/Commerce both accomplish this but I prefer the former - the Science gained from City-States and many [Alliances with them 25.2](#) is also invaluable, along with the increase to Happiness from Luxuries, leading to even more Golden Ages!

Given their Desert Start bias, I would highly recommend trying to [found a Religion 12.1](#) (particularly if Wide) by making a [Pantheon 12.3](#) and choosing Desert Folklore. Those tiles along River will give faith, as will every tile with a Kasbah later on - you will have no trouble buying [Great People 23](#) later, or even capitalizing on [Beliefs 12.5](#) that allow faith purchasing. With that chosen, you are free to work on Income (Tithe), Happiness (Pagodas) or Growth bonuses (Feed the World) for your Civ's beliefs, particularly if you have another [City 4](#) with Desert tiles and Kasbah.

Once the Berber Cavalry is available, you will have incredibly mobile defenders for the rest of the game. Their Combat Strength when fighting in desert homeland is more than enough to prevent enemies taking your Cities, and you have the Gold necessary to build plenty of the preceding units (Knight w/ Chivalry) to get promotions from Barbarians and any Wars and Upgrade to powerful Berber Cavalry. When upgraded to Landships and Tanks later, they [keep their Unique Promotion 36.1.28](#) (Desert Warfare), meaning they make super powerful Tanks. Throughout the life of the Berber, you can use the Homeland defense bonus to wage Wars on your own Territory and draw in your opponent to take easily-acquired Puppet Cities from them. They will also be likely to cough up Desert Cities given they are unlikely to be as well-suited to Desert as Morocco. In fact, I'm not sure any Civ survives in Desert as well as Morocco.

While the Berber Cavalry cannot benefit from Defensive Bonuses from Terrain, your ranged stationed there will be in a strong position to protect your Civ. Do not neglect to have a few regular melee with high combat strength to Fortify and block the attacking troops from coming in to wreck your lands.

I think many will agree that Morocco is a strong Civ that makes playing in a Desert interesting. The tactics you can employ with this Civ are numerous, so long as you have a nice spot of oft-undesirable Desert to call your own. It is easy to pick a direction by mid-game and take any Victory type you choose, especially with an almost game-breaking Petra at your Capital's disposal.

## 2.30. Ottoman - Leader: Suleiman

Civ Bonus: **Barbary Corsairs**

50% chance of converting a barbarian naval unit to your side and earning 25 Gold.

Unique Unit: **Janissary 36.1.30**

Requires Gunpowder. Upgrades to Rifleman.

The Janissary is very powerful in its time (Renaissance Era) and gets 25% more combat strength when on the attack, bringing it to 20. Even more powerful is their ability to heal to full when killing anything that's not a barbarian.

Unique Unit: **Sipahi 36.1.30**

Requires Metallurgy. Replaces Lancer.

Sipahi are the last of the pre-machinery and gunpowder units in Civilization 5. While they're around, and even after, they are very good at one thing - Pillaging and doing so hit and run style. Compared to the lancer replace, the only other difference is +1 sight. Still useful for the fog of war.

### Strategies/Ideas

Wow, only on an Archipelago would I enjoy this special. Barbarian ships just never bother me that much, and there would have to be tons of them to really bother me. You know, you don't want to be landlocked with that special unless you're really hot for the Janissary or Sipahi. Only the Sipahi really comes in handy for me. I seem to make a giant leap to gunpowder and begin forgetting about melee units before they could come in handy. Someone will flame me, but I really don't care for the Ottomans at all. All right, I do see a powerful angle to taking over Barbarian Ships... it's just not a tactic for me. I'd rather go with Bismarck.

## 2.31. Persia - Leader: Darius I

Civ Bonus: **Archaemenid Legacy**

Golden ages last 50% longer. During golden ages, your units receive +1 movement and a 10% combat strength bonus.

Unique Unit: **Immortal 36.1.31**

Requires Bronze Working. Upgrades to Pikeman. Obsolete with Civil Service.

The Immortal gets +1 combat strength over the spearman it replaces, with a total of 8. That's not a major boost, but significant enough - over 10%. They also heal at double rate. Medic is a great upgrade for them when taking out barbarians.

Unique Building: **Satrap's Court**

Requires Banking, Market.

Constructed Satrap's Court replaces the Bank and gives +2 happiness in addition to the usual 25% wealth.

### Strategies/Ideas

Money and happiness go hand in hand I always say. The Satrap's Court is a nice uncompromising upgrade as opposed to a regular bank. The immortal isn't bad either, but the Archaemenid Legacy is where it's at with Darius. You can have 20+ turn golden ages if you are smart and build Chichen Itza! Make the most of it by ensuring that most tiles around you have at least 1 gold and 1 hammer so that you practically double your production and income. Switch over to production focus and build other Wonders, expand your military. Just don't waste it on building wealth or research. Make the boom times periods of development. That is, unless you're almost bankrupt.

## 2.32. Poland - Leader: Casimir III

### Updated for Gods and Kings and Brave New World DLCs!

Civ Bonus: **Solidarity**

Free Social Policy each time your Civilization advances an Era. This amounts to 7 totally free Policies each time your Civ goes up an Era in tech (Research a new Technology in that Era, visible on the Research Screen). These Free Policies do indeed keep your Culture progress toward the next Social Policy the same. This means you don't need to time them in any particular way.

Unique Unit: **Winged Hussar 36.1.32**

Requires Metallurgy. Replaces Lancer.

The Winged Hussar's Unique Ability is Heavy Charge, which will force a Unit to retreat to a nearby tile (any direction it can) when it deals more damage than it takes. In order to maximize use of this, you will want to look for opportunities to corner opponents or force them to go a direction you choose, say, push them in range of your other Units (ranged) which can then pick off the target. Its bonus comes in handy bigtime when Units are surrounded and have no place to go. The additional damage is large and a wall of enemies approaching is the perfect opportunity to use this for defense - just ensure your Hussars can then escape. Winged Hussars start with the Drill I Promotion, so they can work their way up to getting better Cavalry upgrades (like regular Charge, dealing more damage to wounded Units). Having this Unit come out of a Ducal Stable with a Barracks and Armory will give it 3 promotions as though you had a War Academy. You can get a lot of mileage out of these units and they keep the Heavy Charge ability when you Upgrade the Unit.

Unique Building: **Ducal Stable**

Requires **Horseback Riding**. Replaces **Stable**.

Gives the regular 15% Production Bonus to Mounted Units and +1 Production from Pastures, but also gives +15 XP to all Mounted Units and gives +1 Gold to all Pastures. It also requires no gold to maintain. This is an excellent building if you can have multiple Pastures nearby - Sheep, Cattle, and Horses are the Resources to watch for when placing your Cities as Poland!

Playing Against Poland AI Their Tendencies (XML Info and Flavors)					
Warmonger Hatred	Wonder Compete	Offense Build	Defense Build	City Defense	DoF
7	5	7	4	7	6
Friendly to Civs	Denounce Civs	War w/Civs	Deception Likelihood	CS Comp	CS War
7	4	6	3	6	5
Other info	Casimir typically wants to play Wide moreso than other Civs and will have a strong military, likely composed of plenty of Cavalry, so Pikemen are excellent defense against him. This likelihood of wanting a large empire and lands with many Pastures (as you should have) may make him want your land for his own. Thankfully, he's a straight shooter and won't often be Deceptive and suddenly attack, so you'll know when he is growing angry at your Civ and why. He's not the best neighbor to have, but not the worst either. Casimir is likely to try to found a Religion for his Wide empire.				
Start bias: <b>Plains</b>					





Figure 2.30.: The Winged Hussar are great at hit and run tactics like all Cavalry, but their Heavy Charge makes them special and the Upgrade will be kept all the way to Anti-Tank Gun and Helicopter Gunship.

## Strategies/Ideas

Extra Money and Production is always a good thing, and Free Social Policies are even better when they come in such quantity, though spread out over the course of your game. This is a Civ that is very friendly to new players and can be played in just about any fashion you choose because of the simplicity of its bonuses. They are a very versatile and flexible Civ, those Free Policies helping them change direction if needed and Adopt trees just to get the ability to build Wonders or go a few points into Patronage to get more out of City-States. I recently won two games with them, the second of which was my first Immortal victory in Brave New World so I definitely have a fondness for this Civ now. I won a Science Victory with only 3 Cities using Tradition, Piety, and Rationalism with a dash of Patronage. I had control of the World Congress with 30 delegates and got my Religion instated as the World Religion, while having some Tourism late-game that let me pressure others to use my Ideology (Freedom for buying Spaceship Parts). It was odd playing them for a Science win, but they are quite good at it and there is a Steam Achievement that inspires one to try.

I have also played them Wide (Liberty Start), and they are well-suited to this type of play when you have plenty of room to take land that has locations you can build Pastures. Overall, they will be played this way more often. The free Social Policies from Solidarity greatly helps to offset the additional Culture for Social Policies for Wide play, so you will be where you would be with a Tall Civ as far as number of Policies adopted, and possibly even have adopted more of them.

In my win, I did not have the benefit of the Ducal Stable. I had but one pasture in my empire, because I got blocked and spawned on a small section of continent with a Coast between the larger part. I adapted and won around turn 350.

The Winged Hussar + Ducal Stable combo is very good and could be helpful to playing them aggressively, because Cavalry are great for running about and wrecking a Civ's resources, and the Hussar can even knock a defender off a resource it's guarding then pillage that tile. I did not make good use of them, but didn't need to war at that time. In another game, they were very helpful on the defense, as I was attacked by a large army. My ranged helped fight the attackers off while the Hussar were able to scoot units around and put them in danger or further from the defending City. Overall, it's a great unit, and it'll get 2 promotions with just the Ducal Stable and a Barracks. You naturally want a Barracks in all Cities to get the Heroic Epic eventually, so with the Ducal Stable it will be as though you have an Armory

## 2. Civilization Bonuses, Unique Units, Strategies and Openings

when building Cavalry. Later on, you can have Helicopter Gunships with Charge + Heavy Charge that will be amazing at destroying Wounded Units while being incredibly mobile.

Playing as Poland, you may want to consider adopting [Commerce 10.7](#) Policies, because Landsknechts, which come with no movement cost to pillage and generate extra gold when capturing a City, upgrade to Winged Hussars. Although the cost is steep to upgrade the unit, you will have those powerful 0-move pillages and can run about wrecking things. What is more, the upgrades from both units are kept on upgrade, so your anti-tank guns and helicopter gunships can be even more powerful later. Landsknechts never go away, so you could buy them even in the Modern era and gradually upgrade them, choosing which upgrade unit you want to get a few points in - Promote them while they are Melee (Landsknecht), Cavalry (Winged Hussar), or Anti-Tank/Gunship. For example, melee do not get Charge, so you could buy your Landsknechts, hold off on promoting them, upgrade to Winged Hussar, promote, and then upgrade them to Anti-Tank guns. The Upgrade from Landsknecht to Winged Hussar costs about 260 Gold.

If you want to really take advantage of this Civ, try to have one of those three Resources (Sheep, Cattle, Horse) nearby when you are settling. Research Animal Husbandry to find Horses before you settle and unlock the Pasture for your Workers. Do not rush for Horseback Riding until you have other things set up and enough Workers to really begin booming. Your Economic Advisor will appreciate it, and you'll have excellent production output even in smaller Cities.

I highly recommend you try them for a Cultural or Diplomatic Victory. Pushing for extra Culture will make you have a silly amount of Policies adopted compared to other Civs, so you can really be powerful no matter what size empire you have, so long as you can secure some good land.



## 2.33. Polynesia - Leader: Kamehameha

### Updated for Gods and Kings and Brave New World DLCs!

Civ Bonus: **Wayfinding**

All Units can Embark and cross Ocean Immediately and receive a +10% CS bonus within 2 Tiles of a Moai. Embarked Units get +1 Sight. The ability to cross Oceans applies to ships as well, so you can explore the entire world with an early Scout and Trireme. The only thing that can't enter deep ocean without Astronomy is the Cargo Ship, so you still have reason to research this tech if you need Internal/External Trade Routes that do not have coast connecting them... and who doesn't?

Unique Unit: **Maori Warrior 36.1.33**

Replaces Warrior The Maori Warrior puts a -10% combat strength penalty on nearby opponents. This doesn't stack, but does help a little with the damage your Units will receive when you're attacking. It doesn't help with any ranged damage done, however. Thankfully, this does carry over when the Unit is upgraded, else it would be completely useless as Polynesia isn't really meant to Warmonger - though they could do it better than Denmark!

Unique Tile Improvement: **Moai**

Requires Construction.

Unique Improvement Gives +1 Culture, plus 1 for each adjacent Moai. Better on Islands for more adjacency bonuses. It also gives +1 Gold after Flight is researched, making for some great tiles.

Playing Against Polynesia AI Their Tendencies (XML Info and Flavors)					
Warmonger Hatred	Wonder Compete	Offense Build	Defense Build	City Defense	DoF
7	3	4	7	5	7
Friendly to Civs	Denounce Civs	War w/Civs	Deception Likelihood	CS Comp	CS War
7	7	4	4	5	4
Other info	Kamehameha is a loyal leader, but has a high denounce likelihood if you get on his bad side. He has strong tendencies for naval as well as expansion. If he manages to survive the onslaught of any warmongers in the game, it's possible for him to win through tourism generated by his Moai. He's very good at Cultural Victory without ever even trying.				
Start bias: <b>Coast</b>					



Figure 2.31.: Polynesian Units can Embark and cross Coast/Ocean immediately, so are a great Civilization to play on Archipelago-based Maps.

## Strategies/Ideas

Polynesia is a Civ with great potential on Archipelago maps. While they do play fine on Continents, Archipelago gives them a few benefits over other Civs. First, they are able to claim the best land for themselves quite early using a standard scout-opening build order and finding nearby islands with unique Luxuries. Secondly, the layout of Archipelago islands tends to allow their Moai statues to rack up more adjacency bonuses. When islands are shaped like those above, you have coast on either side so can build Moai in many spots. This means each Moai can have at least 2, but sometimes as many as 4, adjacent Moai to raise the Culture on that tile. With a typical continents-based approach, you would only have a line of moai with each getting 2 adjacency bonuses, for a total +3 Culture. Archipelago also slows the rate of Science in the game a touch, so gives them more time to catch up on higher difficulties. Being able to explore the world early, you will get a slight reduction in tech costs for each Civ you meet that has a tech you don't know, and the earlier this kicks in, the faster you can catch up and later pass the AI.

There are few Civs that get such huge bonuses to Cultural Victory as Polynesia. It almost makes France's doubled Theming Bonuses and Chateau seem like a joke. The Moai can generate at least 3 Culture per turn, and every single one of those is able to be converted 1:1 to Tourism with Hotels and Airports. If you go Aesthetics, you can make this even better by increasing the benefit of Open Borders, Trade Routes, and Shared Religion to 40% each. If you play peacefully, it's fairly easy to get at least a Trade Route and Open Borders with every Civ in the game. When you add in a National Visitor Center in the City with the most Tourism Potential, invent the Internet fairly early, and utilize Great Musician culture bombs, it can be one of the easiest Cultural Victories you'll achieve.

I won an Immortal game with them a day before writing this, and really enjoyed the feel of exploring the world so early and racking up huge Tourism by the time I had Refrigeration. I missed out on a few key wonders by just a few turns, but that I won without them says a lot. If playing Tall, you still want some Wonders to help you have places to put great works and give you Theming Bonuses, but you are at least guaranteed to be able to have Hermitage, Oxford University, and the ability to invent the Internet. I missed Sistine Chapel and The Louvre by 1-2 Turns each, and this disappointed me, but it only delayed the inevitable. I had such a strong cultural output that I had the most policies adopted and forced several Civs over to Freedom by the end of the game.



Figure 2.32.: The Moai's Culture bonus not only helps with adopting new Policies and Border Expansion, but also grants huge Tourism bonuses later in the game.

Something unique about the Moai is that they can be built on top of Tiles where you are normally forced to put a specific improvement - say, luxuries, or food tiles like Cattle. You are not required to make Plantations or Pastures, but can rather put Moai there. I assume the developers did this so that you are able to get chains of Moai without having some silly critter cause you to have to miss out on big Cultural bonuses. While the early game may dictate that you need Luxuries to help your Cities grow, you are able to replace their improvements once you have Hotels and Airports to speed up your Cultural Victory.

In case you skimmed the top, note that you DO need Astronomy to let your Cargo Ships traverse Ocean Tiles. I had a moment of confusion using them, when I was unable to connect a relatively close City of my own for a Food Trade Route and some Religious Pressure. Also note that you will benefit the more Moai you have. While I did fine playing Tall with 4 Cities, I could have won earlier had I got out a couple more. I probably would have kept with Tradition just to give my Capital the growth bonuses to aid in Production of Wonders later in the game.

Another tip: Freedom. It's wonderful to force other Civs over to your Ideology, and Polynesia's Tourism-from-tiles works great with Freedom's +33% Tourism from Cities with a Broadcast Tower. I got the CN Tower to speed up the process (it's on the way to the internet). I recommend right after researching the Internet, you beeline for Computers so that you can use a Great Engineer to rush-build the Great Firewall, just to prevent another Civ from getting it and negating your own bonus. This will speed up victory considerably, since the AI tends to go down the bottom side of the Tech Tree while you're on top. If that happens, just buy some Great Musicians and pass them that way, else wait it out. You can learn more on Cultural Victory in my [Cultural Victory and Tourism Guide 38](#).

When you get close, rush for Archaeology and grab as many Artifacts as you can with Archaeologists to produce more hard Tourism earlier in the game. Adopting Exploration for The Louvre is not essential, but helps. Plus, you can get Happiness from all Coastal Buildings, which is great given it's almost as strong as an Ideological Tenet and may let you replace some of your Plantations etc. with Moai without sacrificing Happiness. Also, timing the passage of International Games (winning first) and having plenty of Wonders with Cultural Heritage Sites enacted will help a lot. Moai give +1 Gold from Flight, and you should be extending Trade Routes to other Civs' must lucrative Cities by then to further your income.

## *2. Civilization Bonuses, Unique Units, Strategies and Openings*

Getting these two passed should be not too difficult, and doing so will greatly speed your Cultural Victory.

## 2.34. Portugal - Leader: Maria I

### Updated for Gods and Kings and Brave New World DLCs!

Civ Bonus: **Mare Clausum**

Resource diversity grants double gold for Portugal in each trade route. This is usually 0.5 per resource you have available in your Empire, but with Portugal is doubled to 1 gold per - this can add up to a lot of extra gold with many trade routes going to other Civs. It does help with City-State trade routes as well, but you are almost always better off trading with other Civs for the gold per turn is typically double.

Unique Unit: **Nau 36.1.34**

Requires Astronomy. Replaces Caravel

The Nau does not gain any combat strength over the Caravel, nor movement, however when it is on the border of another Civilization or City-State, it may use its Exotic Cargo ability to generate Gold and Experience relative to the distance it is from your own lands. Further = higher gold/XP. The experience gained will usually be about enough to let it go up 1 level if you have built it from a City with a Barracks, so you can tailor them to your needs.

Unique Tile Improvement: **Feitoria**

Requires Navigation.

The Feitoria comes toward the mid-game and allows your Workers to build this tile improvement in a City-State's borders, but only on a tile along the coast. The Feitoria will give you one copy of each Luxury Resource the Civilization has connected, which is typically reserved for when you have an Alliance with a CS. The Feitoria counts as a Fort, so you may want to aid a CS by putting it in a good spot - any units defending there will get a +50% defense bonus. This would be particularly potent on a hill. For an Ally you really want to keep, you may even station your own unit there. When playing against Portugal, pillaging a Feitoria counts as an act of war.

Playing Against Portugal AI Their Tendencies (XML Info and Flavors)					
Warmonger Hatred	Wonder Compete	Offense Build	Defense Build	City Defense	DoF
5	5	5	5	5	7
Friendly to Civs	Denounce Civs	War w/Civs	Deception Likelihood	CS Comp	CS War
6	7	4	6	6	4
Other info	Maria I is middle of the road in many stats, so your experience playing against her can vary wildly from game to game. The AI should make use of its Trade Route bonuses, so having the East India Company built in one of your Coastal Cities will make it a better target for her ships. Trade routes benefit competing Civs, but help you, too! The more incoming, the better. Despite being a Civ that is very well-suited for <a href="#">Diplomatic Victory 39</a> , she's not likely to pursue any particular <a href="#">Victory Condition VII</a> .				
Start bias: <b>Coastal</b>					





Figure 2.33.: The Feitoria gives you a copy of every Luxury Resource a City-State has connected.

## Strategies/Ideas

Portugal is a very flexible Civ, because their bonus is all about money and that is a commodity that aids in any Victory Condition, from helping with Unit upkeep for a Domination Victory or buying Spaceship Parts with Freedom to win Scientifically. However, when you are generating massive amounts of Gold, as Portugal is very capable of, Diplomatic Victory always comes to the forefront for most experienced players - just as it does with [Venice 2.42](#) and other Civs focused on money. Given more Resources will lead to higher Trade Route income, playing Wide with Maria to increase Resource diversity by controlling more land is not a bad idea, but the extra gold will also help a Tall empire get more out of its smaller land area. This means that even if you are put in the situation where you cannot expand to have many Cities, this Civ is more than capable of adapting to those circumstances.

You will want to favor techs that give you access to more Trade Routes, because that will aid you in the early-game even if you have few trading partners or are stuck with just City-States. [Petra 15.6](#) and [The Colossus 15.8](#) World Wonders both give +1 extra Trade Route slots, but can be challenging to build on higher difficulties and Petra requires a desert City, which would likely make for an awful Coastal start. You may want to try for the Colossus if you have Luxuries that require Mining or have Jungle that you will need to chop to access other Luxuries (Spices for example). Try to keep those Trade Routes utilized at all times. One or two could be internal to help your Capital grow larger to aid you in building any Wonders you may desire later in the game. I do recommend you try to get to Banking and adopt [Patronage 10.5](#) before other Civs to allow you to build the [Forbidden Palace 17.2](#) to get +2 Delegates in the World Congress, making Diplomatic Victory easier to achieve, particularly if a City-State or two have been conquered by other Civs. Those extra Delegates can help you control the Congress either way, especially given the extra gold should help you have many more City-State Alliances.

Because the Gold from Trade Routes is determined by the Gold output of both the originating and destination City, you will want to have Markets, Banks, etc. and possibly a few Trading Posts to boost the Gold income of the City that will be doing most of your trading. Over the long-run, a Great Merchant's Customs House could be very helpful for this reason, so long as you focus on making that City a great place to trade. [Great Merchants 23.3](#) are also the easiest type of Great Person to get early and with Portugal you would not have to worry so much about raising the cost of [Great Scientists 23.1](#). Ultimately, this will lead to even more Gold for you because that City will also be the most favorable destination for

other Civilizations to trade with. You will undoubtedly want to adopt [Commerce 10.7](#) to get +25% gold in the Capital and allow you to build [Big Ben 18.2](#). Landsknechts could come in handy for preventing a War, and you will find further reduction of Gold purchasing costs after adopting the next Policy in that tree (Mercantilism).

Portugal's Feitoria is something that some seem confused about. It is a Fort (+50% defense for units stationed there) that doubles as a sort of dock for trade as you can see in the screenshot above. You build it along the coast and may replace a City-State's own Tile Improvement with the Feitoria. This means it only works on City-States that have tiles bordering the coast - they may even be landlocked but must have a tile next to the Coast that they control. Once built, you will get a copy of all their Luxuries to help your Empire's happiness, whether you are Allied or not. This will keep your Civ's Happiness stable even if others are stealing your Alliances. These Resources can't be traded, but it DOES allow you to then trade a duplicate resource that you only have one of - say you have one Cotton, then get Cotton from a City-State. You may now trade your own Cotton for another Luxury or sell it to another Civ without losing the +4 Happiness you get from Cotton. Because you can do this to all Coastal City-States over time, the +2 Happiness per Luxury from [Patronage 10.5](#) is a very helpful Social Policy for Portugal. This further pushes them toward being a Civ that should go for a Diplomatic Win, but the extra Research from all those City-State Alliances will also help them Scientifically. With Patronage and Commerce you could get +8 from each City-State Luxury and +6 for your own.

I saw some controversy about the Feitoria on a couple sites on the web and whether it is still useful to Ally with City-States given you will get their Luxuries. Allying still gives you more Food from Maritime City-States, Culture, Faith, etc. from the others and their Strategic Resources, which can be VERY helpful later in the game, particularly if you do not have access to something you need like Aluminum or Coal. You can use your Gold to help City-States instantly improve a Resource if it is discovered within their lands, which will give you that Resource if you are an Ally.

To make use of the Feitoria, make a pair of Workers to go out with your Nau (to protect against Barbarians) to distant City-States and build them as quickly as you can. You will be able to grow larger if playing Wide or have many more Golden Ages if playing Tall. Getting these up and running is of high importance once available and will be very handy to a rapidly growing Civilization. This should also help you to meet the demands of Citizens for We Love the King Day to help Cities grow even faster. Prioritize building Feitoria in City-States that you have not yet allied with, and particularly those that are Allied with another Civ where you cannot yet afford the Diplomatic Penalty for stealing an Alliance. The Feitoria will give you those Luxuries without angering another Civ, and you can later steal the Alliance when you feel safer about doing so.





Figure 2.34.: Exotic Cargo can be used only once, but generates a large amount of Gold and Experience for the Nau. Exploit this to help you purchase in Cities and buy CS Alliances to become Host of the World Congress.

The Portuguese Nau will greatly help increase your Empire's Gold for a time and give you a capable Fleet that can help deter enemy attacks by improving your Military power rating, as seen in Demographics. You will still want an 'average' land military to help prevent Wars from neighboring Civs. Distant Civs will be hard-pressed to attack you if you have a big fleet of these ships with promotions to better fight against Naval Units and the +1 Movement and/or Supply upgrade to let them heal anywhere. Making 5-8 Nau and even more is not a bad idea, keeping in mind that once the Exotic Cargo ability is used you will pay upkeep on the Unit. You will definitely want to keep plenty to defend your coastal Cities, but others may be deleted within your Borders to prevent paying this upkeep.

You could make many and find that you earn way more effective Gold Per Turn than choosing to build 'Wealth' with a City. Exotic Cargo is used when along or inside the borders of another Civ or City-State and may be used only once per ship. Build many of these and explore the world, looking at how much you gain from using the ability as you travel further away from your Capital. The unit should travel as far from your lands as possible - keeping in mind that the world is round. This means going one or two tiles in another direction may vastly increase the amount of Gold/Experience the Nau generates when you use its Exotic Cargo Ability by altering the shortest path to its location. I suspect on very large maps the Nau can get even more, but on Standard I saw upwards of +340 Gold and +26 Experience for using the ability. Once you identify a good spot, send all your Nau there to use their ability before continuing to explore or returning home. The Nau upgrades to the Ironclad and later Destroyer, so you will have little trouble with Submarines later on and may even find yourself taking some Cities through force or liberating City-States.

Overall, Portugal is a great and flexible Civ that should be easy for newcomers to the game. Gold is incredibly useful and any Civ that gets more of it is going to be able to adapt to ever-changing circumstances. Share your Tips for playing Portugal below, where you may help your fellow players.

## 2.35. Rome - Leader: Augustus Caesar

### Updated for Gods and Kings and Brave New World DLCs!

Civ Bonus: **The Glory of Rome**

All Cities get a +25% Production boost to any building that has already been built/purchased in the Capital. Make a Capital with strong Production or buy Buildings, then see those newly unlocked structures go up quickly across your empire. It's an excellent Unique Ability.

Unique Unit: **Ballista 36.1.35**

Requires Mathematics. Replaces Catapult.

The Ballista is merely a stronger version of the Catapult, but much stronger. It goes from 8 to 10 Combat Strength which is amplified when attacking Cities and has 8 vs 5 defense against attackers, so they're more durable as well. These do not require any special resource, so it's easy to amass them and have a strong siege engine to bring down your Rivals' Capitals and quickly conquer your Continent. They're still useful when Cities have 20-30 Defense, so long as you protect them with a strong melee and ranged presence. Some of my Ballistae survived well into the future and made wonderful Artillery later in the game.

Unique Unit: **Legion 36.1.35**

Requires Iron Working. Replaces Swordsman.

The Roman Legion has 17 vs 14 Combat Strength when compared to a regular Swordsman - a very powerful unit in its time. They are also able to construct Roads and Forts to help your workers improve your Empire and create City Connections. When planning an attack, it's easy to throw up a Fort as a fallback position or even use them on the edge of your empire to help defend Strategic Resources. I found it worth the gold maintenance to use Legion to make roads to lands I was planning to conquer - gonna need them for the City Connection later, anyway!

Playing Against Rome AI Their Tendencies (XML Info and Flavors)					
Warmonger Hatred	Wonder Compete	Offense Build	Defense Build	City Defense	DoF
4	6	5	6	6	5
Friendly to Civs	Denounce Civs	War w/Civs	Deception Likelihood	CS Comp	CS War
4	7	5	6	6	8
Other info	While he's no <a href="#">Shaka 2.43</a> , Augustus Caesar can be a real jerk in most games. He often makes good use of his Civ's Unique Ability and Unique Units by conquering other Civilizations early. He's middle of the road in many stats, but this leader is as land and power-hungry as any other. As you'll note, the Romans are competitive for CS Alliances, so that is just one of the many things you can do to anger him. He's not as likely to be Friendly as some leaders, and more likely to be deceptive. If your Civ starts next to Rome, then be wary - particularly if he has plentiful Iron, because the Legion is a beast in its time and the only real counter is a strong ranged response - from Composite Bowmen to Crossbows.				
Start bias: <b>None</b>					



Figure 2.35.: The Ballista's 10 Strength is a 25% increase in attack power over a Catapult. They additionally have 8 Defensive strength, which gives them more durability when attacked by Cities and Units.

## Strategies/Ideas

Rome is a rather simple Civilization to play, and for someone looking for early Warmongering without worrying about getting it perfect, is a good Civ to try. Caesar's Unique Ability giving +25% Production to all Cities of any building that has been constructed in Rome means you'll do well with a massive, sprawling empire as I had or a small 3-4 city empire. Wide is absolutely best here - I would go Liberty and spread out to areas that have Iron, then conquer my neighbors. I would not bother with an Honor start here, because both of Rome's UUs are powerful and capable without the bonuses that come there, plus your Civ will have no trouble building new Military Training buildings thanks to Glory of Rome. It was helpful later in the game to help with upgrade costs and let units like Bombers and Battleships gain experience more quickly. You want the money from City Connections, which are easy to get with Legion helping and Liberty will reduce unhappiness passively while giving +1 Happiness per City you connect. Throw up a Colosseum/Courthouse and it's making up for itself.

In my last game with Rome, I lacked Iron so did not get to make maximum use of the Legion until after conquering a Civ that had Iron nearby. From there, it let me gobble up China and take over half of my Continent pretty quickly. Thankfully, the Ballista's higher strength over the Catapult made up for my lack of Legion and worked just fine in combination with Composite Bowmen and Spearmen. That extra strength is amplified by the City Attack bonus, so they are excellent at what they do, along with the perk of them being a little better against regular Units.

My long-term recommendation is to start [Liberty 10.2](#) so that you can focus on building up Rome and get the free Settler. You are likely to be much luckier than I and locate a spot with Iron with your Scouts and expand quickly so that you can amass an army. If you don't have Iron, go my route and conquer the closest Civ that does. Get buildings like Granaries, Barracks, and a Library in Rome to make these crucial buildings cheaper in Expansions. Take over a Capital or two and go from there - you could switch up to any [victory condition VII](#), but may well find yourself with the momentum you need to finish the game with a [Domination Victory 40](#) - they are very flexible. If you are able to, take the free Great Person from Liberty and use it to construct [Machu Picchu 16.5](#) to get more gold from your City Connections. I did max [Honor 10.3](#), but I consider a few points in [Commerce 10.7](#) important to Rome. Reduced road maintenance and purchasing costs in Cities will help a wide empire greatly. Later, get [Big Ben](#) and go Order to get dirt cheap purchasing of Buildings in Rome, so your other Cities can then get them constructed fast.

While Warmongers tend to do a lot of Puppeting, I did not like it with Rome. I puppeted until I could

get a Courthouse up and eliminate the extra Unhappiness. The conquered Cities can build 25% faster just as your normal Cities and will create buildings you don't necessarily need at the time, running up costs when you want Gold to support a Military. I found it easier to build/buy Courthouses and take control of those Cities. Overall, it helped me with Great Scientist generation later in the game when I wanted to quickly grab Technologies and I was able to switch to Food focus to help them grow and make up for the added Science cost. My plan did not include but a few points in Rationalism and my Rome was Culturally stunted for a time due to a Militaristic focus.

[Founding a Religion 12.1](#) with Rome isn't necessarily important, for you can easily take over a neighbor's and encourage it throughout your lands. I did get lucky enough to start with many wine resources nearby, so went with the [Pantheon 12.3](#) to get Culture/Faith from those tiles. Tithe was helpful to Unit Maintenance, and anything that boost Happiness is going to be a boon to you when playing wide. I relied on City-State Alliances to get the bulk of my Culture and Faith, but I was lucky to have a couple of each on my Continent.

I tried Autocracy just because I wanted to see how it would play out to give recommendations for this Guide, and quickly regretted not choosing Order. Freedom is not a very good choice of Ideology for this Civ at all. Overall, the extra [Science 7](#) from Factories will synergize well with Rome's other bonuses, so you have incentive to get production buildings done and have a large empire of highly-developed Cities - spreading the Glory of Rome, the entire idea behind the UA. You will find Five-Year Plan to be an excellent level 2 Tenet, giving you an additional +1 Production for each Mine and Quarry to help make use of Glory of Rome and the Happiness from Production buildings will keep your populace content. Order is the most-oft picked Policy by other Civilizations, so you'll also fit in well and avoid Diplomatic Penalties for that which can compound quickly if you've been Warmongering. Internal Trade Routes get 50% more Food and Production with Iron Curtain, and Courthouses are automatically installed when you capture a city. The drop in price to purchase buildings from Skyscrapers in combination with Big Ben and Commerce's Mercantilism will result in a 73% reduction in building purchase costs - that is HUGE and lets you buy up Research and Production buildings in key Cities. If you finish Commerce for the +2 Happiness per Luxury, you will not be disappointed - in fact, it can help make Warmongering easier by boosting Tourism to other Order Civs and any Civ that has less Happiness. New buildings like Stadiums etc. should go up quickly with Rome, so you can easily keep Happiness stable so long as you don't overreach with your conquest. I highly recommend this Civ to beginners who want to try waging War. The extra Production will help make up for any mistakes you make earlier in the game.

## 2.36. Russia - Leader: Catherine

### Updated for Gods and Kings and Brave New World DLCs!

Civ Bonus: **Siberian Riches**

Strategic Resources give +1 Production when worked by a City. Additionally, Horse, Iron and Uranium are provided in double quantity, allowing you to support a larger military.

Unique Unit: **Cossack 36.1.36**

Requires Military Science. Replaces Cavalry.

The Cossack is an Unique Cavalry replacement which gets a +33% bonus vs Wounded Military Units. This combines with the +33% Charge Promotion Mounted Units can receive. Combining the two will result in a whopping +66% Combat Strength boost vs Wounded. Have your ranged hit them, then send in the Cossack to finish off the enemy.

Unique Building: **Krepost**

Requires Bronze Working. Replaces Barracks.

Provides the usual +15 XP of a Barracks, but reduces Gold and Culture costs of acquiring new tiles by 25%, expanding your lands more swiftly through Culture or allowing you to purchase important tiles on the cheap. Building these after Libraries and Monuments in your first Settled Cities will result in rapid expansion of borders, particularly if you have a Culture-producing Pantheon.

Playing Against Russia AI Their Tendencies (XML Info and Flavors)					
Warmonger Hatred	Wonder Compete	Offense Build	Defense Build	City Defense	DoF
5	7	6	6	6	6
Friendly to Civs	Denounce Civs	War w/Civs	Deception Likelihood	CS Comp	CS War
7	6	4	7	7	7
Other info	As you can see, Catherine is likely to be Deceptive and a presence that should lead you to avoid making Pledges to Protect City-States. She is likely to build a large Military, and though she doesn't have a tendency toward Warmongering she will certainly use this force if you've given her enough reason. She is likely to gobble up lands to make good use of her UA, with her high tendency toward Expansion. Russia is not a neighbor you'll want to see expanding toward you, for she's likely to want your land. Arm up if this is the case and prepare to either knock her down a peg or remove her from the game.				
Start bias: <b>Tundra</b>					





Figure 2.36.: The Russian Cossack gets a +33% Combat Strength Bonus vs Wounded Military Units. This is distinct from the Charge Promotion, and these stack to allow for +66% CS vs Wounded.

### Strategies/Ideas

Russia is well-suited to Wide play, but can do just as well [playing Tall 6.2](#). This makes them an adaptable Civ so long as you have enough Horses and Iron around in the early-game. Otherwise, their UA goes to waste until you've found some. Thankfully, you should be able to locate Iron near the Tundra they are inclined to start in and Horses when you can find some Plains.

Having double Iron is of particular help early on to let you build Swordsmen, who are much better at defending and assaulting other Civs than the Spearmen you would get to use otherwise. When you only have one patch of Iron, you'll really appreciate Siberian Riches. You may even sell excess Iron and Horses to an early neighbor.

Key here is the Production bonus from Strategic Resources, which are not necessarily found in quantity in every game. You can have awful luck, so this Civ is hit and miss as a result. When things go in your favor, either you've got a few Cities that grow Tall enough to make great use of the tiles around them and utilize it for whatever (Buildings, Wonders, Military or all three) or are able to have stronger Production in many small Cities to accomplish the same on a larger scale - the latter requires Happiness management and, likely, Warmongering on your part. Regardless, this Civ is a bit open to interpretation. The extra Production can certainly help for a Domination Win, but is equally helpful in pursuing a Cultural or Scientific Victory.

The Cossack is incredible when it comes - though unfortunately a little late. Having your ranged units (Crossbowmen, Gatling Guns) attack the enemy first then moving in with Cavalry to finish them is an excellent strategy. With three Military XP buildings, you'll find yourself only 15 XP away from being able to get Charge for the extra 33% Combat Strength bonus vs Wounded Units. This is significant and will have the Cossack dominating the battlefield any time you can set up these situations. It is especially wonderful if you've had Knights/Horsemen in the past that already have this Upgrade, so do plan ahead for their use if you find yourself in that situation.

Overall, Russia is a bit unreliable. You never know what you'll get and other Civs that seem fit for Warmongering are much better at the job. Still, you may find her Production bonuses even better than Egypt's for early-game Wonderwhoring - especially since it does not take a tile improvement to make Horses and Iron churn out an extra Production. When improved, they'll be very powerful tiles. Good

## *2. Civilization Bonuses, Unique Units, Strategies and Openings*

Scouting is absolutely essential with this Civ, as is unlocking the ability to see Horses (Animal Husbandy) and Iron (Bronze Working) on the map so you can Settle wisely.



## 2.37. Shoshone - Leader: Pocatello

### Updated for Gods and Kings and Brave New World DLCs!

Civ Bonus: **Great Expanse**

Founded Cities start with additional territory and Units receive a +20% Combat Strength bonus when fighting in their own Territory.

Unique Unit: **Pathfinder 36.1.37**

Unique Scout Replacement.

A unique Scout replacement that has as much Combat Strength as a Warrior and starts with Native Tongue, which allows selection of bonuses from Ancient Ruins you find. Each Bonus may be chosen again every third Ruin. The Unit doesn't upgrade to anything, but if you elect to study tools to upgrade the Unit, it goes to a Composite Bowman instead of the usual Archer.

Unique Unit: **Comanche Riders 36.1.37**

Replaces Cavalry. Requires Military Science, Horses.

Cost 200 vs 225 for Cavalry and have +1 Movement. The +1 Movement is a Promotion, and does carry over when upgrading the Unit meaning you have faster Landships and Tanks later in the game the more of these you make.

Playing Against Shoshone AI Their Tendencies (XML Info and Flavors)					
Warmonger Hatred	Wonder Compete	Offense Build	Defense Build	City Defense	DoF
5	5	5	8	8	5
Friendly to Civs	Denounce Civs	War w/Civs	Deception Likelihood	CS Comp	CS War
6	5	3	3	5	3
Other info	Pocatello is a trustworthy leader who is unlikely to engage you in War. He primarily plays defensively, but is capable of defending himself and creating a large mobile Army. Pocatello has a very high flavor for Expansion, so is likely to play a wide empire.				
Start bias: <b>None</b>					



Figure 2.37.: Shoshone's new Cities start with 8 extra Tiles thanks to Great Expanse.

### Strategies/Ideas

The Shoshone came with the Brave New World DLC and were initially seen as overpowered. I find them a well-balanced Civ, offering a strong early game that can allow you to quickly pass the AI. Great Expanse is an excellent early-game bonus, though you need to use it well because its effects are nearly gone by the late-game, aside from the defending bonus. Great Expanse gives newly-founded Cities 8 additional tiles - the 8 the AI would have automatically chosen had your Cultural Borders expanded naturally. This means that you are likely to get some great workable flat lands, as well as most of your resources within 3 tiles as soon as you Found a City. This bonus is way, way better than Washington's.

Capitalizing on Great Expanse means Workers, to the tune of two per City. You can cut back on them later, once your lands are developed. You have the unique ability to get all your Luxuries connected before your Borders ever expand and will rarely need to buy a tile. I do suggest trying to found a Religion with them, as terrain-specific Pantheons can be very helpful, plus you have the ability to get Faith from Ruins (more on that later). I suggest Researching Pottery first and using a build order of Pathfinder > Shrine > Worker > Archer. After your first Expansion, get out Workers asap. You want to be able to build Pastures, Mines, and Farms along Rivers and set up trade deals with other Civs. Your second Pathfinder can join the first in scouting out your lands. Shoshone do not work well on Archipelago, but rather Continents or Pangaea because it wastes this Unique Unit's excellent bonus. On a map like Plains plus, they would absolutely excel because of how many Ruins there tend to be.

With this strong early start, it's easy to get to Universities and start outpacing the AI in tech. That has led me to two Cultural Victories with the Shoshone (Turns 330-350 on Immortal) and I was very pleased with how the game went, to the point that this has definitely become one of my top 5 Civs. What I really like about them is how the early bonus translates into getting Science up and running via Education, and that's a perk players who do not own Babylon or Korea can enjoy.

Great Expanse's defensive bonus can be used offensively, so long as you fight a Warring Civ in your own territory. Your Units will deal a lot more damage and you'll be able to push them back toward their own lands. Civs that are put on the defensive and clearly bested Militarily will typically offer better [Peace Treaties 37](#). They may give you lump sums or GPT and even Cities. Regardless, if you get War declared,

you will be in a good position to turtle up and protect your Cities from strong foes. This bonus works well 100% of the time, unlike Ethiopia, who only get bonuses against Civs with more Cities.



Figure 2.38.: Pathfinders can select powerful bonuses from Ancient Ruins.

The Pathfinder's usefulness is only in the first 50-70 Turns of any game. You'll start with one, but likely need two to maximize the benefits. As you Scout your continent, you should be lucky enough to find at least 4-6 ruins, if not more. You cannot pick the same bonus every time, but rather every four ruins (so Culture > Tech > Unit Upgrade > Culture > Tech would work). It's great to take a free Tech first (hopefully Mining), then Culture, then upgrade to a Composite Bowman that will be wonderful for completing CS Quests. At Turn 20, you can select to find +20 Faith from a Ruin. This means you can instantly grab a Pantheon, particularly if you have Shrine in Mason Kahni. If it's Turn 19 and no one's around, save that ruin for a couple of Turns later to get your Pantheon. After a Pantheon is founded, you are able to select Faith toward a Great Prophet (60 Faith) without waiting for three more Ruins. That gets you nearly 1/3 of the way there, and with Shrines in your other Cities and a Faith-producing Pantheon you are practically guaranteed a Religion.

Smart selection of Bonuses is important to maximizing use of the Pathfinder. Whether you're playing with Liberty or Tradition, you will want Techs first, then Culture, then to upgrade the Pathfinder so it can squish Barbarians. Upgrading the Pathfinder also gives you a strong Unit early in the game, which can be used to harass other Civs and steal Workers. This feels a lot less like cheating than using City-States to accomplish the same, and it's likely the Civ in question will forgive you so long as you don't actually try to take a City.

Taking a free Population is sometimes a bad idea, depending how much Food is around. Readers below noted that food does carry over, so that it will add a full population and keep the food you had. Sometimes, you will not have many food resources and it's a good time to take Population. When Food resources are plentiful, the City will [grow quick 4.6](#) naturally, and you will reach size 4-6 then stagnate without a Worker to add farms or improve resources - so you're speeding the rate you hit that wall, though benefitting from

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higher Production/gold in the City earlier. Faith is the best pick for the long term, but for the others I prioritize Tech > Culture > Upgrades > Gold. With low food/high production around, I would take Population to help with Production, as opposed to Culture. That would get a Worker and other buildings out sooner and allow the City to grow further.

The Shoshone give you a very strong start, and it's up to you to make that translate into a good game. While their bonuses peter out, it's great to get the ability to grab free Techs and Culture from Ruins. This will give your Workers the Tech needed for Improvements, reveal Horses, or get you closer to Philosophy. Having plenty of early Workers, you should have no trouble getting your City Connections up and running and raking in Gold with Trade Routes, allowing you to buy necessary buildings.

I do not have much good to write about the Comanche Riders. I used only a few during my games with the Shoshone. The good things about them are very simple - they have +1 Movement and are 25 Production cheaper than a Cavalry. This means you can make them 10% faster and will have an extra Movement to move around rough terrain and pillage tiles. They do this well when upgraded to Tanks, too. I do suggest you build at least a few of these as fast responders to Wars and their ability to sneak behind the front lines to hit Cannons and Crossbowmen/Gatling Guns.

I have not played the Shoshone Wide with Liberty, as it's typically hard to grab lots of land on Immortal in a timely manner, but it's clear their Cities would work very well this way. Cultural Expansion of Borders won't be a problem and you'll be able to set your Workers on improving the very best tiles to capitalize on Great Expanse. Even neglected Cities will perform far better than usual, since they will have those 3-food or 2 Food/1 Production tiles to fall back on. Given all the Workable tiles you'll have, micromanaging your Citizens in the early-game is highly recommended.

This Guide should have given you some insight on why the Shoshone are viewed as a strong Civilization.



## 2.38. Siam - Leader: Ramkhamhaeng

**Updated for Gods and Kings and Brave New World DLCs!**

Civ Bonus: **Father Governs Children**

Food, Culture, and Faith from Friendly/Allied City-States increased 50%.

Unique Unit: **Naresuan's Elephant 36.1.38**

Requires Chivalry. Replaces Knight.

+50% bonus vs Mounted Units. Loses 1 move (3 total) but has 25 Strength vs 20 of a regular Knight. A 25% increase in Combat Strength.

Unique Building: **Wat**

Requires Education. Replaces University.

Gives +3 Culture in addition to regular University Benefits.

Playing Against Siam AI Their Tendencies (XML Info and Flavors)					
Warmonger Hatred	Wonder Compete	Offense Build	Defense Build	City Defense	DoF
8	4	5	8	6	6
Friendly to Civs	Denounce Civs	War w/Civs	Deception Likelihood	CS Comp	CS War
7	5	5	6	4	3
Other info	His CS Competitiveness Score being so low is strange, given the Civ's Bonus. This Civ is likely to pursue Cultural/Scientific victories and found a Religion. Ramkhamhaeng can be very Friendly, but is just as likely to be Deceptive. He has one of the highest Warmongerhatred Scores in the game, so will very much dislike any Conquest you may attempt.				
Start bias: <b>Avoid Forest</b>					



Figure 2.39.: Maritime, Cultured, and Religious CS Alliances should be prioritized when playing Siam.

## Strategies/Ideas

This Civilization's Unique Ability is the only thing that stands out and is consistently useful. The Wat can help greatly with Culture output and Border Expansion with Wide play, but will otherwise be a side bonus when you tech up to Education and build this University replacement. It gives you more incentive to do so, and that is a good thing because teching Universities early is important to Scientific Output.

Naresuan's Elephant is very situational in usefulness, but its high Combat Strength can help to deter War. Having some of these units around will raise your Military rating and make it harder for a Civ AI to decide to War with you. Their strength is nice, but still nothing against Cities. This is not a Civ focused on conquest, but rather playing defensively and having those City-State Allies help you to protect your lands, whatever Victory Condition you pursue. They would perform well for Cultural, Scientific, or Diplomatic [Victory VII](#).

Siam plays well [Wide or Tall 6](#) - it is dependent on the lands available to you. With many Maritime City-States in the game, that is more free food - but it is the only Bonus that scales with more Cities. When playing Tall you will find the Culture from City-States is much more useful toward adopting new Social Policies, and will acquire new Policies every 10-15 Turns with a number of Allies. An early Religious CS Ally can easily help you to Found a Religion, and that is something you'll want to do in most games. Taking Tithe, along with Feed the World and something to boost Happiness would be ideal.

**Here's a modified excerpt from the [City-States Guide 25](#), modified to show what Siam would get from the three types of Alliances:**

### Cultured City-States for Siam

Gives +4.5/+9 Culture Ancient-Classical Era, +9/+18 Culture Medieval-Renaissance Era, +19.5/+39 Culture from Industrial to Information Age. The Culture will only help with Social Policies and does not aid with border growth.

### Maritime City-States

These Alliances always give the same amount of food, no matter the Era. For Friends, it's +3 Food in the Capital only, helping growth. With an Alliance, this jumps to +4.5 Food in the Capital and +1.5 in every other City, providing a boost in Growth to your entire Empire. The half-food does count, as you must reach a total to grow in Population and it's contributing to that total.

### Religious City-States

Religious City-States give +3/+6 Faith in Ancient-Classical Era, +6/+12 in Medieval-Renaissance, and +12/+24 Faith in the Industrial, Modern, and Information Ages. Meeting them for the first time will result in your Civilization getting +8 Faith, helpful toward creating a [Pantheon 12.3](#).

As you can see, they can get quite a lot from these three types. Having basic Faith-producing buildings and a Religion (even if not yours) in your Empire will allow you to purchase more Great People with Faith in the Industrial Era. The trouble is that you never know what types of City-States will be in a game, so their bonuses will vary wildly from game to game. Work with what you have and pursue the Victory that seems sensible.

Acquiring and maintaining CS Alliances is key with Siam, so always utilize your Trade Routes and take the Patronage tree to get even more from them. If you can meet all of them and Ally, a Diplomatic Victory is very plausible and likely the most well-suited Victory Condition. I played for a Scientific Win with them on Immortal and found it worked out for me. You can read the game journal [here](#). Also read up on maximizing profit from [Trade Routes 9](#).

## 2.39. Songhai - Leader: Askia

### Updated for Gods and Kings and Brave New World DLCs!

Civ Bonus: **River Warlord**

All of Askia's military units gain the Amphibious and War Canoes promotion. This gives them better defense while embarked in the Ocean and eliminates penalties for attacking from their boats or over a river. Additionally, Askia will receive triple gold from Pillaging Barbarian Encampments (75g) and Cities, providing an economic boost when conquering.

Unique Unit: **Mandekalu Cavalry 36.1.39**

Requires Chivalry.

This great unit replaces the Knight and ditches the -33% Combat Strength penalty for attacking Cities. They are some of the best hit and run raiders in the game, particularly when you can bring them into a game early. They will upgrade later to Cavalry, so there is a period where they will not be very strong compared to other units unless heavily upgraded. During this time, use them wisely to help other, stronger troops like Riflemen and Cannons to clear enemy units and help you push to conquer that next City. When upgraded to Cavalry, they will again have that penalty for attacking Cities.

Unique Building: **Mud Pyramid Mosque**

Requires Philosophy.

This building replaces the Temple and requires no Gold to maintain. It provides an additional +2 Culture along with the +2 Faith of a Temple. This will help City borders expand while also aiding your ability to purchase Buildings/Units/Great people with Faith. It seems like a small bonus, but when you are going about conquering many Cities, it will help to fill in the gaps so other Civs cannot settle within your lands.

Playing Against Songhai AI Their Tendencies (XML Info and Flavors)					
Warmonger Hatred	Wonder Compete	Offense Build	Defense Build	City Defense	DoF
4	8	8	4	5	6
Friendly to Civs	Denounce Civs	War w/Civs	Deception Likelihood	CS Comp	CS War
6	5	7	3	4	8
Other info	As you can tell from the information above, Askia is likely to go after City-States to take advantage of his bonus in Pillaging Cities. Askia may be likely to grow irritated as you build Wonders. You should expect plenty of mobile (mounted) units from him, so Pikemen can help in defeating his powerful Cavalry should they come knocking at the City gates.				
Start bias: <b>Avoid Tundra</b>					





Figure 2.40.: Mandekalu Cavalry can attack, then run out of a City's range to avoid retaliation.

### Strategies/Ideas

Given Askia's bonuses, you will certainly want to go with a Domination victory type, or at least display early aggression and transition into another style of play. I played a successful game starting with Liberty and the first 2 Policies to get a free Settler, then tagging Honor for Culture from Barbarian kills and notifications of new encampments. I then went back to Liberty to finish it, and moved back to Honor to finish it as well. Use Horsemen in the early game, as you can start promotions toward some very powerful Cavalry when you unlock Chivalry. The triple Pillaging bonus of River Warlord gives you an economic edge when you are actively removing Barbarians (ideally waiting for City-State quests) and hopefully taking some Capitals on your continent.

The Mud Pyramid Mosque is an excellent building, though some are better. The benefit here is the Culture for tile expansion, and all the gold you'll save with Temples in every City across a wide empire, particularly in the early game. This means you'll really want to take advantage of Religion and try to found your own. Going Liberty will free up some build time in your Capital in the first 30 turns, so try to get out a Shrine and go toward Philosophy to unlock this building, then move on to Chivalry to get your Unique Unit.

Early aggression is your best bet, and the [Holy Warriors Follower Belief 12.5](#), which allows you to buy units with Faith can help with that although it's not essential. I used that along with Pagodas, with Tithe as a [Founder Belief 12.4](#) to help my Gold per turn. If you start with Luxuries that require calendar, you may even want to build Stonehenge to boost Faith output and give you Great Engineer points early in the game.

I used Swordsmen, Horsemen, and Archers/Composite Bowmen in my first conquests and tried to start bringing down Civs on my Continent by turn 100. Taking over Cities and usually getting 500+ Gold, I was able to buy buildings and City-State allies to help with any happiness/culture problems created by being so warlike. I suggest you Puppet any conquered Cities (and raze those in bad spots) so that your Capital is able to build National Wonders, then Annex those Cities later on to avoid the happiness hit. When Mandekalu Cavalry were available after beelining for Chivalry, I went on a rampage and conquered 4-5 Cities, which thankfully had diverse Luxuries to keep such a large population in the early game happy. I made sure to build Trading Posts and improve Food output in Puppeted Cities with my workers, to help income due to Puppet Cities' default focus being on Gold.

Coastal Cities are easier to take with Askia as your melee units are able to attack Cities from the ocean with no penalty, while not suffering a defensive penalty for being in the water when Cities counter attack. This Civ Bonus comes in handy another way, as there are usually several river tiles around a City that would give a penalty for Melee attacks. Use your Cavalry to attack, then flee to 3 tiles away to prevent them being able to counter attack. You could even let them suffer one round after attacking, pillage and

run away so that your ranged are protected and begin the process of healing up. The defending AI City will usually choose to attack a wounded melee unit over your ranged.

Warring with Askia is really a simple affair thanks to the removal of these penalties, from the early-game to late-game when you are using Infantry and Tanks. If you are aggressive enough, you may never even see a tank as crossing Ocean with Askia's units is much safer than it is for other Civs thanks to War Canoes. Note that embarked melee cannot attack Naval units, so if you plan to sink enemy Ships you will need at least a small Navy to aid in that - else, you will find the War Canoes are quite defensible when crossing Ocean. This is particularly helpful early-game against Barbarian Triremes.

After Libery and Honor, I would probably go with at least a few Policies in Commerce with Askia. It will help with road upkeep and happiness, though Rationalism will certainly be helpful if you are behind Scientifically and can get Universities up in all your Cities. You can also use your Gold to buy off City-States, so that you can attempt to get the Scholars in Residence proposal passed, which will boost research by 20% for things other Civs already know. You may end up behind, but will be capable of catching up or at least having a large/strong enough Military to finish a Domination win.

Naturally, Autocracy or Order are probably the best two choices for Askia when it comes to Ideology. Autocracy is particularly handy, though if you are aggressive enough you are not likely to make it far down the Ideology tree. You should play this Civ just as you would any other Warmonger. You can do otherwise with him, but there are better Civs to pursue other Victories. Everything he gets bonus-wise is built around Conquest and claiming territory for your own. I really enjoyed my game with him, and found it an easy play, particularly as other large Civs on other continents did not know of my early conquest to be wary of my military and were easily dominated thanks to the ease with which Askia's troops can make landfall on another Continent and do what they do best - wage war.

## 2.40. Spain - Leader: Isabella\*

### Guide not yet written!

Civ Bonus: **Seven Cities of Gold**

Gold Bonus from discovering Natural Wonders. All tile yields from Natural Wonders doubled if you can get one within workable range.

Unique Unit: **Tercio 36.1.40**

Requires Gunpowder. Replaces Musketman.

+50% Bonus vs Mounted Units. Has +2 higher Combat Strength than Musketmen, at 26 vs 24 but costs 10 more Production (160).

Unique Unit: **Conquistador 36.1.40**

Requires Chivalry, Horse. Replaces Knight.

City attack penalty removed. Double defense when Embarked, +2 sight range and can settle Cities on other Continents.

## 2.41. Sweden - Leader: Gustavus Adolphus\*

### Guide not yet written!

Civ Bonus: **Nobel Prize**

Gain 90 Influence gifting Great People to City-States. Declarations of Friendship give Sweden and the friendly Civ a +10% GPP boost toward Great People.

Unique Unit: **Hakkapeliitta 36.1.41**

Requires Metallurgy, Horse. Replaces Lancer.

Great Generals give +30% combat bonus if in the same tile. This is easy to accomplish, as a GG stacked with the Hakkapeliitta will inherit the same moves (4).

Unique Unit: **Carolean 36.1.41**

Requires Rifling. Replaces Rifleman.

Starts with March, which will heal it every turn, even if it performs an action. Keep a Medic nearby for maximum effect, so that it can get larger heals every turn, helping it last longer in combat and when attacking Cities.

## 2.42. Venice - Leader: Enrico Dandolo

### Updated for Gods and Kings and Brave New World DLCs!

Civ Bonus: **Serenissima**

Venice is only able to directly control one city and are unable to Annex Cities or gain Settlers through any means. To offset this weakness, they get Double trade routes and a Unique Great Person, the Merchant of Venice upon researching Optics and in replacement of the Great Merchant. Venice is unique in their ability to purchase both units and buildings in Puppeted Cities, but may not change the Production Queue.

Unique Unit: **Merchant of Venice 23.3**

Gain one free on Researching Optics, otherwise replaces the Great Merchant The Merchant of Venice is like the Great Merchant, but gets double City-State Influence and Gold for Trade Missions. Also special about the Merchant of Venice is its ability to purchase a City-State instantly, making it your Puppet. This is Venice's one way to expand their borders and can be very helpful when a CS has resources you want to control or has the potential to make a great City for your Empire.

Unique Building: **Great Galleass 36.1.42**

Requires Compass.

Costs 10 more than the Galleass it replaces, but has +3 Ranged Strength and +2 defense, which is a solid improvement and gives Venice a strong unit to protect their sea trade routes and even bombard cities to take control of others on the same continent, as they are not able to enter the Ocean like the regular Galleass.

Playing Against Venice AI Their Tendencies (XML Info and Flavors)					
Warmonger Hatred	Wonder Compete	Offense Build	Defense Build	City Defense	DoF
5	3	3	5	8	7
Friendly to Civs	Denounce Civs	War w/Civs	Deception Likelihood	CS Comp	CS War
7	6	3	7	7	3
Other info	Dandolo has a tendency to go for a lot of gold, and is pretty likely to found a Religion. The AI tends to favor a Diplomatic Victory type, so take those CS Allies away from Venice late-game!				
Start bias: <b>Coast</b>					



Figure 2.41.: The Merchant of Venice Buy City-State will Instantly Puppet a CS.

### Strategies/Ideas

Enrico Dandolo's Venice is arguably the best Civ for a One-City Challenge. You should start on Coast, but don't always (I've been landlocked) - you should likely reroll unless you are playing Pangaea, for you need that Coastal position to reach out and trade with other Civilizations beyond your Continent. Start at least one scout on Continents, two on Pangaea, as meeting City-States is extra-important to Venice. You can use your starting Warrior to protect your first Worker from Barbarians until you can get out an Archer to allow you to rush a Wonder or three before you begin exploiting your bonus Trade Routes.

A [Diplomatic Victory 39](#) is the easiest route for Venice given they have great Gold to Ally City-States. Puppeting City-States will take away their Delegates, but the required votes will go down. You should only use Puppeting on a couple of CS in order to buy Cargo Ships there and send them to Venice for +Food. Otherwise, use the Trade Mission to instantly give +60 and Ally City-States. You will have a lot of gold, for every time you research a tech or construct a building/wonder that unlocks a new trade route, you'll get double that amount. Use a ship along with units on the ground to protect those trade routes - destroying coastal Barbarian Encampments near sea routes is effective because it stops them spawning and others around the globe will harass closer targets.

Skip building a Monument and wait out the Culture or hope for +20 from an Ancient Ruin. Use the time you might (with Liberty) build a Monument to instead construct a Shrine when Pottery research is done. Tradition is the best Social Policy opener for Venice given it boosts specifically in the Capital, and your lack of need to build or buy Settlers will give you more flexibility in your choice of Wonders, letting you take advantage of the +15% production toward them heavily. Liberty also seems viable, for you get a "free" Merchant of Venice in replacement of the free Settler, but this is misleading as that free MoV will increase future costs and doesn't make the tree really worth it. The Tradition line just scales better for the later game with its massive growth bonuses, help toward early Wonder Production that will benefit your Society forever, and +1 gold/-1 unhappiness for each 2 Citizens in Venice. Piety would be better, and a whole more interesting, than Liberty in my opinion but Tradition trumps all for such a small Civ as Venice.

The Colossus is a Wonder I consider highly important for Venice. You don't need to build or buy Settlers, so you can likely unlock the required Iron Working tech with The Great Library. The Colossus will give Venice two Trade Routes instead of one, higher profit from those Routes and +1 GPP toward Merchants of Venice. Of secondary importance is The Hanging Gardens, which is also highly desirable since you have only one City, and the Free Garden (+25% great person generation) comes free whether you're near a river or lake or not.

It's very dependent on who you're playing against and the difficulty, but playing on Emperor I have been able to secure the Great Library, Colossus, then Hanging Gardens in that order by rushing GL and making sure the required techs were done to try to begin on the next as soon as each Wonder finishes, researching Optics (MoV for Customs House) after all three were unlocked for construction. To aid in this, Gold can be used to purchase better production tiles for Venice to work and an Archer to begin offensive against the Barbarians and get CS Allies. Go for a National College immediately after that. The Techs to unlock all these buildings put Markets, Compass, Workshops, and Machinery for the Ironworks within easy reach while you establish some Land trade routes (easier to defend in the early-game) and from this point try to keep the number active at or near the maximum available to you throughout the game.

My getting all three Wonders in a few games to test my strategy was possible with a bit of luck, but playing on a lower difficulty it is definitely doable almost 100% of the time with a good start. I was lucky enough to have a few Forest tiles to chop to facilitate this strategy. +30% Production total to Wonder construction from Religious Pantheon and Tradition led to great success for me. My actual build order for a successful game was something like Scout > Scout > Shrine > Worker > Great Library (Iron Working) > Colossus > Hanging Gardens > National College, obviously getting the tech for them in that order. It is good that you pick up Archery along the way to do City-State quests and [protect your lands 4.5](#).

Here's a short list of Wonders that are useful to Venice, ignoring optional things like Religion. It's not meant to be exhaustive, but some of these are important in getting yourself started then securing all the votes for that Diplomatic Win:

- **Great Library 14.3**

- Requires Writing.
- The free Tech can jump you to the Classical Era and allow production of the Colossus or a very early-game National College to set Science very high.

- **The Colossus 15.8**

- Requires Iron Working, Coastal City.
- Extra gold from trade routes, +2 trade routes for Venice and a free Cargo Ship. +1 Great Person Points toward Great Merchant.

- **Mausoleum of Halicarnassus 14.5**

- Requires Masonry.
- Build this for +1 Great Merchant point and +2 gold per tile on any stone or marble resources, along with 100 Gold for each Great Person expended. Only build if you have at least one of those two tiles near your City, otherwise it's a waste of time.

- **Hanging Gardens 15.2**

- Requires Mathematics, adopt Tradition.
- Extra food in the Capital and a free Garden providing +25% GPP no matter your terrain. This will let you run Merchants, Scientists, and some Engineers and Artists to get you great people earlier without stifling your growth but isn't absolutely necessary.

- **Petra 15.6**

- Requires Currency, Capital adjacent to Desert.
- Provides +1 Food/Production to all Desert Tiles except Flood Plains, while giving an extra Trade Route slot with free Cargo Ship. Like the Colossus, it gives +2 Trade Routes for Venice as opposed to 1. When Archaeology is researched, it increases to give +6 Culture to the City.

- **Forbidden Palace 17.2**

- Requires Banking, adopt Patronage.
- You will want to rush for Banking anyway. This will reduce unhappiness a bit in your City, but the +2 Delegates in the World Congress give you some extra flexibility with your votes and may secure the victory for you later.

- **Leaning Tower of Pisa 17.3**

- Requires Printing Press.
- Gives +25% Great Person generation in the city along with a free Great Person of your choice. You can rush this, since you should try to be first to research the technology to found the World Congress, anyway.

- **Eiffel Tower 19.2**

- Requires Radio.
- +2 Great Merchant Points and a flat Happiness boost.

- **Big Ben 18.2**

- Requires Industrialization, adopt Commerce.
- Reduces cost of Gold purchasing in Cities and adds a flat amount of gold to the city along with +2 Great Merchant Points.

- **Porcelain Tower 17.6**

- Requires Architecture, adopt Rationalism.
- You can afford Research Agreements with every Civ if you so choose, and this will boost the Science you get from each by 50%.



## 2. Civilization Bonuses, Unique Units, Strategies and Openings

As for Religion, you can exert a lot of pressure to Cities surrounding those Trade Route destinations and easily spread your religion, so it's wise to found one with Venice, just be mindful of other Civs' feelings and don't get hostile about spreading it - let it happen naturally by pressing it around another Civ's cities. You'll get quests to spread your religion to City-States, which helps a lot in getting those Alliances, saving gold for those that don't offer good Quests. For a Pantheon, I chose 15% production of ancient/classical Wonders to get the three I so desired, but +10% Growth would be the second choice if there were not 3 camp tiles for extra food, or many Plantations for Culture. For Founder Belief, most likely go for Tithe (Gold), but you should also consider +Culture for every 5 followers in other Civs, since it will help with your Social Policies when you already have so many bonuses to Gold Generation. Only consider the Religious buildings if you will be Puppeting City-States, as you would only be able to build one in Venice.

Getting to Optics quickly can let you use your Merchant of Venice to either conduct a trade mission (short run gold) or construct a Customs House (long run gold). Use the first two for a Customs House because of how scarce gold is in the early-game, to help you buy more buildings over the long run, and follow your own instincts to nab a CS Ally for the third depending on what City-States are around - a CS Alliance can be a huge help early in the game, particularly religious as they greatly speed the Pantheon and first [Great Prophet 23.7](#), or Cultured for faster Social Policies.

Patronage naturally comes next for your Social Policies. It will help you keep control of City-States and increase the bonuses from them. Later, having every City-State giving you 1/4 of their Science and giving you more Resources will help your lone City to flourish, experience more Golden Ages, and research the tech you need to stay competitive. The Great People gifts will certainly help, as well. You should be mindful of who you are angering when you Conduct Trade Missions or buy City-State Alliances with Gold. Civs will get more and more angry as you do this, so spread out the damage if they are claimed and try to balance things out with kind acts toward that Civ, while keeping an adequate military to deter or ward off an attack. Else, keep your influence high so that they cannot steal the CS Alliance from you and you are not forced to take them right back, causing a diplomatic hit.

Compass is probably more important to Venice than most new players would realize - the extension of Sea Trade Routes from 20 to 30 hexes, followed by the Harbor which you will build for a further 50% range increase; it can also connect Puppeted Coastal City-States on your Continent (before Compass for intercontinental trade). The Great Galleass you'll get access to from Compass can bombard coastal Barbarian Encampments to protect your Sea Trade Routes while a Mounted unit or Scout runs about to clear them from the map. You can definitely do damage with the Galleass, but certainly have less incentive to attack Coastal Cities than to focus your efforts on Diplomacy with neighboring Civs to protect yourself and generating Gold and Luxuries by trading with them. Try to DoF with direct neighbors but do buy up land if necessary when a Civ settles nearby, because your 3 hex radius is incredibly important with only one City.

Try to be first to found the World Congress and you'll never lose your spot as Host. Gold comes so well to Venice and Luxury resources so plentiful that your City's happiness will be very high, resulting in many Golden Ages. Keep an eye on CS influence and give 250 or 500 gold here and there to keep them around. First priority will be Cultural, then Maritime, Religious, Mercantile, and finally Militaristic. You should be able to defend your lands if attacked, for you can afford to park a military over your important assets - unit maintenance is not that high and you will not be settling near other Civs to make them covet your lands. All in all, be a suckup as you're just biding your time until the World Leader vote, which you can win on the first try if you are careful about maintaining your alliances with each CS.

Later in the game you should definitely adopt Commerce for +25% gold in Venice and later +2 GM points from Big Ben along with its cost reductions, for you will be doing a lot of gold purchasing whether it's in Venice or any Cities you've puppeted. You should be rolling in dough from all the Trade Missions and your natural inclination to use [Merchants 22.6](#) in your [Specialist slots 22](#). I suggest you fully explore Commerce to get more out of Gold in the late-game out of Trade Missions and the ability to purchase Merchants of Venice with Faith.

Go for Rationalism as well as you will have plenty of gold for Research Agreements to advance your Science. Since you are likely going for a Diplomatic Victory, you don't need to worry as much about what Ideology you choose so long as you follow Civs you may anger. Order is a safe choice, with Freedom



second. As for the World Congress, be careful enacting Sciences funding if another Civ is already angry with you, but definitely Veto Arts funding and even buy others' votes to prevent it for you will get less Merchants of Venice. You should have the most CS allies and can repeal anything you don't like by the time their votes are counting.

If you can avoid War and keep your Science high enough to get key technologies, make optimal use of the double trade routes available, and maintain all those City-State alliances, you can probably win with Venice on a higher difficulty than any other Civ. Many players' first Emperor-Deity win will be with Venice, because they are a very simple Civ to play and the votes will be practically handed to you.

## 2.43. Zulu - Leader: Shaka

### Updated for Gods and Kings and Brave New World DLCs!

Civ Bonus: **Iklwa**

Melee units cost 50% less maintenance and all units require 25% less experience to earn promotions.

Unique Unit: **Impi 36.1.43**

Requires Civil Service. Replaces Pikeman.

Impi are an amazing UU. They get a spear throw attack before engaging in a melee attack (doesn't seem to work when defending). You can expect them to do more damage than the estimate by the combat predictor, because the spear attack is not included in this calculation.

Unique Building: **Ikanda**

Requires Bronze Working. Replaces Barracks.

Pre-Renaissance Melee units start with a unique promotion line (always getting the first), giving them +1 movement, stacking Flank Attack bonuses and +10% ranged attack defense. Getting an Impi the last promotion will earn you a Steam achievement.

Playing Against Zulu AI Their Tendencies (XML Info and Flavors)					
Warmonger Hatred	Wonder Compete	Offense Build	Defense Build	City Defense	DoF
4	6	8	4	6	4
Friendly to Civs	Denounce Civs	War w/Civs	Deception Likelihood	CS Comp	CS War
2	8	8	2	5	6
Other info	Shaka is a very scary opponent, particularly when he techs up to Medieval era and starts putting Impi on the battlefield. Other Civs are likely to hate the Zulu, so try to team up and stop them from running out of control. Winning a city or two through peace treaties can stop them in their tracks without giving you a Warmonger penalty of your own.				
Start bias: <b>Avoid Jungle</b>					



Figure 2.42.: An Impi uses the Spear Throw before engaging in Melee Combat.

## Strategies/Ideas

The Iklwa Bonus for Shaka is arguably the best of all the Warmonger bonuses in Civ 5 Brave New World. Even late in the game, you'll benefit from lower unit maintenance costs as units like tanks are considered melee attackers. Shaka's army is also easy to upgrade, given the reduction in XP requirements for promotions. This affects not only your melee, but also ranged units as they will be able to get past Shock/Drill III to get Logistics for Range +1, March, and two attacks. Though the maintenance reduction is only for melee, you'll require ranged for city conquest as well as defense, so do take advantage of this for all your units. Hell, even bombers will get XP faster with Shaka - that is if your opponents ever make it that far up the tech tree.

The Ikanda Barracks replacement is one great building, though its effects wear off once you are producing units later in the game, as the promotion line will no longer be available. The point is to get a large army early and take advantage of this promotion line, for your melee will upgrade and get to keep all these bonuses. So, yes, you can have Riflemen running about with all those great upgrades as you enter the Industrial Era.

The big thing to emphasize here is that to take full advantage of Shaka and the Zulu's unique bonuses is to get a large army out early and acquire all those upgrades through combat with barbarians (for City-State quests and protecting your lands) and early-game conquest of other Civilizations. This is the go-to Civ for a [Domination Win in Brave New World 40](#). Most of this is due to the Ikanda and the unique upgrades you'll get, along with the Impi. As soon as you have the Monument in each expansion/city you conquer, build an Ikanda and go from there. Let's have a look at those upgrades, which must be taken in order:

- **Buffalo Horns** - All pre-Renaissance Melee coming out of the Ikanda will start with this upgrade, giving +1 Movement, +25% Flank attack bonus, and +10% defense against ranged... with the free +15 XP and resulting promotion, you can pick the next:
- **Buffalo Chest** - +10% combat strength when in open terrain, another 25% to base flank attack bonus, and an additional 10% defense against ranged attacks.
- **Buffalo Loins** - The final in this unique line of upgrades gives +10% combat strength and yet another 25% flank/10% defense against ranged. By this time, they'll essentially have a cover I

promotion giving 30% defense against ranged attacks.

Note that you won't be getting +75% combat strength from flanking, but ultimately ~18% at max. It adds to the base, but this is quite enough to make them powerful. Those upgrades stacking up make any melee the Zulu produce particularly powerful and mobile. Impi aside, Swordsmen and Longswordsmen perform wonderfully, but early-game, even Spearmen will be benefiting from these upgrades and make great cannon fodder for Composite Bowmen to focus their arrows on your target City.

Now let's talk about the Impi themselves, which make beelining Civil Service after your Luxuries are connected a key strategy for playing Shaka. Impi's spear attack is not included in the combat estimate, so they'll always do more damage than stated. On the defense, my Impi were not throwing spears before combat began, which could've been a bug (not showing the animation or not working altogether). However, on the offense, these two attacks give two separate XP boosts - first the +2 for ranged, then +5 for melee - that coupled with the Zulu unique bonus will make their promotions come very fast. The mobility from the Buffalo Horns upgrade makes it easy to get them out of harm's way, as well as walk about an enemy City's territory and pillage for gold and health. Impi do not upgrade to Lancers as the Pikeman does, but rather the much later Rifleman (note it even skips muskets), upon which time you will keep all the upgrades you've acquired.

Because of Spearmen upgrading to Impi, there is no real need for your Civ to have Iron early in the game. I did take advantage and build a couple of Swordsmen before Impi came available, but it was not a necessity. While waiting on Impi, I recommend building loads of Archers and Composite Bowmen to begin the upgrade process and get them closer to the really powerful upgrades. Get at least a few Spearmen to cap Cities and get their Buffalo line going. The mobility will help a lot in early combat.



Figure 2.43.: Shaka's Zulu are amazing at Domination Victories. My experience is summarized below.

In writing for Shaka and the Zulu, I played a Large Pangaea on Emperor difficulty and found it to be a very easy game. I do not recommend starting with Honor. Liberty is the best starting social policy choice for Shaka. This lets you focus on expansion to a few Cities early, while your Cities don't need to build a Settler until after you've got the free one for the production bonus. I suggest you go Scout > Monument > Worker > Archer and consider building the Pyramids in your Capital after you've expanded to 3 Cities. Get Ikanda in all those Cities and start producing Archers/Composite Bowmen and Spearmen to conquer your first opposing Civ. Leave City-States alone, for their bonuses will be helpful when you're rich later on. Tech straight to Civil Service while you wage war, and when you can pull out the Impi most Civs



will be at a loss to stop you. Get important buildings like Libraries and the National College as soon as you are able without compromising your war plans.

After getting Civil Service, I went to Guilds and was able to build [Machu Picchu 16.5](#) with the free [Great Engineer 23.2](#) I chose after finishing Liberty. The next Social Policy tree for me was Commerce, for the extra happiness for luxuries, less road maintenance, purchasing Landsknechts, along with the reduction in gold purchasing costs and ability to build Big Ben for even cheaper purchasing in Cities. Landsknechts work great with Buffalo Horns and can greatly aid you when many Civs have declared war - they are able to move right away after being purchased, and are the best unit to use when conquering a City due to the bonus gold you'll get for the cap. Great Merchant purchases with Faith will also help get City-State alliances in key locations (between you and your next target) and help with unit upgrade costs. I made heavy use of Trading Posts in all grassland spots that were not next to a river. At times, I could shift all Cities to Gold if needed, but mostly focused on Food when not in a Golden Age (shift to production to catch up on buildings like Libraries, Markets, and Banks).

Great People are still important. I got a writer's guild as soon as my army was capable of attacking while simultaneously defending my lands. I wouldn't bother with any Academies from [Great Scientists 23.1](#) because they wouldn't be coming until fairly late with such a strategy and it helps you immediately get toward a Wonder you might want or a new military/economic technology. I used [Great Artists for Golden Ages 23.4](#), through [Writers 23.6](#) were used for Great Works of Writing to help borders expand and gobble land, to prevent annoying land grabs in my controlled territory's gaps by AI. Moving Great Works around will help with this, when you can afford to buy/build an Amphitheater.

At one point in my game, literally every Civ declared War on me and I was able to easily fight them back with my huge army. It was ultimately a help, because on the defensive you can set up your ranged in good positions to rack up the experience and get those key upgrades (+1 range, then extra attack, then March). I gradually annexed my puppeted Cities as happiness allowed, and used gold to buy City-State allies, focusing on Mercantile, then Maritime. Eventually, all but my next target were willing to sign peace treaties, and some even handed over Cities for free just to get out of it. During that time, I simply defended my lands while pushing for the next target, all the while continuing to build up my forces knowing the importance of those melee keeping the Buffalo line of promotions. When you have about 20 Cities, puppets or not, you'll have plenty of Science coming in to stay competitive. At no point was I more than 8% behind in literacy despite the fact that I did not get a national college out for a very long time. When you have a large, sharp army and walls/castles on border Cities, AI are often too scared to DoW you.


Demographic	Rank	Value	Best	Average	Worst
Population	1	10,056,000	 10,056,000	4,625,333	 749,000
Crop Yield	1	376	 376	120	 25
Manufactured Goods	1	254	 254	88	 5
GNP	1	389	 389	128	 7
Land	1	3,210,000	 3,210,000	860,000	 140,000
Soldiers	1	126,238	 126,238	67,714	 27,568
Approval	9	72%	 100%	94%	 72%
Literacy	1	49%	 49%	45%	 42%

Figure 2.44.: Shaka rocks. I could have won any [Victory Condition](#) but Diplomatic.

I did not choose Honor at any point. Gold was more important to my war efforts and the Zulu already have that XP reduction to help their military, while the Gold from Commerce was more than enough to make up for the high cost of upgrading units throughout the ages. I would never need to buy a [Great General 23.8](#) with Faith and the Gold from kills is paltry when you have a massive empire. On smaller maps I would think otherwise. Most everything I could get from Honor could come from Commerce because of all the buildings that I could stand to buy, plus the huge boost you get when +2 Happiness from all Luxuries kicks in when you control a massive chunk of the continent. Another reason for Commerce is the huge amount of road maintenance you'll pay with such a wide empire. Impi worked well until Riflemen were available, but at that point the game was decided... I just had to go through the paces and continue pushing west to finish off the rest of the Capitals. I didn't bother totally eliminating Civs, just left them in horrible positions and unable to compete with me. I had several Crossbowmen with all the good upgrades, which were about as good as Artillery and even good against Cities with 40+ defense.

Discussion of Ideologies is pretty pointless. In most games as Shaka, it will barely matter because if you're going to win, the outcome will be clear and the victory will come too early for you to max it out. Every Civ will hate you and you'll simply want to pick something that helps shore up some weakness in your Civ, whether it be money or happiness. Autocracy immediately comes to mind, however.

I never bothered with [Making a Religion 12.1](#) but did build Faith-generating buildings to take advantage of buildings like Pagodas that can be [built with Faith 12.5](#). I did some spreading of a Religion I liked, which luckily had Itinerant Preachers. Anything you can do to make your inevitably wide empire happier or increase income is to your benefit. Happiness will let your Cities grow and bring about a few Golden Ages throughout your game.



## Part II.

# Gameplay Concept Guides - Strategy Guides to Game Features and Mechanics

The following are Strategy Guides on specific game concepts, compiled to condense the site's navigation and provide a nice summary of the various articles I've written to help players new to the game. Guides to major gameplay features are found in the left navigation panel. You can also find helpful information throughout the Guide by using the site's Search function, found on the top left. The following Civ 5 articles are available, with several more planned in order to cover every aspect of gameplay.

## **Read First - Newbie Guides**

The following two Guides are must-read for New players. These will introduce you to concepts that you can read more on later, but will immediately help you if you're playing on Prince or below, but may help King+ players who have neglected to learn about other areas of the game. The City Guide itself is five pages of content, while the Early-Game Guide will help players with the first 100 turns of the game. The first is most important of these, because you need to know about managing your Cities. Doing well early on can set you up for success. Once you've read these, you can move on to other areas and learn in-depth information about each subtopic. Putting them all together and playing to your Civ's strengths will make you a better player and help you to bump up the game difficulty. In fact, you'll want to once the game lacks challenge on Settler-Prince or King! Playing Emperor and Immortal are a pleasure, as they do not require you to use cheesy tactics to win and are very satisfying to win for the first time.

### **Cities and Citizen Management 4**

This is another must-read article for Newcomers to Civ 5. Learning how to manage your Cities is a big deal. They're the backbone of your Empire, and managing them will be important. Learn about City Connections, Happiness, Food and Growth, Science Output, and all the other means Cities can contribute individually to make your Civilization strong.

### **Early Game Help: Beginner's Guide 42**

A Guide to the beginning of the game and how to proceed. Gives tips on early build orders, how to deal with Barbarians, when you should Settle new lands, and avoiding War. This is a must-read for players new to the game, as it will introduce you to many concepts that are covered in-depth in other areas of the Guide.

## **Gameplay Concepts for Learning Civ 5 Mechanics**

### **Population and City Growth: Making Big Cities 4.6**

This Guide is focused on how you can use Citizen Management, Workers, and internal Food Trade Routes to help your Cities climb to Populations 40+ and even much, much higher depending how well you do. Overall, this is a key Guide to read if you are struggling with Science and Production in your Cities.

### **Barbarians 24**

Barbarians are a nuisance, but turning them off feels like cheating. They are best left on, for their presence early on can give your Units valuable Experience points toward their first two Promotions and allow you to complete City-State Quests. Learn about handling them in this Guide!

### **City-States 25**

City-States are self-governing bodies found in quantity on most maps. These individual mini-Civs will help you when you attain a level of Friendship or Ally with them. Learn about the five types and the Bonuses they provide in each era - Religious, Maritime, Cultural, Militaristic, and Mercantile.

## **Diplomacy: Civ Politics, Trade Deals and Diplo Boosts/Penalties 26**

Learn about interacting with other Civs. Civilizations are able to trade resources among one another, but also may be pressured to Declare War, change Votes in the World Congress, or be demanded not to Settle new Cities near you. This Guide will also help you understand why Civs get Hostile, Deceptive, or go to War as Diplomatic Boosts and Penalties are covered. You can learn the various means of pleasing a Civ to get a Declaration of Friendship or avoid them going to War with you.

## **Food, Luxury, and Strategic Resources 5**

### **Not Yet Updated for BNW/G&K!**

This page will be updated to reflect all the new types of Luxury, Strategic, and Food Resources introduced with the Gods and Kings and Brave New World Expansion Packs. For now, it features Resources from Vanilla Civ 5.

## **Great People 23**

Great People provide powerful bonuses to a Civ, whether a Great Scientist planting an Academy to provide +8 Science per Turn, a Great Engineer allowing you to finish a World Wonder in 1 Turn, or Great Artsy-types allowing you to produce Great Works that generate Culture and Tourism each turn. Learn about Great People here, means of boosting their birth rate, and how their abilities function. Each Great Person has its own individual page for sharing Tips related to them.

## **Happiness Guide: Golden Ages & Countering Unhappiness 8**

By knowing sources of Happiness and where Unhappiness comes from, you can better manage your Empire and plan ahead. Get tips on managing Cities and learn the best ways to increase Happiness. Also covers Golden Ages.

## **Ideologies 11**

Ideologies are adopted once your Civ has either reached the Industrial Era and built 3 Factories, or advanced to the Modern Era. Being first allows you to adopt 2 Tenets, which are like super-charged Social Policies. Ideological differences can set Civs apart and turn Friends into Enemies. Learn about how Ideological Pressure is calculated via Tourism, and how you can prevent your Civ from growing Unhappy because of different Ideologies. Inside, you'll find guides to Freedom, Order, and Autocracy Ideologies, their differences, individual tenets, and the benefits those provide to your Civilization.

## **Social Policies 10**

Social Policies help you to customize your Civilization and receive Bonuses. They are earned through Cultural Output, with each costing more Culture than the next. Opening a Tree will generally allow you to build a special Wonder that is only accessible that way, while finishing it gives powerful bonuses related to that type of play and generally gives you the ability to purchase Great People with Faith starting in the Industrial Era. Read this Guide to learn about Tradition, Liberty, Honor, Piety, Patronage, Aesthetics, Commerce, Exploration, and Rationalism - the game's 7 types of Social Policies.

## **Specialists 22**

Specialists boost a City's output of Science, Gold, Production, or Culture. Working these through Citizen Management and manually setting them is a part of learning to play the game effectively. Using Specialist Slots early and in quantity can help your Civilization to birth Great People who have powerful abilities. In general, the more Specialists you work, the more Great People will be born throughout the course of

the game. Working a particular type will let you have more of that kind. Specialists are particularly important for Scientific Output, particularly in combination with the Rationalism Social Policies, which can allow each Specialist to produce +2 Science.

## **Spies 27**

Spies first appear in the Renaissance Era and are available when any Civ in-game first reaches that Era. They have a variety of uses, described in this guide. They are able to Steal Technologies from other Civs, Rig Elections in City-States or stage Coups to steal Alliances, or function as Diplomats to help your Civ gain Votes in the World Congress.

## **Tall and Wide Empires 6**

Tall and Wide are terms commonly seen throughout Civ Communities. Read this Guide to learn the difference in playstyles, the Social Policies that help, and their strengths and limitations. Tall play is generally fewer Cities with higher Population, while Wide can be any number of Cities (but generally 6+) with a few High-Population centers supported by many smaller Cities. Civs may begin either way, then change in direction through conquest of other Cities. Your Tall Empire on Turn 100 could be very Wide by Turn 200 if you engage in many Wars.

## **Trade Routes 9**

When Brave New World released, the Game Developer removed Gold from River Tiles and introduced Trade Routes. These are now the primary source of income for most Civs, and the single best thing you can use to boost your Empire's Gold per Turn. Learn about Trade Routes, how their incomes are calculated, and how you can determine the best Routes to set up between your Civ and others'.

## **Unique Units 36**

Every Civ in the game features at least one Unique Unit, sometimes two. Some of these Units are so powerful that the entire Civ relies on them for optimal use, such as the Zulu Impi or Hunnic Horse Archer. Learn about their unique abilities, the Unit it upgrades to, and what Promotions are carried over when you upgrade the unit later. Knowledge of this can help you to plan which Promotions to select for your Units, and whether you should be spam-building as many of them as you can when they are available.

## **World Wonders III**

A full list of Wonders in the game, along with a description of their bonuses and the Great Person Points that come with building them. Constructing an early Wonder can ensure that a Great Person is born 100 turns or less later. Each Wonder has its own page, so that players can share tips on using them to maximum effect.

## **World Congress Resolutions & Voting 28**

The World Congress is a powerful means of manipulating other Civs' attitude toward you, and control of it will give you immense power to change the course of the game. Learn about all the various Resolutions, how you can get them passed, and the Delegates awarded in each Era.

## 3. Difficulty and Game Settings

### AI Difficulty Level Differences and Advanced Game Setup Options Explained

Game Settings are used to customize your Civ 5 experience. Simply select Set Up Game and you'll be ready to choose a Civ, map type, the size of the map, difficulty, and game pace. There is also Advanced Setup, where the game may be customized to your liking. You can use these settings to give yourself an advantage or handicap. The following will explain many of the game's settings and how they can impact your gameplay - even potential means of exploiting them to win at a difficulty you're not yet ready for. First, we'll talk about Difficulty levels as it is the single largest factor in how Civ 5's gameplay will go. Second, I'll describe all the Advanced Setup Gameplay Settings and what they do to the map.

#### 3.1. Difficulty in BNW - AI Bonuses on Prince, King, Emperor, Immortal & Deity



Figure 3.1.: Selecting a Difficulty: Differences in AI Bonuses Below.

The table below lists the differences in difficulty for both the player and AI, and the bonuses the AI will receive on Prince through Immortal/Deity difficulty. All of this information can be found in:

Install Folder/Assets/DLC/Expansion2/Gameplay/XML/GameInfo/CIV5HandicapInfos.xml

### 3. Difficulty and Game Settings

I will cover only the most relevant settings from this file. Price is the 'Normal' difficulty, and at any point below that the Player will receive bonuses while the AI has penalties. Prince puts everyone on an even playing field. Settler, Chieftain, and Warlord greatly affect how easy the game is, as the AI will be stunted in growth both in how long it takes to acquire techs, buildings/units, and social policies. The lowest settings are for learning the game. Reading my Strategy Guide should be enough to help you win on Settler/Chieftain/Warlord and proceed to Prince, so I'm skipping those difficulties here. This is for comparison beyond those difficulties. Once you can win a game on King difficulty, you are winning without handicaps and in fact passing the AI despite its advantages. Because of the cumulative effect of AI starting techs, units, and general bonuses, difficulty increases somewhat exponentially each level past Prince. The AI does not get smarter, it only gets cheaper costs and more Happiness, which allows it to grow and produce buildings/units quickly the higher you raise the difficulty:

<i>Civ 5 Difficulty: Player and AI Settings</i>					
Setting	Prince	King	Emperor	Immortal	Deity
<b>AI Extra Start Units</b> [1]	0	1 Warrior	1 Warrior, 1 Scout	2 Warriors, Scout, Worker	2 Warriors, Scout, 2 Worker, Settler
<b>AI Starting Tech</b> [2]	0	Pottery	+ Animal Husb., Mining	+ Archery	+ The Wheel
<b>Barbarian Bonus - You</b>	40%	30%	20%	10%	0%
<b>Barbarian Bonus - AI</b>	60%	60%	60%	60%	60%
<b>Happiness Start - You</b>	9	9	9	9	9
<b>Happiness Start - AI</b>	15	15	15	15	15
<b>AI Policy Cost %</b> [3]	75%	75%	75%	75%	75%
<b>AI Research Cost %</b> [3]	85%	85%	85%	85%	85%
<b>AI Unhappiness from Cities/Pop</b> [4]	90%	90%	90%	90%	90%
<b>AI Unhappiness %</b> [4]	100%	100%	90%	85%	75%
<b>AI Food to Grow %</b> [5]	100%	90%	80%	70%	55%
<b>AI Building Cost %</b> [6]	100%	85%	75%	60%	50%
<b>AI Building Upkeep %</b> [7]	100%	85%	80%	65%	50%
<b>AI Unit Build %</b> [6]	100%	85%	80%	65%	50%
<b>AI Unit Upkeep Cost %</b> [7]	85%	80%	75%	65%	50%
<b>AI Unit Upgrade Cost %</b> [8]	50%	45%	40%	35%	30%
<b>AI Free Unit XP</b> [9]	0	10	10	30	30
<b>AI Bonus Combat XP %</b> [9]	0%	0%	25%	50%	100%

[1] The AI begins with extra Units starting on King Difficulty. Normally, all players begin with a Warrior and Settler. The starting Worker on Immortal is significant, but not as powerful as the additional Worker and Settler on Deity Difficulty.

[2] On King, the AI begins starting with extra Techs, which is why it gets harder to produce Wonders like The Great Library. They get each Tech listed, plus those in previous columns. Deity AI begin with Pottery, Animal Husbandry, Mining, Archery, and The Wheel.

[3] AI Policy and Tech Costs are cheaper, which helps them afford those Policies despite their tendency to spam Cities.

[4] The AI, by default, always has 90% of the Player's Unhappiness from Cities and Population. Cities generate 3 Unhappiness + 1 Per Population normally. The AI gets this cut by 10%, then multiplied by their Difficulty-based Unhappiness Modifier to reduce it further. I believe this means a Deity-level AI would have ~67.5% Unhappiness compared a Human as a result (I'm multiplying 90% by 75%). This, combined with their starting Happiness of 15, is how the AI can spam so many Cities while continuing to remain in the positive.

[5] AI Cities take less Food to grow - the base amount reduced by this percentage.



### 3. Difficulty and Game Settings

[6] Buildings and Units cost fewer Hammers to the AI, meaning it will not take as much Production to build them. This does NOT include Wonders, however. The way the AI beats you to Wonders is the combined effect of lower tech costs and free Techs, essentially giving them a head start.

[7] Buildings and Units require less Upkeep as well. This is how the AI can have massive amounts of Gold at times. We are lucky they do not all seek Diplomatic Victory, or they'd probably be able to get it every time.

[8] Units cost the AI less to Upgrade to a more advanced Unit.

[9] I believe that AI Units start with 2 Promotions from the get-go, without a Barracks. The Bonus Combat XP% comes from AIFreeXPPercent in the XML file, meaning Units do not take as much Combat to get Upgraded. I am not 100% certain of this, but it would make sense as the AI needs it to help it have powerful Units, since it is incapable of planning good Promotion-selection.

From this table, it's easy to see that the single biggest leap in difficulty is from Immortal to Deity. Each level is significantly more difficult to achieve Victory on because of increasing AI bonuses and the cumulative effect of them all. I recommend players avoid playing below Prince once they know the game mechanics. Those Happiness bonuses from Settler, Chieftain, and Warlord can harm your play as you'll form bad habits and need to adjust later on. Also, the AI's production of Wonders and Units is slowed substantially so you will not have a realistic view of how the game is paced. Start on Warlord and work until you win nearly every time, unless you find lower difficulties relaxing or prefer the game to be exceptionally easy. When you can win a game nearly 100% of the time on a given difficulty, try moving up and you're likely to scrape by, then manage to improve your play further! I started on Prince and moved my way up to Immortal, just by breaking bad habits, learning mechanics, and taking time to consider my next move.

### 3.2. Civ 5 Game Setting Explanations



Figure 3.2.: Civ 5 Game Settings found under Advanced Setup.

In order to get more control over the game, click Advanced Setup at the bottom of the Setup Menu. Here, you'll find over a dozen different settings that can allow you to customize your game. You are also able to use the City-State slider at the top to determine how many City-States will be in the game. Civs may be added to the game by selecting Add AI Player. You are able to delete them next to the 'Team' setting (as

you may set two or more Teams against one another). You may leave Civilizations to random or select for particular Civs to be in the game. In general, it is best to leave most of these settings to default, unless you want to experience something particular - such as a hilly world with many Jungles (young planet, heavy rainfall for example) Here are the Regular and Advanced Game Options and what they mean.

#### 3.2.1. World Options

##### Map Type

Continents, Pangaea, Archipelago, Fractal, and Earth are the Map Types for completing the Steam Achievement to Win on all Standard Map Types. Click Additional Map Types to find Maps you've purchased with DLC. Gods and Kings and Brave New World both include some unique Map Types, while others are unlocked with separate DLC. Picking a Map suitable to your Civ, for example Arborea with the Iroquois or Pangaea with a Civ that has powerful early Unique Units (like the Zulu or Huns) will let you play to the Civs' strengths.

##### Map Size

Map Sizes vary greatly. More Civs and City-States produce a greater challenge, and you will need to expand to a number of Cities appropriate for the Map Size. You are able to adjust the number of Civs and CS in-game by making changes under Advanced Setup, as stated before. Tweak this to make more/less land available to each Civ in the game.

Here's a comparison of the map sizes:

- **Duel Map** - 40x24 (960 Hexes), 2 Players, 4 City-States, 2 Religions, 2 Natural Wonders.
- **Tiny Map** - 56x36 (2016 Hexes), 4 Players, 8 City-States, 3 Religions, 3 Natural Wonders.
- **Small Map** - 66x42 (2772 Hexes), 6 Players, 12 City-States, 4 Religions, 3 Natural Wonders.
- **Standard Map** - 80x52 (4160 Hexes), 8 Players, 16 City-States, 5 Religions, 4 Natural Wonders.
- **Large Map** - 104x64 (6656 Hexes), 10 Players, 20 City-States, 6 Religions, 6 Natural Wonders.
- **Huge Map** - 128x80 (10240 Hexes), 12 Players, 24 City-States, 7 Religions, 7 Natural Wonders.

On Large and Huge Maps, the additional Policy Cost per Expansion City is reduced from +10% to +7.5% and +5%, respectively. Instead of +5% per City, Large Maps raise Tech Costs by 3.75% and Huge 2.5%. Unhappiness from number of Cities is reduced by 20% for Large and 40% for Huge. That means instead of 3 Unhappiness per City, you will get 2.4 and 1.8. This is to help keep things in line with normal costs, as you typically require more Cities to stay competitive on bigger maps.

##### Game Pace

Game Pace will scale Tech/Production/Policy costs appropriately based on the Pacing you select. Quick is 40% less compared to Standard, lasting 300 Turns. Standard lasts 500 Turns. Epic is 50% more with 750 Turns, and Marathon costs are tripled with 1500 Turns.

##### Game Era

Selecting an Era other than Ancient is known as Advanced Start. Starting in, for example, the Renaissance Era will give you several Renaissance Units, a few Settlers and Workers, so that you are able to quickly found Cities and get them developed. Cities will start with a number of Buildings appropriate for the Era. You will have researched every Tech up to that Era and get several free Policies. On Prince Difficulty, you and the AI receive the same amount of Units/Buildings. On higher Difficulties, the AI receives more than you do. Use this when you'd like to try something different - starting with a 4-Pop Capital in the Industrial Era is an unique opportunity as you will have access to all buildings and may attempt different Victory conditions quickly. You will need to get Science Output up quickly in order to research new Techs, as the first techs will take dozens of Turns.

##### World Age

World Age affects how many hills and mountains the World will have. An older World will have undergone more Erosion, while a younger World will have more hills due to less erosion. Civs that do well on Hills will benefit greatly from this game Setting. Cities are likely to have more Production and less Population as a result. If you want more open terrain, chose 5 billion years' age for your World Age.

#### **Temperature**

This setting affects how hot/cold it is in the World. Temperate strikes a balance between the two, while you may make it colder to have more Snow/Tundra in the World and hotter to produce more Deserts.

#### **Rainfall**

Higher levels of Rainfall will transform the land, making more Forests into Jungle Tiles and Grassland into Marshes (think Rain forest) and lower will make fewer grassland tiles with more Deserts and plains. Since Resources spawn on only certain Terrain types, this Setting can change the availability of Resources in the game indirectly.

#### **Sea Level**

The higher the Sea level, the less land will be above the Ocean. You can reduce or increase the percentage of tiles that are land/sea using this setting. It may be favorable for certain conditions, such as if you would like to play an Archipelago-style map with a bit more land so that Cities are able to grow a bit more, or have greater access to Strategic Resources.

#### **Resources - Abundant/Sparse vs Legendary Start**

Legendary Start will give more resources at each player's starting location, without affecting the total amount in the world. It does make managing Happiness much easier in the early-game and allows for faster expansion. Cities will grow quickly and produce much more Gold/Production with this setting. This does not mean you will have more Unique luxuries nearby, merely more of what you might have spawned with the normal setting. Strategic Balance ensures all Leaders will have access to Strategic Resources (Horses, Iron, Oil) from their starting locations.

Abundant Resources will increase the amount of Strategic Resources gained from any given tile by 30-40%, without altering whether or not those are within starting locations - finding one +5 source of Iron made to be +8 may be enough to arm your entire Military with Swords, for example. Abundant/Sparse Resource Settings also increase/decrease the amount of Luxuries and Bonus (Food) Resources found in the world by 35-40%. Overall, the best setting for ensuring you have more Resources is Abundant instead of Legendary Start. Legendary Start will not increase the amount of resources total in the world, just clump them closer to Capitals. I did not know myself that Legendary Start failed to increase total luxuries - that discovery was made by a user on reddit who did some testing with the Civ 5 World Builder. Follow this link to see his results.

#### **Victory Types**

You may enable/disable different Victory Conditions here. For example, you may want to disable Science Victories so that players have to either win World Leader or Dominate through Warfare or Culture. This will not greatly alter AI behavior, but will stop them from winning in a certain way. Turning off Time Victory will allow games to go beyond the 500-turn limit, which can be helpful for Domination or Cultural Victories. If it's taking 500 Turns to win Scientifically, you may want to work on your strategy and get Population and Research higher in your Cities.

### **3.2.2. Advanced Game Options**

#### **Max Turns**

This setting is off by default. It stops you from being able to play beyond Turn 500, whether Time Victory is on or not. With Max Turns off and Time Victory on, you can continue to play past 2050. Max Turns is equal to 330 for Quick, 500 for Standard, 750 for Epic, and 1500 for Marathon.

#### **Allow Policy Saving**

Allows you to wait before selecting a Social Policy or Ideological Tenet. Free Policies must be taken as they come. Use this if you prefer to save up Policies - for example, you've finished Tradition or Liberty and want to save Policies until the Renaissance to put them into Rationalism.

#### **Allow Promotion Saving**

Allows you to skip selecting a Promotion when a Unit is first produced or when it gains a level through combat. Normally, the game forces you to choose unless you Upgrade the Unit. Allowing Promotion

saving can give you some tactical advantages - for example you have 2 Promotions saved and could immediately place them into Drill to get a Rough Terrain Combat Bonus when the need arises. You could also save the ability to instantly heal the Unit.

#### **Complete Kills**

With this game setting enabled, you must completely remove a Civilization's Units for them to be removed from the game. In many cases, a Civ still has a Military or Civilian Units left after losing their last City. This gives them a chance to take it back.

#### **Disable Start Bias**

Use this if you do not like the Start Bias of a Civ you're playing. For example, Korea has a Coastal Start Bias. Enabling this option would allow them to start on Random terrain, as with all other leaders in the game.

#### **New Random Seed**

When reloading the game, Ancient Ruins (Goody Huts) and certain Combat outcomes are already determined. If you like to save scrape and try for a better outcome, enable New Random Seed to see different outcomes with each game load.

#### **No Ancient Ruins**

Disables Ancient Ruins, and thus the benefits they provide. This reduces the need for scouting promptly in the early game, and may allow you to delay doing so for a time. You should still seek out City-States, know where your opponents are, and find new lands for your Settlers to Expand toward.

#### **No Barbarians**

Disables Barbarians. This makes the game easier on higher difficulties, as the player's bonus against Barbarians diminishes while the AI's increases. Use this Setting if you want to avoid needing Military Units to escort your Settlers. Know that you're sort of shooting yourself in the foot with this option - eliminating Barbarian Encampments is a great way to earn favor with City-States and secure early Friendships/Alliances.

#### **No City Razing**

Does exactly as it says. Normally, Civ 5 will not allow you to Raze Capitals. With this on, nothing can be Razed. This means when you capture a City you will need to either Puppet or Annex it - Cities can be sold to other Players, but Razing is a part of Warmongering that is very helpful. You want to eliminate badly-placed Cities rather than keep them and selling them to another Civ may lead to Land Covetry.

#### **No Espionage**

Disables the Espionage System introduced in Gods and Kings and included in Brave New World.

#### **One-City Challenge**

You will be unable to build Settlers or Puppet/Annex Cities. This is easiest with a Civ like Venice or Babylon who can get by with a lone City. Completing a One-City Challenge is a Steam Achievement, so I recommend you try it at least once!

#### **Quick Combat**

Disables Combat Animations, speeding up Turns. When in a big war, it can help with the monotony of watching each single attack. Use this when you have got a little tired of watching the battles, or want to avoid those situations where a Bomber circles a Submarine 30x before returning to its home City. This may be enabled/disabled any time through the options menu while in-game. I like to leave it on for the early portion, and turn it off later on.

#### **Quick Movement**

Disables Movement Animations. This greatly speeds up turn times, just because you will not have to see the shuffling of units for all City-State Allies and units within your Unit/City's sight radius. Again, it may be enabled/disabled at will through game options, even in an existing game.

#### **Raging Barbarians**

Greatly increases the spawn rate of Barbarians from Encampments. Does not affect the number of Encampments in the game. Civs like the Aztec thrive under these circumstances, as will any Civ that adopts

### *3. Difficulty and Game Settings*

Honor and farms Barbarians. There is a Mod on the Steam Workshop to remove the cap on Experience from Barbarians, allowing you to proceed past 2 Promotions. This can be incredibly overpowered, as you will be able to get Range/Logistics upgrades for your Ranged Units and gutstomp the AI so long as you farm Barbs.

#### **Random Personalities**

Every Leader in the game has a Personality defined through XML settings. This will make them unpredictable - you may run into a Shaka that is peaceful and prefers Cultural Victory. The possibilities are endless. Use this to mix up the game, such that you do not know how any particular AI will behave.

## 4. City Guide

### 4.1. Cities at the Empire Level - Expanding Your Borders, City Placement, Happiness, and Connecting to the Capital (City Concepts)



Figure 4.1.: A City in Civ 5.

Cities are the backbone of your Civilization. They produce buildings, Units, Wonders, and Great People for your Civilization along with the game's Empire-wide resources - gold, science, faith, tourism, and culture. This Guide to the City in Civilization 5 will teach you the basics of managing a City and maximizing its output based on the resources and land available to you. It is a great starting point for beginners who need to understand the potentially confusing city screen and all the options available for tweaking your cities. We'll also talk about some scenarios that may answer frequently asked questions about cities and the tiles around them.

This Guide is pretty exhaustive and covers most concepts related to Cities and their role in your Empire. They're everything. Making the right decisions in your Cities and your macromanagement of the Civilization will win the game. I decided to split it up into five pages, each covering distinct areas. This is so that people who are searching will not have to go through a huge page to find the information they were looking for. I'm already a bit longwinded, but I like to be thorough and provide decent information. I want to help those just learning the game and those with less experience than I all that I've learned during my many hours of play in Civilization 5. Enjoy the Guide. This one took a lot of notetaking, investigation and Civilopedia searches for reference.

#### City, Land Ownership, and Cultural Border Concepts

##### Capital Cities

Capital Cities (noted by a star next to their name) are the first city founded for a Civilization, and are typically the best-developed due to the head start in development they'll have over later Cities. They



#### 4. City Guide

also tend to receive bonuses from more policies (typically Tradition, but also others). A Capital cannot be destroyed by Razing as they are necessary for Civ 5's Domination Victory in which all Civs' original Capital Cities must be controlled to win a game with this condition. If a City loses its Capital, the next-largest City will automatically become their new Capital. Managing your first city and its output and build order, along with your Empire's research, exploration, and diplomacy are all key to a good start.

##### Population and Working Tiles with Citizens

There is a Citizen for every unit of Population in a City, so a size 10 City will have 10 Citizens to use to gather resources in a few different ways. We will get into managing these manually or with Civ's Governor AI later in the article, but noting this is important for total newbies. Citizens are used to work tiles, one Citizen per tile.

Citizens may also be unemployed if there are no tiles for them to work, or there is a reason for them to be so - such as having ample food and a production focus. Unemployed Citizens generate +1 production for a City, so they are not useless and even come into play to help you build things faster at times. Lastly, Citizens can be assigned as Specialists in buildings that have slots available to them - such as Markets providing a Merchant slot, or Universities providing two Scientist slots.



Figure 4.2.: The Strategic View can help you count tiles when deciding where to found a city.

##### Know Before you Found: a City's Workable Tiles (Max Range and How Many it Can Use)

It's important to know just how much land one city can work and ultimately claim for your Civilization when you are founding new cities, so that your city placement allows you to grab the most resources. Each city can 'work' (gain benefit from by using a Citizen) tiles up to three hexes away. It is easier to count the tile hexes' distance when you use strategic view, which is the hex icon next to the minimap in the bottom-right corner of your screen. Return to normal mode by clicking this again. The City's Culture generation determines border growth rate, covered in the next section of this Guide.

Cities can extend beyond this workable 3 tiles to eventually claim tiles up to 5 hexes away, but that takes many 'levels' of border growth to achieve - so don't expect your empire to get control of that iron 4 hexes away for quite some time unless you first own all of the three-range tiles the City will work. It will naturally prefer to first buy the tiles nearest the city or those most valuable that can be worked, while later prioritizing those with strategic/luxury resources outside the tiles that the city can work. Tiles are

best when improved by a Worker, which must move about the map and build these improvements to boost a city's output and acquire resources.



Figure 4.3.: A Settler in Civilization 5 - a Great Start, at that.

#### Expanding your Civilization: Where to Found New Cities

Unless you're going for the One-City Challenge or playing as Venice, you will eventually want to expand to a new city with a Settler or by conquering another City. When you're using a Settler, the advisor will automatically suggest some explored areas to found a new city - but don't always listen to that suggestion. You want to have good tiles within 3 tiles of the City so that later it can work all of them and grow to its maximum size while also using Specialists to generate more resources and Great Person Points of the various types. Make note of areas with multiple types of Luxury resources that will keep your Cities happy and growing, or those strategic resources you need.

When it comes to the best land to found new Cities on, it largely depends on the Civ you're playing and their Leader's bonuses and unique buildings. Some general guidelines: Cities founded on hills will have the default food but +1 production, but later cannot build Windmills which give more production and a boost for constructing buildings. The early benefit may outweigh this for you. Cities on hills get a defensive bonus when attackers are on your doorstep, so take that into consideration if you are settling near a Civ you expect to later war with. In general, look for rivers - early on these give +1 food from the Farms your Workers build (Civil Service Tech required), which will help your cities grow faster. Look for resources, luxuries and strategic. These can be traded to other Civs, with luxuries required for your cities to grow. Strategic resources do not have nearly as many varieties and thus are not always as valuable to other Civs in trade, so you should try to find places with multiple luxury resources that you can claim.

#### Adding Luxury and Strategic Resources to your Empire

Strategic and Luxury resources are automatically gained for your Civilization's use so long as they are within your borders and have the appropriate tile improvement built on them - Quarry for Marble, Camp for Furs, Work Boat for Whales, etc. The reason to work a tile is to get the benefit from those tiles either directly helping the city (food/production) or your nation (gold/science/faith).

### Building Cities on Top of Resources

If you found a city on top of a Resource, you will get the benefit of that resource, just not the tile improvement that you could build were it on another tile. So, settling on Iron would give that City a higher base production than normal, but not the +1 (later +2) bonus from building a Mine on that Iron. You will get the Resource when you have the appropriate tech to build the tile improvement needed to use it - so, you can't build on Incense and get it as a Luxury Resource for your Empire until you've researched Calendar. I'd usually avoid doing this due to the lack of tile improvement bonuses, but there may be reasons that force your hand - wanting to build next to a mountain for a later observatory or that the city will have better access to resources 3 hexes away when built on that exact spot. Sometimes this happens accidentally; like you may discover you've founded one of your Cities on a source of Coal later in the game, and that is a pleasant surprise.

### Settling Outposts

You may choose to make a City as an outpost and limit its growth to just a few population - enough to work some resources to justify itself. This is just a term I am using to describe such a small City that will never grow, you still settle and 'Found City' with a Settler as you normally would. You can use the avoid growth box in the City Management Screen to prevent starvation in cities that have little growth potential but are needed to get those resources - examples being Desert cities and those near the polar caps with lots of Tundra. Avoid building too much in these cities, for buildings cost gold to maintain - only do those buildings like Monuments that will help border growth (if it will reach something useful) and certain buildings to boost the tiles it will be working, like a market to increase gold income for a settlement near lots of furs, and a granary to help it have just enough citizens to work those tiles and contribute the gold to your empire.

### Cost of New Cities

It's never wise to go about like Civ 5's AI and settle everywhere. Each new City you add will increase Unhappiness by 3, while each unit of population will also generate 1 Unhappiness unless you're playing on a really low difficulty (it will still fall, just not as much). So, since a city is -3 and starts with 1 population, settling a new city will cost you 4 unhappiness immediately. Cities will raise the cost of future social policies by 10%, and that can be quite a lot - so most cities need to at least justify themselves with the basic boost of a Monument to mitigate this, though it's not nearly enough later in the game. If you need more slots for great works of art, music, or writing, you can always add some of these buildings to Outposts so that you can fit the Great Works and get the +Culture/Tourism of those along with any base benefit from the building itself, at the cost of gold maintenance. Science costs go up 5% with each new City, but this isn't a big issue and wouldn't make me want to put a library in a little outpost to try to mitigate it - after all, any settlements I've made that are never intended to grow large are allowing my other cities to grow larger due to the resources they provide.

### Happiness: Vital to City Growth and Golden Ages

Happiness is a Civilization-wide stat and is shown at the top of the screen, though it is generated on a city level in a few ways. It makes sense that it works this way. If your Citizens have enough fun places to go, like Colosseum and Wonders that produce happiness, they're good. Finding natural wonders gives a city +1 happiness (another fun place to visit), so send out scouts, and later triremes and ships capable of crossing ocean to find them and get these passive boosts to Happiness.

Your cities' role in producing this stat vital to growth is to have a worker build a tile improvement on the luxury resource within your borders which provides them, along with construction of aforementioned buildings. Each unique Luxury Resource in your Empire will give you +4 Happiness, and you do not need more than one. When you have extra copies of a Luxury Resource or excess of a Strategic Resource, try to trade these to a Civilization that has an excess of their own and initiate a Trade Agreement. This will strengthen the bond between your Civilizations and allow your cities to grow.

When Happiness falls to -1, your cities are unhappy and immediately grow at 1/4 the usual speed. Production and military unit strength in combat begin to degrade at 2% per point of unhappiness. If you find yourself in a Happiness crisis, stop growth on your cities so that it doesn't get worse by using the Citizen Management option, "Avoid City Growth" on all of them until you do any of the available means of generating Happiness. I recommend you not untick this until you have the crisis solved. If you go +2, allow one or two of your best Cities to grow one population unit each then turn on Avoid Growth once again until the Empire has an excess large enough to grow freely. Such problems are frequently met when you do not pay attention to your Happiness in the first place, accidentally trading off the last copy of one of your luxuries, getting Embargoed in the World Congress, or when at war and Annexing cities that will require Courthouses to cease hitting your Civ with a -5 Unhappiness penalty.



Figure 4.4.: Harbors and Roads connect to one another to help you connect your cities to the Capital from afar Note the City Connection icon below the City's name - that means it's connected.

### Road and Water Connection Networks to the Capital City

Cities that are connected to the Capital generate Gold from the connection, with the income based on the size of the City you're connecting. It is about 1 gold per population. Really small outposts should not be connected, for they will cost more in road maintenance than they'll generate in income. On normal game difficulty, it's 1 gold maintenance per turn per tile. So, a size 3 city 6 tiles away would only generate about 3 gold and cost you 6 to connect. You may have other reasons to connect these cities, however, if they're near the border of a potential enemy to help your military move about much faster. Roads are the primary means of connecting cities and form a means of travel even if through other countries. If you have a City on the other side of another Civ's territory and have Open Borders with them, then your citizens can travel to the Capital through their roads to yours. Road maintenance is paid by the Civilization or City-State that owns them. Go ahead and build to connect your city through their territory if you find yourself in this situation. You can actually build roads through the territory of a Civilization you have open borders with or City-State you are friends with, and force them to pay the maintenance costs. That was determined by me playing with the Ingame Editor Mod. I suppose a mid-game exploit would be to build roads in a Civilization's territory and force them to pay for something they can't remove, then later stab them in the back.. but that would be a hollow victory. I was not first to find this, as after determining they paid it, I did a search and found this thread in 2010.

In Civ IV, you could connect two cities using a river. With Civilization 5, this is no longer possible. The only type of water connection available is through the Harbor. Harbors only cost 2 gold maintenance/turn so connecting smaller cities is worthwhile, and can help spread your network to bigger cities near them. It is possible to connect a city to the Capital with a Harbor even if the Capital City is land locked. As long as you can connect two cities with Harbors, you can form the connection so long as a road leads from the Harbor city to the Capital. If these two Harbor cities were on the same continent but far apart, you could connect them with the Harbors if both were on the Coast and save gold while connecting cities near the harbor with roads, but lack the mobility for your units between those two areas. Roads and Harbors connect together, so one harbor on each continent would suffice. You can even make connections through other cities' Harbors, again, so long as roads connect them to your network. Allied City-States or good Friendships with other Civs are the only of this kind that can really be relied upon, just as with Roads, for Open Borders must be in effect for using the other's Harbor to work. For a City-State, that means Friends status.





Figure 4.5.: Completing City Quests will cause them to celebrate We Love the King Day!

#### We Love the King Day: City Quests

Occasionally, one of your Cities will make a demand for you to connect a certain resource to your trade network. You can do this by building a tile improvement on the resource within your borders, through trade with other Civs, or an alliance with a City-State (who also give Quests). If you succeed in this, the City will celebrate We Love the King Day for 20 turns (that's a LOT Of days). We Love the King will boost foot output in that city by 25 percent for the duration. If your Empire's happiness can accommodate it, this is a GREAT boost to growth. You could deliberately time it until you have the excess happiness to really take advantage of the We Love the King Day bonus. Otherwise, it's wasted and you may need to use Avoid Growth to prevent your Empire's Happiness from falling below 0.

## 4.2. The City Screen - Working and Buying Tiles, Citizen Management & Intro to Specialists (City Borders & Working Tiles)



Figure 4.6.: Civ 5's City Screen.

Click a City's name on the map to open the City Management Screen. This is where you'll allocate your Citizens to work tiles, assign them as Specialists, decide on the City's Production, create a Production Queue, and buy units or buildings with Gold or Faith you've saved up. You can also buy tiles to claim them for your empire and store Great Works that boost your City's Culture and Tourism. This section of the Guide will teach you how to use the various features here and their functions in Civilization 5. This includes concepts from the Gods and Kings and Brave New World DLCs, so will not be as helpful (but not entirely useless) for players without these installed. This is necessary because of the massive changes to culture generation, addition of great works and ability to generate and purchase with Faith.

As stated on the previous page in this section, you have 1 Citizen to put on a tile or use as a Specialist for every population unit your city has, can only work tiles 3 hexes away from the city, and citizens can be unemployed and provide just +1 production to the City. High unemployment should never be a case, unless your tiles are blocked by enemy units or your city has grown to its maximum and run out of specialist slots. Early on, you can only work a few tiles and they will usually be food-heavy so that your city will grow, get new citizens to place on tiles and grow again, continually improving the City and contributing to your Civilization as a whole, be it that single city or a vast empire of a dozen cities.





### Citizen Management

At the top right corner of the City Screen, you can see Citizen Management. This allows you to tell the AI Governor to select the tiles that best suit the goal you select. Default is a balanced approach, getting a mix of food with a bit of production. Some tiles have so much gold or science the AI intelligently doesn't pass them up. It will also assign specialists based on the City focus you select. Say you decide to focus on food - it will use Citizens to grab as much food as possible, and likely use few Specialists. A Science focus would work many Jungle tiles, any Academies, and use every Science Specialist slot available in your buildings while seeking high food tiles to keep the population growing, only at a slower pace. All focuses will balance out food so that your Citizens don't starve. While the AI Governor is smart, you may have goals that it can not meet on its own and you must assume manual control of specialists and determine tiles that must be worked. This box is also where you'll find the Avoid Growth option to prevent your Cities from growing if your Empire's Happiness is low.

When you have multiple Cities to manage at once, you can jump to the next City in your list by pressing the Right or Left arrow keys on the keyboard. This hotkey is very handy in large empires when you want to roll through a list of all your non-puppeted cities and set production or change focus in many in one turn.



Figure 4.7.: Locking Tiles is helpful to override the AI Governor.

### Locking Tiles

If you choose a Focus for the City and don't like what the Governor has chosen, you can click a tile and put a lock on it. This means that no matter what focus or configuration you pick, that tile will be locked forever. It's good for things like Natural Wonders or Science tiles that the Governor might not want to work earlier in the game, but are useful to your Civilization's goals. Remember to unlock tiles like these if you really need to do fast production on some Wonder or have new tech that will let a City grow quickly with some more food - the tile will literally stay locked until the end of the game unless you unlock it yourself. You can unlock and reassign all tiles to the current focus at once by clicking the City's tile itself.

If two Cities you control can work the same tile, you can go to the City that you want to claim the land and click the tile to prevent the other City from working it. This is helpful for puppeted cities along your border or just to focus on a particular goal in a city.

### Culture, City Border Growth, and Buying Tiles

City Cultural output comes primarily from Great Works, the Buildings and Wonders that house them, Social Policies you've Adopted, and Specialists. A City's cultural output is added to the rest of the Civ's to allow you to adopt new Social Policies, but on a City level it determines Border growth. You will note the display of turns until border growth in the City's Information Panel (top left corner of the City Screen). The next tile the AI Governor will choose to claim for your empire will be highlighted in pink on the City Screen. While you cannot choose what tile the City will select, it thankfully prefers to snag

#### 4. City Guide

resources first, or tiles that lead to them. If you want to get a particular tile quickly and it's not up next, you'll have to buy it with gold. You have to buy them in a line, so you can't skip buying a grassland tile to reach the Marble beyond.

The growth rate of your City's borders can be boosted in a variety of ways - including a potential direct boost from founding a religious pantheon (15%) or constructing the World Wonder, Angkor Wat (-25% gold/culture cost for acquiring new tiles in all Cities).

From the City Screen, you can speed up the acquisition of tiles in a city by purchasing them with gold - the further they are from the Capital, the more gold they seem to cost. You may do this purposely to assure that you get the 3 workable tiles in the direction of a competing city. If you don't understand this, imagine 2 cities only 5 hexes apart. There is not enough land between them for both to have 3 hexes in that direction. If you buy yours, you can guarantee ownership of these tiles, though there may be diplomatic penalties. City-States seem to care less, but other Civilizations will covet those lands and it may later be a contributing factor for war. If your city is growing faster culturally, it is going to take them anyway and you will likely run into the same problem, only later in the game. Note that there is a limit to the distance you can purchase tiles. Despite being able to grow culturally by 5 tiles, you can only buy tiles that are workable by the city - thus 3 tiles out.

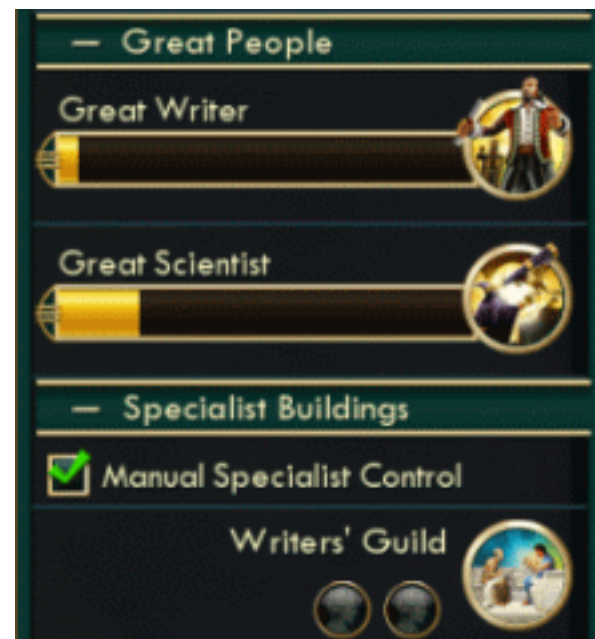
#### Manual Specialist Control - Meeting Civilization Goals

A number of the buildings that you unlock as you Research new Technologies will allow you to assign Specialists, which are found on the right side under Specialist Buildings. Click the circles to fill a position in each building. Typically, a Specialist will provide a few each of its primary type of output along with Great Person Points (GPP). GPP go toward a City birthing a Great Person of a particular type, each of which having their uses. When cities have plenty of population and excess food, that is when you begin really using Specialists heavily. Early in the game you may not be able to support many, nor have the Tech for the required buildings.

Any time you assign a Specialist, the Manual Specialist control box is ticked. So, it's better to assign the Specialists the way that you want them before choosing the focus for the City. Or, doing it the other way, you could assume control and remove specialists that the Governor has assigned that you don't want, so that the Governor will reassign them to the best tiles available.

#### Great People

Cities generate Great People with Great Person Points produced by buildings. Each GPP comes in a particular type and pushes for that type. Each time you make a new Great Person, the cost of all Great People goes up so it's best to elicit some control over this - like, if you never want to create great Merchants and produce Great Scientists faster, then keep manual control of Specialists and do not allow Merchants to work in buildings like the Bank while your Cities have instead used Citizenry to work at the Public School, University and Research Lab.



### 4.3. City Output 1 - Food, City Growth, and Production of Buildings and Wonders (Build & Grow)

The information on these next two pages is far from exhaustive; it is merely an introduction to game concepts that are not easily learned from the City Screen, a wikia, or the Civlopedia because the information is so scattered about. Civilization 5 with both Gods and Kings and the Brave New World DLC is a massive game with many gameplay options, allowing for innovation and many viable strategies. This is intended to teach a new player about the various contributions a city lends to the Civilization as a whole, how you can get it to grow, and the Social Policies you'll want to adopt to maximize gold, science, food, etc. Applying what you learn to every city in your nation will help you to succeed in the game and do better against higher difficulty AI and other people in Multiplayer. Experienced players can use the Comments form at the bottom of this page to provide their own strategies for improving Cities.

This first section on City Output will focus on those resources used directly by the city: Food and Production.

#### The City Screen - Information Panel

In the top left of the City Screen, you can see the amount of each stat your City is producing - from food and production to tourism and culture, all but Happiness which is a Civ-wide stat. These numbers can help you tweak your output if you are controlling things manually, and find the best setup for your city for the current situation in-game, for example needing gold to cover a deficit in the budget, while not losing too much food or production and stifling growth.

#### Food, Consumption, and Population Growth

Each Citizen in a City consumes 2 Food, whether working a tile, unemployed, or being used as a Specialist. Excess is stored, and when enough has been built up, a City will grow in population and have an additional Citizen. The cost goes up each time the City grows, meaning you will need to provide more and more food for your Citizens if you want to keep growth at a respectable rate. Food is one of the three types of Resources that can appear on the map. They will provide food as they stand, with tile Improvements either providing more Food or another bonus. Grassland, Plains, and Forest all provide food on their own, but you need more to really grow. In the beginning, farms accomplish this, Granaries and Water Mills boost it directly by providing +2 food each, and Granaries additionally generate 1 more food for the City for each deer, banana, or wheat tile that is worked. Aqueducts cause 40% of a City's food to stick around after it is consumed to create a new Citizen, thus speeding the growth of Cities by quite some degree.

Later in the game, technologies will begin to affect your Food output and allow you to make truly large Cities. Medical labs add 25% to the 40% an Aqueduct provides, for 65% of food stored over after growth. Technologies researched later in the game can boost the output of all farms by +1 - Civil Service for Farms on Rivers and Fertilizer for Farms everywhere else. Hospitals give +5 food directly - these things along with Farms and Food resources on the map allow your City to grow while still utilizing Specialists and giving you room to make use of lucrative Trading Post tile improvements that appear with Guilds technology. Cities that do not use Specialists will grow faster, until there are no further food tiles to work, at which point there is nothing else to do but become a Specialist or remain unemployed. A major factor to City growth is Happiness.



With a Granary in a City, you can create a Caravan or Cargo Ship that will transport food to the destination city without costing you anything. The amount transported seems to be determined by the size of the sending City, with Caravan (land) routes producing less than those from Cargo Ships, I suppose because ships can carry more.

The Hanging Gardens Wonder, which requires you to at least adopt the Tradition Social Policy, will give +6 food to a city and is built early in the game. It is wonderful for a small civilization, to allow for a large Capital and keep up Scientific and Gold output throughout the Eras, particularly if you take all the Policies in Tradition. Another means of getting extra food is Allying with Maritime City-States, who at max will give a few food to your Capital and one extra food to every City in your Civilization.

### Production: Creating Wonders, Buildings, and Military Units

Faster Production comes from Hills and Forest tiles, while numerous buildings provide a flat bonus. Mines can be built on hills, and later Lumber Mills in forests with the Construction technology. Each item that a City can build has a cost and the production will gradually add up to that amount, producing your unit, building, or Wonder. If you need to switch to another project, for example stall production of a Wonder, you will not lose progress - it will retain the amount of hammers you've already put into it, as should be the case.

Civs can first access Engineer Specialists to make Great Engineers with the Metal Casting Tech's Workshop building. Any city can make them, and any that is not planned to be a small outpost should have one. When all Cities have a Workshop and Machinery has been Researched, you can build the Ironworks National Wonder in one of your cities and give it a flat +8 production. As noted on the first page, Cities that are on flat land can produce Windmills and those also have a slot for an Engineer specialist, while providing a flat bonus to production themselves and a +10% boost when creating buildings. Engineers also come from Factories (Industrialization Research) which require Coal but have 2 slots for Engineers. Using these specialists and resisting the urge to chop some of those forests and leave them for Lumber Mills later can lead to a City with great production. Cities with high production are well-suited to also get a Forge, Barracks, Armory, and eventually a Military Academy and be your primary Military production city. You can get there eventually, but first focus food to get it the necessary population to take advantage of all those hammers.

Great Engineers are particularly good in higher difficulty games where they can help to guarantee you are able to create a World Wonder before anyone else beats you to it. Early-game, it would be wise to place a Manufactory instead of hurrying a Wonder, unless you really need it. That will generate loads of production over time, and you can pump units out fast or convert that production to Gold or Science in times of need.

### Types of Buildings

There are three types of Building in Civilization 5. First are your regular buildings that any city can make, but not all should. Buildings cost gold to maintain and it's not good to waste gold. Another type of building requires all other Cities to make a regular building to unlock; that is known as a National Wonder. All Civs can build one. They are all desirable buildings and give massive boosts to Gold, Research, Culture and Tourism (great works slots), Great Person Points, Faith (and Religious Pressure), and enhanced production. There are even a few more, those are just off the top of my head.



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The last type of building is the **Wonder**. Wonders of the World can only be built once, in one City, and its benefits will go to that Civilization (or anyone who conquers it). You should not obsess over Wonders, but focus on those that are related to your strategy to [win the game \(victory conditions list\)](#) VII. Cities that work Marble get at least a 10% bonus to the production speed of at least some of the Wonders. Only working it counts. There is a Pantheon option (Religion's first step) that gives +15% production to Ancient/Classical Wonders, and of course Tradition's 15% boost. Playing as Egypt you get a +20% bonus to Wonder production. Go ahead and reload until you get marble nearby. We'll never know.

#### Buying with Gold and Faith

Early in the game, hammers (production) will be your main source of creating things for your Civilization, but later Gold and Faith become much more plentiful. Faith can be used to spread religion or buy buildings and units if your religion is set up for that. When you buy a Military Unit with Gold, it will automatically come promoted based on the buildings in the City - so there's no disadvantage; same goes for Faith purchasing. If you Adopt the Commerce Social Policy, it unlocks building Big Ben - that will reduce the gold cost of purchasing in all cities by 15%. You can get a further 25% discount by taking Mercantilism, a whopping 40% off the purchase price with Gold benefits, to boot! Great!

#### The Build Queue

Every City has a build Queue that can be viewed by clicking the box in the bottom left-hand corner near production that says Show Queue. From there, click units in the build list to set up a build order for the City to follow. Click items in the Queue to remove them. The Queue is very handy and can save you some micromanagement if you have a standard build order for new cities or those you've just snagged from an enemy - build a courthouse, windmill, workshop, then granary, for example. When it's done with the Queue, you'll be asked to choose what it should next produce.

Personally, I never use the Build Queue unless it's to repeatedly build a Unit. New technologies are always becoming available and I may want to build something that is not available to put in the queue when the current production is finished.



## 4.4. City Output 2 - Science, Gold, Faith, Tourism, and Culture

While Food and Production are city-centered, the following City-generated resources are accumulated for the Empire as a whole, being added to the totals of other Cities and ultimately determining what's available to you as a Leader. They will determine your total Science Research output, your Gold reserve and budget, the Civilization's popularity as a tourism destination, and Culture it generate to purchase Social Policies and later in the game, Ideologies.

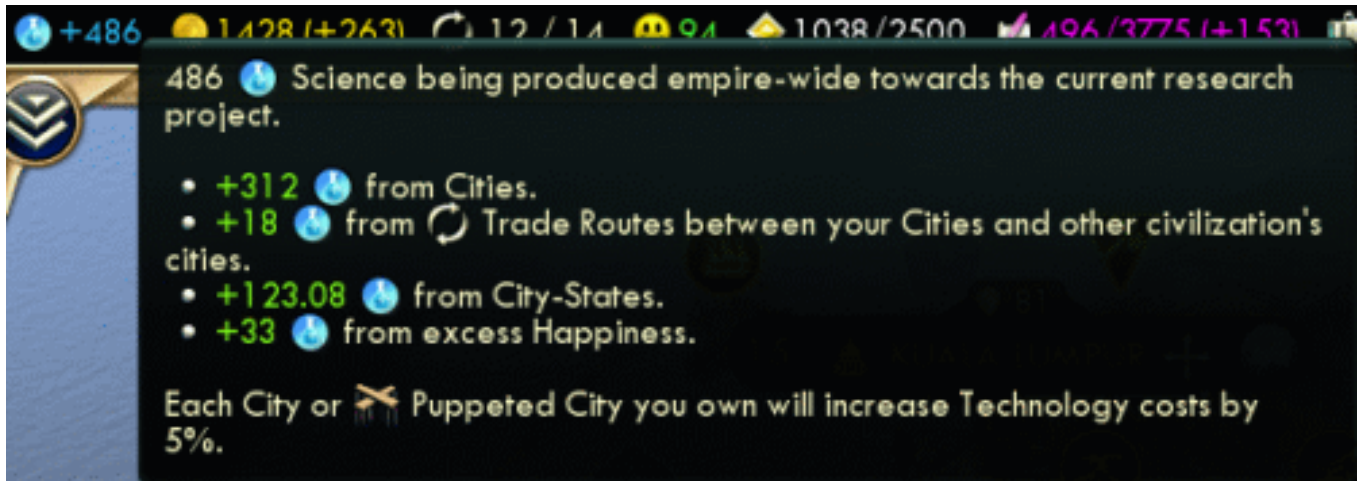


Figure 4.8.: Each City's Science is added to determine your total Research Points per Turn.

### Science: Maximizing Output to Research Technologies

Science's role in your Civ is simple. All the Cities' Science is added up to determine your output, and each Research Project in Civ 5's massive Tech Tree has a cost. Every turn, your Science is paid into that cost and brings you closer to a new Scientific achievement. If you switch Science projects, you will keep any progress until you return, so if some tech becomes immediately necessary, you can jump on it without losing any progress. Science comes primarily from having a large population. First, because each unit of population you have in a city gives you +1 Science passively. Additionally, the Library (writing tech) and Public School (Scientific Theory Tech) both give +1 science for every 2 Citizens in a City. These buildings contribute a flat rate of Science, as do others. Once all these flat numbers are added up, the percentage bonuses from other Buildings are applied. If you have a University (+33%, Education Tech), National College (+50%, Philosophy Tech), and a Research Lab (+50%, Plastics Tech) your flat Science output would be increased by 133%, over double.

Cities founded near Jungle tiles should try to preserve them until later in the game. When you are able to build Universities (Education), you will get +2 Science from Jungle tiles, which can also have Trading Posts without removing the jungle. With Rationalism, you'll get +1 Science per Trading Post, making Jungles worth 3. This provides more to your flat rate before the percent boosts. Another big boost comes from founding a City next to a Mountain. It has to be right next to it. This allows you to build the Observatory, which raises Science output another 50%. My dream city would have loads of food tiles, Jungle and a lone mountain.

Science Specialists can be placed into Universities, Public Schools, and Research Labs, raising the rate at which your Civilization will make Great Scientists, who can make an Academy on a map tile that your city can work to produce lots of Science. Late in the game, use Great Scientists to get instant Research Points toward your current project that may spill over to the next; none is wasted. Late-game it is impossible to get as many Science out of an Academy tile improvement because there is less time in the game, while early on it's the best option for Great Scientists don't produce as much instant Research and the Academy can far surpass that amount over time.



### Gold: Raising Civilization Income to Buy Units/Buildings and Fund Research Agreements

Luxury Resources tend to provide Gold when worked. Gold has been removed from a lot of tiles with the DLC and is instead now primarily gained through Trade Routes. That doesn't mean your city can't produce much gold on its own; rather, you can build Trading posts with Guilds Technology, which will produce +1 Gold each and can later (with Economics Research) do +2. Players who want a lot of Gold should maximize the Commerce Social Policies (available in the Medieval Era) to get +3 from Trading Posts and utilize Gold Specialist Buildings to create Great Merchants and build Customs Houses to get +5 gold from a tile with Economics Tech. However, it's usually better to build Farms around your main Cities and only use Trading Posts around Puppets and Cities with a lot of Jungle Tiles. You will get more of everything from higher Population Cities, and Farms are necessary to have that.

If you are doing well and have a nice income, have connected all cities that would be profitable, find yourself trading gold per turn for strategic resources you don't need, covering those luxury resources with improvements, fill all trade routes, and your Civ is utilizing trading posts, you should have a surplus that will let you save into the hundreds of gold fairly easily, you can start saving up. It is possible to, say, buy a Research Lab the moment that Plastics is researched and boost Science output immediately. You can also keep some gold back for buying emergency units, as you can buy one per turn per city if you can afford it. I myself like to buy food and production-producing buildings in new cities or those freshly conquered. These will help the city grow and produce, so are the wiser choices in the long run.



Figure 4.9.: This is the easiest way to see what Religions are growing in a City.

### Faith: Creating a Religion & Purchasing Religious Units and Buildings

Building a Shrine to get your first faith and found a Pantheon sets you on the path to forming a Religion. The first Civ to found a pantheon gets it at 10, second at 15, third 20 and so on. Not many tiles produce faith; only if you have established beliefs that gather faith from certain Tile Improvements, or have created a Great Prophet to make a Holy Site, which gives +6 faith to a tile. After your Pantheon, a Great Prophet will be born at 200 Faith and can be used to create your Civilization's Religion; there is always a cap on the number of religions that can be formed such that not everyone gets their own. If you do form a Religion, your City becomes a Holy City and gets access to a few special National Wonders, World Wonders, and exerts a lot of religious pressure to gradually convert citizens of nearby cities. You can deliberately spread pressure through trade routes. Doing this earlier in the game is better, for there are some great bonuses - but you could also survive without any faith at all and ignore the system, though it's best to try and use it to your advantage.

A second Great Prophet will be automatically born at 300 Faith and allow you to enhance your Religion further. The Religion of a city is not seen on its screen, you have to hover the mouse over the city name on the main map as in the screenshot above. A city will convert to a Religion when more than 50% of its citizens have taken up that faith. At that point, you'll get the bonuses, but it's best to get to pick your

own. Religion is a topic all on its own, and that is enough on Faith-production by cities. To go further would be beyond the scope of this City Guide.

As for Faith, one last thing. You can build Buildings with it that are related to Religion and often have faith, happiness, culture, or great works slots. If you take the Piety Social Policy Tree, you are able to purchase military units with faith by founding with the Holy Warriors Follower Belief. This only works up to the Industrial Era. To buy units beyond that Era, you must complete the Piety Social Policy Tree and select the Religious Fervor reformation belief.

### Seeing Religious Bonuses for Other Religions

If you're not the Founder of a Religion and your Cities start converting, it may be useful to know what bonuses you are getting from that Religion and if you'll want to encourage it in your lands. To do so, head to additional information in the top right of the screen and select Religion Overview from the list. Select Beliefs at the top of this menu and sort by Religion by clicking the word at the top of that column. Find the religion and see what it is offering your people. If you don't like it, you could use faith to buy a missionary from a city with another faith and spread it to your Cities. If there are several competing, it may be best to get a Great Prophet for they spread their religion and wipe out all others. Religious pressure can make a religion keep coming on to your City, and if your people were not religious early, there may be nothing to do about it - it is not necessarily a bad thing to get some free bonuses - beats none.

### Tourism: The New Culture Victory

With the Civilization 5: Brave New World DLC, the Cultural [Victory Condition VII](#) was changed to be based on this stat and your Civ's Tourism surpassing others' cumulative Cultural output. Tourism is generated by a few buildings and Wonders, but primarily from Great Works of Art, Music, Writing, or Artifacts returned for display in a city by an Archaeologist. You can learn all about generating Tourism and how it factors into victory in the [Cultural Victory Guide 38](#). The only way that Tourism really impacts your Cities is that when your Tourism is high, you gain influence over other Civs and they may be pressured by their populace to switch to your Ideology - this will improve Diplomatic relations with them and help you to be better able to trade. Even if you're not going for a cultural win this can happen, as some Civs just won't generate much culture to defend against even a moderate amount of Tourism.

### Culture

Because Culture is so tied to increasing the area your Citizens can work, that aspect of it is covered in Part 2. It comes from buildings you create in small amounts (starting with the Monument at +2), otherwise, many have slots intended to be expanded with Great Works from types of Artists. Great Writers (earliest you can get), Great Artists (second), and Great Musicians (last you can unlock, normally). Assign Artsy Specialists to create these guys, then use them to generate great works. Build new buildings to accommodate more and bam, your culture is increasing. Be sure to build some of the Cultural Buildings in cities such as the Opera House, Museum, and Amphitheater, because they can house Great Works of art, music, or writing along with Great Work Artifacts. Hover over the Tourism stat at the top of the screen to see the slots you have available, then produce Great People of those types to fill those slots and make buildings to accommodate even more.

Tiles aside from some of the Natural Wonders don't generally provide it anyway, unless you have used Archaeologists on Antiquity Sites to transform them to Landmarks that are within a City's workable tiles. Getting culture from tiles is not common with the DLC. You will need to max the Exploration Social Policies if you want to find hidden Antiquity Sites for your Archaeologists to dig and get a better chance of finding them within your city's workable tiles, otherwise those Artifacts should be extracted and placed in a city to boost Culture and Tourism. Religions that can build Monasteries with Faith will get +culture from Wine and Incense. Many of those types of bonuses are situational, dependent on where your Cities are founded and what is available to you, along with your long term goals.

### 4.5. Cities and War - City Defense, Upgrades, Social Policies & Comparing Your Military (City Strength & Military)

While Military and War deserve their own Guide, I want to discuss War in relation to Cities in this Strategy Guide. We'll have a look at defending your territory from Barbarians and Civilizations that have made a Declaration of War. I'll provide a few tips for protecting your Cities when enemies are attacking, and also lightly talk about preparing your Military for your Cities are at risk if you are playing at even a medium difficulty and your military is pathetic - your land is too valuable, and too tempting for those land-hungry AI.



Figure 4.10.: A City fires its ranged attack on approaching enemies. Every City can Defend itself.

#### City Attack Range

Cities can attack units up to two hexes away like an early Archer, but do not have difficulty with visibility blocking their attacks as hills would an Archer.

#### City Defense/Combat Strength

A City's Defense Value seems to be its Combat Strength, just like a Unit. You'll gain +1 Combat Strength per Population, then get bonus defense for certain buildings. Cities tend to have Defense values a little higher than the units in the same Era, and are meant to be difficult to capture so this seems accurate. When you put a military unit in a city, it contributes 20% of its combat strength to the City's Defense, so put strong units there. They will be hit by melee attackers, but the retaliation will be harsh and you can usually soften them as they approach.

#### Garrisoning a Unit, Preferably Ranged

It is best practice to put a ranged unit in your City to give you two attacks against Barbarians and Warring Civs Focus on any ranged attackers first, because they will suffer no retaliation when they attack; therefore they must be deliberately taken down. Melee attackers will either not attack until the City is weak, or take heavy damage attacking the City. Late-game, you need units with mobility for when Artillery is invented and brought to the battlefield, its attack range is 3 and cannot be hit by a City if set up outside its range.



Figure 4.11.: Barbarian Pillaged Tile Improvements take 2 Turns to Repair.

### Early-Game: Barbarians

If you're playing at a decent Difficulty (Prince) then Barbarian activity will be plentiful as you near the 30-50th turn. By then you may have a Worker to protect, and some tile improvements to lose to pillaging. Have a Warrior, Spearman, or Archer in your Capital while a scout explores. You need at least a small military in the early-game or you will be constantly harassed and need to go on the offensive to begin developing the City. Locate nearby Barbarian Encampments and destroy them to stop the flow of invaders. Be careful with your units and you'll get some promotions that will be handy in combat later. Fortify until healed (h) is a great command. If near your borders, step inside for a double healing rate that will make up for the lost turn.

### Defensive Mobility & Counterattack

You should always have a military to protect your Cities outside of the garrisoned Archer in each (unless one is cozy and safe in the center of your Empire). Cities belonging to Civilizations with weak militaries are targets to land-hungry Leaders expanding toward your border, coveting your resources. A good friend may even turn on you over land if a couple other things go wrong with the relationship; a weak military encourages this. Remember the 3-range Artillery? You need a half-dozen or so units by the midgame outside your garrison so that you have at least some means of fighting back if someone declares War unless you've mastered Diplomacy.

### Judging Your Military

Head to the Additional Information Menu in the Top Right and select Demographics. You will see your number of soldiers, the best Civ's number, and the average. Aim to be at least near the average no matter the victory type you're pursuing. Thankfully, you can win when the AI has a moderate size advantage on you because, well, they're stupid. This is based on your units' current combat strength - damaged units actually lower the value, and in the early game a few damaged units can make it seem (to you) that you are really weak, so take that into consideration.

### Social Policies for City Defense

Adopting Tradition to get +3 Culture and a shot at the Hanging Gardens is good enough, but going one further you can choose the Oligarchy Social Policy, which makes all garrisoned units maintenance-free and gives the city a +50% attack bonus. Yup, it's wildly overpowered and worth taking if you are planning to be quite warlike. Else, choose Honor to protect your Society, or have great research and have powerful higher technology units in smaller number. Military strength and respect from Civs is gained



from the combined Combat Strength of your units, so there are several ways to have a good Military. Any Warmonger would be a fool to skip Honor, and take every single Policy.



Figure 4.12.: Citadels damage enemy units that end turns nearby and can even steal territory from other Civs.

#### Great General Tile Improvement: Citadel

Great Generals are more relevant to a City article than Great Admirals, though both are gained the same way. As your units gain XP, a bar will fill. It's a couple hundred XP to get your first Great General. You will want to keep your first to give your troops within 2 hexes a +15% boost in Combat Strength, but the second can be used to place a Citadel in a strategic location. This is a building that can steal land, as when placed it will claim all hexes around it and that can have diplomatic repercussions, so be careful. It must be placed adjacent to one of your tiles, so it will extend territory out just a bit. I like to use it beyond the 3-tile working radius of a city if I can, better to use it beyond 5 and push lands further than they could go before, possibly getting access to a resource.

Citadels deal 30 damage to any enemy unit that ends a turn next to them, meaning they can be placed in the center of choke points. I like to put two units behind the Citadel to force them to stand next to it if attacking, and block with other units if that is not wide enough - that is to turtle (defend) against a raging AI until they chill and let my culture dominate. The unit in the Citadel gets a +100% defensive bonus, the best in the game. Put a powerful melee unit there with ranged behind and anything that walks up to your Citadel is toast.

#### City Upgrades: Walls, Castle, Arsenal

Cities that have these buildings can have nearly triple the hit points and a substantial increase in firepower. They are never obsolete, and even help protect against air attacks later. They do not increase your Military value and discourage attack, it seems, but if the War is on, you'll have your ass covered if that well-developed city near Montezuma is suddenly his next target.

## 4.6. Population and City Growth Guide - How Cities Grow (Tips and Strategies for Making Big Cities)



Figure 4.13.: Cities with high Population produce more of everything including Science, Gold, Production, and they are easier to Defend.

Population Growth is key to keeping up in Civilization 5. It is the backbone of maximizing [Science 7](#) output and essential if you want to research technologies quickly. In Brave New World, we are given [Trade Routes 9](#) to help feed Citizens and make huge Cities. Putting together all the factors that contribute to city growth will allow you to have more Citizens in your empire. This Guide will teach you all about Food, Citizen Management, and the importance of having enough Workers.

### How Cities Grow

Every point of Population comes from growth, which is created by excess Food. Cities working Tiles with 3+ food on them are going to grow and keep growing, up to the point they are 40+ Population so long as the focus is kept on growth. When you reach the Food requirement - which gets higher as the City gets bigger - you'll gain another Citizen to work Tiles and keep the process going. Each Citizen requires 2 Food, so if you were at the point that you had a 3-Population City and only 6 total Food coming from the tile the capital is on and three other tiles, you would stop growing (stagnant). Having 7 Food would make the City grow, but slowly, while 8-9 would make it grow much more rapidly.





Figure 4.14.: Citizen Management is sometimes overlooked, yet is key to Growing High-Population Cities.

## Citizen Management

Key to growing your City is Citizen Management in the top right of all City Screens. The option to tweak focus is collapsed by default, so press the + sign on Citizen Management to access this feature. This allows you to micromanage the tiles your Citizens are working and lock them, so that the City works tiles that are important. Cities are able to work Tiles up to 3 Hexes away. Optimal City spacing is therefore 7 tiles away so that Cities do not overlap, however don't concern yourself if just a few overlap. Just be sure to lock the tiles that are shared on the City that is more important.

## Micromanaging Tiles

Early in the game, Micromanagement of your Citizens is recommended to maximize growth while allowing Cities to continue to produce Buildings and Wonders. You are able to lock tiles to force a City to work them no matter the case - even to the point of starving a City. However, if you want it to grow, you'll want to focus on the Food tiles. Tiles with 3 Food are obvious for maximizing growth. Tiles with 2 Food, 1 Production are second in priority. This will let you make buildings. Your goal is to prevent the early City from working tiles with 1 Food, or something else that isn't even making up for what a Citizen eats. This will help it grow and keep up with the AI. Overall, go for Tiles with the most Food while prioritizing Production then Gold. When your City has grown enough, it will work the tiles with Production/Gold and allow you to start accumulating wealth and put out more Production.

## Happiness is Essential

A new City requires 4 Happiness, as Cities cost a base of 3 and each unit of Population produces 1. To keep Cities growing, you must continually acquire more means of producing Happiness. I have a [Civ 5 Happiness Guide 8](#) that can help you with this. If a City is about to put your Civ into Unhappiness by growing and you don't have a new source about to come (a new Circus or connected Luxury) then click

stop Growth under Citizen Management. Additionally, if your Capital is growing fast, you only have 1-2 Happiness, it has a National College and you are using Tradition, you should stop growth on all Cities to let the Capital consume the excess Happiness. Make Cities work on a building that produces Happiness immediately to allow ALL Cities to continue to grow. Ideally, you always have at least 5-6 Happiness to avoid needing to do this. Trade Deals with other Civs are key, as is discovery of Natural Wonders.

### Settling Good Lands

With these things in mind, it's easier to spot good places to Settle. Areas with at least 2-3 Food Resources and a Luxury your Civ doesn't yet have are important. Rivers will give extra growth with Civil Service, giving +4 Food for a Grassland/River or Lake Tile. Rivers are better as they allow Hydro Plants for extra Production, boost Land Trade Route income, and allow for Gardens, which boost Great Person Generation by 25%. Settling lands like these allows you to easier use Specialists in Cities without sacrificing Growth. Getting there faster than the AI is important however, and you don't typically want to settle too close to another Civ's borders unless you can handle the [Diplomatic Penalties 26.5](#). I try to get a Worker out after a Shrine/Scout and use my starting Warrior to defend that Worker. Then comes a Granary (usually) and Settler. The City is usually size 4 or 5 by then.

Building Settlers Fast Cities stop growing when you build a Settler. You can chop forests to speed it up if you desire, but always put the City on Production Focus. This is important to mention here, though it's in several other areas in the Guide.



Figure 4.15.: Making sure every Worked Tile is improved is important to growing, as are City Connections. Make at MINIMUM one Worker per City!

### Minimum One Worker per City

Once you Settle a first City, your Capital should be capable of producing a Worker in 5 turns or less. Do this. Having 3 Workers for 2 Cities is GREAT. You can get one working on each City so that every tile worked is improved, and another can be working on establishing a City Connection. Once Cities are size six, City Connections pay off. You can get there within 40 Turns if you've settled in a good spot, while

it takes some time to make a Road from 5-7 Tiles away. When you make another Settler, follow up with another Worker immediately. This helps immensely in getting a new City's terrain improved and will have a great impact on your Civilization as a whole.

### Keep Cities Focused on Food

While there are times that it's necessary to switch to Production, say, when [building a Wonder 13](#), the other 90% of the time your City should be on Food Focus - even to the point of making buildings take 10-15 Turns. You can put Cities on Food Focus while locking a few of the best Production/Gold Tiles to speed up construction a bit, while sacrificing some growth. If they're coming out in less than 10 turns, you're doing good. You will be able to buy Buildings with Gold so long as you use some of your Trade Routes for income, and not just Food. The question then comes to, "What to build?".

### What to Build: Prioritizing Buildings for Growth

Buildings that give Food or affect growth should come first. The more Citizens you have, the higher your potential Production. The Granary is very important, as it allows you to send Food Trade Routes - but also if you have wheat, deer, or bananas near your City. If you started with Liberty, you also need Aqueducts as early as you can get them. The Aqueduct starts the City at 40% Food when it grows, meaning it speeds growth by about that much. These two buildings are very important, particularly if you choose Liberty for your opener (Policy choice).

Aside from those two, you always want to get Buildings that improve Tiles for you when you have 2 or more of that type of tile available. For example, Stables will give +1 Production on a Pasture. If you only have one, that can wait. If you have 3, it's a significant boost to the City and should be prioritized, because it will help you make future buildings faster. Windmills give +10% Production toward all Buildings. These will speed up the Production of everything you make in the future and give an Engineer slot that is very handy if the City has high food but low Production potential due to a lack of hills/forest. Lighthouses are very important if you have multiple Sea Resources nearby. They give extra Food and Production and are far more important than Fishing Boats.

Keep these concepts in mind as you go. Make Growth, Scientific, Production, and Gold buildings based on the City's terrain and the empire's current needs. Colosseums should go up as needed, which will work you toward a Circus Maximus an +5 Happiness. Late-Game Golden Ages are better than those in the early, for you'll make much more Culture, Gold, etc. simply by having more tiles with those attributes being worked. Make other Happiness buildings as needed, and always trade your excess resources for Happiness so that you do not need them right away. Markets are nearly useless if there are not many +Gold Tiles around the City, but are still important for letting you make the East India Company in your primary trading City.

These concepts ignore certain things like getting Opera Houses in all Cities for a Hermitage, but if you do things in the right order, you can boost a City's Production via Population and get ALL buildings up faster. In order to have high-population Cities, you'll simply HAVE to buy some buildings sometimes, else you spend too much time on Production Focus. Only do that for Wonders or really, really important buildings when you lack the Gold. If your Civ dips into Unhappiness, put all Cities on Production Focus so that they can get new Happiness buildings up faster, then switch back to Food Focus.

### What to Research to Speed City Growth

While most players will go straight for Education and Scientific Theory with small diversions to pick up Luxuries, and techs like Construction, Banking, and others, you need some other Techs to maximize Growth. Thankfully, Civil Service, which boosts food from Farms next to Fresh Water sources like Lakes and Rivers is on the way to Education. Once you have Scientific Theory, you can go toward the bottom of the Tech Tree and run for Chemistry (more Production from Mines) and Fertilizer (+Food for Farms WITHOUT Fresh Water). Lighthouses (Optics Tech) are important in Coastal Cities to raise Food from



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open Coast tiles and Sea Resources. Later in the game, you can get extra Food from Hospitals (Biology Tech) and increase Food carryover after growth with Medical Labs (Penicillin Tech).

#### Offsetting Food Lost from Specialists with Food Trade Routes

With Sailing, Engineering, and Animal Husbandry, your Civilization will have access to 3 Trade Routes. Sending a Food Trade Route requires a Granary. One to two of these should always go to your Capital as it will typically have the National College while at the same time need to work Guilds for generation of Great Writers. With Universities, you have two more Specialist Slots to work to improve Science output. Throw in an Artist's Guild and the City then has SIX Citizens turned into Specialists, and the City will grow slowly while not producing buildings very well either. If it's coastal, a single Cargo Ship with Food can offset this problem and allow the Capital to grow. With Land, you need two Trade Routes carrying Food to the Capital. The third should go from the Capital to another Civilization to get Gold. This all depends on how many great Food tiles your Capital has available to work, while you must also pace growth in relation to available Happiness. Other Cities will be fine, as the only Specialist type they should be working in the early-mid game are those from Universities and Public Schools. They are only losing 3 Citizens from tiles while the Capital is losing 7-9 or more at that point. While on Food focus, your other Cities can continue to grow just fine until you unlock more Trade Routes with Banking and Compass.

#### Boosting a New City

All Trade Routes last 30 Turns and can't be cancelled. When you've just founded a new City, you can help it grow rapidly by sending a Food Trade Route from the Capital. When the 30 Turns are over, you can switch the Caravan or Cargo Ship's Home City to the original destination and start sending Food the other direction (to the Capital) for the above-mentioned reasons. Cities must be size 2 to make a Settler. If you do this right, and have the Workers to help with Production in a new City, you can have your Expansion City make your 2nd Settler while the Capital builds something important like the Hanging Gardens (if Tradition), Colossus for extra Trade Route, or some other thing you require like a Writer's Guild.

#### Later Trade Routes

When I want a Scientific Civ, which is important in nearly every [Victory Condition in Civ 5 VII](#), I typically only send a few of my external Trade Routes to other Civilizations. I like to have at least one going to each City (always choosing Cargo Ships if the City is Coastal) and two to the Capital. This will allow some Trade Routes to give Gold, while 4-5 are utilized by the Empire to carry Food. Your Cities growing will provide more money from City Connections, make them better targets for other Civs' Trade Routes (which give you income too) and allow them to work tiles that give Gold.

#### We Love the King Day

Knowing the Resources your Cities demand can help you produce several 'We Love the King' Day in any given game. So long as you pay attention by looking at the City Screen, you can trigger this bonus which grants 20% Growth to the City for 20 Turns. Look for Civs that have that Resource to trade, and offer them Gold for it if necessary. You can also see what Resources City-States offer and possibly ally with them to trigger this growth bonus. In my 50-Population Egyptian City in the screenshot above, I got a couple of these. Keeping the City on Food during that time is super-important to maximize usage of the bonus. When the celebration is over, the City will demand a new resource and you can start the process over. They always ask for something you don't yet have.

#### Starting Social Policy

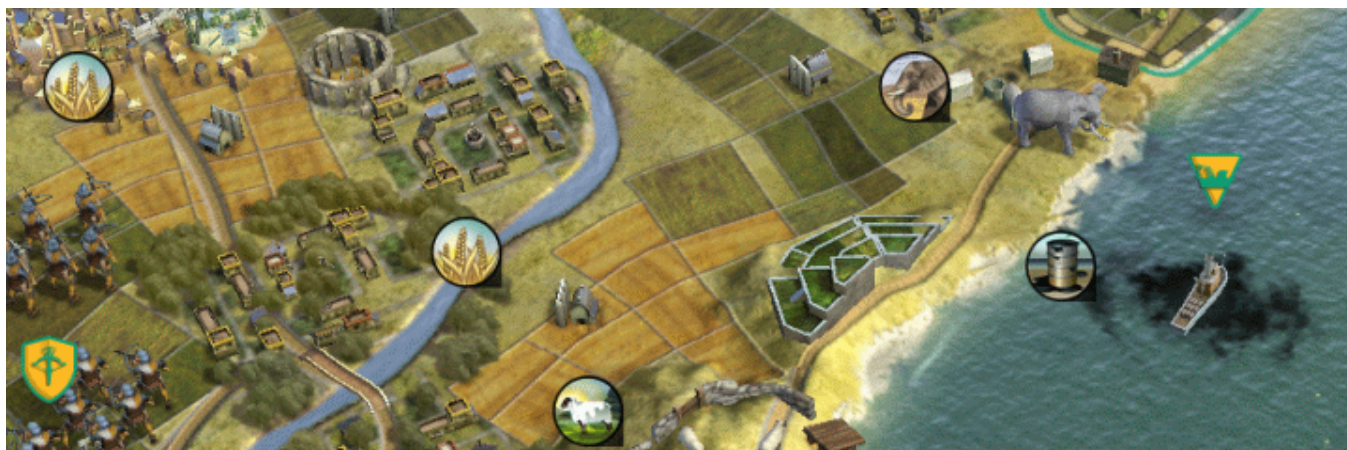
Tradition will give a free Aqueduct in the first four Cities, along with massive Growth bonuses. These are HUGE. Overall, Tradition will make taller Cities than Liberty, but Liberty allows you to gobble up land

#### 4. *City Guide*

quickly and have more Cities than Tradition. Overall, Tradition is viewed as the more powerful of the two for most games. If you find yourself on a big island that can easily hold 6+ Cities, go Liberty. Regardless of this, the information on this page is relevant to both. You want Cities to be as big as possible, and as far as buildings go, the main difference is the need to make Aqueducts and Monuments in your Cities. If you want to experiment with what you learned here, take Tradition and try to get, at minimum, 3 Cities, but preferably 4. You will need far less Military depending how friendly the AI is, and if you can avoid expanding too close to them.

## 5. Resources - Bonus Food, Strategic, and Luxury Resources List

Not Yet Updated for BNW/G&K!



These three types of Resources all require a building, constructed by a Worker, to enable the bonuses they provide. The listed Yields are in addition to the regular bonuses of that tile. Players should note that roads don't increase gold in Civ 5, aside from connecting cities to the Trade network. You do not need to connect any of these by road to give the bonuses to your empire. The requirement is that the tiles be worked by a city.

Your starting resources will greatly influence the first technologies you'll research. If there are multiple food tiles nearby, get out a worker and research the required technology fast to improve them.

Note that farms and Mines will always give their bonus in addition to anything they unlock. For Wheat, this just means an additional food. For Gems, Gold, Silver, Uranium, and Iron, it means +1 extra production.

### Tech for Gathering Resources

You'll note that some of these technologies are very versatile and can unlock a wide variety of resources for you. Get a view of the surrounding land and look to unlocking tile improvements for resources you have in abundance.

- **Farm:** +1 Food. You'll usually start with the required technology for this. Farms are important on every river tile you come across. They'll allow more Specialists in your cities. Later, these will give +1 Food when next to Fresh Water with Civil Service research. Fertilizer technology will extend the bonus to all Farm plots.
- **Pasture:** Requires Animal Husbandry. Get this early if you spawned near Sheep or Cattle. Horses can wait a little while. Horseback Riding will reveal the locations of any Horses on the map, good for an early production boost. Gives +1 Food Production with Fertilizer research.
- **Camp:** Requires Trapping. This will get your Deer and Ivory. These tiles are also common. Will grant +1 Gold with Economics research.
- **Mine:** +1 Production. Requires Mining. Necessary to get your Metals, Gold, and the ever-coveted Gems. Various technologies will unlock the visibility superior metals.



- **Fishing Boats:** Requires Sailing. You'll build a Fishing Boat in a city's unit section, then send it off to transform (lose) the boat for the Fishing Boats tile improvement.
- **Quarry:** Always adds +1 Production in addition to the Marble it improves. The Quarry improvement is unlocked by researching Masonry. Gives +1 Production bonus with the Chemistry research project complete.
- **Plantation:** Calendar research allows Plantations. This unlocks a lot of food and luxury resources, which don't get unlocked at any point. You can always see them. With Fertilizer research, they'll give +1 Food.
- **Oil Well/Offshore Platform:** Oil Well takes Biology Tech, and reveals oil, while Offshore Platform needs Refrigeration. Protect those Oil tiles!
- **Trading Post:** Initially will give you +1 Gold. This is good to place on Grassland. It'll then give 2 Food and 1 Gold, and during Golden Ages gives +2 Gold. When you get Economics research, this will give an additional gold. Buildings like the Market and Bank will convert that into even more gold for your Civilization to spend.

## 5.1. Bonus (Food) Resources

These types of Resources are only there to give the nearby city extra food, and aren't traded from city to city nor exported. In order to snag the yield bonus, you'll need to build the required Tile improvement.

### Bananas



Requires: Plantation. Yield when Improved: +1 Food.

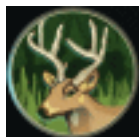
Bananas only come on Jungle tiles. Later, upon researching Education, you can build Universities near these and they'll give +2 Beakers along with the usual 50% boost to Research the University provides.

### Cattle



Requires: Pasture. Yield when Improved: +1 Food.

### Deer



Requires: Camp. Yield when Improved: +1 Food.

### Fish



Requires: Fishing Boats. Yield when Improved: +1 Food.

### Sheep



Requires: Pasture. Yield when Improved: +1 Food.

### Wheat

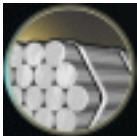


Requires: Farm. Yield when Improved: +1 Food.

## 5.2. Strategic Resources

Strategic Resources are metals and substances that fuel the weapons of war and sometimes allow for special buildings. Having more of one type allows you to make more units at once that require it. So don't trade off all your excess right away! Two iron would let you make two swordsmen. Once you had those two, you couldn't build another until you secure more Iron. The resource amount is essentially your unit cap. Thankfully, there are many units which require no resource (ex. Mechanized Infantry) which can get you by. In their times, units that take resources are more powerful than those that do not.

### Aluminum



Requires: Mine. Yield when Improved: +1 Production.

Aluminum is an important resource. It isn't revealed until Electricity and can appear practically anywhere. This stuff is used for some of the best units, and modern aircraft like the Jet Fighter, Stealth Bomber, and Modern Armor. This one can be worth fighting for under certain circumstances. It's also worth investing a lot of resources into obtaining as you'll be stuck with Mechanized Infantry for your army otherwise.

### Coal



Requires: Mine. Yield when Improved: +1 Production.

Coal is revealed by Scientific Theory. This stuff is great to have your hands on. Trade for it or improve tiles to enable construction of the Factory building. Coal also allows Ironclads to be made, which are very powerful naval vessels at the time they're available.

## Horses



Requires: Pasture. Yield when Improved: +1 Production.

Important to early-game military combat, and goes into the Medieval and Industrial era as well. Horsemen of all kinds are incredibly powerful in their proper times.

## Iron



Requires: Mine. Yield when Improved: +1 Production.

Not as vital as some other resources, but key for a certain time period. If you can field Swordsmen first, you'll have a powerful advantage. Try to get this but cope without it if you must, it's not a major loss.

## Oil



Requires: Oil Well. Yield when Improved: +1 Production.

Oil is required for the Battleship and Carrier. Without it, you'll have to make Destroyers. Oil's also used to make the first Tanks. Having this stuff on hand at the right time can let you seriously dominate the battlefield.

## Uranium



Requires: Mine. Yield when Improved: +1 Production.

Required for Nukes, Nuclear Reactor Plants, and the Giant Death robot. This stuff can be quite rare, for good reason.

### 5.3. Luxury Resources

Luxury Resources grant +5 Happiness so long as your Civilization has at least one of them. More than one don't help. So, the idea is to take those two extra dyes you have and trade them for a fur and a gem, giving you one of each and a total of +15 happiness instead of just +5. Look to the Diplomacy Overview (F4) to see what resources other nations have for trade. You can also get these by befriendng City-States, depending on what resources are available on their land.

Some of the Luxuries below can really boost your economy. +2 isn't much, but when you add a bank, market, and stock exchange to the town you're putting hefty percent bonuses on top of those numbers. The sooner you start stockpiling money, the faster you can start buying buildings in a single turn. It will also let you support a larger military and afford to upgrade your units.

#### Cotton



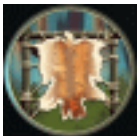
Requires: Plantation. Yield when Improved: +2 Gold.

#### Dyes



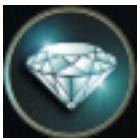
Requires: Plantation. Yield when Improved: +2 Gold.

#### Furs



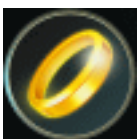
Requires: Camp. Yield when Improved: +2 Gold.

#### Gems



Requires: Mine. Yield when Improved: +3 Gold.

#### Gold



Requires: Mine. Yield when Improved: +2 Gold.

### Incense



Requires: Plantation. Yield when Improved: +2 Gold.

### Ivory



Requires: Camp. Yield when Improved: +2 Gold.

### Marble



Requires: Quarry. Yield when Improved: +2 Gold.

### Pearls



Requires: Fishing Boats. Yield when Improved: +2 Gold.

### Silk



Requires: Plantation. Yield when Improved: +2 Gold.

### Silver



Requires: Mine. Yield when Improved: +2 Gold.

### Spices



Requires: Plantation. Yield when Improved: +2 Gold.

### **Sugar**



Requires: Plantation. Yield when Improved: +2 Gold.

### **Whales**



Requires: Fishing Boat. Yield when Improved: +1 Food, +1 Gold.

### **Wine**



Requires: Plantation. Yield when Improved: +2 Gold.



## 6. Tall vs Wide Empires in Brave New World

### 6.1. Playstyle Comparison & Tips for City Layout/Empire Management

There are two frequently mentioned terms describing playstyle and [City 4](#) placement in Civilization 5: Tall and Wide. This Guide will help you understand the differences between them and the benefits of playing with each layout. Civ is a game about exploring and using the land around you to create an Empire that can pursue one of the various [Victory Conditions VII](#). So, while you may be inclined to play with only a few Cities, leaving large amounts of land unsettled only invites your neighbors to grab that land and use it against you.

#### Simple Definitions of Tall and Wide Empires

##### Tall

5 or less Cities on a standard map, with plenty of land between them to allow for optimal growth. There is little to no overlap in tiles to enable Cities to work every tile within a 3-hex radius. Tradition is usually the best Policy to open with this playstyle. The Hanging Gardens Wonder is unlocked with Tradition, giving your Capital even faster growth, complimenting the strategy and giving your Capital easier use of Specialists without sacrificing growth early on.

##### Wide

Numerous Cities with some overlap of workable tiles. This playstyle focuses on grabbing up much land and has Cities that do not have as much population but their combined output enables quick production of Military units and comparable Scientific output with enough Happiness to allow growth. You'll be working nearly every tile around, though spamming Cities is not wise as of Brave New World. It is better to choose locations that are at least somewhat desirable. Liberty is usually the best Policy to open with, as it allows for fast expansion by increasing the rate you can produce Settlers in your Capital and the rate Workers construct Tile Improvements. The Pyramids Wonder is unlocked with Liberty, providing a pair of Workers instantly and giving you another 25% faster increase in Tile Improvement construction. Tradition is viewed as so good that people often use it even with wide play, relying on their first Cities' growth bonuses to help fuel Science and increase income. Either is a valid choice, but very few would use Liberty for Tall play.

#### Adapting to the Map & War

As for Tall vs Wide, there is no best - often, you'll need to strike a balance between these playstyles. This means you should never go into a game and say, "I will have 3 Cities". You should settle the good lands that offer new Luxuries if they are available, weighing whether it's worth expanding toward a neighbor and causing [a diplomatic penalty from land covetry 26.5](#). If you have 3 Cities already, and there is large area between you and your neighbor, take that spot that has 2 new Luxuries you don't have or an area with excellent potential for growth because of numerous food resources! Strategic Resources are also important, and may be hidden in areas that seem to have little to offer aside from some Food. Technologies will reveal them and provide the City with Production bonuses later on.

In every game, you must adapt. Sometimes you will be crunched and have no intention to War, so you will work with what you have and find that is fine. I have won games with only 2 Cities, and the [Venetian Civilization 2.42](#) may only have full control over one but has the ability to win an easy Diplomatic Victory.

Otherwise, if you are crunched and want more land, you will have to war with your neighbors. Scouting is the most important factor to knowing whether you will be going Tall or Wide, and whether you will be forced to fight for land. You should know what lands and Luxury Resources are available, and who your neighbors are - this is why the first thing you should always build is a Scout, often two, while your starting Warrior sweeps the perimeter around your Capital to determine your first Settlement location.

Later in the game, you may end up with more Cities through Peace Treaties or Conquest - choosing to Raze Cities is a smart move when the AI or other players have placed them in bad locations or with too much overlap to let the [City Grow in Population 4.6](#). Knowing when to Raze and realize a City is not worth keeping even as a Puppet is wise. You may raze all the Cities around a Civ's Capital and keep that one City with the intention of Annexing it and making it a part of your Tall empire. You may also Raze and place Cities in new locations that are better suited for growth - knocking out 2 Cities to found one really good City that is better than the previous 2 combined.

### Clarifying Opening Policy Choices

While myself and others will often say Tradition for Tall/Liberty for Wide, there is no one right way to play, and being flexible while adapting to changing circumstances will make you a better player. While most players would recommend [Tradition 10.1](#)/[Liberty 10.2](#) starts, you will not always hear that you should finish those immediately. Some players will take just the Settler from Liberty or get Border Expansion from Tradition then move on to getting a few Policies from [Honor 10.3](#) or [Piety 10.4](#), with the intention of finishing the openers to get the bonus later. In regard to Tradition/Liberty you should always finish them at some point for the big bonuses they provide, while other Policies you may only want to [Adopt to get a bonus 10](#) or [unlock a Wonder 13](#), getting only what you need out of them. Generally, it's better to pick one of these two for your start and stick with it until it is complete.

### Cost Increases per City

Knowing how the game's subsystems work is very important to managing your Empire and deciding what is the best route to take. This knowledge will let you know if settling an area will pay off in the long run. The following metrics increase in cost with each City you own:

- **Social Policies:** +10% per City (not Puppets). This is additive, 3 extra Cities would raise Policy cost 30%.
- **Science:** +5% Tech Cost per City.
- **Unhappiness:** +1 Unhappiness per Population, +3 per City.
- **Roads:** 1 Gold/Road, 2 Gold/Railroad. You'll need more of them to connect your Cities the wider your Empire.

### Offsetting Cost Increases

Although costs increase, with a Wide Empire you will be able to offset a good portion of higher Science costs by simply having buildings in those Cities that increase Science and getting more from Population (Library/University). With regard to Social Policy costs, you'll have more buildings that generate flat culture (Monument, Amphitheater) and thus more slots for Great Works to generate Culture. However, you still need Great People to make them, and that is something that is easier to generate Tall - working many Specialists relies on you having enough +Food to support them while maintaining growth. Thankfully, Faith is easier to generate and Religion spreads faster with a wide empire and you can get any of these (Gold, Science, Culture) from Religion, depending on the beliefs you select.

## 6.2. Playing a Tall Empire in Civ 5

Tall essentially means having fewer (5 or less) Cities with little to no overlap in land. Cities are able to work up to 3 tiles away, but a tile can only be worked by one City at a time. Thus, the minimum placement you would want (exceptions aside) would be to count 7 hexes and place your City there.

Here's an example screenshot that I made, [using the Ingame Editor to Cheat 44.1](#), just to show how Cities would be laid out for Tall play:



Figure 6.1.: Placing Cities so that they can work all Tiles around will give them maximum Population growth potential. Counting 7 hexes from a City is an easy way to do this without Mods.

That placement would enable both Cities to work the 6 tiles in between them with no overlap. You can click the screenshot to get a bigger view of the spacing - there are exactly 6 hexes in between. I counted 7 hexes away and chose that as the place to put the City, based on surrounding resources. It doesn't have to be perfect - it's better to grab a couple extra workable food/resource tiles than to worry about 1-2 tiles of overlap. You don't just place them wherever you are able. Good City placement is key with Tall, so you would want fertile lands (Food resources or River/Grassland) with some tiles for Production. A City focused on Science and growth would not necessarily care about Production, but does need to be able to construct the buildings it needs to flourish. Thankfully, Farms (with Fertilizer) are eventually able to provide +2 Food even without a River or other fresh water source, and you are able to construct Lumber Mills on Forest tiles to make up for Production in areas without hills.

Playing Tall almost always means taking the Tradition Social Policies. These give powerful growth bonuses in the Capital and the next three Cities you place. It also increases border expansion by providing a free Monument (or Amphitheater if you wait to take that Policy) in those Cities.

Cities are able to expand their borders up to 5 hexes away, meaning a City with high culture can reach out to grab Luxury and Strategic Resources for your Empire, even if it cannot work the tile. So long as the tile is improved and it's within your borders, you will get the Resource.

### 6.2.1. Benefits of Playing Tall

- **Reduced Chance of Diplomatic Penalties from AI Coveting Lands** - Land Covetry is a problem with Wide if you have nearby neighbors. You can still have land disputes playing Tall, but they're less likely to be a problem in any given game.
- **Easier to Defend Your Territory** - Having just a few Cities to protect means they'll be easier to defend against invasion as your Military will always be closer. The Cities will also have large population, giving them a higher Combat Strength.
- **Unhappiness is Easier to Manage** - Every City you found increases Unhappiness by 3, so you need more unique Luxuries to make a Happy Empire. Tall empires will hit a cap until they get new Luxuries, an Ideology, or a Technology enabling a new building for reducing Unhappiness (Circus, Colosseum, Zoo, Stadium).
- **More Golden Ages** - Golden Ages give your Civ a great boost, and playing Tall offers more Golden Ages simply because you will have less trouble maintaining positive Happiness. At times you may need to avoid Growth, but you should find plenty of Luxuries within your area and spare copies to Trade with other Civilizations.
- **Cheaper Science** - You may have less Scientific Output than a Wide empire, but Policies are significantly cheaper - when Cities grow really high in Population, either Tall/Wide can easily win Scientifically.
- **Cheaper Social Policies** - This one is big. If you expand too much, you won't be able to adopt policies very quickly unless your Capital is wholly dedicated to producing Great Works by working the three Artists' Guilds. With Tall, you have the extra Population to do that while maintaining growth and Policies are much, much cheaper to adopt.
- **Better Production of Wonders** - With a bigger City, you will have an easier time making Wonders. You are also not using as much Gold/Production time to make Settlers so can get the buildings necessary to make a good City before a Wonder becomes available. Tall Civs can take their pick of Wonders when playing on Emperor or below, so long as they are first to the Tech. It gets harder to get early Wonders on Immortal/Deity but when you catch up Scientifically, you are able to pursue mid-late game Wonders.
- **Cheaper National Wonders** - You'll require fewer buildings total to allow your Cities to make National Wonders, and the cost to build them is lower with fewer Cities. With 3-4 Tall Cities, it's easy to throw up a few Opera Houses swiftly then make your Hermitage to boost Culture.

### 6.2.2. Tall Civs List

The following Civs are good for Tall play. This list is not exhaustive. There are 43 Civs with DLC and you may find many great strategies for any of them:

- **Babylon 2.6** - Great for a Tall, Scientific Civ. They earn Great Scientists 50% faster - they can also go Wide but should probably have only a handful of Cities so they can work Scientist Specialist slots almost constantly.
- **Brazil 2.7** - Get to Machinery for their Brazilwood Camp and enjoy Jungle Tiles that give +2 Gold, +2 Culture in addition to the +2 Food. Once you have a University, they'll also give +2 Science. An amazing Civ for a Cultural Victory if you can find enough Jungle tiles.
- **Egypt 2.14** - a Tall Capital with the +15% bonus to Wonder Production from Tradition and +20% Unique Ability will let them win Cultural Victories easily. Their Burial Tomb (Temple) can be used for Wide Play to offset Unhappiness from number of Cities.
- **Ethiopia 2.16** - They get a combat bonus against any Civ that is bigger than them, a UU that specializes in Capital defense, and their Monument replacement gives +2 Faith to help them quickly get a Pantheon.
- **France 2.17** - Double Theming bonuses means you want Wonders, and a strong Capital is needed for that. Their Chateau will give you Culture that can be converted to Tourism with Hotels/Airports.

## 6. Tall vs Wide Empires in Brave New World

- **India 2.22** - Good Wide or Tall, they will have less Happiness problems early on when playing Tall.
- **Korea 2.26** - I prefer them Tall, making big Cities that work literally every Specialist slot to reap the +2 Science they get per Specialist. It also works Wide, but overall they are better off with just a few well-placed Cities. I won my first Immortal game with them by doing this.
- **Poland 2.32** - I like Poland Tall, because adopting Social Policies quickly and playing Culturally will result in you having double the Policies of any other Civ in the game. They can be played Wide as well, given their stable gives Pastures +1 Gold, helping your income the more horses/cattle/sheep in your lands.
- **Siam 2.38** - Play Tall and work on income to help you ally with City-States. Their University replacement will help your Cities reach out to 5 tiles away faster, so long as you also prioritize Culture in Cities. This will give you more Resources to trade.
- **Venice 2.42** - Basically a one-city Challenge. You have no choice but to play tall.



### 6.3. Playing a Wide Empire in Civ 5

Wide is generally more than 5 Cities, with some overlap of tiles. The strength here is the sheer number of tiles you will work. This can lead to far more Production throughout the Empire and with the right buildings, Scientific output equivalent to that of a Tall Civ. By taking land quickly, you are able to secure many Strategic Resources to make a strong Military, and though Cities will not have fast build times themselves, the overall rate that you can get Military units out will be faster than Tall. They will also be working more Gold-producing tiles to support that larger military. Wide play has fallen in popularity since Brave New World and the most recent patch, but it is still a perfectly viable playstyle that can lead to victory quickly if you manage your Empire well.



Figure 6.2.: Rapidly Expanding can lead to conflict, but can make your Civ powerful later. Wide play often precludes War, which will result in even more Cities for your Empire if you are the victor.

City placement is still important when playing wide in Civ 5. You want good tiles within reach while trying to minimize overlap. At one time, people would spam Cities and crunch them together, but Wide play now involves more thought. The minimum spacing of Cities is 4 tiles away, which is okay - but 5 is better for Wide these days, so that you can grow to greater heights. You must seek out new Luxuries or at least copies of those you already have, while maintaining some positive relations with other Civs in order to trade - else, you will need to do many City-State Quests and give them gifts of Gold to secure more Luxuries. Remember that the AI will gratefully take Strategic Resources that you do not require in exchange for Luxuries at a 5 to 1 ratio.

Using Avoid Growth is an important aspect of this playstyle. Some Cities are only going to be there to grab Resources and provide some gold/science. Until you have plenty of excess Happiness, you do not want these Cities to grow too much. Having a strong Capital is still crucial so that you are able to produce Wonders/National Wonders. The trouble with National Wonders is that they rise in cost the more Cities in your Empire and you must make the required building in every non-Puppet City. Timing may be important - for example you want a National College to improve your Science. You should delay placing a Settler until the building is done, else you will need another Library. If you can buy that Library immediately, great, but it may not be the wisest course since a 1 Pop city with a Library will barely help you. Instead, get the Settler where you want it and wait on that Wonder to finish.

While Wide does often mean you are rapidly expanding with Settlers, you can also start Tall and grow through conquest to have a Wide empire. Make just 2-3 Cities, rush to Composite Bowmen and Spearmen or Swordsmen and conquer your neighbors. Rather than razing Cities, you will keep 2/3 of them as Puppets and Annex the best-placed Cities (generally Capitals). As stated before, Razing and placing a City a couple hexes away is not a bad idea if you can place it better than the other player.



If you grow Wide through Warmongering, note the above about Puppets not increasing Social Policy Costs. This is important and why you should keep most as Puppets. You are not even able to check Avoid Growth, so the best means of stunting their growth is to replace Farms with Trading Posts. They are naturally inclined to work Gold-generating tiles, as they have the Gold focus checked by default. Be sure to change this when you Annex a City, and immediately build a Courthouse (or buy it) to stop the additional Unhappiness. Be sure that City can pay off Culturally, as in if you need extra slots. They will build Cultural buildings - eventually - on their own, and these can be used as well. Annexing is mainly about taking control and allowing a City to grow, more to boost the Scientific output of that City. Most Capitals are in good spots, and the AI isn't *always* foolish about where it places expansions, so non-capitals sometimes make good Science Cities.

Local Happiness is an important mechanic to understand with Wide play. A City cannot generate more Happiness than it has Population, so if you have a City with a Pagoda, Colosseum, and any other buildings that produce Happiness, it will only contribute an amount up to its Population. This means a 5-Pop City is not able to generate 6 Happiness, but if it does have enough buildings to do so, the next level of growth will not reduce your Happiness.

One of the major drawbacks of Wide play is Building Maintenance. You will be paying a lot for it, so it's important you have some Trading Posts around any Conquered Puppet Cities to help with your GPT. In some Cities, it's wise to skip building certain things - for example Military Academies and certain growth buildings. If a City doesn't have much Production, you probably won't care that it doesn't make great Military units, nor would you want it to grow very quickly. Growth is best in your City with the National College and Guilds, Coastal Cities to improve Trade Route income and a couple of Cities that can be dedicated to Military production.

### 6.3.1. Benefits of Playing Wide

- **Easier to Build a Big Military** - While your other Cities work on Science/Culture, it's easy to dedicate a few Cities to pumping out Military units.
- **Improved Faith Generation** - Taking a belief that increases Faith (building, terrain) along with the usual Shrines/Temples can result in a lot of Faith generation.
- **Easier to Spread Religion** - Having many Cities follow your own Religion means they will exert pressure on other Cities nearby, causing your Religion to spread.
- **More Strategic Resources** - The more land you control, the more likely you are to have a particular Strategic Resource within your Borders.
- **Internal Trade Routes** - If you are at War with many Civs, it's better to use your Trade Routes to boost Cities. You can send several Trade Routes carrying Food or Production to your Capital/other Science City to help it grow and improve the Scientific Output or rate of Wonder Construction for that City.
- **More Great Works Slots** - Tourism Victories are generally easier with Wide empires, because they will be able to have many more Amphitheatres and Museums throughout the Empire.
- **Better Defense vs Negative Public Opinion** - If you pick a different Ideology than the most Cultural AI, you will suffer negative Public Opinion. While Wide empires' Social Policies cost more, having a higher Culture output will help defend you against this. Wide will have more Culture-producing buildings and tiles overall, so they can be hard to overtake with Tourism.
- **Better Reach for Trade Partners** - When going for a Tourism Victory, it's important you are able to send Trade Routes to other Civilizations. Playing wide means you're more likely to have a City in range for a land or sea Trade Route.
- **Improved Resource Diversity** - Trade Routes' income are based on the Gold Output of both Cities, along with the differencing Resources available to each Empire. The more Luxuries and Strategic Resources you have that they don't, the better the income will be.
- **Learn to Manage Happiness** - While it is more difficult to manage Happiness with a Wide empire, you should learn a lot from the experience. After playing Wide, Tall is very easy to manage.

Using Avoid Growth at times, along with Trading with other Civs, researching appropriate Techs and Allying with City-States are all important concepts to master in Civ 5.

### 6.3.2. Wide Civs List

The following Civs are at least okay at playing wide, while some will only see their true potential while playing with many Cities. This list is not exhaustive. There are 43 Civs with DLC and you may find many great strategies for any of them. Just about any Warmonger Civ can/should be played Wide, at the very least with an Empire of Puppeted Cities:

- **America 2.1** - Their UA is focused on buying up Tiles. This is very helpful for grabbing luxuries near City-States and other Civs before their borders can expand. Expect War when playing in such a fashion. They are specialized in late-game Wars.
- **Arabia 2.2** - Good wide or Tall, but with many Cities and their Trade Route bonus, they are able to spread Religion swiftly. Choose Happiness-producing beliefs. Controlling more land means more Luxuries to trade for their Bazaar gives you an extra copy of every nearby Luxury.
- **The Celts 2.10** - Ceilidh Hall gives +3 Happiness (Opera House replacement) and they get +1 or 2 Faith for Cities with Forest adjacent.
- **China 2.11** - The Paper Maker Library replacement gives +2 Gold instead of costing maintenance. This along with their tendency toward War and excellent Chu-Ko-Nu (Crossbowman) make them a wonderful Civ to use for conquering your continent and earning many Great Generals in the process.
- **India 2.22** - They are often mistakenly viewed as Tall-only, but their ability makes them break even after 6 Population. Anything after that, they are doing better than other Civs with the same Population. Their Local Happiness cap is halved, though, so a 12-pop City would only net 6 Happiness from structures.
- **Maya 2.27** - Get free Great People. Rush Theology and use their wonderful Shrine replacement (Pyramid) to offset the +5% increase in Science costs, while generating Faith.
- **Portugal 2.34** - Tall or Wide, but they benefit from having more lands to take advantage of Resource Diversity granting double in Trade Routes - having both horses and iron, and more Luxuries. You will be able to get extra Luxuries from City-States with their Feitoria Tile Improvement, but it works only on Coastal CS.
- **Rome 2.35** - Glory of Rome gives +25% Production for other Cities toward any building that already exists in the Capital. They work well with any Strategy because of this, but their 2 early Unique Units are best-used toward conquering neighbors and gobbling up land.
- **Songhai 2.39** - Start tall, and quickly grow Wide through conquest. Their Mud Pyramid Mosque replaces the Temple and will give Cities +2 Culture in addition to the Faith, helping you claim land.
- **Zulu 2.43** - Rush to Civil Service and have 3-5 Cities with their Ikanda (Barracks replacement). You'll be able to steamroll your neighbors and take their land for your own - do this or fail to utilize the best thing about this Civ.

## 7. Science: Maximizing Research Output

### Maximizing Scientific Output to Research Technologies Faster

This Guide to Civilization 5 with Brave New World and Gods and Kings features will teach you all about raising your Civ's Science output during the course of a game. This should be helpful to players who are struggling to outpace the AI on Prince and higher, while also providing a comprehensive list of things that affect Science to help people max their Science. We'll cover the various things that increase Science and how you can raise your beakers higher with the right Technologies and build priority.

#### 7.1. Raising Science - The Major Factors and How Science is Generated

Before we get to tips to raising Science, let's look at the formula that determines a Civ's total Scientific Output, in the order that they are added and multiplied. This should be of particular help to newcomers to Civ 5, especially players who have recently installed BNW, which extends the end-game by providing more Technologies and making later Techs cost more. By understanding how Science is calculated, the knowledge can be used to maximize your Civ's Science output.

##### Population IS Science

Population and Science go hand in hand. With no other buildings involved, one Population equals one Science. Higher Population throughout your Empire, or even in a single City = higher Science output. If you want to maximize this based on the lands available to you, read on.

##### Doubling Science from Population: Libraries and Public Schools

The Library (Writing Tech) is a building that increases Science by +1 per 2 Population in the City. The Public School (Scientific Theory) does the same, although it also gives a Scientist Specialist slot (more on those later). Libraries do not offer Scientist Specialist slots, they simply provide the boost to Science based on Population. When the Library is first offered, you can see significant gains - going from 11 to 15 is 50% more Science (with an 8 pop City - the Palace gives +3 Science). With both of these buildings active, you will essentially get +2 Science per unit of Population in any given City.

##### Scientists - the next Flat Boost

[Scientists 22.4](#) are [Specialists 22](#) that can be assigned through the [City Screen 4.2](#), assuming that you have the required Buildings. Each Scientist will give a varying amount of Science depending on your [Civ 1](#) and [Social Policies 10](#) that you've adopted. Each Scientist will give +3 GPP (base) toward the generation of a Great Scientist, in addition to the +3 base Science they provide. [GPP 23](#) add up to create Great Scientists - more on those later.

There are three Buildings that provide Scientist Slots. All are available to every Civ, no matter what form they take (for example Siam's University replacement, the Wat). Here they are, in the order they are received along with the Technology to unlock each Building:

- **University** (2 Scientist Slots, +33% Science in City, +2 Science per Jungle Tile) Requires Education. As you can see, these encourage you to keep Jungle around - after all, new species and plant life are discovered in Jungle even now. This will help a lot if the City has a lot of Jungle tiles, and

you can place Trading Posts to get +1 Gold out of them - and more later. This will count as Science coming from Terrain Improvements and gets lumped together with Academies

- **Public School** (1 Slot, +3 Science) Requires Scientific Theory. As stated before, this will push you to 2 Science per Population with a Library, which is required to construct it, along with a University.
- **Research Lab** (1 Slot, +4 Science, +50% Science in City) Requires Plastics. This will finish off your Cities' Science Buildings, so the only way to boost it further then is to continue to grow your population and utilize other indirect means of boosting Science.

With 19 Science (base) coming from the flat boosts and using 4 total Scientists from these Buildings, it doesn't seem like much, but all these get added up with Terrain Improvements then multiplied by the buildings that provide a +% bonus on a city level, then all Cities are added up to produce your final Science output.

### Terrain Improvements

There are a number of Terrain Improvements that grant Science, while all Jungle Tiles will generate +2 Science with Universities. Brazil's [Brazilwood Camp 2.7](#), which can only be placed on Jungle is treated as a Trading Post by the game. Trading Posts give +1 extra Science with Free Thought, so any Civ can get +3 Science and at least +2 Gold/Food per Jungle Tile with Rationalism Social Policies.



Figure 7.1.: Academies greatly boost Research Output in a City so it's wise to focus on Great Scientists.

### Great Scientist Academies

A Civ that wants to truly maximize Science should make use of the Academy, which are unique Tile Improvements created by [Great Scientists 23.1](#). These produce +8 Science per turn on a tile when worked by a [Citizen 4.2](#), upgraded to +10 with Scientific Theory. Early in the game, they are your best means of using them - simply place them on an appropriate tile and burn the Scientist to make the Academy. You can easily have 4-6 or more of these in a game so long as you do not create many [Great Merchants 23.3](#) or [Great Engineers 23.2](#), for those all come from the [same GPP pool 23](#) - generating a Great Merchant will make Great Scientists cost more. Each subsequent Great Person of this type will cost +100 more, so the first Great Scientist will cost 100, the next 200, and so on. If you then made a Great Engineer, your next Great Scientist would be 400. Keeping this in mind, you will do better at gaining the type of Great



People you need for your playstyle. [Great Artists 23.4](#) etc. each have their own pool, and do not raise the cost of anything other than that specific type. This means you can utilize those to your heart's content without worrying about raising costs.

If you place an Academy and later discover Iron, Aluminum, Uranium, or another Strategic Resource is beneath it through Researching the Technologies that reveal them, do not fret. All Great Person Tile Improvements automatically pick up any Strategic Resources that are placed beneath them. The same is not true for Luxuries, for those are visible from the outset and allow you to plan other locations to place your Academies. It is better to put them in tiles that are not next to Fresh Water, so that all those tiles can be dedicated to Farms that will get +1 Food with Civil Service. Hills should generally be reserved for Mines, but all other tiles are fair game. I do try to make sure there is Food on the tile so that it will help my City continue to grow, so open Grassland or Plains is a good choice. If you place an academy on a Forest/Jungle/Marsh tile, it will be cleared if you have the appropriate tech and Forests will provide the usual Production boost to the nearby City.

While an early-game Academy is the obvious choice, later in the game all Great Scientists should be used to give you a tech boost. This is because as you near the end of the game, an Academy cannot generate as much Science over 100 turns as a single use of the Great Scientist's Discover Technology ability. Given the output of Discover Technology is based on your Civ's current Science output (around 8 turns worth), it is obvious that using them early game is a big waste. Getting 200 Science from them would be a joke, when a City can get that in 7 turns later in the game with an Academy and all the +% Research boosting buildings. Under optimal conditions (Civs excluded, all techs researched and all 4 +50% buildings) an Academy will generate 36 Research per turn. With Freedom's New Deal Tenet, you could get +16 Science per Academy or 48 per turn under optimal conditions. Korea would get 54, due to the +2 Science for all Great Person Tile Improvements.

If you want to generate the maximum possible number of Academies during your game, use Manual Specialist Control on each City Screen and place Scientists into all available slots, while avoiding using [Engineers 22.5](#) and [Merchants 22.6](#) where possible; at least until Rationalism where you will get +2 Science per Specialist. Get all buildings that provide a boost to Great Person Production and try to get Sciences Funding passed in the World Congress to give a further +33%. You will want to vote against Arts Funding as it lowers Scientist birth rates. If you're going Freedom for the Specialist Bonuses, then it's even better to wait until then to begin using Merchants and Engineers because they will consume less food and help your Cities grow. In fact, a City set on Food focus under that condition will then automatically try to use all Specialists it can while working all good Food tiles.

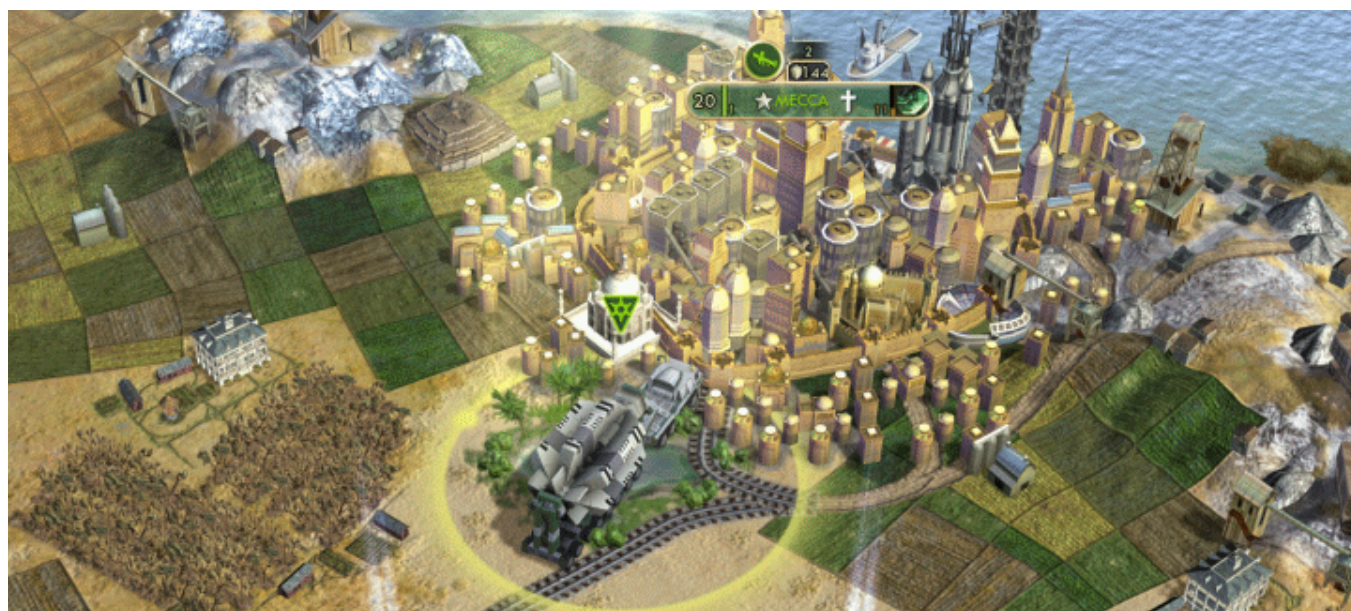


Figure 7.2.: Having high Science, you can win a Scientific Victory by turn 300-400 or even lower.

### Maximizing Science: +% Boost Buildings

Next, we have to look at the buildings that provide a % boost. A few have already been mentioned, but I'll go a little further into detail. This will conclude the formula for Science on a City level. Everything is added up, then increased by the % stated here. The max possible increase of 200% effectively triples your City's Science output. Again, we'll look at these in the order of their availability.

- **National College** (Requires Philosophy, +50% Science) - This is a National Wonder (so only one can be built) that requires you to make a Library in all Cities. Adding an extra City before you have this up can slow you down, unless you have the funds to outright purchase a Library in your new City. If you've only one City, you could build the Great Library, tag Philosophy for your Free Tech, then construct this. You will have a temporary edge in Science output, but will gradually lose it unless you can expand or grow your population very rapidly. This should be placed in the same City that will get your Writer/Artist/Musician Guilds and that same City should have massive growth potential. It is even better if you can find a spot with many food resources, grassland, and have founded the City next to a Mountain for an Observatory.
- **University** (Requires Education, +33/50% Science) - Requires Library. Universities start at +33% Science but are upgraded to 50% Science with Free Thought from Rationalism, which also gives +1 Science per Trading Post.
- **Observatory** (Requires Astronomy, +50% Science) - Doesn't have prerequisite buildings, but the City must be placed directly next to a Mountain. Many Natural Wonders count as mountains - simply hover over the terrain to see that it says so, but most Mountains are obvious. This helps offset the fact that many Mountainous regions have fewer workable tiles, but if you can get a mountain all by itself, you are setting yourself up for a great City later in the game.
- **Research Lab** (Requires Plastics, +50% Science) - Requires a Library, University, and Public School already be in the City. This will get your City with a National College to 150% and all others to 100% extra Science from all sources aside from Trade.

So, if you can create all these buildings in one spot, a City could get up to a +200% boost to Science, or triple its stated output. This means you would theoretically get +6 Science per Population and +6 Science per Specialist with Rationalism! Only one City can have a 200% boost, requiring a National College and Mountain for Observatory to achieve it, else 150%. If you don't feel it is cheating, you can restart the game until there is a Mountain in range of your Settler with good Food Resources and a River around. Most of your Cities will settle for +100%, or double, for not many players will get that lucky with Mountains next to most of their Cities to make great use of the Observatory.

### Flat Boosts to Science: Trade Routes

When you have less Techs Researched than a Civ or are [influential over them through Tourism 38.2](#), you will gain Science for Trade Routes, or they will. In most cases, both Civs get a few Science for the Trade Route, depending on who is more advanced. Both equal, it'd be a few Science each. This is most relevant in the early-game, where connecting to Civs can make up for your own lack of Science. Going from 30 to 33 Science with a Trade Route is a significant jump. The Science gained from a Trade Route late-game is negligible, particularly because of the lack of a boost from % modifiers. Simply send several routes to Babylon or another advanced Civ to help increase your Gold Per Turn and shave a turn or two off each tech you'll research. This Science is added to the City's output after everything else is computed. Since the AI is generally ahead Scientifically in the early-game, finding trading partners can greatly help your Science output and help you get the techs you need to pass them up. The Caravansary and Harbor, along with several techs, will increase the range of land/sea Trade Routes.





Figure 7.3.: This Korean City produces a respectable amount of Science per Turn.

### Example Science Output for a Single City

This differs from the City above, which has a Mountain and is a Korean City with less Population. Let's look at the math for a City with 50 population, 6 Academies nearby and access to three of the four +% Buildings. The sample Civ has Rationalism and has taken on the Freedom Ideology for New Deal to boost output of Academies and allows them to use all Specialists in all Cities because they consume less food.

84 Science from Terrain (6 Academies)

13 Science from Buildings (+3 Palace, +3 Public School, +4 Research Lab, +3 National College)

46 Science from Specialists (Specialists in ALL Slots in ALL buildings with Slots for +2 Science each)

50 Science from Population

50 Extra Science from Population

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243 Base Science

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City Modifier: 150% (so multiply by 2.5)

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547 Base Science Output

+10 Science for Trade Routes

557 Science from this City, then multiplied by the Empire Bonus for Adopting Rationalism:

+10% Science from Rationalism because the Empire is Happy

613 Total Science produced by this City.

## 7.2. Science Buildings and Helpful Wonders

### List of all Science-Related Buildings

Below I will show you a list of every Science building with the required Technology, the production they require to build and base cost in Gold to buy them outright. Planning ahead and saving Gold to buy Scientific buildings in your Cities can give you an immediate jump in Research output and help you push ahead (or even further ahead) of other Civs in the race to Research all Techs. This gold-saving strategy is particularly helpful if you are not able to produce them swiftly, for Cities focused on Science will have many Farms and fewer mines, thus typically have a reduced Production output compared to other Cities. After all, you want Population more than anything, and as time goes by Gold becomes easier to acquire. Finishing the [Piety Tree 10.4](#) and selecting the [Jesuit Education Reformation Belief 12.7](#) will allow you purchase Universities, Public Schools, and Research Labs with [Faith 12](#). Each building costs 300-800 Faith, with the price based on the current era rather than the Building's Production cost - so a University bought later on would cost the same as a Research Lab. It is quite costly, so this is of particular help to Wide empires who tend to have higher Faith output. Smaller empires should not bother with this one, as Gold purchasing would work fine and they generate less Faith from fewer tiles with Faith and Faith-Producing buildings. They are better off saving Faith for Great Person purchases later on - particularly Great Scientists.

The list is in the order that most players will research the technology to unlock each building. W. Wonder is a World Wonder and only 1 may exist in the game. N. Wonder is a National Wonder and only 1 may exist per Civ. You cannot buy these, but may want to rush World Wonders with Great Engineers - it's not usually worth using them to rush National Wonders. **If you would like to see a list of all [Civ 5's Wonders 13](#) that produce Great Scientist Points, see the [Great Scientist Page 23.1](#).**



Figure 7.4.: Just a few Tall Cities are all you need to win Scientifically.



## 7. Science: Maximizing Research Output

<i>Civ 5 Science Buildings and Wonders Helpful to Maximizing Science</i>				
Building	Tech	Type	Cost (Build/Buy)	Information and Building Stats
Library	Writing	Building	75/400	+1 Science for every 2 Citizens in the City
<a href="#">Great Library 14.3</a>	Writing	WW	185 Prod	Free Library in City, +3 Science, 2 Slots for Great Works of Writing and a Free Technology. Time this so that you can get an expensive Tech like Philosophy or Iron Working.
National College	Philosophy	NW	155 Prod	Must have Library in all Cities. Gives +3 Science and +50% Science modifier to the City.
<a href="#">Oracle 15.4</a>	Philosophy	WW	250 Prod	Free Social Policy, +3 Culture. This is listed primarily because it also provides +1 GPP toward a Great Scientist. With this and Great Library, you can have your first GS by the time you hit Universities. It is also <i>typically</i> easier to build in most games than other Wonders, so long as you get to Philosophy quickly.
<a href="#">Hanging Gardens 15.2</a>	Mathematics	WW	250 Prod	This is listed because of its major effect on Population - it provides +6 Food per turn and gives the City a free Garden whether it has access to a River/Lake or not, which will boost Great Person Points by +25%, helping you have higher Science in the City while also giving you more Great Scientists during the course of the game.
University	Education	Building	160/660	+33% Science (+50% with Rationalism), 2 Scientist Slots, +2 Science from Jungle Tiles.
Observatory	Astronomy	Building	200/780	+50% Science Modifier to City. Must be built right next to a Mountain or Natural Wonder that counts as a Mountain.
<a href="#">Leaning Tower of Pisa 17.3</a>	Printing Press	WW	500 Prod	A second Wonder that is not directly Scientific, but gives +25% GPP in all Cities, which will help a LOT in getting more Great Scientists. Plus, you can select a free Great Person of your choice when it's constructed.
<a href="#">Porcelain Tower 17.6</a>	Architecture	WW	625 Prod	+50% Science from Research Agreements and a Free Great Scientist.
Public School	Scientific Theory	Building	300/920	+3 Science, 1 Scientist Slot, and +1 Science for every 2 Citizens in the City.
Research Lab	Plastics	Building	500/1350	+4 Science, +50% Science Modifier to City, 1 Scientist Slot.

## 7. Science: Maximizing Research Output

<a href="#">Hubble Space Telescope 21.2</a>	Satellites	WW	1250 Prod	2 Free Great Scientists Appear (use Discover Technology with these) and a free Spaceship Factory in the City. Build the Apollo Program and you are on the way to a Space Victory!
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Abbreviations used: NW - National Wonder, WW - World Wonder.

### What to Research to be Optimal

Luxury Technologies are always prioritized, as are things like Granaries if they help you more. You will also want City Connections to aid your income, so Roads and Harbors are important, as are Trade Routes. If you include Astronomy for an Observatory, there are a total of 46 Technologies you must Research on the way to Plastics to enable your Cities to build Research Labs and reach the point you have all needed Science Buildings. To play with only Science in mind, you should generally make a beeline for the next building that will help you - and that does include some of the Wonders, especially given you should have a Scientific edge. Prioritize Science buildings in your Cities so that you get the boost to output immediately. Once you have Public Schools, know that you will need literally every Tech from the Ancient, Classical, and Medieval Eras to get to Plastics for Research Labs with only 2 exempt in the Renaissance (Navigation and Chemistry). Chemistry is a prerequisite for Fertilizer, and those increase Production and Food from Mines/Farms respectively so are important techs. With this in mind, go ahead and research things in the order you need them once you've reached that point, for all those discoveries are prerequisites for this higher technology, and literally everything up to the Information Era will need to be researched to access all required Spaceship Parts for a Scientific Victory.

### Lowering Research Costs: Meeting Civs

Meeting other Civilizations who have researched a Tech that you have not will lower the cost of that Tech. This is a sensible mechanic, as if you see someone using a new invention it becomes easier to discover on your own. The more Civs you know that have researched something, the lower the cost of that tech will be. While you are going toward Education and Scientific Theory, other Civs are likely to be researching the Military Techs at the bottom of the Tech Tree. You will be able to more quickly catch up in Military tech thanks to this, so meeting Civs via Scouting and later using Caravels to explore the World (or at the founding of the World Congress) is important to the pacing of your Research.

## 7.3. Putting it Together: Tips for Raising your Civ's Science Output



Figure 7.5.: I cannot overemphasize the importance of Internal Food Trade Routes throughout your Civ.

Since you are capped in the number of Specialists you can run per City, the best means of ensuring your Civ has a high Science output are to raise Population and Generate Great Scientists. There are also other, off-beat means of generating Science, some of which I'll cover. Let's look at various gameplay subsystems and how they affect your ability to make more Science:

### Food, Food, and more Food

Select lands with plenty of Food resources, with Rivers and possibly lake borders to provide access to fresh water. Fertilizer takes quite a while to come after Civil Service. Cities placed in locations such as these will be capable of supporting a large population - some of which could even surpass your Capital. You want at least some hill or other Production resources nearby, hopefully strategic. Finding a spot that at least has some of these qualities, even if not great, will still produce a great City. You want more farms than anything, with Mines on Hills (not those along River unless you're very desperate for Production). Overall, having enough Workers to ensure your Cities are always working improved Tiles is also important. Don't build 15 improvements at a City size 8, move on to another City - though eventually you will want to do every tile to facilitate growth. Having 4 or so workers for 3 Cities would be fine, but you would want more with a Wider empire, for sure! You may even need to use avoid growth at times because of how quickly your Cities can expand when you are employing this strategy across a big empire.

### Keep it on Growth

Ensure your Cities are almost always focused on Growth (Food in the Citizen Management screen). The more time they're on Production, the less time they're growing. Prioritize Food buildings, Aqueducts if you didn't go Tradition, and Medical Labs, though they don't seem great, will still be of big help once your City is past 30-40 population, for it flat takes longer to grow at that point. Get Production buildings up after Food buildings, to ensure your next constructions are faster and purchase Scientific buildings when you can. Read my [Guide to City Growth 4.6](#) to learn more.

In my Scientific games, I am typically #1 in Population just because of how tall the Cities are, even though adding up another Civ's total it would seem higher. [Taller Cities 6.2](#) have an exponential effect on that rating.

### Internal Trade Routes

Each of your Cities can only send 1 [Trade Route 9](#) to each City in your Empire, so you must choose between Production (requires Workshop, comes later) and Food (requires Granary, available very early). Establishing these Trade Routes early on and maintaining them throughout the entire game will result in Cities with at least a dozen or more Population than they would have otherwise. It gives you less impact when you switch to Production to rush something and creates rapid growth when you are sticking with Food focus. Sea Trade Routes do deliver more food, but unless a City has many Sea Resources and plenty of land in its workable zone, it will not perform as well as a City situated in an area surrounded with Grassland and a River. Still, you will want a Coastal City to take advantage of spare Trade Routes to make distant connections, have a Navy and be capable of exploring the World.

### Happiness

Trade excess Resources, steal [Mercantile City States 25.3](#) from other Civs to get more, and look for CS that have more than 1 Luxury you don't yet have, such as their uniques (porcelain, for example). Even better is a CS that has Iron or some other Resource you need. Choose wisely if you Found a Religion and choose something that will boost Happiness. Explore to find Natural Wonders for +1 each. Social Policies can aid in Happiness, particularly once you get to choose an Ideology. Specialists' Unhappiness can be halved with Freedom. Order provides many boosts to Happiness and the same +GPP that Freedom Gets, although they are not as suited to running specialists as heavily. Either way, those two can make a Scientific Empire very happy. Order is commonly chosen by the AI, so you can have plenty of excess Happiness, whether playing Tall or Wide if you are willing to go that path. After all, you are likely to go Tradition and be able to buy Great Engineers with Faith, so you can rush a couple of Spaceship Parts and Hubble.

### Cultural, Mercantile, and Maritime City-States

You may lack Culture, and that is a problem past Tradition. Cultural City-States can help greatly in this, and you're best off exploring the world to find as many as possible. Do quests and buy them off with Gold. If you have some Culture of your own from Wonders, then put 3 policy points into [Patronage 10.5](#) so that you get slower reduction in relations, 25% bonus to Gold Gifts, and a portion of the Research the City-State Ally generates. You may even want to polish off that tree if you get the chance.

### Mercantile and Maritime City-States

Both of these are of great import. Mercantile provides Happiness that lets you keep growing and experiencing Golden Ages to help with Social Policies, Income, and Production, especially if you are playing Wide, and Maritime City-States provide up to +3 Food to the Capital with another Food going to all your Cities. It's not much, but it helps. A City stuck on Food Focus will grow every 3-5 turns, even late into its growth, and every single one of those will add at least +4 Science to your total.

### World Congress

Get Sciences Funding passed for +33% GS birth, along with Engineers and Merchants, while sacrificing -33% on Artsy types. Avoid letting Scholars in Residence pass so other Civs can't catch up to you.



### Spies - Protecting Research and Alliances

When you've got a good lead, you don't need to steal Tech, though it's a great option when you're behind. Put a Spy in your Capital or a higher-population City and by the time they're level 3 and killing other Civs' Spies regularly, you'll be accepting apologies all the time (the better option, really). Use other Spies to situate in several City-States that you will keep as your own, forever. They will so greatly raise your Influence over time that the other players will be hard-pressed to take them back without great expense or a lot of luck with Quests. This lets you go ahead and focus purchasing Alliances on some others.

### Trading Posts and Jungle

Build Trading Posts around any Puppet Cities, since they focus on Gold anyway. Some Farms can help them grow, regardless. You want to preserve Jungle unless it's hill, to put a Trading Post and get +2 Gold, +2 Food, and +3 Science out of each tile. Only chop Jungle hills if you absolutely need the Production. A Trading Post only makes up for half a unit of Population in a large City as far as Science goes, though Gold is helpful, but maximizing Science may mean avoiding these for your large Cities, because they will result in the City having a lower Max Population - a City can only grow so much, based on the Food available to it. Growth will slow, then stop, stagnate and even shrink if it loses Food, but that is only toward size 40-50. You may need to chop replace tiles with Farms if you want further growth and even more Science.

### Tradition vs Liberty

Unless you can settle in very fertile lands and have plenty of space between your Civ and the closest, you are likely to do better playing Tall and going [Tradition 10.1](#) for the growth bonuses when going for maximum Science. It is an easy play and 3-4 Cities benefit greatly from Tradition's bonuses. I won with Korea with 2 Cities, but their Specialists are amazing. I could have just as easily won Wide with them. The choice is really about how badly you want expansion. [Liberty 10.2](#) is not awful, in fact it will probably let you build Wonders and expand at the same time early on. Four to five [Cities 4](#), well tended and kept in a state of Happiness with few periods of Unhappiness will grow nicely and may have a wonderful output, but the Cultural costs will be much higher. You may even find yourself in a War or two and be capable of taking lands that way (Puppeting). Ultimately, it'd be best to focus on 1-2 cities' growth in a Wide situation so they can run max Specialists, while your others can be focused on Production and supporting a Military.

### Rationalism Social Policies

Required When you zip into the Renaissance, you want to be able to start plowing into [Rationalism 10.9](#) as fast as possible to get all the bonuses. Take Secularism to get +2 Science per Specialist, the biggest boost in this tree, particularly for Wide empires, then take the right side to get your Universities producing +50% instead of +33% Science. Finish this even if you are working on an Ideology, but time the last pick around a high-cost Tech so that you get the most out of a Free Tech - do that in every case where you will get a free Technology. Thankfully, a Great Scientist's Discover Technology bleeds over. You can even use 2-3 at once and get the full amount of Research to let you pick 2-3 techs in just a couple of turns.

### Ideology Choices for Max Science Output: Freedom vs Order

Autocracy is for Military/Culture/Diplomacy more than anything and doesn't particularly help you with winning a Scientific victory, so the choice lies between Order and Freedom for most players. The general consensus is that Tall Civs with fewer Cities but high Populations will benefit more from Freedom, for they are able to use more Specialists and at reduced Food cost, while also reducing the Unhappiness those Specialists generate vs regular Citizens, allowing them to continue to grow. This coupled with Secularism from Rationalism giving +2 Science per Specialist is a natural choice for those Civs with 3-5 Cities. Once

you're past that, the better choice is likely Order. All Cities with a Factory will get a 25% boost to Science, so with a Research Lab and University (with Rationalism) a total of 125% extra Science per Population, Building, and Tile Improvement vs Freedom's 100%. This is good, for it doesn't rely on you utilizing Specialists but still helps where you can (in your major Cities). Freedom gets to buy Spaceship Parts with Gold, while Order gets to use Great Engineers to rush them. Analyze your situation and pick based on other Tenets you like in those Ideologies. Order is also a generally safe choice, for many AI tend to pick it, but you can't really go wrong here. I tend to pick Freedom, for I'm often playing tall when focusing on Science, but wide Civs need Science too and thus should likely choose Order.

### Use that Research to have a Great Military

Since you should be technologically advanced, upgrade units with Gold and ensure they are up to your new standards. Just add Strength and have some Ranged Units. Though Pikemen are not great in particular, they do have a good Combat Strength which raises your Military Score. Watch the Demographics screen and don't be last, but rather 3-5th in a 10 player game. The AI have 'disagreements' with tiny Civs, even if they never actually fought in the past. They like to gobble you up if you're small and weak. Build new units as they come available, as well. You want to gradually grow your Military throughout the game, but do not need to be #1. It is easy to defend in your own lands if you have enough troops. Note how I'd set up a fortified line to protect my lands in one of the screenshots above. [Babylon 2.6](#) was Friendly enough, but things can turn for the worse when you are starting to win by building Spaceship Parts. Castles etc. in your Cities are also a deterrent. In that game, I got to build [Neuschwanstein 19.6](#), which encourages some defense and provides Happiness to the tune of 8-10 total for 3-4 Cities.

### Play Peaceful for Research Agreements - Do NOT Neglect Research Agreements!

Rationalism + Porcelain Tower will give you double from any Research Agreement. Research Agreements can only be formed between two Civs that have signed a Declaration of Friendship. You'll both get a chunk of Science based on the lower output Civ of the two's Science per turn. When you can make these with multiple Civs, you will generate more Science than they do. You may even give them Gold to ensure you get this done, if you like. That will also improve relations between you, preventing War, particularly when Ideologies and land disputes are in play.

### Like Gold, High Science Output can be Everything

When you have a huge Scientific lead of 10 Techs or more, you can essentially win the game however you like, but the obvious choice is to simply build the Spaceship. Still, being first to invent the internet, building the [Great Firewall 20.3](#) so other Civs can't, and getting a few late-game Cultural Wonders can be plenty to let you win with [Tourism 38](#). You may use your massive wealth to buy your way to [World Leader 39](#) or crush your foes for a [Domination Victory 40](#).

### Learning More About Science Victory in Civ 5

This Guide is focused on generating Maximum Science for your Civ, while excluding the Scientific Victory. Once you have these basics down and understand how Science is generated, Scientific Victory should be easy to achieve so long as you are playing a difficulty appropriate to your skill. To see the Guide focused on how to complete a Scientific Victory, [click here 41](#). This includes some basic tips for that type of win, how to pull it off, and is not as in-depth as this Guide.

## 8. Happiness Guide: Golden Ages & Countering Unhappiness

### 8.1. Golden Ages & Managing Unhappiness in Your Empire



Figure 8.1.: Civ 5's Happiness allows Cities to grow and Empires to have Golden Ages.

Happiness is an essential resource in Civ 5 which allows Cities to grow and Empires to enter Golden Ages. Having a negative Happiness score results in Unhappiness and greatly slowed [City Growth 4](#), Production, and [Combat Penalties 37.2](#) for your [Military 29](#). Sink too far and Rebels may pop up in your lands, or, far worse, you could lose Cities to another [Civilization 1](#) once Ideologies are chosen. This Guide's focus will be to first help you understand where Happiness/Unhappiness come from, then teach you all the different methods of acquiring Happiness and managing Unhappiness in order to avoid penalties and keep your Cities growing.

#### How Happiness and Unhappiness Work

Unhappiness is subtracted from the Happiness that your Civ produces. Going into the negative by even one point results in Unhappiness penalties which are Empire-wide. No one City ever experiences Unhappiness alone - the Unhappiness it generates adds to the Global total. Each City you found will produce 3 Unhappiness, and +1 per unit of Population. So, founding a City will immediately produce 4 Unhappiness. As it grows, it will produce more and more Unhappiness, +1 per new Citizen. Therefore, utilizing means of acquiring Happiness is essential to keep your Cities growing, as is stopping growth if you are about to experience Unhappiness. Citizens in Occupied Cities (any City acquired through Trade Deals or Peace Treaties that is Annexed without a Courthouse) will produce 1.33 Unhappiness per Citizen. Building a Courthouse will make the Unhappiness go back to that of a normal City. [Puppet Cities 37.4](#)

are not Occupied, though Cities you Raze do count as Occupied until they are completely burned down. Regardless, taking on a new City through War, whether through conquest or a Peace Treaty, can instantly make a major impact on your Civilization's Happiness level.

### Global and Local Happiness

Happiness-generating buildings like the Circus, Pagoda, Colosseum, and Stadium generate what is known as Local Happiness. Cities may not create more Happiness than there are Citizens in a City. A City with 5 Citizens, a Pagoda (+2 Happiness), Colosseum (+2 Happiness) and Circus (+2 Happiness) can only generate 5 Happiness. In this case, the example City can grow without impacting your global Happiness score - the City would go to 6 Population and immediately get +1 Happiness while generating -1 Unhappiness from the extra Citizen. These cases are rare, but it may be worth your while to consider where you are purchasing a Happiness-producing building if you want it to provide Happiness immediately.

Other sources of Happiness, such as those from [Wonders 13](#), [Social Policies 10](#), [Mercantile City-States 25.3](#), and [Luxuries 5.3](#), produce Global Happiness. This type of Happiness is simply added to your total Happiness score. So, if you rush-built Notre Dame in a City with 5 Population, it would give all +10 Happiness to your Civilization because the Happiness benefit is Global. A City that connects a new Luxury will add it to the Global Happiness, as well.

Economic Overview				
General Information			Resources & Happiness	
Happiness		Unhappiness		Resources
Total	108	Total	56	— Resources Available
+ Luxuries	32	# of Cities (3)	9	Horses 18
— Local City Happiness	32	Citizens (74)	47	Coal 7
Addis Ababa	15	— City Breakdown		Oil 7
Harar	9	Addis Ababa	18.25	Uranium 2
Adwa	8	Harar	17	Gems 1
+ Global Building Happiness	11	Adwa	21	Dyes 1
City-States	9			Spices 2
Social Policies	6			Sugar 1
Religion	0			Cotton 1
Natural Wonders	3			Wine 3
World Congress	6			Incense 1
Difficulty Level	9			Jewelry 1
				Porcelain 1
				+ Resources Imported
				+ Resources Exported

Figure 8.2.: Knowing where Happiness comes from, you can seek new sources to avoid Unhappiness.

### Determining Happiness Sources

You can mouse-over the Happiness total at the top of the game interface to see all sources of Happiness and Unhappiness for your Empire. This will show you what Luxuries are contributing to you Happiness, so that you can seek out those that you do not yet have affecting your people. Additionally, you can click the drop-down menu in the top right, go to Economic Overview > Resources & Happiness to see even more detailed information about what each City is generating. You can also see the distinction between

local and global Happiness there. With this knowledge, you can Ally with City-States that have Luxuries you don't yet have or construct a missing building that provides Happiness (more useful for spotting missing buildings in [Wide Empires 6.3](#)). Spending Gold to Ally CSs that have a Luxury you do not will make your Gold go further and provide additional benefit to your empire rather than the base +Culture, Food, or Faith you may get from a City-State.

### Unhappiness Penalties

Dipping even to -1 Happiness results in Unhappiness Penalties. Cities will grow at 1/4 normal speed and have Production/Gold output reduced by -2% per Unhappiness. Units also get a -2% per Unhappiness Combat Penalty. Reaching -10 Unhappiness will stop Cities from growing entirely and cause Rebels to pop up around your lands from time to time. Fixing this is a high priority, as Rebels can make it even worse by pillaging Luxury tiles and destroying City Connections.

Once Ideologies are chosen, it gets worse. Civs that produce high levels of Tourism will affect Civs with low Culture and cause them to want to be like the more dominant Civ, resulting in an Unhappy population. The more Influence levels that Ideology has in the world, the harsher the Unhappiness becomes. It may be too much for your Policies and Tenets to counter. If you are experiencing high levels of Unhappiness from pressure from another Civilization due to Tourism and Ideological Differences, Cities may even leave the Empire. If you've sunk that far due to pressure, there's little you can do to fix it and should change Ideology through the Ideology menu so that you do not lose a City to a Civ with the dominant Ideology. If you want to fully understand this system, see the [Ideology 11](#) and [Tourism 38](#) sections of the Guide.

Of course, this works the other way around too. Being a Civ that produces heaps of Tourism and having a stubborn Civ fail to change Ideology, you may get free Cities and turn their Empire into swiss cheese. These situations are rare, however, as most Civilizations will give in and change Ideology to the dominant one. It is an occurrence I have only seen once in my many hundreds of hours of gameplay.

## 8.2. Happiness Sources & Managing Unhappiness

### Luxuries and Trade

Each Luxury Resource you connect to your Empire will give you +4 Happiness, no matter how you do it. A City-State that has a Luxury you do not will contribute it to the Empire at Ally status. Mercantile City-States provide +2 Happiness early on, +3 Medieval and later, regardless of their Luxuries, so can give your Civ up to +7-11 Happiness from Allying with one of them as they may have Luxuries that are only available to that type of CS. Also, you may [Trade extra copies of Luxuries 26.3](#) you have to other Civs for their Luxuries. It's also possible to Trade using your income and get a copy of a Luxury for 9 Gold per Turn from the AI. They will also accept 5 copies of a Strategic Resource for a Luxury, or combinations of Strategic Resources and Gold.

### Importance of Scouting

Scouting is important for finding new lands to settle, as you need to know where new Luxuries are. Find areas that can help you to offset the Unhappiness penalties associated with founding a new City, so that you can continue to grow. Look also for places that have Horses/Ivory for Circuses (+2 Happiness) and Stone/Marble for Stoneworks (+1 Happiness) Having extra copies of Luxuries does not help aside from Trade Deals and tile bonuses from Improvements. Another benefit of Scouting is that finding a Natural Wonder will give +1 permanent Happiness to your Empire. If you didn't know some of this, I highly suggest you read my [Beginner's Guide to the Early Game 42](#) as well as my [Civ 5 Tips pages 43](#).

### Managing Happiness

You need to balance Happiness and expand such that Cities can grow. Workers are important for connecting Luxuries quickly as you settle new Cities, and forming City Connections if you are using Liberty

as it will give +1 Happiness per connected City. If you have 2-3 Cities and are only using one, you need to get another Worker out ASAP. This allows you to quickly connect Luxuries and secure Trade deals. The sooner you trade with an AI, the more likely you are to get their Luxuries. They trade with each other, and as each deal comes to an end you will get an opportunity to renew it if the relations between your two Civs are still good. Check the Diplomacy tab > Relationships panel to see what Luxuries Civs have to offer and see if they wish to trade with you.

If you want to Settle an area with really high growth potential (Bananas, grassland, cattle) that has no Happiness bonuses - no new luxury, no stone/marble, or no horses/ivory, you have to offset that somehow. Make Colosseums throughout your empire and try to get a Circus Maximus National Wonder. When you're low on Happiness (less than 2-3), you may also disable growth in some Cities to allow others with more potential to continue to grow. For example, if you're playing with [Tradition Social Policies 10.1](#), every other unit of Population in the Capital generates -1 Unhappiness, so you essentially have half Unhappiness from Citizens in that City. Stopping growth in other Cities can let the Capital grow much more, while the others await a surplus of Happiness to let them grow. It's also more useful to have more Citizens in the City with your Guilds and National College - that City generates 50% more Science, so ensuring it gets to use your Happiness is more beneficial to the Empire overall. Do keep in mind Local Happiness, as a City may be able to grow without lowering your Happiness Score. Overall, STOP GROWTH when you are low on Happiness as opposed to dipping far into the negative. Set those Cities on Production or Gold Focus and take measures to fix your problem by constructing buildings, allying a CS, Trading with another AI/player, or adopting a new Policy. Since Cities still grow at 25% of normal rate, they can indeed make Happiness issues worse once you hit -1.

The following lists all Buildings and Wonders that generate Happiness. Note that Circuses and Stoneworks require resources within 3 tiles of the City on land that is owned by your Civilization. Also remember that Wonders generate Global, not local, Happiness:

<i>Regular Buildings that Generate Happiness</i>			
Name	Hap +	Tech Required (Era)	Notes
Circus	2	Trapping (Ancient)	Requires Improved Horses or Ivory.
Stone Works	1	Masonry (Ancient)	Requires Workable Marble/Stone.
Colosseum	2	Construction (Classical)	Prerequisite for Circus Maximus Nat'l Wonder.
ZOO	2	Printing Press (Renaissance)	Requires Colosseum.
Stadium	2	Refrigeration (Modern)	Requires Zoo.



<i>Wonders that Generate Happiness</i>			
Name	Hap +	Tech Required (Era)	Notes
Circus Maximus	5	Construction (Classical)	Requires Colosseum in every non-Puppet City, National Wonder buildable by every Civ.
<a href="#">Chichen Itza 16.4</a>	4	Civil Service (Medieval)	Also increases length of Golden Ages by +50%.
<a href="#">Notre Dame 16.8</a>	10	Physics (Medieval)	Also provides +4 Faith, +1 Great Merchant Points.
<a href="#">Forbidden Palace 17.2</a>	%	Banking (Renaissance)	Requires <a href="#">Patronage 10.5</a> , -10% Unhappiness in Non-Occupied Cities. +2 <a href="#">Delegates in World Congress 28</a> .
<a href="#">Taj Mahal 17.7</a>	4	Architecture (Renaissance)	Instant Golden Age upon completion.
<a href="#">Neuschwanstein 19.6</a>	2	Railroad (Modern)	+1 Happiness, +2 Culture, +3 Gold from every Castle.
<a href="#">Prora 19.4</a>	2	Flight (Modern)	+1 extra Happiness for every 2 Social Policies you've adopted, grants one free Policy. Requires Coastal City, adoption of <a href="#">Autocracy Ideology 11.1</a> .
<a href="#">Eiffel Tower 19.2</a>	5	Radio (Modern)	Also grants +12 Tourism.

<i>Civ-Specific Buildings that Generate Happiness</i>			
Name	Hap +	Tech Required (Era)	Notes
Burial Tomb	2	Philosophy (Classical).	Egyptian Temple Replacement.
Satrap's Court	2	Banking (Renaissance)	Persian Bank Replacement.
Ceilidh Hall	3	Acoustics (Renaissance)	Celtic Opera House Replacement.

### Social Policies and Ideology Tenets that affect Happiness

There are many Social Policies and Tenets that affect Happiness or your ability to get it in some way. Here are the [Social Policies' 10](#) major impacts on Happiness: [Tradition 10.1](#) focuses on Growth in all Cities and Unhappiness via the Capital. [Liberty 10.2](#) allows for less Unhappiness per City and additional Happiness for Connected Cities. [Honor 10.3](#) will give Happiness for Cities that have a Unit stationed within. [Patronage 10.5](#) allows you to more readily secure Alliances with City-States and thus generate more Happiness. [Commerce 10.7](#) can give you +2 Happiness per Luxury Resource. That is a huge bonus, given it affects those within your lands AND Luxuries gifted by City-States. [Exploration 10.8](#) will give Happiness for Coastal buildings, for those times when you are playing an Archipelago map or have many Cities along the coast.

[Ideology 11](#) also plays a major role in Happiness generation, although in the late game. [Freedom 11.2](#), [Autocracy 11.1](#), and [Order 11.3](#) have several tenets that reward you for specific types of buildings or reduce Unhappiness in some way. Take advantage of your Tenets by constructing the buildings that give the additional Happiness. Utilizing the means available to you is key in keeping your Empire happy and very useful late-game Golden Ages that may come to you.

### Religious Beliefs and Buildings that raise Happiness

Religion can play a major role on your Civ's Happiness, whether it is a [Religion you Founded 12](#) or another Civ's [Religion that is spreading in your lands 12.2](#). Take advantage of those Beliefs! Buying up Religious buildings with Faith, whenever possible, is very wise, whether you plan to keep that Religion in the City or not, as it will continue to provide positive effects for the City. This is doable when the AI sends missionaries or [Great Prophets 23.7](#) to your lands and temporarily converts one of your Cities to their Religion.

- **Goddess of Love** ([Pantheon Belief 12.3](#)) +1 Happiness from Cities with 6 Population.
- **Sacred Waters** (Pantheon Belief) +1 Happiness from Cities on Rivers.
- **Peace Loving** ([Founder Belief 12.4](#)) +1 Happiness for every 8 Followers in non-enemy foreign Cities.
- **Ceremonial Burial** (Founder Belief) +1 Happiness for every 2 Cities following this Religion.
- **Pagodas** ([Building/Follower Belief 12.5](#)) +2 Happiness/Culture/Faith.
- **Cathedrals** (Building/Follower Belief) +1 Happiness/Culture/Faith and has a slot for Great Work of Art/Artifact.
- **Mosques** (Building/Follower Belief) +1 Happiness, +2 Culture, +3 Faith.
- **Asceticism** (Follower Belief) Shrines provide +1 Happiness in Cities with 3 Followers.
- **Peace Gardens** (Follower Belief) Gardens provide +2 Happiness in City.
- **Religious Centers** (Follower Belief) Temples provide +2 Happiness in Cities with 5 Followers.

### 8.3. Golden Ages

Civs can have a Golden Age when their Happiness has been high enough to reach the first goal of accumulating 500 Happiness. Every additional Golden Age costs +250 more, so having a third Golden Age would require you to generate 1000 Happiness. The counter will go up for every Golden Age you have, whether it comes from Happiness, a Great Artist, Wonder, or newly-adopted Social Policy. However, these 'free' Golden Ages keep the counter where it was. It would simply cost 250 more to get the next. Unhappiness does not subtract from the total, but merely slows down the process.

Golden Ages cause all Cities in the Empire to generate +20% more Production, and all tiles that generate at least 1 Gold will get +1. This is substantial, as that is before the extra Gold is multiplied by Markets, Banks, etc. Therefore, Golden Ages can cause an Empire to generate a LOT of extra Gold for a time. Additionally, the total Cultural Output of the Empire is increased +20%. This means you'll acquire new Policies faster while in a Golden Age, but it will not cause your Cities to grow their borders faster.

Golden Ages by default are 10 Turns, with Great Artist-produce Golden Ages lasting 8. If you are close to a new Golden Age and plan to use a Great Artist to start one, it's smart to wait until the Golden Age hits from the counter to use the Great Artist. Chichen Itza, a World Wonder, increases the length of Golden Ages by 50% and is unlocked with the Civil Service Tech, which comes early. That Wonder can make Golden Ages' impact on your Civilization in the long-term more important. Freedom's Universal Suffrage Tenet increases Golden Age length by 50% as well. These both combine additively, so may double the length of Golden Ages. For Persia (who get 50% longer Golden Ages) it would increase them to 2.5x by having both.

For most Civs, Golden Ages don't do much in the long-term but may help a bit in the short term. In general, if you're in the early-mid game and have 20 Happiness, you could have another City or 20 more Population and all the benefits that come with that. In that case, you should get [Food Trade Routes 9](#) to your Cities or have them focused on Food to use the Happiness - Happiness to me is more a resource to allow my Cities to grow, rather than something I want to be stockpiling for Golden Ages. Each Citizen produces [Science 7](#), and that Science is important for any [type of win in Civ 5 VII](#).

Golden Ages are also something that are better to have later in the game, just because you'll have so much more Production, Cultural Output and [workable Tiles 4.2](#) producing that +1 Gold. You'll also have Banks and Stock Exchanges to help improve income from that +1 Gold per tile. I would rather use my Happiness early on to grow, then get more Golden Ages through Social Policies and Tenets in the mid to late-game so that they are more potent. This is especially helpful for Diplomatic Victory, which relies heavily on Gold to allow you to Ally as many City-States as possible.

## 9. Trade Routes: Caravans and Cargo Ships

### 9.1. Tips for Gold Income, Max Slots, Plundering Routes, and Range

Trade Route Overview									
Your Trade Routes		Trade Routes Available				Trade Routes with You			
↩	City	City	← Gold	→ Gold	← Science	→ Science	← Food	→ Food	↻
⚔	Seville	Gao	9.3						
⚔	Seville	Kyzyl	8						
⚔	Seville	Amsterdam	7.9	1		37			
⚔	Seville	Cape Town	7.9	1					
⚔	Seville	Washington	7.9	1.2		37			
⚔	Seville	Honolulu	7.9	1.2		33			
⚔	Seville	Istanbul	7.9	1		37			
⚔	Barcelona	Gao	7.2	1.2		37			
⚔	Barcelona	Kyzyl	7.1	1					
⚔	Barcelona	Cape Town	7.1	1					
⚔	Barcelona	Washington	7.1	1.2		37			
⚔	Barcelona	Istanbul	7.1	1		37			

Close

Figure 9.1.: The Trade Overview Screen can help you Maximize Profit from Trade Routes.

Trade Routes were introduced in the Brave New World Expansion for Civilization 5. This new feature allows international trade with other empires, as opposed to the City Connections that are present in Vanilla and Gods and Kings. You are still able to form [City Connections 4](#) with your own Cities to generate Gold Per Turn (GPT). The Trade Route system simply replaces Gold from Tiles along Rivers and Trading Posts as the primary means of earning Gold for your Civilization. You are also able to ship Food and Production supplies to your own Cities to improve their Growth or speed construction and Unit training rates. In this Guide, we'll learn all about Land and Sea Trade Routes, the Technologies that unlock additional routes and extend their range, and how the Gold you'll earn from them is calculated. While this page only covers Trade Routes and their mechanics, I have a Guide to [Diplomacy 26](#) that covers Trade Deals with other Civilizations.

#### The Trade Overview Screen - Know the Most Profitable Routes

This screen is very important to maximizing your income from your available Trade Routes. Click the drop-down menu at the top right of the screen to access this invaluable menu. You are able to click the left Gold icon to show which available routes will give you the most GPT or Science. See the example shot at the top of this Guide for an example. Use this wisely, and you'll greatly improve the efficiency of

your trade route usage and help your Civilization to prosper. If you spot a good route, use the [Change Home City](#) command on your Cargo Ship or Caravan to get it there, then initiate the new route on the next turn.

### 9.2. Trade Route Basics

#### How it Works: Trade Route Slots

Your Civilization may use any mixture of Land and Sea Trade Routes, based on the current maximum - either Internal, or to other Civilizations for Gold and Science. Additional Trade Routes are unlocked by researching new techs, while others will extend the range. There are also certain buildings that extend the range of each type of Trade Route. Cities may only send one Trade Route per destination City. For example, Washington connects to London through either a Land or Sea Route. If you want to send another Route to London, you would need to use Boston or another City to make a second connection.

#### Gold Income

The income earned from a Trade Route is based on Resource Diversity, the income of the two Cities, and any special buildings they have. The more Resources the two Cities can share with one another, the more you will receive - 0.5G each. So, if you have 3 luxuries in your City and the destination has 2 Strategic Resources, you would get 0.5G added to the formula for each, totaling 2.5G before any % modifiers. The City's Gold Output also matters. 5% of the origin and destination City's gold output is added to the amount received. This means Trading Posts and Customs Houses from Great Merchants can increase the income you will receive, as will working Merchant Slots in your Trading City, particularly when you have buildings like the Market, Bank, and Stock Exchange that increase income by a percentage. Land Trade Routes add 25% more to income so long as the origin City borders a River. Sea Trade Routes do not receive this River bonus for obvious reasons, but their income is automatically double everything in the Formula (for a number of possible reasons, explained below).

Markets and Banks both add +1 Gold for the owner and recipient. Gold Per Turn earned from these routes changes dynamically, so it is not locked in when you make the Trade Route. You can earn more by building Trading Posts, Merchant Slots, or building a Customs House and see the GPT of the route increase on the next turn. Numbers are also rounded up/down, so you will not receive fractions of Gold.

#### Science per Turn

Science is also earned by utilizing Trade Routes. The amount of Science earned is based on the number of Technologies that each Civ knows that the other does not, divided by two. So if you were behind Technologically (as is the case in higher difficulties), you will earn more Science per Turn than the other Civ (who may actually get 0 Science). If they knew 10 techs you didn't, they would get 5 Science per Turn. Do not let this discourage you from Trading when you are ahead. You've already got a lead and the Science from Trade Routes is negligible and not multiplied by any buildings. When you have attained Exotic or higher Influence with a Civ through Tourism, you will gain more Science per Turn regardless of this - learn more about that in the [Tourism Guide 38](#).

#### Internal Trade Routes - Food and Production by Era

Sea Trade Routes carry double, just as they do in Gold Trade Routes. The amount of Food/Production sent through a Trade Route is determined by the current Era. It is very handy to send your Capital Food from other Cities to allow it to work Specialists, like Writers, Artists, and Musicians, without harming Growth. There is a Steam Achievement for sending 3 Caravans to a City carrying Production to help speed construction of a Wonder. You should almost always use some internal Trade, for they can benefit you greatly. Food in particular will speed the growth of Cities, resulting in more of everything - Science, Gold from Tiles/City Connection, and Production. You get the following yields:

## 9. Trade Routes: Caravans and Cargo Ships

- **Ancient Era** +3 Food/Production from Carvans, +6 Food/Production from Cargo Ships.
- **Classical Era** +4 for Land, +8 from Sea.
- **Industrial Era** +5 for Land, +10 from Sea.
- **Modern and Later Eras** +6 for Land, +12 from Sea.

Sending Food and Production from a City does not subtract from its yields. This is simply a bonus for trading between Cities, and nothing seems to impact yields but the Era. The only means of boosting this otherwise is the Iron Curtain Order Policy to raise yields by 50%.

### Technologies that Unlock Additional Trade Route Slots

Each of the following Technologies will add +1 to the maximum number of Trade Routes. Your Civ starts at 0, and may begin trading with Animal Husbandry or Sailing.

- **Animal Husbandry** (Ancient Era)
- **Sailing** (Ancient Era)
- **Engineering** (Classical Era)
- **Compass** (Medieval Era)
- **Banking** (Renaissance Era)
- **Biology** (Industrial Era)
- **Railroad** (Modern Era)
- **Penicillin** (Atomic Era)

At this point, you'll have a grand total of 8 Trade Route slots, unless you have [Petra 15.6](#) or [Colossus 15.8](#), which add +1 each for a maximum of 10.

## 9.3. Caravans and Cargo Ships - Extending Range and Raising Income



Figure 9.2.: Land Trade Routes' range is extended by Roads.



### Caravans: Buildings and Tech to Raise Land Trade Route Range and Gold Per Turn

Caravans are easier to protect against Barbarians than Cargo Ships, simply because you are able to easier access the route and areas in between are more likely to be 'sight blocked', as Barbarians cannot spawn in any area a Civ can see. The maximum range for these routes is 30 plots. The initial range is 10, so consider a Caravan to have 10 moves. It will take the shortest route possible. Roads DO increase Trade Route range, but it would not be particularly helpful to you to build roads into the middle of nowhere just to connect to another area. It may allow you to make connections that were otherwise impossible, like in the screenshot above. Only do this if you are outside range and need the Tourism Modifier. The following also increase Land Trade Range:

- **Caravansary** (Building) Extends Land Trade Route range 50% over base (15 pre-Combustion, 30 with Combustion) and adds +2 Gold for the City owner for all Routes from this City.
- **Combustion** (Tech) Increases range of Land Trade Routes by 10.

### Cargo Ships: Buildings and Tech to Increase Sea Trade Route Range and Gold Per Turn

Cargo Ships automatically earn double the amount of Gold that a Land Trade Route receives. This is presumably not only because of the additional cargo capacity of the vessels, but the additional risk - A Coastal City sending Trade Routes in the early-game may find its routes plundered by Barbarians. During War, they are also more vulnerable as they are generally traveling outside your lands. Cargo Ships have an extended Trade Route range, starting at 20 tiles. Again, consider them to have 20 moves and that they will use the shortest route possible. With both techs below and a Harbor, total range would be 60:

- **Compass** (Tech) - Adds 10 extra tiles to base range.
- **Harbor** (Building) - Extends Sea Trade Route range 50% over base.
- **Refrigeration** (Tech) - Adds 10 extra tiles to base range.

## 9.4. More about Trade Routes

### Religious Pressure through Trade Routes

When sent from Cities with a Majority religion, Trade Routes also spread that City's Religion, gradually converting its Citizens - so these Routes can be used strategically to send Pressure to a distant City and convert it to your own Religion. Learn more about this in the [Converting Cities and Religious Pressure 12.2](#) section of the [Religion Guide 12](#). In short, because a City can only send one Route per destination City, you would need multiple Cities sending Routes to convert another City quickly. Religion Spreads naturally to Cities within a range of 10 tiles. Cities inside this range do not receive additional Pressure from Trade Routes - a City can only send Pressure by one method - either the natural way (within 10 Tiles), or with a Trade Route (outside 10 tiles). An Enhancer belief can extend this range to 13 tiles.

### Trade Routes & Cultural Victory

Trade Routes play two roles in [Cultural Victory 38](#). First, they give a +25% Modifier to the Tourism sent to another Civ. Second, they help to spread your Religion, which gives another 25% Modifier. The third Modifier is Open Borders. These can be raised to 40% each with [Aesthetics 10.6](#).

### Declarations of War cause Trade Routes to be Canceled

When a Nation Declares War on another, all Trade Routes between them are cancelled, and the Units lost. There is no gold gain from this, and you will have to rebuild them. It is best to Plunder Trade Routes between the Civ you want to DoW as the act which starts the war, so that you can gain some gold from the action.



### Plundering Trade Routes from Enemies to other Civs during War

Enemy Caravans/Cargo Ships will automatically plot routes around your units, treating them as barbarians and avoiding conflict. If you stand on the path and intercept it, you'll automatically plunder the Route when the turn is ended. Otherwise, if you see a Caravan and can move atop it, you will have the Plunder Trade Route option. Doing this to a Civ that is trading with your enemy would drag them into the War, for plundering constitutes an act of War. There doesn't seem to be any drawback to plundering a Civ's Trade Routes when you're already at War, despite the fact that Civs should be angered by this given they are losing GPT from the loss of the incoming route.

### Wonders that Unlock Additional Trade Route

Slots There are two World Wonders that unlock additional Trade Route slots. Controlling both would have your maximum routes at 10. They are [The Colossus 15.8](#) (must be built in a Coastal City) and [Petra 15.6](#) (must be built in a City on or next to a Desert Tile). Both of these will give you an instant unit to initiate Trade - the Colossus gives a Cargo Ship, Petra a Caravan. The Colossus will give you +2 Gold for any Trade Routes other Civs send to you, while giving them +1. Petra makes Desert Cities much more liveable. Both of these are very desirable Wonders.

### Social Policies and Ideological Tenets that Affect Trade Routes

- **Merchant Confederacy** (Patronage Policy) +2 GPT for each Trade Route with City-States.
- **Wagon Trains** (Commerce Policy) +2 GPT from all Land Trade Routes.
- **Treasure Fleets** (Exploration Policy) +4 GPT from all Sea Trade Routes.
- **Economic Union** (Freedom Ideology) +3 GPT for all Trade Routes to other Civs following Freedom.
- **Treaty Organization** (Freedom Ideology) +4 Influence per turn for each City-State with whom you have a Trade Route.
- **Iron Curtain** (Order Ideology) 50% more Food/Production from Internal Trade Routes.

### Civilizations Good at Trading

The following Civilizations' Leaders have Bonuses that give them a boost to Trade:

- [Arabia 2.2](#) - Caravans gain +50% extended range. Land/sea trade routes spread the home city's religion at double effectiveness.
- [Germany 2.18](#) - their Hanse Unique Building (Bank Replacement) will give +5% Production to all Cities for each Trade Route you have to City-States.
- [Iroquois 2.24](#) - Units and Caravans move through forest/jungle in your territory as if they were roads. This means those 'roads' will slightly extend the range of their Land Trade Routes.
- [Morocco 2.29](#) - +3 Gold and +1 Culture for each trade route with a different Civ/CS. Other Civs get +2 Gold for connecting to Moroccan Cities, encouraging them to send more Trade your way.
- [Portugal 2.34](#) - Resource diversity grants double gold for Portugal in each trade route, which can amount to a lot of extra Gold.
- [Venice 2.42](#) - Double the amount of max Trade Routes, depending on Tech level - Petra/Colossus also add +2 each instead of the usual +1.

# 10. Social Policies

## Introduction to Social Policies



Figure 10.1.: The Civilization 5 Social Policy screen with all Social Policies Adopted.

## About Social Policies

Social Policies are one of the primary means of customizing your [Civ 1](#) and sending it in a direction toward victory. Choosing good Policies in the right order will be a major factor in [winning a game VII](#). This Guide to all Social Policies will give you extra information on every Policy in the game, while also providing the in-game description of each Policy's bonus. Ideologies will get their own separate Guide, which will be finished as soon as possible to go along with this Guide.

Social Policies are purchased with Culture. Each [City 4](#) has its own [Cultural output 4.4](#) that determines border expansion, which is added to the Empire's total for acquiring new Policies. The Social Policy screen (pictured above) can be accessed with F5 and shows the number of turns to your next Policy. This can also be seen by hovering your mouse over Culture in the top bar on your screen. Each new City you found will increase Social Policy costs by 10%, so bear that in mind and ensure that Cities have cultural buildings like Monuments, Amphitheatres, and Opera Houses fit with Great Works and taking advantage of [Theming Bonuses 38.6](#) where possible.

Social Policies have prerequisites, and must be unlocked in a certain order through a simple tree layout. There are five Policies per tree, so a total of 45 may be chosen, not including Ideologies. Below is a list of all 9 Social Policy Trees in Civ 5, with general information on the bonuses of each along with links to detailed articles with tips to help you decide what choices are right for your Civ.

Adopting (taking one point) in a Social Policy will give you its starter bonus while also enabling you to build a specific Wonder. Adopting Ideologies also unlock one Wonder each, so there are 12 that have this requirement. You'll require the appropriate Technology, as well. Some less-popular Social Policies like Honor, Liberty, Piety, and Exploration have Wonders that are easier to build than others, even in high-difficulty games because there are fewer competitors for those Wonders. Others, like Tradition's Hanging Gardens, Commerce's Big Ben, and Aesthetics' Uffizi, are harder to attain unless you focus on constructing them.

Four types of Social Policies (Tradition, Liberty, Honor, and Piety) are available at start, with Patronage and Aesthetics being available in the Classical era, Commerce and Exploration in Medieval, and Rationalism unlocking in the Renaissance. If you have a new Policy coming in 20 turns and want to choose a new tree that is locked because your Scientific progress is not in the right Era, you may sometimes push Science in that direction to advance an Era and ensure that your next Policy choice is available. Add up the turn times on any research you must do and focus your Cities on Science if necessary to ensure this happens as planned. This is wise so that you can avoid adopting a tree that you do not necessarily intend to finish, nor need the adoption bonus from.

### Civ 5 Social Policy List

#### Tradition

**Adopting Tradition enables building the [Hanging Gardens Wonder 15.2](#).**

According to the game, Tradition is best for smaller empires, and this is true, at least at the start. It is a good Opening Social Policy to choose because it heavily boosts your Capital, and that is really all you have in the early-game. Here you'll find bonuses to Wonder production, greater growth rates for both the Empire and Capital, along with direct boosts to the Capital's Cultural, Gold, and Happiness outputs. Additionally, garrisoned Units can be maintenance-free when parked in your Cities, which will also benefit from higher ranged attack damage when defending themselves.

#### Liberty

**Adopting Liberty enables building the [Pyramids Wonder 14.4](#).**

Liberty can allow a Civilization to expand, and quickly. This is most often chosen for Civs you intend to play wide, because the Capital gets a boost to settler production. Expansion also includes building up your lands with Tile Improvements and making City connections, which this tree also accomplishes. Otherwise, it has Policies to offset the unhappiness that comes with a large Empire and the raises in Social Policy costs that come with founding new Cities.

#### Honor

**Adopting Honor enables building the [Statue of Zeus Wonder 14.6](#).**

Honor strengthens your Military. Here you'll find an increase in Melee Unit production, a free Great General for early-game war and cheaper Unit upgrades. Your Cities will construct Barracks and other Military XP buildings faster, while making Units earn more XP from combat. To aid in keeping your empire happy, you'll find a policy to give +1 Happiness and +2 Culture to each City that has a garrisoned unit. Adopting this by taking a single point will let you see new Barbarian encampments and gain culture from Barbarian kills. With Raging Barbarians, this can greatly accelerate the acquisition of new Social Policies.

## Piety

**Adopting Piety enables building the [Great Mosque of Djenne Wonder 16.2](#).**

Piety is not a very popular choice for an opener, although it certainly can be used that way. In my opinion, this tree should follow at least a few points in Liberty or Tradition because the buildings and other bonuses you'll receive won't take effect until a little later in the game. It boosts Faith generation throughout the empire, makes a Temple give +25% Gold to its City, grants cheaper purchases with Faith, and allows your Civilization to select a Reformation Belief if you've Founded a Religion. Adopting all Policies gives a free Great Prophet to appear, and makes Holy Sites give +3 Culture.

## Patronage

**Unlocks in the Classical Era. Adopting Patronage enables building the [Forbidden Palace Wonder 17.2](#).**

Patronage affects your ability to befriend and Ally with City-States. You'll have a higher resting point for non-Allies, which will help you become friends and Allies faster, while also getting more out of Gold Donations to them. Though City-state bonuses are great for every Civ, the reason most would choose this is to Ally with all City-States for a Diplomatic Victory. Aside from that, you'll get a small Science boost (25% of what a CS produces), more Strategic Resources from CS Allies, and finishing it allows City-States to occasionally gift you free Great People.

## Aesthetics

**Unlocks in the Classical Era. Adopting Aesthetics enables building the [Uffizi Wonder 17.8](#).**

The single most popular tree for attempting a Cultural Victory because of its affects on Tourism and Culture generation to get more Policies. You'll find a free Great Artist, faster construction of Cultural Buildings, and merely Adopting this will give you a boost to the birth rate of Great Artists, Great Musicians, and Great Writers by 25%. Some might choose to adopt this just for that benefit, so that their Cultural output will be higher to adopt more Ideologies later in the game, even as a Warmonger they're important.

## Commerce

**Unlocks in the Medieval Era. Adopting Commerce enables building the [Big Ben Wonder 18.2](#).**

After the changes in the 2013 Fall Patch, Commerce became one of my favorite Social Policies to choose. You are able to purchase cheap Landsknechts, which are like Pikemen, only specialized in looting Cities. There are boosts to Great Merchant generation and their trade missions, while your land trade routes will also generate more income. The reduction in road maintenance will greatly aid wide empires, but the best part is perhaps the +2 Happiness per luxury - you will get +6 per, which is a massive boost later in the game.

## Exploration

**Unlocks in the Medieval Era. Adopting Exploration enables building the [Louvre Wonder 18.1](#).**

Exploration's finisher may be lackluster, in revealing hidden antiquity sites, but the rest is great if you have plenty of Coastal Cities. +3 Production is greatly helpful to a newly founded Coastal City, and you'll be able to get Happiness out of your Lighthouses, Seaports, and Harbors - a major boost. The free Great Admiral may not seem like much, but the time these Social Policies are available is a time when Naval combat is becoming more important. Getting more of them will let you heal your fleet with one during a dangerous attack on a City, while keeping the Combat Bonuses by having a second around as they spawn 50% faster after you've taken that Policy. Those seeking a Cultural Victory should adopt this in order to build the Louvre, regardless of how many coastal Cities they have.

## Rationalism

**Unlocks in the Renaissance Era. Adopting Rationalism enables building the [Porcelain Tower Wonder 17.6](#).**

Rationalism is the go-to for a Scientific Victory in Civ 5, though it comes later in the game. You should prepare for this by preserving Jungle tiles, building trading posts on them (and elsewhere) and having the Science Buildings necessary to take advantage of 25% faster Great Scientist production so that you can get a few more Academies while they can still make a difference. Later, Great Scientists get used for instant boosts to research to keep (or gain) a technological edge. One of the bonuses here, along with the Porcelain tower, both increase the Research gained from Research Agreements by 50% (100% total), so that is a centerpiece of this and the Trading posts will help. Most Civs will at least dip into this for a few Policies to keep them Scientifically competitive, particularly the right side of the tree.

## In Closing

This should sum up the basics of Social Policies in Civ 5. Discuss good combinations of these or share other tips related to them using the Comments form below. It's a great way to aid your fellow players, expanding the information to be found on the Guide and providing little details I may have omitted from the Guide.

## 10.1. Tradition Social Policies

Tradition is available from the start, and is probably the most common Social Policy Opener. **Adopting Tradition** will give +3 Culture in the Capital and unlock building the [Hanging Gardens Wonder 15.2](#).

**Adopting all Policies in Tradition** gives +15% Growth in ALL Cities, with a free Aqueduct appearing in the first 4. Like the Monument, this Aqueduct will be maintenance free and placed in the order you founded your Cities.

Additionally, adopting all five Policies in Tradition will allow you to Purchase Great Engineers with Faith starting in the Industrial Era.

Tradition is best suited to Empires that will stay around 4 Cities in size, for they do not get the Culture cost reductions that a Civ with Liberty will receive, along with the fact that 2 of the bonuses only apply to 4 Cities. You'll see some other reasons you should plan on building a smaller empire as you read descriptions of individual Social Policies below.

Tradition is an excellent Social Policy opener for a Civ that will go for any [form of win VII](#), but particularly [Scientific 41](#). This is due to your ability to start focusing on Wonders in your Capital earlier, less problems with Happiness (thus more Golden ages) and that your Capital will grow to extreme size and have plenty of room to make use of [Specialists 22](#) like the [Scientist 22.4](#), to further your goals. The ability to purchase Great Engineers with Faith also allows for some planning on your part to instantly build key Wonders. Civs like Venice, Ethiopia, and India are designed to be small, so finishing this tree early is a no-brainer for them.



### 10.1.1. Aristocracy

+15% Production when [building Wonders 13](#) and +1 Happiness for every 10 Citizens in a City.

**Tips and Strategies for this Policy:** Addition of Happiness is not fractional, so you will only see this +1 Happiness appear for every 10 Citizens. As each population adds 1 Unhappiness, this will offset that by 10%. This is particularly potent in smaller empires, along with the other benefits of Tradition, particularly because really wide empires will not have enough happiness to see population rise beyond 20 until very late in the game and get to 10 much later. The Wonder construction bonus counts throughout the entire game, unlike that from [the Pantheon Belief 12.3](#) or Marble. 'Wonders' refers to both National and World Wonders, so it will help you get out key buildings like the Artists' guild faster as well.



### 10.1.2. Legalism

Provides a free Culture building in your first 4 Cities.

**Tips and Strategies for this Policy:** The first 4 Cities founded will receive the next Cultural building available to them - usually a Monument, but if adopted later could be anything up to a Broadcast Tower. It will give a free version of the latest-available Cultural building for each City, depending on what it has previously constructed. If you've built all available to you, you'll seemingly get nothing, but the next Cultural building tech unlock will see that you get the bonus. If they've already built a Monument and have not yet researched Drama & Poetry, you will get a Free Amphitheater as soon as you finish the tech. The 'border expansion' reference in Tradition's in-game description refers to this - without the need to build this Monument, you'll speed the acquisition of new





tiles. This helps locally, but also sets you up for much more culture later, for a Monument is required to build the next Cultural building, the Amphitheater. Some players choose to save adopting this Policy this until they have built the prerequisites for the Cultural building they want in their Cities. If you adopt the Policy with Monuments up in your Cities, the free Cultural building will be an Amphitheater when you're done researching Drama & Poetry. Free Opera Houses, Museums, and Broadcast Towers are also possible if you have built the prerequisite buildings before adopting the Policy. If you do as a player suggested below and wait until you've built Amphitheatres, you could have free Opera Houses built immediately upon unlocking them with Acoustics. If you have four or less Cities, this can make your Civ ready to build the Hermitage National Wonder (requires Architecture).

### 10.1.3. Oligarchy

Garrisoned Units cost no maintenance and Cities with a garrison gain +50% Ranged Combat Strength.

**Tips and Strategies for this Policy:** Do not get confused on City Combat Strength with the Oligarchy policy. This will not raise the Combat Strength against attack, which is shown on the map. It raises the damage done by the City's ranged attack. Having a garrison will contribute 20% of that Unit's strength to the City's total, so that type of boost DOES improve the defense.

This is for increasing the City's ability to do damage. Ensure maximum use of this policy by making sure one unit (ranged is best) is stationed in every City you own. This is wise to do anyway, given the threat of War, barbarians, and uprisings when the Empire is Unhappy. Combine this with walls, castle, etc. and you have a City that is very hard to take. Unless you are at War, this should be the last Policy you take in Tradition. Monarchy can provide more gold per turn than the unit maintenance costs in the Ancient/Classical eras and the ranged combat will only come in handy against Barbarians, who you should be proactive about removing from the game.



### 10.1.4. Landed Elite

+10% Growth and +2 Food in the Capital.

**Tips and Strategies for this Policy:** Some will debate whether you should take this or Monarchy first when finishing Liberty. Overall, it is situational. If you can't grow due to Happiness getting low, then Monarchy will come in handy more. If your Empire is happy and you are not running out of gold, then take Landed Elite first to get your Capital growing. This is a very nice Policy and supports an entire Citizen by itself, helping you use specialists earlier, while the 10% growth bonus is added to the +15% for finishing Tradition, giving the Capital +25% growth, which is great with the free Aqueduct you'll get for finishing, along with any Religious Beliefs.



### 10.1.5. Monarchy

+1 Gold and -1 Unhappiness for every 2 Citizens in the Capital.

**Tips and Strategies for this Policy:** While it's not exact, removing Unhappiness might as well be adding Happiness to the City, which will help you secure your first Golden Age. The +1 Gold per turn per 2 Citizens will also offset maintenance costs of the buildings in your Capital. With this Policy enacted, you'll want to push as much food as possible to your Capital through Trade Routes, while also ensuring you give it some production tiles. You can have a capital twice as big as your other Cities, twice as hard to take from you, and capable of building Wonders swiftly. If you are having growth problems and want to avoid Unhappiness, watch for each even-numbered Citizen's arrival, for that one will be free, with 2 free on every 10th thanks to Aristocracy. I have stopped growth on all Cities but the Capital in some situations to take advantage of this Policy along with Landed Elite to keep the Capital growing during hard times.



## 10.2. Liberty Social Policies

Opening with Liberty will give you faster expansion, which doesn't necessarily mean you will have to play wide to enjoy its benefits - but if you are not going for 5+ Cities by the mid-game, it's not going to be as useful as Tradition. This is particularly because without going very wide to make great use of the reduction in Social Policy costs, you could be enjoying all the benefits that Capitals receive from Tradition. You'll get more Happiness from a large Capital with Tradition and be more free to construct Buildings and Wonders there.

**Adopting Liberty** will give +1 Culture in each City you found, which helps them to begin acquiring new tiles before a Monument is built. It also unlocks building [The Pyramids 14.4](#) which synergize great with Liberty's policies, particularly in that you will have a total of three free workers to build infrastructure and tile improvements in a wide empire, while doing it a total of 50% faster.

**Finishing all Policies in Liberty** will let you choose a free Great Person of your Choice, but doesn't let you purchase anything with Faith in the Industrial Era, unlike most other Social Policies. This free Great Person can be used very strategically - you may build a [Wonder 13](#) like the [Parthenon 15.5](#) with a [Great Engineer 23.2](#) to help you start off on a [Cultural Win 38](#) or grab a free [Great Scientist 23.1](#) to aid in Scientific Research by building an Academy tile improvement. Some players even choose a [Great Admiral 23.9](#) to let them explore the world before other Civs, which will let you meet City-States to get gold bonuses and get Quests from them, while also discovering [Civilizations 1](#) to trade with or Natural Wonders to boost Happiness in your Empire.

One thing of import to pass on to players Opening with Liberty is that you need to pace your expansion. For one, if you go really wide, all known Civs will dislike you for gobbling up too much land. Another problem is Happiness. You must scout for territory with new Luxuries that your population doesn't yet have access to, in order to justify the expansion - You get +3 Unhappiness per City, along with +1 per Citizen living there so +4 for planting a new City, which is exactly the amount that a Luxury will offset. Connecting those new Luxuries quickly is also important. Finding Civs to trade with can help you to offset this dilemma, trading Luxury for Luxury, but making enemies by expanding too close to another Civ may make trade more difficult.

Successfully founding Cities on good lands that provide Happiness, Gold, and are capable of solid growth by having Food Resources will make your Civ competitive in any type of Victory, from [taking all Capitals 40](#) to [being elected World Leader 39](#).

A question many will ask is whether or not to take the Free Worker or Settler first. The Worker comes earlier, but I find the Settler the better choice. You can make a Worker in your Capital after the usual Monument then Scout, and are free to develop the City and the lands around it, while you find the locations you'd like for your future Cities. This also gets the Capital larger so that it can better take advantage of the Settler production bonus. Either solution works, but on difficulties Emperor+, you'll want to settle your second City as quickly as possible to claim the land and begin building up that City. Your first Worker can begin moving toward this expansion when your Free one is about to come about from Citizenship.



### 10.2.1. Republic

+1 Production in every City and +5% Production in Cities when constructing Buildings.

**Tips and Strategies for this Policy:** The +1 might not seem like much, but early in the game it's a nice boost to construction in those Cities, particularly with the building bonus and the rate your Workers will improve tiles to help those Cities grow in both Food and Production output.



### 10.2.2. Citizenship

Tile improvement construction rate increased 25% and a Worker appears near the Capital.

**Tips and Strategies for this Policy:** This is a great bonus, even more so if you build the Pyramids, and this bonus does stack with that Wonder to give you +50% construction speed for your Workers, enabling you to repair a tile in one turn (this actually happens instantly, consuming the Worker's turn). This has led some players to build Pyramids to help them wage War, because you can improve tiles in lands that are not your own, allowing a bit of an exploit in pillage/repair to keep a unit's life up while being the City's target. The Free Worker will help immensely in developing your empire, particularly when they take 8-12 turns to make at that stage of the game. Use this guy to connect luxuries in your latest City or construct a road to create a City connection and boost income as those Cities grow.



### 10.2.3. Collective Rule

Speeds the training of Settlers by 50% in the Capital and a free Settler appears near the Capital. ([Venice 2.42](#) receives a [Merchant of Venice 23.3](#) instead.)

**Tips and Strategies for this Policy:** This is perhaps the best Policy here. Settlers stop growth in the City and cost 500 Gold to buy outright, so a free one is highly valuable. Future Settlers built in the Capital will also take less time to create (though cost the same). This is the foundation of Liberty and should be taken as soon as possible so that you can grab land on your Continent. It will even help later in the game so that you can quickly grab free land on other Continents then build Harbors to form a City Connection. Be sure to escort this pioneer with a Caravel after researching Astronomy, which is the tech that allows your units to cross Ocean tiles.



### 10.2.4. Representation

Each City you found will increase the Culture cost of Policies by 33% less than normal. Starts an instant Golden Age.

**Tips and Strategies for this Policy:** I typically take this Policy before Meritocracy unless City Connections are already established. We want the cost of Social Policies down so that adding new Cities doesn't make finishing Liberty and moving on to other Policies take longer, and the sooner the better when you have five or more Cities. This changes the 10% per City modifier, so each City would raise Culture cost of Social Policies by 10% - 33% or 6.6%, which helps immensely. With 7 Cities running a test, I found that it reduced the cost of my next policy by 17% - a very significant reduction, helping 20 turns to the next policy reach 17 - this will put your Culture in a much better position than it would be otherwise over the course of 200+ turns.



### 10.2.5. Meritocracy

+1 Happiness for each City you own connected to the Capital and -5% Unhappiness from Citizens in non-occupied Cities.

**Tips and Strategies for this Policy:** This Policy's description speaks for itself. It slightly offsets the penalty for playing Wide and all the unhappiness that generates. The -5% Unhappiness comes off the Population figure, so doesn't impact the 3 Unhappiness per city. That is where the bonus for City Connections comes in. Read the Guide to [Cities 4](#) to learn about City Connections, which can be made with both Roads and Harbors.



### 10.3. Honor Social Policies

Honor contains Social Policies that are very military-centric. You should take this at some point if you will be waging a lot of war, keeping a large military with up-to-date units. Overall, it's very much centered on the offense and will not do much for Peaceful Civs.

**Adopting Honor** allows you to build the [Statue of Zeus 14.6](#), which raises combat strength against Cities for all your Units. You will also be told of new Barbarian Encampment spawn locations and be able to deal with them swiftly, before they ever bother your lands thanks to the 33% combat bonus you'll receive when fighting them. You will also gain Culture for killing Barbarians, based on the Combat Strength of the unit killed. While I almost never open with this, it is sometimes a good idea to choose to Adopt it just to get the Culture from kills on Barbarians in the early-game to speed up the acquisition of other Social Policies. With Raging Barbarians and a solid military, you can even be ahead in [Culture generation 4.4](#) overall. Just be sure to leave the Encampments until a [City-State offers a Quest 25.4](#) for their removal, to maximize your benefit.

**Finishing the Honor Tree** will give you Gold for each enemy unit killed, equal to their Combat Strength, which can be a great help when fighting another Civ with a powerful Military. You will also get to buy [Great Generals 23.8](#) with [Faith 12](#) starting in the Industrial Era, although that is a rare purchase to make.



#### 10.3.1. Warrior Code

+15% Production when training Melee units and a Great General appears outside the Capital. Great Generals are earned 50% faster.

**Tips and Strategies for this Policy:** Sadly, the +15% Production toward Melee means only units that swing weapons from their two feet. No horsemen or tanks, anything from Warrior/Spearman to Pikeman and Longswordsman - so this is for early production of these Units. Forges (built in City with Iron) DO help increase the production of Land-based military Units forever. Regardless of this weakness, the free Great General can help immensely in an early war, particularly if you also take Discipline to get a bonus for lining up your Units. This makes Warmongering in the early-game viable, so long as you have not met many Civs to witness what you've done.



#### 10.3.2. Military Tradition

Military Units gain 50% more Experience from combat.

**Tips and Strategies for this Policy:** This is an absolutely wonderful policy, particularly for the [Zulu 2.43](#), who require less XP to level their units. This will help you get to the best promotions (those that come after Shock/Drill III) much faster. Keeping your forces alive and knowing when to retreat a unit is key to taking advantage of this. If you're only fighting Barbarians, you'll hit the wall after gaining 2 levels much faster, but those units will be ready to wage war on Cities and conquer your Continent. See the [Unit Guide VI](#) for Unit XP requirements to fully understand how helpful this Policy can be.



### 10.3.3. Discipline

+15% combat strength for melee Units which have another Military Unit in an adjacent tile.

**Tips and Strategies for this Policy:** A +15% Boost to Combat Strength that gets added to everything else (upgrades, and Great General presence) can help you easily overcome the higher attack power of Cities as you approach the Medieval era. Early in the game, this makes all the difference in the world, so grabbing it quickly may be more important than going down the left side for the Experience for your first Conquests. You will also have Happiness problems early in the game and this is a prerequisite for Military Caste.



### 10.3.4. Military Caste

Each City with a garrison increases Local City Happiness by 1 and Culture by 2.

**Tips and Strategies for this Policy:** A bonus that will help keep Cultural Policies coming and give your Civ a break on the huge Unhappiness penalties for having a wide Empire. This helps, just make certain that you are parking your units in Cities when they're not on the road for combat. A simple Archer will accomplish this for you early-game, but later you'll want the powerful Machine Gun along with Mobile units to defend Cities on your border.



### 10.3.5. Professional Army

Gold cost of upgrading Military Units reduced by 33% and construct Barracks, Armories, and Military Academies 50% faster.

**Tips and Strategies for this Policy:** An absolutely wonderful Policy, especially if taken early in the game, when you can get the most benefit out of it. Use this tree with Commerce to keep the Gold flowing. Units may even pay for their own upgrades with kills once you've finished all the Policies in the Honor tree. Any Civ waging war will want new units to come with new promotions, and as you unlock the Armory and Military Academy, it will help you place them in your key production Cities much faster, so they can go back to putting out modern military units.





## 10.4. Piety Social Policies

Piety's focus is on Religion, and adopting it is situational. I would not open with this, despite it being available early in the game, unless you're playing a Civ that is particularly focused on Religion. On high difficulties, you need the benefits of Liberty, Tradition, or Honor to really shine.

**Adopting Piety** will make Great Prophets appear faster due to a bonus to put up Shrines and Temples in half the time, which does help you form your Religion earlier, important in getting first picks on those [beliefs 12.4](#). Religion is a race, after all, as not all Civs will get to found one.

I suggest you take this after two or three points (at least) are invested in other Policies, so that you are generating Culture or getting bonuses to Military or Expansion. Temples do not come until Philosophy, which is why I suggest waiting this out a bit. I would primarily adopt at least some of this to ensure the spread of my own Religion when going for a [Cultural Victory 38](#), because shared Religion is so helpful in that, then move on to Aesthetics.

There ARE large opportunities to use Piety to purchase Military units and thrive culturally. You should know all about Religion and the bonus buildings available, which can let you choose a direction. There is also the opportunity to buy pre and post-Industrial units, through two separate beliefs. You've gotta be first to choose them, and Piety can help you accomplish that.

**Adopting all Policies in Piety** will cause a free Great Prophet to appear, and all Holy Sites will begin generating +3 Culture. This not only expands your Civ's borders and allows for adopting more Social Policies, it also paves the way for a Cultural Victory through religion as all those Holy Sites can be converted to Tourism with Hotels and Airports. Place them around the City that will have your National Visitor Center for maximum Tourism impact.

The main thing I would tell you is to use your third and later Great Prophets not to spread your Religion, but to create Holy Sites so that later on you are able to spread with many Missionaries. You should also definitely build [The Great Mosque of Djenne 16.2](#) and other Religious Wonders that you are able to, so you can ensure your [Civ 1](#) has plenty of Faith. The aforementioned Mosque will make Missionaries able to spread religion 3 times, which helps them spread while your Great Prophets get planted. Otherwise you are limited to Shrines, Temples, buildings from Beliefs, Religious City-States and any terrain bonuses for Faith and your Missionaries will be weak without using valuable belief slots on them. This is especially important with fewer Cities in your Empire.

### 10.4.1. Organized Religion

+1 Faith from Shrines and Temples.

**Tips and Strategies for this Policy:** Greatly boosts Faith, especially across wide Empires. Even in just a few Cities, it'll make a difference, though. Later in the game you can use Faith to buy Great People and need it in large chunks. Early on, you'll find Units are affordable every 10 turns or less with plenty of Cities having both Shrines and Temples. Since you opened Piety, you'll be able to build these quickly.



#### 10.4.2. Mandate of Heaven

20% discount on all purchases of religious units and buildings with Faith.

**Tips and Strategies for this Policy:** This is specifically for Religious Units like the Missionary, Inquisitor, and Great Prophet, along with anything like the Pagoda or Monastery. It does not reduce the cost of other things. This lets you purchase more Missionaries to spread your Religion, while giving you a break with Great Prophets to use them to create Holy Sites for long-term Faith generation (plus Culture and Gold with other Policies).



#### 10.4.3. Theocracy

Temples increase a City's Gold output by 25%. Holy Sites provide +3 Gold.

**Tips and Strategies for this Policy:** This policy was improved with the Fall Patch of 2013 and made things much better for players who choose to go Piety and try to generate tons of Faith. The Gold definitely helps and changes the Temple into a Bank! This encourages you to place Holy Sites as well, which will also get the Culture boost should you polish off Piety.



#### 10.4.4. Religious Tolerance

Cities with a majority Religion also get the Pantheon belief bonus of the second most popular religion.

**Tips and Strategies for this Policy:** The usefulness of this depends upon what Religion is present in each City. Grassland areas may get Desert Folklore. It's a mixed bag, but necessary if you're going to go all-out on Piety.



#### 10.4.5. Reformation

If you founded a Religion, gain a bonus Reformation belief.

**Tips and Strategies for this Policy:** The purpose of this one is up to you. These are all listed on the Reformation Beliefs page.



## 10.5. Patronage Social Policies

Patronage becomes available in the Classical era, which is fine since by then you'll have met more City-States.

**Adopting Patronage** will give you 25% slower degradation of City-State relations, taking a -1 per turn to -0.75, which essentially gives you 25% more time as their ally. It also unlocks building [The Forbidden Palace 17.2](#), which increases the number of delegates you have in the World Congress.

**Finishing Patronage** will cause City-States to occasionally gift you Great People. Special Unique Great People like the Mongolian Khan and Merchant of Venice are available to any Civ through this route, and their benefits will work exactly the same as they do for the parent Civ. However, it's unlikely you will get what you want because of the randomness of this system. For Sweden, this is an excellent opportunity to take advantage of their UA, which lets them get influence for gifting Great People to City-States, allowing you to snowball your Influence and win a Diplomatic Victory easily.

Once you Finish Patronage, you are on a timer. The gifted Great People will come every 30-40 Turns, but usually closer to 30 with multiple Alliances. They raise the cost of your own future Great People. The gifted Great People do not seem to be tied to the type of City-State. Cultured City-States will give you Great Generals, and Militaristic may throw you a Great Artist. It's impossible to tell if there's a small likelihood they give you one tied to their type. Ultimately, you will get a random GP from one of your City-State Allies. With many in the game, knowing if a Militaristic CS will give you a GG more often is rather pointless, because you may get GP from any of the City-States. You can't plan on anything with this. Having dozens of City-States in the game does not increase the rate you'll get them - having 1-2 Alliances will still give you GP every 30-35 turns.

If you lose all Alliances somehow, you will get Great People at the right time so long as you restore at least one Alliance. You do not lose any time. In my testing, I lost all Alliances for two turns to attempt to reset some invisible counter and still got a Great Person at the time I'd expect once they were restored.

Patronage is obviously suited to players seeking to win a Diplomatic Victory, given City-State votes are needed to win the election of [World Leader 39](#). Nearly every player will use City-States, but this tree is for those who will nearly abuse them. Your goal with this is to get some of your Science from the City-States, along with Luxuries, so that you can focus on money to afford the Gold cost to buy off even more of them. Quests help, sure, but only Money is going to take away an Alliance from another Civ that has 150+ Influence with a City-state. Forget Diplomatic Victory if Venice and Austria are both in the game with you, for they will likely ruin everyone's chance of this type of Win. One is fine, and you can work past that, both would be bad.

### 10.5.1. Philanthropy

Gold gifts to City-States produce 25% more Influence

**Tips and Strategies for this Policy:** Gold Gifts don't produce much Influence after BNW, so those who want plenty of Allies will be grateful for this policy. Be sure you have plenty of Trading Posts around Puppet Cities and Gold buildings in your Cities though, because although 25% helps, you will still spend thousands Allying City-States. Trade Routes are very important to income generation, and understanding the system will help you earn more from them. See the [Guide to Trade Routes 9](#).



### 10.5.2. Consulates

Resting point for Influence with all City-States is increased by 20.

**Tips and Strategies for this Policy:** Take this Policy, plus a Pledge to Protect, and you're only 5 points away from Friends with the City-State, and should you lose them for a while, they'll be easier to get back. A great policy that will start raising your relations with all known City-States gradually. I pick those with the most Favor first, then move on to these when they've hit the +25 (or 20 without protection). There is also a Religious [Founder Belief 12.4](#) documented here at the Guide that will increase the resting point of City-States following your Religion, if you've founded one.



### 10.5.3. Scholasticism

All City-State Allies provide a Science bonus equal to 25% of what they produce for themselves.

**Tips and Strategies for this Policy:** City-States don't generate a lot of Science, but this definitely helps. The boost depends on the size of the City-State, which varies wildly. Go for those with bigger population first if you're looking to take maximum advantage of this Policy.



### 10.5.4. Cultural Diplomacy

Quantity of Resources gifted by City-States increased by 100%. Happiness from gifted Luxuries increased by 50%.

**Tips and Strategies for this Policy:** With this Policy, Luxuries from City-States are boosted to +6 Happiness, which is very helpful given you will have many Allies with these Policies. You do not get double of Luxury Resources, but rather double Strategic Resources (Iron, Horses, Aluminum, Uranium, etc.). This is a great Policy to help keep your Citizenry happy and give you better access to resources you may not have, which makes a positive impact on your Military or let you trade off more of your own.



### 10.5.5. Merchant Confederacy

+2 Gold for trade routes with City-States

**Tips and Strategies for this Policy:** Trade Routes with other Civs are much more lucrative, and although you are also aiding your competitors, you need the best trade routes you can get to keep up with a difficult AI. Still, this helps when City-States request Trade Routes for quests. When using [Freedom's Level 3 Tenet, Treaty Organization 11.2.3](#) to boost Influence with CS whom you have a Trade Route with, you'll get this added benefit.



## 10.6. Aesthetics Social Policies

Aesthetics becomes first available once your [Civ 1](#) enters the Classical Era. This one is essential to [Cultural Victory 38](#) because of its boosts to Tourism modifiers and that you need many Great Works to win over the citizens of other Civilizations.

**Adopting Aesthetics** gives you 25% faster generation of [Great Artists 23.4](#), [Great Musicians 23.5](#), and [Great Writers 23.6](#). These are helpful to all Civilizations, so taking a lone point in this may be worth it to many players. Adopting the Aesthetics Social Policy also lets you build [Uffizi 17.8](#), which is a great Wonder for helping a City's culture/tourism generation thanks to its [Theming Bonus 38.6](#).

Timing your entry to this Social Policy is kind of important. You want to get there fairly quickly if you're going for the Cultural Win because many of these Wonders are popular, so shoot for Drama and Poetry to get access to this tree, [The Parthenon 15.5](#) and your Writer's Guild to begin taking advantage.

There are a few things of note here to optimizing Culture when you **Finish Aesthetics** (which lets you buy the three Great Artsy types with Faith later and doubles Theming Bonuses from Wonders/Museums). You want to get Wonders in as many different Cities as you can, so that they can benefit from the +33% Culture but make one City your primary Cultural center. This means getting some Wonders that aren't culture-based into those other Cities. This will greatly speed the acquisition of new Social Policies, which can keep you competitive in all areas of the game - financially, scientifically, and militarily.

Read the Guide to Cultural Victory to learn more about winning that way. Only those with great interest in that type of [Victory VII](#) should go this route, anyway.



### 10.6.1. Cultural Centers

Construct Monuments, Amphitheaters, Opera Houses, Museums, and Broadcast Towers 50% faster.

**Tips and Strategies for this Policy:** You need Opera Houses in all Cities to create Hermitage, and this will greatly help with that while also freeing up your Production Queues and saving some time. If you are going for the Cultural Victory, building these should be a priority for you, so this Policy holds its own.



### 10.6.2. Fine Arts

50% of excess Happiness added each turn to the amount of Culture that may be spent on Social Policies.

**Tips and Strategies for this Policy:** You need a very happy Civ for this to make a difference. It is largely going to help taller empires rather than wide, who may have more trouble pleasing all their Citizens until Ideologies come into play. It's another reason to keep your empire happy, Golden Ages aside. It definitely helps, how much is just up to you.



### 10.6.3. Flourishing of the Arts

Culture increased by 33% in all Cities which have built a World Wonder and the empire immediately enters a Golden Age.

**Tips and Strategies for this Policy:** This one was mentioned before. Try to have a Wonder in every City you can. Just one, while the best City takes on the Wonders the AI really competes for. Overall, a great Policy that will also boost the acquisition of new tiles in said City. When you acquire this Policy, be sure to move your Great Works around to the Cities that have built a Wonder.



### 10.6.4. Artistic Genius

A Great Artist appears.

**Tips and Strategies for this Policy:** Timing this can help you complete [Theming Bonuses 38.6](#), as some are harder to achieve than others. This gives you a Great Artist earlier than you'd likely spawn one yourself. I suggest you use him for the Great Work for this reason. Golden Ages are useful, of course, but so is Tourism, especially that Tourism you can start generating really early to offset the opposing Civs' culture generation.



### 10.6.5. Cultural Exchange

Increases the Tourism modifier for shared Religion, Trade Routes, and Open Borders by 15% each.

**Tips and Strategies for this Policy:** This is the big one here, along with the finisher for boosting Theming bonuses. Some Civs can be incredibly tough to overtake with your Tourism, and these 3 all multiply to give the total you're sending at them. Adding another 15% to those 25% bonuses is a great help and will push you to a win. If you just can't take out that last Civ, take their Capital (which likely has their Wonders) and secure your victory while you defend your lands from some potentially angry neighbors.





## 10.7. Commerce Social Policies

Commerce is first available in the Medieval Era and benefits Civs of all kinds. It's not for anyone in particular, but does Synergize really well with Patronage or Honor. Every Civ needs gold, and this one will boost it immensely if you finish off the tree, plus you'll make your empire happier. I consider this tree to be essential to any wide play because of the cost reduction on roads and rails, along with all the Happiness you'll get when all Luxuries are boosted by +2 each.

Commerce is also great in that **Adopting** it no longer increases Gold output in the Capital by 25%, but also unlocks Big Ben, one of the best Wonders in my opinion. It gives a flat Gold bonus, along with -15% purchasing costs in Cities. This, plus Mercantilism gives you a 40% discount on all purchases, bring that 1k Gold Windmill down to an affordable 600 Gold. Commerce is one of my favorite trees and I use it at least a little in most games. If happiness is clearly a future problem, I would definitely max it out to allow my Cities to continue to grow, or for the Puppeting of more Cities for my War efforts.

The **Commerce Finisher** is to allow the purchase of Great Merchants with Faith starting in the Industrial Era. The better bonus is that every Trading Post will give +1 extra Gold, which is excellent if you have a large Puppet-empire acquired through conquest. Rationalism will give them +1 Science, and Technology eventually gives them another +1 Gold. Your Trading posts will deliver a whopping +3 Gold, +1 Science, which is massive when added in with the multipliers from Markets, Banks, and Stock Exchanges. Plan ahead and start using these with your Workers as soon as they're available.



### 10.7.1. Wagon Trains

+2 Gold from all your land Trade Routes. Maintenance paid on Roads and Railroads reduced by 50%.

**Tips and Strategies for this Policy:** The +2 Gold from Land Trade Routes is great, but not that impressive given the best are from sea and +2 Gold is not much with only 8 Trade Route Slots available. The best part of this is the reduction in maintenance on those roads, which will save you tons with a large empire. This is one of the reasons I consider Commerce essential to the wide, sprawling empire. All that military upkeep and roads will eat into your Civ's GPT badly.



### 10.7.2. Mercenary Army

Allows the purchasing of Landsknechts.

**Tips and Strategies for this Policy:** The Landsknecht gets double gold while pillaging Cities, and is otherwise very similar to a Pikeman. Just one of these guys, kept safe, can help pay for himself two-three times over, for they cost only 160 Gold before any discounts. Otherwise, taking on this Policy lets you raise a Military very quickly. They will upgrade to Lancers, Anti-tank guns, and later Helicopter Gunships. Keep them as Anti-Tank Guns in the Late-game, if you want to keep the capture bonus, as Helicopter Gunships cannot take Cities.



### 10.7.3. Entrepreneurship

Great Merchants are earned 25% faster. Receive double Gold from Great Merchant trade missions.

**Tips and Strategies for this Policy:** This is a simple enough Policy and doesn't need much description. Great Merchants are great, and I always use them for Trade Missions (almost). Use them to shore up a weak ally and get +30 Influence, but a whopping 1200 Gold.



### 10.7.4. Mercantilism

Purchasing items in Cities requires 25% less Gold. +1 Science from every Mint, Market, Bank, and Stock Exchange.

**Tips and Strategies for this Policy:** 25% cheaper purchasing, along with all these Gold bonuses, can really help your Cities catch up. This affects military units, everything, and will save you loads of Gold in the late-game that could be used for upgrading your Military or buying off City-State allies. Literally every City in your empire should eventually have at least the Market, Bank, and Stock Exchange, along with a few trading posts nearby to further boost this, so the extra Science is a nice addon.



### 10.7.5. Protectionism

+2 Happiness from each Luxury resource.

**Tips and Strategies for this Policy:** Probably the best Policy here. I've had my Civ's happiness jump all the way up to 70 with this, which may be no feat to some, but it was a very wide Empire and it allowed for a lot of growth. I love this, and that it takes every Policy in this tree to get it is entirely appropriate for how powerful a bonus it is.



## 10.8. Exploration Social Policies

Exploration first becomes available in the Medieval Era, just as ships capable of crossing the Ocean do. This tree is rather situational. First, you should have a large portion of your Cities be Coastal to truly take advantage, and you should have an interest in Naval Combat. Else, the gold bonuses you'll find here are not that great and everything about Commerce is better.

**Adopting Exploration** gives +1 Movement for all naval units and +1 sight for Naval Combat units, while also allowing you to construct [The Louvre 18.1](#). Some players seeking Cultural Victory may adopt this just to get the Louvre, while others may seek the naval movement without fully exploring this tree.

**Finishing** it gives you access to Hidden Antiquity sites, but those are not very great given you cannot excavate them in secret without other Civs noticing. You'll also be able to buy [Great Admirals 23.9](#) with Faith, which could be useful in certain situations if you've used your free one (or one earned through Naval war) to heal a far-off Fleet.

This is my least-used Social Policy tree as a heavy player. If I were more into Archipalego maps, I suppose I would be much more interested. Trouble is, there are often only a few Cities on the coast and I can find more Happiness elsewhere. The bonuses are good here in their own right, I just haven't found myself in the situation where going all Exploration was something that enthused me.



### 10.8.1. Maritime Infrastructure



+3 Production in all coastal Cities.

**Tips and Strategies for this Policy:** This is a minor boost to production, amplified a bit by buildings by Factories. It would be very helpful if it came a bit earlier, but at the time +3 Production isn't much - still, it shores up a weakness in Coastal Cities.

### 10.8.2. Naval Tradition



+1 Happiness from each Harbor, Seaport, and Lighthouse.

**Tips and Strategies for this Policy:** This is one of the better Policies here - +3 potential Happiness for every Coastal City you own, offsetting the cost to found the City. It can be good if there are even 2-3 Coastal Cities in your empire - it's like having a couple extra Luxuries at your disposal.

### 10.8.3. Merchant Navy



+1 Gold for each Harbor, Seaport, or Lighthouse. +4 Production and +4 Culture in the city with the East India Company.

**Tips and Strategies for this Policy:** Happiness is better than +1 Gold each, but it does make up for their maintenance costs. The good thing here is that the East India Company doesn't necessarily have to be built in a Coastal City, so you can enjoy this benefit in your Capital if it is not on the shore.

### 10.8.4. Navigation School



A Great Admiral appears. +2 Movement for all Great Admirals, and they are earned 50% faster.

**Tips and Strategies for this Policy:** Doesn't impress me much, but Great Admirals are indeed useful. The +2 movement can keep them out of harm's way, or help them speed to an emergency situation where you're about to lose a heavily promoted battleship or carrier.

### 10.8.5. Treasure Fleets



+4 Gold from all your sea Trade Routes.

**Tips and Strategies for this Policy:** This amounts to about +32 extra gold. Not a great bonus, and that is even if every trade route you have is through Cargo Ship. Unfortunately, this tree just doesn't impress me much as a largely Continents player.

## 10.9. Rationalism Social Policies

Rationalism becomes unlocked in the Renaissance Era, which is rather late into the game depending on your situation. Every Civ can benefit from this, for all [Civs 1](#) need Science and using it keeps the option of a [Science Victory 41](#) open, should your primary plan fail.

**Adopting Rationalism** instantly boosts Science by 10% when the Empire is Happy (at least 0 Happiness), while also giving you the right to build the [Porcelain Tower 17.6](#), which boosts Research Agreements by +50%. It can be a difficult Wonder to get if you do not beeline it at some point and have the tech lead.

You should prepare for this by having plenty of Trading Posts, Universities, and other Science buildings in place, for you'll get a Policy that will finally let you earn [Great Scientists 23.1](#) at a respectable rate.

**Finishing the Rationalism Tree** will let you buy them with Faith, while also granting you a Free Technology (pick an expensive one!).

Trading posts come in handy for another reason - Research Agreements (RA), which can be costly, especially when made on the scale that you should make them when pushing for the Spaceship. RAs can cost from 200 Gold to 350, and you'll want to make them with as many Civs as possible. You will pass others up if you are the one making all the deals. While an individual Civ will get one boost from you, if you've made 3 agreements, you'll get it from 3 Civs putting you far into the lead as far as total Science gained.



### 10.9.1. Secularism



+2 Science from every Specialist.

**Tips and Strategies for this Policy:** This is an amazing Policy, boosting Science empire-wide, particularly in your Capital (if that's where you've built the 3 Guilds and National College/Oxford University). Korea benefits heavily from this, for they already get +2 Science per [Specialist 22](#).

### 10.9.2. Humanism



Great Scientists are earned 25% faster.

**Tips and Strategies for this Policy:** Great Scientists are hardest to get early on, and this Policy will help you start to make up for that. 25% isn't much, but you will gradually pump them out. The earliest should go for academies, later using them for instant Research boosts to race ahead in Tech (or catch up a bit!).

### 10.9.3. Sovereignty



+1 Gold from all Science Buildings.

**Tips and Strategies for this Policy:** A minor boost that will help offset the cost of all your Scientific buildings. This does not make them profitable, but cheaper to operate. Empire-wide, it may save you a few dozen gold per turn, but that isn't much at all by the late-game... still, every Gold counts when you are paying hundreds to upgrade Military units.

### 10.9.4. Free Thought



+1 Science from every Trading Post and +17% Science from Universities.

**Tips and Strategies for this Policy:** This will provide a great, instant boost to both your income and Scientific output. Universities go to giving +50% Science, and with the +2 per specialist here, plus +10% output on top of that, you'll be doing great in both departments... so long as you've been building Trading Posts as you should!

### 10.9.5. Scientific Revolution



Boosts Science gained from Research Agreements by 50%.

**Tips and Strategies for this Policy:** This, coupled with the Porcelain Tower, will give you Double what you would normally from a Research Agreement. This is huge, even with just the 50% from this Policy (if you fail to build the Wonder). RAs are a big part of winning a Scientific Victory early and this will help you achieve that. As of Fall Patch 2013, each Civ's Science gain is whatever the lesser of the two will receive. This will put you ahead of them, as the modifier will be applied after the other Civ gets their points.



# 11. Ideologies



Figure 11.1.: Click the Magnifying Glass in-Game to View Tenets Before Choosing an Ideology.

Ideologies were introduced with the Brave New World Expansion. Choosing one of these 3, you can help boost your chances at a particular Victory type based on how you've played your Civ. These Tenets are more powerful than the usual Social Policies and may make huge impacts on Happiness, Production, Culture, and your Military prowess. However, the choice is not a simple one because other Civilizations may have more [Tourism 38](#) than your Civ's cumulative Culture can defend against and this may cause negative public opinion that reduces Happiness. Once selected, you will be locked in unless your population is not content with your choice.

## Choosing an Ideology & Adopting New Tenets

Once you have either built three Factories or reached the Modern era, you will get to pick an Ideology to follow. If you are first to adopt that Ideology, you will get 2 free Tenets - otherwise, you will select 1. Afterward, you will get to select a new Tenet each time you are eligible for a new [Social Policy 10](#) - you may choose a regular Policy or a new Tenet. To get a Level 2 Tenet, which is generally more powerful, you must first select two Level 1 Tenets. A Level 3 Tenet will require two Level 2 Tenets. To get a Level 3 Tenet, you would require three Level 1s, and two Level 2s. Every Ideology has seven Level 1 Tenets, six Level 2s, and three Level 3s. You may select almost all of these in a single game. You are limited in that you may pick only four of the Level 2 Tenets.

Having a high Culture output is essential to selecting these in good time, along with the necessity that you not be culturally backward while a Civ with another Ideology has a powerful Culture. As other Civs select Ideologies, you will be informed with each new turn. Do not necessarily pick one for the early

adopter Tenet unless you are sure you can overcome potential unhappiness from public opinion. Look to the Culture Victory screen to find other Civs' choices, and Influence by player to determine if other Civs are influencing your Civ with Tourism. The more Tourism levels (exotic, influential, etc.) they have generated against your Culture, the worse the negative public opinion will be.

Politically, having a different Ideology causes a hit to relations between two Civs. It may be the tipping point to war if there have been 'incidents' in the past. Choosing the same Ideology gives a boost. Civs want their Ideology to be present in the World to avoid the drawbacks, and it shows that two Civs offer their Citizenry a similar life.

## Public Opinion



Figure 11.2.: Tourism Influence From Other Civs Will Make Those of Different Ideologies unhappy. Hover over the Opinion to see who is Influencing it. Read the Cultural Victory Guide to learn more about Influence.

### Public Opinion and Unhappiness

Playing the Civ that is behind culturally has its drawbacks, assuming you pick an Ideology that is different from the most popular. Other Civs are more likely to have an easy time gaining Influence over your people through Tourism. When a Civilization has one or more Civs of different Ideologies affecting it, it will suffer increasing unhappiness with each Influence level from each Civ. In this way, an Ideology may gain popularity in the world, for others see how these people live and citizens begin to desire the other Ideology. The Ideology that has the most impact on a particular Civ is that which has the most total levels of influence.

There are four levels of Public Opinion, and thus Resistance:

- **Content** (No Resistance) - the Population is happy with Ideology choice and not taking a hit to Happiness.

## 11. Ideologies

- **Dissidents** - 1 Level Influence difference total. Suffer Unhappiness equal to the greater of 1 per City or 1 per 10 Population.
- **Civil Resistance** - 3 Levels Influence difference total. Suffer Unhappiness equal to the greater of 2 per City or 1 per 5 Population.
- **Revolutionary Wave** - 5+ Levels influence difference total. Suffer Unhappiness equal to the greater of 4 per city or 1 per 3 Population.

The end result for each Civ is determined by the sum of the number of levels for each Ideology affecting them, minus the levels of pressure they are exerting to every other Civ. For example, Korea has 3 levels of Influence over you Culturally (Popular), America 2 (Familiar), but you have are Exotic (1 level) with Korea. Both of these Civs follow Freedom, while you are Order. You have a total of 4 levels of Influence from other Ideologies affecting you, because of your own level negating one of these. Your Civ is in Civil Resistance and one more level of Tourism Influence for Freedom will result in your Civ going into Revolutionary Wave. If another Civ had Autocracy and had one level against you, it would also count and cause you to go into Revolution. It is the total number of levels from opposing Ideologies summed up. However, levels for your Ideology coming from other Civs are subtracted from that total.

Civs following your Ideology that have Tourism influence levels over you can help cancel out some of the opposing levels, as they are votes for your Ideology. In the example, if another Order Civ were to have two levels for Order influencing your people by being Familiar to you, you would only experience 3 total levels of Unrest instead of 5 and stay in Civil Resistance instead of full-blown Revolutionary Wave.

In the screenshot above, Carthage is at 6 levels of influence difference. They follow Order and have 6 levels for Freedom, 2 for Autocracy against them for a total of 8. The 2 'votes' for Order from The Huns cancels out two of these levels leaving them at 6, which results in Revolutionary Wave. If they could gain 2 levels of Influence over an Autocracy or Freedom Civ, this would fall to Civil Resistance. If Songhai switched to Order for some reason, there would be 6 votes for Order and the 4 remaining (2 Autocracy, 2 Freedom) would be negated resulting in a Content population.

The amount of Unhappiness for following a particular Ideology is determined on a per-Civ basis, so while one Order Civ with a strong Culture or a high Tourism output with many levels of Influence over Civs of other Ideologies may have no trouble with outside pressure to change, another Order Civ with low Culture or Tourism would net much more Unhappiness because they do not have levels of Influence over others to offset the levels against them.

You can jump multiple levels in the blink of an eye when a Cultural Civ picks an Ideology and instantly begins this type of Influence over your Citizens or a Civ following your Ideology has influence levels over you and suddenly changes to the dominant Ideology. Keep your Happiness in the positive as best you can and consider changing if it's awful, at least before you are far in – unless you plan to conquest or have a late-game Tourism boom coming.

### World Ideology & Public Opinion

A World Ideology Resolution exists for the World Congress, but is not available until a Civ has chosen an Ideology. Once that is done, passing this will further increase public opinion for that Ideology and result in more potential Unhappiness for other Civs while those following it could have less. This amounts to two levels of Influence for that Ideology. Civs following the World Ideology will also get +2 Delegates in the World Congress. Getting this passed and being Culturally dominant with a very high Tourism output can cause your enemies serious trouble. Given World Ideology only provides 2 levels of Influence, it will not necessarily make your chosen Ideology the one other Civs' citizens want to change to.

### Cultural City Flipping

Back in the Civ 4 days, a City could be flipped and join a bordering Civ if Cultural output was capable of surpassing it. Now, you (or the AI) chance losing Cities if other Civs are causing your Civ to go through Civil Resistance or a Revolutionary Wave, which produces a very high level of Unhappiness. If the Civ does not have enough Happiness remain in the positive, it may begin losing Cities to the preferred

Ideology. They will join the Civ that is of the preferred ideology that has the closest City, so that may explain why you may be the biggest Tourism generator but have another Civ of the same Ideology getting all the Cities. The Civ gaining these Cities will get to select what to do with them (Annex or Puppet).

### Causing Problems for Other Civs or Preventing Revolutions in Your Lands

Once your or another Civ is experiencing Civil Resistance or a Revolutionary wave, it's only likely to get worse. You must greatly raise your Culture per turn or use a Great Musician to gain an Influence level over the other Civ and effectively cancel out a level of resistance - but only if it's powerful enough to get you to the next level with that Civ. While Great Writers cannot lower the Tourism influence level they have over you, they can slow their progress to the next one. Great Musicians are capable of delivering large amounts of Tourism at once to a Civ and raising the level of Influence you have. Negating one of their levels in Influence may knock you down a level from Revolutionary Wave to Civil Resistance if you only have 5 levels against you. If you do not have a high Tourism output and aren't planning to conquer another Civ that is influencing you, you may as well fall in line and switch Ideology if Unhappiness is too much to bear. You risk losing Cities because of this. Thankfully, the AI can be very stubborn even if they are experiencing a large amount of unhappiness and I have seen Civs fall apart from this, losing their best Cities and turning their lands to swiss cheese, providing me puppets and gold per turn.

Researching the Internet will double Tourism Output which may help you gain some Influence levels to make up the difference, and only one Civ may build the [Great Firewall 20.3](#) to block others' Internet tech. You may find World Congress resolutions that increase Culture from Wonders/Landmarks/Natural Wonders and convert those to Tourism with Hotels/Airports. Simply having a high culture will protect your Civ against these things whether your Tourism output is good or not. If you want more info on that, again, read the Cultural Victory Guide.

### Switching Ideologies

If your Civ is unhappy because you've chosen differently, you can switch Ideologies, but only then. Switching Ideologies causes some unrest for a time and costs you a number of Tenets. Even if you selected nine Tenets and went to another Ideology, you would still lose almost all of that progress and only be able to pick a couple of Tenets. This will fix a major Unhappiness problem however, and may allow you to continue on your chosen path to Victory. You may do this through the Ideology screen once public opinion falls below Content.

## Ideology Benefits

### Autocracy



#### Summary of Benefits for Civs Following the Autocracy Ideology:

- +1/+2 Happiness from Defensive/Offensive Buildings - Castle and up, Barracks and up.
- Wounded units inflict more damage.
- Reduced Maintenance and Gold Purchasing of Units.
- Build Courthouses faster and gain +3 Happiness from them, offsetting the Happiness cost of a City.
- Increased Production of Military Units and +15 Starting Experience.
- Double Strategic Resources to support more Units.
- Double Spy Stealing rate to catch up Technologically while on the warpath.
- Gain Influence over any City-State you can Demand Tribute from.
- Clausewitz's Legacy - gain a big +25% increase in Combat Strength for 50 Turns after adopting - steamroll the rest of the world and finish a Domination Victory!

## Freedom



### Summary of Benefits for Civs Following the Freedom Ideology:

- Specialists consume less food and generate less Unhappiness than regular Citizens.
- Foreign Legion - Units specialized in fighting away from home that keep the unique Promotion when Upgraded to Infantry.
- Golden Ages last 50% longer.
- +Happiness for Economic and Growth buildings like Banks, Mints, Hospitals, and Medical Labs.
- Increased City Combat Strength for Defense.
- Gain Influence each turn you have a Trade Route with each City-State.
- Buy Spaceship Parts with Gold.
- Increased Production of Military Units and +15 Influence for gifting one to a City-State.
- Easy Tourism boost from all Cities with a Broadcast Tower.



## Order



### Summary of Benefits for Civs Following the Order Ideology:

- Happiness from Monuments and Production Buildings (Factory, Windmill, Solar/Nuclear/Hydro Plant).
- Spies twice as likely to catch enemy agents attempting to steal Technology.
- Increased Production (+1) from Mines/Quarries and +2 flat Production per City.
- Tourism to other Order Civs and those with less Happiness.
- Gold cost of Purchasing Buildings reduced.
- Internal Trade Routes 50% more effective.
- Gain +25% Science from Factories.
- +15% Attack Bonus when fighting in Friendly Territory.
- Finish Spaceship Parts with Great Engineers.

## 11.1. Autocracy Ideology



### Autocracy and Victory Conditions

The Autocracy Ideology is best-suited for those playing a [Civ 1](#) seeking a [Domination 40](#), [Cultural 38](#), or [Diplomatic Victory 39](#) in Civilization 5: Brave New World. This Guide will highlight the benefits of choosing to follow this Ideology and strategies you can use to help get the most of its Tenets. Look to the main Ideology page to learn some of the drawbacks of having a different Ideology than other in-game Civs, along with a summary of the perks your Civ will get when following it.

Autocracy's benefits for Domination are very clear, given there is a 50-turn boost to combat strength of all your military forces and big boosts to producing Military units along with more Experience for those new units. Your units will be cheaper to buy and that will be easier to do with less overall upkeep when you have a massive Military. The doubling of Strategic Resources will help you support many more of the powerful late-game units, as well. You will also be able to maintain positive Happiness in order to allow [City Growth 4](#) throughout your Empire when capturing more of your opponents' Cities. What isn't so obvious is how following this Ideology can help you win Diplomatically or Culturally.

For Diplomatic Victories, you will use your Military might and the Gunboat Diplomacy Tenet to effectively bully City-States into Allying with your Civ. Through fear of your global power, and positioning of your units to raise the nearby unit metric, you may gain Influence per turn with each City-State in the game. This means you park some units and use your overall military power to ensure you would be able to [Demand Tribute from a City-State 25.5](#). For distant City-States, a land or naval Military presence will allow you to do this easily. Click a City-State's screen to see if you can demand tribute, and if not how much more power you need nearby. Proximity of Units counts more than the global power you have. Then, use your other forces to protect your lands and Gold to purchase the Alliance of those you cannot. The Globalization Technology will give you extra votes in the World Congress for positioning Spies as Diplomats in other Civs' Capital Cities, which will help you pull off a victory if you don't have all CS Allied. Check the World Congress screen to see how many votes are required for you to win the game this way, which varies based on map size.

Cultural Victory relies on you conquering a portion of the World and essentially ignoring [Great Artists 23.4](#), [Writers 23.6](#), and [Musicians 23.5](#) throughout your game and not utilizing those associated [Specialists 22](#) in your City with Guilds until you have adopted Futurism. The +250 Tourism makes up for a lot of early-game turns, while this is also amplified by Open Borders, Shared Religion, and having a Trade Route

with each Civ. This will serve to make up for [Theming Bonuses 38.6](#) Civs that focus on Culture will have from building early-game [Cultural Wonders 13](#) you may have missed or failed to capture. It is effectively a late-game Tourism push that will quickly raise your output. Hotels, Airports, and World Congress Proposals that benefit you (Culture from Wonders/Landmarks/Natural Wonders or Arts Funding) should also be used so that you can get the Tourism benefits of those. As your Tourism per turn ramps up, you will want to use Great Musicians for Culture Bombs in other Civs' Territory, even when you are at war. It is very helpful to get Cultural Civs to go to war with you, so that you can overcome their accumulated Culture with your Tourism through Cult of Personality. This works best when you have conquered your entire Continent early in the game and other Civilizations are not aware of what you've done to build up Warmonger Hatred. You may also need to bribe other Civilizations to go to war through the [Trade 26.3](#) Screen or simply declare War on whomever you see them fighting against to get the bonus and amplify your Tourism to them. This will be harder to achieve the higher the difficulty level, given Civs on Immortal/Deity would have a lot more Culture and you would need more Tourism generated in the past.

### 11.1.1. Autocracy Level 1 Tenets

#### Elite Forces

Wounded Units inflict +25% more damage than normal. Not quite Japan's boost, but you are going to do much better with a severely damaged unit than you would otherwise. It is very helpful for Aircraft given they are generally running damaged when doing repeat bombing runs.

#### Mobilization

Gold cost of purchasing Units reduced by 33%. Combine this with Honor Policies which reduce cost of upgrading, and you can easily purchase and upgrade your units much cheaper than usual. This is especially helpful with a large navy, as those are the most expensive Units to Upgrade.

#### United Front

Militaristic City-States grant units twice as often when you are at war with a common foe. This doesn't necessarily have to be your Ally, for they could be fighting against the target Civ for another. It is incredibly potent when you have multiple Militaristic City State Alliances and are able to force them into War.

#### Futurism

+250 Tourism with all known Civs when a Great Writer, Artist, or Musician is born. This will be amplified by any arrangements you have (Open Borders, Trade Route or Shared Religion). Saving these births for later can make a big difference late-game, even leading to Cultural Victory. At the very least it may offset Public Opinion against your Ideology.

#### Industrial Espionage

Spies steal technologies at twice the normal rate. Helpful when you've been warlike and neglected your Science in the past. If you're ahead of all other Civs in tech (+10% Literacy or more), don't bother with this for it will be quickly rendered useless. When you can use it to its full potential, it can help you keep up in technology. This also effectively negates the Great Firewall and will allow a Spy to steal effectively even with other Spy defense buildings in a City (Constabulary, Police Station). Thank you to a user on reddit.com/r/civ for pointing this out.

### Fortified Borders

+1 Local Happiness from every Castle, Arsenal, and Military base. Your Cities will be very hard to capture and you'll offset the Unhappiness for each City. These buildings do not require Maintenance. Works very well with [Neuschwanstein 19.6](#).

### Universal Healthcare

+1 Local Happiness from every National Wonder. Gauge whether this is better than Fortified Borders and choose whichever gives you the largest boost to Happiness first. Fortified Borders will be better in [Wide Empires 6.3](#) - puppets do build defenses.

### 11.1.2. Autocracy Level 2 Tenets

#### Militarism

+2 Local Happiness from every Barracks, Armory, and Military Base. So long as the City is tall enough, it will contribute Happiness. Cities cannot generate more Happiness than their Population total, so in small Cities it will be ineffective. However, it will allow them to grow without impacting your Global Happiness. With [Honor 10.3](#) policies, you can also build these buildings faster.

#### Lightning Warfare

+3 Movement for Great Generals. Armor Units gain +15% attack, +1 Movement and ignore enemy ZOC. This means Zone of Control, allowing your Tanks to drive around other Units without a movement penalty. Try it with Germany's [Panzer 2.18](#).

#### Police State

+3 Local Happiness from every Courthouse and build those in half the usual time. This will allow you to Annex all your Cities without a hit to Happiness outside that of any normal City, as soon as the Courthouse is up. Keep in mind that Annexing Cities does raise Social Policy costs by 10% each.

#### Nationalism

Reduces Unit Gold Maintenance costs by 33%. With a large Military, this may be your single biggest money sink - that or Building maintenance. Either way, you will likely save a ton of Gold Per Turn with this.

#### Third Alternative

Quantity of Strategic Resources produced is increased by 100%. +5 Food and Science in the Capital. This works very well with the above, particularly in allowing you to support more armor/air/naval Units, the best of which require Strategic Resources.

#### Total War

+25% Production when building Military Units. New Military Units start with +15 Experience. This will let you gain 3 levels straight out of Production without [Brandenburg Gate 18.3](#).

### 11.1.3. Autocracy Level 3 Tenets

#### **Cult of Personality**

+50% Tourism to Civs fighting a common enemy. Declare War and jump in against another Civ to influence their opponent or Bribe a Civ to war and gain a huge boost to Tourism. This is an excellent Tenet when combined with the +250 Tourism on Artsy Great Person Birth and allows Cultural Victory with Autocracy.

#### **Gunboat Diplomacy**

Gain 6 Influence per turn with City-States you could demand tribute from. Your Military Forces are 50% more effective at intimidating City-States. Park a unit or two nearby and have a strong global Military and you will gain Influence enough to ally within 10 turns a CS that doesn't have an Ally. You can eventually surpass other Civs this way. Gunboat Diplomacy allows for an easy Diplomatic Win in the late game if you are tired of warring.

#### **Clausewitz's Legacy**

Receive a +25% attack bonus to all Military Units for the first 50 Turns after this Policy is adopted. Time this one properly to allow you to attack the strongest Civ. You can hover over Culture Per Turn at the top to see how many turns are remaining for the next Policy selection to help you plan for best use. 50 Turns is a long time - 10% of a game's max length, so it will get great use and help you capture other Civs' Capitals.

## 11.2. Freedom Ideology



### Freedom and Victory Conditions

The Freedom Ideology is best-suited for those playing a [Civ 1](#) seeking a [Scientific 41](#), [Cultural 38](#), or [Diplomatic 39](#) Victory in Civilization 5: Brave New World. This Guide will highlight the benefits of choosing to follow this Ideology and strategies you can use to help get the most of its Tenets. Look to the main Ideology page to learn some of the drawbacks of having a different Ideology than other in-game Civs, along with a summary of the perks your Civ will get when following it.

Freedom is a popular choice for Diplomatic Victory, for you can gain Influence with City-States simply by having a Trade Route with them, and that will give you more votes in the World Congress. It is a very easy-to-acquire boost that will help with those City-States that have had long-standing [Alliances 25.2](#) with other Civs. With a smaller Military and [Tall 6.2](#) Cities running many Specialists, you will have a lot of gold output to help you buy off the others. Diplomatic Victory also relies somewhat on Science to get to the Era required for the World Leader vote, and Freedom is great for that.

Generation of Tourism and its boost through Freedom is also simple - every City with a Broadcast Tower will generate +34% Tourism to all Civs. That building requires a Monument, Amphitheater, Opera House, and Museum - so you will have lots of slots to put Great Works and a reliable Tourism boost. You can skip these building requirements with the [CN Tower 21.1](#) for Cities that do not have these or are Puppets, as it gives a free Broadcast Tower in every City. Landmarks will give you +4 extra Culture, converted to Tourism with a Hotel/Airport so that should be encouraged around your Cities. Using Freedom for a Tourism victory begins in the early-game and you should pursue Cultural Wonders, while the other two Ideologies can do it later. You will be harder to overtake Culturally yourself with the boost to Culture output from Landmarks and Great Works. Since you need to generate Great Musicians to perform Concert Tours with other Cultural Civs, it is well that there is a boost to Great Person generation here along with the ability to fill just about every specialist slot in your Cities.

Tall Civs seeking Scientific Victory should often choose Freedom. [Rationalism 10.9](#) gives +2 Science per Specialist, and Freedom is the best Ideology for running Specialists in all your Cities. Being able to finish Spaceship Parts with Gold is a big plus, given it is easy to come up with the 2500 or so Gold necessary to do so. This is particularly helpful with the boosters, since you need three. If you have more Cities, look to Order for a Scientific win, as you may find more means of Science generation directly from a large Population that is spread over many Cities there. Freedom is more about [maxing Science output 7](#) from



the lands you have and passing other Civs in tech by having more Specialists and total Population creating that Science. Generation of early-mid game [Great Scientists 23.1](#) will assist in this, for Academies are invaluable and produce a ton of Science per turn over the course of a game, particularly in a City that has the National College and possibly an Observatory. Sending Food to your Capital and Scientific Cities through interal trade routes is a must to reach very large population in your Cities.

### 11.2.1. Freedom Level 1 Tenets

#### Avant Garde

The rate at which Great People are born is increased by 25%. Very helpful in the late game, when you need 500+ for a Great Person birth and are limited in how many Specialist slots you have available. Greatly helpful in either Cultural or Scientific Victories.

#### Creative Expression

+1 Culture from each Great Work (but Tourism is Unchanged). This will help protect Freedom against other Ideologies' influence and aid you in selecting more policies. You can also move Great Works around any new Cities to help with border expansion. Overall, a decent Tenet but not one that is high priority here.

#### Civil Society

Specialists consume only half the normal amount of Food. Lets you run Specialists without impacting City Growth nearly as much, which will allow you to focus your Cities on Science etc. without major drawbacks. With more Policies here, along with [Rationalism 10.9](#), you may want to run Specialists in almost every slot available in your Empire!

#### Covert Action

Chance of rigging election in City-States doubled. This is good when going for a Diplomatic Victory and looking to save some Gold, while you can also use it to simply steal Alliances without angering other Civilizations as much. Rigging elections with spies drops other Civs' influence while raising yours.

#### Capitalism

+1 Local Happiness from every Mint, Bank, and Stock Exchange. Particularly helpful to your Global Happiness when you have a lot of Puppets, for they always build these buildings. Ultimately, just another means of making the Population happy. Weigh against Universal Healthcare.

#### Economic Union

+3 Gold from all your Trade Routes with other Civilizations following the Freedom Ideology. This is my least-picked Tenet in Level 1. Hardly any Civs choose Freedom in my games. When they do, it can be helpful but not particularly impressive.

#### Universal Healthcare

+1 Local Happiness from every National Wonder. Use your best guess to decide if this or Capitalism comes first.

### 11.2.2. Freedom Level 2 Tenets

#### Volunteer Army

6 Units are maintenance-free. Receive 6 Foreign Legion Infantry units immediately. These units can be upgraded and do keep their bonus when fighting in foreign territory, so they are great at helping you capture Cities and may Fortify to draw enemy firepower and be very hard to kill.

#### Urbanization

+1 Local Happiness from every Water Mill, Hospital, and Medical Lab. Another means of facilitating growth throughout your Empire.

Their Finest Hour Combat Strength of Cities increased by 33%. This can be a huge defensive perk when you've got an opponent nearby. Cities can go to 140+ Combat Strength easily with this Tenet, though it is not a prime pick like the next one...

#### Universal Suffrage

Specialists in Cities produce half the normal amount of Unhappiness. Golden Ages are 50% longer. With this Tenet, by using a Specialist, you are generating less Unhappiness than when you are using them as a regular Citizen. Golden Ages lasting longer is just wonderful, and is helpful whatever victory you're pursuing. With [Chichen Itza 16.4](#), it is +100% or 20/16 Turns (regular Golden Age/Great Artist Golden Age).

#### New Deal

Landmarks and Great Person tile improvements produce +4 of the appropriate yield. Very helpful if you have plenty of these, but nearly useless with only one or two total between the two. If you've got many Academies and are going for a Science Victory, this is an excellent Tenet to pick after you've chosen those that give a boost to Specialists (to let you run Scientists in your Cities).

#### Arsenal of Democracy

+15% Production when building Military Units. +15 Influence from Military Unit gifts to City-States. It's a decent Tenet that will make Military Unit gifts to City-States actually useful for gaining Alliances. Much better to do this than build Wealth in your Cities for the purpose of buying Alliances. With Freedom, you are also likely to be Tall and have well-developed Cities with Build Queues that are free to do this without hurting your own progress.

### 11.2.3. Freedom Level 3 Tenets

#### Media Culture

+34% Tourism generated by Cities with a Broadcast Tower. Of all the Tourism boosts offered by Ideologies, this is the simplest to create. Works very well with the CN Tower, which will put Broadcast Towers even in Puppet Cities and let you benefit from any Landmarks/Great Works they may have.

#### Treaty Organization

Gain 4 Influence per turn with City-States you have a trade route with. Helps to cement existing Alliances or to gradually steal them from other Civilizations. Prioritize this one when going for a Diplomatic Victory and change your Trade Routes' destinations accordingly. This will save you gold and allow you to buy up other Alliances.

## Space Procurements

May buy Spaceship Parts with Gold. These cost upwards of 2500 Gold, but that is attainable in 6-8 Turns with an economically strong Civ. It will free your Build Queues to do other things, such as build Military to protect. I find it particularly helpful with Boosters because of the necessary 3, while the other parts are spaced out Tech-wise and require only 1 each to be constructed.

### 11.3. Order Ideology



## Order and Victory Conditions

The Order Ideology is best-suited for those playing a [Civ 1](#) seeking a [Domination 40](#), [Cultural 38](#), or [Scientific 41](#) Victory in Civilization 5: Brave New World. This Guide will highlight the benefits of choosing to follow this Ideology and strategies you can use to help get the most of its Tenets. Look to the main Ideology page to learn some of the drawbacks of having a different Ideology than other in-game Civs, along with a summary of the perks your Civ will get when following it.

Order's effect on Domination Victory is to give you much more Production in your Cities to facilitate a larger Military, while giving you the Happiness you need in order to have a Wide Empire that is continually growing. Cities' Unhappiness will be offset by gaining Happiness from Monuments and newly conquered Cities will get a free Courthouse, which will let you Annex those Cities as soon as they're done with Revolt without any negatives. Buying Buildings that generate Happiness will be cheaper in all your Cities, whether directly (Colosseum) or indirectly through Order's Tenets (Factory). This synergizes very well with [Commerce 10.7](#) and [Big Ben 18.2](#), while Landskechts can be upgraded to give you Units that get double gold when capturing Cities, no matter the era.

The possibility of Scientific Victory is also boosted, as wide empires will not have as many Specialists as those following Freedom. Factories will contribute +25% to Science output in each City, and Science buildings will give extra Happiness to give you room for Population growth. I would go Freedom for a [Tall Civ 6.2](#) seeking a Scientific Victory, but Order may well be your best choice if you have more Cities. Spaceflight Pioneers will give you the ability to finish Spaceship Parts with Great Engineers, which will be easy to come by if you started Tradition then went Wide through conquest and are able to buy them. A [Reformation Belief 12.7](#) also allows the purchase of any type of [Great Person 23](#) if you go with [Piety Policies 10.4](#) to get more Faith and Gold from your Cities. You may also direct Food and get +9 per turn

for a land trade route to make select Cities taller and further increase their Scientific Output. Naturally, you would still want [Rationalism 10.9](#) to get +2 Science from every Specialist, even if you do not complete the Tree.

Tourism Victory is interesting and possibly swift with Order, for you should eventually have at least one big boost to other Civs, but possibly two. For one, you have more Civs selecting this Ideology than any other type in most games, and you'll get +34% Tourism to all Civs following Order. The boost to Production will help you with late-game Wonders as well. Civs with less Happiness will also get a +34% boost to Tourism, so this Ideology has the highest potential Tourism boost. As other Civs switch to Order through pressure from their Citizens or suffer continual Unhappiness from being of a different Ideology, you can gradually overtake them. Going Order for Cultural Victory assumes you have produced Great Works throughout the ages and built Wonders or acquired them through Conquest to get more total output. [Having a Religion 12](#) is greatly helpful for this, as is [Aesthetics 10.6](#) and trading Great Works to complete [Theming Bonuses 38.6](#). As with any other Cultural Victory attempt, getting more Culture from Wonders, Great Person Tile Improvements, and Landmarks from Archaeologists (World Congress Proposals) and converting it to Tourism with Hotels/Airports while inventing the Internet will be needed to finish a game this way on upper difficulties. Read the Cultural Victory guide for more information.

### 11.3.1. Order Level 1 Tenets

#### Hero of the People

The rate at which Great People are born is increased by 25%. Stacks additively with other bonuses. Helpful particularly in Cultural or Scientific Victories, but any Civ can use Great People late in the game.

#### Socialist Realism

+2 Local Happiness from Monuments. Build Monuments in half the usual time. Good for newly settled Cities (likely after Razing a poorly-placed City). Otherwise, it'll pretty much give you +2 Happiness per City and help offset playing Wide.

#### Skyscrapers

Gold cost of purchasing buildings reduced by 33%. Very helpful when you have Cities that are focused on growth and want newly-invented buildings to be produced swiftly (like Research Labs) or have a newly founded City and want to get it up and running quickly. It will help you get Factories in all your Cities to take advantage of Order's +25% boost to Science from those.

#### Patriotic War

+15% attack bonus when fighting in friendly territory. You can go to war with a Civ, fight in your own lands and make them sign over Cities in the Peace Treaty before moving on to capture their Capital once it expires.

#### Double Agents

Spies twice as likely to capture enemy spies attempting to steal a technology. Use this to level up your Spies fast. Put them on the defensive in your highest Pop cities to kill enemy agents, then put them on the road to steal Technologies with ease.

#### Young Pioneers

+1 Local Happiness from every Workshop, Factory, and Solar/Nuclear/Hydro Plant. A very good Tenet for Order that will let you prioritize Production buildings in your Cities while they grow, in order to make future building construction faster.

### Universal Healthcare

+1 Local Happiness from every National Wonder. As I say on the other pages for this Tenet, you should weigh this against other Level 1 Tenets' Happiness contribution to decide which will benefit your empire most. It is likely with 5+ Cities that Young Pioneers will contribute more.

### 11.3.2. Order Level 2 Tenets

#### Academy of Sciences

+1 Local Happiness from every Observatory, Public School, and Research Lab. Yet another Happiness-from-buildings Tenet that can be very good in a Wide Empire to help offset the cost of having so many Cities, while allowing them to continue growing and produce more Science/Production per turn (among other things).

#### Party Leadership

+1 Food, Production, Science, Gold, and Culture per City. This will be more helpful the wider your empire, obviously. It helps very much with developing Cities, for it will increase border expansion and growth/production of buildings.

#### Resettlement

New Cities start with an extra 3 Population. It's not often I settle late in the game, but this is an excellent Tenet for those situations where you find yourself razing poorly-placed AI Cities and know you want to claim that land for your own.

#### Cultural Revolution

+34% Tourism to other Order Civilizations. I elaborate on this above when talking about Cultural Victory. Overall, a good Tenet and it will help protect Order - more levels of Influence for Order makes it more popular globally and will result in less Unhappiness for Civs following Order.

#### Workers' Faculties

Factories increase a City's Science output by 25%. Build Factories in half the usual time. An excellent Tenet to allow a wide empire to get more Science out of Population. Works especially well with Secularism from Rationalism to get +2 Science per Specialist. You can at the very least run Scientists in your biggest Cities and benefit greatly with this along with the passive Science from Population.

#### Five-Year Plan

+2 Production per City and +1 Production for every Mine and Quarry. Order excels at Production and this along with other Tenets is why. Those hammers get boosted by Factories/Workshops/Windmills etc. so they will help you construct Buildings, Units, and Wonders much faster than normal.

### 11.3.3. Order Level 3 Tenets

#### Dictatorship of the Proletariat

+34% Tourism to Civilizations that have less Happiness. It is especially good if you can also get the other Bonus going (Civ is following Order). When you can get them pressured to switch, you will quickly pass them in culture if you have enough Tourism output.

### **Iron Curtain**

Free Courthouse upon City capture. Internal Trade Routes provide 50% more Food or Production. With this Tenet, you will be able to get a lot of growth going in your Cities using internal Trade Routes, which is very helpful when you are at war - those are less likely to be plundered. The free Courthouse lets you benefit from Annexing a City as soon as it's out of Resistance.

### **Spaceflight Pioneers**

May finish Spaceship parts with Great Engineers. A Great Engineer and a Great Scientist appear outside the Capital. The Great Engineer may be used for a Wonder if you aren't ready for Spaceship parts (something like [Hubble Space Telescope 21.2](#) is preferable!). Even when not going for a Scientific Victory this is a good Tenet due to those free Great People. The Scientist should be used to quickly discover a new Technology this late in the game. If you can purchase Great Engineers with Faith, it is even better. See above for more information on that.



## 12. Religion

### 12.1. Generating Faith and Founding a Religion



Figure 12.1.: Founding a Religion Allows You to Choose from Many Bonuses (Beliefs).

This Guide to Religion in Civilization V Gods and Kings and Brave New World will teach you how the Religion gameplay mechanic works and provide tips to using it to your advantage. I'll cover how to get Faith and the process of Founding a Religion and spreading it through Religious Pressure. The formation of Religious Pantheons and the birth of Great Prophets are also explained, along with a detailed list of Founder, Follower, and Enhancer Beliefs that provide tips to using them, good combinations, and ideas for gameplay strategies you might try.

Religion is very useful in a Cultural Victory as it boosts Tourism with other Civs if you share a Religion. Otherwise, it's a nice feature that you can use to benefit your Civilization in many ways. It can aid in any other victory type through indirect bonuses, making your people happier, helping you to get more Social Policies, or allowing you to afford a larger Military by helping you to raise money.

#### Starting a Religion Early: Maximum Religions and Duplicate Beliefs

There is a max to the number of religions that can be founded in a game, based on Map size. About 2/3 of Civs can found a religion in any game if you do not add more players to a custom game.

- **Huge** maps offer 12 players 7 religions

- **Large** 10 players with 6 Religions
- **Standard** 8 Players with 5 Religions
- **Small** 6 Players with 4 Religions
- **Tiny** 4 Players with 3 Religions
- **Duel** 2 Players with 2 Religions

You can find the number of remaining religions by clicking Additional Information in the top right > Religion Overview > World Religions. Players coming late will spend more Faith founding their Pantheon but the first Great Prophet costs the same.

If you want the best pick of beliefs for your Religion, it's wise to found one early for each Pantheon Belief, Founder Belief, and all other Beliefs are unique to the Civ that picks them. So if you want a specific set of Beliefs that go well together, you'd best get a Shrine built early on and get to Philosophy Technology for Temples.

### Getting Faith

Faith is the resource that drives the Religion system in Civ 5 Gods and Kings. While a couple of Civs get direct bonuses to Faith generation, all will need higher amounts of Faith to effectively utilize Religion. Faith is a resource that is easier to generate in [Wide Civilizations 6.3](#), those with more Cities. It scales very well with the size of your empire, and those many smaller Cities will put out more combined Religious Pressure than a few, taller Cities can. The following is not meant to be an exhaustive list of all means of getting Faith, but gives you an idea of some of your options:

- **Shrines and Temples** - these buildings provide +1/+2 Faith and are unlocked with Pottery and Philosophy, respectively.
- **Religious City-States** - Religious City-States can provide a large chunk of Faith each turn, and befriending or Allying with one in the early game can almost guarantee you get to Found a Religion. Being first to meet them, you'll get 8 Faith, but meeting them after other Civs will still give you 4 toward your Pantheon. Early on, this Alliance will get you quickly to the total of 510 Faith minimum you need to get a fully enhanced Religion. Though the amount they give will seem less impressive later in a game, having them through the ages will give you many more opportunities to purchase units, buildings, or [Great People 23](#) for your Civilization. To get an Alliance going early, watch for the Religious City-State to offer Quests and complete them. Typically, you can do this in the early-game by waiting for them to need assistance with Barbarian Encampments, want Trade Routes, specific Wonders, or Roads constructed to connect them to your network.
- **Holy Sites** - Holy Sites are placed by Great Prophets on a tile of your choice. This will make the tile give +6 Faith per turn and can be enhanced to also give +3 Culture/Gold with the Piety Social Policies. If you will use Faith heavily, then this is a wise use of a Great Prophet.
- **World Wonders** - World Wonders like [Stonehenge 14.2](#), the [Hagia Sophia 16.1](#), [Great Mosque of Djenne 16.2](#), [Notre Dame 16.8](#), and [Borobodur 16.3](#) all give some benefit to Religion. There are no National Wonders that produce Faith aside from the Grand Temple, which gives +8 Faith and doubles Religious Pressure emanating from the Holy City, where it must be built. To make this, you must research Theology and have a Temple in all your Cities.
- **Natural Wonders** - Some Natural Wonders may produce a large amount of faith per turn when worked by a City. These are rare enough that they can't be relied upon, and there may be competition to control that land. When you get one, it's very helpful!

### Piety Social Policies

Piety is a pretty poor starting tree for any Civilization, Religious or not. It is better to start with Tradition, Liberty, or Honor then transition into Piety once you've got what lands and Cities you need to help your Civilization thrive. The build time reduction for Shrines/temples is nice and all, just not necessary until you have multiple cities trying to build them. Once you've got a few Cities, the additional Faith from

Shrines and Temples will make a much larger difference. The 20% discount on religious unit/building purchases doesn't apply to the spawning of Great Prophets, so it's really an unused Social Policy for a long time - time best spent on other Social Policies that give your Civilization a boost in growth so they are more capable of enjoying Religion's perks. Look at the +10% gold from Temples. Temples have a 2 gold maintenance cost, so you won't even make a profit until you're at over 20 gold generation in the City, it merely offsets the cost a touch, and in the early-game that is not much. Really, this tree is awful unless you will make at least a few Holy Sites and want a Reformation Belief.



Figure 12.2.: Your Pantheon Belief can Help Your Growing Civ in a Variety of Ways.

## How to Create a Religion: The Founding of Pantheons

Pantheons are earned automatically by expending Faith. The First player to reach 10 Faith will found a Pantheon, with the next costing 15, 20, and so on. Founding a Pantheon will give your early Cities a bonus in the form of a Pantheon Belief. You can find a list of Pantheon Beliefs further into this guide.

Select Pantheon Beliefs based on your surroundings first. You can earn big bonuses if your first City has access to many Camps (+Food), Culture (Jungle or Pastures), or Sea Resources for Fishing Boats (Production). You may also go for permanent Growth for your [Cities 4](#), or faster production of Ancient/Classical Wonders - certainly helpful for getting Stonehenge, Hanging Gardens, and some other great options that can greatly aid your Civilization.

Once you've Founded your Pantheon, your Civilization is on its way to Founding its own Religion with more advanced Beliefs and Bonuses to aid your quest for [Victory VII](#).

## Founding a Religion: [Great Prophets 23.7](#) and Holy Cities

Your first Great Prophet will be born in the Capital at around 200 Faith, independent of other Civs Founding their own Religions. You may move this Great Person to the City you'd like to create as your Holy City. Most choose the Capital, but if you have a great City closer to other Civs and more City-States, or even Coastal with great potential to reach out to other Civs, then Found your Holy City there. Holy City position is relevant to the spread of Religion. For now just know that Religious Pressure will emanate from this City to all Cities within 10 tiles, effectively spreading the religion throughout your Civilization as turns go by. Those Cities will then spread them to others in range, and so on.

When Founding your Religion, you will get to choose a Founder Belief that affects only your Civilization and usually scales based on the size of your Religion and its Spread through foreign Cities. Additionally,

you'll pick the first of two Follower Beliefs which will affect those Cities that have this Religion as the Majority and may provide cumulative benefits to your Empire.

The next Great Prophet will be born at 300 Faith, and you should generally use them to Enhance the Religion because other Civs may get the second Follower Belief or Enhancer Belief that you wanted. Once your Religion has been Enhanced, you may then feel free to use Great Prophets to spread the Religion to other Cities and City States, or to construct a Holy Site on a tile, which provides +6 Faith and may later provide +3 Gold and +3 Culture with the Piety Social Policies. Great Prophets will continue to be born regularly after this first at a ramping cost, automatically spending Faith to birth another in the Holy City when you reach that threshold.

It's worth noting here that you cannot use a Great Prophet's Construct Holy Site or Enhance Religion after using Spread Religion, so if you use Spread, expect to use that on multiple Cities until you run out.

### **Enhancing the Religion**

You may use your second or later Great Prophet (who must be in the Holy City) to Enhance the Religion and gain an additional Follower belief. You will also get an Enhancer Belief which boosts the Religion as a whole in a big way, increasing the spawn rate of Great Prophets and enhancing them, extending the range of Religious Pressure, or giving Combat Bonuses to Units near Cities of the same religion. Head to that section of the Religion Guide to learn about all your options and see those you may have missed out on by founding your Religion too late.

### **Automatic Faith Purchases**

Once you've founded and Enhanced your Civ's Religion, go to Additional Information in the top right of the screen > Religion Overview > Your Religion > and select how you want Automatic Faith Purchases to be handled. If you chose a building such as Mosques, then those can be automatically built in your Cities each time you hit 200 Faith. Some players may choose Holy Warriors, and this allows you to purchase units automatically. All Civs with a Religion may automatically make Missionaries. If you want Manual Control, put it on Remind Me Later but Great Prophets may still be born at set Faith prices - automatic spending sort of prevents that from happening.



## 12.2. Converting Citizens and Religious Pressure

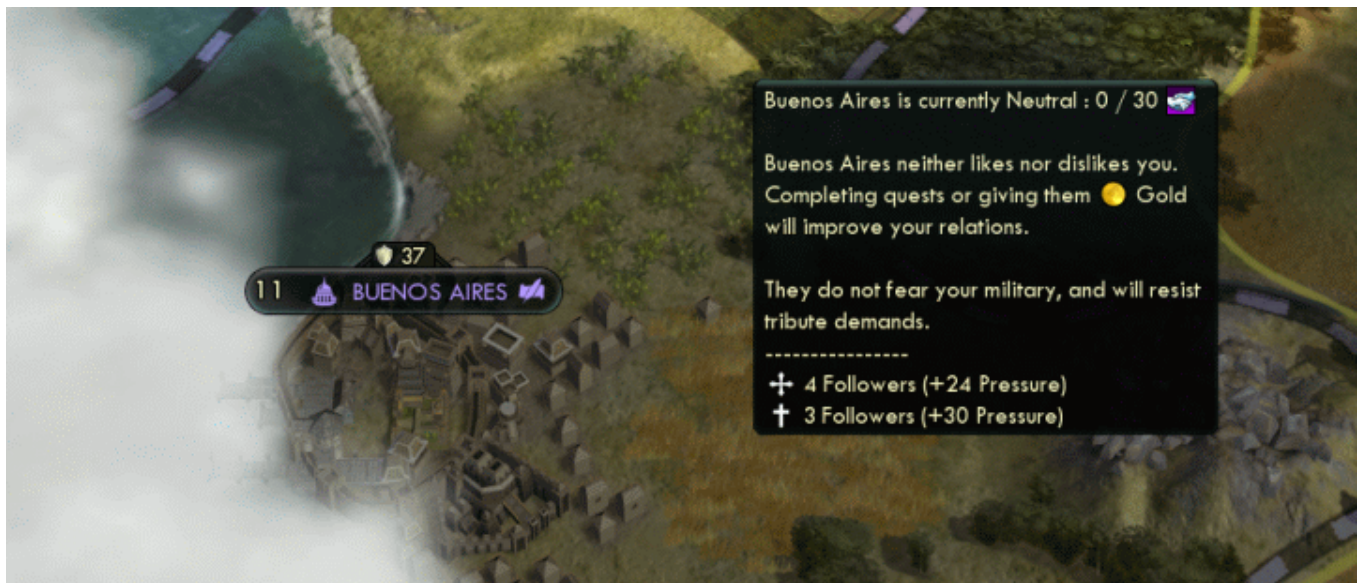


Figure 12.3.: Cities get Religious Pressure from Trade Routes and Cities within 10 Tiles.

### Spreading Religion Naturally - Religious Pressure

If a Religion has converted at least half the Citizenry, a City becomes Religious and gets that Religion's benefits. Religious Pressure is generated by Cities that have converted to that Religion and are Religious. Each Religious City will send out +6 pressure for its Religion to all Cities within a 10-tile range. Religious Pressure varies by game speed, being much lower on slower speeds like Marathon, so all numbers here are for base. So, if one City were feeling pressure from 3 Cities within that 10-tile range, it would be getting +18 Pressure and convert a Citizen roughly every 6 turns. Holy Cities exert 5x this amount of Pressure on themselves, so 30 Pressure per turn. Cities that are nearby and have converted will return pressure, giving you a higher value in the Holy City and making it very hard to Convert naturally.

Without any other Religion competing, it takes 100 Pressure to convert 1 Citizen to follow a Religion. With multiple Religions competing, it will take even more to turn them over, although with more Pressure you are guaranteed to eventually win the majority. It would seem that their cumulative Pressure over time may come into play - a case in point being a Holy City that has long held its position but recently finds itself surrounded with other Cities giving Pressure - the Citizenry will not fall to the new ways so quickly because there has been so much pressure exerted there in the past. In this case, a Great Prophet would work better than a Missionary, for their Conversion strength would only turn over a couple Citizens, while a Great Prophet could turn the Holy City and make its majority religion change, even permanently - but it'll still be a Holy City with a few followers, as they will gradually return due to the Holy City base of +30 Pressure.

You can use knowledge of Religion's spread to come up with Strategies to make yours dominant. Religious Pressure is carried through trade routes, so if you can get multiple Cities sending Pressure to the same City, you can convert it. Note that a City can't send pressure twice, so Trade Routes are a means of getting Pressure to Cities outside the 10-tile range. You'll note this is why some Cities don't take Pressure from your routes. To get beyond this range with Land trade routes, you'll need a Caravansary in the town to extend the range to 15 tiles. Use this to get your Religion "behind enemy lines" so to speak and allow you to convert more Cities. Sea Trade routes are good as well, given they start with 20-tile ranges and can go to 45, while giving more gold than land trade routes.

Combine this knowledge with Missionaries and Great Prophets, and you can gradually erode another Religion's influence in a given area. This will help you determine good targets for your Missionaries and Great Prophets if you would like to attempt to make your Religion dominant. As the years pass by and

more Cities convert to your Religion, they will be safe and generating enough pressure on each other to no longer need Trade Routes. Use later opportunities to change Trade Routes up and get them to Cities that will help spread your Religion in another part of the map. You can use routes from multiple Cities to the same target to increase Pressure, but also consider sending as many from your Holy City as possible to spread the Religion when its outgoing Pressure is doubled with the Grand Temple.

Your Enhancer Belief will ultimately help you easier spread the Religion. Odds are, Itinerant Preachers (13-hex pressure) or Religious Texts (Religion Spreads 25% faster, 50% with Printing Press) will be your top choices if you want your Religion spread globally. Both have their merits, one converting individual Cities faster - but do realize that Itinerant Preachers means that Cities will be getting pressure from sources 3 hexes further, meaning they can potentially Convert even faster than with Religious Texts. Note that Religious Texts works on a decimal level, so with 25% faster Conversion and 6 Pressure per city, you'd be giving out 7.5 Pressure per turn, though it will round to display only 7.

### **Spreading the Religion with Missionaries and Great Prophets**

Missionaries born in a City will represent that City's Majority religion, so be careful where you buy your Missionaries. Missionaries by default get two uses of Spread Religion, while Great Prophets get four uses. Great Prophets will temporarily eliminate all other Religious opposition in a City, until pressure allows it to build back up and gradually reconvert the Citizens. Both Missionaries and Great Prophets have a strength of 1000 by default, which seems directly tied to Religious Pressure - so it could convert 10 Citizens by giving 1000 Pressure in a City that has never been subject to Religion, and convert fewer and fewer Citizens depending on how much Pressure there is for other Religions in town, just as the natural Conversion process would take much longer.

You should protect Great Prophets and Missionaries going on long journeys through dangerous territory, for they can be captured by Barbarians. Missionaries, but not Great Prophets, suffer attrition of -250 Strength/turn while in the territory of another Civ if you do not have Open Borders. This gradually wears them down until they disband, their conversion strength diminishing with each turn passed in foreign lands. Edge Cities are all you can hope for here, and you should expect to probably use both Conversions on the same City. The Great Mosque of Djenné will make all Missionaries born in a City have 3 Convert actions instead of 2, and there are a number of Beliefs that can affect Conversions - such as making Missionaries capable of wearing away other Religious Pressure like Great Prophets (Evangelism).





Figure 12.4.: A Holy City's Citizens may be Converted by Religious Pressure, but it takes a long time.

### Stopping Other Religions: Inquisitors

Inquisitors serve two functions. First, when parked in a City or the tile next to it, it cannot be a target for Spread Religion from Missionaries or Great Prophets. They are meant to be Religious Defense units in a way. You can only use their active ability on your own Cities. When used, an Inquisitor's Remove Heresy action will remove all traces of Foreign Religion from a City while also turning some back to your Religion. Inquisitors are especially handy after an opposing Civ has used a Missionary on your City.

Another option to stop opponent Civs from spreading their Religion in your land is to cancel Open Borders. This will make their Missionaries suffer attrition, while your understanding of Religious Pressure should let you Convert their cities over time without even entering their borders, if you are able to convert all Cities around them to your Majority.

### Stopping a Holy City's Pressure and Removing a Religion from the World

You must Annex a Holy City to permanently remove a Religion from the game. The AI will often found their Holy Cities in Capitals, meaning they can't be Razed, although that may not always be the case - if it is, you may certainly burn it down but that is often a poor choice. You will find the Holy City continues to generate Pressure and cannot be eradicated without an Inquisitor. When you have control of a City and use their Remove Heresy ability, the other Civ's religion will finally be wiped away from that City, and it will no longer be a Holy City and exert Pressure on itself and surrounding Cities. Remove Heresy may only be used in Cities that are Annexed.

Keep in mind that using Remove Heresy on a Holy City will not remove the Religion from the game, but merely stop that City from exerting pressure. If the Religion is dominant in nearby Cities, it can continue to return in the Holy City. Converting the other Cities with a Great Prophet or Missionaries would be necessary to remove it from the game entirely. Eventually, it will die off if you are persistent.

I've tested removing a Holy City's Pressure without me owning the City by using a Great Prophet to Spread there, with all surrounding Cities providing over 67 pressure per turn for my Religion. Inevitably, the other Religion will begin to make a comeback, though if done properly you will not see it rise as the majority belief in that City again as they will only be able to make Missionaries for your Religion.

### 12.3. Pantheon Beliefs

Every Religion starts with a Pantheon Belief - a simple God they worship that lends early Cities a bonus. When choosing these, I almost always first look to the Terrain around my City and the first couple of spots I plan to expand to later. If you have many spots for Camps, the +1 Food can be better than 10% faster growth rates. A couple of personal favorites are God of the Open Sky when many spots for Pastures are around and God of the Sea for Cities with many offshore Resources.

Some of these are far better than others - the +1 Happiness bonuses are rather insignificant in the long-term, while others for tile improvements will still be helpful late in the game by giving you bigger, better Cities.

Your Pantheon Belief will continue to affect the Civilization even when Religion has been advanced by Great Prophets. With a Piety Social Policy, you will get the Pantheon belief of the second most popular Religion.

<i>Civ 5 G&amp;K and BNW Pantheon Religious Beliefs</i>		
Belief Name	Game Description	Tips and Strategies
Ancestor Worship	+1 Culture from Shrines.	It's not bad, but Culture from Plantations, Pastures, Gold/Silver and other bonuses clearly pass it in usefulness.
Dance of the Aurora	+1 Faith from Tundra tiles without Forest.	A very situational pick here, but one to watch out for if you're on the northern/southern edge of the map and there are tundra tiles that are going to be worked because of other resources on them. Otherwise, they will not provide the Faith.
Desert Folklore	+1 Faith from Desert Tiles.	All Desert Tiles, even Flood Plains, will provide the bonus, but its usefulness is going to be determined by how many of those the City is going to work - Desert Hills and Flood Plains are obvious, but regular Desert may not be worked effectively until you've built the Petra Wonder from researching Currency.
Faith Healers	+30 HP healed per turn if adjacent to a Friendly City.	Your Cities, Allied City-States, will let you heal much, much faster to the tune of 50 HP per turn. This can be incredibly helpful in City defense.
Fertility Rites	+10% faster Growth rates.	I only select this if there are no early Wonders I'm chasing nor any tile improvements that may provide better bonuses.
God of Craftsmen	+1 Production in Cities with 3+ Population.	Compared to others, this is an awful Pantheon to choose.
God of the Open Sky	+1 Culture from Pastures.	This can be an incredibly powerful Pantheon to choose, based on how many pastures you may place around your settlements.
God of the Sea	+1 Production from Fishing Boats.	This can provide a great boost and give you incentive to get those fishing boats out early in a Coastal Capital. I'd choose it with 2 or more sea resources and knowing I'll be settling another City with similar opportunities.

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God of War	Gain Faith if you win a battle within 4 tiles of your City.	Early on, you'll get Faith killing Barbarians when they approach your City. Later, it may provide Faith if in war with another Civ. I might use it with Raging Barbarians to produce a load of faith over the Millenia. The amount of Faith returned is half the killed unit's Combat Strength. That said, you can see how any other more reliable Pantheon that gives faith each turn would be favored over God of War.
Goddess of Festivals	+1 Culture and +1 Faith for each Wine and Incense.	This is an incredible Pantheon if you've got 2-3 of those Resources, and works even better for Religions that adopt the Monasteries Belief, as they also give +1 faith and culture per Incense and Wine.
Goddess of Love	+1 Happiness from Cities with 6+ Population.	I have never picked this. I see means of generating Culture, which gives me means of generating Happiness from other sources.
Goddess of Protection	30% increase in city Ranged Combat Strength.	Skip this - if you want better perks for Combat, go with God of War for Faith from battles or Faith Healers, parking melee units to defend your Capital and letting them heal 50hp per turn.
Goddess of the Hunt	+1 Food from Camps.	One of my favorites for Capital Growth and supporting early growth in the Capital. Remember, it's up to you if you'll keep a Forest. You can put Truffles, for example, on grasslands by chopping the forest.
Messenger of the Gods	+2 Science in Cities with a City Connection.	City Connections can be hard to start really early in the game, and you can get the same +2 Science from 2 more Citizens in a City - go with Growth or Culture instead.
Monument to the Gods	+15% Production of Ancient/Classical Wonders.	It's a great Pantheon in combination with the 15% you also get from Tradition. I would definitely get this if there were Marble nearby, since that would also give more Production toward those Wonders. It does help you get many good early Wonders like Hanging Gardens and The Colossus, but is a waste if you only go for one Wonder.
One With Nature	+4 Faith from Natural Wonders.	Super Situational. The Faith is incredible - imagine how useful this would be with The Great Barrier Reef, providing a total of +8 Faith from the 2 workable tiles. Only get it if you'll be settling a Natural Wonder for sure. If you have 2 natural wonders, you should look no further and pick this asap.
Oral Tradition	+1 Culture from Plantations.	Great, depending on how many Plantations you'll be building. I don't bother with Plantations on Bananas, so I exclude those from my decision.
Religious Idols	+1 Culture and Faith for each Gold and Silver.	Having just a few of these tiles available to you makes this Pantheon a must-have.
Religious Settlements	+15% faster Border Growth.	A good all-around choice if you do not have any other options available, else the additional culture you're earning from Plantations etc. should effectively boost Border growth for you.

## 12. Religion

Sacred Path	+1 Culture from Jungle Tiles.	A great pick. Jungles give +2 food so Cities can easily work them, and later those same Jungle tiles will give Science with Universities. You will be able to place Trading Posts in those tiles to make good, all-around tiles for your Cities.
Sacred Waters	+1 Happiness from Cities on Rivers.	Like Goddess of Love, one that I just never pick. Goddess of Love would be better long-run, given all your Cities should be of size six eventually, while not all can be placed on Rivers, nor should you let this meager bonus dictate what constitutes a good City location.
Stone Circles	+2 Faith from Quarries.	Plenty of Marble and Stone around? Great! Take this and don't look back. Also, Mausoleum of Halicarnassus for huge Gold income from those tiles.
Tear of the Gods	+2 Faith for each Gem or Pearl Resource.	If you've got some amazing 3 Gem or Pearl start, grab this Pantheon and feel blessed not only in wealth, but also in spirit with plenty of Faith purchasing power and fast Great Prophets. You will not be able to use this Pantheon without Brave New World.

## 12.4. Founder Beliefs

Your Founder Belief is a unique bonus you'll get for being the owner of the Religion. Most of these scale very well and give you increasing bonuses over time, rewarding you with resources for spreading your Religion to other Civilizations.

<i>Civ 5 G&amp;K and BNW Founder Religious Beliefs</i>		
Belief Name	Game Description	Tips and Strategies
Ceremonial Burial	+1 Happiness for every 2 Cities following this Religion.	It may be very good for you if there are a lot of Cities in the game - particularly if you're playing with several wide Civs. You may need the Happiness to trigger more Golden Ages or allow more population Growth.
Church Property	+2 Gold for each City following this Religion.	This competes a bit with Tithe. This will be better early in a game, but Tithe will later pass it significantly when Cities are all in the teens or twenties in size and you've effectively spread your Religion.
Initiation Rites	+100 Gold when each City first converts to this Religion.	Quick cash, but not really worth it unless you're going to be playing a really short game. In the end, Tithe or Church Property will pass it up within 50-100 turns and every bit of gameplay past that is your loss.
Interfaith Dialogue	Gain Science when a Missionary spreads religion to Cities with another Religion.	It's not particularly powerful in the late-game, but can help a lot with early-game Science generation. The amounts generated will become less impressive the further along you are, while other options here scale better with time. If this were to appeal to me, which it really doesn't because I'm good at spreading Faith without Missionaries, I'd just go with Gold generation from a Founder belief to give me more Research Agreements later in the game.
Papal Primacy	+15 to Influence Resting Point with City-States that follow this Religion.	Pledge to Protect + this + increase in resting point from Patronage Social Policies gives you a guaranteed Friendship with all City-States that you can get to follow your Religion, and bumping it up to Alliance is quite easy from there. An interesting choice if you're going for a Diplomatic Victory!
Peace Loving	+1 Happiness for every 8 Followers in non-enemy Foreign Cities.	City-States count for this, and that will likely result in more happiness than Ceremonial Burial in the long-run, particularly with more <a href="#">Tall Cities 6.2</a> in the game.
Pilgrimage	+2 Faith for each Foreign City following this Religion.	The only faith-generating Founder Belief is actually kind of lackluster compared to other options here.
Tithe	+1 Gold for every 4 Followers of this Religion.	Like the next, a very sturdy pick. If you can spread it early, you'll be getting heaps of Gold and that will grow quickly over the years when you have cemented your place in a large number of Cities.
World Church	+1 Culture for every 5 followers of this Religion in other Civilizations.	Another good pick that will scale well with time and give you more Social Policies than you'd get otherwise. World Church DOES give you +culture from followers in City-States. The Culture won't help with Border Growth, but definitely helps if you can establish a Religious presence in a number of Foreign cities.

## 12.5. Follower Beliefs

You are able to choose one Follower Belief when Founding a Religion and a second when you Enhance the Religion. These affect Cities that have taken up your Religion as the Majority, or at least 51% of the Population. Religious buildings are not very good for very small empires, while they are incredible for boosting Faith and Culture in larger empires. Some of these are quite poor bonuses, and I'll help steer you away from them. People who disagree can share why in the comments section.

<i>Civ 5 G&amp;K and BNW Follower Beliefs</i>		
Belief Name	Game Description	Tips and Strategies
Asceticism	Shrines provide +1 Happiness in Cities with 3 Followers.	You're better off choosing one of the Faith-purchased Buildings than taking this, for they can give you culture and Faith in addition to Happiness and you will get plenty of Faith to buy the buildings in all your Cities over time.
Cathedrals	Use Faith to purchase Cathedrals (200 Faith).	Cathedrals give +1 Happiness, Culture, and Faith but also feature a Great Work of Art slot, valuable in the early game due to scarcity, that is guaranteed to give +2 Culture and +2 Tourism that may be upgraded with later Social Policies. It is a good way to fit early works of art for <a href="#">Theming Bonuses 38.6</a> .
Choral Music	Temples provide +2 Culture in Cities with 5 Followers.	Like a few other bonuses, this will give you an early return on investment but in the long-run it'd be better to be able to build a Religious building that gives you more bonuses.
Divine Inspiration	Each World Wonder provides +2 Faith in a City.	I like this in games when I will chase many Wonders, and it pays off very well when I succeed in doing so. I recommend it if you're playing Egypt or combining with the Pantheon/Social Policy to get extra production toward Wonders. You may get this in combination with those boosts, then take +15% Production when you enhance the Religion to help you build even more Wonders.
Feed the World	Shrines and Temples provide +1 Food each in the City.	As reddit user daltin pointed out to me, this is better than I initially first believed when compared with Swords into Plowshares. This gives you a flat +2 food per City, while Swords into Plowshares would need you to have a surplus of nearly 12 food to give the same effect. Turns out this is the best direct boost to growth rate available from Religion all on its own and will help throughout your game.
Guruship	+2 Production if the City has a Specialist.	By the time Cities all have Specialists to take advantage of this, the +2 Production is not as significant. Though I will say that a Workshop stationed with an Engineer is great coupled with this, along with Religious Community for early-mid development, it just loses usefulness by the late-game. However, for early-game Domination, it can really work out for you!



## 12. Religion

Holy Warriors	Use Faith to purchase Pre-Industrial Land Units.	This should specify Military, because you can't get Caravans, Workers, or Settlers from this, but that doesn't make it useless. Civs that are warlike and choose to rely heavily on Faith will find that Faith costs are about 2x the hammer value of a Unit, so 80 Faith buys an Archer - and that's quite easy to come by. It can help significantly in early war, so do not overlook this Follower Belief to help you fuel aggressive play.
Liturgical Drama	Amphitheaters provide +1 Faith in Cities with 3 Followers.	Absolutely horrible, skip and find something much better for your Civ.
Monasteries	Use Faith to purchase Monasteries (200 Faith).	Monasteries give +2 Culture and +2 Faith, but lend an additional +1/+1 for each Incense and Wine worked by the City - incredibly potent with the Goddess of Festivals Pantheon, so definitely use these when you find yourself on a strong wine/incense start.
Mosques	Use Faith to purchase Mosques (200 Faith).	Mosques give +3 Faith, +2 Culture, and +1 Happiness and have nothing else special about them - they are just balanced to give more Faith than the other building options.
Pagodas	Use Faith to purchase Pagodas (200 Faith).	The Pagoda is the most balanced building, giving +2 each to Faith, Happiness, and Culture for a City.
Peace Gardens	Gardens provide +2 Happiness in a City.	Gardens can only come to Cities next to Rivers/Lakes and are not available until Theology. The Hanging Gardens does guarantee a Garden in a City despite its location, but this is a rather weak bonus compared to others here - go with Pagodas if you want +2 Happiness and you'll grab +2 Faith and Culture to boot. However, if you always have access to Gardens because of City placement, it can be great. You may also try this with <a href="#">Indonesia 2.23</a> , as their Candi can be built in any City!
Religious Art	Hermitage provides +5 Culture and +5 Tourism.	Now, this isn't much unless you are building your Hermitage in a City that is intended to be a Tourism powerhouse - look at the <a href="#">Cultural Victory 38</a> page to see just how much you could bump this. It is a rather situational selection here, while others provide more flexible bonuses.
Religious Center	Temples provide +2 Happiness in Cities with 5 Followers.	I'll repeat what I said for Asceticism - You're better off choosing one of the Faith-purchased Buildings than taking this, for they can give you culture and Faith in addition to Happiness and you will get plenty of Faith to buy the buildings in all your Cities over time.
Religious Community	+1% Production for each follower (max +15%).	15 Followers in a City will take a long time coming, so for a while you will only see +5% Production or so in the bulk of your Cities. Later, it really shines - so I do recommend this one if you have other means of generating Culture/Faith and don't need the religious buildings so much.

Swords into Plowshares	15% faster Growth if City not at War.	Knowing now how much better Feed the World is than I originally thought, I would only pick this Follower belief in combination with that or on its own for a One-City Challenge (or while playing Venice).
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## 12.6. Enhancer Beliefs

When you Enhance a Religion with the second or later Great Prophet, you get to choose your second Follower Belief and one of the below Enhancer Beliefs. Many of these are geared toward help you spread your Religion faster or further, and almost all have their merits.

<i>Civ 5 G&amp;K and BNW Enhancer Beliefs</i>		
Belief Name	Game Description	Tips and Strategies
Defender of the Faith	+20% Combat Strength near Friendly Cities that follow this Religion.	Not a bad pick if you are playing Peaceful and anticipate you'll need to fight off invaders at one time or another. Other options here will give you much more flexibility and may ultimately lead you to have a better military etc. so it's not that great a bonus.
Holy Order	Missionaries and Inquisitors cost 30% less Faith.	I would only select this Enhancer if playing on a very large map, knowing I would need many Missionaries to effectively make mine the dominant Religion. It may help speed up the process, significantly while the other passive options give you a faster spreading Religion and more freedom in what you'll spend your Faith on.
Itinerant Preachers	Religion spreads to Cities 30% further away.	I think I like this best, as more Cities can exert pressure sometimes and it'll outdo the Religious Texts early on, when I want my Pressure to begin building faster. It kind of depends on the lay of the land. With many Cities clumped together I may prefer Religious Texts.
Just War	+20% Combat Strength near enemy Cities that follow this Religion.	Spread your religion to the enemy, expect them to get hostile anyway, and capitalize on them following your Religion by pounding their Cities with a faith-purchased Army. It's a very fun Enhancer to select for a <a href="#">Domination Win 40</a> .
Messiah	Prophets 25% Stronger and earned with 25% less Faith.	While it can save you hundreds of Faith on Great Prophets, it'll probably fall short compared to others here when you are generating them far less frequently in the later-game. You'll also not be spending Faith and saving up for them - the choice is up to you how useful this is. The Conversion Strength barely interests me. I would choose this if I wanted more Great Prophets to make many Holy Sites, which is situational to an extreme, relying on me maxing Piety Social Policies.
Missionary Zeal	Missionary Conversion Strength +25%.	Helps Missionaries get around a little better without Open Borders, but their Conversion strength is already quite bad in Cities with another Religion already entrenched. It's better go with a passive boost and be strategic about spreading your religion than rely so heavily on Missionaries.

Religious Texts	Religion Spreads 25% Faster, 50% with Printing Press.	It is on par with Itinerant Preachers when you research Printing Press and get +25% more out of it, bringing it to 50% faster or 9 pressure per City. Pick this or Itinerant Preachers and you're unlikely to be dissatisfied.
Religious Unity	Religion spreads to friendly City-States at double rate.	This will help you complete quests to spread your religion there, and help guarantee you can have Majority Religion in all City-States, which can help a lot depending on your Founder Belief. When many City-States are near to each other, they can cement your Religion by exerting pressure back and forth together, and ultimately converting other Cities nearby - so, you can use City-States to help you spread your Religion to other Civilizations peacefully.
Reliquary	Gain 50 Faith each time a Great Person is expended.	This is a pretty awful pick, honestly. By mid-game I'm getting 50 faith per turn, anyway and that's hardly going to help me buy more. Messiah would be better than this, giving you more Holy Sites and consistent faith per turn.

## 12.7. Reformation Beliefs

With Brave New World, completing the Piety Social Policy Tree will let you choose a Reformation Belief for your Religion. You're able to choose from among the following list. Try to pick beliefs that help you accomplish your late-game goals - get the Tourism if you want a Cultural Win, or go for Jesuit Education to help quickly boost Science throughout your Empire and attempt to build the Space Ship. Purchasing post-Industrial units with Faith may help greatly with a Domination Victory if you have focused on Faith generation and are able to afford many purchases. Others are far less focused and may be used in a variety of ways to help your Civilization thrive.

<i>Civ 5 BNW Reformation Beliefs</i>		
Belief Name	Game Description	Tips and Strategies
Charitable Missions	Influence Boosts from Gold Gifts to City-States increased by 30%.	This is a very handy belief if you will be going for a Diplomatic Victory, as you need to spend Gold to occasionally raise your influence level with a CS to keep them an Ally.
Evangelism	Missionaries' Spread Religion ability erodes existing pressure from other Religions.	This makes Spread Religion significantly stronger, making them more in line with a Great Prophet in terms of power - ultimately, it will let you do more Conversions with the one action while also making your Religion's future pressure more effective by wiping some of their past progress in building up their own.
Heathen Conversion	Missionaries Convert adjacent Barbarian Units to this Civilization's Control.	Merely standing next to a Barbarian will make them join your side - incredibly powerful with Raging Barbarians. You can then keep the units to defend your land or sell them for some quick Gold.
Jesuit Education	May build Universities, Public Schools, and Research Labs with Faith.	This is quite powerful when you know just how cheap these buildings are with Faith - you could easily spend 1k Gold on some, but these ALL can be bought for a mere 200 Faith with this Belief - a great way to boost Science late-game while playing with a Religious Civilization.

## 12. Religion

Religious Fervor	Use Faith to Purchase Industrial and later Land Units.	All units cost about double in Faith what they do in Hammers, and this is a significant reduction compared to gold (about 5x Hammer value). You'll still spend 300 Faith for a Musketman, but this can be incredibly potent given you may be able to buy a new unit every 4-5 turns with high Faith production.
Sacred Sites	All buildings purchased with Faith provide +2 Tourism each.	Pagodas, Mosques, etc. will all give +2 Tourism, significant if you seek a Cultural Victory.
To the Glory of God	Use Faith to purchase any type of Great Person starting in the Industrial Era.	This merely lets you pick up Great People from Social Policy trees that you haven't unlocked - so you can buy Great Generals if you have not max'd the Honor tree, or Engineers from Tradition.
Underground Sect	Your Spies exert Religious Pressure to the Cities they Occupy.	You will not see the Pressure, but if you use the Spy along with a Trade Route that exerts Pressure, and the City doesn't have followers of another Religion, it will help. The problem is how slowly Citizens are converted when they follow another Religion. The amount of Pressure seems to be that of what a single City would Produce, so is not much. Several Spies in the same area can help, so long as there are other outside sources of Pressure.
Unity of the Prophets	Inquisitors and Prophets reduce this religious presence by half instead of eliminating it.	This gives your Religion some passive defense - so where it's spread in other Civs, they will have a harder time eliminating it. Great Prophets will also have a harder time coming along and fully converting your Cities, giving them a faster natural recovery.

Part III.

World Wonders

# 13. Introduction to World Wonders with Complete List

## Wonders Listed by Era with What They Do, GPP, and Tech Requirements

This Wonder List is fully updated to support both the Brave New World and Gods and Kings DLCs. The list is sorted by Era, so that you can attempt to build all the Wonders for your [Victory Type VII](#) as they are unlocked by research. Within the list, you'll find each Wonder's tech requirements, the stats it provides, and a special column for [Great Person Points 23](#) for those looking to maximize their GPP per turn in a City.

### Building Wonders

World Wonders may only be built once in each game. If you are competing to produce a Wonder and lose, you will get gold proportionate to the production your [City 4](#) invested. Wonders become increasingly more challenging to build as you raise the difficulty of Civilization 5 due to the AI bonuses. Having a technological edge can help you succeed in constructing Wonders, along with internal trade routes from Cities with Workshops sending Production to the Wonder-producing City.

Having a Spy inserted as a Diplomat in an opponent's Capital can sometimes alert you that the target Civ is building that Wonder. City-States will give quests based on Wonders that you may build, and this is a great way to boost influence with them. When you conquer a City, Wonders will not be destroyed, and you will have full benefit from any inside when you finally Annex the City. Warmongers may let others build these and specifically target these Cities that have constructed them to take control.

### Boosting Wonder Production

As stated before, you can use trade routes from Cities that have built Workshops to send production to your other Cities. When you're able, use sea trade routes as these provide double. [Great Engineers 23.2](#) can hurry production on a Wonder, which will often contribute enough hammers to finish it in a single turn. If you have a lead and don't need it quite so fast, use the Engineer to build a Manufactory on a Grassland or Hill tile to get huge production when working that spot, which will permanently raise your City's output.

Ancient/Classical Era Wonders can be boosted in Cities that are able to work Marble, while there is also a [Pantheon Belief 12.3](#) that will do the same. The Tradition Social Policy tree has another boost to Wonder production that is permanent, helping with those Wonders from the Ancient to Information Eras. Finishing Tradition will let you buy Great Engineers with Faith starting in the Industrial Era, so you can spawn one when you need and quickly finish a newly acquired Wonder project.

Early in the game, using workers and chopping forests in your borders will provide hammers toward Wonder production. If those forests will be gone anyway, this is the best time to make use of them. Forests outside borders provide less production. Chop forests on hills to make those hills have +1 Production to give you another boost. If building a Wonder is incredibly important, you may even want to buy a tile or two to give your City better production to ensure you are first to finish.



## Building Too Many Wonders

A common newbie mistake is to shoot for Wonders and neglect build the basics in a City - Workshops, Culture buildings, Religious buildings, etc. You may have a high score as Wonders factor heavily, but your Cities will have less production, your borders less defense, and you'll be a target for enemy Civilizations that wanted those Wonders you've built. The diplomatic hit of building a Wonder another Civ wanted combined with a weak military will often lead to war, especially if your borders are tight and the difficulty is higher than Prince.

It is far better to focus on those Wonders that specifically aid you in the Victory type you're chasing or fill the needs of your Empire's Citizens while making a military and the regular buildings that help your Cities to flourish and grow. Look to the Demographics screen in-game to see where you stand in science and military occasionally. This will give you an idea if your Civilization is weak and if you have a technological edge that lets you start the Wonder first.

## Extra Requirements

About a dozen Wonders require not only technology to unlock them, but also that you adopt a social policy or Ideology to be eligible to construct them. These will be noted in the list. Even in an easy game, it is nearly impossible to build all 47 of Civ 5's Wonders unless you are able to switch Ideologies, which a Happy Empire cannot do.

## About the List

Sorted by Era to help people plan ahead, this list is intended to give you every Wonder's stats at a glance, including Great Person Points and other stats like +Culture and +Happiness that other lists neglect to include or have not updated to support G&K or BNW DLCs. Wonders are listed in the order of availability - those toward the end of an Era's list come from higher level tech in that Era. Clicking the Wonder's name will take you to a page dedicated to that Wonder, where you can see the pretty painting of the Wonder that pops up when you've built it, along with more in-depth information, mechanics, and strategies to get the most out of these amazing constructs. To the experienced players out there: please share your comments and ideas with other players on Wonder pages to help make this list the best for new players seeking Wonder info, tips, and strategies for building them.

The Following articles may be helpful along with this Guide to Wonders:

- [Theming Bonuses 38.6](#) - Wonders allow Theming Bonuses to Improve Tourism and Culture.
- [Great People 23](#) - GPP accumulate to birth Great People.
- [Victory VII](#) - Knowing the Victory you seek will help you prioritize Wonders.

In Addition, you should know that any Wonders that give 'Free' buildings are free of Maintenance. If you are granted a Free building, it will replace an existing one. Free Great People do not up the cost of your next Great Person. Instant Golden Ages do not make you lose progress and Free Social Policies will not cost you progress either.

## Great Person Points as of Brave New World & the Wonder List

**GE** = [Great Engineer 23.2](#), **GM** = [Great Merchant 23.3](#), **GS** = [Great Scientist 23.1](#) - these 3 can be found on select Wonders.

[Great Artist 23.4](#), [Writer 23.6](#), and [Musician 23.5](#) points are all earned through Guilds. [Great Prophets 23.7](#) are earned through [Faith 12](#); [Generals 23.8](#) and [Admirals 23.9](#) are earned through land and naval combat, respectively.

<i>Ancient Era Wonders 14</i>					
Wonder	Tech	Cost	Primary Effect	Secondary Effects	GPP
<a href="#">Temple of Artemis 14.1</a>	Archery	185	+10% Growth in All Cities, +15% Production of Ranged Units (Wonders of the Ancient World DLC).	+1 Culture	+1 GE
<a href="#">Stonehenge 14.2</a>	Calendar	185	+5 Faith.	—	+1 GE
<a href="#">Great Library 14.3</a>	Writing	185	1 Free Tech, +3 Science, 2 Great Works of Writing Slots, Free Library.	+1 Culture	+1 GS
<a href="#">Pyramids 14.4</a>	Masonry	185	Must Adopt Liberty. Tile Improvement Construction Speed +25%, 2 Free Workers.	+1 Culture	+1 GE
<a href="#">Mausoleum of Halicarnassus 14.5</a>	Masonry	185	Each Marble or Stone Worked by City gives +2 Gold, 100 Gold each time a Great Person is expended. (Wonders of the Ancient World DLC).	+1 Culture	+1 GM
<a href="#">Statue of Zeus 14.6</a>	Bronze Working	185	Must Adopt Honor. All Units Gain +15% Combat Strength when Attacking Cities (Wonders of the Ancient World DLC, but comes with BNW due to Honor Adoption Bonus).	+1 Culture	—

<i>Classical Era Wonders 15</i>					
Wonder	Tech	Cost	Primary Effect	Secondary Effects	GPP
<a href="#">Great Lighthouse 15.1</a>	Optics	185	Must be Built in Coastal City. All Military Naval Units get +1 Movement/Sight, Free Lighthouse.	+1 Culture	+1 GM
<a href="#">Hanging Gardens 15.2</a>	Mathematics	250	Must Adopt Tradition. +6 Food, Free Garden regardless of River/Lake Proximity.	+1 Culture	---
<a href="#">Terracotta Army 15.3</a>	Construction	250	One Copy of Each Unique Military Land Unit You Currently Control Appears Near the City.	+1 Culture	---
<a href="#">Oracle 15.4</a>	Philosophy	250	1 Free Social Policy	+3 Culture	+1 GS
<a href="#">Parthenon 15.5</a>	Drama and Poetry	250	Free Great Work of Art of the Current Era in the Slot it Contains (Came with Brave New World).	+4 Culture	---
<a href="#">Petra 15.6</a>	Currency	250	City Must Be On or Next to Desert Tile. +1 Food/Production on all Desert Tiles but Flood Plains (works on Oasis), +1 Trade Routes and free Caravan Appears. Jumps to +6 Culture when Archaeology is Discovered.	+1 Culture	+1 GE
<a href="#">Great Wall 15.7</a>	Engineering	250	Enemy Land Units Spend +1 Movement Inside Your Territory. Free Wall in City, Obsolete with Dynamite.	+1 Culture	+1 GE
<a href="#">Colossus 15.8</a>	Iron Working	185	City Must Be Coastal. +5 Gold, Free Trade Route Slot and a Cargo Ship Appears. Owner Trade Routes gain +1 Gold, Destination +2.	+1 Culture	+1 GM

<i>Medieval Era Wonders 16</i>					
Wonder	Tech	Cost	Primary Effect	Secondary Effects	GPP
Hagia Sophia 16.1	Theology	300	Free Temple in City, Free Great Prophet.	+3 Faith	---
Great Mosque of Djenne 16.2	Theology	300	Must Adopt Piety. Missionaries Born in This City Can Spread Religion 3 Times. Provides a Free Mosque in City (Whether Religion Can Build Mosques or Not). (Comes with Gods and Kings but Included in BNW Due to Piety Bonus.)	+1 Culture	+1 GE
Borobudur 16.3	Theology	300	Must be Built in Holy City. 3 Free Missionaries Appear.	+5 Faith	---
Chichen Itza 16.4	Civil Service	300	+4 Happiness, Length of Golden Ages Increased by 50% (to 15 Turns).	---	+1 GE
Machu Picchu 16.5	Guilds	300	Must have Mountains Within 2 Tiles of City (Within Borders). +25% Gold from City Connections, +5 Gold, +2 Faith.	+1 Culture	+1 GM
Angkor Wat 16.6	Education	400	Gold and Culture Cost of New Tiles Reduced by 25% in All Cities.	+1 Culture	+1 GE
Alhambra 16.7	Chivalry	400	Requires Gods and Kings. All New Non-Air Units Get the Drill I Promotion, Free Castle in City. +20% Culture in City.	+1 Culture	---
Notre Dame 16.8	Physics	400	+10 Happiness, +4 Faith.	---	+1 GM

<i>Renaissance Era Wonders 17</i>					
Wonder	Tech	Cost	Primary Effect	Secondary Effects	GPP
<a href="#">Sistine Chapel 17.1</a>	Acoustics	500	+25% Culture in All Cities and 2 Slots for Great Works of Art.	+1 Culture	---
<a href="#">Forbidden Palace 17.2</a>	Banking	500	Must Adopt Patronage. Grants 2 Delegates in the World Congress, -10% Unhappiness from Population in Non-Occupied Cities.	+1 Culture	---
<a href="#">Leaning Tower of Pisa 17.3</a>	Printing Press	500	+25% Generation of Great People in All Cities. Also Provides a Free Great Person of your Choice.	+1 Culture	---
<a href="#">Globe Theatre 17.4</a>	Printing Press	500	A Free Great Writer Appears, Contains 2 Slots for Great Works of Writing.	+2 Culture	---
<a href="#">Himeji Castle 17.5</a>	Gunpowder	500	+15% Combat Strength for Units Fighting in Friendly Territory. Free Castle.	+1 Culture	+2 GE
<a href="#">Porcelain Tower 17.6</a>	Architecture	625	Must Adopt Rationalism. Free Great Scientist. 50% More Science Generated from Research Agreements.	+1 Culture	+2 GS
<a href="#">Taj Mahal 17.7</a>	Architecture	625	Instant Golden Age, +4 Happiness.	+1 Culture	---
<a href="#">Uffizi 17.8</a>	Architecture	625	Must Adopt Aesthetics. Free Great Artist, 3 Slots for Great Works of Art/Artifacts.	+2 Culture	---
<a href="#">Red Fort 17.9</a>	Metallurgy	625	Defensive Buildings are 25% More Effective in All Cities.	+1 Culture	+1 GS
<i>Industrial Era Wonders 18</i>					
Wonder	Tech	Cost	Primary Effect	Secondary Effects	GPP
<a href="#">Louvre 18.1</a>	Archaeology	750	Must Adopt Exploration. Free Great Artist, Contains 4 Slots for Great Works of Art.	+2 Culture	---
<a href="#">Big Ben 18.2</a>	Industrialization	750	Must Adopt Commerce. Cost of Gold Purchases in Cities Reduced by 15%, +4 Gold.	+1 Culture	+2 GM
<a href="#">Brandenburg Gate 18.3</a>	Military Science	750	Free Great General. +15 Experience for All Units Built in This City.	+1 Culture	+2 GS

<i>Modern Era Wonders 19</i>					
Wonder	Tech	Cost	Primary Effect	Secondary Effects	GPP
<a href="#">Broadway 19.1</a>	Radio	1000	Free Great Musician. Contains 3 Slots for Great Works of Music.	+2 Culture	---
<a href="#">Eiffel Tower 19.2</a>	Radio	1060	+5 Happiness, +12 Tourism.	+1 Culture	+2 GM
<a href="#">Statue of Liberty 19.3</a>	Replaceable Parts	1060	Must Adopt Freedom Ideology. +1 Production for Every Specialist in All Cities. Free Social Policy.	+1 Culture	---
<a href="#">Prora 19.4</a>	Flight	1060	Must Adopt Autocracy Ideology and Can Only Be Built in a Coastal City. +2 Happiness and +1 Happiness for every 2 Social Policies You've Adopted. Grants 1 Free Social Policy.	---	---
<a href="#">Kremlin 19.5</a>	Railroad	1060	Must Adopt Order Ideology. +50% Production when Building Armor Units.	+1 Culture	+1 GS
<a href="#">Neuschwanstein 19.6</a>	Railroad	1060	City Must Be Within 2 Tiles of a Mountain Within Your Territory. +2 Happiness, +4 Culture, +6 Gold. Other Cities with Castles will Receive +3 Gold, +2 Culture, and +1 Happiness.	+4 Culture	+1 GM
<a href="#">Cristo Redentor 19.7</a>	Plastics	1250	Culture Cost of Adopting New Policies Reduced 10%.	+5 Culture	---
<i>Atomic Era Wonders 20</i>					
Wonder	Tech	Cost	Primary Effect	Secondary Effects	GPP
<a href="#">Pentagon 20.1</a>	Combined Arms	1250	Gold Cost of Upgrading Military Units Reduced 33%.	+1 Culture	+2 GM
<a href="#">Sydney Opera House 20.2</a>	Ecology	1250	Free Social Policy. +50% Culture in This City. 2 Slots for Great Works of Music.	---	---
<a href="#">Great Firewall 20.3</a>	Computers	1250	Requires Gods and Kings. Reduces Enemy Spy Stealing Rate by 99.9%. All Other Cities get 25% Reduction in Spy Effectiveness. Additionally, Negates the Tourism Bonus of Other Civs' Internet Technology.	---	---



<i>Information Era Wonders 21</i>					
Wonder	Tech	Cost	Primary Effect	Secondary Effects	GPP
<a href="#">CN Tower 21.1</a>	Telecommunica- tions	1250	Free Broadcast Tower in Every City. Adds +1 Population to All Cities and +1 Happiness in All Cities.	+1 Culture	+1 GM
<a href="#">Hubble Space Telescope 21.2</a>	Satellites	1250	2 Free Great Scientists. Free Spaceship Factory and an Additional +25% Production when Building Spaceship Parts for a <a href="#">Science Victory</a> .	—	+1 GS
<a href="#">International Space Station 21.3</a>	Satellites	Varies	Pass this Through World Congress, then Produce the Most Toward the Project to Get the Wonder and +1 Production from Scientist Specialists, +1 Science from Engineers. Makes Great Scientists Produce +33% More Science when Used for Discovery.	—	—

## 14. Ancient Era Wonders

### 14.1. Temple of Artemis

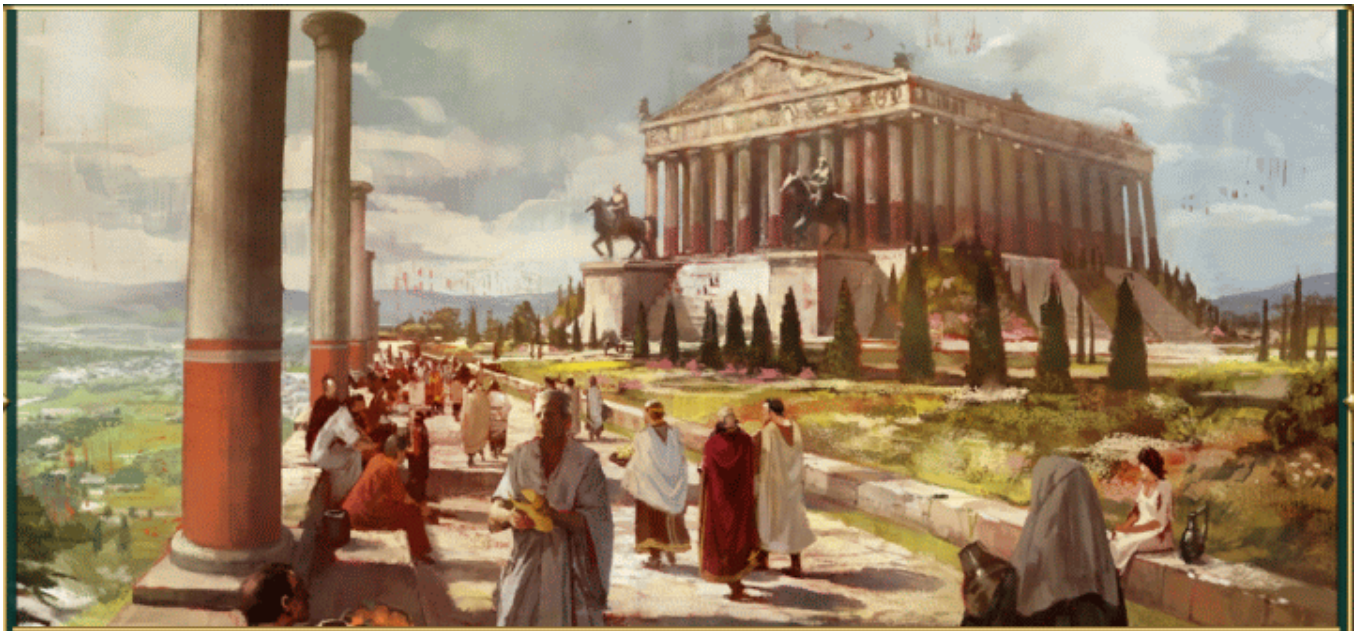


Figure 14.1.: A Painting of Temple of Artemis, seen when Building the Wonder.

**Tech Required:** Archery

**Production Cost:** 185

**What it Does:** +10% Growth in All Cities, +15% Production of Ranged Units, +1 Culture and +1 Great Engineer Point per turn.

**Strategies:** This Wonder requires the Wonders of the Ancient World DLC if you do not have it in game. You may find this in a bundle on Steam, or buy Civilization 5 Complete Edition. The ranged unit production helps throughout the game, as well as the growth and you may want it for either. For Warmongers, there are better Wonders to seek for this purpose, like the Statue of Zeus, although both will certainly help a B.C. Warmonger. The production of ranged units is really an aside, as the growth bonus is huge.

The best thing about Temple of Artemis is that it actually gives the City +10% Food over the base amount it produces. To say it increases "growth" is a bit misleading - it's a lot better than that. ToA stacks with Tradition so effectively makes tiles that give 3 food give 3.3, so thus increasing growth rate quite a lot more than stated. All you need is the [Happiness 8](#) to support all those Citizens, and nice fertile lands for Farms.

This Wonder will definitely help a wide empire populate their Cities with garrisoned Archers/Crossbowmen/ Bazookas and simultaneously aid in growth through the entire game. The Great Engineer point may lead you to rushing a Wonder as you approach the Medieval era, which is invaluable. This Wonder is one of few that the AI doesn't rush for, and although that differs from game to game, it's usually buildable up to Deity Difficulty, where it will help you catch up to the AI in growth.



## 14.2. Stonehenge



Figure 14.2.: A Painting of Stonehenge, seen when Building the Wonder.

**Tech Required:** Calendar

**Production Cost:** 185

**What it Does:** +5 Faith, +1 Great Engineer Point

**Strategies:** Building Stonehenge practically guarantees you found a Religion first, unless certain Civs are in the game. Having first pick in a game with many Religions is important, so make sure to supplement with Shrines in your other Cities, followed by Temples with Philosophy. The Great Engineer you'll inevitably receive can help you to get one of the three available Wonders when you research Theology.

Stonehenge along with the [Holy Warriors Follower Belief 12.5](#) and a Pantheon that produces Faith can help you boost your military by purchasing pre-industrial units. There is an early Piety policy that reduces purchasing costs by 20%, as well. Faith can be used to wage war in Civ just as it is done in reality.





### 14.3. Great Library



Figure 14.3.: A Painting of the Great Library, seen when Building the Wonder.

**Tech Required:** Writing

**Production Cost:** 185

**What it Does:** Free Technology, +3 Science, 2 Slots for Great Works of Writing. Free Library in City, saving you maintenance costs. Also gives +1 Culture and +1 Great Scientist points.

**Strategies:** Reportedly almost unbuildable on Deity Difficulty, this is one of the most popular Wonders to build because of its early free Tech (allowing you to grab Philosophy, Drama and Poetry, Iron Working or another high-value tech). The Great Scientist is also invaluable at this stage of the game because it is perfect for an Academy to boost a City's Science output for the entirety of the game. You'll also be set to get another Great Scientist within 100 turns.



A strategy used to pass the enemy in Science, while suffering in the Land and Population areas is to go Tradition, focus on Writing then rush this Wonder to then get Philosophy and a National College before you place your first Settler. This saves you a lot of turns getting out that second Library, but the National College costs even more production than the Great Library itself - for good reason. A city putting out 32+ Science at that stage of the game is super powerful and will ensure you get to the next Wonder you intend to build faster than your opponents.

## 14.4. Pyramids



Figure 14.4.: A Painting of the Pyramids, seen when Building the Wonder.

**Tech Required:** Masonry

**Production Cost:** 185

**What it Does:** Requires you to Adopt [Liberty 10.2](#). Tile improvement construction speed goes up by 25% and gives you 2 free Workers. Also provides +1 Culture and +1 Great Engineer point per turn.

**Strategies:** The Pyramids' tile improvement speed bonus stacks with that of Liberty, so with the two free Workers, any Civ will be able to quickly develop their lands, but this particularly comes in handy for [Wide Civilizations 6.3](#) that will have many Cities.

Regardless of Empire size, building the Pyramids will give you an edge in Food and Production due to your need for tile improvements to boost city output around the time it's available. Even if you are tall, building it will let you use the Workers then sell them off. With Liberty, you could eventually have gotten 3 free Workers without having ever built or bought one.

Be sure to have the Military to protect these guys - you can't have 3 Workers hiding from a lone Barbarian in a City at once.



## 14.5. Mausoleum of Halicarnassus



Figure 14.5.: A Painting of Mausoleum of Halicarnassus, seen when Building the Wonder.

**Tech Required:** Masonry

**Production Cost:** 185

**What it Does:** Requires Wonders of the Ancient World DLC. Each source of Marble or Stone worked by the City gives +2 Gold. Also get +100 Gold each time a Great Person is expended by your Civilization. +1 Culture, +1 Great Merchant Point

**Strategies:** If you have two or more of these around your City, you'll absolutely want to build this Wonder! The +2 Gold on those tiles is particularly potent with Marble, which also happens to help you construct this faster.

While you should likely skip it if you don't have those resources, a cultural Civilization will ultimately expend a lot of Great People and may find the +100 Gold bonus really stacks up. It's not for Warmongers, but any peaceful Civ can benefit from the secondary bonus of this Wonder.





## 14.6. Statue of Zeus



Figure 14.6.: A Painting of Statue of Zeus, seen when Building the Wonder.

**Tech Required:** Bronze Working

**Production Cost:** 185

**What it Does:** Must Adopt Honor. Gives Units +15% Combat Strength when attacking Cities, along with a flat +1 Culture.

**Strategies:** The +15% Combat Strength is huge when stacked with the Great General and flanking bonuses you'll get with Honor Policies. If you will be waging war, it is absolutely worth your time building this to offset units' relative weakness when compared to City Combat Strength earlier in the game. If you're going to be a Warmonger, there's no way you should pass on it.

If you Adopt Honor, definitely try to build this Wonder to help you throughout the entire game - this statue will even help Units like Bombers and Naval Units deliver their payloads late-game to help you win a [Domination Victory](#) 40.

The Statue of Zeus originally came with the Wonders of the Ancient World DLC, but is included with Brave New World because it becomes the bonus building for Adopting Honor.



## 15. Classical Era Wonders

### 15.1. Great Lighthouse



Figure 15.1.: A Painting of the Great Lighthouse, seen when Building the Wonder.

**Tech Required:** Optics

**Production Cost:** 185

**What it Does:** +1 Movement and Sight for all Naval Combat Units. Must be built in a Coastal City, where it provides a Free Lighthouse.

**Strategies:** Unless your Capital is Coastal or you have seriously invested some time into a Coastal City by the time this tech is up, you will have a hard time building it before the AI. While it is not very helpful on Pangaea type maps, it's better on Continents and amazing with Archipelago. England's Movement bonus stacks with this, so it's a very handy wonder for them and makes their Ship of the Line even more powerful during its time ruling the seas. This lets you get by with less ships to defend your sea Trade Routes against Barbarian triremes/caravels and will help with their mobility during a war. Having control over the seas can win you a war - those coastal Cities are easy to take, especially when you have the ability to do so using only Naval units (melee attack ships can capture Cities).





## 15.2. Hanging Gardens



Figure 15.2.: A Painting of Hanging Gardens, seen when Building the Wonder.

**Tech Required:** Mathematics

**Production Cost:** 250

**What it Does:** Requires you to Adopt Tradition. +6 Food in the City and provides a Free Garden whether you have a river/lake nearby or not. +1 Culture per turn, no GPP.

**Strategies:** +6 Food is a lot and will help you support Specialists earlier in the game. The AI is very fond of building this Wonder, and many go Tradition so there is almost always competition. I find on Emperor that if I want it, I have to go for Writing then rush for Mathematics to get it. A city with this could easily be a dozen pop higher by the end game. Put it in a City where you will be utilizing lots of specialists later, and consider boosting that City with food or production from other Cities with Trade Routes to make it even better. The Hanging Gardens is easily one of the best Wonders in the World, and having the extra size you'll get from owning it early will result in faster construction times of later Wonders due to sheer population size. Make sure your Empire has the Happiness required to keep the City growing, and put others on avoid growth to let it maximize its potential if you get close to 0.



### 15.3. Terracotta Army



Figure 15.3.: A Painting of Terracotta Army, seen when Building the Wonder.

**Tech Required:** Construction

**Production Cost:** 250

**What it Does:** Creates a Copy of each unique Military Unit you currently possess. Additionally, it grants +1 Culture.

**Strategies:** The usefulness of this Wonder is all in the timing and composition of your Military. If you build it with a Warrior, Composite Bowman, Archer, Catapult, and Spearman, you'd get one each of those 5 units around the City that built the Terracotta Army.

Building this should signal the beginning of a War on your part. There is no need to sit around with idle military units consuming Gold per turn, aside from having enough to ensure you are not invaded (it can fill that role by boosting a small military, too). If you plan it right, and get this out just at the right time, you can then swarm an opposing Civ and take their Capital. Beware of Warmonger Penalties and slow down, enjoy your new land and wait until later to push heavily into War unless you want an endless one.





## 15.4. Oracle



Figure 15.4.: A Painting of the Oracle, seen when Building the Wonder.

**Tech Required:** Philosophy

**Production Cost:** 250

**What it Does:** Provides 1 Free Social Policy, while also granting +3 Culture and an invaluable Great Scientist point in the early game.

**Strategies:** Since Great Library is often off the table for me more often as I raise my game difficulty, the Oracle becomes my backup for getting a Great Scientist point so that I can acquire an Academy earlier in the game. There seems to be less competition to build this than some other Wonders, but I'm rather fond of it myself as the flat Culture bonus is also helpful for border growth in the City.



## 15.5. Parthenon



Figure 15.5.: A Painting of the Parthenon, seen when Building the Wonder.

**Tech Required:** Drama and Poetry

**Production Cost:** 250

**What it Does:** Provides a Free Great Work of Art of the Current Era in the one slot it contains. The building itself provides an additional +4 Culture and 0 GPP.

**Strategies:** The Great Work of Art you get when building this (likely in the Classical Era when it comes) can be very handy in completing [Theming Bonuses 38.6](#) in other buildings later in the game. The player who builds Parthenon will likely be the first to start generating Tourism and offsetting their opponent's cumulative Culture by a bit. Build this in the same City in which you'll put your Artists' Guilds and later Hermitage to maximize Cultural output. It's not a must-have, but definitely a helpful Wonder that will generate hundreds of Tourism and thousands of Culture over its lifetime.





## 15.6. Petra



Figure 15.6.: A Painting of Petra, seen when Building the Wonder.

**Tech Required:** Currency

**Production Cost:** 250

**What it Does:** Can only be built in a City that is on or next to any type of Desert tile. Makes Desert tiles (all but Flood Plains) give +1 Food, +1 Production. A free Caravan appears as well, along with a free Trade Route slot. Initially provides +1 Culture, +1 Great Engineer point but jumps to +6 Culture when Archaeology is discovered.

**Strategies:** Petra is an amazing Wonder and worth pushing to build, so long as you can truly take advantage of the +1 Food/Production. When I say all but Flood Plains, I mean Desert Hills and even Oasis get the bonus. You can put a mine on a Desert hill and get +1 Food, +4 Production in the early-game. This is a very powerful bonus and can help you whether you're a warmonger or the most peaceful Civ around. Regular desert tiles essentially become Plains, giving +1 Food/Production without an improvement - and you CAN build Farms on Desert.

I love Petra and build it any time I have a hilly area with lots of Desert. Unfortunately, the AI sees the power of this Wonder and it is not easy to get on higher difficulties without going out of your way to rush Currency. If you do succeed in building Petra, you can always sell the Caravan and change the free Trade Route to a Cargo Ship, if you like.



## 15.7. Great Wall



Figure 15.7.: A Painting of the Great Wall, seen when Building the Wonder.

**Tech Required:** Engineering

**Production Cost:** 250

**What it Does:** Enemy land Units expend +1 Movement inside your territory. Provides a Free Wall in the City in which it's built. +1 Culture, +1 Great Engineer Point. The Great Wall's movement effects become obsolete with Dynamite, while the Culture and Great Engineer points continue.

**Strategies:** This can definitely help a peaceful Civ to protect itself from invasion. Melee Units will only get to move one hex per turn, so it takes longer for them to surround a City. Against an AI, I find the Great Wall to be pretty frustrating if the enemy has a decent Army. You need more forces ready to move forward and expect some losses if they have good ranged to hit you as you advance. I rarely build it but it's definitely something I'll consider now that the AI will be more aggressive against Civs with smaller Militaries with the Fall Patch of 2013. The Great Wall will outline the full border available from the City in which it's built and can look quite impressive if there are no gaps in your Civilization's territory. Regardless, if you build this, it will provide the effects inside your territory, not just the place where the wall has been drawn on the game's map.



## 15.8. Colossus



Figure 15.8.: A Painting of the Colossus, seen when Building the Wonder.

**Tech Required:** Iron Working

**Production Cost:** 250

**What it Does:** The Colossus must be built in a Coastal City. Provides a Free Trade route slot and a Cargo Ship appears. The Colossus itself gives +5 Gold per turn, while trade routes with other Civs will give you +1 Gold. The destination of your Trade routes will give +2 to the City owner. Also gives +1 Culture and +1 Great Merchant point.

**Strategies:** The City with the Colossus is a good target for your own Cargo Ships, but I personally like to own this great Wonder myself - although it's a bit tough to get at a time when I'm typically trying to increase Scientific or Cultural output, the Gold per turn it provides is invaluable. If you can get Great Library, you can use the Free Tech to unlock Iron Working then proceed to wage war while having enough gold to support it. The Colossus is a popular Wonder with the AI, however, so it will be a challenge to acquire on higher difficulties.

Since Barbarian ships patrol the seas in the Era the Colossus is built, be sure to put out at least one naval unit to protect your free Trade Route. Barbarian encampments near the Trade Route need to be destroyed quickly before it is plundered and your Cargo Ship lost - they are rather expensive early in the game and you do not want to suddenly see 8 gold per turn disappear. This Wonder is also helpful for completing City-State Quests for Trade Routes. Put this in the same City as your East India Company to get the most out of those Sea Trade routes.





## 16. Medieval Era Wonders

### 16.1. Hagia Sophia



Figure 16.1.: A Painting of Hagia Sophia, seen when Building the Wonder.

**Tech Required:** Theology

**Production Cost:** 300

**What it Does:** Provides a Free Great Prophet and Free Temple in the City in which it's built.

**Strategies:** If you have not focused Faith and there is a Religion yet to be founded, you can take it for yourself with this Wonder by using the Free Great Prophet. Else, it is going to help you enhance, build a holy site for Faith generation, or spread your Religion to 4 cities to help it begin [spreading naturally 12.2](#).

I suggest you build this in another City than your Holy City, so long as it's not another religion. Your Holy City needs to be building [Borobudur 16.3](#) at the same time or you will miss it (depends on game difficulty.) Combined, they can let you spread your religion and enhance it all around the same time, providing big benefits to your Civilization and perhaps helping you fulfill some [City-State Quests 25.4](#) to get your Religion spread there.



## 16.2. Great Mosque of Djenne



Figure 16.2.: A Painting of Great Mosque of Djenne, seen when Building the Wonder.

**Tech Required:** Theology

**Production Cost:** 300

**What it Does:** Requires you Adopt Piety. Missionaries born in this City can Spread Religion 3 Times. Provides a Free Mosque in the City (+3 Faith, +2 Culture, +1 Happiness) whether the Religion can build Mosques or not. Additionally, provides +1 Culture/+1 Great Engineer point.

**Strategies:** The free Mosque you get from this is great along with the other bonuses, but this will also affect Great Prophets. You will be able to spread Religion 5 times with them, so build this in your Holy City to take advantage of this feature on any GP that are born there automatically. After this first use, you can still use the Construct Holy Site and Enhance Religion abilities, but not if you dip into the 4 uses Great Prophets start with.

Overall, it's a decent Wonder to reward you for Adopting Piety, which many do not do. Interfaith Dialogue will synergize well with this, since you will get science each time you use your Missionaries.

This Wonder originally came with Gods and Kings but is included in Brave New World since it is the reward for Adopting Piety.



### 16.3. Borobudur



Figure 16.3.: A Painting of Borobudur, seen when Building the Wonder.

**Tech Required:** Theology

**Production Cost:** 300

**What it Does:** Must be built in your Holy City. 3 free Missionaries appear. Also gives +5 Faith per turn.

**Strategies:** This building's usefulness depends on how well you will make use of Missionaries and the Civs around you. If there are City-State quests to get your Religion and Cities of your own that are not yet converted, absolutely push for this over the Great Mosque of Djenne to get the instant ability to [spread your religion 12](#).

I recommend you avoid spreading directly inside opposing Civs' territories, but rather build a chain of Cities and loop around the Civ while also using Trade Routes to spread Pressure in key areas. Form a plan and your religious pressure will continue to be exerted in the right places without you directly causing a diplomatic hit by using the Missionaries in their lands. If a Civ doesn't have a Religion, get open borders with them and spread your Religion freely to them - they'll actually like it and help you to spread it further!





## 16.4. Chichen Itza



Figure 16.4.: A Painting of Chichen Itza, seen when Building the Wonder.

**Tech Required:** Civil Service

**Production Cost:** 300

**What it Does:** +4 Happiness, Length of Golden Ages increased by 50% (to 15 Turns). Also provides +1 Great Engineer point.

**Strategies:** If you are playing Darius of Persia, who gets +50% Golden Age length, or Pedro II of Brazil who gets +100% Tourism during Golden Ages along with GPP bonuses to all Great Artist types, then you absolutely want to aim to build this Wonder and get his bonuses during GAs even longer. With any Civ, if you can accumulate enough Happiness to see frequent Golden Ages and use Great Artists for Golden Ages, then you should be set to win however you like because of all the bonuses that Golden Ages provide.

It matters not where you build this, but Civil Service is an important tech for City Growth because of the boost to Farms with access to fresh water. If you press for this Tech and see yourself first to the Medieval Era, then you know you're in the clear and can be first to finish this great Wonder that will aid you throughout the rest of the entire game. Some players have reported seeing Golden ages last dozens of turns, while I myself have had at most about a 25 turn-straight Golden Age. A lot of development can happen in such a period, and having such a long time to enjoy the GA bonus makes you want to set your Cities to Production and wrap up all those buildings you're behind on by the Medieval era.



## 16.5. Machu Picchu



Figure 16.5.: A Painting of Machu Picchu, seen when Building the Wonder.

**Tech Required:** Guilds

**Production Cost:** 300

**What it Does:** Requires City be built within 2 tiles of Mountain that are within your Territory. Gives +25% Gold from all City Connections, +5 Gold per turn itself and +2 Faith. Additionally, +1 Culture and +1 Great Merchant Point

**Strategies:** [Wide or Tall 6](#), this is going to be a great Wonder to get more out of City Connections, which you should have established by the time the Guilds technology is available. This can lead to massive gains in gold income by the late game, but on higher difficulties the AI is known to go for it fairly aggressively. Guilds Technology leads to Trading Posts as well, so this is a chance to seriously raise your GPT and make your Civ wealthy and powerful.

Get Civil Service soon to make up for food lost from Farms, using open grassland tiles for your Trading Posts while a heavy-production City works on Machu Picchu.

This gives you extra incentive to try to settle near a mountain, along with Observatories and [Neuschwanstein 19.6](#), which will also give you lots of gold per turn if you're Wide.





## 16.6. Angkor Wat



Figure 16.6.: A Painting of Angkor Wat, seen when Building the Wonder.

**Tech Required:** Education

**Production Cost:** 400

**What it Does:** Reduces Gold and Culture Cost of acquiring new tiles in Cities by 25%. +1 Culture, +1 Great Engineer Point.

**Strategies:** [Russia 2.36](#), [America 2.1](#), and any other Civ that gets boosts to tile acquisition will love this Wonder. It will help greatly for connecting luxuries and strategic resources that are outside the workable radius of a City, which you can't buy and typically have higher Culture costs to buy. Try to build it in a City that needs border growth (they can expand to 5 hexes radius) that still has enough production to put it out. There are other Wonders around this time that are useful, but not from the Education tech which you'll research to get this and enter the Medieval Era.



## 16.7. Alhambra



Figure 16.7.: A Painting of Alhambra, seen when Building the Wonder.

**Tech Required:** Chivalry

**Production Cost:** 400

**What it Does:** New Units Trained here get the Drill I promotion (+33% Combat Strength fighting in Rough Terrain). Provides a Free Castle in the City and boosts cultural output by +20%.

**Strategies:** The boost to Culture is big here, so I hope that you can fit Alhambra into the City that has your Artist Guilds. This is a very popular Wonder because starting with Drill I, you can go to Drill II and Siege to get +50% Combat Strength vs Cities early in the game. Later, with Military Academies and [Brandenburg Gate 18.3](#), you can Pick Drill II, III and go for an extra attack, March, Siege, or whatever promotions strike your fancy. It's incredibly helpful and many rough terrain tiles are still around by the time you're building this.





## 16.8. Notre Dame



Figure 16.8.: A Painting of Notre Dame, seen when Building the Wonder.

**Tech Required:** Physics

**Production Cost:** 400

**What it Does:** Provides a flat +10 Happiness and +4 Faith along with +1 Great Merchant point in the City.

**Strategies:** While I'm fond of this Wonder's simple bonuses, it seems I rarely get to build it when playing on Emperor. Other Civs seem to like it quite a lot, and I don't feel it's worth rushing to create when the Medieval Era is so often about getting my Cities strengthened for later while raising a better Military. Notre Dame will lead you to many Golden ages if you play Tall, but give you much more flexibility when playing Wide... if you can build it.

If you have a lack of luxury resources and have made enemies with other Civs, making it difficult to trade for them, then I highly suggest you look into a way to get this one out to prevent unhappiness and/or locking City Growth in a time when everyone should be growing rapidly.



## 17. Renaissance Era Wonders

### 17.1. Sistine Chapel



Figure 17.1.: A Painting of Sistine Chapel, seen when Building the Wonder.

**Tech Required:** Acoustics

**Production Cost:** 500

**What it Does:** +25% Culture in All Cities. Also includes 2 slots for Great Works of Art. Provides +1 Culture per turn itself, but not GPP like many Art-related Wonders as of BNW.

**Strategies:** Sistine Chapel is not necessarily for [Cultural Wins 38](#) because it will help any Civ to produce more Culture and thus get more Social Policies throughout the game. It will really offset the pain of going Wide if you also get policies that reduce the amount of Culture Cost ramping by having more Cities (such as that from Liberty).

Aside from the Theming Bonus (two works of Art from the same Civ, same Era) it appears to me that the Sistine Chapel could be extra-important for Cultural Victories. Hotels and Airports take the Culture generated by Wonders and Improvements and convert it 1:1 to Culture (with both constructed in a City). I have not confirmed this yet myself, but you can consider it important anyway, you want to start generating Tourism as early as possible and the accompanying Musician's Guild you get with Acoustics should come sooner, rather than later.





## 17.2. Forbidden Palace



Figure 17.2.: A Painting of the Forbidden Palace, seen when Building the Wonder.

**Tech Required:** Banking

**Production Cost:** 500

**What it Does:** Requires you to Adopt Patronage. Gives +2 Delegates in the World Congress, while also reducing happiness from population by -10% in non-occupied Cities and giving +1 Culture.

**Strategies:** Combined with the ease with which you can befriend City-States with Patronage, the Forbidden Palace will help you to easier score a [Diplomacy Win 39](#). Brave New World's 2013 Fall patch will make it require more Delegates to win the World Congress, so this definitely gives you an edge. You may fail on your first attempt at election, but so long as you get second place in the results you'll earn some permanent delegates to help you - follow up by buying out the rest of the leader's City-States (being prepared for War) and you will secure your victory. Those 2 delegates may not seem like much, but they are effectively one more City-State ally and World Leader aside, can help you win votes - like protecting yourself from being embargoed or passing key Resolutions and having control over what politics pass/fail in the Congress.

Due to the time that this Wonder is built, you should be able to take over the host position for the Congress with ease on the next vote so long as you can get some City-States to back you up - of particular importance is to steal [CS Allies 25.4](#) from your top competitor to take away their Delegates, which is doubly beneficial to you.

The secondary effect of -10% Happiness in non-occupied Cities means that in cities that are not occupied (conquer and lack courthouse) you will see -10% unhappiness – so a size 20 City would have instead -18 base unhappiness from population.



### 17.3. Leaning Tower of Pisa



Figure 17.3.: A Painting of the Leaning Tower of Pisa, seen when Building the Wonder.

**Tech Required:** Printing Press

**Production Cost:** 500

**What it Does:** +25% Generation of Great People in All Cities, also provides a Free Great Person of your choice. +1 Culture.

**Strategies:** The Tech to unlock the Leaning Tower also makes you founder of the World Congress, which you can easily hold onto if you are first to the next Era and have a few City-State Allies. Since its effects work in all Cities, it doesn't matter that you build this in your City with the Art Guilds. You'll know you have a shot at this if you are the one to found the WC, so you can start construction first in your best city - just get it out however you can. This one is worth rushing for if you are going for a Cultural OR Diplomatic Victory... actually, just about anything but outright Warmongering with no regards to GPP will benefit from this great Wonder.



## 17.4. Globe Theatre



Figure 17.4.: A Painting of Globe Theatre, seen when Building the Wonder.

**Tech Required:** Printing Press

**Production Cost:** 500

**What it Does:** Free Great Writer, 2 slots for Great Works of Writing and +2 Culture in the City.

**Strategies:** If you have to choose, pick [Leaning Tower of Pisa 17.3](#), otherwise, they are about equally important for a [Cultural Victory 38](#). This one gives you slots you'll need in your main Tourism City, while the other boosts Great Person generation in ALL Cities, which will ultimately lead to more GS, GE, and GM.

The Globe Theatre has a [Theming Bonus 38.6](#), requiring two Great Works of Writing from the same Civ, same Era. The Free Writer and fact that this building comes early in the Renaissance should let you use your Writer Specialists to get the second, especially if you can also build Pisa.

It's easy to tell if you have a lead on building this Wonder because you will be host of the World Congress if you develop the required tech, Printing Press, first. I suggest you get your Cultural City to build this, while another works on Pisa.





## 17.5. Himeji Castle



Figure 17.5.: A Painting of Himeji Castle, seen when Building the Wonder.

**Tech Required:** Gunpowder

**Production Cost:** 500

**What it Does:** +15% Combat Strength for Units fighting in Friendly Territory. +1 Culture, +2 Great Engineer points.

**Strategies:** While this Wonder provides Defensive bonuses by providing the boost to units within your Territory, it doesn't mean that doesn't help a Warmonger. You can lure enemies into your borders, smash them, then cross over and take their Cities.

The bonus isn't much to look at alone, but combined with flanking, unit promotion bonuses, any boosts from Honor and other buildings (like Heroic Epic) this is going to stack and set your units over the top so long as they are up-to-date technologically.

Keep in mind that you can win Cities in Wars without ever conquering one, simply by reducing your enemy's military through losses and giving them reason to fear you. Cities taken this way don't affect your Warmonger status like Annexing or Puppeting does, so it's a wise move to prevent the AI from forming a coalition to destroy you. Make your move for total world Domination and capture Capitals after you have weakened other Civs by taking their Cities through Peace Treaties.



## 17.6. Porcelain Tower



Figure 17.6.: A Painting of Porcelain Tower, seen when Building the Wonder.

**Tech Required:** Architecture

**Production Cost:** 625

**What it Does:** Requires you to Adopt Rationalism. Grants a Free Great Scientist and provides +50% more Science from Research Agreements.

**Strategies:** This building is very important for a fast [Scientific Win 41](#), especially if there are a lot of Civs in the game. With completion of the Rationalism tree, you'll get double the Research for any Research Agreements you make with other Civs.

Research Agreements with many Civs at once benefit you a lot. While the competition will get Science beakers too, you'll get the Research for each Civ you've signed an agreement with, thus you can vastly outpace them. This makes having a strong economy important to a Scientific Victory on higher difficulties.

The Free Great Scientist from this Wonder should come early enough that you want to build an academy outside your best Science City as opposed to using him to get instant research points.





## 17.7. Taj Mahal



Figure 17.7.: A Painting of Taj Mahal, seen when Building the Wonder.

**Tech Required:** Architecture

**Production Cost:** 625

**What it Does:** Instantly causes a Golden Age to Begin (Free) and provides +4 Happiness per turn.

**Strategies:** This is the simplest of three Wonders that all come from the Architecture technology (Uffizi and Porcelain Tower along with it). The competition on this one will be higher, for you must adopt Aesthetics or Rationalism to get the others. This one will benefit any Empire, while the others are more specific to Cultural or Scientific Victories.

If you are first to Architecture, build this one first then use the Golden Age to get one or both of the others, depending on your situation. It is likely City-States will pick up on 3 Wonders being suddenly available and offer quests for at least one of them.





## 17.8. Uffizi



Figure 17.8.: A Painting of Uffizi, seen when Building the Wonder.

**Tech Required:** Architecture

**Production Cost:** 625

**What it Does:** Requires you Adopt Aesthetics. Gives a Free Great Artist and provides 3 Slots for Great Works of Art/Artifacts. Also, +2 Culture but no Great Person Points.

**Strategies:** Given you're adopting Aesthetics, it's likely you'd be going for a [Cultural Win 38](#). Uffizi's [Theming Bonus 38.6](#) requires you to place Three Works of Art by one Civ from the Same Era. If you can get Uffizi built early in the Era, use your Great Artist to make a Great Work of Art, then make sure your City with an Artist's Guild is filling both specialist slots during that Era. You may also time the free Great Artist from Aesthetics or another source to get a third in this same era to get the bonus.

Like most Art buildings, it's best you build this where you will be putting your Hermitage, for its 50% bonus to Cultural output for the City. The addition of Hotels and Airports and maximizing Aesthetics, along with Theming Bonuses can make Uffizi give a whopping +18 Tourism per turn all on its own.



## 17.9. Red Fort



Figure 17.9.: A Painting of Red Fort, seen when Building the Wonder.

**Tech Required:** Metallurgy

**Production Cost:** 625

**What it Does:** Makes defensive buildings 25% more effective in all Cities, along with providing +1 Culture and +1 Great Scientist Point.

**Strategies:** You should definitely shoot for this Wonder if you will build Neuschwanstein and there are aggressive AI around you. Warmongers should certainly like it to help protect their Cities, for those Cities will get more hit points along with higher Combat Strength to combat incoming forces.

The reason I see synergy with [Neuschwanstein 19.6](#) is because it rewards you for having Castles in all of your Cities by giving Happiness, Culture, and Gold per turn in each City that has one. Definitely do this if you can build this second Wonder by having mountain within 2 tiles of a decent Production City, otherwise Red Fort is not a high priority Wonder for me.



## 18. Industrial Era Wonders

### 18.1. Louvre



Figure 18.1.: A Painting of the Louvre, seen when Building the Wonder.

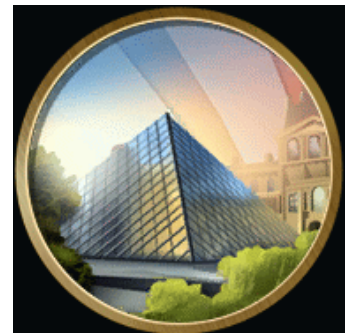
**Tech Required:** Archaeology

**Production Cost:** 750

**What it Does:** Must Adopt Exploration. Free Great Artist. Contains 4 Slots for Great Works of Art and provides +2 Culture to the City.

**Strategies:** The Louvre is a great building for a Cultural Victory, but primarily if you are able to get the theming bonus, which is something you should start working on in the mid-game by trading art with other Civs (or conquering Cities to get their Great Works). In order to get its bonus, which can equal +8 extra tourism/culture (16 for France) you must have 4 slots filled, 2 with Great Works of Art and 2 with Artifacts from Archaeologists, all from different Eras and Civs.

To Trade Great Works, head to your Cultural Overview and pick the tab to Swap Great Works. There, you can trade works of writing and art with other Civs and see what they're offering for trade. While one piece of Art from your own Civ will be helpful, the other piece of Art and two Artifacts should come from others. Getting this theming bonus as France will get you a Steam Achievement.





## 18.2. Big Ben



Figure 18.2.: A Painting of Big Ben, seen when Building the Wonder.

**Tech Required:** Industrialization

**Production Cost:** 750

**What it Does:** Requires you to Adopt Commerce. Reduces the Cost of Gold Purchasing in Cities for Buildings/Units by 15%. Also gives +4 Gold per turn, +1 Culture, and +2 Great Merchant points.

**Strategies:** I love this Wonder and often tag Commerce just to get it (which also gives +25% Gold in the Capital). You can also go one further into Commerce to reduce maintenance on Roads/Railroads and up your income further.

Big Ben isn't essential, but can let you get much more out of your Gold when you have a new building available and a lot of cash on hand - it may mean the difference between one more building when you go to buy - plus the fact that it reduces Military purchasing costs and buying units can be essential in times of war and the late-game is often when big Wars start to happen.

Because of its big Gold boost, be sure and put it in the Capital so it can get the +25% Gold you'll get there from Adopting Commerce. It's even better if you also have Tradition's +1gold/happiness for each 2 Citizens in the Capital and prioritize placing banks, stock exchanges, and markets in the Capital to milk every coin you can from these great buildings.



### 18.3. Brandenburg Gate



Figure 18.3.: A Painting of Brandenburg Gate, seen when Building the Wonder.

**Tech Required:** Military Science

**Production Cost:** 750

**What it Does:** Free [Great General 23.8](#) appears and all Units constructed in the City will get +15 Experience.

**Strategies:** I like to try to get this in a Coastal City if I can, so that it will also affect Naval Units, but regardless, as a Warmonger, I always prioritize this building and go with Honor to help units gain further promotions from Combat. That extra promotion is invaluable to you, enabling you to get protection from ranged attacks along with some attack bonuses, or siege to help against Cities. The same Tech that unlocks this also gives Military Academies, which combined with Barracks and Armory will give you a total of +60 Experience for a newly created unit, which is huge.

This is even better when built in the City that has Heroic Epic (for the Morale Promotion) or Alhambra, so that units start with +60XP and Drill I which gives you a lot of options for upgrading the unit.

Make the Brandenburg Gate's City your primary place for purchasing Military units and ensure it has plenty of production - you can even push production from other Cities to help it churn out a military rapidly.

The Cavalry you get from this tech are incredible when upgraded if you have a technological edge, though they will not be conquering cities easily... their main aid is in weakening the opponent's military with attack strength and great mobility.





# 19. Modern Era Wonders

## 19.1. Broadway



Figure 19.1.: A Painting of Broadway, seen when Building the Wonder.

**Tech Required:** Radio

**Production Cost:** 1000

**What it Does:** Provides a Free Great Musician and gives 3 Slots for Great Works of Music. Additionally, +2 Culture per turn.

**Strategies:** See my thoughts on Broadway vs [Eiffel Tower 19.2](#) on its page. You will get a lot more Tourism out of Broadway in the long-run. In short, I think this one is more important for a Cultural win while the Eiffel Tower's Happiness is helpful if you need it. I think it depends on your victory type, for the most part. If you have to pick, go Broadway if you are going after a [Cultural Win 38](#) for its Theming Bonus, all other [goals for winning VII](#) should take Eiffel Tower for its Happiness and flat Tourism bonus.

Broadway's Theming Bonus requires you to have 3 Great Works of Music from the same Era, same Civ. If you do not think you can get out 2 more Great Musicians during the Modern Era, plan ahead. Either have one ready for when you get to the Era or save this one for when you have two more coming. That theming bonus is everything when amplified by open borders, shared religion and trade routes with the target Civ.



## 19.2. Eiffel Tower



Figure 19.2.: A Painting of the Eiffel Tower, seen when Building the Wonder.

**Tech Required:** Radio

**Production Cost:** 1060

**What it Does:** +5 Happiness per turn, +12 Tourism. Additionally, it will provide +1 Culture and +1 Great Merchant point in that City.

**Strategies:** This doesn't need to go anywhere in particular unless you've got your Religion elected the [World Religion 12](#). That will boost Tourism output by 50% in that City, so the Eiffel Tower would give +18 instead, which is quite significant.

Only build this if you are going for a [Cultural Victory 38](#) as the scant Tourism will not be enough to really get you Influential over other Civs without a lot of Great Works. The BNW 2013 Fall patch will give extra uses for Tourism, but it's still not going to be very helpful unless you are going straight Tourism.

Given the Eiffel Tower Wonder comes with the same tech as [Broadway 19.1](#), you may have to choose between them. Broadway will give more Tourism in the end with its slots filled and Theming Bonus completed, but that takes more time while the Eiffel will put that Tourism out instantly.



### 19.3. Statue of Liberty



Figure 19.3.: A Painting of The Statue of Liberty, seen when Building the Wonder.

**Tech Required:** Replaceable Parts

**Production Cost:** 1060

**What it Does:** Must Adopt the Freedom Ideology to build. Gives +1 Production for every type of **Specialist 22** in all Cities. Also gives you one free Social Policy and +1 Culture per turn in the City in which it's built.

**Strategies:** The Statue of Liberty synergizes with the bonuses of Freedom - the reduction in Specialist Food Costs and the reduction in Unhappiness they generate. It encourages you to try to run as many Specialists as you can in all Cities, especially along with Rationalism, which boosts all Specialists' Science output. Korea would definitely want to build this Wonder and it's great all-around for any Civ adopting Freedom. The good thing is, the AI doesn't seem to often pick Freedom, so you may be taking a hit to relations by adopting it, but you'll also have less competition to build this.





## 19.4. Prora



Figure 19.4.: A Painting of Prora, seen when Building the Wonder.

**Tech Required:** Flight

**Production Cost:** 1060

**What it Does:** Requires you to Adopt the Autocracy Ideology and can only be built in a Coastal City. Provides +2 Happiness as a flat bonus, and +1 Happiness for every 2 Social Policies you've adopted. Gives no culture or GPP.

**Strategies:** I consider Autocracy to be pretty much for Warmongers and them alone due to the flavor of the Tenets you'll find within and Prora compliments this well. You will get all that extra Happiness at once, while Autocracy gives you reason to put up Castles, Arsenals, and Military bases to get even more Happiness (+3 per City with all 3). Barracks, Armories, and Military Academies can also give Happiness - +2 each. Universal Healthcare will give up to around another 9 Happiness.

Overall, I see Prora helping you to Annex more Cities as you attempt to Conquer the remaining Civs in the late-game. Using Autocracy Tenets along with it will help your empire to remain happy even when you have a few Cities recently conquered and dragging down the happiness of the populace.



## 19.5. Kremlin



Figure 19.5.: A Painting of the Kremlin, seen when Building the Wonder.

**Tech Required:** Railroad

**Production Cost:** 1060

**What it Does:** Must Adopt Order Ideology. +50% Production when building Armor Units in this City. +1 Culture, +1 Great Scientist points.

**Strategies:** If you got Alhambra or Brandenburg Gate and are going for [Domination 40](#), you will want this for late-game production of your ground units. They'll get to start with rough terrain bonuses and some extra XP to get open bonuses through Shock - which is more important in the later game, when Units are moving through terrain that has been cleared by workers in Centuries past.

Use the Railroad tech immediately to get the City with this building connected to your Capital for another +25% Production increase to all Buildings and Units.





## 19.6. Neuschwanstein



Figure 19.6.: A Painting of Neuschwanstein, seen when Building the Wonder.

**Tech Required:** Railroad

**Production Cost:** 1060

**What it Does:** City Must Be Within 2 Tiles of a Mountain Within Your Territory. +2 Happiness, +4 Culture, +6 Gold. Other Cities with Castles will Receive +3 Gold, +2 Culture, and +1 Happiness. Gives an additional +4 Culture and +1 Great Merchant point, as well.

**Strategies:** The bonus in the constructing City is double that which Cities building Castles will receive, and you do get another +4 Culture on top. If you have your primary Cultural City near Mountains, you have to aim to build this Wonder! It comes rather late, but can really help with Social Policy adoption rates at a time when you are wanting to add Ideological Tenets.

Neuschwanstein is incredibly helpful to Wide Civs, which need as much Happiness as they can get to overcome penalties for each additional City (3 Happiness). Taken with Liberty and having the City connected to the Capital, it will effectively eliminate that penalty. The Gold you get from castles will help to offset the maintenance costs of Railroad you build to your production Cities.



## 19.7. Cristo Redentor



Figure 19.7.: A Painting of Cristo Redentor, seen when Building the Wonder.

**Tech Required:** Plastics

**Production Cost:** 1250

**What it Does:** Reduces Culture Cost of adopting new policies by 10%, while providing +5 Culture itself

**Strategies:** Build this in your main Culture City for the big +5 Culture and your later ability to transform that into Tourism with Hotels and Airports. The Cost reduction is not big, but will be super helpful to Wide empires who see their culture costs skyrocket.

Essentially, this Wonder will give you all future policies a turn or two faster and stacks with the bonus given by Liberty. Plastics is an important Tech for a Scientific Civ, as it provides Research Labs. Cristo Redentor can help you polish off Rationalism as your Policy expenditures are then split between normal policies and Ideological Tenets.





## 20. Atomic Era Wonders

### 20.1. Pentagon



Figure 20.1.: A Painting of the Pentagon, seen when Building the Wonder.

**Tech Required:** Combined Arms

**Production Cost:** 1250

**What it Does:** Reduces Gold Cost of Upgrading Military Units by 33%, also +1 Culture and +2 Great Merchant Points in the City.

**Strategies:** If you have a large Military, aim to build the Pentagon. War-mongers will like it as there is a lot of upgrading to be done as you enter the Atomic Era, through to the end of the game. Works very well along with the Honor Social policies to help you upgrade the Military.

You can plan a surge in power and save up as you tech up to Combined Arms and upgrade your military very quickly, giving you an edge and possibly leading you to glorious victory over your dumb AI opponents fighting with swordsmen in 1970 AD.



## 20.2. Sydney Opera House



Figure 20.2.: A Painting of Sydney Opera House, seen when Building the Wonder.

**Tech Required:** Ecology

**Production Cost:** 1250

**What it Does:** Free Social Policy, +50% Culture in this City. 2 Slots for Great Works of Music.

**Strategies:** Build this in the same City where you'll build or have built the Hermitage for a huge boost to Cultural Output. The [Theming Bonus 38.6](#) for this one is very easy to get, requiring 2 musical pieces from the same Civ, different Eras.

While coming late, this building will give you a boost to Tourism to help you overcome your opponents and win a [Cultural Victory 38](#). If you're going that route, I highly suggest you shoot for Telecommunications next, so that you can produce the National Visitor's Center in this same City (need Hotels in all Cities). This path leads to the Internet, which will double Tourism to other Civs.





## 20.3. Great Firewall

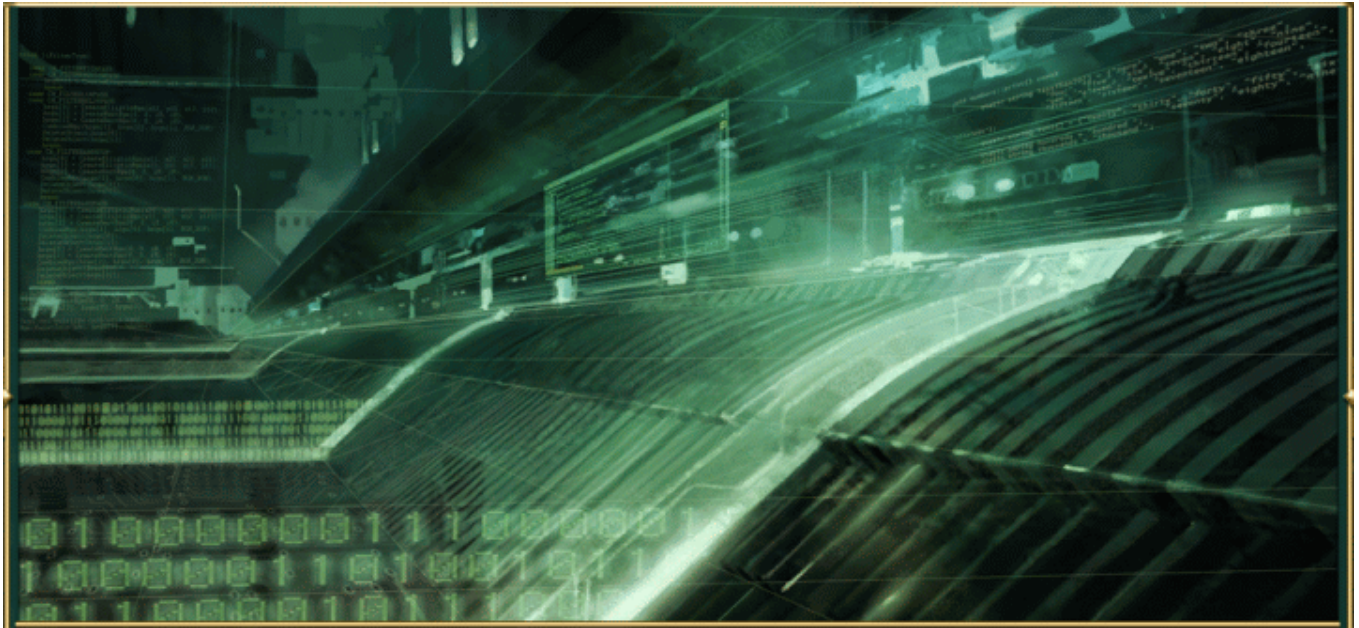


Figure 20.3.: A Painting of the Great Firewall, seen when Building the Wonder.

**Tech Required:** Computers

**Production Cost:** 1250

**What it Does:** Requires Gods and Kings. Reduces Enemy Spy Stealing Rate by 99.9% in the constructing City while providing a 25% reduction in all others. Gives no Culture or GPP. Negates the double Tourism benefit of other players' Internet Technology.

**Strategies:** Build this Wonder in your highest Science-producing city to dramatically reduce enemy spies' theft of your technology. I'd only consider it with a tech lead, otherwise it'll be useless. You can follow up with other anti-spy buildings in your other Cities to make your Civ's security very tight, especially if you plant a Spy in the same City as the Firewall to kill off enemy Spies, although this does free you to use your spies for offense or diplomacy if you are not the only Civ with a technological advantage and have someone you can steal from yourself.

It does come so late that if you need this, you are likely already well on your way toward a Science Victory. Few would call this their favorite wonder, and even fewer label it essential, but it does have its uses in certain situations... particularly if an enemy is close in Tech and competing for the same [type of win VII](#).

If a Civ is heading toward a Cultural Win, you can use this to stop them gaining influence on your Civ so fast by knocking out their Internet +100% bonus. This can help a lot and even let you stop them entirely if your cultural output is high enough. This can be built defensively to stop spies, stop a Culture Win from another Civ, or both.





## 21. Information Era Wonders

### 21.1. CN Tower



Figure 21.1.: A Painting of CN Tower, seen when Building the Wonder.

**Tech Required:** Telecommunications

**Production Cost:** 1250

**What it Does:** Provides a Free Broadcast Tower in every City (saving tons of Gold). Also gives +1 Population and +1 Happiness per City, while providing +1 Culture and +1 Great Merchant point.

**Strategies:** This comes very late, but can help you to seal up a [Cultural Victory and Win 38](#) as it will have an indirect effect on your Tourism in Cities with past Wonders providing culture. Build the CN Tower then follow up with The Internet to see your Tourism soar and finish Influencing those last Civs. Also try to build the [Great Firewall 20.3](#) out of spite, just to stop another Civ from blocking your boost from the Internet.



## 21.2. Hubble Space Telescope

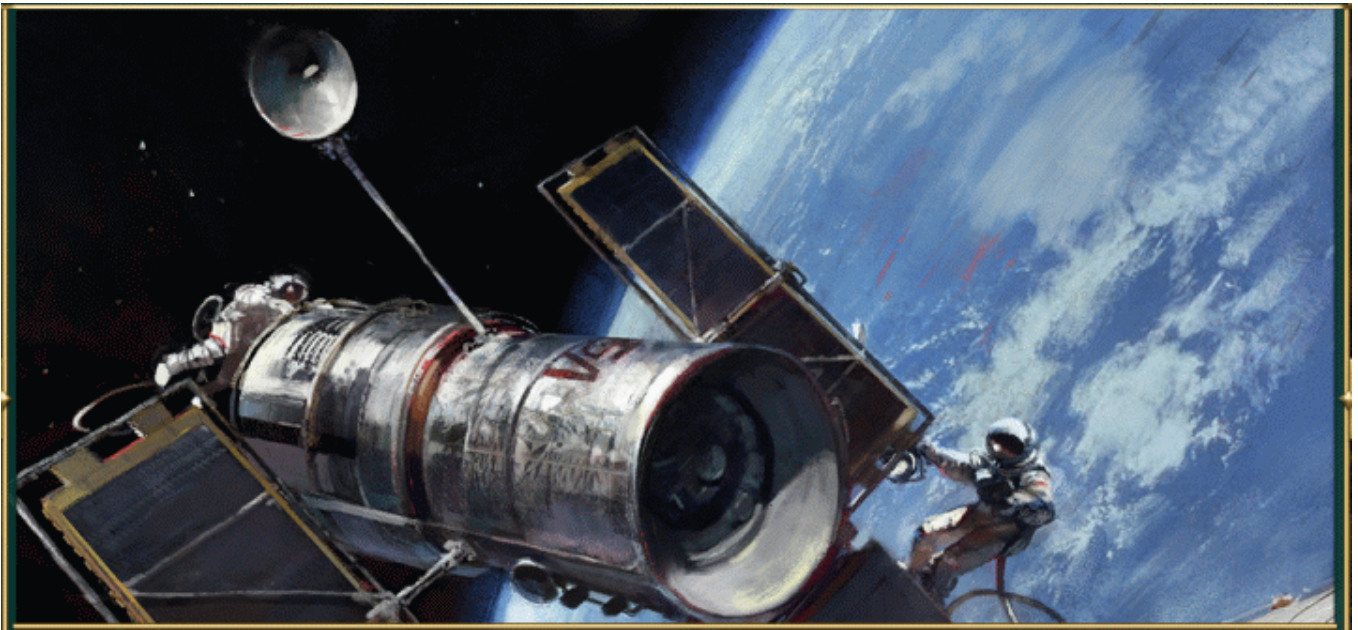


Figure 21.2.: A Painting of the Hubble Space Telescope, seen when Building the Wonder.

**Tech Required:** Satellites

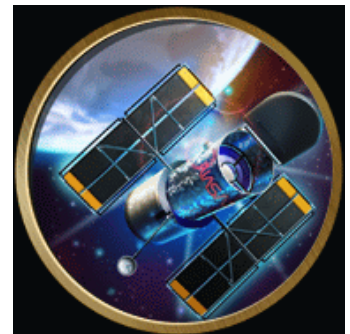
**Production Cost:** 1250

**What it Does:** Provides 2 Free Great Scientists and a Spaceship Factory in the City in which it's constructed, plus an additional +25% construction when building [Spaceship Parts 41](#).

**Strategies:** If you're going for a Science Victory, aim to be first to the Satellites Technology. Build Hubble while you wait on the World Congress and pass the [International Space Station Project 21.3](#) resolution, which lets you build the second Wonder and get more research out of Discover Technology actions with [Great Scientists 23.1](#).

If you succeed in getting both Wonders, you will be well on your way to finishing up a Scientific Victory and completing your game. The 3 total Great Scientists you'll get should help you to discover 2-3 Technologies quickly, helping you get an edge on your opponents in a time when research typically slows down.

This should go in your highest production City, which will then send Spaceship Parts along to the Capital. It helps a lot given you need 3 boosters among other parts to form the Spaceship and blast off to Alpha Centauri.



### 21.3. International Space Station



Figure 21.3.: A Painting of the International Space Station, seen when Building the Wonder.

**Tech Required:** Satellites

**Production Cost:** Varies

**What it Does:** +1 Production from Scientists and +1 Science from Engineer Specialists. Great Scientists will give +33% more Research when used to Discover Technology.

**Strategies:** This Wonder is unique in that it will not appear in the list when you've finished researching Satellites. You must first pass a resolution in the World Congress to start the project. Once initiated, the Civ that puts the most production in will get the Wonder, while 2nd and 3rd place will get a Free Great Scientist and a one-time research boost, respectively. You'll get all 3 if you take first, while the others get the lesser rewards.

The ISS comes very late in the game but if you push to get the Satellite Technology to also build [Hubble 21.2](#) (which you have time to do while waiting on the Congress), then save the 2 free Great Scientists for after you complete the project to get even more Research beakers out of them. It's worth putting all your Cities on this project, for the sooner it's finished, the sooner you get the bonus and it is a hefty one. That would be a total of three great scientists you could use just after, which is enough to get a couple technologies toward your [Science Win 41](#).



## Part IV.

# Specialists and Great People



## 22. Specialists and List of Buildings with Specialist Slots

### List of Specialists, How they Work, and In-Depth Strategy Guides



Specialists contribute massive perks to your Civilization. In this Guide to these helpful people of Civ 5, I'll teach you how to use them to the best effect. This will help you to get more Research, Gold, Production, and Culture out of your Cities. We'll also talk about specializing cities in these four aspects, as Specialists and the Great People they generate are pivotal to maximizing return when setting a City's focus and its role in the [victory condition VII](#) that you are pursuing.

With **Brave New World** and **Gods and Kings DLCs**, specialists have been shaken up a bit with the breakup of the Artist and Great Artist. There are now six types of specialists that can be assigned to work in your cities, with three more that all play special roles in your Civilization's military and religious development. In this Guide to specialists, we'll look at the bonuses they give and in a separate guide, the special abilities of the Great People that can be born in your Empire's [Cities 4](#). Buildings that allow slots for Specialists to work will be detailed, along with tips for increasing the output of your Specialists and buildings that can house the Artsy types' Great Works. Every Specialist has their own page for users to share specific strategies for them or rushing the technologies to get them, so follow the list of links to get more details on each.

### How to Get and Use Specialists in Civ 5

Certain buildings will give you slots with which you can work with Specialists to generate stats for the City and Empire along with GPP to generate Great People. Specialists working these slots will give an increase to Great Person points (GPP) of their type, by varying degrees, along with production for engineers, gold for merchants, etc. Specialists giving points to stats like Production, Gold, Science, or



Culture will find their bonuses increased by buildings that give percent bonuses. Specialists will give more GPP than Wonders, but Wonders can boost your cities' output and help to specialize them.

## Food Consumption

Specialists consume the regular 2 food, but will contribute none to your City. You lose the output of the tile the Specialist could be working, but gain its benefits. Because of their food consumption, heavy use of Specialists requires Farms, food resources like Fish, or otherwise fertile areas are required to keep food intake higher than consumption. Maritime City-States and inter-Civ trade routes from Cities with Granaries can also help you utilize more Specialists in your Cities without losing resources. The more food excess you have, the more Specialists you can utilize without slowing a City's growth.

**Tick Manual Specialist Control to prevent your Governor reassigning Specialists.**

**Warning - this prevents them from adding them, as well so remember that if you change the City's focus**

## Using Specialists

After you've built one of buildings with a Specialist slot (listed below), head to the City Management screen and look to the right. Your Governor will assign Specialists based on what you select under Citizen Management unless Manual Specialist Control is checked. To do this Manually, which is better, click the slot on the Specialist Buildings tab to assign a Specialist of that type. The Governor will automatically take a Citizen off a tile that doesn't suit your Citizen Management focus. First, assign specialists as needed, then click the City from this screen to automatically reassign the workers. Once you've assigned a Specialist and taken manual control, it will stay set up that way and the Governor can neither add or remove a Specialist until you untick that box.

It's better to assign Specialists yourself rather than, for example, populate your Scientist slots by choosing Science under Citizen management. You should tweak the city manually based on your goals. Assign some Scientists to get GPP toward a Great Scientist, then select Food under Citizen Management to keep growing - or assign some Engineers to increase production while using a Gold focus on the city. Manual is always better and will increase your city's output based on your goals and the Civilization's current needs.

## Specialist List, Output, Great People & Strategy Guides

Here's a list of all types of Specialist in Civ, listing the benefits they bring and the buildings that unlock the slots to employ them. To learn more, such as the specific Technology to unlock each building and read strategies for maximizing the use of each type of Specialist, click the links in the list to learn more and share tips with other Civ 5 players.

### Artist Specialist

Artists generate Culture for the Local City and Empire and GPP toward a [Great Artist 23.4](#).

Culture	GPP	Buildings with Artist Slots
+3	+3	Artists' Guild (2)

### Musician Specialist

Musicians generate Culture for the Local City and Empire and GPP toward a [Great Musician 23.5](#).

Culture	GPP	Buildings with Artist Slots
+3	+3	Musicians' Guild (2)

**Writer Specialist**

Writers generate Culture for the Local City and Empire and GPP toward a [Great Writer 23.6](#).

Culture	GPP	Buildings with Artist Slots
+3	+3	Writers' Guild (2)

**Science Specialist**

Scientists generate Science for your Civilization's Research and GPP toward a [Great Scientist 23.1](#).

Science	GPP	Buildings with Artist Slots
+3	+3	University (2), Public School (1), Research Lab (1)

**Engineer Specialist**

Engineers generate Production for a City and GPP toward a [Great Engineer 23.2](#).

Production	GPP	Buildings with Artist Slots
+3	+3	Workshop (1), Windmill (1), Factory (2)

**Merchant Specialist**

Merchants generate Gold for the Empire and GPP toward a [Great Merchant 23.3](#).

Gold	GPP	Buildings with Artist Slots
+2	+3	Market (1), Bank (1), Stock Exchange (2)

**No Specialists for Great Prophets, Great Generals and Admirals**

The above listed Great People are not generated through GPP. Instead, each has their own separate method. [Great Prophets 23.7](#) are generated through Faith, introduced in Gods and Kings. [Great Generals 23.8](#) and [Great Admirals 23.9](#) are gained by earning land and naval combat experience, respectively.

**Civ 5 Specialist Tips****Wonder, Social Policy, Ideology and Religious Output Bonuses**

- [Statue of Liberty 19.3](#) *Requires Replaceable Parts*. +1 Production for Each Specialist.
- [Secularism](#) *Requires Rationalism (Social Policy)*. +2 Science for Each Specialist.
- [Guruship](#) *Religious Follower Belief*. +2 Production if City has at least one Specialist.
- [Freedom Lvl 1 - Civil Society](#) *Ideological Tenet*. Specialists consume only 1 Food instead of 2.
- [Freedom Lvl 2 - Universal Suffrage](#) *Ideological Tenet*. Unhappiness from Specialists is Halved - reduce Unhappiness by utilizing them.
- [Korea 2.26](#) *Civ Choice*. All Specialists Produce +2 Science.

## 22.1. Artist Specialist

Artists can be assigned to the Artists' Guild in a City - it can only be constructed in one place. These give you two Artist Slots to use, and will generate +3 Culture and +3 Great Person Points toward a [Great Artist 23.4](#) being born in your Civilization.



This Guide will also show you the buildings that have slots for Great Works of Art that are generated by the Great Artists you'll get by filling these buildings and accumulating GPP.

<i>Buildings with Artist Specialist Slots</i>			
Any Unique Buildings Carry the Same Slots but Better Bonuses.			
Slots	Building	Building Bonus	Tech to Unlock
2	Artists' Guild	+2 GPP per turn toward Great Artist.	Guilds

### Housing Great Works of Art

Since you are using Artist Specialists, you'll inevitably want to store Great Works of Art when Great Artists are born. Here are the various Buildings, National Wonders, and World Wonders that contain that type of Work and the others they can hold.

<i>Buildings and Wonders with Great Work of Art Slots</i>		
Any Unique Buildings Carry the Same Slots but Better Bonuses.		
Building/Wonder	Slots	Unlock Building
Palace	1	Capital City's Palace.
<a href="#">Sistine Chapel 17.1</a>	2	World Wonder, Acoustics Tech.
Museum	2	Archaeology Tech.
<a href="#">Parthenon 15.5</a>	1	World Wonder, Drama and Poetry Tech, comes with Art.
Hermitage	3	National Wonder. Opera House all Cities, Architecture Tech.
<a href="#">Uffizi 17.8</a>	3	World Wonder, Architecture Tech, Adopt Aesthetics.
<a href="#">Louvre 18.1</a>	4	World Wonder, Archaeology Tech, Adopt Exploration.

## 22.2. Musician Specialist

Musicians are employed through 2 slots provided by the Musicians' Guild, where they will contribute +3 Culture and +3 Great Person Points toward the birth of a [Great Musician 23.5](#) in the city. The Guild seems to provide the most base GPP because it comes so late in the game, with Writing researched over a thousand years before. Use these to help with the huge social policy costs you'll face later in a game, depending on how many cities you have and how many Policies and Ideologies previously purchased.



<i>Buildings with Musician Specialist Slots</i>			
Any Unique Buildings Carry the Same Slots but Better Bonuses.			
Slots	Building	Building Bonus	Tech to Unlock
2	Musicians' Guild	+3 GPP per turn toward Great Musician.	Acoustics

### Housing Great Works of Music

Since you are using Musician Specialists, you'll inevitably want to store Great Works of Music when Great Musicians are born. Here are the various Buildings, National Wonders, and World Wonders that contain that type of Work and the others they can hold.

<i>Buildings and Wonders with Great Work of Music Slots</i>		
Any Unique Buildings Carry the Same Slots but Better Bonuses.		
Building/Wonder	Slots	Unlock Building
Opera House	1	Acoustics Tech.
Broadcast Tower	1	Radio Tech.
<a href="#">Broadway 19.1</a>	3	World Wonder, Radio Tech.
<a href="#">Sydney Opera House 20.2</a>	2	World Wonder, Ecology Tech.

### 22.3. Writer Specialist

Writers are used to provide +3 Culture and +3 GPP toward a [Great Writer 23.6](#) for your Civilization. These can be used to create Great Works of Writing or Create Political Treatise, providing long-term Culture and Tourism or a one-shot injection of Culture into your Civilization. This Guide to the Writer Specialist will teach you about the buildings that give you the slots to recruit Writers and the buildings you can construct to house the Great Works of Writing these Writers produce.



<i>Buildings with Writer Specialist Slots</i>			
Any Unique Buildings Carry the Same Slots but Better Bonuses.			
Slots	Building	Building Bonus	Tech to Unlock
2	Writers' Guild	+1 GPP per turn toward Great Writer.	Drama & Poetry

#### Housing Great Works of Writing

Since you are using Writer Specialists, you'll inevitably want to store Great Works of Writing when Great Writers are born. Here are the various Buildings, National Wonders, and World Wonders that contain that type of Work and the others they can hold.

<i>Buildings and Wonders with Great Work of Writing Slots</i>		
Any Unique Buildings Carry the Same Slots but Better Bonuses.		
Building/Wonder	Slots	Unlock Building
Amphitheater	1	Drama and Poetry Tech.
<a href="#">Great Library 14.3</a>	2	World Wonder, Writing Tech.
<a href="#">Globe Theatre 17.4</a>	2	World Wonder, Printing Press Tech.
National Epic	1	National Wonder, Philosophy Tech, Monument all Cities.
Heroic Epic	1	National Wonder, Iron Working Tech, Barracks all Cities.
Oxford University	2	National Wonder, Education Tech.

### 22.4. Scientist Specialist

Scientist Specialists are important in improving the Research Output of your Civ, particularly when combined with the percentage bonuses you'll get with some Scientific Buildings. They contribute +3 Science each and +3 GPP toward generating [Great Scientists 23.1](#). This Guide will show you the various buildings that allow Science Specialist Slots and their various bonuses.



<i>Buildings with Scientist Slots for Science GPP</i>			
Slots	Building	Extra Stats	Required Tech
2	University	+33% Science, +2 Science for worked Jungle Tiles.	Education
1	Public School	+1 Science per 2 Population, +3 Science flat bonus.	Scientific Theory
1	Research Lab	+50% Science, +4 Science flat bonus.	Plastics

## 22.5. Engineer Specialist

Engineers contribute +2 Production and +3 Great Person Points toward a [Great Engineer 23.2](#), which can build the useful Manufactory or hurry a building or World Wonder to completion. With the % bonuses you'll get from other buildings, these Specialists can add a lot of production to your City. For best results, make your town on flat land so that it can make use of the Windmill.



<i><b>Buildings with Engineer Specialist Slots</b></i>			
Any Unique Buildings Carry the Same Slots but Better Bonuses.			
Slots	Building	Building Bonus	Tech to Unlock
1	Workshop	+2 Production, +10% Production.	Metal Casting
1	Windmill	+2 Production, +10% Production on Buildings.	Economics, City on Flat Land.
2	Factory	+4 Production, +10% Production.	Industrialization, requires Coal, Workshop.

## 22.6. Merchant Specialist

Merchants help to increase the Gold income of your Civilization. For every merchant using one of your slots, you can gain +2 Gold and +3 Great Person Points toward earning a [Great Merchant or Merchant of Venice 23.3](#) if you're playing that Civ. These guys can permanently increase your gold income by constructing Customs Houses or even conduct Trade Missions to City-States to buy influence with them. GPP toward a Great Merchant will go toward a Merchant of Venice when playing that Civ. Here are the buildings that allow your Cities to use Merchant Specialists.



<i><b>Buildings with Merchant Specialist Slots</b></i>			
Any Unique Buildings Carry the Same Slots but Better Bonuses.			
Slots	Building	Building Bonus	Tech to Unlock
1	Market	+25% Gold, +1 Gold, +2 per incoming Trade Route.	Currency
1	Bank	+25% Gold, +2 Gold, +2 per incoming Trade Route.	Banking
2	Stock Exchange	+33% Gold.	Electricity



## 23. Great People, Increasing GPP, Great Person Tile Improvements & Special Abilities

Great Person List, Getting Great People, Abilities & Tile Improvements, GPP



Figure 23.1.: Each City's Progress on Great People can be seen through the City Management Screen.

Throughout the history of Mankind, there have been many individuals who made contributions to the arts, sciences, military, and economics. Civilization 5 honors them by including them in the game. When a Great Person is born, one of these historical figures will aid your Civ. Each type offers its own bonuses, tile improvements, and special abilities they can use to help your people. The following guide is a companion to the [Guide to Specialists in Civilization 5 22](#), where you will learn about Specialists - the primary means of gaining the Great Person Points (GPP) necessary to use these powerful people.

### GPP: How to get Great Artists, Musicians, Writers, Merchants, Scientists, and Engineers

Great People, with the exception of Prophets, Generals, and Admirals, are gained through the accumulation of GPP. GPP comes from [Specialists 22](#) +3 each and Wonders, some of which grant flat amounts. Each turn, GPP is added up in individual Cities. When a City reaches the threshold for a GPP birth, a Great Person is born, that City's count set to 0 while all others keep their progress but have the cost go up.

## Shared GPP Pools and Costs

The Amount of Great Person Points needed to get your first Great Person will be 100, followed by 200, 300, and so on. Great Engineers, Scientists, and Merchants all share the same pool, meaning getting a Great Engineer will make your Great Scientists and Great Merchants cost more. Given the Merchant is fairly weak compared to others, many players will want to keep this in mind and utilize Markets to produce GPP toward Great Merchants unless they have Wonders that have a higher per-turn of the type you like. If you have Wonders stacked in one type of Great Person's favor, in order to get a different one you should use Specialists of another kind while avoiding using those that produce GPP of the type you do not want.

For example, if you want Great Scientists but have built Wonders that have Engineer Points, don't work Workshops until later when you can use more Scientist slots in each City to pass up that number. This is quite important to note when you are going for a [Science Victory 41](#), as you will generate more Great Scientists for Academies and Tech Boosts if you set Specialist allocation to Manual in all Cities and do not utilize Merchants or Engineers. You can, of course, have a balance of these three types of Great People since the counter does not reset on other types when one is born.

Great Artists, Musicians, and Writers all have their own pools, meaning that creating Great Writers will not increase the cost of your Great Artists or Musicians later on. This allows you to produce plenty of Great Works to allow for a [Cultural Win 38](#). Remember, you do not have to use these Great People right away - fortify them near your Cities and wait so that you can take advantage of [Theming Bonuses 38.6](#) and boost your Tourism even more.

The GPP required to make each type of Great Person is displayed on the right-hand side of the [City Management Screen 4.2](#) as shown in the screenshot above. If a Great Person is missing there, it means you have not generated any points toward the next Great Person of that type. Scroll through your Cities and use Specialists to make GPP births happen faster when you see one is filling up.

## Generating Great Prophets

Great Prophets are born after a Civilization has founded a Pantheon. They rely on your Civilization accumulating faith. The first Great Prophet will cost you 200 faith, which lets you found a religion and later buy more Great Prophets with Faith. The cost will go up with each purchase.

## Generating Great Generals and Admirals

Great Generals and Admirals are earned when your land and naval military units gain XP in combat. It takes 200 XP for the first of each kind to be born, while their scaling is not as rough as it is for other types of Great People due to the limitation of XP and that it never really rises beyond 5-7 for a battle.

## Buying Great People with Faith

Several Social Policy Trees allow the Purchase of a specific type of Great Person by completing them. Those are listed further in the Guide. Each purchase will start at 1000 Faith, then 1500, 2500, and 4000. It's not typically affordable to buy at/past 4000 Faith but the next cost, following this pattern, would be 6000 Faith. Constructing Buildings (Shrines and Temples), Wonders that Produce Faith, [Selecting Faith-generating Beliefs 12.3](#) and allying with [Religious City States 25.3](#) and keeping those Alliances throughout the game, among other things, will help your empire Generate enough Faith to make these purchases. Use a few Great Prophets to generate Holy Sites to aid in this when you have a small empire. To learn more about Religion, see my [Guide to Faith and Founding a Religion 12](#).

## Civ 5 Great Person List, Special Abilities & Strategies and Tips

Within the following list of Great People, you'll find links to in-depth information on each type, including strategies for best use of your GP once you've spawned one. and the Wonders, Ideologies, and Social Policies that can increase the rate they are born in your Civilization.

### Great Scientist 23.1

**Ability 1: Boost Science** - Generates the amount of Science your Civ would put out in 8 turns, instantly. Use this only late in the game, otherwise you are wasting valuable research.

**Ability 2: Construct Academy** - Produces +8 Science on a tile when worked by a City. Place these buildings early and plan to make that City particularly large and focused on Science. Even better when you've placed 5-6 of these over the ages, it can seriously boost Science output when +% modifiers are put into place.

### Great Engineer 23.2

**Ability 1: Hurry Production** - Contributes a large amount of Production to a building or Wonder project. In some cases, this can complete the project in a single turn, depending on how developed the target City is and its Production values.

**Ability 2: Construct Manufactory** - Places a Manufactory Tile Improvement that, when worked, will provide a large (+4) amount of Production to the city working it. A great solution to shore up a Production-weak City or create an industrial powerhouse.

### Great Merchant 23.3

**Ability 1: Conduct Trade Mission** - Instantly sacrifice the Great Merchant on a trade mission to a City-State. This will generate 40+ Influence and may give you thousands of Gold, depending on the Era it's used.

**Ability 2: Build Customs House** - The Customs House Tile Improvement will give +4 Gold to a tile, +5 with Economics. This is a good long-term solution when combined with your Banks, Market, and Stock Exchange.

### Merchant of Venice 23.3

**Ability: Purchase City-State** - The Merchant of Venice's special ability is to instantly puppet a City-State. Venice has the unique ability to purchase with gold and faith in Puppeted City-States, so you get some degree of control over their production.

### Great Artist 23.4

**Ability 1: Create Great Work** - Creates a Great Work of Art that gives +2 Culture and +2 Tourism to a City with an available Art slot.

**Ability 2: Start Golden Age** - Causes your Civ to instantly enter a Golden Age, which increases income by a great deal, culture and production by 20%. Time this so that you are not about to enter one on your own and save it for the opportune moment. Do not use these if you're going for a Cultural Victory, for you need the Paintings to complete several Theming Bonuses and you'll be missing out on Tourism.

### Great Musician 23.5

**Ability 1: Create Great Work** - Creates a Great Work of Music that gives +2 Culture and +2 Tourism to a City with an available Music slot.

**Ability 2: Concert Tour** - Use this in an opposing Civ's Territory - preferably that which has the highest Culture, so that your Tourism will have an easier time passing them for a Cultural Win. This produces massive amounts of Tourism in the destination Civ and a lesser amount to every other Civ. Use late-game, when your +tourism is unlikely to meet the amount you gain in a single use of the tour. You don't need to be next to a city, simply inside their borders.

### Great Writer 23.6

**Ability 1: Create Great Work** - Creates a Great Work of Writing that gives +2 Culture and +2 Tourism to a City with an available Writing slot.

**Ability 2: Write Political Treaty** - Generates a large amount of culture, instantly. This can help you advance to the next Social Policy. Use this only post turn 250 when Cultural Output is good as it gives about 10x your culture per turn and early-game the Work of Writing is better.

### Great Prophet 23.7

**Ability 1: Found/Enhance Religion** - Founds a Religion if there are Religions remaining to be founded, otherwise it Enhances the religion to expand its beliefs and benefits.

**Ability 2: Construct Holy Site** - Produces +6 Faith on a tile when worked by a City. Place these buildings early to take maximum advantage of Faith over the ages - the earlier you exploit Religion, the better.

**Ability 3: Spread Religion** - Great Prophets are immune to Attrition behind enemy borders and erase all other Religions from a City when they use their Spread ability.

### Great General 23.8

**Ability 1: Combat Bonus** - The Great General emboldens nearby troops, giving them a +15% Combat Bonus within a 2-hex range. Keep the General protected but in the center of your troops to extend this bonus to as many as possible. Extremely helpful when conquering a City.

**Ability 2: Construct Citadel** - Creates a Citadel Tile Improvement on the current Tile. This gives units a +100% Defensive bonus and deals 30 damage to enemies that end a turn on an adjacent Tile. The Citadel must be placed adjacent to your territory and can flip tiles, stealing ownership of another Civ's property.

### Great Admiral 23.9

**Ability 1: Combat Bonus** - Provides a +15% Combat Bonus to all units within 2 tiles of the Admiral.

**Ability 2: Instant Repair** - Consumes the Great Admiral. Instantly repair all Ships in a 1-hex radius around and beneath the Admiral. Use this situationally to win a large sea battle, otherwise keep the Combat Bonus.

## List of Policies, Ideologies, Buildings and Wonders that Boost GPP Output

All of the +% effects listed here are cumulative, so if you have National Epic, Leaning Tower of Pisa, and a Garden, you'll have +75% Generation of all types of GPP in the City. Getting some of See my [List of World Wonders for +GPP on each Wonder, by Era 13](#) to help stack passive GPP, which can greatly help in your efforts to produce many of a certain type of Great Person from the Science/Engineering/Merchant Pool.

- **Garden** *Requires Theology, City next to River or Lake.* +25% Great People Generation in this City. [The Hanging Gardens World Wonder 15.2](#) requires Tradition, Mathematics. Provides a free Garden.
- **National Epic** *Requires Drama & Poetry, Monument in All Cities.* National Wonder. +25% Great people Generation in this City.
- **Leaning Tower of Pisa 17.3** *Requires Printing Press.* World Wonder, +25% Great People Generation in all Cities, 1 Free Great Person of your Choice.
- **Freedom Tenet Lvl. 1 - Avant Garde Ideological Tenet.** +25% Great Person Generation in All Cities.
- **Arts Funding World Congress Proposal.** +33% Generation of Great Writers, Musicians, and Artists for all Civs in All Cities. -33% Reduction in Great Scientist, Great Engineer, and Great Merchant Birth.
- **Sciences Funding World Congress Proposal, Conflicts with Arts Funding.** +33% Generation of Great Scientists, Engineers, and Merchants for all Civs in all Cities. -33% Reduction in Great Artist, Writer, and Musician Birth rates.

## Direct Boosts to Specific Types of Great People through Policies

Adopting [Aesthetics 10.6](#) will boost generation of Great Musicians, Artists, and Writers by 25% with that one point, while completing it lets you buy them in the Industrial Era. There are other [Social Policies 10](#) in the [Rationalism 10.9](#), [Commerce 10.7](#), [Exploration 10.8](#), and [Honor 10.3](#) trees that boost generation of Great Scientists, Merchants, Admirals, and Generals. There is not a Policy that boost generation of Great Engineers, but they can be bought with Faith in the Industrial Era should you complete [Tradition 10.1](#). The other listed Policy Trees will also allow purchase of that type of Great Person in the Industrial Era if you complete them. Great Prophets can be bought with Faith automatically as you progress, but that will stop unless you accumulate massive amounts of Faith. They can be bought later so long as you've founded a Religion, regardless of adopting [Piety 10.4](#).

- **Liberty 10.2 Social Policy Tree.** Getting all 5 Policies in Liberty will let you choose a Free Great Person.
- **Patronage 10.5 Social Policy Tree.** Finishing the Patronage Social Tree will result in City-States occasionally gifting you Great People, even something unique like a Merchant of Venice.
- **Freedom Tenet Lvl. 2 - New Deal Ideological Tenet.** Great Person Tile Improvements provide +4 of the Appropriate Yield. +14 Science Academy? Yes Please.
- **Order Tenet Lvl. 1 - Hero of the People Ideological Tenet.** +25% Great Person Generation in All Cities.
- **Order Tenet Lvl. 3 - Spaceflight Pioneers Ideological Tenet.** May finish Spaceship Parts with Great Engineers.
- **Babylon 2.6 (Babylonian Ingenuity) Civ Choice.** Babylon receives a free Great Scientist when they discover Writing. Additionally, all Great Scientists are earned 50% faster.
- **Sweden 2.41 (Nobel Prize) Civ Choice.** Sweden gets +90 Influence when gifting a Great Person to a City-State. Signing a Declaration of Friendship gives them and their ally a +10% GPP boost.



- **Korea 2.26 (Scholars of the Jade Hall)** *Civ Choice*. All Specialists generate +2 Science as well as all Great Person Tile Improvements. This gives them incentive to use many Specialists, leading to the generation of many Great People.
- **China 2.11 (Art of War)** *Civ Choice*. Great Generals give a 30% Combat Bonus and their spawn rate is increased 50%. Also gets the powerful Chu-Ko-Nu ranged unit in the Medieval Era.

## 23.1. Great Scientist

Great Scientists are primarily generated through four Science buildings that each offer at least one slot, giving you a total of four slots for Scientist Specialists. There are several Wonders that can contribute to this and help you earn them even faster, along with percentage bonuses from buildings and specials like Babylon's +50% faster Great Scientist rate. Great Scientists can be purchased with Faith starting at 1000 each once you've mastered the Rationalism Social Policy, and rising in cost with each purchase.



If you want to create many Great Scientists, you should get the four required buildings up as fast as possible. Prioritize food for growth and create buildings that raise the birth rate of great people. Keep these active at all times to keep the meter rising. The Leaning Tower of Pisa will let you choose one free Great Person and increases the birth rate of all GP by 25%.

Great Scientists get two abilities. First, they can Bulb, or provide a large amount of research - about 8x what you earn in a turn, toward the current project (Spillover does count). This is usually the option you reserve for the end-game, with the next option being best.

The primary use of Great Scientists is the construction of the Academy tile improvement. They provide at least +8 Science when worked by a city, so place them on a grassland or hill tile to get extra production or food out of that tile. The first 3/4 of the game you should be placing these around the City that has your National College and, even better, an Observatory. Combining all these boosts will make a Super Science City that can generate more research per turn than many small Civs.

<i>World Wonders with Great Scientist GPP</i>			
GPP	Building	Building Bonus	Tech to Unlock
+1	<a href="#">The Great Library 14.3</a>	+1 Culture, free Library, 1 Free Technology.	Writing
+1	<a href="#">The Oracle 15.4</a>	+3 Culture, 1 Free Social Policy.	Philosophy
+1	<a href="#">Red Fort 17.9</a>	+1 Culture, Defensive Buildings in All Cities are 25 More Effective.	Metallurgy
+2	<a href="#">Porcelain Tower 17.6</a>	1 Free Great Scientist appears, +50% more Science from Research Agreements.	Adopt Rationalism, Architecture.
+1	<a href="#">The Kremlin 19.5</a>	+50% bonus building armor units, 1 Free Social Policy.	Metallurgy
+1	<a href="#">Hubble Space Telescope 21.2</a>	2 Free Great Scientists appear, free Spaceship Factory in the City, +25% production to Spaceship Parts.	Satellites

### Social Policies and Ideologies Related to Great Scientists

- **Humanism** *Requires Rationalism*. Great Scientists are Earned 25% Faster.

## 23.2. Great Engineer

Great Engineers are very useful in two ways. They are easily generated as your Cities focus on Production to finish buildings and wonders, once you have Workshops and Factories in your Cities. This is their time to shine, unless you focus specifically on them early in the game. If you finish the Tradition Social Policy Tree, Great Engineers can be purchased with Faith starting in the Industrial Era for about 1k each, rising the more you purchase.



The Great Engineer's most popular ability is **Hurry Production**, which can quickly finish a Wonder - often in a single turn, but seemingly based on the production output of the City in question. Save your Great Engineers and pop them as soon as a desirable Wonder becomes available to ensure that yours is the Civilization to build it.

For long-term Production success, the Great Engineer can also build the **Manufactory** tile improvement, which raises Production of a tile by +4 (+5 with Chemistry). That's a huge boost, particularly when placed on a hill tile - your City can get a large amount of Production from one tile without sacrificing much food. Earlier in the game, and for Militaristic players, this is the surefire winner, allowing you to produce buildings and armies much faster than normal, particularly when more than one of these is installed in a City along with the Ironworks National Wonder.

<i>World Wonders with Great Engineer GPP</i>			
GPP	Building	Building Bonus	Tech to Unlock
+1	<a href="#">The Pyramids 14.4</a>	+1 Culture, +25% Tile Improvement Construction Speed, 2 free Workers.	Adopt Liberty, Masonry.
+1	<a href="#">The Great Wall 15.7</a>	+3 Culture, Enemies expect +1 Move in your Territory.	Construction
+1	<a href="#">Temple of Artemis 14.1</a>	+1 Culture, +10% Growth in All Cities, +15% Production of Ranged Units.	Archery
+1	<a href="#">Stonehenge 14.2</a>	+5 Faith.	Calendar
+1	<a href="#">Great Mosque of Djenne 16.2</a>	+1 Culture, +3 Faith, free Mosque, All Missionaries spread Religion 3x.	Adopt Piety, Theology.
+1	<a href="#">Chichen Itza 16.4</a>	+50% longer Golden Ages, +4 Happiness, +1 Culture.	Civil Service
+1	<a href="#">Angkor Wat 16.6</a>	+1 Culture, Culture and Gold Cost of Acquiring new Tiles -25% in All Cities.	Education
+2	<a href="#">Himeji Castle 17.5</a>	+3 Culture, +15% Combat Strength in Friendly Territory.	Gunpowder

### Social Policies and Ideologies Related to Great Engineers

- **Spaceflight Pioneers** *Requires Order Level 3*. May finish Spaceship Parts with Great Engineers and +10 Science in Capital.

### 23.3. Great Merchant & Merchant of Venice

Great Merchants can boost the income of your Civ either over the course of the Eras or in one lump sum. These masters of Commerce can be purchased with Faith once you've finished the Commerce Social Policy Tree, starting at 1000 Faith and rising in cost with each purchase. Players who choose the Venice Civ will not receive Great Merchants, but instead Merchants of Venice, which have the ability to instantly purchase a City-State and make it a puppet. This with their ability to purchase in puppeted City-States makes them very powerful if you want to take over a particularly valuable piece of land.



Constructing buildings with Merchant Slots and Wonders with a flat rate of GPP per turn for Great Merchants is the primary means of getting them. Use buildings like the Garden that increase great person growth, along with some Social Policies and Ideologies that allow you to get an instant Great Person of your choice.

Great Merchants have two roles in your Civilization. First, they can construct the **Customs House Tile Improvement**, which will give +4 Gold Per Turn, +5 with Economics Researched. That may not seem like much, but with Banks and Stock Exchanges in your City, along with other bonuses, it provides a large amount of gold over the course of a game.

Their other ability is to **Conduct a Trade Mission**, which will give you an instant lump sum of Gold and +30 [Influence with a City-State 25.4](#), possibly turning them to your Allies. If that is not enough to do the trick, you can use the free gold to buy them out and get their luxuries and any other benefits they provide your Civilization.

Early in the game, the Customs House is your go-to. Later on, you will want more City-State allies particularly if you are going for a [Diplomatic Victory 39](#).

<i>World Wonders with Great Merchant GPP</i>			
GPP	Building	Building Bonus	Tech to Unlock
+1	<a href="#">Mausoleum of Halicarnassus 14.5</a>	+100 Gold Each time Great Person is used, Marble and Stone tiles provide +2 Gold.	Masonry
+1	<a href="#">The Colossus 15.8</a>	+1 Culture, +2/1 for Trade Routes, +5 Gold, Free Cargo Ship/Extra Trade Route.	City on Coast, Iron Working.
+1	<a href="#">Great Lighthouse 15.1</a>	Military Naval Units +1 Sight/Movement, +1 Culture, Free Lighthouse.	City on Coast, Optics.
+1	<a href="#">Machu Pichu 16.5</a>	+25% Gold from City Connections, +2 Faith, +5 Gold.	City within 2 Tiles of Mountain, Guilds.
+1	<a href="#">Notre Dame 16.8</a>	+10 Happiness, +4 Faith.	Physics
+2	<a href="#">Big Ben 18.2</a>	Cost of Gold Purchasing -15% in Cities, +4 Gold.	Adopt Commerce, Industrialization.
+2	<a href="#">Eiffel Tower 19.2</a>	+1 Culture, +5 Happiness, +12 Tourism.	Radio
+1	<a href="#">Neuschwanstein 19.6</a>	+3 Gold, +2 Culture, +1 Happiness per Castle. Gives Double in Parent City.	City within 2 Tiles of Mountain, Railroad.
+2	<a href="#">Pentagon 20.1</a>	+1 Culture, Upgrading Military Units costs 33% Less.	Combined Arms

#### Social Policies and Ideologies Related to Great Merchants

- **Entrepreneurship** *Requires Commerce, Medieval Era.* Great Merchants are earned 25% faster.
- **Adopt All Commerce** *Requires Commerce.* Finishing the Commerce Social Policy Tree will increase the gold from Trading Posts and double the Gold you receive from Great Merchant Trade Missions.

- **New Deal Requires Freedom Level 2.** Increases the yield of all Great Person tile improvements like the Customs House by +4, particularly potent with Gold.

## 23.4. Great Artist

Great Artists can only be generated through the Artist's Guild National Wonder which gives +2 GPP toward a Great Artist. With its two slots filled, this comes to +8 before any percentage bonuses. Great Artists can be purchased for a base cost of 1000 faith if you have finished the Aesthetics Social Policies.

Aside from the Artist's Guild and the Artistic Genius Social Policy, only certain Social Policies and Wonders that let you pick a Great Person, such as the Leaning Tower of Pisa can allow you to get a Great Artist instantly. With Max Patronage, City-States may gift you with a Great Artist, but the chance is low given the number of possibilities.



Great Artists come with the ability to **Create Great Work of Art** which will fill one of the available slots in one of your buildings, providing Culture and Tourism. While this may be handy, at other times the Great Artist is better expended to produce a Golden Age.

The Great Artist's second ability is to produce an instant **Golden Age**. Don't use this if your Civ is about to enter one, rather wait until it's over so that you can have two. Adding one while a current age is active only gives a portion of the turns waiting it out would give. Use this late in the game when you have plenty of culture - it's +20% during the Golden Age, along with Production, and this will make up for some of the Culture lost from not creating a Great Work.

<i>Buildings &amp; Wonders with Great Artist GPP</i>			
GPP	Building	Building Bonus	Tech to Unlock
+2	Artists' Guild	National Wonder, 2 Artist Specialist Slots.	Guilds

### Other Wonders Related to Great Artists

- **The Louvre 18.1** Requires *Industrial Era*, Adopt *Exploration Social Policy*, *Archeology*. 1 Great Artist appears, +2 Culture. Contains 4 Slots for Great Works of Art.
- **Uffizi 17.8** Requires *Renaissance Era*, Adopt *Aesthetics Social Policy*, *Architecture*. 1 Great Artist Appears, +2 Culture, 3 Slots for Great Works of Art.

### Social Policies and Ideologies Related to Great Artists

- Adopt **Aesthetics 10.6** Requires *Classical Era*. Great Writers, Artists, and Musicians born 25% faster.
- **Artistic Genius** Requires *Aesthetics*. A Great Artist Appears.
- **Futurism** Requires *Autocracy Lvl. 1*. +100 Tourism to All Civilizations when a Great Writer, Artist, or Musician is Born.

## 23.5. Great Musician

Great Musicians are primarily generated through the Musician's Guild National Wonder which gives +3 GPP toward a Great Musician. With its two slots filled, this comes to +9 before any percentage bonuses. Great Musicians can be purchased for a base cost of 1000 faith if you have finished the Aesthetics Social Policies.



Aside from the Musician's Guild and those listed below, only Social Policies and Wonders such as the Leaning Tower of Pisa that let you pick a Great Person can allow you to get a Great Musician. With Max Patronage, City-States may gift you with a Great Musician, but the chance is low given the number of possibilities.

The Great Musician's first ability is to **Create Great Work of Music** which will automatically place the Work in one of your available slots, such as the Opera House. This is the best option early in the game, so that your Tourism has plenty of time to pass the one-shot ability explained below.

**Concert Tours** are the Great Musician's second ability. This is useful only when you're going for a [Cultural Win with Tourism 38](#) a necessity. Take the Great Musician to the Civ your Culture is having the hardest time overcoming and use this option - they need only be inside the borders of the other Civ. When you use the ability, your Tourism bar will leap with that Civ while a secondary effect passes a little less to all other Civs in the game. Use this late-game to help your Tourism pass Civs with a high Culture. It's a wonderful ability, and if you're gunning for a late-game cultural win, mass-producing Great Musicians should be on your list of priorities.

<i>Buildings &amp; Wonders with Great Musician GPP</i>			
GPP	Building	Building Bonus	Tech to Unlock
+3	Musicians' Guild	National Wonder, 2 Musician Specialist Slots.	Acoustics

### Other Wonders Related to Great Musicians

- [Broadway 19.1](#) *Requires Radio*. World Wonder. 1 Great Musician Appears in the City. Contains 3 Slots for Great Works of Music, while providing +2 base Culture per turn.

### Social Policies and Ideologies Related to Great Musicians

- [Aesthetics 10.6](#) *Requires Classical Era*. Great Writers, Artists, and Musicians born 25% faster.
- [Futurism](#) *Requires Autocracy Lvl. 1*. +100 Tourism to All Civilizations when a Great Writer, Artist, or Musician is Born.



## 23.6. Great Writer

Great Writers are primarily generated through the Writer's Guild National Wonder which gives +1 GPP toward a Great Writer. With its two slots filled, this comes to +7 before any percentage bonuses. Great Writers can be purchased for a base cost of 1000 faith if you have finished the Aesthetics Social Policies.

Aside from the Writer's Guild and those listed below, only Social Policies and Wonders such as the Leaning Tower of Pisa can allow you to get a Great Writer. With Max Patronage, City-States may gift you with a Great Writer, but the chance is low given the number of possibilities.

Great Writers come with two abilities. First, they can **Create a Great Work of Writing** that will go into a vacant slot you have in one of your City's artsy Buildings or Wonders.

The Great Writer's second ability is to **Write Political Treaties**, which will give your Civilization an immediate boost to Culture. Unless it's late in the game or your completely out of slots for Great Works of Writing, then this is a poor choice. Ultimately, you'll gain about 10 turns of culture worth when using it. If it's early in the game, it's better to put the Writer to sleep for a time until you can create a building that will hold a Great Work such as an Amphitheater in one of your Cities.

However, if your Cultural Output is high, you can practically gain a free Social Policy of Ideological Tenet from using this ability. There is no reason to put a Great Work in when there are only 200 turns remaining in the game - you'd get 4-600 Culture from that, and this single dose is much higher. The only time you would ignore this ability is when going for a [Cultural Victory 38](#) where you really need tourism output.



<i>Buildings &amp; Wonders with Great Writer GPP</i>			
GPP	Building	Building Bonus	Tech to Unlock
+1	Writers' Guild	National Wonder, 2 Writer Specialist Slots.	Drama & Poetry

### Other Wonders Related to Great Writers

- [Globe Theater 17.4](#) *Requires Printing Press*. World Wonder. A Free Great Writer appears. Contains 2 Slots for Great Works of Writing and provides +2 Culture per turn.

### Social Policies and Ideologies Related to Great Writers

- [Aesthetics 10.6](#) *Requires Classical Era*. Great Writers, Artists, and Musicians born 25% faster.
- [Futurism](#) *Requires Autocracy Lvl. 1*. +100 Tourism to All Civilizations when a Great Writer, Artist, or Musician is Born.

## 23.7. Great Prophet

This Guide will focus primarily on generating Great Prophets while staying away from the finer points of [Religion 12](#). Great Prophets are not generated with GPP like other Great People. Instead, you will be given one at 200 Faith if you are still able to found a Religion. Great Prophets can be used for a few purposes, all directly related to founding and spreading a religion, increasing faith, or enhancing a religion.



If you want to be sure to found a Religion, be sure to get to Philosophy so you can build more than the basic Shrine you get with Pottery. Temples provide +2 Faith. Here, we'll look at the buildings and Wonders that directly boost Faith so that you can generate and later buy your Great Prophets. There are [four buildings you can purchase with Faith 12.5](#), all of which require the selected City to be following that Religion (over 50% followers).

Great Prophets can do several actions once you have the Faith to get them. They can Found Religions or [Enhance 12.6](#) them, and their [Spread Religion 12.2](#) ability allows them to fully wipe out any other Religion in the City. They can also build a Holy Site to get +6 Faith on a tile. Finishing Piety will give you +3 Gold and Culture on that tile as well. Note that if you spread religion, you cannot use Enhance or Construct Holy Site. With the [Great Mosque of Djenné Wonder 16.2](#), your Prophets will get 1 extra Spread action, and you can use that 1 free one and still build a Holy Site.

In the Industrial Era, Faith can be used to purchase other Great People, so long as you have Maxed Out their associated Social Policy Trees.

<i><b>Buildings with Faith</b></i>			
Any Unique Buildings Carry the Same Slots but Better Bonuses.			
Faith	Building	Building Bonus	Tech to Unlock
+1	Shrine	—	Pottery
+2	Temple	—	Philosophy
+1	Cathedral	+1 Happiness, +3 Culture, +1 Great Work of Art Slot.	Purchase with Faith, Requires Cathedrals Belief.
+2	Monastery	+2 Culture, +1 Faith/Culture from each Wine/Incense worked.	Purchase with Faith, Requires Monastery Belief.
+2	Pagoda	+2 Happiness, +2 Culture.	Purchase with Faith, Requires Pagodas Belief.
+3	Mosque	+1 Happiness, +2 Culture.	Purchase with Faith, Requires Mosque Belief.

<i><b>World Wonders with Faith</b></i>			
Faith	Building	Building Bonus	Tech to Unlock
+3	<a href="#">Great Mosque of Djenné 16.2</a>	+1 Culture, All Missionaries spread Religion 3x, free Mosque.	Adopt Piety, Theology.
+2	<a href="#">Machu Picchu 16.5</a>	+5 Gold, +25% Gold from City Connections.	City within 2 Tiles of Mountain, Guilds.
+4	<a href="#">Notre Dame 16.8</a>	+10 Happiness.	Physics
+5	<a href="#">Stonehenge 14.2</a>	+1 Great Engineer Points.	Calendar
+3	<a href="#">The Hagia Sophia 16.1</a>	Free Great Prophet, Free Temple.	Theology
+5	<a href="#">Borobudur 16.3</a>	3 Free Missionaries Appear.	Must be Built in Holy City, Theology.

### Social Policies and Ideologies Related to Great Prophets

- **Organized Religion** *Requires Piety.* +1 Faith from Shrines and Temples.

- **Mandate of Heaven** *Requires Piety*. 20% discount when purchasing with Faith
- **Reformation Belief** *Requires Full Piety*. Lets you choose among various Faith-based purchasing options - Purchase any Great Person, Industrial Era+ Land units, and Scientific Buildings with Faith.

## 23.8. Great General

Great Generals are earned as your Land Military gains experience through combat. Certain leaders, like [Wu Xetian of China 2.11](#) earn Great Generals faster than others. Maximizing the Honor Social Policies will let you buy Great Generals with Faith starting in the Industrial Era, at about 1,000 Faith each and rising with each purchase.

Taking Honor gives you incentive to fight early, and early Wars will help even more - the Warlike are those who need multiple Great Generals. A Great General's primary purpose is to provide a **Combat Boost** to all units within 2 tiles. This amounts to 15%, which is quite helpful when sieging a City or defending your own.

**Constructing Citadels** consume the Great General. This will snag an area of land 1 hex around the selected plot, which must be next to or inside your territory. Citadels provide a +100% defensive bonus to units inside, which can be huge if the Citadel is placed at a choke point. Enemies that end a turn next to the Citadel will take 30 damage per turn.

The Citadel is the one means of stealing an opposing Civ or City-State's tiles. You will culture-flip the tiles and take possession of them, which may anger another Civilization so do this at your own risk, but only with knowledge of the Diplomatic situation and how accepting of it they will be - you don't want to make this the tipping point for a war.

Here's a screenshot displaying effective use of a Great General to steal land from a City-State. The positioning is perfect, and gives my City more tiles to work. The Sheep, mine and farm are already improved and a worker can come in to replace the Citadel with a Mine to gain +Production from the Gold tile. Like all Great Person tile improvements, Citadels will only provide you with Strategic resources. To get the Gold, I require a Mine. To do this so effectively against another Civ, I'd need Open Borders. Thankfully, you can easily rob City-States of resources and Natural Wonders, and they will be back to neutral within 60 turns unless you provide a gift of Gold to speed up the process.





### Wonders Related to Great Generals

- **Brandenburg Gate 18.3** *Requires Military Science.* +15 XP for all new units built in the City and a Great General appears outside. +2 GPP for Great Scientist.

### Social Policies and Ideologies Related to Great Generals

- **Warrior Code** *Requires Honor.* +15% Production of Melee Units and a Great General appears outside the Capital. Also, Great Generals will be earned 25% faster (XP per kill is multiplied by 1.25% when going toward GG experience requirement).
- **Military Tradition** *Requires Honor.* Units earn 15% more Experience from Combat, meaning you'll earn Great Generals faster.
- **Lightning Warfare** *Requires Autocracy Lvl. 2.* Gives Great Generals +3 movement in addition to other bonuses. This allows you to use one GG to move about and provide its bonus to troops in a wide zone. Move, attack, move, attack.



## 23.9. Great Admiral

Great Admirals are earned as your Naval units gain experience in combat against other Civilizations. When you've earned 200XP, you'll get your first Great Admiral. Barbarian kills do not count toward Great Admiral experience, so only true naval warfare will cause them to appear. They gain two abilities, just like the Great General, only one is very situational. Completing the Exploration Social Policy Tree will allow you to purchase Great Admirals in the Industrial era with Faith - starting at 1k faith and rising as you buy more.



The Primary role of the Great Admiral is to support your fleet. All units within 2 tiles of the Great Admiral will get a +15% combat bonus. Position them in the center of a large engagement, stacked with a strong unit, and all your ships can benefit from this.

Great Admirals can be instantly expended to fully heal the Ship in the hex with them and those all around within one tile. Position it well, and this unit can totally turn the tide of combat in your favor. This feature isn't going to be used often, but when it is, it will make a massive difference.

The Change Port ability lets you move your Great Admiral to safety, or where it is needed, quickly and without the need to provide an escort.

Great Admirals are commonly used to scout early in the game - any means of choosing a free Great Person, from fully investing in the Liberty Social Policy Tree or the Mayan Long Count Bonus, can let you get one early to discover other continents and even goodie huts that you can pick up later. This may lead you to discover uninhabited islands that make great places to expand your empire and find other [Civilizations 1](#) and [City-States 25.3](#) to interact with.

### Social Policies and Ideologies Related to Great Admirals

- **Navigation School** *Requires Exploration, Medieval Era.* A Great Admiral Appears and all Great Admirals have +2 Movement, allowing them to aid troops firing in one spot, then move to another. Additionally, Great Admirals are earned 25% faster.
- **Military Tradition** *Requires Honor.* Since XP is used to gain new Great Admirals, this should help - 50% more XP per kill will increase the speed at which Great Admirals are earned.



## Part V.

# Barbarians, City States & Diplomacy

## 24. Barbarians

### Conquering Encampments and Preventing Barbarian Invasions



Figure 24.1.: A Barbarian Encampment and Captured Worker.

Unless you specifically turn them off when setting up your game, Barbarians will appear in every game of Civilization 5. This Guide will teach you about where Barbarians will spawn, how they function, and how you can best deal with (and prevent) Barbarians invading your lands. Barbs are a problem of the early-game, as your Civilization has not yet grown and you will not have many military units to deal with them. You must advance and build units to protect your people from their raids, particularly on higher difficulties, as they will attack more often.

#### Barbarian Encampments

Barbarians spawn from Encampments, and will periodically do so until those encampments are destroyed. New encampments may spawn in any place that is not visible by your or another Civ's units. With this in mind, you are able to prevent new encampments from spawning on the outskirts of your lands by parking units to extend your view beyond your borders (hills are good for this). Doing so, you may entirely prevent them from spreading on your continent, or at least near your own lands. This is commonly referred to as Sight Blocking.

It is a common strategy in the early-game to position a unit near the area you want to settle to prevent any new encampments from spawning between your City and the destination of your Settler. This can allow a Settler to go and found a City without an escort in certain situations, but realize that Barbarians can use horses and may appear out of nowhere to capture your Settler.

Encampments are almost always guarded by a unit, unless that unit has stepped out to attack something vulnerable. They typically will not attack from the encampment unless there is a clear advantage, such as your unit being wounded with another Barbarian nearby to help. If they attacked, they would give up their fortification bonus. You will not usually be able to wipe out an encampment in a single attack

unless you are using a very powerful unit. Barbarians don't heal, so when your unit starts to get beat down you may skip a turn or two and wait on your unit to heal up before attacking again. When you clear an encampment, you'll get 25 gold (a little more on the lowest difficulties). This can help you afford to buy units and buildings in Cities, while also stopping new Barbarians from spawning.

### Barbarian Units

Barbarian Encampments will occasionally spawn new units, based on the technology level of the most advanced Civilization in the game. This can work for or against you, but the AI has a bigger attack bonus vs Barbarians than you do - presumably to compensate for their occasional stupidity. These units will usually attack the nearest City, which will give you an idea on what encampments should take priority. Encampments on the coast may spawn ships, which can be a major pain when you have sea trade routes.



Figure 24.2.: An Encampment that was never cleared is easily destroyed by modern technology.

### Barbarian Attacks

When Barbarians come to your lands, they will often simply pillage tiles. You must protect your Workers from these attacks as a City will not be able to kill a Barbarian in a single attack. Barbarians also try to prioritize capturing your civilian units like Workers and Settlers. Keep in mind that you do not need to make your Workers flee to your City for safety right away - sometimes they are on the opposite side of your lands and have the same movement and penalties (crossing rivers) as your own units.

If two or more Barbarians come within range of a City, they may actually attack it. They will not often be able to really take over the City unless it's really poorly defended, for example low population, no unit to protect it and the Barbarians have advanced to higher level units. Otherwise, you should expect Barbarians to continually walk to new tiles and pillage them. This results in the Barbarian being healed and makes them take longer to kill. This is why it's wise to protect border Cities with at least one unit (War aside).

One unit is usually enough to protect your City unless multiple Barbarians come knocking, which is not often. You can use the Zone of Control to protect your Workers from a Barbarian attack to let them finish their job. If a unit stands between the Barbarian and a Worker, it will not be able to go around your unit, consuming its moves in one turn and being more likely to attack your unit than going after

the Worker. Thankfully, Workers will automatically wake up if a Barbarian comes nearby, giving you the option of moving them from the tile. Any tile improvement construction in progress is saved (realistic) so you can go back and finish the job when they're dealt with.

Barbarians that have captured Workers or Settlers will escort them back to a nearby encampment. You will occasionally find the Workers or Settlers of other Civs in these camps. Attacking and freeing these Civilians will give you a few options - you may return the unit, resulting in either a diplomatic boost with a Civ or influence with a City-State, or take it as your own. Settlers from other Civs will be converted to Workers when you elect to keep them. There is no penalty for keeping them, so never return a Settler to another Civ unless you do not care that they expand! Freeing Workers, on the other hand, can be a great help toward getting a Declaration of Friendship with another Civ in the earl game.

### Going after the Barbarians

On all difficulties but Deity, you will gain a Combat Bonus vs Barbarians, making them easier to kill than the units of other Civs. For a few reasons, you will usually want a ranged unit like the Archer when attacking Barbarians - even better with a melee escort. As I've said, they will not attack from the encampment. It is usually safe unless a fresh Barbarian unit spawns and gives your Archers valuable experience toward Promotions that can greatly enhance their ability to protect your Civ or go on the offensive against others. Be careful on firing the last shot with other Civs' units nearby, for a Scout could come and clear the encampment as your Archer will need another turn to step in and finish the job. Warriors are fine for bringing down early encampments, but suffer against Barbarian Spearmen and stronger units, while also needing to heal in between attacks on upper difficulties. A fortified Barbarian still gains a big combat bonus and your bonus vs Barbarians dwindles the higher the difficulty is raised. Thus, ranged are better than melee, but a combination is best to ensure you get the last hit and get to clear the encampment on the turn the guard dies.

A Scout that has been promoted to an Archer is the best unit to use. Horsemen are also great, for they have excellent mobility and can faster cross the map to get to an encampment. They are also very helpful in responding to attacks in your own lands.

### Protecting Land & Sea Trade Routes

Use sight blocking to protect your land trade routes from Barbarians and be proactive about attacking any encampments near that trade route. Losing a caravan is a pain and a setback to your Civilization's progress. It will certainly harm your gold per turn and may also affect Science output. Protecting land trade routes is fairly easy, but those at sea are more prone to attack. If you're going this route, a lone naval unit is not enough as sea trade routes can go quite far. To prevent these attacks when you have access to the land between, attack those encampments on the coast to stop them spawning and occasionally scout for any new threats. You can use Triremes to sight block along the coast, but they may not attack the encampment - only ships that spawn from it.

### Using Barbarians to Help your Civ

Fighting Barbarians will allow your units to gain up to the first two levels of experience. Thus, a unit coming out of a Barracks could gain only one level from fighting Barbarians. This is to prevent abuse of them to create super units, but makes sense as well as they would not have knowledge of tactics like a trained unit from a Civilized nation. Still, these first two levels are very helpful early in the game. You could gain Drill I/II or Shock I/II to get closer to archers with two attacks, bonuses vs Cities or ranged defense. It is wise to use newer units to go get these levels, rather than a unit that has already gained these levels. Units that have received these two promotions are much better at fending off attacks or attacking other Civilizations.

Adopting the [Honor Social Policy 10.3](#) will let your Civ get Culture from Barbarian kills, relative to the strength of the unit killed. This is particularly potent when you are playing the [Aztec 2.5](#), who already get Culture from killing enemy units. Sometimes, adopting Honor can result in a net gain and is absolutely

worth it even if you do not intend to finish that tree - for you can make it up with Culture from kills, particularly with Raging Barbarians turned on. Additionally, Honor will grant a larger combat bonus vs Barbarians and also inform you when new Encampments spawn nearby, which lets your units respond right away.

However, you may not want to respond right away to an encampment you've discovered. I often leave them alone a while in the early-game. City-States will nearly always offer a quest to attack a nearby encampment (and sometimes quite far away). This can give you valuable influence with them, and allow you to gain alliances early in the game, particularly when you finish other City-State Quests. Waiting to clear an encampment until the nearby City-State has offered a quest is a solid strategy in most situations. You can even beat it down to half or so, such that another Civ's Scout wouldn't attack it but you can finish quickly when the quest is offered. Killing a Barbarian within the lands or right next to a City-State's borders will result in a gain of Influence with that CS. Sometimes, they will offer a quest just to kill units attacking them, which can sometimes let you accomplish two Quests - particularly if the encampment is right on the City-State's borders.

In other situations, you will want to clear the encampment as soon as possible to ensure the safety of your Workers and prevent them from pillaging your tile improvements, which slows down your Workers and has a negative impact on a City's production/food output, etc.

### **Raging Barbarians**

When setting up your game, you may turn on the Raging Barbarians option. This will increase the spawn rate from encampments and may actually make the game much more difficult, particularly if you are unlucky and have many units come attacking you at once. This option can also be used to your advantage if you have a strong military, for your units will be better-trained and ultimately present a bigger threat to other Civs. Certain Civs will do very well with this, such as the [Ottomans 2.30](#) (for capturing ships), [Aztec 2.5](#) (culture from kills), or any Civ that adopts Honor.



## 25. City States - the Minor Civilizations of Civ 5

### Strategies and Tips for CS Alliances in Gods and Kings & Brave New World



Figure 25.1.: City-State Allies provide Bonuses & gifts of Luxury and Strategic Resources.

City-States are entities separate from Civilizations in Civ 5. Their role in the game is up to you. You may choose in one extreme to ignore them, but that would be unwise. Even one City-State Ally can provide a big Happiness bonus to your Civilization by providing Luxury Resources. This Guide will teach you all about City-States, list the various types and the bonuses they provide by Era. We'll also discuss means of generating Influence with them and how you can determine how many turns your Alliance will last.

### 25.1. City-States

City-States keep pace with the Technological level of other Civs through the hefty bonuses they receive. City-States are typically harder to capture than another Civ's because they receive bonuses to defense. This is offset by the fact that you won't typically find yourself in a huge War unless you're attacking a CS another Civ has pledged to protect. Know however, that you may be seen as a Warmonger if you conquer a City-State, depending on the other Civs in your game and how bad they hate it. Genghis Khan's Mongolia excels at attacking City-States.

## How CS Influence Works

At 30 Influence, you are considered a Friend to a City-State. At 60, you're Allies. If another Civ is Allies with a City-State, you must pass them up in Influence to take this over. When this happens, there is often a diplomatic hit because you've stolen their Alliance. So, those who want to avoid War or who have already angered another Civ should watch whose relationships they begin to meddle in. Giving Gold gifts to City-States along with Quests are the two single largest ways to gain Influence.

Each turn, your Influence with the City-State will degrade by -1. You can reduce this by playing Greece or Adopting Patronage (25% reduction). City-States of the same Religion have influence fall another 25% faster - so with Patronage and shared religion, you would lose only 1/2 an Influence point per turn. At 100/60 you would have 80 turns of Alliance unless another Civ passes your Influence with Quests or a Gold gift.

## City-State Personalities

A City-State's Personality largely dictates the types of Quests it will give you. Neutral gives a balanced approach, while Friendly will not often ask you to engage in hostilities or denounce other Civs - they'll prefer asking you to build Wonders and connect roads to your Capital. Irrational City-States give some random Quests that may include asking you to denounce other Civs, demand tribute of other Civs, etc. Hostile are the worst - their influence drops fastest (50% faster) and they will often give you warlike Quests.

## Abusing City-States: Stealing Workers

It is a common practice to steal a Worker from a City-State by sending a Military Unit to capture it, declaring War in the process. It is commonly used to overcome AI bonuses on difficulties like Immortal and Deity. You can get a peace treaty next turn, but it will take up to 50 turns to recover the lost Influence. You can do this to other Civs as well, but it's safer to perform this strategy on a City-State, for their influence will recover over time. You can also ask City-States for tribute, which is covered in-depth at the bottom of this Guide.

## 25.2. City-State Alliances and Friendships

While at Neutral with a City-State, nothing special happens save you're trespassing in their territory, causing a hit. Do this enough and you will have them angry with you for a long time (up to -60 Influence). City-State relations improve over time at +1/turn when they are negative and not at war (better with bonuses that reduce influence drop rate), so minor encroachments will be forgotten in due time. What is most interesting about City-States are the Friendships and Alliances you can gain, which will benefit your entire Civilization.

### City-State Friendships

Being Friends with a City-State will let you freely pass through their lands. They'll also aid you by providing a bonus specific to their type. Many Civs may be friends with a CS at once, but only one gets to be considered their Ally and get the best they have to offer. See the list of City-State types below to learn of the specific bonuses.

### Alliances

A City-State Alliance provides you double the benefit through the CS bonus itself while the City-State will also give you a copy of each Luxury Resource they own. While you will not get to trade these copies of Luxuries, if they happen to have something that you already have, it will enable you to trade your

copy without penalty. The Strategic Resources they provide will do the same - give you room to trade some of yours, while you rely on them to provide the rest.

City-State Allies will also give you their votes in the World Congress, which can ultimately lead you to a [Diplomatic Win 39](#). Read that guide to learn about the Delegates you get per Era. While they are not particularly helpful in War, they can provide distraction for enemy AI units and will occasionally assist you in combat when the target is nearby. A CS Ally in a choke point can be the ultimate defense in a War, after all it is better if tiles are not being blocked and blood is not being shed on your land.

### 25.3. List of City-State Types in Brave New World and Their Bonuses

There are five types of City-States and all provide a bonus at Friends that is increased when you are Allied. Some City-State bonuses go up in the Medieval and Industrial Eras, although some never change. As I list each bonus by era, I'll list for Friends/Alliances with each CS. Ramkhamhaeng of Siam gets +50% Food, Culture, and Faith from City-State bonuses.

Meeting City-States quickly is a part of the Early game rush. Each City-State you meet first will give you +30 Gold, while meeting them after another Civ gives +15. Religious City-States will give you +8 Faith, and meeting just a couple can result in the founding of a [Pantheon 12.3](#) for your Civilization.

#### Cultured City-States

Gives +3/+6 Culture Ancient-Classical Era, +6/+12 Culture Medieval-Renaissance Era, +13/+26 Culture from Industrial to Information Age. The Culture will only help with Social Policies and does not aid with border growth.

#### Maritime City-States

These Alliances always give the same amount of food, no matter the Era. For Friends, it's +2 Food in the Capital only, helping growth. With an Alliance, this jumps to +3 Food in the Capital and +1 in every other City, providing a boost in Growth to your entire Empire.

#### Mercantile City-States

Mercantile City-States give +2 Happiness in the Ancient and Classical Era, whether you are Friends or Allies. This bonus increases to +3 in the Medieval Era and beyond.

#### Militaristic City-States

Friends to a Militaristic City-State will get a Free Unit on average, every 20 Turns. Allies get them every 17 Turns. These Units are typically modern, and may come from any Civilization - so you could end up with some [Unique Units from other Civilizations 36](#). If your Military is getting too big and the maintenance costs too high, you can talk to a Militaristic City-State and ask them to stop sending you Units until you allow them to resume.

#### Religious City-States

Religious City-States give +2/+4 Faith in Ancient-Classical Era, +4/+8 in Medieval-Renaissance, and +8/+16 Faith in the Industrial, Modern, and Information Ages. Meeting them for the first time will result in your Civilization getting +8 Faith.

## 25.4. Gaining City-State Influence and Keeping Alliances



### Gold Gifts

Gold Gifts have weakened since Civ 5's first release in favor of Quests. They are still highly effective later in the game, but do give diminishing returns on Influence. Gifts of Gold to City-States can be boosted by taking Patronage Social Policies or even a [Religious Reformation Belief 12.7](#) that gives +30%. While not as powerful as they once were, Gold-gifts are the go-to late game when you want those Alliances to benefit your people. Early in the game, they'll give the most influence, but you will more than make up for it with abundant gold in the Renaissance Era and later.

### Quests

The aforementioned Personalities help dictate what Quests City-States will give. All will give some types - such as finding a certain Resource and connecting it to your Cities, connecting a Trade Route (40 influence) defeating invading Barbarians (12 if within 1 hex of border) and destroying their Encampments (50 influence), taking up your Religion, or building a particular World Wonder or generating a certain type of [Great Person 23](#). Other Quests are based on City-State type, such as races to produce the most Faith (Religious) or Culture (Cultured) in a set number of turns. Completing Quests is a great way to earn a temporary Ally, but eventually you'll likely need to gift Gold in order to retain the Alliance.

A typical way to gain Influence Early-game is to wait on City-States to start giving out Quests to destroy Barbarian Encampments. You can earn many temporary Alliances that way - simply build a few military units and send them on the attack - you'll get Influence, occasionally get to return Workers and Settlers to CS (getting Influence) or other Civs (getting Diplomatic boosts). Click the crossed swords on the diplomacy panel to see what Encampment they want destroyed. Often, the same Encampment is the target of multiple City-States, and that one should take high priority for you before another Civ clears it.

It's also smart to watch for duplicate Quests - multiple City-States wanting you to do the same thing, such as build the Same Wonder or connect the same Strategic or Luxury Resource. For Example, a few City-States may demand you connect Marble but you have none. Get an Alliance with a City-State that has Marble or trade for Marble with another Civilization to complete the quest and score multiple Alliances at once.

### Gifting Units

Gifting Units is typically not that helpful Influence-wise. It takes 3 turns for the Unit to arrive, so by then you have lost 3 Influence to gain 5. Where it really helps is to stop Civs like Genghis Khan and others from attacking City-States or at least slow them down. If you wish to prevent the loss of a CS, you must spread out the Gifts for you'll have to wait on the last to arrive to send another. This is only truly helpful for gaining Influence when a City-State asks for you to gift units through a Quest (they are under attack) or you have taken Freedom's Arsenal of Democracy Tenet, which gives 25 Influence for a gifted Unit as opposed to 5.

## **Keeping City-State Allies**

If you're late in the game and have built up a long list of Allies, occasionally look through your list for those that will soon fall back down to Friends. If you can prevent another Civ taking your Alliance, making you take it back, you should suffer a smaller Diplomacy hit. Gift Gold to City-States whose Alliances are disappearing - suddenly losing multiple Alliances can cause your Civ's happiness to tank, resulting in a loss of growth throughout your Empire. This is especially important to do as you approach Diplomatic Victory, to ensure you have all your Allies when the vote comes up. You can do the math to determine how many turns of Alliance you have left - if you have 75/60 and it's falling at 1/turn that's 15 turns of Alliance remaining - with it falling at 0.75/turn, it'd be 20.

## **Pledge to Protect**

You can go to any City-State window and Pledge to Protect them. Your Influence will rest at +5, meaning in 5 turns it will sit at 5 and be 25 away from Friends. If the CS is bullied for Tribute or attacked, you'll be called by the attacker to either disregard their action and lose 20 influence with the CS or tell them off and take a Diplomatic hit and raise tension between your Civs. For those City-States near you that you want to Ally, pledging to protect is a no-brainer - do it before completing a Quest, and that's 5 more turns you will have them as an Ally/Friend. Since this was dropped with the BNW 2013 Fall Patch, it is primarily used to help actually protect City-States you do not want to be conquered. More often than not, I do it to fulfill a Quest when asked now, as it is often a bother to have to choose between dropping influence and taking a Diplomatic Penalty with the Civ Declaring War on the City-State.

If a City-State is conquered (annexed or puppeted), you can take it back from the attacker and Liberate the City to get your Alliance back. It is easiest if you move fast here, but don't jeopardize your whole empire to save one City-State unless you're sure you can win.

## **Improve Resource**

You can spend 200 Gold to instantly build a Tile Improvement in a City-State's territory to help them connect it. If you're their Ally, you'll get this Resource - otherwise don't do it, as you will not get any Influence for doing so and the Gold would be best spent elsewhere.

## **Patronage Social Policies**

Patronage is the best Policy Tree for Diplomatic Victory because it helps you hold on to these Alliances, along with shared Religion. You'll get a 25% reduction in Influence degradation, more Influence out of Gold Gifts, and 25% of their Science per turn. The doubling of Resources from Cultural Diplomacy means Strategic Resources, but this may also result in some City-States giving you extra resources that don't appear on the map like Porcelain and Jewelry. You are not going to get 2 Gold out of a CS that gave you 1 before, nor will it let you trade it, but the extra resources will go a long way toward boosting Happiness. You will also get +2 extra Happiness per unique Resource that comes from a CS - +X from Other Sources under the list of Resources when you hover over Happiness.

The +20 additional Resting Point for City-States means that any you Pledge to Protect will raise your resting point to 30, or Allies, meaning you could get the basic bonus from every City-State in the game by simply pledging to protect them - don't do any that are subject to attack by an Aggressive Civ as you will take a Diplomatic Hit, but for the most part, these CS will go unassailed and you will enjoy the benefits without having to donate any gold - it is then easy to push into Allies territory with a Gold Gift, later.

Patronage will also cause City-States to occasionally gift you Great People, and these can be of any type - even great Merchants of Venice who can buy City-States to give you control.



## Great People Gifts - Sweden

It's worth noting here that Sweden, with its Nobel Prize Bonus, can get +90 Influence for gifting a Great Person to a City-State. No other Civ may gift a Great Person. This guarantees them a 30-turn Alliance. With Patronage maxed, they can gift Great People right back to City-States and easily secure a Diplomatic Victory.

## Owning City-States: Austria and Venice

Austria can spend 500 Gold (Standard) to instantly purchase a City-State that has been an Ally for 5 turns with its Diplomatic Marriage special. Venice gets the Merchant of Venice, which can be used to instantly Puppet a City-State (free) and their bonus allows you to purchase in Puppeted Cities. Neither of these options is great for a Diplomatic Victory, but you may secure some Resource or great land you need by using these options.

## 25.5. Demanding City-State Tributes

### CS Tribute Factors

When you have a strong military relative to the rest of the World, you may demand tribute from City-States. When you go to the Ask for Tribute interface and hover over the two options, either to demand around 100 Gold (goes up by +5 per Era) or enslave a Worker, you will see how your military compares against their base reluctance of -110. If you can get this number positive, the CS will be considered afraid. With the strongest military in the world, you would have 100 points, so there would still be a gap of -10 preventing them from giving you Tribute. This is where having troops in the area comes into play.

The next factor, and what allows tributes at all, is the combat strength of units within 5 tiles of the City-State itself. Each of the units will factor in; with enough combat power in the area, it will leap in increments of 20. If you don't have enough points, get more units within this range. This will also allow you to demand tribute without having the best military, but by proving your threat by having units capable of attack. When asking for a Worker, you have to overcome an additional -30 to hit -140, and a Civ with a Pledge of Protection gives another -20. Militaristic CS have a bonus of -10. At worst, a Militaristic CS with a Pledge of Protection from another Civ would need you to surpass -170 reluctance (hit +180) to make them afraid. This would mean you'd need one of the best militaries in the world and to put many units near them to accumulate enough points. Thankfully, it's often much easier than this. Demanding tribute of gold or worker is only a really effective strategy early in the game, for the gold grows insignificant and a Worker is something you can buy cheaply.

When you demand tribute, you stop that City-State offering you Quests for a long time. If you have a ton of Influence and a strong military, you may not mind to demand tribute to raise some Gold without costing yourself much - if you expect to be able to replace it in the future. A City-State will then refuse to give you Tribute for a long time, so this system may not be abused. You will not be able to overcome the -300 reluctance until it goes away, presumably in 30-50 turns?

## 26. Diplomacy: Playing Civ Politics, Diplomatic Modifiers - Boosts and Penalties

### Politics of Avoiding War, Civ Interactions, Making Friends, and What Impacts Relations





Your Relationships	Deal History	Global Politics
 <b>England</b> Industrial Era	Tradition: 5 Piety: 2 Exploration: 2	<b>Borobudur</b>  Denounced America (10 Turns Left) Denounced China (7 Turns Left)
 <b>Dido</b> Carthage Industrial Era	Social Policies Liberty: 5 Piety: 3 Patronage: 5 Order: 3	<b>Great Lighthouse</b> Pyramids Colossus Forbidden Palace Alhambra Friends with America (46 Turns Left) Friends with Ethiopia (25 Turns Left) Denounced The Zulus (32 Turns Left) Allied with Colombo Allied with Belgrade
 <b>Washington</b> America Industrial Era	Social Policies Tradition: 1 Honor: 5 Aesthetics: 5	<b>Great Wall</b> Notre Dame Himeji Castle Statue of Zeus Terracotta Army Uffizi Friends with Carthage (45 Turns Left) Denounced England (2 Turns Left) Denounced China (27 Turns Left) Denounced The Zulus (32 Turns Left)
 <b>Wu Zetian</b> China Industrial Era	Social Policies Tradition: 5 Piety: 5 Rationalism: 1	<b>Stonehenge</b> Great Library Oracle Angkor Wat Machu Picchu At war with The Zulus

Figure 26.1.: The Global Politics Screen shows you invaluable information.

This Guide will focus on interactions with the Civ 5 AI with features of both Gods and Kings and Brave New World included in all information. Things change dramatically with these DLC installed and they vastly improve the game in many areas, including Politics - simply because there are many more means of befriending (and angering) other Civilizations. This Guide is distinct from my [Diplomatic Victory Guide 39](#) and has nothing to do with being elected World Leader. This is about understanding the things that affect your relationships with other Civilizations and how that can aid you in signing Declarations of Friendship (DoF) and avoiding Declarations of War (DoW). I'll list how you may interact with other Civs as well as many (if not all) of the positive and negative impacts on Diplomatic Score and provide tips to getting more Declarations of Friendship, Research Agreements, and even Alliances (Defensive Pacts). You may also use this info to plan your strategy if you're playing the bad guy, to put off War with other Civs until you are ready - give them some positive things to consider about you before they jump on the bandwagon and decide you're a major threat to the World.

Every Civilization in the game that is known is judging you based on your actions, and the AI even judge each other in this way. A Warmonger will generally be hated by most of the World, and weak Civs will get conquered by these Warlike Civs over simple land disputes. You can consider most every Civ warlike to some degree, for if you do enough to anger them and they think they can defeat you, they will declare war or, at the very least, denounce you.

Though it may seem appropriate to some, I am not covering the World Congress and Resolutions here. That deserves its own page for the many things you can do when you have delegates under your control - that will be released when I get to it. I will link it here when it's done and tie the pages together.

### Helpful Mod for Diplomacy: Infoaddict

Infoaddict adds many helpful screens of information to the game, displaying Civs' progress in a number of metrics like GPT so that you can analyze and optimize your own gameplay with charts and know your true standing in comparison to other Civs or get deep information on other Civs in the game. Players interested in seeing diplomatic relationships at-a-glance will find this tool incredibly helpful. A graph displaying all global relationships is available, which will let you see who's befriended who, wars, and all denouncements. Follow this [Steam Workshop link](#) to learn more about Infoaddict and consider adding it to your game. While Mods disable achievements, it is worth running on test games and is something you will want to keep around if you do not care about Steam achievements.

### Military Rating: Avoid AI Declarations of War

The AI naturally factors the total strength of your Military units into its decision-making process when deciding to declare War on your Civilization. You may use the Demographics screen to see your current military power score vs the rest of the world's and your current position (Click Additional Information at the top right, then Demographics). If you are much stronger than them, they will not declare War unless they have multiple allies against you and that is unlikely for weaker Civs often tend to be targets of the Civs you would fear. Also, it's unlikely Allied AI would put up an effective fight vs a smart player who puts their forces at their borders and even uses Cities/City-States as buffer zones to help prevent actual invasion into your lands. When playing peaceful, I try to shoot for at least an average rating and push past that when I am able without stunting my Scientific or Cultural potential. If your Military is too weak, build a few units and watch how the score changes dramatically. Upgrading units also raises your score, so you can have fewer but more powerful units and achieve the same effect with less military upkeep - which is a significant cost in any Era, but grows to accomodate the higher incomes you can achieve in later Eras.

## 26.1. AI Flavors - Their Tendencies and How That Affects Your Gameplay

While your actions and situation and how they impact relationships are what I'll be able to show you, your Civilization's progress in Technological advancement, Economy, and Military might may all be factored into how the AI treats you in regard to what they will accept in Trade deals, DoW, and how willing they are to sign a DoF with you. All AI have Flavors that determine their personality. These can vary a bit, based on some randomness - for example, Shaka of the Zulu is a Warmonger and does not much mind other Warmongers, while Gandhi of India is peaceful and does not like Warmongering. Thus, the degree to which you suffer a Diplomatic Penalty with these two Civs would differ when you take a City.

The degree to which all Civs approach Warmongering, their Friendliness, City-State Covertly, their tendencies toward certain [Victory Conditions VII](#), and how they'll [build their Cities and manage their Civ 4](#) will change a bit with each new game. The threshold for one Civ to Denounce or Declare War on you may be higher than another's. Each has their own personality with some randomness thrown in. Flavors are scaled on a level of 1-10 and may fluctuate by +/-2, meaning a Civ with a Declaration of Friendship willingness of 5 may roll anything from 3 to 7 when you start a game, making each new game a bit different. Still, you have a general idea of how that Civ is going to act with this information at hand. You can see a list of all 43 Civs and their XML info at [civdata.com](#), which features an interactive chart that allows you to sort by metric to get a look at each Leader's tendencies or know which Civ ranks highest/lowest in a particular type of behavior.

If you grow tired of knowing how all Civs behave, you can select the game option 'Randomize Leader Personalities' when starting your game. This can lead to all kinds of weirdness once you've come to expect a certain type of behavior, though the AI can be erratic at times, anyway. I have no idea why AI Shaka sometimes builds the Parthenon, but I guess everyone needs Culture...

### Relevant Link: AI Behavior Mechanics

Putmalk, a Moderator of reddit.com/r/civ, analyzed a lot of game code and did an Ask Me Anything (AMA) for readers to get in-depth information on how the AI behaves and makes decisions. This can be useful to understanding how the game works as far as the AI is concerned, but includes a lot of math and code. I learned a great deal from this, though much of it is very specific and some portions (where code is shown) will be difficult for many people to understand. Still, you can get a good idea on how the AI makes its decisions by reading it here. It is outside the scope of this Guide but may be helpful to some readers who want to learn more about the AI's decision-making process.

## 26.2. Global Politics, Deal History, and Your Relationships



Figure 26.2.: Pressing F4 will give you useful information on the current Political situation.

You can access this handy area through the Diplomacy Tab's Diplomacy Overview button or by simply pressing F4. While the **Deal History** screen is not often useful, it can tell you when a trade arrangement is going to end. That may help you decide when you want to begin a War or change to another trading partner. The other two screens are more helpful, overall.

The **Your Deals** screen shows all Civs you know, the Gold on hand, Luxury and Strategic Resources they have available. You will also see Open Borders, Embassies, and Research Agreements here. It is very helpful if you want to find a Resource for a City to have We Love the King Day or simply need to find someone who has something worth trading. It also shows City-States, so use this information to get your Civilization for more Luxuries, and higher Happiness. It is a waste to Ally with one City-State who has



Luxuries you already have when there is another of the same type that has Luxuries/Strategic Resources you need.

The **Global Politics** screen will show you all known Civs and any Friendships, Denouncements, or Wars they are involved in. It gives you a great overview of the current political situation and is a section not to be overlooked. You can even tell who built that Ancient Wonder you wanted back when it was 'built in a Distant Land'. Seeing who controls what Wonders is very handy when you're Warmongering, as it can help you pick your next target. You may also easily see who is going to be a Cultural problem because of the mix of Wonders they've built. You can see the Social Policies Civs have adopted, thus what direction they are going, and also whether or not you will have a competitor for that Wonder you're building - whether it be because of a Social Policy is required to build it, or you are an Era ahead of everyone in the game by a full Era. You can learn a lot from this screen, so use it!

Global Politics information can also help you see which Civs would be a bad idea to sign a Declaration of Friendship with, and who it'd be a good idea to Denounce or at least avoid. Trading/Trade Routes are fine but saying you're Friends with the bad guy, well, makes you look like just another bad guy. It's very hard to keep track of all those notifications from memory, so you can see if Bismarck is very unpopular in the world and avoid DoF'ing with him. Denounce him instead, and you'll get a boost with everyone else who has done so, and can then sign Declarations of Friendship en masse for later Research Agreements and a peaceful game - so long as he isn't your neighbor.

### 26.3. Interacting with Civs: Trade, Demands, and Political Agreements



Figure 26.3.: From the Trade Screen, you can get Civs to Declare War on one another.

All known Civs can be interacted with, simply by clicking on a City or clicking the Civ in the Diplomacy panel. You have four options here - Trade, Demand, Discuss, and Declare War:

#### Trade

Trade is healthy for your relationship with another Civ and is the easiest Diplomatic bonus to receive. Your offer on the right, their offer on the left. The most common Trades are Luxuries for Gold or other



Luxuries, but you can also get or sell off Strategic Resources (Iron, Horse, etc.) that you do not need here, but know you will give them the ability to better arm their Military. It is wise to trade off any extra copies of a Luxury you have, as you only benefit from one copy and any sitting around are being wasted. Trade Deals last for 30 turns on standard speed, so any Gold Per Turn can be multiplied by 30 to know the total for the arrangement. Only Civs that have signed a Declaration of Friendship can Trade for lump sums of Gold. A Luxury is worth 250G, 7 Gold per Turn, or 5 copies of a Strategic Resource to the AI. They often treat you worse when it's going the other way and demand more gold per turn than this, even if you are Friendly with one another.

Through Trade, you may even sell or buy Cities from other Civilizations for massive amounts of Gold and Resources. This is helpful when you won a City through War that you do not really need and don't mind having them having control of it. Sell it to a Friend and reap the reward.

There are a number of other options under the Trade menu:

- **Accept Embassy:** Shows the location of each player's Capital. You can sell your Embassy for 1 Gold per Turn in the early game to each Civ you meet, but it may also lead them to knowing where you are - they don't until this occurs or they scout you. Embassies are what allow Spies to be placed as Diplomats in another Civ's Capital City.
- **Open Borders:** Requires both Civs to accept an Embassy. This opens borders allowing passage through lands, but also increases [Tourism Generation 38](#) between Civs, and lets [Missionaries 12](#) to enter those lands without suffering Attrition. It is also helpful for [Great Musicians to do Concert Tours 23.5](#). You do not have to open your borders to them - the one with that option on their side of the Trade Screen is allowing open borders. Consider this carefully, for a Civ may use those open borders to settle a City near your own lands in an area you are planning to use - and you may not want them there, anyway for it can block your border growth.
- **Declare War On/Make Peace With:** You can influence a Civ to Declare War or end a War with another Civ. If they like you, or hate the other Civ enough, the deal may be rather cheap. Sometimes, it's impossible to get a Civ to DoW someone else. Either way, it is a sneaky tactic to get your competitors fighting and may be used to great benefit on higher difficulties. You can use this to tie up a Civ that you suspect is being Deceptive toward you or is on your borders and likely to attack. Not many Civs will wage two wars at once.
- **Vote Yea/Nay for World Congress Resolution:** This option again requires an Embassy. If you do not have enough delegates, you may buy another Civ's vote to pass/stop a proposal you like/dislike. It is wise when you are going for something that will be a tough vote, like World Religion or Ideology. They will commit x votes after the deal is complete, and you'll be able to go into the World Congress screen to get an idea how votes will be placed. Having Diplomats in other Capitals can give you this valuable information, but Spies are scarce.
- **Research Agreement:** Requires Declaration of Friendship. Both Civs contribute 2-400+ Gold to cooperate and give a big boost to Research after 20 turns. This is based on the lowest of the two Civs' Research levels, so if you are that Civ you may be required to cough up more Gold or some Resources to sign the deal.
- **Defensive Pact:** Available after Chivalry is Researched. Two Civs must like each other very much to do this - from game data it appears you must accrue at least 80 points of good standing with them for it to be possible (more on points below). It requires a Declaration of Friendship and a very good standing. If you do this, know that you'll be immediately drawn into War if your partner has war declared on them, but not if they initiate it - joining in is up to you in that case. It is good for small, peaceful Civs to ally together. You need a good Military for them to accept such a deal. Note that Defensive Pacts may not always work as you'd like. First, the AI does not consider Defensive Pacts when deciding to Declare War so it is not necessarily a deterrent to war unless used in a Multiplayer game. Additionally, your Ally may Declare War only on the first entity to DoW you (sequentially), which could be a City-State or the first of multiple Civs to Declare War. This means that while you may want them to help protect you against everyone attacking, it is not likely to be the case. Once a Defensive Pact has been triggered, it will no longer function despite indications it is still active.

## Demand

This opens a one-sided Trade Screen where you demand of the other Civ. You're not able to ask for help as they are, unfortunately - that is their equivalent of a Demand. You must have a strong Military compared to the other Civ to do this, and their location (closer, further) is likely a factor in determining if they will accept your demand, as well as just what you've requested of them. On the flip side, when they ask for help and you oblige, you get a boost to relations for a large number of turns. If you decline, it will provide a negative for a time. Making a demand of them, however, will harm relations whether they accept or not.



Figure 26.4.: The Discuss Screen offers advanced interactions with other Civs.

## Discuss

The Discuss screen offers some different options that enable some more advanced interaction with the other Civ:

- **Shall We Declare War Against...:** Ask the Civ to team up with you against another Civ. If you know they've Denounced them or the other Civ is otherwise disliked, you just may get an ally and a huge diplomatic boost for fighting against a common foe. Very handy when you need to stop a Civ that is a threat to you, or you're speaking with another Warmonger and might each take your share. The target Civ may back out of the War easier and give you a nice deal for a Peace Treaty once you've brought down a good portion of their units, given they will be looking at the military power of both Civilizations and fear being conquered.
- **Publicly Denounce:** Denounces the Civ, which will let you gain a boost with other Civs who have done the same. Naturally, they won't like this, but it's a part of Civ Politics. This is part of a concept I'll simply call joining sides, as leagues of Nations will often form Friendship/Denouncement patterns that lead to strong relations among all Civs involved. You are privy to this information on the Diplomacy screen, which was discussed above.
- **Sign Declaration of Friendship:** Signs a Declaration of Friendship. They must like you and not think you are weak or technologically inept, it also depends a lot on whether that leader has a high score in the willingness department. This boosts relations between you. Early Declarations of Friendship are valuable, for you can get more Gold overall from a lump sum than per turn in a trade agreement! As stated above, this also allows Research Agreements and Defensive Pacts.

- **Share Intrigue (from Spy):** When you have a Spy in another Civ's Capital you may learn of their "plans" (which often don't happen, but perhaps due to changing conditions). This option only appears just after that's happened, so it's worthwhile to pay attention to those notifications! Sharing this information with the Civ who is being plotted against can earn you a Diplomatic Boost for a time.
- **Stop Spying:** Asks them to stop spying on you, which will require Military strength and that may not even be enough if they call your bluff. Sometimes effective when you notice a Civ is stealing a lot of Tech - but the other Civ will not like that you've made them stop. It is essentially a demand.
- **Don't Settle New Cities Near Us:** Another demand, which can be asked at any time. Very handy if you have a military, again, so important to have a decent Military to get other Civs to cooperate. This will sometimes get them to divert a Settler going for a prime spot you were planning to take for yourself, or lands you hope to claim through Culture's natural border expansion.
- **Stop Spreading Religion:** Only available after a Missionary or [Great Prophet 23.7](#) has recently Spread Religion in your lands. This may get them to stop, but like all Demands, they will not like it and you will suffer a penalty for a time.

## 26.4. Relationship Levels (Approach toward Your Civ)



Figure 26.5.: Use the Diplomacy Tab to get a glimpse of your standing with all known Civs. Hovering over them will tell you all factors impacting your Relationship (unless Deceptive).

Civilization 5 features a variety of Relationship Levels, which can be seen on the Diplomacy interface in the top right. Simply click this and you will be able to see your current standing with all known Civilizations. Hovering over them will show you the current factors impacting your relationship and how they got to that level. Bright green indicates a strong positive modifier, light a weak one. Bright red means they are quite upset over that factor, while a lighter shade is less of a worry - but these small things can all add up. The game does not directly give you the information on how many points you are getting for these, but you can have a general idea based on the stated Relationship Level with you and balance of these colors. Even still, Civs may turn from Friend to Enemy in the blink of an eye if they are being Deceptive or they come to the conclusion they want one (or more) of your Cities.



Here are the Relationship Levels I've noted during my many hundreds of hours playing Civ 5 and some general information about each:

You will learn more about the - and + under Boosts and Penalties below. Negative is better, and everything is added to determine your final score. If a Civ gets to -40, they will state as Friendly unless they are Deceptive. +80 means they will be Hostile. You want to avoid a large positive score, which generally means War if they are capable of attacking you (Military comparison and many, many other factors to AI decision-making as you can see in the link I shared near the top).

- **Neutral:** is exactly what it says - they have not decided where they stand with you, for you have not interacted enough nor have you done enough to anger them. This situation can quickly change based on a single incident, and they may denounce you.
- **Friendly:** Friendly is good, and you can certainly sign a Declaration of Friendship with this Civ if they are pleased enough with you. It does not mean, however, that they are your best friend forever and can change based on how you're playing. Maintaining a Friendship means continuing positive interactions with them while not doing things they see as negative.
- **Deceptive (a stance the AI takes with you):** Deceptive is hidden. The Civ will appear Friendly and none of the negatives they feel about you will be revealed when mousing over the Diplomacy interface. Civs with a high Deception Likelihood score who have reason to have you may DoW you out of nowhere and invade your lands. This is one reason why this Guide should be helpful - you will know things you have done to possibly anger Deceptive Civs. One means of determining if a Civ is being Deceptive is to attempt a trade with them. When Deceptive, they will offer awful deals: for example requiring many of your resources and GPT for a copy of their spare Luxury.
- **Guarded:** This Civ may fear you a bit or think you are becoming a worldwide threat. This commonly happens when you have a decent Military and the other Civ is hesitant to trust you.
- **Denouncing:** You have reached such a score that the Civ is Denouncing you. You may still make Trade deals, but they will not offer much in return - for example a Luxury for a Luxury is now likely impossible and you'd need to add some Gold to get them to deal with you. Two Civs that have both Denounced you will gain a positive modifier with each other and this can result in Civs forming leagues to bring you down.
- **Hostile:** This is worse than Denouncing, at least I believe so. War is likely with this Civ and they are not likely to be very helpful to you at all. Trade is still possible, but watch your back.
- **War:** Just shows that you are currently at War. All Trade deals and Trade Routes are cut off - some Trade Routes may be pillaged instantly if the Caravan is in your lands at the time.
- **Afraid:** You haven't necessarily done anything to them, but your actions speak for themselves. You either have a massive Military and have been on a warpath or you have begun to stockpile Nukes and they think you're the type to use them. These Civs' responses in conversation can be funny - they bow to your might, but don't necessarily like you. You may be able to bully them or make demands if you are strong enough, but it will harm your relations.

## 26.5. Diplomatic Boosts and Penalties

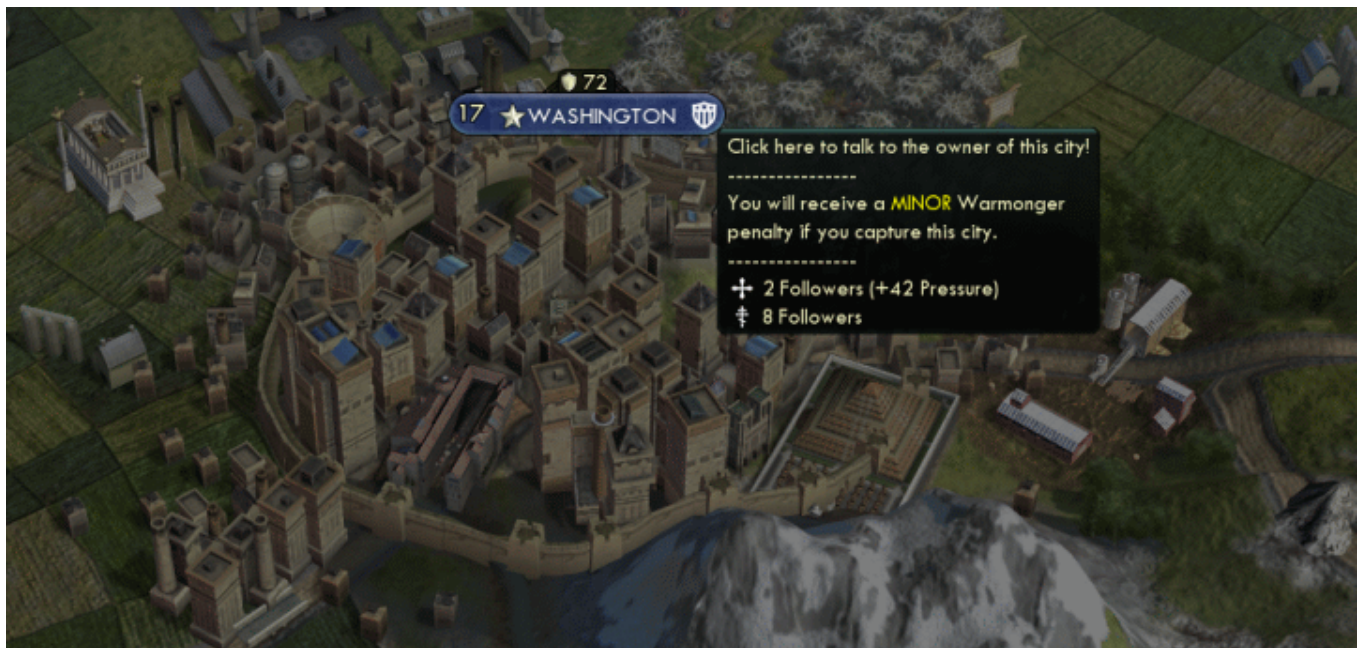


Figure 26.6.: Warmonger Penalties are based on how many Cities the Target has along with Civs' Warmonger Hatred.

Now that we've covered interacting with other Civilizations, Trade Deals, and the Relationship Levels you may have with them, we can look at the various factors that cause Diplomatic Boosts and Penalties that can make you friends or cause you trouble in the future as they add up. I have compiled my list from using XML data and my own notes while playing many games. There may be more to this, but I will not label the list exhaustive. These are the big ones and should be enough to help you manage your relationships with other Civs. A lot of the information presented here has a lot more complexity to it - Civs taking a certain approach toward you (relationship level) will react differently to certain events. You can see this information yourself in your:

Civ 5 install folder\Assets\DLC\Expansion2\Gameplay\XML\AI\GlobalDiplomacyAIDefines.xml

Without DLC, it would just be in Assets/Gameplay etc.

From gameplay data, negative is actually good while positive is bad. Think of it as a build up of points where once you reach a certain threshold and the AI finds the conditions favorable, they will Denounce or Declare War on you. The system is complex as you can see if you view the link by Putmalk that I posted near the beginning of this article. Having a really low score is almost a low score of hatred, so I will avoid confusing myself while tabulating this information and stick with the **negative is good** and **positive is bad** as presented in the XML data.

Some of these factors decay over time - such as trading recently, and providing help to an AI. This means the effect decreases slightly with each turn.



<i>Good Diplomatic Modifiers - Negative is Good</i>	
Score	Action Taken by You or Situation
-80	We Liberated their Capital City - choose Liberate when conquering any City taken from them. Other Cities give smaller bonuses.
-35	We have made a Public Declaration of Friendship.
-15	We have made Declarations of Friendship with the same Leaders.
-15	We have Denounced the same Leaders
-30	We've Traded recently. This varies. A single GPT from you will not give a -30, but a Luxury for a Luxury will. Multiple deals may add up, but -30 is max, based on how good the deal is.
-30	They asked for help and we provided it. (Accept their request for help)
-20	Build a Landmark in their lands instead of Extracting Artifact.
-15	They liked our Proposal to the World Congress - lasts 45 turns.
-20	We have helped them pass their Proposal to the World Congress - lasts 45 turns.
-20	We have helped relocate the World Congress to their lands (Vote for them as host if they'll win anyway), lasts 45 turns.
-5	We are both following the X Ideology.
-20	You freed their captured Citizens (rescue Settler/Worker from Barbarian).
-5	You have adopted their Religion in the majority of your Cities.
-3	They have willingly taken on your Religion in their Cities.
-50	We have fought together against a common foe (War on same target, same time).
-6	You have no contested borders (either distant Civ, or they are not covetous of land).
-10	You forgave them for Spying.
-1	We have an Embassy in their Capital.

<i>Bad Relationship Modifiers - Positive is Bad</i>	
Score	Action Taken by You or Situation
+15-100+	Warmongering Penalties - read below. Can go far beyond 100 if you capture many Cities.
+50	We have used Nuclear Weapons.
+35	We have Denounced them.
+35	They have Denounced us.
+15	We have Denounced Civs that they like.
+15	We've made a Declaration of Friendship with one of their Enemies.
+20 per	Other Civs they like more than you have Denounced you.
+15	You made a promise to other Civs to move your troops from their Borders, and then broke it!
+40	You refused to move your troops away from their Borders when they asked.
+10-20	You built Wonders that they Coveted.
+30	You have stolen their territory with a Great General.
+80	You captured their original Capital.
+10-30	They covet lands that you currently own.
+35	They believe we are building new Cities too aggressively.
+20	We asked them to stop Settling new Cities near us.
+20	We made a promise to War with another Civ (10 turns), then broke it.
+20	You made a promise to stop Settling Cities near them, then broke it.
+15	They asked you to stop settling Cities near them, and you ignored them.
+20	You made a promise to stop buying land near them, then broke it.
+15	They asked you to stop buying land near them, and you ignored them.
+20	You made a Trade Demand of them - Demand when interacting with AI.
—	Your Spies were caught trying to steal their Technology - not a big hit, steal one tech but see below if you are caught:
+10	They asked you to stop Spying and you ignored them.
+20	You made a promise to stop Spying, then broke it.
+10	Ask them to stop Spying on you.
+2	They are spreading their own Religion, but you Converted some of their Cities - Grows Worse.
+8	You made a promise to stop Converting their Cities, then broke it - Grows Worse.
+4	They asked you to stop Converting their Cities, and you ignored them - Grows Worse.
+15	They disliked your Proposal to the World Congress, lasts 45 turns.
+20	We helped their Proposal fail in the World Congress, lasts 45 turns.
+5	You have chosen to adopt the X Ideology while they believe in another. Adopting Ideologies sets Civs apart and can lead to War along with other accumulated problems throughout the game.
+30	You made a promise to stop excavating their Artifacts, and then broke it.
+20	They asked you to stop extracting Artifacts, and you ignored them.
+10-30	We are competing for the favor of the same City-States, depends on MinorCivCompetitiveness.
+15	We bullied City-States under their Protection (gradually decays over 30 turns).
+30	Conquered a City-State under their Protection, and grows worse.
+5	They mistreated your protected City-States and you didn't look the other way (decays over 10 turns).

## **Warmonger Penalties - the Worst Diplomatic hit**

These go from +15 (not so bad) to +100 and more (horrible). The more cities you capture or times you declare war, the higher this number will be. It can grow so high that you never escape the penalties within a normal-length game. Hovering over the AI will say how strongly they feel about Warmongering, and how they are taking your actions - from believing it's a growing concern to that you are a Warmongering menace to the World. Each City you take can bump it up a bit, depending on how many Cities the other Empire has (fewer Cities is a bigger penalty for taking one). It also depends on how badly that Civ hates Warmongering, based on their WarmongerHatred score. As stated before, Civs vary in how they approach these things in any given game, and one may roll an extreme hatred of Warmongers (7-8) while usually having a 5-6 rating. These penalties can very, very slowly decay over the course of a game. Also, if a Civ does not know you yet, they don't know about your Warmongering, so Civilizations on another Continent or on the other side of a Pangaea may have no idea you are beating on the weak. However, if you make a promise that your troops are not on their borders for War, then break that promise and invade them, every Civ in the game will know if this treachery whether they have been met or not - so never do this if you do not want a big hit that lasts the whole game.

## **Things we can Learn from this List**

All these factors are combined and give a final score, which will determine a Civ's stance with you. Civs have different thresholds before they will Declare War, Denounce, and how willing they are to sign Declarations of Friendship. Having many good modifiers may snowball to allow you to sign a DoF, get them with their friends, and lead to good relations with multiple Civs whom you can sign Research Agreements with and don't have to worry about as far as War. Likewise, getting in the negative and having a Denouncement (or multiple Denouncements) against you can make things turn sour quickly and lead to War. One more negative action by you could tip the scales at any time, so if you are playing peaceful and don't have a large military this is important to know.

It's better to ignore a Civ's request you stop if you're going to continue your bad behavior (spying, settling, converting) than to make a promise and break it, in all cases. There is no penalty for not accepting a Civ's proposal that you go to War with another Civ - what matters are the DoFs/Denunciations you make with other Civs, showing whose side you are on. See which way the wind is blowing, and choose a side that is safe. Distant Civs' war threats are less dangerous than a neighbor's.

You should know that it's generally safe to steal at least one Artifact and Tech per Civ - then either keep your promise or ignore them and continue if you are stronger than them. Not many of these give you a bad reputation with other Civs, just the Civ in question. Stealing Artifacts from City-States is fine, but know that building a landmark in their lands will give you a boost to your Influence.

Not many bad modifiers go away, while good relations must be maintained. Trade Deals end, Denunciations go away, Dofs go away, etc. Use this information to help you accrue positive modifiers and keep them active, for you can see there are many, many more things you can do wrong than you can do to boost relations. Trade, help them when possible. Give their proposal one vote, don't propose things in the World Congress that will anger certain Civs.

## 27. Spies - Espionage Guide

### Espionage: Diplomats, CS Coups, and Stealing Technology



Figure 27.1.: The Espionage Overview Screen allows you to manage your Spies.

Spies were introduced to Civilization V in the Gods and Kings Expansion but are also included if you only own Brave New World. This feature allows us to start using Spies once any Civ reaches the Renaissance Era. The best way to use Spies depends on your gameplay goals and current situation. If you're behind in [Research 7](#), you can position a couple of Spies in enemy Capitals and other [Cities 4](#) to Steal Technology. While it will be of little use if you are the tech leader, in high difficulty games it can help you catch up in the Tech race to eventually pass the AI. You may also put them in your own Capital to defend against others stealing your own Tech, and potentially kill enemy Spies. Spies may also be positioned in Capitals to function as a Diplomat. Using Spies as Diplomats, along with staging Coups in [City-States 25](#) are directly helpful toward a Diplomatic Victory. This Guide will teach the mechanics of all these uses of the Spy and help you learn to use this tool effectively in pursuing [victory VII](#).

#### Recruiting Spies & Killed in Action

The first Spy is gained when any Civ reaches the Renaissance Era. Each player in the game then gets an additional Spy when their Civ moves up an era, allowing for a maximum of five Spies, six with National Intelligence Agency. England starts with +1 Spy, so can have a total of seven Spies. Providing a Spy

when a Civ enters the Renaissance Era gives all Civs equal footing, then allows individual Civs to increase their usage of Espionage as they advance in Tech. This means if you go two Eras ahead of another Civ, you will have two more Spies than they do. That is handy when you're the leader, as your Cities are the best targets for other Civs to Steal Tech.

Spies that are Killed in Action will be lost, but a new Spy will be recruited to replace them within 3-5 Turns. The main risk is losing a high-rank Spy that could be stealing Tech for you. When you successfully Steal Technology from a Civ and level up your Spy, it's often wise to move on if they've noticed you stealing the Tech. There are Diplomatic Penalties to continue doing so, along with the fact that the Civ is more likely to send their own Spy to their Capital to attempt to Kill your Spy.

### Spy Actions: Espionage Overview

From the Espionage Overview screen, you may direct your Spies. They may be moved at any time. A Spy sent to a new location will first need to travel there (1 turn), then Establish Surveillance (1-3 Turns) or Make Introductions if a Diplomat (5 Turns). From there, they will proceed to either Gather Intelligence (if stealing Tech), Rig Elections (with a CS), or Schmooze (if a Diplomat). Any of these options will grant you sight around the target City once the Spy is set up. This may provide you valuable information. You are also able to view City Screens of other Civs (not CS) when you have a Spy in place. This can show you what that City is building, its outputs, and how they are allocating their Specialists.

### Spy Levels and the National Intelligence Agency

Wonder Spies may level up, which makes them better at everything they do, but only level when they either Steal Tech from another Civ or Kill an enemy Spy. Coups and Rigged Elections do not count. Successfully completing either of these levels them each time they finish the job, up to a maximum of two additional ranks. Spies are named Recruit, Agent, and Special Agent. Building the National Intelligence Agency will level all existing and future Spies by one level and give one additional Spy slot. This National Wonder requires Radio Tech and a Police Station in all Cities. Police Stations require Constabulary to be constructed.

### Tourism Influence & Spying

While having a low level of [Tourism Influence 38.2](#) (Familiar/Exotic) does nothing, achieving Popular status with a Civ will allow your Spies to act as though they are 1 Rank higher when attempting Coups in City-State Allies of that Civ. At Influential, your Spies Establish Surveillance in just 1 Turn and act at 1 Level higher when Stealing Tech from that Civ. At Dominant, the same bonuses apply only at 2 levels higher.





Figure 27.2.: Share Intrigue appears on the Civ Discuss Screen after a Spy Learns of another Civ's Military intentions.

### Sharing Intrigue and Intelligence

From time to time when working in another Civilization, your Spy may pick up valuable information about another Civ's plans. If they intend to harm another, you can warn the other Civ through the Discuss menu when talking to the target Civ. You may only Share Intrigue when you get a notification with a specific Civ's name, and only with that Civ. This will give you a valuable Diplomacy Boost with that Civ, which will gradually degrade over the next 30 turns but may lead to better things like Declarations of Friendship if you also trade with them. You will also gather valuable intelligence, such as if a Civ is building a [Wonder 13](#), and if they are amassing [Military Units 29](#) for a sneak attack on another Civ. The higher the level of the Spy, the more likely they are to provide specific information about the target.



Figure 27.3.: Stealing Technology with a Spy.

## Stealing Technology

The primary use of Spies is to Steal Technology from other [Civs 1](#). A Spy placed in any secondary City will automatically attempt to steal tech, but when you choose the Capital you must select 'Spy' to be able to do this. When looking at the Espionage Overview Screen, you can see the Potential meter - a 0-5 Star rating displaying how easy it will be to Steal Tech there. Sometimes this is unknown. If you want a good target, look to the Demographics Screen and see who the Tech leader is. Buildings such as the Constabulary, Police Station, or Wonders like the Great Firewall will affect the Potential meter. Cities with a low Population tend to have a low potential - the lower the Potential is, the longer it will take to Steal Technologies. Potential is based on the other City's Scientific Output relative to the Techs available to Research. A City with high population will present an easy target if you are behind in Tech, so long as another Spy is not working counterintelligence there. When no techs are available to steal, it will tell you that you've 'Totally Eclipsed them in Research'. Move on to another Civ if that occurs.

Spy Steal Rate is directly related to the amount of Scientific Output a City has, related to the costs of Tech that Civ has available to research. Thus, big Cities of Civs with a high Science output will be the best targets. This is why the turns to steal a tech vary so wildly. If you see 40+ Turns to Steal, you are likely targeting a small City in a wide Civ whose Science is evenly distributed around its Cities. Small Cities of Wide Empires make the worst targets, even if that Civ is technologically superior. Move on to another City with a higher Population and greater Scientific Potential, else move to another Civ entirely. As a user on [reddit.com/r/Civ](https://www.reddit.com/r/Civ) pointed out to me, we can use this both offensively and defensively. When you have only cheap techs to research that can be completed quickly, your Cities will be very high potential targets because you're able to research those techs in just a few turns. Bring your Spies home to help with Counterintelligence in your biggest City. When another Civ has just moved up in Era, they've likely knocked out their most expensive tech and have some lower-cost ones available to research. You can use that as the opportunity to move on them and hopefully catch them with some low-cost tech, which can be stolen at times in just a few turns.

Just to present an in-game example, you are in the Atomic Era, thus Tech costs are high. You have nuked a City. That City will now have awful Population and Scientific output. Even if that Civ were ahead of you, the Spy would have a hard time stealing Tech. You may see something like 200 Turns to Gather Intelligence. Another example is if you've ignored a lot of the bottom half of the Tech tree, containing lots of Military Tech. This happens in a lot of games when you beeline for Research Labs or something like that. Almost any AI Civ would be easier to steal from, as they will likely know relatively low-cost Techs that you have not Researched. That would make it a great target to get Techs like Dynamite and Fertilizer. You will find the rate much faster in that case, more like 10-15 Turns, or even better if your Spy is high Rank. For 'average' Tech Steals, they will take about 15 Turns. Sometimes a bit longer.

As Spies Steal Tech, they'll go up in level, which can counter anti-Spy Buildings or simply speed up the rate they steal. The first level they gain makes the speed they steal Tech 25% faster, up to 50% faster for Rank 2. The Constabulary and Police Station effectively cancel these additional levels out, while The [Great Firewall 20.3](#) will act like four Police Stations in one. [Autocracy's Industrial Espionage Tenet 11.1.1](#) will give a Spy +100% to Steal rate, which effectively cancels out the Great Firewall or can let him Steal Tech 150% faster than normal when at rank 3.





Figure 27.4.: A Spy's Sight Radius. You are also able to view the other Civ's City Screen.

### Spies as Diplomats

Spies may be placed as Diplomats if you have an Embassy in the other Civ's Capital. This will allow you to Trade for Votes in the World Congress, while giving you the ability to see Intrigue that can be shared, and giving you a view of the other Civ's City Screen. Know that it takes about 6 Turns for a Diplomat to get set up, so it's of no use if the Vote is 3 Turns away. Diplomats become an important part of [Diplomatic Victory 39](#) once you have researched Globalization. This makes Spies as Diplomats grant +1 Delegate in the World Congress, which can be used to help achieve a Diplomacy Win.

### The Underground Sect [Reformation Belief 12.7](#) does work,

just not as we might expect. If there is not already a Follower in the City, it doesn't seem to do anything - else the lone Spy's Pressure was not high enough to convert a Citizen with another dominant Religion around. Use this in tandem with your own Trade Routes and [Religious Pressure 12.2](#) and you'll find it's working as intended, though it will never show you exactly how much Pressure. It will not allow you to convert whole areas, but with strategic placement of trade routes and missionaries, you can convert edge Cities, move spies/routes and gradually move to make your Religion dominant in a Region. This could be truly helpful toward making yours the one and only Religion in the World.

### Counterintelligence

To counter enemy Spies, simply place a Spy in one of your own Cities from the top-right portion of the Espionage Overview Screen. Cities with the highest potential will be targets for enemy Spies. If your Spy catches a Spy on the turn it steals, it will be killed. You may even have the option to forgive the other Civ for spying, which provides a light [Diplomacy boost 26.5](#). Your Spy will go up a level, thus other Spies have a reduced chance at stealing Tech in the future. Building Police Stations and Constabularies will only slow the rate of Spying in the Cities that have built them, not make it more likely they are caught. If you are the Tech leader, using your Spies for Counterintelligence can help level them up, allowing you to perform Coups and getting better Intrigue as Diplomats.



Figure 27.5.: Staging Coups with Spies will give you an instant CS Alliance.

### Staging Coups with Spies and Rigging Elections in City-States

Spies get two actions when placed in a City-State, first is Rigging Elections, which happens automatically. Elections are held in City-States every 15 Turns from the beginning of the game. Planting a Spy in a City-State will allow that Spy, based on Level, to attempt to Rig Elections there. When successful, this results in a gain of 20 Influence for you, and a loss of 5 for all other Civs. When no other Civ has Influence with them, there is a greater chance of success. With multiple Spies competing in the same City-State, only one can win. At times, your Spy will fail to rig the election. These 'election shenanigans' will result in a loss of influence, but the chance is small even with a Rank 1 Spy. Spy Level does not affect the amount of Influence gained, only the chance of success. Therefore, planting a Spy in a CS is primarily a means of maintaining that Alliance without spending Gold. It is not a means of fully taking over an Alliance. If you have the Patronage opener and shared Religion with the CS, it would gradually result in a gain of Influence, but only over the course of several Elections.

The best use of Spies in CSs is to plant them in a certain type of CS where you'd like to maintain an Alliance. That could be one between you and a Warmonger, to help against attack, or to maintain relations with a particular type of CS that you are Allying with - Religious, Maritime, or Cultural... whatever, depending on your needs.

Coups can be staged when another Civ has an Alliance with the CS. When this situation presents itself, the Coup button will be clickable on the Espionage Overview Screen once a Spy has established surveillance there. You may hover over the button to see the percentage chance of success. You can instantly steal the Alliance on that very turn if successful. If not, your Spy will be killed. Success rate depends on the difference in Influence between your Civ and the Allied Civ, along with the Spy's level. This can be handy if a Civ is about to win World Leader, or you've got a high level Spy with a good chance of success - 70% or more. You will take their previous level of Influence, while they will lose 20 because of the Coup.

## 28. World Congress: Resolutions & Projects

### Passing/Repealing Resolutions, Delegates by Era and WC Tips/Strategies



Figure 28.1.: World Congress Resolutions can have powerful effects on Gameplay.

This Guide covers all World Congress Resolutions in Civ 5, Brave New World and Gods and Kings. Here, we'll learn about the evolution of the World Congress, individual Resolutions that may be enacted, and how you can help your own Proposals to pass or repeal those of other Civs. Manipulating the Congress is something any player can do, and we'll also learn how that is achieved.

Note that this Guide is distinct from my coverage of the [Diplomatic Victory Condition 39](#) and [Diplomacy 26 \(Civ Politics, Positive/Negative Diplomacy modifiers 26.5\)](#), though they are all useful together. This page is more focused on the individual Resolutions and using the WC to your benefit.

If you already know how to use the World Congress and secure votes, jump to the [Resolutions List 28.4](#).

### 28.1. Founding the Congress and Being Host

The World Congress is founded when all Civs have been met and someone researches Printing Press. The Civ who first meets all others and has researched this Tech becomes the first Host. While Host, you



are able to click to rename the World Congress at the top of the WC Screen - but it has no impact on gameplay. The Host always gets to make one Proposal and gets extra Delegates. This means being Host brings some power, allowing you to quickly pass the Resolutions you need. Once the World Congress becomes the United Nations, the Civ with the most Votes for World Leader will be considered Host.

If you will not be able to be elected Host, or do not care, you can elect another Civ Host and get a nice Diplomacy boost with them each time you do it. This can be very helpful if you have a potentially aggressive neighbor or want to cement a Friendship. Since new hosts will be elected as Civs go up in Era, you'll get another opportunity to play Host later.

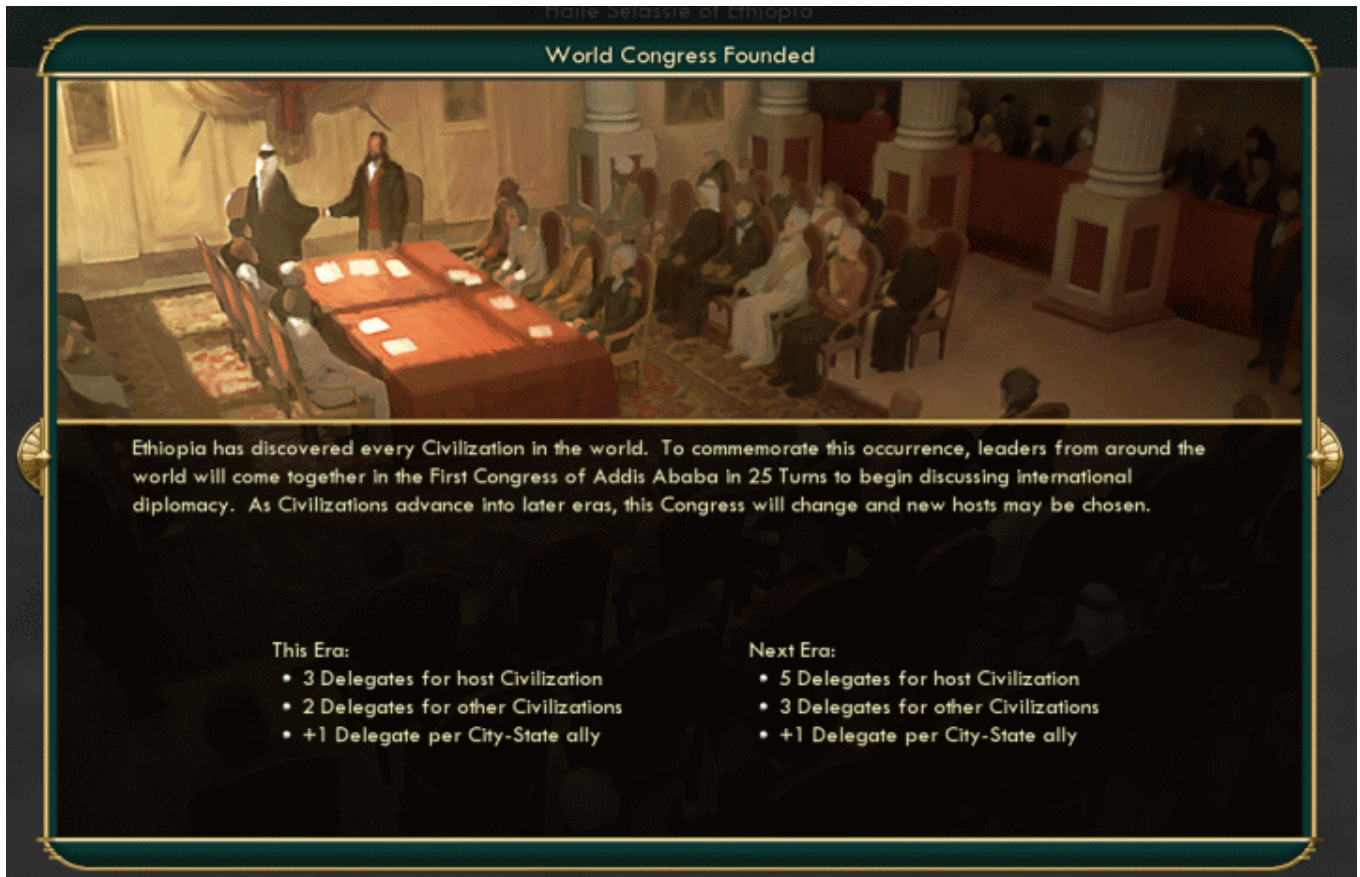


Figure 28.2.: The Founding of Civ 5's World Congress, along with Ideologies, complicates Diplomacy.

### From the [Diplomatic Victory Guide 39](#): Delegates Through the Eras - World Congress to United Nations

Here is a list of the four stages of the World Congress, the final upon reaching the Atomic Era and the formation of the United Nations which automatically begins the World Leader Proposal every other session (so every 20 turns). The number of Delegates has nothing to do with Population. **Era** is the state 50% of Civs much reach, or that one must pass for the stats to take effect. **Host** is the total number of Delegates the host gets before other bonuses. **City-State Ally** bonuses are Delegates per City-State Ally, only one Civ at once can be an Ally of a CS and get these Delegates, though they can frequently change hands - either by completing [City-State Quests 25.4](#), [Coups \(with a Spy\) 27](#), or simple Gold gifts. Conquered City-States' delegates are lost as they are no longer separate entities with their own representation. **Turns** is the number of turns between World Congress or U.N. sessions.

<i>Civilization 5 World Congress &amp; UN Delegates by Era</i>				
Era	Host Delegates	Member Delegates	CS Ally Delegates	Turns
Renaissance	2	1	0	30
Industrial	3	2	1	25
Modern	5	3	1	20
Atomic: UN	6	4	2	10



Figure 28.3.: Civs are more likely to be angered by Proposals that don't benefit them, or directly harm them.

## 28.2. Making Proposals

The Host always gets to make a Proposal on a new session of the World Congress. The Civ with the highest delegate count other than the host will get to propose as well, making for two Proposals per session. When there is a tie, it favors Human players. It is not clear how the game decides ties otherwise. Advancing to the next Era will trigger a new vote for Host, but it will not hasten the next vote for a Resolution. After the next Proposal, there will be less time until the next vote.

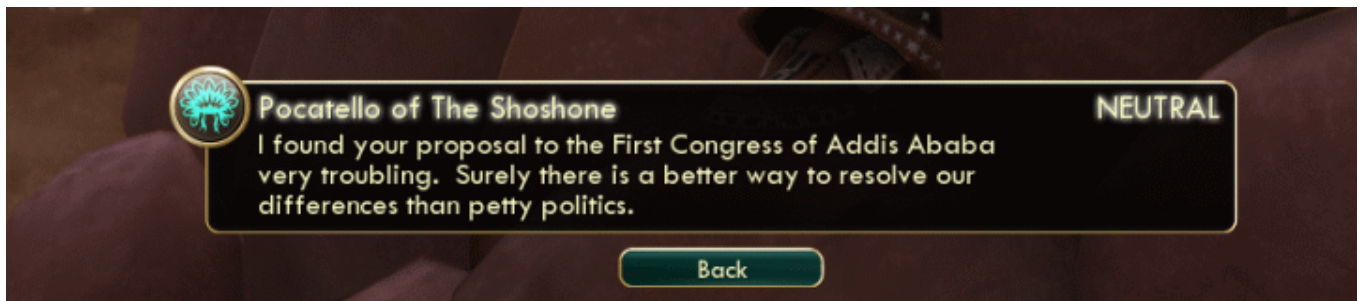


Figure 28.4.: Civs that speak up about your Proposals will have either a Positive or Negative Diplomacy Modifier.

When hovering over the available Resolutions, you will see how Civs will react to them. It always tells you if a Civ will be angered or pleased by your Proposal, else they are neutral about it. The Positive/Negative

Diplomacy Modifier will last about 30 Turns and is quite powerful, enough to help with Declarations of Friendship or being the tipping point for War. Part of this game is avoiding War by not angering Civs too much by stacking up negative modifiers. Use Proposals wisely and you can avert War or make a new DoF for Research Agreements. Even if you don't want something passed, select something that will at least please someone to make your Proposal worthwhile. Safe choices are generally the World's Fair, International Games, and Space Station. You may also repeal something that has affected a Civ to help them.



Figure 28.5.: Mouse over the Proposal to see who's voting how. Spies as Diplomats give you more Intelligence.

### 28.3. Passing Proposals and Voting

Proposals will pass by simple majority vote - there is no need to allocate more Delegates than what will be needed to pass/deny the new Resolution. You can allocate all of your Delegates by right-clicking the Up/Down arrows to speed up the process. On the next turn, the vote is tallied and the Resolution will either Pass or Fail. If it Passes, it is made law and all Civs will obey it. There is no way to avoid the influence of the World Congress.

By hovering your mouse over a Resolution, you can see any knowledge of how votes will go. Some Civs' votes will be known, while you may have bought others. You can see how many Delegates a Civ has allocated toward yea/nay so that you do not use more of your own than necessary. If, when proposing, you saw that a Civ liked your Proposal, it's safe to assume they will vote yea. The inverse is also true.

When your Votes cause a Civ's Proposal to Pass or Fail in the World Congress, the Civ will react. If you vote Nay and it fails, they will be angered. If you vote Yea and it passes, they will be pleased. If you vote nay and it passes anyway, you won't get a negative. It is when your Vote is the tipping point for them that you get a reaction. Ultimately, this can help you to make friends or keep the peace. Very bad



would be angering a Civ with your own proposal, then causing theirs to fail - you'll have both modifiers going at once, and it can certainly be the incident that causes a Denouncement or DoW as the modifiers are quite strong.



Figure 28.6.: Enacted Resolutions are at the top of the List, and may be Repealed to remove their effects.

### Repealing WC

Proposals If a Proposal that you don't like passes, such as Arts Funding when you are attempting a Scientific Victory, or a Luxury you use has been banned, you may wish to repeal it. Repealing is just like Proposing - it requires a majority vote to remove the enacted Resolution.

### Accumulating Delegates (Votes)

Controlling many Delegates allows you to control the World Congress. You can determine with 100% certainty what will pass and what will fail by having enough Delegates and buying the votes of other Civs. Through Allying with Civs, City-States get a voice in the World Congress and United Nations. Therefore, being the Ally of many City-States is the best way to control a number of Delegates. Additionally, the [Forbidden Palace Wonder 17.2](#) will give +2 Delegates in the World Congress, as will following a [World Religion 12](#) or [World Ideology 11](#) if those Resolutions have been Enacted. Additionally, with the Globalization Tech, you can plant Spies as Diplomats (with Embassies) to gain +1 Delegate each. This can amount to up to six extra Votes. After each World Leader vote, the Civs in first and second place will gain +2 permanent Delegates, which may be repeated a number of times. If you continue being elected in first place, you will eventually have enough Delegates to win World Leader.



Figure 28.7.: Using a Spy as a Diplomat allows you to Trade for Votes with another Civ.

### Getting Other Civs' Votes

If your Proposal is unpopular, or you're being tried to elect World Leader, getting these things to pass can be challenging if you don't have enough Votes to completely override other Civs. Use your Spies in Civs' Capitals (must have an Embassy) to make them a Diplomat. When they're set up after 6 or so turns, you will be able to negotiate for a portion of that Civ's delegates on the Trade Screen. You will get their base amount of Delegates by doing this (based on era, see table above), and they will vote exactly as promised when the time comes. You can view the upcoming Proposal to see how many Yea or Nay they have allocated for you. Do not expect a Civ that hated your Proposal to vote for it, and don't bother with those who like it - use the neutrals to secure more votes for the Proposal and ensure it passes. The same can be done for Nay Votes - blocking something like a differing World Ideology that you really don't want to see passed. You may only trade for votes with a Civ once per session.

## 28.4. World Congress Resolutions List

### Strategies for Using Resolutions to your Benefit

The Following is a list of all Resolutions in alphabetical order. The few Resolutions that have a Tech requirement will be listed. When any Civ discovers that Tech, the Resolution will appear in the list in-game. All others are available as soon as the Congress is Founded. These Resolutions can be enacted as soon as you are able to propose and pass them.





Figure 28.8.: World Projects require the cooperation of all Civs and give great rewards.

### Note about World Projects

The World's Fair, International Games, and International Space Station are all World Projects. When they are passed through the World Congress, the project becomes available at the bottom of each City's build queue. Contributing more leads to a higher reward. Each of these may be instated only once in a given game. Timing them so that your Cities are ready to produce as soon as they're enacted is key to winning first. The more you contribute, the faster they will be done and the more Civs you'll prevent from gaining prizes. You can hover over the project in a City's build queue to see the requirements for 2nd and 3rd place awards. First place always goes to the highest contributor. You get all awards you are eligible for, so silver would get the 2nd and 3rd place awards, while gold would get all three. The cost to complete each changes dynamically, based on the number of Civs in-game.

reddit.com/r/civuser uwjames shared a trick for determining the percentage each Civ is contributing to the project on each Turn. By mousing over the icon of the World Project in the City from the main map view, you are able to see the percentage that is completed. When you press End Turn, it updates in real-time as each Civ takes their turn. You are able to see the percentage that each Civ is contributing to the project as their turn goes by, and when it finishes you'll see your own as the last bump. Doing this, you will be able to better allocate your Cities' Production toward the Project. If you are doing the bulk of the work, you can afford to back off a little bit if there are other things that need built. This can save you from going way too far into 1st place territory, as if you know your Civ is contributing 5% of the work each turn while others are doing 1%, that is more than enough and you can either switch to Food focus and drop Production a bit, or remove a City from working on the project all together. This all depends on the rate it's being completed. Keep an eye out so that a Civ doesn't sneak and allocate all their Cities to the project! Finishing the Project fast denies other Civs a bonus, but there are times when World's Fair or International Games may come up when you may have something very important that needs built - like Universities, Research labs, or even a Wonder.

### Arts Funding

Gives a +33% Boost to the [Great Writer 23.6](#), [Artist 23.4](#), and [Musician 23.5](#) birth rates, while reducing [Great Engineer 23.2](#), [Scientist 23.1](#), and [Merchant 23.3](#) birth rates by the same amount. If both are enacted, they cancel one another out. Repealing one may help you achieve your goals in that case. This Resolution will effectively boost the GPP you get from working [Specialists 22](#) by 33%, combined additively with Gardens, National Epic, etc. This Resolution is very helpful in achieving a Cultural Victory, for

you will produce more Great Works earlier in the game and be able to send out many Great Musicians later on for [Tourism bombs 38.5](#). Absolutely try to enact this if you have taken [Aesthetics 10.6](#) and are pursuing that victory type, regardless of if other Civs will be angered by it. Just be sure to boost your [Military VI](#) around that time to avoid any negative repercussions.

### Ban Luxury

Allows you to ban the use of any in-game Luxury. Civs will no longer receive Happiness from it, thus they will stop using it for Trade Deals. If one of your opponents has many Spices, and you know they are getting +20 Happiness trading their 5 excess Spices, you can cut into this by banning Spices. Any Civ with access to that Resource is likely to be angered. It can be very helpful later in the game when ideological pressure is forcing [Civs 1](#) to change type, or to give your enemy a combat penalty by inducing Unhappiness. Pillaging their other Luxury improvements should help in combination with this Resolution.

### Choose Host

*Automatically Proposed when 50% of Civs advance an Era, or one goes to the one beyond.*

May not be selected. This Proposal chooses the host, which offers the benefits of always selecting a Proposal, additional Delegates to help pass them, and the ability to rename the Congress.

### Cultural Heritage Sites

Each World Wonder provides +3 Culture to its City. This is very helpful when attempting a Cultural Victory, as that Culture will be converted to Tourism with Hotels and Airports. It will also help speed the adoption of new [Social Policies 10](#), particularly helpful when you have chosen an Ideology and need many Tenets.

### Embargo

Allows you to select a specific Civ and stop them from sending/receiving Trade Routes to others. This is definitely better than Standing Army Tax, but is a blatant Diplomatic attack on another Civ that is likely to lead to War if you've got them angry already. If this passes, a Civ could be economically crippled, but more likely just slowed a little... Only a Civ on Emperor or below will be hit hard, as this will not harm an Immortal+ AI enough to justify its use.

### Embargo City-States

No [Trade Routes 9](#) with [City-States 25](#), and any in existence must be reassigned. This Resolution is generally fairly useless. The only time I could see it useful is if a Civ is embargoed already and his only trading partners are CS. You could then cut him off completely. It may help if you plan to war with a particular Civ and want to hit into their GPT in order to slow the acquisition of new military units/upgrades. Overall, Civs are just fine with the Gold from their lands when Wide and do not need many Trade Routes to field a strong Military. Another very situational use of this Resolution would be to stop a Freedom Civ from earning influence from Trade Routes with City-States in order to block a Diplomatic Victory.

### Historical Landmarks

*Requires a Civ to Research Archaeology.*

All Great Person Tile Improvements provide +2 Culture and Monuments produced by Archaeologists produce +4 Culture. This makes Monuments that are not very old (IE Renaissance) more useful to your Civilization. Additionally, the Culture can be converted to Tourism with Hotels, Airports, and National Visitor Center.

## International Games: World Project

*Requires a Civ to Research Radio. Costs 750 Per Civ.*

The International Games should be completed at a time when your Civ is able to capitalize on the big boost to Tourism. The winner will receive +100% Tourism for 20 Turns. If you enact this just after finishing The Internet, you will have a massive game-winning boost to Tourism. Additionally, any Great Musicians born during this time will be more powerful. Use faith-purchasing to aid in their birth, and time births by slacking off on your Musician Specialists. Used optimally, you can see your Cultural Victory go through with the International Games. Here are the rewards for contributing:

- **First Prize (Gold, Highest Contributor) - Hosted Games:** +100% Tourism for 20 Turns. Free Social Policy.
- **Second Prize (Silver, 720 Production or more) - Won Medals:** +3 Happiness (permanent), increase of +30 Influence with all City-States.
- **Third Prize (Bronze, 360 Production or more) - Parade of Nations:** +3 Happiness (permanent)

So, first place would net you +100% Tourism for 20 Turns, a free Social Policy, +6 Happiness, and a one-time boost of 30 Influence with all City-States.

## International Space Station: World Project

*Requires a Civ to Research Satellites. Costs 850 per Civ.*

This Project is helpful for finishing off a Scientific Victory in combination with the Hubble Space Telescope unlocked with Satellites Technology. First place gets the actual ISS Wonder in their Capital. The ISS provides a massive boost to Scientific output, and helps [Scientists 22.4](#) to contribute to Production in your Cities. Overall, a wonderful late-game project and it's easy to pass the resolution.

- **First Prize (Gold, Highest Contributor) - Mission Control:** Gives the [International Space Station World Wonder 21.3](#). It provides +1 Production from Scientist Specialists and +1 Science from [Engineer Specialists 22.5](#) throughout your empire. Great Scientists will give +33% more Research when used to Discover Technology. If you are gunning for this after Hubble, save the 2 Great Scientists you receive for finishing [Hubble 21.2](#) until after this Project is complete. With the prize below, you can pop 3.
- **Second Prize (Silver, 850 Production) - Crew on board:** Receive a Free Great Scientist.
- **Third Prize (Bronze, 425 Production) - Constructed Parts:** Receive a one-time Research boost. This behaves like completing a Research Agreement.

So, first prize would give you +1 Production from Scientists, +1 Science from Engineers, +33% more Science from Discover Technology, a Free Great Scientist, and a free Tech boost based on your Civ's Science per Turn. All this combined should be enough to net you 2 Technologies and the long-term bonuses are wonderful and will certainly help with any type of Victory Condition.

## Natural Heritage Sites

Natural Wonders provide +5 Culture when worked, which is not that big a bonus compared to those from GP Tile Improvements and World Wonders. This may anger Civs if it benefits you, one of their enemies, or if they do not have any Natural Wonders.

## Nuclear Non-Proliferation

*Requires a Civ to Research Advanced Ballistics, unlocking Nuclear Missiles.*

Stops the production of new Nuclear Weapons (Nuclear Missile, Atomic Bomb) for all Civs. You can do this to prevent a Warmonger from acquiring Nukes, and even do it after you yourself have stockpiled a few, as any existing stocks are kept intact. You can be the sole nuclear power with this Resolution if you time it properly.

## Scholars in Residence

Meeting and knowing many Civs that have [Researched a Tech 7](#) will already reduce the cost of that Tech, but this is even better. Scholars in Residence provides a 20% reduction in cost of any tech that is already known by a Civ, vastly speeding research speeds for all Civs that are behind. Getting this passed when you're behind in Tech is helpful, whether it will help other Civs or not. After all, you can still boom in Science and pass them. It will simply help you catch the leader. Civs ahead in Tech will typically be angered, while those behind in the race will be pleased.

## Sciences Funding

Gives a +33% boost to GPP for Great Scientists, Engineers, and Merchants while reducing it by the same amount for Writers, Artists, and Musicians. Like Arts Funding, Sciences Funding's bonus is additive, meaning it is combined with other bonuses like Gardens and National Epic to give you a final +% boost to GPP from those types. This is super helpful to Scientific Victory, and while also helpful for Cultural it is not one you typically want as the Great Engineers would not make up for the reduction in Great Musician birth rates.

## Standing Army Tax

Adds +25% to Gold Maintenance costs for all Military Units. This may slightly hurt a sprawling empire with a big Army. It's not something that will hold back a Deity or Immortal AI, however, and this kind of petty tactic is more likely to simply harm your Diplomatic Relations with a Warmonger. It may also affect multiple Civs, so it could be better to simply Embargo an enemy. If you can do both this and Embargo, you will certainly hurt them. The biggest maintenance cost for most empires is Building - that is probably 2/3 of all Maintenance costs.

## World's Fair: World Project

Costs 350 per Civ.

World's Fair is focused on increasing Culture, which can help prevent Unhappiness from Ideological differences for the first-place winner if timed at a point when they are generating a good amount of Culture and before unrest from differing Ideologies occurs. The price is much lower, as it can be enacted earlier in the game. If it comes out late, be sure and focus all your Cities on this as it will finish quickly. Here are the rewards for contributors:

- **First Prize (Gold, Highest Contributor) - Hosted Fair:** Culture +100% for 20 Turns. Affects Empire culture, not individual Cities, so it will not affect Border Growth.
- **Second Prize (Silver, 350 Production or more) - Groundbreaking Invention:** Free Social Policy.
- **Third Prize (Bronze, 175 Production or more) - Exhibitor:** 500 points toward next Golden Age.

So, first prize would net you +100% Culture for 20 Turns, a Free Social Policy, and 500 points toward your next Golden Age.

## World Ideology

*Requires a Civ to Research Radio.*

Designates an Ideology the official World Ideology, which grants +2 Delegates to all Civs following it. Public Opinion for that Ideology will increase by +2 for all Civs, meaning Civs of different Ideologies may have more Unhappiness and perhaps even go into Revolt. This will have the opposite effect on Civs following it, as 2 more tokens for their Ideology will help stave off pressure from others. To understand how Ideological Pressure works, see the [Ideology Guide 11](#).

## World Leader

*Requires United Nations - 50% of Civs in Atomic Era, or one in Information.*

Upon founding the United Nations, a World Leader vote is held every 20 Turns. The current Delegate requirement for WL is displayed at the top right of the World Congress screen. This number will reduce with less Civs/City-States in the game, making it possible to continue even with Civs like Mongolia, Venice, and Austria, who can reduce the number of City-States. First and Second place (even if tied) in this vote will receive +2 permanent delegates each time the vote is held, allowing you to eventually reach the necessary Delegate count to win the World Leader vote.

## World Religion

*Requires at least one Religion in the Game.*

Civs who have the World Religion in the majority of their Cities get +2 Delegates in the World Congress. Additionally, the Holy City for a World Religion gets +50% Tourism on top of all its other bonuses. This can be an incredible boost to Tourism output if you have the Holy City set up with many Theming Bonuses. This is applied before modifiers like Open Borders, Trade Routes, and Shared Religion. The World Religion also spreads +25% faster, as though you have Religious Texts, but it also stacks with it for an up to 75% increase in spread rate. This is a huge reward for making your Religion dominant. Civs that share your Religion have incentive to vote for this, but those with their own Religions will be very angry.



## Part VI.

# Military Units and War Guides

## 29. Introduction to Military Units

All guides are updated for G&K and BNW!

Unit Supply	Name	Status				
Base Supply 5	Destroyer	Sleep	●	6/6	55	-
Cities 8	Fighter		●	2/2	-	45
Population 39	Fighter		●	2/2	-	45
Total Supply 52	Fighter	Sleep	●	2/2	-	45
In Use 70	Gatling Gun	Fortified	●	2/2	30	30
Supply Deficit 17	Giant Death Robot	Sleep	●	5/5	150	-
Production Penalty -70%	Great War Infantry	Fortified	●	2/2	50	-
	Helicopter Gunship	Sleep	●	6/6	60	-
	Helicopter Gunship	Sleep	●	8/8	60	-
	Helicopter Gunship	Sleep	●	8/8	60	-
	Helicopter Gunship	Sleep	●	8/8	60	-
	Horseman	Sleep	●	4/4	12	-
	Infantry	Fortified	●	2/2	70	-
	Jet Fighter		●	2/2	-	75
	Jet Fighter		●	2/2	-	75
	Jet Fighter		●	2/2	-	75
	Jet Fighter		●	2/2	-	75
	Jet Fighter		●	2/2	-	75
	Jet Fighter		●	2/2	-	75
	Knight	Sleep	●	4/4	20	-

Close
Great Admiral Progress
Great General Progress

Figure 29.1.: The Military Overview Screen shows all Units in your army and allows you to wake them. It also displays XP progress toward Great Generals and Admirals. Press F3 to access.

This Guide covers all Military Unit Types in Civilization 5 Brave New World. UUs are covered elsewhere - [click to learn about Unique Units in Civ 5 36](#). All UUs are special variants of these Units, so it is not necessary to cover them in two places.

### Combat Experience, Upgrades, Earning Promotions and Gaining Levels

Through training by being built in Cities that have Barracks, Armories, and War Academies, Units may earn Experience Points (XP) when initially created. These three buildings give +15 XP each. [The Brandenburg Gate Wonder 18.3](#) gives another +15 XP bringing it to 60, while an Autocracy Tenet could see your Units starting with a whopping 75 XP! With 60 XP, you get enough to choose 3 Promotions right when a Unit is built or purchased. Units gain the following experience from attacking and defending in combat:

- **Melee: Warrior to Infantry, Anti-Tank Guns and Mechanized Infantry** - 5 XP when Attacking (including Cities), 4 XP when Defending against Melee, 2 XP when Defending against Ranged Attacks.
- **Ranged: Archer to Bazooka, Ranged Cavalry UUs or Chariot Archer, and Artillery/-Catapults** - 2 XP when Attacking, 3 XP when Attacking Cities, 4 XP when Defending against

Melee, 2 XP when Defending against Ranged Attacks (including Cities).

- **Mounted & Armor Units: Horsemen to Giant Death Robot** - 5 XP when Attacking, 4 XP when Defending against Melee, 2 XP when Defending against Ranged/Air Attacks. Note that Helicopter Gunships may not capture Cities, although their attacks can still weaken them. That would be a bit overpowered because of their extremely high mobility.
- **Naval Melee: Trireme to Destroyer** - 5 XP when Attacking, 4 XP when Defending against Melee, 2 XP when Defending against Ranged/Air Attacks.
- **Naval Ranged: Galley to Battleships and Missile Cruisers** - 2 XP when Attacking, 3 XP when Attacking Cities, 4 XP when Defending against Melee, 2 XP when Defending against Ranged/Air Attacks. Note that Submarines may not Attack Cities.
- **Aircraft: Triplanes to Jet Fighter, all types of Missiles, Bombers and Anti-Aircraft Guns** - 4 XP when Attacking (including Cities), 2 XP when Fighters Intercept enemy Aircraft.

So, any Military action your unit takes part in will grant XP. This Experience is used to Promote the Unit, and does not vary by Unit type. However, the highest level a Unit can achieve is based upon the number of Promotions available to it at that time. Units passing this level will only receive the option to heal instantly when damage, which on a heavily-promoted Unit is certainly a valuable Promotion if it has become even slightly damaged from combat. Each time you reach a new level threshold with a maxed out unit, you'll again get the option to heal instantly when damaged. The amount of Promotions a Unit can gain is based on how long that Unit has been in service and what type it is, along with what type it's been in the past. Units like the Helicopter Gunship can only gain 8 levels when initially built by a City, but if upgraded from Anti-Tank Guns will be able to go all the way to level 21 and beyond because of the massive number of upgrades available to both Units combined. Therefore, Units that survive throughout the ages and pick up Promotions that will be helpful to the Unit to which they are going to Upgrade in a later Era will be more powerful than those newly-introduced Units created out of a City. Units gain promotions at the following Experience point totals:

<i>Unit Experience Level Reqs</i>			
<i>See below for thresholds for higher Level Units</i>			
<b>Level 1:</b> 10 XP	<b>Level 2:</b> 30 XP	<b>Level 3:</b> 60 XP	<b>Level 4:</b> 100 XP
<b>Level 5:</b> 150 XP	<b>Level 6:</b> 210 XP	<b>Level 7:</b> 280 XP	<b>Level 8:</b> 360 XP
<b>Level 9:</b> 450 XP	<b>Level 10:</b> 550 XP	<b>Level 11:</b> 660 XP	<b>Level 12:</b> 780 XP
<b>Level 13:</b> 910 XP	<b>Level 14:</b> 1050 XP	<b>Level 15:</b> 1200 XP	<b>Level 16:</b> 1360 XP

As previously stated, Units may pass level 16 and even further if there are enough Promotions available. You can make some truly Godlike Units if you manage to keep them alive throughout the ages, provided they see heavy combat (Warmongering or Defending against many Wars). It's not hard to see a pattern here. The Formula for Level Experience requirements is  $\text{Previous Level Cost} + \text{Next Level} \times 10$  so, to gain level 17 the previous level cost is 1360 XP. Multiplying  $17 \times 10$  gives 170, so the adding that to 1360, the amount of Experience needed to achieve level 17 is 1530 XP and Level 18 would be  $(1530 + (18 \times 10)) = 1710$  XP. It is rare that Units will reach such high levels, and a few Promotions may cease to function for them depending on the situation. Hopefully the subsequent pages in this Unit Guide can help you to make intelligent decisions based on that information.

## Military Overview & Great Generals and Great Admirals

[Great Generals 23.8](#) and [Admirals 23.9](#) are earned through this XP. You can see the progress toward earning them by viewing the Military Overview Screen, which also lists all Units to help you track down a lost Unit set to Auto-Explore or examine the composition of your Military. You can easily access the Military Overview screen through the drop down menu at the top right of your screen or by pressing F3.



Figure 29.2.: Promotions from Previous Units can Aid Upgraded Units.

## Combat Strength and Damage Calculations

Units take and deal damage based on their Combat Strength, which can be increased by Promotions or decreased by various factors such as an Unhappy Empire. You will always take at least 1 damage when melee attacking (but not Ranged), with a huge advantage that damage will be minimal. Combat Strength is determined for each Unit based on Modifiers such as Terrain Bonuses and Promotions the Unit has gained through Combat Experience and Leveling Up.

As you can see in the Screenshot above, the Helicopter Gunship has Promotions from both being an Anti-Tank Gun and fully-Promoted Gunship. These have stacked to give the Unit a 214.8 Combat Strength, double that of the Modern Armor it's attacking. The CS of the Gunship is over triple its usual thanks to combat bonuses, and as a result it will deal much more damage to the Tank while taking less. While I do not know the exact damage formula, in general it's sufficient for players to know that bonuses are combined additively - so the total Bonus for the Gunship is 258% + 100% (its base) for 358%. Multiply that by its normal CS of 60 and you get 214.8 CS. When compared to the 90 CS (100 -10%) for the Modern Armor, it's easy to see how the Gunship will severely damage the higher base-strength Modern Armor despite its initial advantage. Modifiers from Promotions can dramatically change the outcome of combat in this way. If you want an idea how damage is calculated and are math-savvy, follow this link, but note that is based on Vanilla Civ 5 and things may have changed a bit since Gods and Kings, Brave New World, and all the patches in between. Ultimately, knowing how Combat Strength is calculated and making wise moves while at War will be enough for most Civ players to succeed.

## Combat and Movement Bonuses Often Stack Upon Upgrade

As Units change type throughout the Eras, they may gain additional bonuses that still work. For example, an Anti-Tank Gun with several Promotions upgraded to a Helicopter Gunship can have multiple bonuses vs Armor, as there are different types of Bonuses that accomplish the same while these different Combat Bonuses do stack. Units that switch from Ranged to Melee or vice/versa may be upgraded to have both Blitz and Logistics for 3 Attacks. A Pikeman can earn the Woodsman Promotion, which allows it to move double through Forest - this Promotion is unavailable to Cavalry unless chosen while it is a Pikeman. When upgraded to a Lancer, it will retain this Promotion and continue moving through Forest at double rate (costing 1 move instead of 2). While I will not cover literally every example of these combinations

that work (there are far, far too many Upgrades in Civ 5), you can use this information to make educated decisions when Promoting units that you know will be soon Upgraded to a more advanced variant.

### Pillaging

Land and Naval Units can pillage Tile Improvements to heal 25 life and get Gold from enemy lands. Do this to cut off Food/Luxury/Strategic Resources and harm their Empire. This collateral damage can cause them to go into Unhappiness or suffer Combat Penalties.

### Production-Focused Cities

You can get a +15% Production boost for Naval Units with Seaports, and all Land Units can be produced 15% faster with a Forge. However, Forges require Iron to be nearby. When you have the opportunity, focus a City like this on Production. Get its Population up with an internal Food Trade route while giving it plenty of Mines/Quarries/Lumber Mills. It should also have the Heroic Epic (for Barracks in all Cities) to give those Units the Morale Promotion for +15% Combat Strength. Adding a Stable will let you produce Mounted Units even faster, for they will receive the bonus from the Forge and Stable at once.

I learned from some playtesting that land-based Melee (sword/spear) and Cavalry are the only Units that can get 2 Production bonuses: from a Forge + Warrior Code in the case of Melee, and Forge + Stable for Cavalry. Ships do not count as melee even though their attacks may be, same goes for Cavalry - so they don't benefit from Warrior Code. Therefore, with the right buildings you can get a 30% Production Bonus for Cavalry, 30% for Melee, 15% Naval. Thankfully, Forges work for Land units even in the Information era. This, along with Seaport is displayed as +15% bonus for Unit domain. Other bonuses are displayed as for Unit Class.

Of course, this ignores any Production bonuses you get from Ideological Tenets, which will add to the Production of these Units. You can learn more about that below, or simply see the guide to [Ideologies](#) and browse Tenets.

### Faith Purchasing

You can purchase Pre-Industrial Land Units with Faith if you take the [Holy Warriors Follower Belief 12.5](#). Units cost 10x their Production Cost in Faith. This is a handy belief for Warmongering [Wide empires 6.3](#). Production Cost is listed for every Unit type on those individual pages, so add a 0 to the cost to know the Faith cost. Completing [Piety 10.4](#) allows you to choose a [Reformation Belief 12.7](#). Picking Religious Fervor will let you buy Post-Industrial Land Units. Religious beliefs can also grant Combat Bonuses near Enemy/Friendly Cities that follow your Religion.

### Social Policies, Religious Beliefs, and Ideological Tenets that Boost Military

One of the best places to look to improve your Military is the [Honor Social Policy Tree 10.3](#). There, you can earn a Free Great General, boosts to production of any unit that counts as Melee (swinging a weapon, but not gunpowder), and 50% extra Experience from all Combat (even while Defending). While the +15% Adjacent Unit bonus is helpful, one of the best Policies here is one that reduces the Gold cost of Upgrading Military. You will also gain +2 Culture and +1 Happiness for having a Garrison (unit stationed in the City). This will help with Border expansion and may offset Unhappiness that stacks up quickly when you are Warmongering or playing Wide. Finishing the tree grants Gold from kills, which can be incredibly helpful in allowing you to upgrade your Units or purchase Buildings and City-State Alliances.

Adopting the [Exploration Social Policy 10.8](#) will give your Naval Units extra Sight and Movement. Also, there is +3 Production in Coastal Cities to aid in producing your Navy.

As for Ideological Tenets, there are useful Policies in all three [Ideologies 11](#). The best for Warmonger gameplay and boosting your Units by far is [Autocracy 11.1](#), as its primary focus is boosting your Empire's



Military and even grating Happiness for many Military buildings. You will find reduced Gold costs for purchasing Units, improved damage from Wounded units, and faster Production of Military Units along with +15 starting Experience. Look to the Ideology Guide to learn more about Tenets that may be helpful, depending on your playstyle and the situation in the game.

### **On to the Unit Guides!**

Special Unit Promotions will be discussed within the Guides to those Unit Types to avoid this Guide growing too large and allow people to submit comments relevant to each class of Unit. I feel no need to cover every Promotion in the game, but will focus on those Promotions that stand out. Look to the next parts of this Guide to learn more about each type of Unit in Civilization 5: Brave New World.

## 30. Melee Unit Stats and Strategies - Warrior to Musketmen & Mechanized Infantry



Figure 30.1.: Front (L-R): Scout, Warrior, Spearman, Swordsman, Pikeman, Longswordsman, Musketman. Back: Rifleman, Great War Infantry, Infantry, Marine, Paratrooper, Mechanized Infantry, X-COM Squad

Melee Units are the most basic forces in your Military, but are an essential part. Their higher Combat Strength allows them to protect Ranged and Siege Units, and along with Mounted/Armor and Naval Melee Units are the only Units capable of capturing Cities. They excel at beating up Ranged/Siege Weapons of the same era, thanks to their CS. Heavily Promoted Melee can be beasts just like any other Unit, but their need to be in the thick of Combat also puts them at higher risk of death.

It is wise to mix up your Melee such that some are better at fighting in Open and Rough Terrain. Focus Units down one path and stick to it. At times when they will need to get into tough battle, you can seek that terrain so that they will get a defensive modifier. This is especially important for Cities that are tough to take because of the surrounding Terrain. Having rough terrain combat bonuses will result in taking less damage along the way, while giving you time to get to tiles you can Pillage and heal. Fortify until the City is ready to go down, and then move in for the Capture. Having a slightly wounded Melee unit near the City will often cause the City to focus its attacks there, allowing your Catapults and Archers to do their thing.

Positioning Melee Units on hills or within forests along your borders will help protect against invasion. Units that have been Fortified 2 turns will get a 40% CS Bonus, along with the defensive Terrain bonus afforded by the land itself and your Promotions. Having ranged nearby, you can pick off Units as they come. Wars can be won using this strategy on a big scale. AI take unit losses into account and the balance of power at the current time when vying for Peace Treaties. If you're not out for a Domination Victory but have Cities nearby that you wish were under your control, this is a good way to take them without Warmonger Penalties.

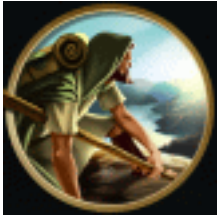
## Promotions

Melee Units' Promotions are a bit more varied than other types of Units', so I'll cover them a bit more here. All Promotions require I to III ranks in Shock (Open Terrain) or Drill (Rough Terrain) attack bonuses, which grant a 15% CS bonus when fighting in that type of Terrain (attacking there, or defending there. Stick with one type, so you can unlock the better upgrades:

- **Shock/Drill I** unlocks:
  - **Amphibious** Eliminate combat penalties attacking over river or while embarked.
  - **Cover I/II** +33% Protection each against Ranged attacks (including Cities, Aircraft, Artillery).
  - **Medic** Adjacent Units that have not moved in that turn heal +5 HP per turn (does not work on self, and only one Medic Promotion works per Unit).
  - **Medic II** Increase Healing by another +5 HP for Adjacent Units, the Promoted Unit also heals +5 HP per turn outside Friendly Territory.
- **Shock/Drill II** unlocks:
  - **Ambush I** 33% CS vs Armored Units
  - **Formation I** 33% CS vs Mounted Units
  - **Siege** 50% CS vs Cities (works on Defense) combined with Cover, it's incredible.
- **Shock/Drill III** unlocks:
  - **March** Unit heals, even if it has performed an action that turn
  - **Blitz** +1 Attack per turn
  - **Woodsman** No movement penalty through Forest or Jungle, even if it is on a hill.

**N.B.:** All tables use abbreviations **PR** for **Production** and **N/A** for **Not Available**.

### 30.1. Scout



<i>Scout Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 5	<b>Range:</b> Melee	<b>Movement:</b> 2
<b>Upgrade from:</b> None	<b>Upgrade to:</b> <a href="#">Archer 31.1</a> w/ Ancient Ruins	<b>Upgrade Cost:</b> N/A
<b>Cost:</b> 25 PR or 140 Gold	<b>Era, Tech, and Resource Reqs:</b> Ancient - No Tech Requirement	

Make this the first thing you build in every game, so that you can meet City-States and find Ancient Ruins. Scouts can find more with Visibility, but make great Ranged units with their unique Survivalism Promotion line if you get an Ancient Ruin that upgrades them to an Archer. This rarely happens though, as the Scout must fight twice before finding that lucky ruin.

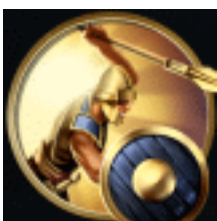
### 30.2. Warrior



<i>Warrior Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 8	<b>Range:</b> Melee	<b>Movement:</b> 2
<b>Upgrade from:</b> None	<b>Upgrade to:</b> <a href="#">Swordsman 30.4</a>	<b>Upgrade Cost:</b> 80 Gold
<b>Cost:</b> 40 PR or 200 Gold	<b>Era, Tech, and Resource Reqs:</b> Ancient - No Tech Requirement	

Every Civ starts with a Warrior (or a Warrior UU if they have one, such as the Jaguar). The most basic Melee Unit. I use mine to protect my first Worker, while my Scouts survey the map.

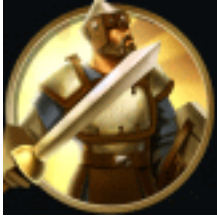
### 30.3. Spearman



<i>Spearman Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 11	<b>Range:</b> Melee	<b>Movement:</b> 2
<b>Upgrade from:</b> <a href="#">Warrior 30.2</a> , only w/ Ancient Ruin	<b>Upgrade to:</b> <a href="#">Pikeman 30.5</a>	<b>Upgrade Cost:</b> 75 Gold
<b>Cost:</b> 56 PR or 260 Gold	<b>Era, Tech, and Resource Reqs:</b> Ancient, Bronze Working	

Has a 50% bonus vs Mounted. Given sometimes you lack Iron, they are a good alternative to Swordsmen. This Unit eventually becomes a [Helicopter Gunship 33.10](#), so they're great to get Promoted and keep alive over the years.

### 30.4. Swordsman



<i>Swordsman Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 14	<b>Range:</b> Melee	<b>Movement:</b> 2
<b>Upgrade from:</b> <a href="#">Warrior 30.2</a>	<b>Upgrade to:</b> <a href="#">Longswordsman 30.6</a>	<b>Upgrade Cost:</b> 100 Gold
<b>Cost:</b> 75 PR or 390 Gold	<b>Era, Tech, and Resource Reqs:</b> Classical, Iron Working, Iron	

If you have Iron, also get Composite Bowmen ASAP and you can build a good Classical-era fighting force for capturing Cities. Around that time, Cities should have only 12-20 CS, so they will not destroy this Unit easily.

### 30.5. Pikeman



<i>Pikeman Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 16	<b>Range:</b> Melee	<b>Movement:</b> 2
<b>Upgrade from:</b> <a href="#">Spearman 30.3</a>	<b>Upgrade to:</b> <a href="#">Lancer 33.8</a>	<b>Upgrade Cost:</b> 200 Gold
<b>Cost:</b> 90 PR or 370 Gold	<b>Era, Tech, and Resource Reqs:</b> Medieval, Civil Service	

50% Bonus vs Mounted Units. Upgrades to a unit that requires Horses, the Lancer - eventually becomes an [Anti-Tank Gun 33.9](#) and [Helicopter Gunship 33.10](#).

### 30.6. Longswordsman



<i>Longswordsman Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 21	<b>Range:</b> Melee	<b>Movement:</b> 2
<b>Upgrade from:</b> <a href="#">Swordsman 30.4</a>	<b>Upgrade to:</b> <a href="#">Musketman 30.7</a>	<b>Upgrade Cost:</b> 70 Gold
<b>Cost:</b> 120 PR or 460 Gold	<b>Era, Tech, and Resource Reqs:</b> Medieval, Steel, Iron	

This Unit often sees little use because of the short trip up the Tech tree to Gunpowder and Musketmen, who also don't require Iron.



### 30.7. Musketman



<i>Musketman Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 24	<b>Range:</b> Melee	<b>Movement:</b> 2
<b>Upgrade from:</b> <a href="#">Longswordman 30.6</a>	<b>Upgrade to:</b> <a href="#">Rifleman 30.8</a>	<b>Upgrade Cost:</b> 160 Gold
<b>Cost:</b> 150 PR or 540 Gold	<b>Era, Tech, and Resource Reqs:</b> Renaissance, Gunpowder	

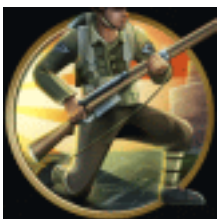
This Unit begins a series of Melee that do not require any Resources, freeing you to use Iron for ships or trade deals.

### 30.8. Rifleman



<i>Rifleman Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 34	<b>Range:</b> Melee	<b>Movement:</b> 2
<b>Upgrade from:</b> <a href="#">Musketman 30.7</a>	<b>Upgrade to:</b> <a href="#">Great War Infantry 30.9</a>	<b>Upgrade Cost:</b> 200 Gold
<b>Cost:</b> 225 PR or 740 Gold	<b>Era, Tech, and Resource Reqs:</b> Industrial, Rifling	

### 30.9. Great War Infantry



<i>Great War Infantry Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 50	<b>Range:</b> Melee	<b>Movement:</b> 2
<b>Upgrade from:</b> <a href="#">Rifleman 30.8</a>	<b>Upgrade to:</b> <a href="#">Infantry 30.10</a>	<b>Upgrade Cost:</b> 120 Gold
<b>Cost:</b> 320 PR or 960 Gold	<b>Era, Tech, and Resource Reqs:</b> Modern, Replaceable Parts	

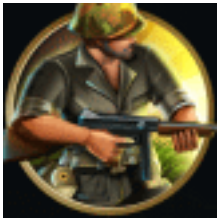
### 30.10. Infantry



<i>Infantry Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 70	<b>Range:</b> Melee	<b>Movement:</b> 2
<b>Upgrade from:</b> <a href="#">Great War Infantry 30.9</a>	<b>Upgrade to:</b> <a href="#">Mechanized Infantry 30.13</a>	<b>Upgrade Cost:</b> 10 Gold
<b>Cost:</b> 375 PR or 1090 Gold	<b>Era, Tech, and Resource Reqs:</b> Modern, Plastics	

Note the super-low Upgrade cost - this is because Infantry cost the same as Mechanized Infantry to Produce or Purchase outright.

### 30.11. Marine



<i>Marine Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 65	<b>Range:</b> Melee	<b>Movement:</b> 2
<b>Upgrade from:</b> None	<b>Upgrade to:</b> None	<b>Upgrade Cost:</b> N/A
<b>Cost:</b> 400 PR or 1140 Gold	<b>Era, Tech, and Resource Reqs:</b> Atomic, Penicillin	

Marines get extra defense while Embarked, extra Sight, and the Amphibious Promotion to eliminate Combat Penalties for attacking over Rivers or from the Coast.

### 30.12. Paratrooper



<i>Paratrooper Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 65	<b>Range:</b> Melee	<b>Movement:</b> 2
<b>Upgrade from:</b> None	<b>Upgrade to:</b> <a href="#">X-COM Squad 30.14</a>	<b>Upgrade Cost:</b> 60 Gold
<b>Cost:</b> 375 PR or 1090 Gold	<b>Era, Tech, and Resource Reqs:</b> Atomic, Radar	

They are able to Paradrop up to 9 tiles while in Friendly Territory. Get them to the edge of your Borders and they will be able to go quite far into enemy Territory. Use a pair and take a weakened City the next Turn. They are able to move one more time after Paradrapping, but cannot attack. Use this movement to get into better position or Pillage. Also, no Movement cost to Pillage tiles. Great for dropping in to pillage Luxuries or Strategic Resources and simultaneously earn gold while healing the Unit.

### 30.13. Mechanized Infantry



<i>Mechanized Infantry Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 90	<b>Range:</b> Melee	<b>Movement:</b> 3
<b>Upgrade from:</b> <a href="#">Infantry 30.10</a>	<b>Upgrade to:</b> None	<b>Upgrade Cost:</b> N/A
<b>Cost:</b> 375 PR or 1090 Gold	<b>Era, Tech, and Resource Reqs:</b> Information, Mobile Tactics	

Infantry with 3 moves, great! It's definitely a helpful Unit, though Modern Armor will outshine it. Still, it depends what direction you are moving in the Tech tree.

### 30.14. X-COM Squad



<i>X-COM Squad Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 100	<b>Range:</b> Melee	<b>Movement:</b> 2
<b>Upgrade from:</b> <a href="#">Paratrooper 30.12</a>	<b>Upgrade to:</b> None	<b>Upgrade Cost:</b> N/A
<b>Cost:</b> 400 PR or 1140 Gold	<b>Era, Tech, and Resource Reqs:</b> Information, Nanotechnology	

This unit is very cheap given how powerful it is compared to every other Infantry here. Awesome weapons, and a very cool unit referencing Firaxis' XCOM: Enemy Unknown. Can Paradrop up to 40 Tiles away from within Friendly Territory. They lack the 0 Movement cost to Pillage, but get to keep it if upgraded from Paratroopers. A very capable Unit, ready to come to the rescue or capture a City immediately - they can attack on landing unlike the Paratrooper.

## 31. Ranged Unit Stats and Strategies - Archers to Machine Guns and Bazookas



Figure 31.1.: Front (L-R): Archer, Chariot Archer, Composite Bowman, Crossbowman. Back: Gatling Gun, Machine Gun, Bazooka

Ranged Units are necessary for defending your Cities and entering Warfare in Civ 5. They do not get damaged when firing, so this makes them excellent at picking off enemies from a distance and attacking Cities alongside Siege Units. Four to five Ranged, along with Siege Units like the Trebuchet and a couple Melee to capture the City are all you need to effectively break through defenses and capture a City from an opposing Civilization.

The only drawback to Ranged Units is that early on, they are weak to Melee attacks. In the tables below, you can see the ranged strength/defensive strength of each Unit. Though their Combat Strength on the Defense evens out with higher Technology, the Melee units of the Modern Era tend to have a higher CS. They also lose range, because changing from arrows to bullets requires a straight shot. To use them effectively at that time, they'll need good positioning to Fortify and support from other Units, like your own Melee, Armor Units and Aircraft. In fact, one of their better uses by that time is to weaken targets other Units, who can then move in for the kill. A wounded Unit does less damage and a dead one is unable to counter-attack on the next turn.





Along with Melee, use Ranged Units to protect your borders against Barbarians and Civs which may Declare War on you. Positioning is key with ranged early to Mid-game due to Line of Sight issues. Fortify them on Hills so that they are well-defended against surprise attacks by mobile units, like Cavalry. The Hills will also allow them to fire over forests and other terrain that blocks their sight.

## Ranged Promotions

While they still lack fear of retaliation when engaging a target, Units past the Crossbowman have a range of 1 as opposed to 2. This means if you want them to have good Range when Upgraded to later Units, you'll need to get them Promoted through combat. Two upgrades for Ranged are very important, and both require **Accuracy** (Open Terrain Bonus) or **Barrage** (Rough Terrain Bonus) III. The **Range +1** Promotion very important, as it can allow you to attack a City without retaliation. However, it should likely be prioritized after **Logistics**, which grants an extra attack - so you can use your 2 moves to attack twice. The extra attack will allow you to gain XP faster each turn, leading to a Unit that is able to fire twice up to 3 hexes away for Crossbowmen or lower, and 2 hexes for Gatling Gun, Machine Gun, and Bazooka. **March** (requires Accuracy/Barrage II) is also very helpful, providing healing whether the unit has performed an action that turn or not. As well as **Cover** (Accuracy/Barrage I) for protecting these defensively-weak Units against the attacks of Cities and other Ranged.

After Artillery, I do not find myself training as many Ranged to assist my moving army. In the Ancient to Renaissance Era, I might have twice as many Ranged than Melee, but by the time the Industrial Era hits, I'd have about 1:1 Melee to Ranged, with a number of Artillery/Rocket Artillery to aid with taking Cities. With a range of 3 and the ability to deal extra damage to Fortified Units and Cities, the Gatling Gun and onward change from an active role in taking Cities to being more focused on weakening enemy Units and protecting the homeland. So, the ratio changes at that point. I'd then rather train a higher proportion of Infantry, capable of actually capturing Cities and possessing higher Combat Strength. Given Ranged Units' importance in the early game, some of those will survive with Promotions intact to be a useful part of my moving Army. The only drawback to Artillery is that until Rocket Artillery, you have to Set Up, which consumes a move. Thankfully, you can usually do that outside the range of the City's defenses as long as there are hills or flat terrain surrounding it.



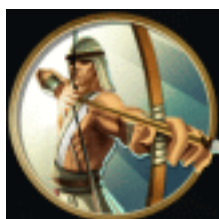
### 31. Ranged Unit Stats and Strategies - Archers to Machine Guns and Bazookas

Using Machine Guns/Bazookas to protect your Cities is a very good idea because of their higher Combat Strength than Artillery. It will contribute more to the City's own Combat Strength score, while dishing more damage to any attackers, especially when upgraded with Logistics. Use them to damage the Melee units you must clear out in order to prevent a City being captured, while other Units or your own Artillery go after any enemy Siege Weapons. You should always have at least a couple extra units nearby to help with Defense, more so on higher difficulties. Fortifying border Cities with these units and moving them along in front of Artillery with your Infantry/Armor preferred use by the late game.

Unlike other Unit types, Ranged units never require a resource to be trained (aside from certain Unique Units that utilize Horses). Aside from their Ranged attacks, there's nothing special about them either - you determine their specialty through Promotions.

**N.B.:** All tables use abbreviations **PR** for **Production** and **N/A** for **Not Available**.

#### 31.1. Archer



<i>Archer Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 7/5	<b>Range:</b> 2	<b>Movement:</b> 2
<b>Upgrade from:</b> None	<b>Upgrade to:</b> <a href="#">Composite Bowman 31.3</a>	<b>Upgrade Cost:</b> 80 Gold
<b>Cost:</b> 40 PR or 200 Gold	<b>Era, Tech, and Resource Reqs:</b> Ancient, Archery	

#### 31.2. Chariot Archer



<i>Chariot Archer Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 10/6	<b>Range:</b> 2	<b>Movement:</b> 4
<b>Upgrade from:</b> None	<b>Upgrade to:</b> <a href="#">Knight 33.2</a>	<b>Upgrade Cost:</b> 135 Gold
<b>Cost:</b> 56 PR or 260 Gold	<b>Era, Tech, and Resource Reqs:</b> Ancient, The Wheel, Horse	

Loses all movement upon entering Rough terrain because of their wheels. This is a good unit for running down Barbarian Encampments for City-State Quests and chasing wounded Units during an Early War. Chariot Archers upgrade to a Melee Unit, so consider this when selecting Promotions. Accuracy and Barrage will not help a Knight, nor will +1 Range. Logistics, however, will provide an extra attack. Look to get Promotions like Cover, March, and Medic to give your future Knight Promotions that are actually useful.

### 31.3. Composite Bowman



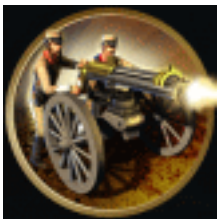
<i>Composite Bowman Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 11/7	<b>Range:</b> 2	<b>Movement:</b> 2
<b>Upgrade from:</b> <a href="#">Archer 31.1</a>	<b>Upgrade to:</b> <a href="#">Crossbowman 31.4</a>	<b>Upgrade Cost:</b> 100 Gold
<b>Cost:</b> 75 PR or 320 Gold	<b>Era, Tech, and Resource Reqs:</b> Classical, Construction	

### 31.4. Crossbowman



<i>Crossbowman Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 18/13	<b>Range:</b> 2	<b>Movement:</b> 2
<b>Upgrade from:</b> <a href="#">Composite Bowman 31.3</a>	<b>Upgrade to:</b> <a href="#">Gatling Gun 31.5</a>	<b>Upgrade Cost:</b> 220 Gold
<b>Cost:</b> 120 PR or 460 Gold	<b>Era, Tech, and Resource Reqs:</b> Medieval, Machinery	

### 31.5. Gatling Gun



<i>Gatling Gun Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 30/30	<b>Range:</b> 1	<b>Movement:</b> 2
<b>Upgrade from:</b> <a href="#">Crossbowman 31.4</a>	<b>Upgrade to:</b> <a href="#">Machine Gun 31.6</a>	<b>Upgrade Cost:</b> 260 Gold
<b>Cost:</b> 225 PR or 740 Gold	<b>Era, Tech, and Resource Reqs:</b> Industrial, Industrialization	

## 31.6. Machine Gun



<i>Machine Gun Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 60/60	<b>Range:</b> 1	<b>Movement:</b> 2
<b>Upgrade from:</b> <a href="#">Gatling Gun 31.5</a>	<b>Upgrade to:</b> <a href="#">Bazooka 31.7</a>	<b>Upgrade Cost:</b> 60 Gold
<b>Cost:</b> 350 PR or 1030 Gold	<b>Era, Tech, and Resource Reqs:</b> Modern, Ballistics	

## 31.7. Bazooka



<i>Bazooka Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 85/85	<b>Range:</b> 1	<b>Movement:</b> 2
<b>Upgrade from:</b> <a href="#">Machine Gun 31.6</a>	<b>Upgrade to:</b> None	<b>Upgrade Cost:</b> N/A
<b>Cost:</b> 375 PR or 1090 Gold	<b>Era, Tech, and Resource Reqs:</b> Atomic, Nuclear Fission	

## 32. Siege Unit Stats and Strategies - Catapults to Rocket Artillery



Figure 32.1.: (L-R): Catapult, Trebuchet, Cannon, Artillery, Rocket Artillery.

Siege Weapons are an important part of Warmongering in Civ 5. Without them, it is difficult to break through a City's defenses to capture it. If playing peacefully, you can ignore them and use Ranged instead. However, when it comes time to take Cities, even the lowly Catapult is capable of dealing damage to Cities with much, much higher Combat Strength thanks to their innate Bonus vs Cities. Every unit on this list has a +200% bonus vs Cities, which can be additively boosted another 50% with the **Volley Promotion**, unlockable after getting one rank in Accuracy or Barrage.

The drawback to all Units on this list save the Rocket Artillery is that they must be set up to Fire. This consumes one movement point, so it is almost never the case that you are able to move into range to hit the City then immediately fire unless it is a City settled within 2 tiles of your Borders and there are Roads. Artillery changes that, for it has a range of 3 - a significant leap in power that changes the pace of War substantially. Many players rush to the Dynamite Tech after developing a strong Scientific Civ, then go on a rampage with Artillery and win Domination Victories.

As with Ranged Units, after acquiring Accuracy or Barrage III, Siege Weapons are able to get an extra attack through **Logistics** and also acquire **+1 Range** Promotions. This makes them lethal to opposing Civs' Cities, so long as you keep them alive by protecting them with Melee and Ranged units.



Figure 32.2.: Siege Units have a 200% Combat Strength bonus vs Cities.

The Accuracy/Barrage Promotions themselves do not help against Cities, but rather against Units in those Terrain types. Since Units in Rough Terrain are harder to kill because of the tiles' defensive bonuses, it is smart to go with Barrage to deal more damage to units in that type of terrain and help eliminate them when your army is on the move. It will also help protect the Siege Units when they are defending on those types of tiles, such as when positioned on a hill to avoid line of sight issues when attacking a City. In the list below, the first number under Combat Strength is the Unit's Ranged Attack CS, the second its defensive CS.

**N.B.:** All tables use abbreviations **PR** for **Production** and **N/A** for **Not Available**.

### 32.1. Catapult



*Catapult Stats, Upgrades, and Requirements*

<b>Combat Strength:</b> 8/7	<b>Range:</b> 2	<b>Movement:</b> 2
<b>Upgrade from:</b> None	<b>Upgrade to:</b> <a href="#">Trebuchet 32.2</a>	<b>Upgrade Cost:</b> 100 Gold
<b>Cost:</b> 75 PR or 390 Gold	<b>Era, Tech, and Resource Reqs:</b> Classical, Mathematics	



## 32.2. Trebuchet



<i>Trebuchet Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 14/12	<b>Range:</b> 2	<b>Movement:</b> 2
<b>Upgrade from:</b> <a href="#">Catapult 32.1</a>	<b>Upgrade to:</b> <a href="#">Canon 32.3</a>	<b>Upgrade Cost:</b> 140 Gold
<b>Cost:</b> 120 PR or 460 Gold	<b>Era, Tech, and Resource Reqs:</b> Medieval, Physics	

## 32.3. Cannon



<i>Cannon Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 20/14	<b>Range:</b> 2	<b>Movement:</b> 2
<b>Upgrade from:</b> <a href="#">Trebuchet 32.2</a>	<b>Upgrade to:</b> <a href="#">Artillery 32.4</a>	<b>Upgrade Cost:</b> 140 Gold
<b>Cost:</b> 185 PR or 640 Gold	<b>Era, Tech, and Resource Reqs:</b> Renaissance, Chemistry	

## 32.4. Artillery



<i>Artillery Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 28/21	<b>Range:</b> 3	<b>Movement:</b> 2
<b>Upgrade from:</b> <a href="#">Canon 32.3</a>	<b>Upgrade to:</b> <a href="#">Rocket Artillery 32.5</a>	<b>Upgrade Cost:</b> 360 Gold
<b>Cost:</b> 250 PR or 800 Gold	<b>Era, Tech, and Resource Reqs:</b> Industrial, Dynamite	

## 32.5. Rocket Artillery



<i>Rocket Artillery Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 60/45	<b>Range:</b> 3	<b>Movement:</b> 2
<b>Upgrade from:</b> <a href="#">Artillery 32.4</a>	<b>Upgrade to:</b> None	<b>Upgrade Cost:</b> N/A
<b>Cost:</b> 425 PR or 1190 Gold	<b>Era, Tech, and Resource Reqs:</b> Atomic, Rocketry	

### 33. Mounted and Armor Unit Stats and Strategies - Gunships to Tanks and Giant Death Robots



Figure 33.1.: Front (L-R): Horseman, Knight, Lancer, Cavalry, Landship. Back: Anti-Tank Gun, Tank, Helicopter Gunship, Modern Armor, Giant Death Robot.

Two paths are covered on this page. First, we have the Horseman to Modern Armor/Giant Death Robot (which are less-often used as people tend to win before they see battle). Second, we'll have the Lancer to Anti-Tank Gun and Helicopter Gunship - these units are specialized in killing the Armored Units.

## Mobile Units: Horsemen and Knights to Tanks and Giant Death Robot



All of these Units are highly mobile with solid Combat Strength, but suffer in that early variants get a -33% penalty when attacking Cities. While that penalty is removed by the time you have Landships (the earliest form of Tank), none of these units get Defensive Terrain Bonuses. Therefore, there is no point to putting them on a hill, nor Fort or Citadel (tested by [Cheating with Ingame Editor 44.1](#)). Thus, it's best to choose Open Terrain bonuses for their Promotions to make the most of their mobility, along with Cover to protect against Ranged Attacks. With 3 ranks in Shock or Drill, they are able to choose Blitz, which will let them attack twice in a single turn.

The Promotion line for Horsemen-Tanks is very similar, and work as the Unit is upgraded throughout the ages. A Horseman or Tank with Shock II is able to pick Charge, which will let them deal +33% more damage to Wounded Units - this is a VERY helpful Promotion when used strategically. Horsemen require Shock/Drill III to get March, which lets them heal every turn, but a Tank can get Repair with only Shock II. This means with a Barracks, Armory, and War Academy you can have a Unit that is only 15XP away from having a +30% CS Bonus in Open Terrain and heals every Turn. It's even better if you get the Brandenburg Gate World Wonder for the additional XP, or take the Autocracy Level 2 Tenet [Total War 11.1.2](#). Also in Autocracy, you can get a Tenet to make Wounded Units deal more damage - with Blitz, this makes for super-powerful Units. You can combine with Repair or March to keep the Unit healed, along with its Pillaging. Blitz, for 2 attacks, is obviously the highlight, but you can also get +1 Visibility Range to let them play spotter for your Bombers or Artillery and +1 Movement, which lets them Pillage yet another tile during a time of War.

The Primary role for these mobile Units is to pick off enemies, respond quickly to threats (they can move very, very far with roads), and Pillage enemy tiles. When in a War, it is smart to cut off the enemy's Luxury and Strategic Resources to give them Combat Penalties - if their Empire is Unhappy or they lack enough of a Strategic Resource for their Units that use them, they can be penalized heavily in combat. You can also cause higher-Population Cities to starve by destroying their best Food Resources. A lone Horseman can pillage at least 2-3 Tiles within Enemy territory in one Turn.

With their movement, it's easy to avoid enemy Zone of Control and hit units in the rear, like Ranged Units and Artillery. You can also run down wounded Units. All of these Units also have the ability to move after attacking, a feature unique to them. You can utilize this well by attacking, taking some damage as a result, then pillaging an enemy tile to get Gold.

**N.B.: All tables use abbreviations PR for Production and N/A for Not Available.**

### 33.1. Horseman



<i>Horseman Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 12	<b>Range:</b> Melee	<b>Movement:</b> 4
<b>Upgrade from:</b> None	<b>Upgrade to:</b> <a href="#">Knight 33.2</a>	<b>Upgrade Cost:</b> 100 Gold
<b>Cost:</b> 75 PR or 390 Gold	<b>Era, Tech, and Resource Reqs:</b> Classical, Horseback Riding, Horse	

### 33.2. Knight



<i>Knight Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 20	<b>Range:</b> Melee	<b>Movement:</b> 4
<b>Upgrade from:</b> <a href="#">Horseman 33.1</a>	<b>Upgrade to:</b> <a href="#">Cavalry 33.3</a>	<b>Upgrade Cost:</b> 220 Gold
<b>Cost:</b> 120 PR or 460 Gold	<b>Era, Tech, and Resource Reqs:</b> Medieval, Chivalry, Horse	

### 33.3. Cavalry



<i>Cavalry Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 34	<b>Range:</b> Melee	<b>Movement:</b> 4
<b>Upgrade from:</b> <a href="#">Knight 33.2</a>	<b>Upgrade to:</b> <a href="#">Landship 33.4</a>	<b>Upgrade Cost:</b> 260 Gold
<b>Cost:</b> 225 PR or 740 Gold	<b>Era, Tech, and Resource Reqs:</b> Industrial, Military Science, Horse	



### 33.4. Landship



<i>Landship Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 60	<b>Range:</b> Melee	<b>Movement:</b> 4
<b>Upgrade from:</b> <a href="#">Cavalry 33.3</a>	<b>Upgrade to:</b> <a href="#">Tank 33.5</a>	<b>Upgrade Cost:</b> 60 Gold
<b>Cost:</b> 350 PR or 1030 Gold	<b>Era, Tech, and Resource Reqs:</b> Modern, Combustion, Oil	

### 33.5. Tank



<i>Tank Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 70	<b>Range:</b> Melee	<b>Movement:</b> 5
<b>Upgrade from:</b> <a href="#">Landship 33.4</a>	<b>Upgrade to:</b> <a href="#">Modern Armor 33.6</a>	<b>Upgrade Cost:</b> 110 Gold
<b>Cost:</b> 375 PR or 1090 Gold	<b>Era, Tech, and Resource Reqs:</b> Atomic, Combined Arms, Oil	

### 33.6. Modern Armor



<i>Modern Armor Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 100	<b>Range:</b> Melee	<b>Movement:</b> 5
<b>Upgrade from:</b> <a href="#">Tank 33.5</a>	<b>Upgrade to:</b> <a href="#">Giant Death Robot 33.7</a>	<b>Upgrade Cost:</b> 260 Gold
<b>Cost:</b> 425 PR or 1190 Gold	<b>Era, Tech, and Resource Reqs:</b> Information, Lasers, Aluminum	

### 33.7. Giant Death Robot



<i>Giant Death Robot Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 150	<b>Range:</b> Melee	<b>Movement:</b> 5
<b>Upgrade from:</b> <a href="#">Modern Armor 33.6</a>	<b>Upgrade to:</b> None	<b>Upgrade Cost:</b> N/A
<b>Cost:</b> 550 PR or ??? Gold	<b>Era, Tech, and Resource Reqs:</b> Information, Nuclear Fusion, Uranium	

## Lancers, Tanks, and the Helicopter Gunship

This continues an Anti-X line that begins with the early [Spearman 30.3](#), unlocked with Bronze Working. Lancers are good at killing Mounted Units, and as time goes on change to specialize in killing Armored Units like those listed above. None of these are good against Cities, but if the opponent is fielding many Cavalry or Tanks, making lots of these will help you to crush their army. The Anti-Tank Gun is particularly horrible, but leveling one up has a few major benefits.

When upgrading these units, they keep their specials. The Lancer to Anti-Tank Gun Upgrade results in a Tank Gun that can still do extra damage against Mounted Units, while also being able to move after attacking - particularly helpful if you get +1 Movement from the Lancer as well. There are even better possibilities if you can utilize these units heavily:

### Stacking Blitz and Logistics

Three Attacks per Turn It requires quite a number of Promotions, but you can make a godlike Helicopter Gunship if you start with a Lancer or Anti-Tank Gun and level it to Shock/Drill III to get Blitz. When it is later Upgraded to a Helicopter Gunship, 2 levels in Mobility or Bonus vs Armored (go with Mobility!) will let you then choose Logistics. These two Promotions stack, meaning you can theoretically have Helicopter Gunships that are able to move 8 spaces and attack 3x in a turn. They don't benefit from Roads, but are able to cross all territory except Coast/Ocean Tiles (They embark). With the innate +100% bonus vs Tanks they receive, they can crush those without the bonus to Armored and will perform exceptionally well at defending your territory or going on the offensive.

Helicopter Gunships are actually only really amazing when you DO level them up from Lancers or Anti-Tank guns. They do not receive Open Terrain/Rough Terrain Promotions themselves, but the Promotions from previous incarnations of the Unit do indeed work to boost its Combat Strength. I would use these, along with other advanced Units, for a late-game Domination Win, where you start with a [Tall Civ 6.2](#) with heavy [Research Output 7](#). The AI is usually pretty bad about upgrading Units, and tends to have masses of them on higher difficulties such as Emperor and Immortal - plenty of targets for your Gunship to level up and grab Logistics.

To avoid you wasting Upgrades, I will let you know that March and Repair do not stack - March is attainable by Lancers/Anti-Tank Guns and Repair by the Gunship. Only pick one of them, because your healing will not be doubled.

Gunships can be good against Cities, although they are unable to Capture them. Getting the Siege Promotion from Anti-Tank Gun will give them +50% Combat Strength vs Cities, and if they are able to move after attacking, they have plenty of movement to smack the City then fly out of range.

That's the end of my rambling about how great this upgrade line is if you can utilize the earlier Units - ultimately, you have to use some subpar units to get what you want out of it, but it's very fun destroying things with super Helicopter Gunships. [Poland's Winged Hussar 2.32](#) gets to keep Heavy Charge when upgraded, which can result in massive damage to enemies that cannot move away. One more tip: the [Landsknecht from Commerce 10.7](#) keeps its no movement cost to Pillage when Upgraded, and ultimately leads to the Helicopter Gunship - so you could theoretically fly about and destroy 6-8 tiles per turn. Fun, fun!

**N.B.: All tables use abbreviations PR for Production and N/A for Not Available.**

### 33.8. Lancer



<i>Lancer Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 25	<b>Range:</b> Melee	<b>Movement:</b> 4
<b>Upgrade from:</b> <a href="#">Pikeman 30.5</a>	<b>Upgrade to:</b> <a href="#">Anti-Tank Gun 33.9</a>	<b>Upgrade Cost:</b> 240 Gold
<b>Cost:</b> 185 PR or 640 Gold	<b>Era, Tech, and Resource Reqs:</b> Renaissance, Metallurgy, Horse	

### 33.9. Anti-Tank Gun



<i>Anti-Tank Gun Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 50	<b>Range:</b> Melee	<b>Movement:</b> 2
<b>Upgrade from:</b> <a href="#">Lancer 33.8</a>	<b>Upgrade to:</b> <a href="#">Helicopter Gunship 33.10</a>	<b>Upgrade Cost:</b> 260 Gold
<b>Cost:</b> 300 PR or 920 Gold	<b>Era, Tech, and Resource Reqs:</b> Atomic, Combined Arms	

### 33.10. Helicopter Gunship



<i>Helicopter Gunship Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 60	<b>Range:</b> Melee	<b>Movement:</b> 6
<b>Upgrade from:</b> <a href="#">Anti-Tank Gun 33.9</a>	<b>Upgrade to:</b> None	<b>Upgrade Cost:</b> N/A
<b>Cost:</b> 425 PR or 1190 Gold	<b>Era, Tech, and Resource Reqs:</b> Atomic, Computers, Aluminum	

## 34. Naval Unit Stats and Strategies - Triremes to Battleships and Missile Cruisers



Figure 34.1.: Front (L-R): Trireme, Galleass, Caravel, Frigate, Privateer, Ironclad. Back: Battleship, Aircraft Carrier, Destroyer, Submarine, Nuclear Submarine, Missile Cruiser.

Naval Units can be broken down into several categories. First, we'll have a look at Melee Naval Units such as the [Trireme 34.1](#) and [Destroyer 34.5](#). Second, Ranged Naval Units - from the [Galleass 34.6](#) to [Battleships 34.8](#) and the almighty [Missile Cruiser 34.9](#). Last, we'll look at those that are a bit more special - the [Submarines 34.11](#) and [Aircraft Carrier 34.10](#). These last variants deserve extra attention because they differ significantly from the other Units.

### Healing Outside Your Borders

Before we begin with the different types of Ships available in Civ 5, let's get what they have in common out of the way. No Naval Unit is able to heal while outside Friendly Territory without the Supply Promotion. This is available after taking 2 ranks in one of the Attack Bonus promotion lines, or, in the case of the Carrier, Flight Deck/Armor. Friendly Territory means that they heal within your own Borders, those of a Civ you have Open Borders with, or a City-State that is at least at 'Friends' level. Anything below that would be considered Trespassing. Supply should be chosen early so that you are able to heal without heading home, unless battle is taking place very near your own borders.

### Other Common Promotions

Naval Units are often traveling vast distances and fast Movement is important. Thus, they are able to get the **Mobility** Promotion after 1 Rank in one of the CS Bonus Promotions. This increases move by 1, which can shave a turn or two off a journey across the map or help save another ship from destruction when you need that one more move to attack. **Sentry** has the same requirement and increases Visibility range by 1, which is very helpful for finding new lands - City-States, Natural Wonders, or watching for enemy targets and Barbarians. Finally, all Naval units can earn the **Logistics** Promotion after 3 ranks in a Combat Strength line, granting them an extra attack. This is particularly important for Ranged vessels, although you may find it handy if your Ships greatly outclass other vessels on the seas.



## Naval Melee Units

Naval Melee Units are just that - Units which must come in close for the attack. Importantly, they are capable of capturing Cities. They get their own unique line of Promotions - they can focus their strength on either attacking other Naval Units, or Cities. **Coastal Raider** promotions go 3 ranks and increase Combat Strength against Cities 20% each, while also offering 33% of the damage done as Gold each - the final rounds this out to 100% of damage done as Gold. **Boarding Party** will give +15% Combat Strength vs other Naval Units, up to 45%.

There is something special about almost all of these Units. That information will be noted below their stats.

**N.B.:** All tables use abbreviations **PR** for **Production** and **N/A** for **Not Available**.

### 34.1. Trireme



<i>Trireme Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 10	<b>Range:</b> Melee	<b>Movement:</b> 4
<b>Upgrade from:</b> None	<b>Upgrade to:</b> <a href="#">Caravel 34.2</a>	<b>Upgrade Cost:</b> 160 Gold
<b>Cost:</b> 45 PR or 220 Gold	<b>Era, Tech, and Resource Reqs:</b> Ancient, Sailing	

### 34.2. Caravel



<i>Caravel Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 20	<b>Range:</b> Melee	<b>Movement:</b> 4
<b>Upgrade from:</b> <a href="#">Trireme 34.1</a>	<b>Upgrade to:</b> <a href="#">Ironclad 34.4</a>	<b>Upgrade Cost:</b> 270 Gold
<b>Cost:</b> 120 PR or 600 Gold	<b>Era, Tech, and Resource Reqs:</b> Renaissance, Astronomy	

The first Ship capable of exploring the Ocean, thus finding other lands. On the defense, they may withdraw before Melee attack, and get +1 Sight - they are effectively Scouting vessels. Navigation Tech gives you some real firepower.

### 34.3. Privateer



<i>Privateer Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 25	<b>Range:</b> Melee	<b>Movement:</b> 5
<b>Upgrade from:</b> None	<b>Upgrade to:</b> <a href="#">Destroyer 34.5</a>	<b>Upgrade Cost:</b> 460 Gold
<b>Cost:</b> 150 PR or 650 Gold	<b>Era, Tech, and Resource Reqs:</b> Renaissance, Navigation	

Privateers start with Coastal Raider I, so it's wise to continue that Promotion line to unlock Supply. They do not upgrade to a new class of ship for quite a long time and are meant to be used to take Cities, along with the Firepower of a Frigate. They also come with the Prize Ships promotion, which makes defeated enemy Ships sometimes join your side. If the enemy has a large Fleet, taking Boarding Party may be wise if you can get a lot of these out to steal their Navy for your own use.

### 34.4. Ironclad



<i>Ironclad Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 45	<b>Range:</b> Melee	<b>Movement:</b> 3
<b>Upgrade from:</b> <a href="#">Caravel 34.2</a>	<b>Upgrade to:</b> <a href="#">Destroyer 34.5</a>	<b>Upgrade Cost:</b> 260 Gold
<b>Cost:</b> 250 PR or 800 Gold	<b>Era, Tech, and Resource Reqs:</b> Industrial, Steam Power, Coal	

Ironclads are the first steam-powered ships and thus slow in Ocean, hence the 3 Movement points. However, they get double Movement on Coast to make up for this. Their high combat strength can make them very effective at taking Coastal Cities on your own Continent - they get a +33% Combat Bonus vs Cities, and that is before Coastal Raider. Therefore, they can get up to 93% CS vs Cities!

### 34.5. Destroyer



<i>Destroyer Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 55	<b>Range:</b> Melee	<b>Movement:</b> 6
<b>Upgrade from:</b> <a href="#">Privateer 34.3</a> , <a href="#">Ironclad 34.4</a>	<b>Upgrade to:</b> None	<b>Upgrade Cost:</b> N/A
<b>Cost:</b> 375 PR or 1090 Gold	<b>Era, Tech, and Resource Reqs:</b> Modern, Combustion	

Destroyers are able to see Submarines from 2 tiles away, unlike other Units, which must be right next to the Submarine to spot it. If you give them the Sentry Promotion, their sight range extends to 3, letting

them spot lurking Subs from afar.

## Naval Ranged Units

Unlike land-based Ranged Units, Naval Ranged Units do not require 3 ranks in Targeting (CS vs Naval Units) nor Bombardment (CS vs Land Units) to get +1 Range. Even the Galleass can get +1 Range with only 2 ranks. In order to get a second attack they do require 3 ranks, however.

**N.B.:** All tables use abbreviations **PR** for **Production** and **N/A** for **Not Available**.

### 34.6. Galleass



<i>Galleass Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 17/16	<b>Range:</b> 2	<b>Movement:</b> 3
<b>Upgrade from:</b> None	<b>Upgrade to:</b> <a href="#">Frigate 34.7</a>	<b>Upgrade Cost:</b> 180 Gold
<b>Cost:</b> 100 PR or 400 Gold	<b>Era, Tech, and Resource Reqs:</b> Medieval, Compass	

May not enter Ocean

### 34.7. Frigate



<i>Frigate Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 28/25	<b>Range:</b> 2	<b>Movement:</b> 5
<b>Upgrade from:</b> <a href="#">Galleass 34.6</a>	<b>Upgrade to:</b> <a href="#">Battleship 34.8</a>	<b>Upgrade Cost:</b> ??? Gold
<b>Cost:</b> 185 PR or 770 Gold	<b>Era, Tech, and Resource Reqs:</b> Renaissance, Navigation, Iron	

The first big firepower you can get that is capable of sailing the high seas. Frigates can be a game-changer on Archipelago and Continents maps when you need to grab a foothold on another land mass through conquest. Combine them with the Privateer unlocked with the same tech, and you will be able to take Coastal Cities with ease. Just be sure to bring along some embarked Melee/Ranged units so that the opponent's Military cannot immediately take the City back.

## 34.8. Battleship



<i>Battleship Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 65/55	<b>Range:</b> 3	<b>Movement:</b> 5
<b>Upgrade from:</b> <a href="#">Frigate 34.7</a>	<b>Upgrade to:</b> None	<b>Upgrade Cost:</b> N/A
<b>Cost:</b> 375 PR or 1090 Gold	<b>Era, Tech, and Resource Reqs:</b> Modern, Electronics, Oil	

Battleships' 3 Range allows them to bombard Cities without fear of retaliation, and their Indirect Fire lets them fire over hills. You simply need to send a ship or land Unit in to spot for them, then move it back once the ships have fired. Getting the Sentry upgrade will take care of this problem and let them see far enough to use their weapons without a spotter. Once the defenses are down, send a fast melee ship in to take the City. They are also excellent at defending your own Coastal Cities for that range gives them some inland reach so that their main guns can do their thing.

## 34.9. Missile Cruiser



<i>Missile Cruiser Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 100/80	<b>Range:</b> 3	<b>Movement:</b> 7
<b>Upgrade from:</b> None	<b>Upgrade to:</b> None	<b>Upgrade Cost:</b> N/A
<b>Cost:</b> 425 PR or 1190 Gold	<b>Era, Tech, and Resource Reqs:</b> Modern, Electronics, Oil	

Missile Cruisers are the most advanced Ship in the game, however they lack the Indirect Fire Promotion the Battleship has, so need line of sight to their targets. These vessels can detect Submarines 2 tiles away, just like Destroyers. You can get it to 3 with Sentry for +1 Visibility, and that is wise for the Missile Cruiser is not able to see as far as it can fire, just like the Battleship. They have a very high attack power and specialize in sinking Submarines with a +100% combat bonus, guaranteeing a one-shot kill. They also have a Cargo Capacity of 3, meaning they can hold up to 3 [Nuclear 35.11](#) or [Guided 35.9](#) Missiles. One last, great perk of this advanced ship is that it has 100% anti-air interception chance, so Friendly units within its attack range will find they have an ally to pierce the skies should anything but a Stealth Bomber try to attack the fleet, or even land units/cities should it be close enough.

## Aircraft Carrier and Submarines

These Ships are different enough that they deserved their own category.

N.B.: All tables use abbreviations **PR** for **Production** and **N/A** for **Not Available**.

### 34.10. Aircraft Carrier



<i>Aircraft Carrier Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 50	<b>Range:</b> N/A	<b>Movement:</b> 3
<b>Upgrade from:</b> None	<b>Upgrade to:</b> None	<b>Upgrade Cost:</b> N/A
<b>Cost:</b> 375 PR or 1090 Gold	<b>Era, Tech, and Resource Reqs:</b> Modern, Electronics	

Aircraft Carriers may not attack. They get an initial plane capacity of 2, but that can be upgraded to 5 with Promotions. To rebase aircraft to them, simply select the number on the City that has your planes and choose rebase, selecting the Carrier. Read the page on Aircraft to learn each plane's rebase range (double its attack range). They can also carry [Atomic Bombs 35.10](#), as those are dropped from a special one-use bomber. You can also increase their armor so that they have higher defense, but so long as the Carrier is escorted it should be safe to focus on the extra capacity.

### 34.11. Submarine



<i>Submarine Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 60/35	<b>Range:</b> 2	<b>Movement:</b> 5
<b>Upgrade from:</b> None	<b>Upgrade to:</b> <a href="#">Nuclear Submarine 34.12</a>	<b>Upgrade Cost:</b> 210 Gold
<b>Cost:</b> 325 PR or 980 Gold	<b>Era, Tech, and Resource Reqs:</b> Modern, Refrigeration	

Subs get a special ranged attack and their own line of upgrades that will increase Combat Strength when on the offensive, called Wolf Pack. They have an innate +75% CS bonus when on the attack and may cross, and even hide under ice tiles. Submarines cannot be seen by normal Ships unless they are right next to them, but firing will reveal the Sub's location. Destroyers are capable of seeing them and get a Combat Strength bonus vs Subs, so be sure to sink those first!



## 34.12. Nuclear Submarine



<i>Nuclear Submarine Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 85/50	<b>Range:</b> 3	<b>Movement:</b> 6
<b>Upgrade from:</b> <a href="#">Submarine 34.11</a>	<b>Upgrade to:</b> None	<b>Upgrade Cost:</b> N/A
<b>Cost:</b> 425 PR or 1190 Gold	<b>Era, Tech, and Resource Reqs:</b> Information, Telecommunications	

This Sub is just like the last, only with a higher attack power, +1 Range and that it can carry two Missiles (Nuclear or Guided). This lets them lurk nearby enemy Cities and unleash surprise attacks.

## 35. Aircraft and Missile Unit Strategies - Fighters, Bombers, and Nuclear Weapons

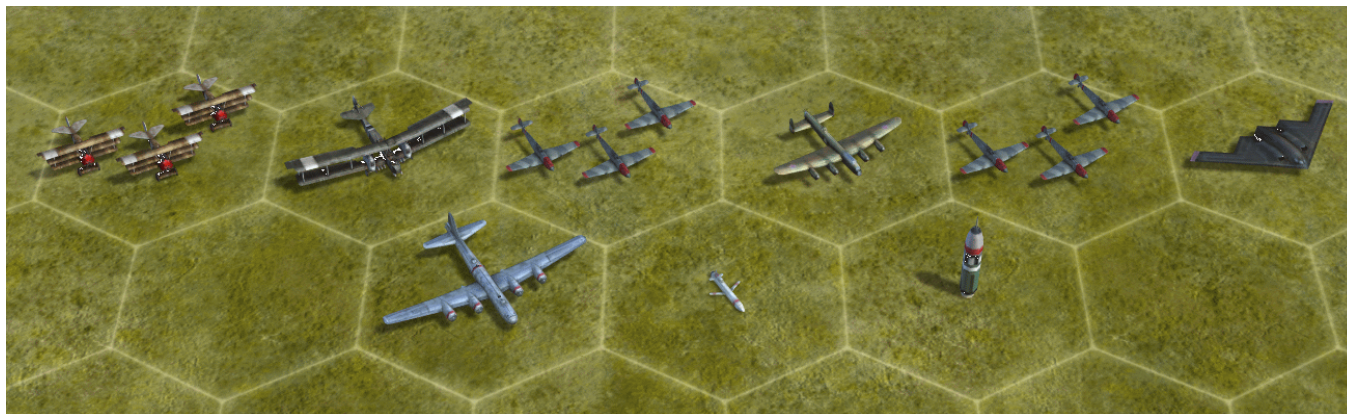


Figure 35.1.: Front (L-R): Atomic Bomber (Drops Bomb), Guided Missile, Nuclear Missile. Back: Tri-plane, Great War Bomber, Fighter, Bomber, Jet Fighter, Stealth Bomber.

Aircraft, Missiles, and Nuclear Weapons greatly change the strategies and very nature of warfare in Civilization 5, just as they do in the real world. Cities and Military Units are able to be hit from long range and ground forces lose a part, but not all of, their importance. Nuclear arms inspire fear in other Civilizations and deter War, while using Atomic Bombs angers the World and may make them wary of you no matter whom you've used them against.



Figure 35.2.: A Stealth Bomber drops its Payload on a City - their Evasion makes them impossible to intercept.

Starting with the advent of Flight, you will begin to hunger for Oil in order to fuel your Air units. Trading with other Civs, getting City-State Alliances, and conquering land to gain control of these resources are

all valid options to get access if you are unlucky enough to lack these Strategic Resources within your own borders. Even more rare is Uranium, and trading it around can be a foolish move, allowing your opponents to construct bombs that may be used against you - still, the AI will usually be willing to trade them given they can also be used for Nuclear Plants.

All Air units obey a couple of simple rules. First, you can only station 6 of them in a City, 10 with an Airport. Additionally, they all have the ability to rebase. Aircraft may rebase to a City (even Puppets) or Aircraft Carrier. With Promotions, an Aircraft Carrier may carry up to 5 Aircraft - their base is 2. Rebase range is double operational range, including Promotions. A Great War Bomber with a range of 6 would be able to rebase up to 12 tiles away. Upgrade its operational range to 8 and it will be able to rebase up to 16 tiles away. If you need to get Aircraft or Missiles to a distant City, Carriers (Aircraft) or Submarines/Missile Cruisers (Missiles/Bombs) may be used to make hops across oceans, while it may take multiple turns using the rebase ability to make it across a large continent.

If you are having trouble using your planes or bombs, click the little number next to the City or Unit they are stationed on - this will bring a list of all units. Greyed out units have used their moves, while white are ready for action. Aside from Cities, only [Aircraft Carriers 34.10](#) may station your Aircraft and Atomic Bombs (they are dropped from Planes, unlike Missiles). Guided Missiles and Nuclear Missiles may be stationed within [Missile Cruisers 34.9](#) (3 slots) or [Nuclear Submarines 34.12](#) (2 slots). Neither of those may house an Atomic Bomb, due to their inability to launch aircraft to drop the bomb.

While Aircraft get Promotions from Combat, Missiles and Bombs do not - after all, they are single use. Still, it would have been nice to be able to create specialized weapons with Promotions through initial XP, such as extended range, bunker-busters to damage fortified units, or something to that effect.



Figure 35.3.: Atomic Bombs are pretty, but I doubt my Friend Colombo caught the view.

In order to drop their payloads, all Aircraft and Missiles need sight of their target. This is a bit unrealistic, but prevents abuse. You can do this with another Unit that is stationed nearby. Ground or Naval Melee forces are still important when attempting to capture Cities after using Air Units/Bombs to drop the City's defenses. You can crush a City with a single Nuke, but you'll need a nice fast Unit to roll in and finish the job to take control. Having other units nearby would also be wise unless you have completely wiped out the opponent's Military.



## Anti-Aircraft Units



Figure 35.4.: Left: Anti-Aircraft Gun. Right: Mobile SAM (Surface to Air Missile).

There are only two variants of these, and they both have a protection range of two hexes. Any Unit being attacked within this range may trigger a response by the Anti-Air battery. Having these around when at war with an opponent using Aircraft is wise, given their relatively cheap cost and that they will deal damage that the AI or other players cannot predict, often leading to the destruction of the aircraft - especially if it's previously been on a bombing run.

Open/Rough Terrain bonuses should apply so long as you have set the Unit in the Terrain it's trained for. They get basic Melee Unit upgrades, but since their Combat Strength is low it's wise to give them upgrades like Cover and Medic to help them be protected against air attack (ranged) and heal adjacent units that get attacked by Air. Positioning them near your Cities can ensure they protect the City from bombers. Only one unit per turn may intercept incoming aircraft, so if you have several Fighters on Intercept mode, it'd be better to have your Anti-Aircraft Guns or Mobile SAM positioned elsewhere so that they can protect units. Fighters seem to take priority, then the AA guns kick in when you have run out of Interceptions for that turn.

Both the Anti-Aircraft Gun and Mobile SAM have a 100% Interception Chance and gain a 150% Combat Strength Bonus vs Aircraft. They can be very, very hard to kill even with Bombers with the Cover I promotion because of how high their CS will be.

**N.B.:** All tables use abbreviations **PR** for **Production** and **N/A** for **Not Available**.

### 35.1. Anti-Aircraft Gun



<i>Anti-Aircraft Gun Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 50	<b>Range:</b> 2	<b>Movement:</b> 2
<b>Upgrade from:</b> None	<b>Upgrade to:</b> <a href="#">Mobile SAM 35.2</a>	<b>Upgrade Cost:</b> 110 Gold
<b>Cost:</b> 375 PR or 1090 Gold	<b>Era, Tech, and Resource Reqs:</b> Modern, Ballistics	

## 35.2. Mobile SAM



<i>Mobile SAM Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 65	<b>Range:</b> 2	<b>Movement:</b> 3
<b>Upgrade from:</b> <a href="#">Anti-Aircraft Gun 35.1</a>	<b>Upgrade to:</b> None	<b>Upgrade Cost:</b> N/A
<b>Cost:</b> 425 PR or 1190 Gold	<b>Era, Tech, and Resource Reqs:</b> Atomic, Rocketry	

## Fighters

In order to avoid repeating the same lines over and over given the main change in Fighters over the Eras is higher Combat Strength and longer range, I'll give a rundown of Fighter abilities in general. Starting with Triplanes, which are fairly horrible Units, given the Combat Strength of other units in the same Era are much higher. Still, I like to build a few to begin the process of getting XP should I be in War or expect one. Take 2 levels in Interception, then get Air Repair and Sortie. When upgraded to Fighters and later Jet Fighters, they will be able to intercept 2 attacking aircraft within their range and heal each turn. The extra range is wonderful, and they can accompany your Bombers in eliminating enemy naval/ground forces. I usually load only one Fighter per Carrier, preferring the ability to focus a Bomber's higher Combat Strength on attacking either Land Units or Cities.

Fighters come with a couple of abilities, aside from their attack. First, they can run an **Air Sweep**, which will trigger any enemy Aircraft set to Intercept to attack them. This will clear the skies for your Bombers, so they can do their attacks without fear of interception, which does extra, unpredictable, damage that can result in the loss of a good aircraft. In general, the AI will not have many Fighters on Intercept, so you will mainly find this useful in Multiplayer matches.

**Intercept** is the best choice. It's kind of a Fortify for Fighters. They have a chance (50% for Triplane, 100% when upgraded to Fighter and Jet Fighter) to intercept any attacking aircraft within their range. This will result in extra damage to the attacking unit and may bring it down entirely. It won't necessarily stop the damage the enemy Bomber's going to deal to its target, but can prevent that Bomber from running again if heavily damaged or destroy it entirely - the attacked Unit or City will deal damage, while the Fighter will also deal damage, often resulting in the loss of a plane. Keep these in bordering Cities or, as stated before, on your Carriers to help protect your Fleet from air attacks.

Be aware that there is no way to stop Stealth Bombers from attacking your Cities, aside from attacking the City or Carrier that is the current home base of the Unit. A smart player would move the aircraft before the City is conquered, but the AI may just be dumb enough to leave them there. If you find yourself in this situation, the only option may be to use Nuclear Weapons to wipe out all Aircraft in that City in one blow.

**N.B.:** All tables use abbreviations **PR** for Production and **N/A** for Not Available.



### 35.3. Triplane



<i>Triplane Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 35	<b>Range:</b> 5	<b>Movement:</b> N/A
<b>Upgrade from:</b> None	<b>Upgrade to:</b> <a href="#">Fighter 35.4</a>	<b>Upgrade Cost:</b> 110 Gold
<b>Cost:</b> 325 PR or 980 Gold	<b>Era, Tech, and Resource Reqs:</b> Modern, Flight, Oil	

### 35.4. Fighter



<i>Fighter Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 45	<b>Range:</b> 8	<b>Movement:</b> N/A
<b>Upgrade from:</b> <a href="#">Triplane 35.3</a>	<b>Upgrade to:</b> <a href="#">Jet Fighter 35.5</a>	<b>Upgrade Cost:</b> 110 Gold
<b>Cost:</b> 375 PR or 1090 Gold	<b>Era, Tech, and Resource Reqs:</b> Atomic, Radar, Oil	

### 35.5. Jet Fighter



<i>Jet Fighter Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 75	<b>Range:</b> 10	<b>Movement:</b> N/A
<b>Upgrade from:</b> <a href="#">Fighter 35.4</a>	<b>Upgrade to:</b> None	<b>Upgrade Cost:</b> N/A
<b>Cost:</b> 375 PR or 1090 Gold	<b>Era, Tech, and Resource Reqs:</b> Information, Lasers, Aluminum	

## Bombers

Bombers are the preferred plane-type to use in Civ 5 because of their higher Combat Strength and ability to focus on damaging Cities with Promotions. If you are playing Peacefully and get a DoW, they will be great to boost your Military power whilst allowing you to attacking incoming enemies. In this case, specialize them in attacking Land Units first. If you're Warmongering, you can start right off by making them better at attacking Cities and give them extra range, air repair, and evasion to reduce the damage taken when intercepted by enemy AA guns and Fighters. When heavily Promoted, they can perform 2 attack runs per Turn with Logistics.

Be aware that the range of AA guns is 2 hexes, so any time you see one of those, you will take extra damage if you attack Units in range. Have ground forces eliminate that, or focus your attack on the AA battery to eliminate it. That way, you know what the damage you'll take will be. If you attack a Unit near an Anti-Air battery, your Bomber will take unpredictable damage that may result in the loss of the unit. On a Carrier with 4 slots, I would place 1 Fighter to put on Intercept if the enemy is using planes, and 3 Bombers to dish damage to enemy Naval Units, Ground targets, and Cities. Coastal Cities are very easy to take with Carriers/Battleships and a lone destroyer to perform the capture once the defenses are down. However, you should clear any land units nearby because the City will be easy for the opponent to recapture.

If the enemy has Fighters, use your own to perform Air Sweeps to clear the skies for your Bombers, then go in and get some kills. A fully-upgraded Stealth Bomber can have Range of 22, an effective Combat Strength of 170 against Land Units or Cities and will not be intercepted, even by Anti-Air batteries.

### 35.6. Great War Bomber



<i>Great War Bomber Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 50	<b>Range:</b> 6	<b>Movement:</b> N/A
<b>Upgrade from:</b> None	<b>Upgrade to:</b> <a href="#">Bomber 35.7</a>	<b>Upgrade Cost:</b> 110 Gold
<b>Cost:</b> 325 PR or 980 Gold	<b>Era, Tech, and Resource Reqs:</b> Modern, Flight, Oil	

### 35.7. Bomber



<i>Bomber Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 65	<b>Range:</b> 10	<b>Movement:</b> N/A
<b>Upgrade from:</b> <a href="#">Great War Bomber 35.6</a>	<b>Upgrade to:</b> <a href="#">Stealth Bomber 35.8</a>	<b>Upgrade Cost:</b> 110 Gold
<b>Cost:</b> 375 PR or 1090 Gold	<b>Era, Tech, and Resource Reqs:</b> Atomic, Radar, Oil	

## 35.8. Stealth Bomber

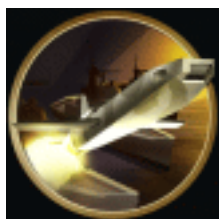


<i>Stealth Bomber Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 85	<b>Range:</b> 8	<b>Movement:</b> N/A
<b>Upgrade from:</b> <a href="#">Bomber 35.7</a>	<b>Upgrade to:</b> None	<b>Upgrade Cost:</b> N/A
<b>Cost:</b> 425 PR or 1190 Gold	<b>Era, Tech, and Resource Reqs:</b> Atomic, Radar, Oil	

## Atomic Bombs, Guided and Nuclear Missiles

Strategies for these types of Units are discussed under the Stats for each. There is more to say about them than Fighters and Bombers.

## 35.9. Guided Missile



<i>Guided Missile Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> 60	<b>Range:</b> 8	<b>Movement:</b> N/A
<b>Upgrade from:</b> None	<b>Upgrade to:</b> None	<b>Upgrade Cost:</b> N/A
<b>Cost:</b> 150 PR or 540 Gold	<b>Era, Tech, and Resource Reqs:</b> Information, Advanced Ballistics	

### Strategies & Tips for Using Guided Missiles

Guided Missiles may be launched from Cities, Nuclear Submarines (capacity of 2), and Missile Cruisers (capacity of 3). They are a more peaceful means of attacking from a long range, as opposed to using Nuclear Weapons. However, they require sight of the target - even against Cities - unlike Nukes. You can load these onto your Ships to attack Units/Cities to weaken their defenses for your Ground/Naval units to come in. They can, of course, also be used defensively. Their relatively low production cost makes them easy to make in mass quantity and stockpile. However, I'd much prefer planes for they can gain experience and grow very powerful against specific Unit types, heal between turns, and are basically reuseable. Given a Missile Cruiser's high attack strength, you would only use these to attack targets outside range or to deal damage from afar without fear of retaliation.

## 35.10. Atomic Bomb



<i>Atomic Bomb Stats, Upgrades, and Requirements</i>		
<b>Combat Strength:</b> N/A	<b>Range:</b> 10	<b>Movement:</b> N/A
<b>Upgrade from:</b> None	<b>Upgrade to:</b> None	<b>Upgrade Cost:</b> N/A
<b>Cost:</b> 600 PR or 1550 Gold	<b>Era, Tech, and Resource Reqs:</b> Atomic, Nuclear Fission, Uranium	

### Strategies & Tips for Using Atomic Bombs

Atomic Bombs are dropped by a plane, thus cannot be stationed on Missile Cruisers or Submarines. They CAN, however, be rebased to Aircraft Carriers. Their damage done is percentage-based. It will deal half a City's current "life" in damage and do anywhere from 50-75% damage to units in a 2-hex radius. Any unit in the center of the blast is vaporized. Population damage is about 45% without a Fallout Shelter. Bomb Shelters reduce the amount of Population lost by 75%, so would likely reduce to 15% Population loss against an Atomic Bomb. In my testing, a 99-Pop City went to 56 Population with no Bomb Shelter. Bomb Shelters do not reduce damage done to the City, just Population loss.

As stated, units within a 2-hex radius will be damaged by the Bomb. Terrain bonuses seem to help mitigate this damage, though their Combat Strength doesn't seem to matter much, if at all - a Cavalry withstood the blast as well as a Giant Death Robot. You can never completely destroy a Capital/City-State or bring its defenses down completely. The bomb will do less and less damage each time you use it due to the percentage mechanic - if you want to capture it, you'll have to send in a Melee unit. This is best done by something with high movement like a Tank or Naval unit, because Fallout counts as rough terrain (costing 2 moves). Repeated uses of Nuclear Weapons do gradually lower the Combat Strength of a City and make it easier to capture.

A Bomb Shelter will prevent Atomic Bombs from reducing a City's Population to 0 (confirmed through testing), though any Cities without it can be completely destroyed if their Population is low enough through repeated bombings or the City being newly-Settled/in a bad location. Any non-Capital or City State that is hit by this specific Nuclear Weapon that has a population of 4 or lower will be completely wiped off the map, leaving nothing but City Ruins in its wake. Take that, late-game forward-settler.

Fallout causes tiles to yield nothing and must be cleaned up. While it's only 2 turns on grassland it will take a long time because every tile around the City has to be scrubbed by a Worker.

Nuclear Weapons do not require a target and may be detonated anywhere within their range - you can use them in this way so that you may hit more units. The perfect spot to severely damage a mass of Military Units may be an unoccupied tile, after all. This also applies to Cities. In my gameplay testing, a City hit by a bomb detonated 2 tiles away still took 50% of its life in damage, despite having over 150 defense. Therefore, these weapons should be used thoughtfully to do maximum damage. If Cities are close together, you may even hit more than one City at once by detonating your bomb in the right spot. You may also have a Unit right next to the City, detonate a couple of Bombs 2 tiles away in the opposite direction so that your own Unit isn't hit, then take the City.

An interesting, if not buggy, mechanic of using Nukes is that you will get a view of a large area around your target, so that you know where to send the next to hit the opponent's Military. Use this to your advantage and wipe their forces off the face of the earth.

Using Nuclear Weapons incurs a Diplomatic Penalty, so choose wisely when you want to unleash your atomic power on your foes. This generally means it's time for a World War. Though some Civs will not Declare War on you, your [Trade Deals 26.3](#) will suffer greatly.

### 35.11. Nuclear Missile



#### *Nuclear Missile Stats, Upgrades, and Requirements*

<b>Combat Strength:</b> N/A	<b>Range:</b> 12	<b>Movement:</b> N/A
<b>Upgrade from:</b> None	<b>Upgrade to:</b> None	<b>Upgrade Cost:</b> N/A
<b>Cost:</b> 1000 PR or 2270 Gold	<b>Era, Tech, and Resource Reqs:</b> Information, Advanced Ballistics, 2 Uranium	

#### Strategies & Tips for Using Nuclear Missiles

See above for details on how these weapons work. The difference in Atomic Bombs and Nuclear Missiles is that the Nuclear Missile is guaranteed to kill all units it hits and has a 20% longer range. They also use 2 Uranium as opposed to 1. The extra damage, better options in launching (nuclear Subs rock), and much larger explosion are worth it. I do not mean that they have a larger blast radius - it is still 2, but its animation demonstrates its higher power and is fun to watch. They may be used in Missile Cruisers and Nuclear Submarines. This specific type of Submarine can hide near enemy borders and launch its weapons at a moment's notice, Cold-War style. Nuclear Subs may carry 2 Nukes, while Missile Cruisers can carry 3.

Bomb Shelters will not stop a Nuclear Missile's massive power from leveling a City unless it has 5 or higher Population. In that case, the population will not fall below 5. If the Population is 4, the City is gone.



## 36. Unique Units

### UU Stat Bonuses, Unique Promotions and Those Kept When You Upgrade



Figure 36.1.: Naval Unique Units.

Unique Units (UU) can help define the playstyle of a Civilization and many of them come with extra Promotions over regular units and/or Unique Promotions that make that unit Unique. This Guide seeks to deliver the details on each UU in Vanilla Civ 5, along with the Brave New World and Gods and Kings DLC. We'll look at what makes that unit unique when compared to the original, while also showing whether or not their unique abilities are kept. Sometimes, your UU is so powerful you should rush to it, but all Civs should take advantage of them when available to help defend their Empire.

I would like to thank the Creator of the [Civilization 5 In-Game Editor 44.1](#), which allowed me to Cheat. Without the Mod, this Guide would have taken a very long time. It allowed me to spawn all the UUs you see in the Screenshots on this Guide and analyze the Upgrades and what changes for each Unique in Civ 5.



Figure 36.2.: Ancient and Classical Era Unique Units.

In general it seems that Promotions that are available to regular units will be kept when upgrading the Unit, along with any that you select when your unit levels up. The Promotions that are not found from normal gameplay are of concern, so a UU that starts with Drill or Shock I/II will keep that Promotion when you upgrade, but a Roman Legion will lose the ability to Construct Roads and Forts when Upgrading to a Longswordsman. This can help Civ 5 players make decisions on when to upgrade their Units, while also taking advantage of any possible upgrades that synergize when a unit goes from ranged to melee or vice/versa.



Figure 36.3.: Medieval and Renaissance Era Unique Units.

Some Promotions may be useless to a few Unique Units that switch combat roles (ranged/melee) before or after upgrading them, while others can be combined for potent effect if you can keep a unit alive throughout the ages. For example, the Arabian Camel Archer. This unit's upgrade path is preceded by a melee unit and is upgraded to or starts ranged, but eventually upgrades to Cavalry, another melee unit. It will not benefit from +1 Range when it again becomes Melee. What does work for units switching from Ranged to Melee is Logistics (+1 attack per turn), which stacks with Blitz if you can get Drill or Shock III to unlock it - so you could have a unit with 3 attacks per turn, so long as you also get the Movement upgrade or the upgraded unit is Cavalry/Armor. This particular strategy would only work for a couple Civs' unique units, but any could do it with the Chariot Archer as it upgrades to a Knight as well. Other upgrades do work when switching between melee/ranged, such as Medic and Cover, but one could not have a Melee unit with 2 range. You cannot increase their range. This may aid you in making a decision on what upgrades to choose for your unit, as well as when to upgrade the UU in question, but ignoring this can get you better upgrades for that unit earlier on when the unit is more useful in Combat.





Figure 36.4.: Industrial, Modern, and Atomic Era Unique Units (including the Zero and B17).

## 36.1. Civ 5 G&K and BNW Unique Units Listed by Civilization

The List of Units below features a number of values for each unit, explained here:

- **Unique Unit:** The Unique Unit's name with the Unit it replaces in Parentheses.
- **Stats Over Original:** The stats over the original. I will not bother to list every stat of these Units; Civilopedia or the Wikia can accomplish that.
- **Upgrade Unit:** The Unit the UU Upgrades to, with the cost of upgrading in Parentheses.
- **Promotion Lost on Upgrade:** Anything lost when upgrading the unit will be listed here, along with any interesting possibilities for that unit. Many will have none, as they start with Promotions available to all units.

### 36.1.1. America 2.1

**Unique Unit: Minuteman (Musketman 30.7)**

**Stats Over Original:** Drill I, Ignores Terrain Costs and Kills grant points toward Golden Ages.

**Upgrade Unit:** Rifleman (160)

**Promotion Lost on Upgrade:** No Promotions Lost, all the way to Mechanized Infantry.

**Unique Unit: B17 (Bomber 35.7)**

**Stats Over Original:** 70 Ranged Strength (vs 65), starts with Evasion (less damage from Interception) and Siege I (more damage vs Cities).

**Upgrade Unit:** Stealth Bomber (110)

**Promotion Lost on Upgrade:** No Promotions Lost.

### 36.1.2. Arabia 2.2

**Unique Unit: Camel Archer (Knight 33.2)**

**Stats Over Original:** Ranged Unit; requires horses despite riders using camels. Loses 3 Defensive Strength (to 17) but has ranged Combat Strength of 21. No Penalty to Attacking Cities, while still able to move after attacking - excellent at hit and run tactics.

**Upgrade Unit:** Cavalry (220)

**Promotion Lost on Upgrade:** Any ranged-specific promotions you give it after upgrading will be useless. Penalty to attacking cities returns.

### 36.1.3. Assyria 2.3

**Unique Unit: Siege Tower (Catapult 32.1)**

**Stats Over Original:** Strength +5 (12), No set-up, becomes a melee unit with +200% bonus vs Cities and Cover 1 Promotion, along with +1 Sight. Units within 2 tiles get +50% attack bonus vs Cities. They are over 3x more effective than Great Generals, but even better with those around.

**Upgrade Unit:** Trebuchet (100)

**Promotion Lost on Upgrade:** Keeps Cover I, loses Uniqueness and Melee Terrain Strength upgrades will not work. Keep these safe and consider not upgrading until Cannons are available because nearby units will lose the Bonus they'd receive with the Siege Tower. You can later make a Cannon with Woodsman and Blitz with enough combat, along with other things Trebs/Cannons can't have.

#### 36.1.4. Austria 2.4

##### Unique Unit: Hussar (Cavalry 33.3)

**Stats Over Original:** +1 Movement, Flank Attack bonuses increased by 50% (so a +10% flank gives +15% instead) and gets +1 Extra Sight.

**Upgrade Unit:** Landship (260)

**Promotion Lost on Upgrade:** Keeps Enhanced Flank Attack, loses Extra Sight. Landships don't have a penalty attacking Cities so work well in groups with the Flanking boost intact.

#### 36.1.5. Aztec 2.5

##### Unique Unit: Jaguar (Warrior 30.2)

**Stats Over Original:** Heals 25% life on kill, Double movement through Forest/Jungle and a +33% Combat Bonus in Forest/Jungle tiles.

**Upgrade Unit:** Swordsman (80)

**Promotion Lost on Upgrade:** Keeps all 3 upgrades, making the Jaguar a unit the Aztecs should build en masse. All Aztec units additionally get culture for killing opponents.

#### 36.1.6. Babylon 2.6

##### Unique Unit: Bowman (Archer 31.1)

**Stats Over Original:** +2 Ranged Combat and Defensive Strength (9 and 7).

**Upgrade Unit:** Composite Bowman (80)

**Promotion Lost on Upgrade:** No Bonuses Kept on Upgrade.

#### 36.1.7. Brazil 2.7

##### Unique Unit: Pracinha (Infantry 30.10)

**Stats Over Original:** Kills grant points toward Golden Ages.

**Upgrade Unit:** Mechanized Infantry (10)

**Promotion Lost on Upgrade:** Keeps Kills toward Golden Ages.

#### 36.1.8. Byzantium 2.8

##### Unique Unit: Dromon (Tireme 34.1)

**Stats Over Original:** Costs 56 instead of 45, but is a ranged attacker instead, allowing for early ranged Naval Combat. Melee defense reduced to 8 from 10, but has 10 ranged strength. Has a Bonus vs Naval Units, as its fire attack burns their hulls.

**Upgrade Unit:** Galleass (95)

**Promotion Lost on Upgrade:** Loses Bonus vs Naval as the fire attack is gone.

##### Unique Unit: Cataphract (Horseman 33.1)

**Stats Over Original:** Regular 33% penalty to attacking Cities reduced to 25%, while it has +3 Strength over the Horseman, putting it at 15.

**Upgrade Unit:** Knight (100)

**Promotion Lost on Upgrade:** Penalty to attacking Cities returns to normal.



### 36.1.9. Carthage 2.9

#### Unique Unit: African Forest Elephant (Horseman 33.1)

**Stats Over Original:** Doesn't require Horses (nor Ivory), but costs 100 as opposed to 75 Production. Enemies nearby take a -10% Combat Penalty. Has 3 Moves as opposed to 4, but gains 2 Strength, putting it at 14. Comes with the Great Generals II Upgrade, which makes its Experience multiply toward GG birth.

**Upgrade Unit:** Knight (50)

**Promotion Lost on Upgrade:** Retains the Great Generals II Promotion, but loses Feared Elephant (obviously).

#### Unique Unit: Quinquereme (Trireme 34.1)

**Stats Over Original:** 30% more Combat Strength than the Trireme, giving it 13.

**Upgrade Unit:** Caravel (160)

**Promotion Lost on Upgrade:** Loses any Uniqueness, but Caravels have much higher Combat Strength.

### 36.1.10. Celts 2.10

#### Unique Unit: Pictish Warrior (Spearman 30.3)

**Stats Over Original:** Loses bonust to Mounted, but gains +20% Combat Strength when fighting outside Friendly Territory and requires no Movement to Pillage. Earns 50% of a slain enemy's Combat Strength as Faith.

**Upgrade Unit:** Pikeman (75)

**Promotion Lost on Upgrade:** Regains the Mounted Combat Bonus, loses Faith on Kills, but keeps Foreign Lands bonus.

### 36.1.11. China 2.11

#### Unique Unit: Chu-Ko-Nu (Crossbowman 31.4)

**Stats Over Original:** Loses 4 Ranged Strength, from 18 to 14 but can attack twice in a turn so long as it has both Movement available.

**Upgrade Unit:** Gatling Gun (220)

**Promotion Lost on Upgrade:** Keeps second attack. It is pointless to give the Chu-Ko-Nu Logistics because it cannot attack 3x in a turn as a Gatling Gun, for they have only 2 Movement. Give them Range, March, and Cover I-II (in that order) instead.

### 36.1.12. Denmark 2.12

#### Unique Unit: Berserker (Longswordsman 30.6)

**Stats Over Original:** Has +1 Movement and starts with the Amphibious Promotion, which eliminates Combat penalties for attacking from the Ocean or across a River. All of Denmark's Units get the No Movement Cost to Pillage Promotion, so that extra move allows you to have a very fast Military that can wreck everything in sight.

**Upgrade Unit:** Musketman (70)

**Promotion Lost on Upgrade:** Keeps Amphibious promotion, loses the extra Movement.

**Unique Unit: Norweigan Ski Infantry (Rifleman 30.8)**

**Stats Over Original:** +25% combat bonus in Unforested Hills, Snow, and Tundra tiles along with double Movement through tiles of that type. Woodsman is a great Promotion for adding to that Mobility, for it will let them do the same in Forest/Jungle.

**Upgrade Unit:** Great War Infantry (200)

**Promotion Lost on Upgrade:** Keeps the Bonuses in Snow, Tundra, and Hills without Forest/Jungle. This is very interesting when the Unit is upgraded to Mechanized Infantry and has 3 Movement.

**36.1.13. Egypt 2.14**

**Unique Unit: War Chariot (Chariot Archer 31.2)**

**Stats Over Original:** Has 5 moves as opposed to 4 and doesn't require Horses to create, allowing you to trade off your Horses for a time.

**Upgrade Unit:** Knight (135)

**Promotion Lost on Upgrade:** Loses its Uniqueness, but heavily upgraded Chariots become Knights that can have 3 attacks with Blitz/Logistics combined, as those Promotions stack and Knights have enough moves to utilize it.

**36.1.14. England 2.15**

**Unique Unit: Longbowman (Crossbowman 31.4)**

**Stats Over Original:** Starts with the Range promotion, granting +1 Range.

**Upgrade Unit:** Gatling Gun (220)

**Promotion Lost on Upgrade:** Keeps Range, freeing you to get Logistics and have Gatlings with 2 attacks among the other Promotions.

**Unique Unit: Ship of the Line (Frigate 34.7)**

**Stats Over Original:** +7 Ranged Strength (35), +5 Defense (30), +1 Sight - a big bonus with the native Movement of English Ships.

**Upgrade Unit:** Battleship (420)

**Promotion Lost on Upgrade:** Loses the extra sight Promotion, but Battleships are very far ahead in terms of Technology and have the Indirect Fire Promotion, letting them hit targets without line of sight.

**36.1.15. Ethiopia 2.16**

**Unique Unit: Mehal Sefari (Rifleman 30.8)**

**Stats Over Original:** Cheaper than a Rifleman (200 vs 225 Production) and starts with Drill I (rough Terrain Bonus). Gets a +30% Combat Bonus fighting inside the Capital, with a weakening bonus as they go further away (a few tiles). Starting with Drill I gives you an excellent opportunity to get the unit March, Medic, and other great Upgrades if you have a Barracks/Armory and later Military Academy.

**Upgrade Unit:** Great War Infantry (250)

**Promotion Lost on Upgrade:** Keeps the Near Capital Bonus, along with all other Promotions, making them excellent defenders.

### 36.1.16. France 2.17

#### Unique Unit: Musketeer (Musketman 30.7)

**Stats Over Original:** Has +28 Combat Strength as opposed to 24, nothing incredible, but straightforward and helpful.

**Upgrade Unit:** Rifleman (160)

**Promotion Lost on Upgrade:** Loses its Uniqueness.

### 36.1.17. Germany 2.18

#### Unique Unit: Panzer (Tank 33.5)

**Stats Over Original:** +1 Movement and +10 Combat Strength when compared to a regular Tank. It's a faster, more powerful version plain and simple.

**Upgrade Unit:** Modern Armor (110)

**Promotion Lost on Upgrade:** Loses its Uniqueness.

### 36.1.18. Greece 2.19

#### Unique Unit: Companion Cavalry (Horseman 33.1)

**Stats Over Original:** Combat adds to Great Generals Experience pool faster, +1 Moves (5 total) and +2 Strength (14). A great Horseman replacement.

**Upgrade Unit:** Knight (100)

**Promotion Lost on Upgrade:** Keeps Great Generals I Promotion throughout the Ages, so your Cavalry and later Tanks will help produce them for a powerful Greek army. Perhaps that is one reason Alex is such an ass.

#### Unique Unit: Hoplite (Spearman 30.3)

**Stats Over Original:** +2 Combat Strength (13). This along with the Companion Cavalry will help you take many Barbarian Encampments for CS Alliances, while also giving you an incentive for early war.

**Upgrade Unit:** Pikeman (75)

**Promotion Lost on Upgrade:** Loses its Uniqueness.

### 36.1.19. Huns 2.20

#### Unique Unit: Horse Archer (Chariot Archer 31.2)

**Stats Over Original:** The Horse Archer has a 10-strength Ranged Attack, gets +1 Defense Strength, has the Rough Terrain Penalty removed (no wheels) and starts with the Accuracy I Promotion, letting you quickly advance their Promotions to better picks in the early-game when produced in a City with a Barracks.

**Upgrade Unit:** Knight (135)

**Promotion Lost on Upgrade:** Becomes a Melee Unit, so get some Promotions that will help it. It loses its Uniqueness, but can create an interesting Unit if heavily upgraded while a Horse Archer.

### Unique Unit: Battering Ram (Spearman 30.3)

**Stats Over Original:** A Spearman replacement that can only attack Cities - but with a +300% Combat Bonus while on the attack, effectively putting it at 30 Combat Strength. It becomes a Trebuchet when Upgraded, taking an entirely different path than a Spearman. Has a penalty on the defense as a consequence, but starts with Cover I to help offset that against ranged. Its Combat Strength on the defense is only 6.66 vs a Melee, 10 vs Ranged, so keep it protected. The Battering Ram's power against Cities in the early game is not to be underestimated, particularly with Horse Archers picking off opposing Units.

**Upgrade Unit:** Trebuchet (100)

**Promotion Lost on Upgrade:** Becomes a Ranged Unit, so pick Upgrades that will benefit it then if you have the opportunity. Remember, terrain attack bonuses do not help against Cities, but you can get the Siege Promotion to carry over and stack with Volley (Siege weapon upgrade for City attack). The +300% attack bonus makes it almost as good as a Trebuchet in terms of power for their bonus is only 200%, so do hold on to these for a while to get the best upgrades (Blitz for 2 attacks). Do not bother with Logistics as 3 attacks are never possible.

### 36.1.20. Inca 2.21

#### Unique Unit: Slinger (Archer 31.1)

**Stats Over Original:** May withdraw from Melee if possible, but has only 4 Defensive Strength as opposed to the 5 of an Archer, making them very vulnerable when hit by fast enemies like Horsemen.

**Upgrade Unit:** Composite Bowman (80)

**Promotion Lost on Upgrade:** Retains the ability to withdraw from Melee, keeping your Ranged Units safe throughout the eras.

### 36.1.21. India 2.22

#### Unique Unit: War Elephant (Chariot Archer 31.2)

**Stats Over Original:** Loses 1 Movement (3 total) but also loses the Rough Terrain Penalty of a Chariot. Its Ranged Strength is +1 (11) with a big boost to Melee Defense, from 6 to 9. Overall, a stronger and slightly less mobile version of the War Chariot that allows Gandhi to easily protect his lands or go Offensive if need be.

**Upgrade Unit:** Knight (110)

**Promotion Lost on Upgrade:** Loses its Uniqueness and becomes a Melee Unit. See information earlier in the Guide for how best to use that strategically and avoid useless Promotions.

### 36.1.22. Indonesia 2.23

#### Unique Unit: Kris Swordsman (Swordsman 30.4)

**Stats Over Original:** Gets a random upgrade after its first Combat. Most of these are incredible bonuses, like fully healing after a non-barbarian kill or 1 extra attack+move per turn. Unfortunately, some Units may get cursed blades that reduce their effectiveness in Combat but in general, the Mystic Blades rock and you'll want to be careful not to lose Units with certain upgrades.

**Upgrade Unit:** Longswordsman (100)

**Promotion Lost on Upgrade:** Keeps the Mystic Blade Promotion received and, if the unit has not entered combat to receive it, retains the ability to get the free random Promotion.

### 36.1.23. Iroquois 2.24

#### Unique Unit: Mohawk Warrior (Swordsman 30.4)

**Stats Over Original:** Gains +33% Combat Bonus in Forest/Jungle (even if on hill) and doesn't require iron unlike the Swordsman it replaces.

**Upgrade Unit:** Longswordsman (100)

**Promotion Lost on Upgrade:** Keeps the +33% Combat Bonus in Forest/Jungle forever. Combined with the Iroquois Civ Bonus for movement, this makes them amazing at fighting in rough terrain.

### 36.1.24. Japan 2.25

#### Unique Unit: Samurai (Longswordsman 30.6)

**Stats Over Original:** Starts with Shock I and the Great Generals II Upgrade, making Great Generals spawn faster and better Promotions more accessible. They can also construct Fishing Boats when embarked, which can help your economy if you've focused on Warfare and need them. This does not consume the unit, unlike a fishing boat. It helps when settling newly conquered, yet poorly developed Cities.

**Upgrade Unit:** Rifleman (220)

**Promotion Lost on Upgrade:** Keeps Great Generals II, making Japan easily have many Great Generals over the years. Loses the ability to make Fishing Boats.

#### Unique Unit: Zero (Fighter 35.4)

**Stats Over Original:** +33% bonus vs other Fighters, so excellent at making Air Sweeps and intercepting them. Zeroes do not require Oil unlike Fighters, so you are free to use that resource on your Navy or Tanks.

**Upgrade Unit:** Jet Fighter (110)

**Promotion Lost on Upgrade:** Retains the +33% Bonus vs other Fighters. Jet Fighters take Aluminum, so the other bonus is gone.

### 36.1.25. Korea 2.26

#### Unique Unit: Hwach'a (Trebuchet 32.2)

**Stats Over Original:** The Hwach'a is an anti-personnel weapon, as opposed to Siege, though they are not useless in attacking Cities and get the same Promotion options of a Trebuchet. They have 26 Ranged vs 14 and +1 Sight, but do not have the +200% bonus against Cities that a Trebuchet does - this makes them about 33% weaker when attacking Cities, but they will easily get more kills and experience fighting enemy Units.

**Upgrade Unit:** Cannon (140)

**Promotion Lost on Upgrade:** Cannons have a Ranged Strength of 20 and get the +200% vs Cities, giving them an effective 60 attack power. The Upgrade is quite worth it, as the Hwach'a will have done its work in defending Korean lands by that time.

#### Unique Unit: Turtle Ship (Caravel 34.2)

**Stats Over Original:** Unlike a Caravel, the Turtle Ship cannot enter Deep Ocean so will slow Korea's exploration of foreign Continents. They are meant to be coastal defenders, with a melee strength of 36, up from the 20 of a Caravel. They can easily be used on the attack, as they have.

**Upgrade Unit:** Ironclad (270)

**Promotion Lost on Upgrade:** They lose their uniqueness, but can finally enter Deep Ocean, although slowly. Korea will first explore the world with Frigates, Privateers, or a Great Admiral.



### 36.1.26. Maya 2.27

#### Unique Unit: Atlatlist (Archer 31.1)

**Stats Over Original:** The Atlatlist is just like an archer, aside from you not needing to research Archery to use them and their 10% reduction in Production Cost. This lets the Maya have a strong defense and focus on Religion without sacrificing their Military.

**Upgrade Unit:** Composite Bowman (85)

**Promotion Lost on Upgrade:** Any Uniqueness is lost upon Upgrade, but CBs are much better units for both attack and defense.

### 36.1.27. Mongolia 2.28

#### Unique Unit: Keshik (Knight 33.2)

**Stats Over Original:** +1 Moves over a Knight (5) and Ranged instead of Melee, being unable to Melee but able to fire from 2 tiles away. Combat with these will generate Great Generals faster, while the unit simultaneously gets a 50% boost to XP earned from combat. The Knight's penalty to attacking Cities is gone, while they retain the ability to move after attacking - a very potent City raiding unit of the early-mid game.

**Upgrade Unit:** Cavalry (220)

**Promotion Lost on Upgrade:** Another unit that moves from Ranged to Melee when Upgraded. Ranged-specific upgrades will no longer work, but the Cavalry will keep Quick Study and Great Generals I. There is massive potential to have a heavily upgraded Unit with 3 attacks here, so long as you can hold out on the Upgrade. Playing Mongolia, you should be rushing the Keshik to help your War effort anyway.

### 36.1.28. Morocco 2.29

#### Unique Unit: Berber Cavalry (Cavalry 33.3)

**Stats Over Original:** +25% Combat Bonus when fighting in your own territory and +50% Combat Strength fighting in Desert.

**Upgrade Unit:** Landship (260)

**Promotion Lost on Upgrade:** Keeps both Unique Promotions, making for Tanks that are highly effective at protecting the homeland and desert warfare.

### 36.1.29. Netherlands 2.13

#### Unique Unit: Sea Beggar (Privateer 34.3)

**Stats Over Original:** Comes with Coastal Raider II, giving it another +20% strength vs Cities. Their Supply upgrade allows them to heal outside friendly territory unlike other Ships (+15/turn). Additionally, defeated ships may join your side after combat thanks to the Prize Ships Promotion.

**Upgrade Unit:** Destroyer (460)

**Promotion Lost on Upgrade:** Keeps all Promotions. The Netherlands can be quite capable of building a Navy through fighting with a fleet of these - Destroyers can spot Submarines, which the AI are very poor at defending against.

### 36.1.30. Ottoman 2.30

#### Unique Unit: Sipahi (Lancer 33.8)

**Stats Over Original:** +1 Sight, +1 Movement, and no Movement cost to Pillage Tile Improvements. They are excellent at raiding enemy lands.

**Upgrade Unit:** Anti-Tank Gun (240)

**Promotion Lost on Upgrade:** The No Movement to Pillage and ability to move after attacking are retained. The Bonus vs Mounted is kept as well, but the same is true for any Lancer upgraded to Anti-Tank - Anti-Tank Guns do not have this when produced in a City directly.

#### Unique Unit: Janissary (Musketman 30.7)

**Stats Over Original:** +25% Combat Bonus when attacking and gets 50 health if it kills a non-Barbarian unit.

**Upgrade Unit:** Rifleman (160)

**Promotion Lost on Upgrade:** All Promotions are kept, making for some amazing Infantry! This is my personal favorite Musketman replacement Unit.

### 36.1.31. Persia 2.31

#### Unique Unit: Immortal (Spearman 30.3)

**Stats Over Original:** +1 Combat Strength and heals at double rate - so 20 outside of friendly territory, up to +50 health in a turn when in a City.

**Upgrade Unit:** Pikeman (75)

**Promotion Lost on Upgrade:** Retains the ability to heal at double rate forever, even when upgraded to a Helicopter Gunship!

### 36.1.32. Poland 2.32

#### Unique Unit: Winged Hussar (Lancer 33.8)

**Stats Over Original:** Has a Heavy Charge, forcing defenders to retreat if it deals less damage than the Winged Hussar. If there are no hexes to retreat to (surrounded) the unit will take extra damage. Comes with Shock I, making later promotions more accessible when trained in a City with Military buildings.

**Upgrade Unit:** Anti-Tank Gun (240)

**Promotion Lost on Upgrade:** Heavy Charge is kept all the way up to Helicopter Gunship.

### 36.1.33. Polynesia 2.33

#### Unique Unit: Maori Warrior (Warrior 30.2)

**Stats Over Original:** Haka War Dance Promotion lets this Warrior replacement give a -10% Combat Penalty to any enemies in adjacent tiles. Does not stack, but helps very much in combination with Flanking Bonuses - ultimately, your units will take a little less damage and dish a bit more as well.

**Upgrade Unit:** Swordsman (80)

**Promotion Lost on Upgrade:** Retains Haka War Dance forever.

### 36.1.34. Portugal 2.34

#### Unique Unit: Nau (Caravel 34.2)

**Stats Over Original:** Comes with the Exotic Cargo ability, which can only be used once per ship. This generates Gold and experience for the Unit the further you are from Friendly territory, encouraging Portugal to explore far reaches of the World early on to make the most use of this. Must be used next to the border of another Civ or City state.

**Upgrade Unit:** Ironclad (270)

**Promotion Lost on Upgrade:** Keeps Exotic Cargo Ability if it has not been used.

### 36.1.35. Rome 2.35

#### Unique Unit: Ballista (Catapult 32.1)

**Stats Over Original:** Ballistae are simply stronger versions of the Catapult with +2 Strength (10) and +1 Melee Defense (8). Still has to set up before firing.

**Upgrade Unit:** Trebuchet (100)

**Promotion Lost on Upgrade:** Nothing Unique to keep.

#### Unique Unit: Legion (Swordsman 30.4)

**Stats Over Original:** Higher Combat Strength (17 vs 14), can Construct Roads and Forts.

**Upgrade Unit:** Longswordsman (100)

**Promotion Lost on Upgrade:** Can no longer Construct Roads/Forts.

### 36.1.36. Russia 2.36

#### Unique Unit: Cossack (Cavalry 33.3)

**Stats Over Original:** Starts with +33% Combat Strength vs wounded units, which is distinct from Charge - meaning when upgraded, you can get +66% CS vs the wounded - highly effective at picking off damaged enemies at that point.

**Upgrade Unit:** Landship (260)

**Promotion Lost on Upgrade:** Keeps the Charge Bonus Promotion along with all others, making it a very powerful tank unit later. Have ranged or artillery tap units, then bring in your mobile death machines to finish them off.

### 36.1.37. Shoshone 2.37

#### Unique Unit: Pathfinder (Scout 30.1)

**Stats Over Original:** The Pathfinder acts as a Scout but has the Combat Strength of a Warrior. They have Native Tongue, which lets them select the upgrade you will receive from Ancient Ruins (only able to pick one type every 3 tries, and Faith is available only on turn 20+). They also get to ignore Terrain Costs like Scouts.

**Upgrade Unit:** Can't be upgraded normally.

**Promotion Lost on Upgrade:** They will keep both Promotions if you elect to use weapons from an Ancient Ruin to upgrade them - the bonus for picking this seemingly less-desirable option is that instead of upgrading to Archers, they upgrade to Composite Bowmen, meaning you can set them off on a great path and retain mobility while being able to utilize any mid-late game Ancient Ruin discoveries (such as those on Islands).

**Unique Unit: Comanche Riders (Cavalry 33.3)**

**Stats Over Original:** A bit cheaper than Cavalry (200 vs 225). They have a unique Promotion that grants +1 Movement.

**Upgrade Unit:** Landship (310)

**Promotion Lost on Upgrade:** The Unique Promotion providing +1 movement carries over, so you can eventually have super-mobile Tanks to protect your vast lands.

**36.1.38. Siam 2.38**

**Unique Unit: Naresuan's Elephant (Knight 33.2)**

**Stats Over Original:** Has a +50% bonus vs Mounted units, which is unique for a Knight. They lose 1 move, but go from 20 to 25 Strength, a 25% increase in power.

**Upgrade Unit:** Cavalry (220)

**Promotion Lost on Upgrade:** Loses its unique bonuses.

**36.1.39. Songhai 2.39**

**Unique Unit: Mandekalu Cavalry (Knight 33.2)**

**Stats Over Original:** 10% cheaper to produce and the 33% Penalty to attacking Cities is removed.

**Upgrade Unit:** Cavalry (240)

**Promotion Lost on Upgrade:** Loses its Unique Bonus and the penalty returns on Upgrade.

**36.1.40. Spain 2.40**

**Unique Unit: Conquistador (Knight 33.2)**

**Stats Over Original:** City attack penalty removed. Double defense when Embarked, +2 sight range (huge for scouting new Continents) and can settle Cities on these newly discovered Continents. The defense bonus makes it fairly safe to send them out alone to explore once you've researched Astronomy and are capable of doing so.

**Upgrade Unit:** Cavalry (190)

**Promotion Lost on Upgrade:** Keep their Embarkation defense forever, but lose the ability to Settle Cities and the Extra Sight.

**Unique Unit: Tercio (Musketman 30.7)**

**Stats Over Original:** +50% Bonus vs Mounted Units. Has +2 higher Combat Strength than Musketmen, at 26 vs 24 but costs 10 more Production (160). It benefits from Warrior Code, as it is a Melee Unit, so with this Policy it would be cheaper than a Musketman.

**Upgrade Unit:** Rifleman (140)

**Promotion Lost on Upgrade:** Loses its Unique Ability.

### 36.1.41. Sweden 2.41

#### Unique Unit: Hakkapeliitta (Lancer 33.8)

**Stats Over Original:** Great Generals give +30% combat bonus if in the same tile. This is easy to accomplish, as a GG stacked with the Hakkapeliitta will inherit the same moves (4).

**Upgrade Unit:** Anti-Tank Gun (240)

**Promotion Lost on Upgrade:** As an Anti-Tank Gun it keeps the +15% CS from being near a Great General, along with the movement stack bonus, but that is useless unless you've upgraded the Hakkapeliitta to have +1 Movement with Mobility - which would let a stacked Great General move 3 spaces as opposed to 2 when accompanied by an Anti-Tank Gun. Where this gets interesting is when it becomes a Helicopter Gunship. I've had a GG that can move 7 along with the Gunship. Excellent for moving to different areas and distributing the bonus, plus the Gunship has excellent attack to help defend the GG.

#### Unique Unit: Carolean (Rifleman 30.8)

**Stats Over Original:** Starts with March, which will heal it every turn, even if it performs an action. Keep a Medic nearby for maximum effect, so that it can get larger heals every turn, helping it last longer in combat and when attacking Cities.

**Upgrade Unit:** Great War Infantry (200)

**Promotion Lost on Upgrade:** Keeps March along with any other Promotions, which is expected.

### 36.1.42. Venice 2.42

#### Unique Unit: Great Galleass (Galleass 34.6)

**Stats Over Original:** Costs 10 more than a regular Galleass at 110 Production, but has +3 Ranged Strength (20 total) and +2 Defense (18 total). Excellent on Defense of Offense.

**Upgrade Unit:** Frigate (160)

**Promotion Lost on Upgrade:** Loses its Uniqueness.

### 36.1.43. Zulu 2.43

#### Unique Unit: Impi (Pikeman 30.5)

**Stats Over Original:** Gets a spear throw attack before engaging in melee combat, which weakens the enemy before the real combat begins and results in more damage than stated by the combat predictor, so any time you would apparently deal equal damage, your Impi will do more.

**Upgrade Unit:** Rifleman (280)

**Promotion Lost on Upgrade:** It is nice that this unit upgrades to a different type than expected (Lancer). They do not keep the Spear Throw, but any Ikanda Upgrades are always kept by Zulu Units.



## 37. War Guides

### Declarations of War, Peace Treaties, and Warmonger Penalties

War is an essential part of the Civilization V experience. Even when you are playing Peacefully, other Civilizations may make a Declaration of War. You may also decide to play one of the best Warmongering Civs and try to conquer the World. This Guide to War will teach you the basics and provide some strategies to aid you in battle.

#### 37.1. War in Civ 5

##### What Triggers War?

Wars occur when Civs get pissed off at one another, in short. Racking up negative Diplomatic penalties leads to a Civ growing hostile. Civs may also play Deceptively and not reveal their true intent until the moment comes. Civs may also simply be likely to attempt Conquest of other Civilizations. There is a lot that goes into decision-making, but a Civ will not likely attack you if you are more powerful than them or there are easier targets nearby. Do you expand north into a powerful Military, or west to take an easily conquered Civ's lands? Civs are likely to pick the easy target then snowball in power and move on to the next target. If you see such a Civ, known as a 'Runaway', you'd best deal with them or buy them off.



Figure 37.1.: Diplomatic Penalties grow and gradually lead to War.

##### Declaring War on Civs and Warmonger Penalties

When you or any other Civilization Declares War in Civ 5, there is a penalty imposed of up to +25 for each known Civ each time War is Declared. The amount is based on how high the Civ's WarmongerHatred Score is. This is not big, but enough to trigger early concerns in [Civs 1](#). Civs like [India 2.22](#) and [Morocco 2.29](#) typically don't like War, and will react differently than a Civ like [Germany 2.18](#) or the [Zulu 2.43](#). Far larger is the penalty when you capture a [City 4](#) through force. The Warmonger Penalty will vary

based on how large the map is, how many Cities that Civilization has, and grow in number based on how many Cities you take. The Warmonger Penalty decays at a rate of -5 per Turn, but is typically so high when capturing multiple Cities that Civs will never forgive you in a normal-length game.

It is important to note that Cities acquired through Peace Treaties do NOT give you a Warmonger Penalty AND will not lose Population. This counts as a [Trade Deal 26.3](#), meaning if you simply need to take a Civ's Expansion City because it's blocking you, you can beat their forces (even on your turf) and through Military force, get them to submit. When they give you a Peace Treaty and offer that City, you will get it without further penalties.

Civs you have not met, such as those on other Continents, will be unaware of your deeds unless you lie about why your military forces are on the border of another Civ and say they're just passing through, then Declare War. Being honest will prevent this and give you trading partners later on if you decide to take your Continent then play peacefully, or need time to build up forces for an invasion on another Continent. On Pangaea maps, it's typical for all Civs to be known fairly early so it will be hard to avoid having multiple Civs aware of your deeds and ready to take you out. You are a threat to the World when you are on the path to conquest.

When you've racked up massive Warmonger Penalties and the World sees you as a threat, it is likely every Civ – or at least those that still have power to do so, will Declare War on you at once. Little Civs you've angered in the past may even pitch in. It can be difficult to avoid, and you want to be the top Military power in those cases or your war effort will stall, and you'll find yourself on the defensive. Trade Routes with City-States and internal City Connections are your only options then, and your Cities will need access to unique Luxuries to make up for themselves. A City by default will cost you 3 Unhappiness + 1 for each Citizen in the City.

If you want to maintain Friends while Warring, you may look into [Civ 5 Diplomatic Boosts and Penalties 26.5](#) to find boosts you can use to keep a Civ from hating you. When capturing many Cities, even Shaka would hate you. Regardless, other Warmongers make the best friends when you are warring heavily. They will not have Penalties as large as those of peaceful Civs.

Know that the Warmonger Penalty is cut in half any time you have agreed to go to War against a Civ at another's request, or asked them to do this through the Diplomacy interface (Shall we declare war upon...). Fighting a Common Enemy gives a Diplomatic Boost, but the best part of this is that you will not have as large a penalty with that particular Civ when taking another Civ's Cities.



Figure 37.2.: Peace Deals get better when you are stronger than the other Civ and have eliminated many Units.

### Peace Treaties

Peace is usually not possible until a Civ has accumulated War losses. AI Civs take into account how many units they've lost, and the current balance of Military power between both Civs. You can expedite this process by pillaging their tiles and cutting off trade routes, leaving their Civ unhappy or losing Gold. If they are losing badly, they will offer better deals - even Cities, or everything they have to offer. When things are fairly equal, they will simply offer to cease the War. Peace Treaties last 10 Turns and cannot be broken until that time is up.

It's important to note that when you have beaten a Civ down to one City, they will offer nothing to you in return for a Peace Treaty. This is a good time to stop, because even for Civs good at Warmongering it can be a real challenge to fight off every Civilization in the World at once. Beat them down, take their Capital and an Expansion or two, then leave them behind technologically and they will no longer be a threat.

### Liberating Cities to Diminish Warmonger Penalties

When you take a City that has been previously conquered, you get the option to Liberate it and return it to the owner. Liberating a CS will result in an instant Alliance. Liberating a Friendly Civ's City will provide a massive Diplomatic Boost. If you Liberate a Civ's Capital City when they were previously removed from the game, they will automatically vote for you as World Leader. The last City they considered their Capital will do this, not the original. This can be a means of securing Diplomatic Victory. If you fight on, keep the original Capital and let them have the one they City considered Capital. Their Delegates will automatically go to you. Liberating Cities will reduce your Warmonger Penalty, so if you're fighting against another Warmonger you can liberate the last Capital and other Cities, while keeping the Civ's original Capital for yourself. The original Capital is required for Domination Victory.

### The AI is Bad at War in General

So long as you have around half their Military power, you should be able to fight off an AI that has DoW'd you. The AI cannot move and fire ranged in the same turn, and is notoriously bad at Naval warfare. This means you do not need a large standing army to fight off an invading Civ, so long as that army is Modern. It also means that with smaller numbers, you can handle a Civ stronger than you and win a War that you declared. As you grow more experienced with the game, you will outmaneuver the AI in War in every case.

DEMOGRAPHICS					
Demographic	Rank	Value	Best	Average	Worst
Population	4	711,000	3,165,000	1,041,333	6,000
Crop Yield	3	74	95	53	4
Manufactured Goods	1	79	79	36	8
GNP	3	59	63	38	3
Land	2	770,000	850,000	436,667	70,000
Soldiers	5	40,743	56,036	44,201	23,917
Approval	6	39%	100%	82%	39%
Literacy	6	20%	27%	24%	20%

Figure 37.3.: Look to Demographics to know how your Military compares to the World.

### The Demographics Screen and Military Power

Look to the Demographics screen by clicking the drop down menu on the top right of the game screen. This area shows you how your Military compares to the rest of the World. Having a Military near average will deter war. When you are weak and have Wonders/Land the AI covets, they are likely to DoW you and come after that land to take it. You cannot sit around with a Warrior and Archer into the Renaissance and not expect a Civ to declare War. Unless you are in a very safe position and have a great friendship with your neighbor, you need Military to protect yourself. A large standing Army is not necessary, just something near average. AI Civs try to prey on those weaker than them, and in this case you can have enough Military to fight back.

### Fighting for a Civ's Expansion City

If you need only one City from a Civ because you're out of land and unable to Settle new lands, you can Declare War or get them to do it through Diplomacy by pissing them off. Use your Units to defend and continue building your Military. As you kill off their Units and perhaps even march toward their Cities, the Peace offers will grow better and better. The goal is to have more military power than them and rack up their War losses. You can eventually get them to give up the land you want, and perhaps even more. Defensive Wars can work out wonderfully for you in this way.

## Runaways

Runaway Civs are a problem in some games, and even Peaceful players may need to deal with them in some way. A Civ becomes a Runaway when it gobbles up another Civilization then goes on the Warpath. Knowing what is going on in the World is crucial to preparedness and this awareness will allow you to proceed with your Victory even when this happens. A Runaway is typically going for Domination, but can win in any way given their massive resources.

You can stop Runaways by getting another AI to Declare War at the same time as you, or accepting a request from an AI to start a War on the Runaway to put them in check. Having their forces split can help immensely, and you may be able to take Cities from them in the Peace Treaty if you can kill off enough Military and display your superiority.



## 37.2. Combat Bonuses and Penalties



Figure 37.4.: Citadels are the ultimate Forts, protecting Units inside and dealing damage to enemies next to it.

There are a number of Combat Bonuses you should be aware of that will help units deal more and receive less damage. All these things stack additively to determine a Unit's total Combat Strength. For example, a Swordsman (14 CS) with Drill II (+30%), a Great General nearby (+15%), and in Rough terrain (+25%) that has Fortified for 2 Turns (+40%) would have a total bonus of +110% or 29.4 Combat Strength. A Crossbowman with 18 CS on the attack would have a hard time dealing significant damage to that Unit although it outclasses it.

### Terrain and Unit-Killing Promotions

Unit Promotions help a Unit fight more effectively in that Terrain or may help them deal damage to a particular type of Unit. If a Unit is positioned in Open Terrain, they have a bonus with Shock or Accuracy that will help them when on the defensive, or when attacking a Unit in Open Terrain. The same applies to rough. Units specialized in Barrage (ranged) and Drill (melee) will be better on both the offensive/defensive in Rough terrain. Positioning Units in Terrain they are Promoted to fight in will allow them to take less damage. There are also Promotions that help a Unit take care of a specific type of Unit, either based on its class (like killing Horsemen) or domain - like Bombers specialized in hitting Naval Units.



Figure 37.5.: Combat Bonuses affect the damage taken and delivered in Combat. The more, the better Units perform.

### Defensive Terrain Bonuses

Unless the Unit has the "Ignores Defensive Terrain Bonuses" like a Horseman, Knight, or Siege Weapon, it will get a 25% Combat Strength bonus when defending in Forest, Hills, or Jungle. Units defending in Forts (built by Workers) or Citadels (built by Great Generals) get a 50% Combat Strength bonus on the defense. These bonuses can help a lot in determine how much damage a Unit takes.

### Fortifying

Defensive Terrain Bonuses can be used to your advantage in several ways - you can put your Melee Unit (who will take the City) on a Hill so that they take less damage from the City/Ranged unit inside. You may also Fortify any Unit that can benefit from Defensive Terrain Bonuses. The act of Fortifying requires the Unit do nothing on that turn. Moving or Pillaging a tile breaks Fortification, as will any other action. Fortification bonuses are 20% for the first turn, and 40% for the second. Therefore, a Unit can "dig in" and take less damage from any attacker so long as they are able to survive and not move for at least one Turn. This is wise when attempting to capture a City, and also to use along the borders of a neighbor. Fortifying on a Hill would give a whopping +65% Combat Strength bonus, 90% if on a Tile with a Fort.

Unit Supply		Name	Status				
Base Supply	5	Archer		●	2/2	5	7
Cities	6	Catapult		●	2/2	7	8
Population	12	Catapult		●	2/2	7	8
Total Supply	23	Catapult		●	2/2	7	8
In Use	16	Chariot Archer		●	4/4	6	10
Supply Remaining	7	Chariot Archer		●	4/4	6	10
		Chariot Archer		●	4/4	6	10
		Horseman		●	5/5	12	-
		Pikeman	Fortified	●	2/2	16	-
		Swordsman	Fortified	●	2/2	14	-
		Swordsman		●	2/2	14	-
		Cargo Ship	Explore (Automated)	●	0/1	-	-
		Khan		●	5/5	-	-
		Worker		●	2/2	-	-
		Worker	Construct a Mine (1)	●	2/2	-	-
		Worker	Construct a Farm	●	2/2	-	-

Close
Great Admiral Progress
Great General Progress

Figure 37.6.: View Great General/Admiral Progress and manage your Units on the Military Overview Screen.

### Great Generals and Admirals

Great Generals and Great Admirals grant a +15% Combat Strength bonus to Units within 2 Tiles. Their effect on a large Military or Navy are massive, given every Unit will be better both offensively and defensively. They are both spawned through XP generated by Units. You can view the progress toward earning them on the Military Overview Screen, accessed from the drop-down menu. Great Generals and Admirals can also be acquired free through Social Policies in the Honor and Exploration trees, respectively.

### Citadels

Pictured above, Citadels are the ultimate defensive structure in Civ 5. You can place them one tile outside your borders, meaning you could even place them inside Enemy Territory once you've started the War (or have Open Borders). They automatically make the surrounding land your own and deal 20 damage to any Enemy Unit that ends a Turn next to them. Units inside get the +50% CS Boost, and when Fortified are almost indestructible, particularly if the Citadel is placed on a Hill. You can use Citadels to push your borders into an enemy's territory and even position it 2 hexes away from a City so that you have a Ranged Unit that can survive against a City's attacks. Knights/Horsemen do not benefit from Citadels. Another benefit is that when you steal territory, your Units that end a Turn without moving will be able to heal +20 instead of +10. When you have multiple Great Generals, consider placing Citadels in spots where there will be fighting later - toward a Civ you will be DoW'ing or you expect to Declare War on you. Fortify a Unit there and make it your forward position for the War. Citadels are also useful for grabbing Resources that are just outside your borders.





Figure 37.7.: Flanking Bonuses help increase Combat Strength by having more Units adjacent to the target.

### Flanking Bonuses & Honor's Discipline Policy

Units get 10% Combat Strength Bonus for each additional Unit surrounding the target. Mobile Units like Cavalry can be very helpful to creating Flanking Bonuses, as will smart positioning of your Military. Units do not get Flanking Bonuses against Cities. Honor's Discipline Policy will give another Bonus, 15% so long as at least one Unit is next to them. This Combat Bonus is applied even when that adjacent unit is behind the Unit receiving the Bonus.



Figure 37.8.: Having an Extra Attack can let any Unit Move after Attacking.

### Hit and Run

Any time you unlock an extra attack for a Unit (Blitz for Melee or Logistics for Ranged), you are able to also hit and run. The additional attack stops the Unit's turn from being consumed by an attack. This is particularly helpful with Ranged Units. Aside from this situation, only certain Unique Units like the

Keshik and Camel Archer are able to do this. Mobile Units like Tanks and Knights are able to do it without any special Promotions.

#### **Attacking over Rivers & from the Sea**

Attacking with a Melee Unit over a River incurs a -20% Combat Penalty, whether fighting a Unit or City. You can use this to your advantage by placing Units in spots where they'll be attacked over Rivers. Use Rivers to help you decide where to place Citadels or Forts, or at the very least Fortify a Unit on a Hill next to a River along the enemy border when possible. This can make a massive difference in how much that Unit takes. Naturally, Ranged Units are not affected by this.

Melee Units that are embarked take a -50% Combat Penalty when attacking Cities or Units from the Sea. Enemy Embarked Units make great targets for your Ranged Units, as they'll take significantly more damage. However, when a City is beaten down to 0hp you can certainly use this to take the City. Units with the Amphibious promotion do not have a Penalty for attacking over Rivers or from the Sea.

#### **Combat Penalties from Strategic Resources and Unhappiness**

There are also Penalties that can be used to your advantage or even harm you. Civs that are Unhappy suffer a -2% penalty per Unhappiness, so -5 Happiness would result in a 10% Combat Penalty. Massive Penalties can be racked up when a Civ lacks a resource for a Unit that requires it - 13% base for lacking that Resource, then an additional 6%, 6%, 5%, and so on. The amount of Penalty per missing Resource decays but can result in a massive penalty. Pillaging Tiles can accomplish this if, for example, a Civ is a Unit like the Swordsman that requires Iron. Cutting off their supply of Iron will provide this Penalty, and your Units will be able to roll over them. The same can happen to you, too!



### 37.3. Attacking Cities & Enemy Units: Combat Strategies and Tips



Figure 37.9.: Position your Units before moving into a City's Attack Range.

The purpose of War in Civ 5 is to take an opponent's Cities, as there is no real way to knock them down a peg otherwise. If you clear out a high-difficulty AI's Army, they'll just build another. Taking their Cities will prevent them from being able to do so effectively, crush their GPT and Science, and deny them Luxury Resources - giving all these things to you.

#### 37.3.1. Ancient-Renaissance War

##### Kill Units First - Don't Fight Next to Cities

When you Declare War, the AI will typically move in with most of its Units to attack you and leave a little to defend. Their goal is to overwhelm, though they may leave units behind to defend. For the first few Turns, you do not want to rush into their lands but rather let some of the defenders come to you - this is particularly important on higher difficulties, but on low you may find you have a Military capable of steamrolling the enemy if you've focused on building an Army. In these cases, it's fine to rush in - but never one at a time, as I've seen in person a newbie player do.

##### Soften Units up with Ranged

Wounded Units do not deal as much damage as those at full health. In fact, the more damage a Unit has taken, the less it can deal whether defending or attacking. Use your Ranged to soften up enemy Units for your Melee. This will give both Units XP and allow your Melee to retain more Health. Stopping to heal gives the Enemy time to build more Units.



Figure 37.10.: After moving in, hit the City at range and beat it down, then Capture it with Melee.

### Attacking a City with Early Ground Forces

Encircle a City before moving in to attack, being aware of the City's attack range of 2. Get your units in position, then move in. You do not want your Units to take damage until they are ready to attack. Cities typically have two attacks - most will store a Ranged Unit inside, and the City has an attack itself. These two are not enough to stop a modern Military (relatively speaking) comprised of 6-8 Units assuming no defenders. Depending on the situation, and the Combat Strength of your Units relative to the City, you may do even better. If your Units' CS is higher than the City's, the target is in trouble and your Melee will be able to damage it without much fear of retaliation - this typically happens when fighting a Civ's newly-founded Cities.

Use 2-3 Melee Units to act as your front line against the City. Your Ranged and Siege can attack from 2 hexes away. You need the Melee to actually take the City once its health has been depleted, so keep at least one at full health, else have a fast unit like a Horseman/Cavalry to run in when the City is at 0 Health. If you have strong Melee (compared to the City's Combat Strength) you may attack the City to make that Melee unit the target. The AI will prioritize damaged units, so you can ensure that your Ranged are not going to be hit by doing this. This is important. If a Melee is slightly damaged, have it Fortify so that it will take less damage from the City. It can also Pillage tiles in between Turns to keep its health up, though this will break the Fortification bonus. This will allow your Ranged Units to do their work without taking hits from the City.





Figure 37.11.: Strategic use of Zone of Control allows you to protect Units from Attack.

### Zone of Control

The Zone of Control mechanic stops a Unit from using more than one movement after Ending a Turn next to an enemy Unit or City. All moves are consumed when taking a move within Zone of Control, which extends one hex around each Unit. You can move the opposite direction just fine, allowing Units to retreat. In the Screenshot above, the Chariot Archer is protected because the [French 2.17](#) Swordsman is affected by the [Mongolian 2.28](#) Swordsman's Zone of Control. The Unit actually can't move more than once, because Units are on both sides. The Mongolian Swordsman cannot move to hit the wounded Swordsman to the bottom right. Units are able to move normally until they End a Turn next to a Unit, placing them in the Zone of Control. The Chariot Archer's not yet in a Unit's Zone of Control, thus could move behind the French Swordsman to the Marsh. Also, the French Spearmen to the left will be able to hit the Chariot Archer because it's not yet within a ZoC.

### Buy a Tile to Save a Unit

Units just outside your Borders can survive the next Turn if they're unable to escape and you buy a Tile. Units heal at a rate of +20 when inside your borders, +10 outside. This can make the difference between losing a Unit and seeing it survive. This is especially handy if you have a Civ or other bonus that allows for CS bonuses when inside your Borders.

### Early Rushes

Early Wars can be fought with Composite Bowmen - beeline the Tech, then build a few Spearmen and 6 or so Composite Bowmen. This is plenty to take down a City with less than 20 Combat Strength. Essentially, your success will be determined by your Units' Strength relative to the City. As long as the City has about 50% of the CS of your best Unit, you can take it. Damage is based on the difference in CS, so having too low CS you are unable to effectively damage the City and need either more or better Units. Thankfully, once you've discovered a City you always see its actual Population and Combat Strength.



Figure 37.12.: Catapults and other Siege Weapons are strong vs Cities.

### Siege Weaponry

Siege Weapons are particularly important once Cities have around 40 Combat Strength. They are best placed on hills to give them maximum range since they need to set up, as in that spot they are then able to fire over Forests and Jungle and will not need to move as often. While you can still take a City with Crossbowmen and Pikemen at any level below that, the higher the City's Combat Strength, the less damage you'll do. Units like Trebuchets become important as they have bonuses vs Cities and Fortified Units. This allows their Combat Strength to match the City's, and thus deal more damage. Even Catapults can be helpful, although many people ignore this type of unit until Trebuchets or Artillery. Catapults can take 1/4 a City's life or more in one hit. Since your Archers can move then fire, let them use the more open terrain to get to their targets. A Siege weapon can set up and Fire in the same turn, but cannot move, set up and fire.

### Mobile Units - Horsemen to Tanks

Mobile Units start with Horsemen and eventually move up to Cavalry and Tanks. They suck against Cities, but are wonderful for pillaging tiles, hit and run and actually capturing Cities. They can come in from 3+ tiles away and finish off a City that has been bombarded. These are often high-priority targets for Cities controlled by the AI, so can soak up some damage for your forces while Pillaging tiles to help cut off Luxuries and Strategic Resources. By Pillaging, you can cause a Civ to enter Unhappiness or suffer a lack of Strategic Resources. You can attack a City with all Ranged Units (thought not 100% wise) and move in with a Horseman outside retaliation range if you like.

### Naval Units

Starting with the Galleass, Naval Warfare starts to be interesting. You can certainly attack a Coastal City with Ranged Units and then move in with a Trireme, but Galleass and later Frigates, are Naval Ranged Units. They can fire on a City without fear of Retaliation and only require 2 Promotions to get to 3 Range. This is the single best Promotion to give them, as you can beat down a City and move in with a Knight or Naval Melee Unit and take a City.



### 37.3.2. Modern Warfare



Figure 37.13.: War changes with the advent of Aircraft and stronger Naval Units like the Carrier and Battleship.

#### Late-Game Wars

War changes fundamentally in the later game. 'Ranged' Units can only attack one Tile away and your primary means of damaging Cities is through Siege weaponry. With the advent of Artillery, Cities can no longer protect themselves against hits from afar. Artillery has a range of 3. Things change even more dramatically when Flight is researched and you are able to attack with Fighters and Bombers. Some players rush for Artillery tech after building a strong Science output, then begin their Wars with this powerful tech. The faster you reach Dynamite and bring these units to the battlefield, the more damage you can do.

#### Aircraft

Know your Aircraft and how to use them. Rarely does the AI set Fighters to Intercept. It seems to me they mainly use Bombers because of their higher Combat Strength. This means your best bet against a strong AI Air force is to put a couple of Fighters on Intercept and escort your ground/naval Forces with a Unit that has the ability to Intercept Aircraft. This will cause them to take more damage, and the AI seems to waste a lot of bombers to this.

You want to be aware of Anti-Air. Anti-Air positions protect an area 2 hexes-wide, that means that they can deal extra damage and cause your own forces to take less damage. The only means of protecting Naval Units is the Missile Cruiser (very late game) or Carrier with Fighters on Intercept. A fighter may Intercept only once per turn, so you may need multiple. Anti-Aircraft Guns to protect against a big Air Force.

#### Siege

Siege weaponry can reach 3 hexes by the mid-game with Artillery and Rocket Artillery, as stated before. They have a 200% bonus vs Cities by default, which greatly boosts their CS when attacking a City. By this time, a lot of Forest/jungle will have been cleared and you can fire from Open Terrain. It's also the best Terrain-type bonus to start against when choosing Promotions.



### **Naval Combat - Subs are incredible**

If you want to totally dominate the AI, know that they are horrible at using and defending against Submarines. These Units can completely wipe out the opposing Fleet, allowing you to easily attack Civs on another Continent. Take the Promotion that increases their damage on the attack, as they will rarely get attacked unless you move in too close. Sink Destroyers and other Units with detection first!

### **Paratroopers to XCOM**

Starting with Airports, you're able to make Paratroopers. Paratroopers are able to quickly reinforce areas, or drop right next to a City and capture it within the next Turn. You might want to send 2 for Capturing a City that has been bombarded, but they're excellent for that purpose. XCOM Squads have a much larger range of 40, and change Warfare indefinitely. They can certainly be relied upon to tie up a late-game Domination Victory.

### **Airlift Mode for other Units**

When you have an Airport in a City, you are able to Airlift Units to another City with an Airport and drop them inside or next to that City. This can help when you have a massive empire, so that you are able to get newly trained forces to the fight. Units must be inside the City with an Airport to get the Airlift Mode option to appear.

### 37.4. Annexing, Puppeting and Razing Cities



Figure 37.14.: Annex or Puppet? Capitals cannot be Razed, but bad Cities should!

When you conquer a City, there is a percent chance for each Building to be destroyed in the process. Gold gained is based on the Civ's current Gold on hand and the size of the City. Landsknechts from the Commerce Policy Tree will get Double Gold and keep that benefit when Upgraded to Lancers. You will capture all Great Works stored in the City. The AI may move them to another City if they have slots available, and you should too if one of your Cities is going to be taken. The City's Population will be cut in half, then the City will Revolt a number of Turns equal to this Population - a 16 Pop City will become 8 and Revolt for 8 Turns. Wonders are never destroyed, so you are sure to control those. The % chance loss of a building is based on the building. But, the question for Warmongers when capturing them is whether to Annex, Raze, or Puppet Cities.

Different levels of Tourism Influence affect the number of Turns a City will be in Revolt and the loss of Population. Certain Ideological Tenets may make it easier to add these Cities to your empire. Police State from Autocracy gives +3 Happiness for Courthouses and allows you to build them in half the usual time. Order's Iron Curtain provides a Free Courthouse upon City Capture while also boosting Internal Trade Routes by 50%. This allows you to give more Food to captured Cities to help them grow to be more useful, but is best used in your big Cities.

This is stated elsewhere in the Guide, but you should be aware that each City you add to your Empire adds 5% to Tech Costs. Each City you Annex will add 10% to Social Policy Costs. These two help you decide what to do with each City. It's not wise to have a large empire of Annexed Cities, though you do get complete control. If you Annex too many Cities, you will not be able to adopt as many Social Policies. For example, just because Police State gives you +3 Happiness for Courthouses, Annexing all Cities would cause you to choose fewer Social Policies in the late game.

Be aware of Unhappiness generated by Cities, so you can do the math and know how much a City would add to your Empire. All Cities you own will generate 3 Unhappiness plus one per Population, but you must cut the Population in half if you're taking it by Conquest. So, a 14-pop City would be cut to 7

through Conquest with no Tourism Influence Modifiers, then generate 10 Unhappiness (7+3). As stated before, Cities acquired through Trade Deals and Peace Treaties do not suffer a Population hit, so it would remain the same when changing hands. If you're Razing a City, it will temporarily cause a hit to Happiness that depletes by 1 as its population falls.

## **Annex**

Annexing a City puts it under your control, but there is a short-term drawback aside from Cultural costs. An Annexed City will add 1.34 Unhappiness per Population plus 5 Unhappiness to your Empire, enough to cause a riseup of Barbarian units. Putting a Courthouse in the City will make it behave just like any of your other Cities. It is sometimes preferable to buy the Courthouse (600 Gold) outright rather than suffer the amount of turns it would take the City to build the Courthouse. Annexing is a pretty big deal. You only want to Annex the very best Cities, like Capitals, and you never want to Annex a City immediately upon capture as it is unable to produce anything - meaning it will tank your Civ's Happiness until the Revolt is over.

Annex Cities that have good lands around - capable of high Production or massive growth. Capitals are generally the only Cities I Annex in my games, as the AI will typically have built Wonders there. You get the benefit of any Wonders and buildings inside anyway, but these Cities have a lot of Potential and allowing the AI to Focus on Gold there is a waste when it could contribute a lot to the Civ's Science output or be an excellent production center for Military Units.

## **Puppet**

Puppeting a City will make it yours, though it will construct buildings on its own. They focus on Gold through Citizen Management, meaning they will have a low potential for growth unless the tiles with Gold also have good Food output. Puppets can never grow to great heights because of this. Their main purpose is to secure the land for you, give you benefits of extra Gold income, and contribute to the Scientific output of your empire (a bit). To keep Puppets from growing and consuming too much of your Happiness, you can replace any Farms with Trading Posts. This makes them more useful, and with Rationalism you can get +1 Science per Trading Post.

I puppet about half the Cities I take, a few get Annexed and others Razed. The AI can place Cities in horrible spots, and those have to go. You can settle the lands later and put it in a better spot, or let other Cities' borders expand to fill in the gap. Always Puppet Cities that can function as bases for your Military - you need a place to heal your forces and prevent the AI from retaking that land. Puppets serve as excellent forward staging grounds for future battles. Sometimes a City is in such a good position that it has to be kept for the purposes of defense. Puppets add 5% to Science costs and their Population prevents your other Cities from growing if you have low Happiness. Thankfully, Puppets will eventually get around to building Happiness buildings just as they do Markets and Banks.



Figure 37.15.: Sell one Building per Turn when Razing a City to get Gold from it.

## Raze

Razing Cities burns them to the ground. When the City's Captured, half its population will be gone. The remainder will determine how many turns it will take for the City to be razed - 1 Turn per remaining Population. As a City is Razed, you are able to sell one building per turn. Sell the most expensive buildings first, as when it's gone, everything inside is gone too.

Many Cities deserve to be Razed. Any that are in Snow/Desert/Tundra with poor food, or just settled in awful locations, like one tile from the coast, need to go. Consider your Civilizations' current and future Happiness when deciding whether to Raze or not. Even a decent City needs to burn if it will put you at -10 Happiness and you're unable to support it. If you can take the Happiness hit or resolve it soon, then Puppet the City. Keep it if valuable resources are within its borders, such as unique Luxuries you do not yet have access to or Strategic Resources. Capitals cannot be Razed.

While it would be foolish to Raze Cities that have Wonders inside, given you will get their benefits, the situation may arise. Know that when you Raze a City any Wonders inside will be lost forever with no one able to rebuild them, just as many have been destroyed historically. Great Works will be lost, too, if you're unable to move them to another City.

If you want a City for Strategic or Luxury Resources alone, be aware that you can choose to Raze it, drop its Population down and choose **Stop Razing** when it gets to the level you desire - say, 1 Population so that you get the Aluminum or Oil nearby, control the land, and have a minimal happiness hit to your Empire. To Stop Razing, simply select it on the City Screen.

Part VII.

## Victory Types in Civ 5



## Civilization 5 Victory Strategy Guides - How to Win a Game in Vanilla, G&K, and Brave New World



**Civ 5's Victory Screen shows your progress toward winning the game.**

This Guide was written for gameplay features introduced in both the Brave New World and Gods and Kings DLC. Civilization 5 offers you five different ways to win the game, and these have changed a bit as the game's expansions have been released. This Guide will show you how to win at the four primary victory types (Culture, Diplomacy, Domination, and Science), the fifth being survival until the year 2050, Time, which feels like a hollow victory, a failure to win at one of the actual goals. Civ is a game with many viable strategies, and players can usually switch up their tactics to pursue an easier victory based on the tiles they have worked, opposing Civs around them and how the game is going. Your original goal may not work out. Always keep your options open! Knowledge of all the ways to win will help you switch up your strategy should you find another Civ is about to take the victory and end your game. These guides offer tips on the mechanics of victories, Wonders you may want to build, and should give you ideas that will help you win your next game and up that difficulty level for a greater challenge when your late-game tactics and early-game build and technology orders have improved.

### Cultural Victory in Civ 5 38

The Culture Victory Guide teaches you the applications of Culture and Tourism. Cultural wins require your mid-to-late game Tourism generation to surpass all competing Civs' individual Culture output over the years. Learn the best Wonders, Ideologies, and how to use Great Artists, Writers, and Musicians to spread your Civilization's Influence around the World.

### Diplomatic Victory in Civ 5 39

To earn a win through Diplomacy, Civilizations must first develop a World Congress by inventing the Printing Press, which then evolves as Civs advance to new Eras. In each new Era, delegate bonuses

change per Civ, Host, and City-State. Learn about getting Delegates and how you can win the Election for World Leader once the United Nations has been founded in the Atomic Era.

### Domination Victory in Civ 5 40

Brave New World toughens the Domination Victory requirement and makes it much more challenging. It doesn't require outright Warmongering, but is perhaps best suited to that playstyle. In order to win a game this way, you must capture and hold the [Capital Cities 4](#) of all other Civs in the game. Learn some tips on preparing your units for war and how you can take over the world by dominating every Civ on the planet.

### Scientific Victory in Civ 5 41

Scientific Victories are quite popular, probably because people enjoy trying to outpace their opponents in Technology. To win a Civ 5 match like this, build the Apollo Program then begin construction of a great Space Ship to colonize Alpha Centauri and spread your Civilization to the stars. Learn about boosting [Science output 4.4,7](#) and [production to build 4.3](#) your ship together faster and blow past your opponents through Technological Superiority.

### Time

A game of Civ 5 lasts until the year 2050, or 500 Turns on a Standard game. A Time Victory merely means that your Civilization survived to the end of the game, and perhaps outlasted other leaders. This Victory is least satisfying, although completing it on a high difficulty is still a challenge. While with other types you may try to win the game earlier, with Time you are judged based on a variety of scoring factors and that is all. Controlling many Wonders, completing Research up to Future Tech and having a high population should all be heavily considered if you want to set a new high score for yourself.

## 38. Culture/Tourism Victory

### Tourism, Culture, and Influencing other Nations

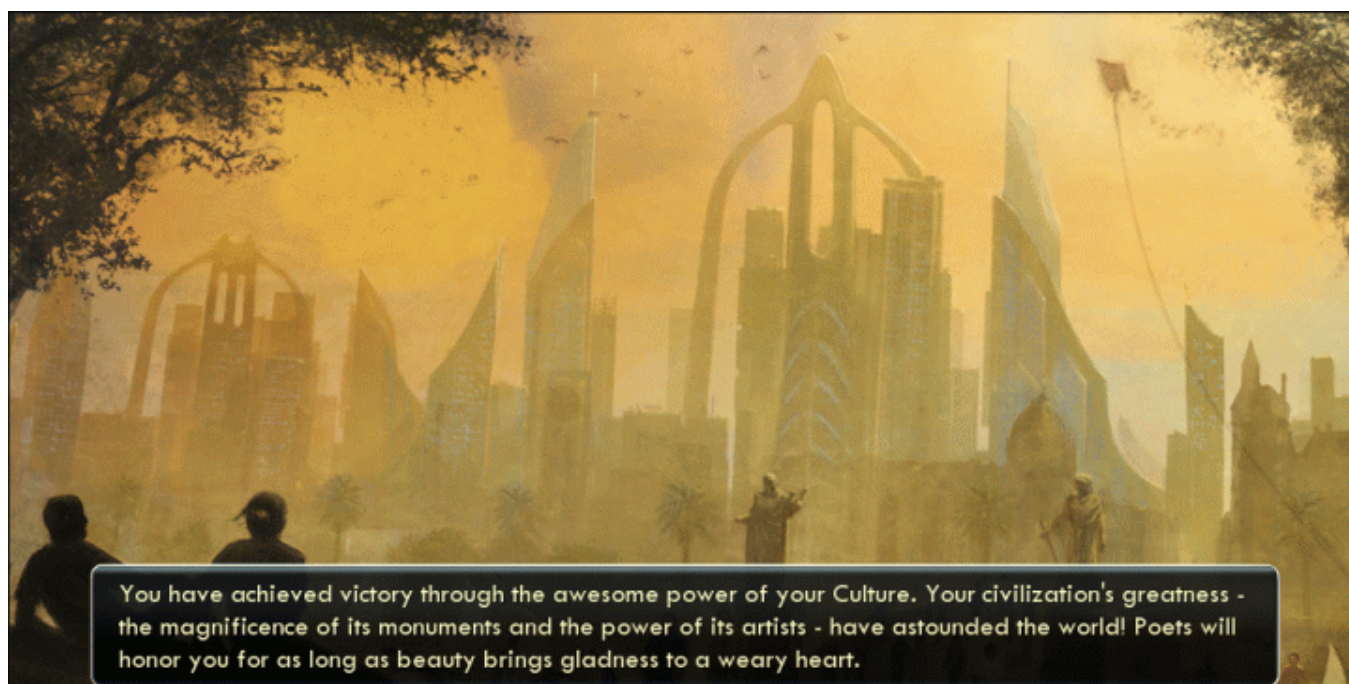


Figure 38.1.: Civilization 5: Brave New World Cultural Win.

Civilization 5: Brave New World makes great changes to the game's Cultural Victory requirements and the entire Culture generation system itself. This Guide will teach you the basic concepts you need to know in order to win a game of Civ 5 with a Cultural victory, along with strategies you may use to boost the new Tourism stat and spread your Civilization's influence to other Nations around the world.



Figure 38.2.: Both Culture and Tourism factor into Victory.

### Culture and Tourism - How it Works and How to Win

Culture and Tourism are two metrics key to winning a Cultural Victory. The game describes them as defense and offense, respectively. That can be a bit confusing, so I'll take a stab at clarifying it. Tourism

is your 'offense' in that when people visit travel spots in your city, they take your influence home with them after, for example, a vacation. Your Civ's music, style, and even Ideology will grow in popularity within their land. When total Tourism (offense) output over the years exceeds a Civ's cumulative Culture (defense) generated over time, you gain influence over them.

Culture is generated more early-game but later you can boost Tourism to pass it up. Civilizations with a high culture are hard to take over as they will have generated thousands of points throughout their history. Overcoming their Culture will require you to employ numerous tactics that are best started by the mid-game to have maximum impact. After all, in 2050 the game ends and you lose the opportunity to win with Culture. Researching **The Internet Tech will double Tourism output**, by giving your Culture a new way of spreading the globe. Only the Civ that builds the [Great Firewall Wonder 20.3](#) can resist this boost, so if you build it yourself, you are stopping a competitor from ruining your bonus. Running for it as you near the end-game can help you to win a bit sooner, and may be the only way you can realistically pass a Cultured Civ to win the game.

Since Tourism is what is needed for the Cultural victory, we will focus on generating maximum tourism and the things you can do to amplify your tourism's influence on another Civ on this page. Read my Guide to Tourism to see every means I can find of boosting Tourism and the bonuses you will get for gaining Dominance over other Civilizations.



Figure 38.3.: Cultural Overview.

### Victory Progress and Culture Overview

There are two screens that will provide ample information on your progress. First is the Victory screen (F8), where you can see your current influence standing with all other Civs. Get to 100% with everyone, and you've won the game. Next is the Culture Overview. There you will see all Great Works, their location in your Civ's various city buildings, and their Tourism output. Click Influence by Player at the top of this screen to see how your total Tourism generation stacks up against their accumulated Culture. Another way is to hover over a City's Tourism Output on the City Screen. There you will see what Civs you are getting bonuses from Open Borders, Trade Routes, and Shared Religion with and that information can help you to make adjustments - say, setting up a new Trade Route or paying a Civ to open their Borders to you.

### 38.1. Generating Tourism Directly & Culture that Converts to Tourism



Figure 38.4.: Tourism must exceed Culture for you to secure Victory.

#### Generating Tourism

Constructing buildings, Wonders, and National Wonders are your primary means of boosting your Civ's Tourism and Culture stats. Instead of providing set amounts of Culture and Tourism, these buildings provide lower base amounts but now have slots that can hold Great Works of Art, Writing, or Music. Each building has a certain number of slots that may be filled, each giving +2 culture and +2 tourism for each Great Work. This is before bonuses from Wonders and your interactions with other Civs boosting those numbers further.

#### Great Works of Writing, Art, and Music

Great Artists, Great Writers, and Great Musicians can all generate Great Works, which will consume the Great Person and produce a piece based on the Era in which they are used. Paying attention to the types of slots still available to your Civ and tailoring your Civilization's Great Person Points to push you toward those whose slots you have available can streamline the process of filling them up. In general, simply running your Artist, Musician, and Writer slots through the course of the game is the best strategy, since every bit of Tourism helps. Putting these into cities that are receiving bonuses to Culture and Tourism from Wonders is a wise idea. You could turn one city into a huge Tourism attraction by building the right Wonders to boost Tourism Output and getting theming bonuses.

#### Getting Required Buildings

You will need the Writer's, Artists' and Musician's Guild National Wonders to give you the ability to generate these Great People in your City. They come in that order Technologically - at Drama and Poetry (Writers), Guilds (Artists), and Acoustics (Musicians). Clearly you need to prioritize these Technologies if you want to win, for you'll need to generate many throughout the game and they cost +100 for each time you generate one of each type. I generally enter the Renaissance Era with Acoustics when going for a Cultural Victory so that I can be first there, which also allows me to build the Sistine Chapel. It's wise to save a Great Engineer for this Wonder, because it is fairly easy to attain and gives you a nice Theming Bonus that is also easy to get.

#### Theming Bonuses 38.6

Each Building with more than one slot for Great Works has a Theming Bonus. These can be slightly challenging to come up with if you do not plan ahead, as the bonuses are granted for very specific



combinations of Works - those that are from the same era, differing eras, or coming from the same/different Civs. Mouse over the buildings in your Culture Overview to get a look at their requirements and click a work to move it to another available slot to get them arranged in the most efficient way for your Civ.

### Timing Great Works for Theming Bonuses

If you are ahead Scientifically, or at least in Cultural Techs, you should plan ahead - just because a Great Musician is born, you might not want to use them right away. For example, the Broadway World Wonder requires three Works from the same Civ, same Era. It comes with one - if you are going to be able to build it, have just earned a Musician, and see that a second Great Musician is a little while away, you should save the one so that its Great Work will be in the same Era as the next two - making you have 3 from the Modern Era, which would fill the requirement of Broadway's Theming Bonus and give you +6 extra Tourism with Aesthetics maxed out.



Figure 38.5.: Archaeological Digs produce Great Work Artifacts, raising Tourism and Culture for your Civ.

### Great Work Artifacts - Archaeologists

With the advent of Archaeology, Archaeological sites will appear on the map. Make an Archaeologist in one of your cities and send them there to build a Dig and consume the Archaeologist. When the Dig is completed, you can choose to extract the Great Work Artifact and transfer it to one of your cities or create a Landmark that generates Culture based on the Era it's from. Be absolutely certain that when your Archaeologist is done digging you have built at least one Museum in your Cities, because with no place to put an Artifact you are forced to make a Landmark. If you're going for the Cultural Victory, you never want to make a Landmark that is outside the workable tiles of a City (range 3). This is preferable to leaving it a tile improvement, which only grants Culture to a Civ working it. A National Visitor's Center, Hotel, and Airport will convert Landmark Culture to Tourism at a rate of (200%) so is always better than the Great Work Artifact, unless you need the Artifact for a Theming Bonus.

Artifacts come into play for Theming Bonuses in Museums and the Louvre and collecting a variety from around the World is best for that reason. Send embarked units and ships to scout for places Archaeologists can dig. You may find places that have not been claimed by another Civ and the Archaeologist may need protection. You unearth Artifacts in territories where you have Open Borders, but the host Civilization won't necessarily like you excavating their land for your own purposes. Two Artifacts from different Civs and different Eras are part of the requirement to finish the Theming Bonus of The [Louvre World Wonder 18.1](#), which is the single best available and also the most difficult to complete. You will need to adopt Exploration to get this, but that will help your Ships explore the World and find more Dig Sites anyway, so it's worth it.

## Religion and Tourism

If you Found and utilize a [Religion 12](#), you can select a [Pantheon 12.3](#) that will make certain Tile Improvements generate Culture, for example God of the Open Sky makes Pastures give +1 Culture. Cathedrals, a [Follower Belief 12.5](#) will give 1 extra Great Work of Art slot that is available earlier than any other buildings that provide them - Museums are quite far off, so only Wonders and the Capital's Palace will let you utilize a Great Work of Art in the early game.

Another means of generating Tourism with Religion that will be particularly helpful to try and win Culturally by the mid-game is to Max [Piety 10.4](#) to get a [Reformation Belief 12.7](#) and select Sacred Sites that will allow all buildings purchased with Faith to generate Tourism. If you select 2 types of Building for your Follower Belief, you can greatly benefit from this in a [Wide Empire 6.3](#), but every little bit does help Tall Empires as well. It will just be a more impressive gain when you can build 10+ buildings. This +2 bonus would be multiplied by Open Borders etc. just as any other Tourism modifier, though it will not benefit from Hotels/Airports/National Visitor Center. Some players finish so quickly using this method that they never need those technologies, anyway. An extra benefit of completing Piety is that Holy Sites will generate +3 Culture, which makes them eligible for the conversion to Tourism from Hotels and Airports without requiring a World Congress proposal.

As you'll read below, you can also have your Religion voted World Religion in the World Congress to get a hefty +50% boost to Tourism in the Holy City.

## The Importance of Stealing Cultural City-State Alliances

You will want to Ally with as many Cultural City-States as possible, particularly taking them from those Civs that will be difficult to overcome, as pointed out by a reader in the comments section (thank you Prima). I overlooked this in the initial Guide, but stealing Alliances with Gold and using your Spies to stage coups in City-States will stop other Civs from getting the +Culture per turn they would receive if you left them alone. While the Culture from these City-States does not help you win directly, it does lower the Culture per Turn of the Civ you're taking it from, which makes your Tourism overcome their cumulative Cultural output faster. This is best done sooner rather than later, given a long-term alliance between a Cultural CS and another Civ could generate thousands of Culture over the course of a game.

## 38.2. How to Get Higher Tourism to Gain Influence over Other Civs

### Adopt or Finish Aesthetics

You absolutely want the [Aesthetics 10.6](#) Social Policies if you're going for a Cultural Victory in Civ 5. This tree will give you +25% Great Person Points for Great Artists, Writers, and Musicians and later change the modifiers below from 25% to 40% each for Shared Religion, Open Borders, and having a Trade Route with that Civ. This makes the max go from +75% to +120% of your current Tourism per turn.

## Open Borders

## Trade Routes

Shared Religion

If you simply can't beat 'em, join 'em. In some cases, I have adopted another Civ's Religion (just let them spread it) if they are proving to be the hardest Civ to dominate culturally. I'd only do this if my own Beliefs were not as important as the bonus I'd get for going ahead with the globally dominant Religion. Once you have constructed buildings that aid in Cultural Victory like Cathedrals (for Great Works of Art Slots), you have them and no longer need the belief. It may be better to encourage that Religion in your own land if it could finish off the Victory for you.

## Hotels, Airports, and National Visitor Center - Tourism Boosts from Tile Improvements and Wonders

Later in the game, Hotels and Airports will come available. While their +50% bonus to Tourism from Great Works each is helpful, also is the fact that any Wonders and Tile Improvements that generate Culture will also contribute 50% of their Culture boost to Tourism. This means that any Landmark from an Archaeology Dig that you can get within your Borders will boost Tourism indirectly. Later in the game, Landmarks can provide bigger bonuses (+1 for each Era of difference) so may be the better choice unless you need an Artifact to complete a Theming Bonus. This boost to Tourism should also apply to anything else that puts Culture on a tile, like certain Pantheon Beliefs when founding a Religion or France's Chateau.

If a City had +21 Culture from Wonders and Tile Improvements that Generate Culture with Cultural Heritage Sites enacted to make it that high, it would receive +10 (rounded down) Tourism per turn with a Hotel. With the Airport, it would receive all +21 for the benefit would be 100% of that value. With a National Visitor Center, this jumps to 42 Tourism and is then multiplied by any bonuses. I observed this math on my second City, and not the Capital, so that value could be much, much higher. Cumulatively, this will skyrocket your Tourism and lead you to victory.

Having a Hotel and Airport in a City will also double the Tourism output from Great Works to +4 instead of +2 each, which is a great boost along with everything else. This doesn't impact Theming Bonuses, but is still incredibly important. The **National Visitor Center** can only go in one City after you've built Hotels in all Cities, but adds another 100% to this - thus, your Great Works and Artifacts will produce +8 Tourism each. It should be placed in your best City, for it also does the same for Wonders and Tile Improvements just as Hotels and Airports do. This is how you can gradually surpass a Civ making +500 Culture per turn.

## Ideological Tenets that Boost Tourism

Overall, in my opinion the simplest, but not necessarily best choice of Ideology for a Cultural Victory is [Freedom 11.2](#). Many Civs will hate you - but there are always Civs choosing different Ideologies. Its Tier 3 bonus is to give +34% Tourism Output (before other Bonuses) to each City with a Broadcast Tower. You'll also get Production out of your Specialists with this Ideology if you can build the [Statue of Liberty 19.3](#), have them consume less Food and generate less Unhappiness. There is +25% Great Person Generation just to sweeten the deal.

[Order 11.3](#) is the second choice, and while its bonuses are not so direct, it can gradually build to huge levels of Tourism output. Its Tier 3 grants +34% Tourism (without Broadcast Towers) to Civs with less Happiness than you. Their unique Wonder is the [Kremlin 19.5](#), which helps build Armor units but is not Cultural at all. It does, however, help with defense, which is important if you have close neighbors with large armies. Going Order, you should probably have one of your own to counter that. This can be a wise choice if you have very high Happiness because you can also get +34% Tourism to other Order Civilizations, and that will gradually happen over time if Civs switch Ideologies to get out of Unhappiness from the difference. There is also Great Person generation here, and a lot of boosts to Production and Happiness.

[Autocracy 11.1](#) is the most difficult choice for a new player in my opinion though a lot of Civs do get powerful late-game [Unique Units 36](#). It is interesting how it works and could make for a fun play - it would be harder to pull off, for sure given you must engage in Diplomacy and possibly pay other Civs to wage War with you. Still, the Tourism bonuses will help you gain influence over Civs and result in easier Conquest, meaning you can take down the Civs that are giving you trouble. The +250 Tourism to all Civs when a Great Artsy-type is born is nice, but not large as that will not happen often. You can buy a few, however, with Faith and probably see a spike, particularly if they are Great Musicians. Their big bonus to Tourism is +50% to Civilizations you are fighting a common enemy with - so you can form an axis and go to war with a Civ with high cultural output and steal their works while plundering their Cities.

In a way, I feel that writing how Autocracy works points out the great changes that came in Fall Patch



2013, which gave Tourism and Influence over Civs other purposes aside from the Cultural Victory. Unrest and Population loss are reduced the more Influential you are with a Civ and there are other bonuses which are explained below. This sounds like a fun game, so I'll have to give it a try.

### Great Musician Concert Tour - The 'Culture' Bomb of Civ 5

Great Musicians do not only create Great Works of Music, but can also go on a Concert Tour and this is a great use of them to break through a Civ whom your Influence is rising slowly, particularly when you've almost won. Simply get Open Borders with another Civ and send the GM into their territory. The strength of a Great Musician's Perform Concert Tour Ability is determined by your current Tourism Output and is 10x that value, so those born later and after you have completed some Theming Bonuses will be stronger. While inside the other Civ's Borders, select this option to inject a lump sum of Tourism (10 Turns worth) into their Civ and deliver 20% of this amount (2 turns worth your Tourism Output) to all others. Later in the game, toward the Modern Era and once theming bonuses for buildings like the Sydney Opera House and Broadway are completed, Concert Tours are your best option. Broadway and Broadcast Towers both contain slots for great works of music that will become available by the Modern Era, but it's likely these should remain empty as you'll get more Tourism using the one-shot Concert Tour than you could through per-turn Tourism gained from a Great Work of Music when less than 200 turns remain in the game.

If you are having difficulty passing a Civ's Culture, you should save up Faith for late in the game so that you can purchase Great Musicians in multiple Cities at once, then head to their borders and deliver a huge amount of Tourism all at once, while affecting other Civs as well. They would start at 1000 Faith, then 1500, 2000, and so on. It is worth it for it can ensure you win the game, particularly given how strong they are by the late-game. Don't ever use an early Great Musician for a Concert Tour unless you've done an amazing job at all this and it will win you the game, for they will make more Tourism by producing Great Works of Music for your Empire to go in Opera Houses.

### World Congress: World Religion Grants Holy City a Massive Tourism Boost

If you've founded a Religion and can get a World Congress Proposal passed to name it the Global Religion, your Holy City will get a hefty +50% Tourism boost.



Figure 38.7.: You can also see Tourism Bonuses by hovering over Tourism in the City Screen.



### World Congress Proposals: Convert Culture to Tourism

There are four other World Congress Proposals that interest a player seeking a win Culturally in Brave New World. First is **Arts Funding**. This will raise the boost to GPP for Great Artists, Writers, and Musicians by +33% while reducing Scientists, Engineers, and Merchants by the same amount. Given you need more of the former, this is worth it.

The next proposals are only relevant once you have built Hotels, Airports, and the National Visitor Center. The **Cultural Heritage Sites** Proposal will give each World Wonder +3 Culture. If you have a workable Natural Wonder, **Natural Heritage Sites** will give +5 Culture to that. **Historical Monuments** will make Landmarks generate +4 Tourism no matter their age, and every other type of Great Person tile improvement - from Citadels to Manufactories, will give +2 Culture. These are converted by 50% each for Hotel and Airport for a 100% boost in every City with those 2 buildings and another +100% in the City with National Visitor Center, which should be put in the City with the most Wonders. Getting these passed will have a huge effect on your Tourism output and can be an important part of your victory, particularly if you have failed to get many Theming Bonuses or even Wonders - your Academies could help generate Tourism this way.

Be aware that if you get these proposals passed and another Civ has many Wonders or other means of benefitting from this in a big way, it will slow your Tourism's progress against them. These are useful when you are the one who will be benefitting most. See the Diplomacy tab in-game and check out Global Politics to see who controls how many Wonders, for example, to know who will benefit. If you have no Natural Wonders and another Civ has several, you would want to vote against Natural Heritage Sites.

### International Games - 100% Tourism Output for 20 Turns

Once the World Congress convenes and Radio has been invented, the International Games resolution becomes available. Should it pass and you produce the most toward the project, your Civ will get double Tourism for 20 straight turns. This is an excellent time to buy Great Musicians with Faith, for their Concert power will also be doubled.

### Spies as Diplomats for Civs of Differing Ideologies Offset the Penalty

Only works with Civs of different Ideologies. Install a Spy into another Civ's Capital to get to select between Spy and Diplomat mode. Spies steal tech, while Diplomats will conduct propaganda that will boost Tourism in the target Civ, and eventually makes it easier to get them to switch to your Civ's Ideology. The penalty to Tourism for a different Ideology is -34%, while a Spy conducting Propaganda can offset this by +25%, resulting in only a -9% loss for different Ideology, making it easier. So long as you can get (at least) a Trade Route with them, you'll be well into the positive.

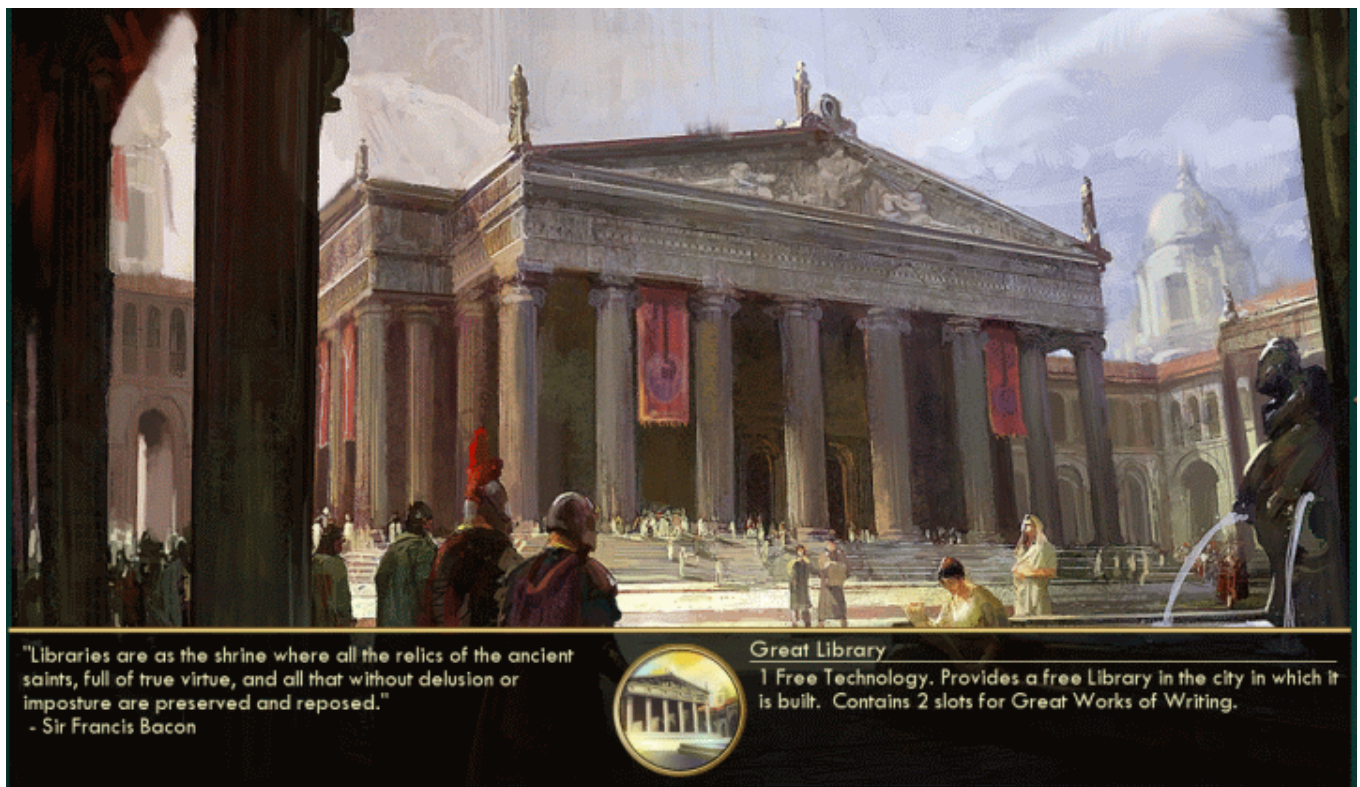


Figure 38.8.: The Great Library comes with Great Work of Writing Slots.

### 38.3. Important Wonders for Tourism

#### Wonders & National Wonders

The following [World Wonders 13](#) and National Wonders are great for Civs seeking a Cultural Victory, although this list is not exhaustive. 80+% of Wonders generate Culture, which can be converted to Tourism with Hotels/Airports and amplified with Cultural Heritage Sites. The following list of Wonders with Works slots should be handy in helping you spot those you'll definitely want to pursue, although none are essential to victory so long as your Tourism output is high enough or you're willing to go to War in order to crush another Civilization's Culture. World Wonders are linked so that you can learn more about them. Here is another link to [Theming Bonuses 38.6](#) so that you can see all the requirements.

- [Great Library 14.3](#) - 2 Great Works of Writing Slots
- [Parthenon 15.5](#) - no Theming Bonus, but comes with a free Great Work of Art in its lone slot that may be helpful in completing other Theming Bonuses.
- [Globe Theatre 17.4](#) - Free Great Writer, 2 Great Works of Writing Slots.
- [Oxford University](#) - National Wonder that requires University in all Cities. 2 Great Works of Writing Slots.
- [Uffizi 17.8](#) - Requires Aesthetics Social Policy. Free Great Artist, 3 Great Works of Art Slots.
- [Hermitage](#) - National Wonder that requires Opera House in all Cities, 3 Great Work of Art Slots.
- [Sistine Chapel 17.1](#) - 2 Great Work of Art Slots.
- [Louvre 18.1](#) - Requires Exploration Social Policy, Free Great Artist, 4 Great Work of Art Slots.
- [Sydney Opera House 20.2](#) - 2 Great Work of Music Slots.
- [Broadway 19.1](#) - Free Great Musician, 3 Great Work of Music slots.
- [Eiffel Tower 19.2](#) - +12 Tourism.
- [CN Tower 21.1](#) - Free Broadcast Tower in all Cities, which each have +1 Great Work of Music Slot. Do not wait on this, the clock is ticking. At least put some Broadcast Towers up in Cities

that have lots of Great Works, Wonders, and Theming Bonuses if you go Freedom to get the +34% Tourism from these.

- **Leaning Tower of Pisa 17.3** - +25% Great Person Generation in all cities.
- **Grand Temple** - National Wonder that requires Temple in all Cities. Must be built in Holy City. Doubles Religious Pressure emanating from this city. Good in a coastal city for sending your religion to other continents to earn the Shared Religion Bonus, but only if you work hard at spreading your Religion. Thankfully, Open Borders and Trade Routes are generally enough.
- **National Visitor Center** - National Wonder that requires a Hotel in all Cities. Culture from World Wonders, Landmarks, and National Wonders are added to Tourism output for this city. Additionally, it doubles Culture Output of the city from Great Works. A massive late-game boost that can push you over the edge with difficult-to-influence Civs. Buy Great Musicians with Faith just after producing this to get the ability to drop massive bombs of Tourism on your opponents.

## 38.4. Summing it Up: Deploying your Strategy

There's a lot of information here, so let's summarize what one should do: prioritize Research of Cultural Technologies so that you are first and can easily build Wonders and get your [Writer 22.3](#), [Artist 22.1](#), and [Musician Specialists 22.2](#) active faster. If you're playing on Emperor or higher, don't worry too much about the [Parthenon 15.5](#) unless you are sure you can finish it; other Wonders are better and a strong start to get your Science up is more important. Know what Wonders you'll build and the [requirements for their Theming Bonus 38.6](#) before you use your Renaissance and later era Great Musicians and Artists. Remember that Great Works come from the Era in which the Great Person is used, not born, so you should often save them for the right time. You should pretty much use all Writers immediately for a Great Work of Writing, but may want to save Musicians and Artists until a later Era if you need 2-3 generated in the same Era and have high Research output. Watch for those that come with a free one, as this will help.

Read my [Guide to Great People in Civ 5 23](#) to learn more about generating Great Person Points for each type. I list all the different means of getting bonuses to GP generation, which is going to help you get more Great Works over the years.

Take advantage of the Bonuses to Tourism vs each Civ by getting Open Borders if you can, sending one Trade Route to them and possibly sharing Religion. Use your votes in the World Congress to get the Proposals you need passed to aid in Tourism output, being mindful that you need City-State allies to do this - Cultured is a good choice, for you will take away other Civs' Culture boosts from these types of City-States. Research Archaeology and go on Digs to get Artifacts for your Museums. Throughout all this, do not neglect your Military for if you are ahead in Tech and Culture, but have little defense, you will get steamrolled by an angry backstabbing neighbor Civ.

Adopt Aesthetics to be able to build Uffizi, which takes Great Works of Art, and one point Exploration will help you explore the World while also allowing construction of the Louvre. You should absolutely finish Aesthetics if you expect to win, because you need the increase in % Bonuses from Open Borders, Trade Routes, and Religion along with the doubling of Theming Bonuses.

Remember, inventing the Internet will double your Cultural Output, though it works for others as well. Run for it after Sydney Opera House (Ecology) to take advantage of this bonus and finish off those last few Cultural Civs. Again, the Great Firewall blocks this bonus to protect your Civ from others' Influence and the resulting Unhappiness. Building this World Wonder will also prevent other Civs from acquiring this protection.

There are 2 Wonders that absolutely require you to either Conquer Cities to get Great Works or, preferably, swap them, to complete Theming Bonuses. You will need to swap two Great Works of Writing and get two from Different Civs, different Eras to complete the Theming Bonus of the Oxford University National Wonder - this can be done through the Culture Screen (Swap Great Works). Put up a Great Work of Writing from your own Civ and get one of theirs. The same is true for Great Works of Art for the Louvre. It's easiest to use one Artifact from your Civ, another from a City-State or Barbarian, and trade 2 Great Works of Art from Eras different than your Artifacts to get that one completed.

Put all this together into your Strategy and you will likely be able to win a Cultural Victory unless there is a Civ that has really high output. In that case, War is an option, along with a Scientific or Diplomatic Victory if you've been playing well.

### 38.5. Tourism and Influence Level Impact on Other Civs and Your Own

Culture Overview						
Your Culture	Swap Great Works		Culture Victory		Influence by Player	
CIVILIZATION	INFLUENTIAL		IDEOLOGY	PUBLIC OPINION		OVERALL
Austria	0 of 7	8				
Byzantium	0 of 7	30	Freedom	Content	0	35
Carthage	0 of 7	9	Autocracy	Revolutionary Wave	-27	1
England	0 of 7	14				
Ethiopia	0 of 7	20				
Poland	2 of 7	79	Freedom	Content	0	23
The Huns	0 of 7	8				
The Netherlands	0 of 7	13	Order	Civil Resistance	-17	19

Close
Antiquity Sites not yet excavated: 17  
Hidden Sites not yet excavated: 14

Figure 38.9.: Being Influential over Civs will cause them Unhappiness if their Ideology differs from yours.

If you are not setting out to win Culturally, you may be leaving it as an option or generating it passively by creating Great Works, Wonders, Hotels, and Airports. There are a few benefits against Civs that you have achieved a medium to high level of Influence over. Here are the bonuses along with what each level will do for you.

#### Influence Levels Defined

Civ 5 uses several descriptors for your current level of influence over a Civilization. At 10%, your Civ is known as Exotic to them, 30% Familiar, 60% Popular, and Influential at 100% - your victory requirement. Gaining 200% of their Culture through Tourism will put you at Dominant.

**Exotic (10%):** This just means the Civ is aware of you and there is no benefit to being an Exotic Civ, it's just a show that you have made some progress against them.

**Familiar (30%):** +1 Science per trade route, Spies establish surveillance in just 1 Turn when moving to that Civ. Any Unrest and Population loss through conquest of their Cities is reduced 25%. Population is usually cut in half when Conquering a City, so this would make a 24 pop City fall to 15 instead of 12 Pop. Unrest would be 12 Turns on that City as it is equal to what the City's Population would be, but with this it would in theory be reduced to 9 turns of unrest. I am unsure if it's basing it on the new population or not, but someone can clarify this. Regardless, this bonus gets better and can eliminate Unrest and Population loss...

**Popular (60%):** +2 Science per trade route, Spies establish surveillance in just 1 Turn when moving to that Civ and work at 1 level higher than the Spy's actual Rank when attempting Coups in City-States that Civ is Allied with. Spies don't yet operate better in the other Civ's Cities, but will with the Influential level. Any Unrest and Population loss through conquest of their Cities is reduced 50%, so our 24 Population City falls to 18 with 6 turns of unrest.

**Influential (100%):** +3 Science per trade route, Spies establish surveillance in just 1 Turn when moving to that Civ and work at 1 level higher than the Spy's actual Rank in both the Civ's Cities (for stealing tech) and Allied City-States (for Coups). Any Unrest and Population loss through conquest of their Cities is reduced 75%, so a 24 Pop City falls to 21 with 3 turns of unrest.

**Dominant (200%):** +4 Science per trade route, Spies establish surveillance in just 1 Turn when moving to that Civ and work at 2 levels higher than the Spy's actual rank in both the Civ's Cities and Allied City-States. Any Unrest and Population loss through conquest of their Cities is eliminated. Taking their City by force will result in 0 Unrest and the 24 Population City stays size 24.

So, as you gain Influence you will benefit more from Trade with that Civ and your Spies will be both more effective at stealing technology and City-State alliances. When a Civ likes you well enough to the point you are Dominant Culturally, they will not be mad at all to become a part of your Empire and the only thing you'll need to do is Annex and build/purchase a Courthouse. If your Cultural Victory is going to fail because you just can't get past, say, Popular, with that Civ in time, you can more readily take over their Cities.

Your Civ's Ideology is later 'Marketed' by your Tourism. The populace of other Civilizations will want a life like your Citizens'. When you are Culturally Dominant or even just Popular with another Civ, you will be exerting pressure on them to change Ideology if it is different than yours. This can result in a LOT of unhappiness, and may even affect your empire and force you to change to another. With high Tourism output, you can gradually force all Civs in the game to change to your Ideology and make the negative Diplomatic Modifiers from differing Ideologies into positive Modifiers for having the same.

Keep in mind that while you have an Influence level over another Civ, they too have one over you. This means that they could be gaining some of these benefits or generating Civil Unrest because of a differing Ideology. If you are Dominant over most Civs, you will have no Unhappiness hit. You may use Great Musicians to change Influence levels, for theirs is compared against yours in determining how unhappy each Civilization is becoming - you being Exotic to them while they are Popular against you, you'll take a hit. Get yours up to Familiar and you reduce this Unhappiness hit.

### When your Tourism isn't Enough: Waging War Against Cultured Civs

War will cost you Open Borders and Trade Routes, causing your Influence over a Civ to be reduced. In the long run, a War can net you great works and Wonders to boost these stats if you take over the city. You may even choose to Raze the city but move any Great Works out before it is burned to the ground. Do so through your Culture Overview screen. Taking a Civ's major Culture producing city can give you an edge as well, for this defensive stat will be reduced for them, allowing your Tourism to overcome Culture output much faster.

If a Civ just won't bow to your Culture through Tourism, you could always attack their biggest cities or enact/repeal World Congress Proposals that benefit them to slow their Cultural progress and help your Tourism catch up. If you additionally take over any Cultural City-States they are allied with through quests or gifts of gold, you can do this without engaging in War but the Civ will not like you stealing their alliances. Still, once victory is near you may need to get desperate to finish them off - maybe even take on their Religion in your lands to get that boost, while ditching your own in every City but the Capital! If you are the one with a higher Influence level and going to War with another Civ that is unhappy because of their Ideology being different than yours, their Empire may be unhappy or very near it. You can make this so by using mobile units to take out their Luxury resources in just a few turns. Doing this will put them deep in the red and Rebels may even appear, possibly helping you with the War effort if they spawn in the right place. Regardless, each -1 Unhappiness will result in a -2% Combat Strength loss for their Units and Cities for the Empire being Unhappy. You can seriously exploit this when you have stronger units and easily take their Cities (and steal Great Works/Lower their Culture in the Process).



## 38.6. Theming Bonus Requirements List & Strategy Guide

Your Culture	Swap Great Works			Culture Victory				Influence by Player			
City Name											
★ Paris	719	783	30				+4				
+0											
+8											
+8											
+16											
+8											
+12											
+8											
+12											

Figure 38.10.: Storing Great Works in Themes results in higher Tourism and Culture Output.

Theming Bonuses allow you to milk a bit more Culture and Tourism out of your Civ's Great Works of Art, Music, Writing, and Artifacts found by Archaeologists. This Guide will teach you how to use this feature to aid in Cultural Victory, or simply boost your Culture per turn a few notches to Adopt new Social Policies faster or help fend off another Civ's Culture to prevent their Victory. Knowledge of each building's requirements can help you to plan and maximize Tourism output for a faster victory.

### How it Works

Click on Culture Overview in the top-right portion of the screen to access the Great Works management area and also see how your Tourism stacks up against other Civs'. Using the interface is simple, just click on a Work and the slot you'll move/swap it to. Hovering over a building that indicates +0 will show what you're supposed to do in-game, while I've provided a full list of buildings that offer bonuses below to help you seek Wonders and Technologies that will let you take advantage of this feature.

### Swapping Great Works

You can aid yourself in the acquisition of Great Works of Writing, Art, and Artifacts (but not Music) by swapping those you don't need with the AI through the top of this same Culture Overview screen. These three types may only be traded for the same kind, but you can see what other Players and the AI are offering to get rid of out of their collections. The +X next to each Great Work or Artifact shows you whether it's currently receiving a Theming Bonus. Put those you know you won't need up for trade with other Civs. Every Civ would do well to trade a couple Works of Writing to slip into their Oxford University, as they must come from other Civs.



Figure 38.11.: Choose your Artifact based on what you need to finish Bonuses for the Louvre or your Museums.

## Museums

Museums get special mention here, as they'll aid a bit in boosting your Theming on a Civ-wide scale. Museums only give +1 Theming bonuses but can be built by any City that has also built a Monument, Amphitheater, and an Opera House. They are special in this regard, for every other type of building that isn't a World Wonder or National Wonder does not offer a theming bonus at all, so it's worth swapping these around and ensuring that you pick up that second Artifact and knowing which kind to choose.

## Art and Artifacts

You can fit Artifacts into any building's Art slot, but that is only for storage. Artifacts do not count as Art for theming bonuses and are only used by the Louvre and Museums. Great Works of Art are created by [Great Artists 23.4](#), while Artifacts are found by Archaeologists. When an Archaeologist digs up an Antiquity Site or Hidden Antiquity Site, you'll get an option to build a Landmark or take an Artifact. Sometimes you will get to choose among a couple types of Artifacts. It's worth noting that Barbarians and each individual City State count as Civilizations when it comes to the Museum and Louvre Theming bonuses. Unfortunately, taking all the Exploration Social Policies to reveal these Hidden Antiquity sites is hardly worth it unless you're on a map with loads of water and need those boosts already. Rival Civs will see that you've dug something up within their territory, so it doesn't help with that, nor are there any special artifacts to be found within - they're just less likely to be excavated by other Civs before you get there.

<i>Theming Bonuses in Civilization 5: Brave New World</i>				
Building	Technology	Bonus*	Great Work/Artifact Requirements	Collection Name
<a href="#">The Great Library 14.3</a> WW	Writing	+2	Two Works of Writing of different Eras from two Civs.	Library of Ancient Knowledge
Oxford University NW	Education & University in All Cities	+2	Two Works of Writing of two other Civs of two different Eras.	Library of World Literature
<a href="#">Globe Theater 17.4</a> WW	Printing Press	+2	Two Works of Writing by one Civ, both from the same Era.	Theater of (Era) (Civ) Literature
<a href="#">Sistine Chapel 17.1</a> WW	Acoustics	+2	Two Works of Art by one Civ from the same Era.	Chapel of (Era) (Civ) Art
Hermitage NW	Architecture & Opera in All Cities	+2	Three Works of Art by Three different Civs.	Museum of World Art
<a href="#">Uffizi 17.8</a> WW	Architecture & Adopt Aesthetics	+3	Three Works of Art by one Civ from the same Era.	Museum of (Era) (Civ) Art
<a href="#">Sydney Opera House 20.2</a> WW	Ecology	+2	Two Works of Music from different Eras by the same Civ.	Center for the (Civ) Musical Arts
<a href="#">Broadway 19.1</a> WW	Radio	+3	Three Works of Music from the same Era from the same Civ.	Showplace for (Era) (Civ) Music
Museum (Building)	Archaeology	+1/+2	Either two Works of Art or two Artifacts from your Civ or two Civs other than yours (can be two different foreign Civs) for +1. If it is fulfilling both requirements (same type and from the same Era) and either your Civ or from Civs other than yours, you get +2.	—
<a href="#">The Louvre 18.1</a> WW	Archaeology & Adopt Exploration	+4	Two Artifacts and two Works of Art, all from different Eras and Civilizations.	World's Most Visited Museum

Abbreviations used: WW - World Wonder, NW - National Wonder.

### \*Double Theming: Aesthetics Social Policies and France

Taking all the Aesthetics Social Policies will allow you to get double for all Theming Bonuses in the above list. [France 2.17](#) gets double that again for their City of Light special, but only for Theming Bonuses in Paris, which makes them highly suitable for a Cultural Victory that focuses on ensuring you get at least some of these Wonders in your Capital. France gets an achievement for taking all of Aesthetics and getting the maximum bonus for the Louvre, at +16 (4x2x2).

### Getting The Great Works and Wonders through War

If you lack Great Works from earlier Eras or from other Civs, you may resort to War in order to get it. When you conquer a City, you'll capture any Great Works that were stored there, although your enemies can certainly move them to avoid you capturing them - it all depends on the slots they have available and whether they bother to do so. You certainly should move Works and Artifacts out of any City that is about to be conquered if you're on the receiving end of this strategy. It is particularly helpful even in

such a peaceful victory type as Culture, for you are at once stifling an opponent's Cultural Output while simultaneously raising your Tourism Output. Use the Culture Overview to help you see which opponents are going to take the longest to overtake, as they likely have Cultural Wonders and Works that you can take for yourself should you be capable of doing so without landing yourself in a massive war or angering an ally.

### **Maximizing Tourism and Theming**

Theming Bonuses are taken into account along with the +Tourism from your Great Works and Artifacts before any percentages kick in, so you can expect to get much more than +8 out of the Louvre depending on all the factors that increase Tourism, which are outlined in the [Cultural Victory Guide 38](#).



## 39. Diplomatic Victory

### Delegates & Being Elected World Leader through The United Nations



Figure 39.1.: The Civilization 5 Diplomatic Victory Screen.

This Guide will teach you strategies to winning a Diplomatic Victory in Civilization 5: Brave New World and Gods and Kings DLC. We'll discuss the founding of the World Congress, Delegates available in each Era and some of the resolutions you can pass on your way to the founding of the United Nations, becoming the Host nation, and the vote for World Leader. Learn how you can manipulate other Civs' votes to make your resolutions pass or block a proposal from another Civ.

This Guide is distinct from my coverage of the [World Congress 28](#), which includes a list of all Resolutions. I also have a page about interacting with Civs and positive/negative [Diplomacy Modifiers 26.5](#).

#### Formation of the First World Congress: Becoming Host

The first Civilization to Research Printing Press and meet all other Civs will form the first World Congress and become host. A vote for this one would make no sense, as every Civ would simply vote for themselves. If you are going for a Diplomatic Victory, certainly try to be the one to do this by exploring the map and aiming for the required Tech. Becoming Host early and maintaining some [alliances with City States 25](#) (read for Guide) early in Politics can help you maintain your position as host and aid you in passing resolutions. If a Host Civ is destroyed, the Host position is automatically passed to the Host with the most Delegates. I assume a tie would mean a Special Session.

#### Development of the Congress to the United Nations

The World Congress evolves as Civilizations do. When half the current Civs in the game make it to the next Era, or one makes it to the Era beyond, the Congress will evolve. Member Civs will get more



delegates, the Host Civ gets more delegates, and City-State Alliances begin to produce delegates. When the Congress evolves, all current Proposals are put on hold and a Special Session is held to determine the new Host. This special session happens quickly, so you should try to have your City State Alliances in good shape if you want to steal or keep your position as Host.

### Delegates Through the Eras

Here is a list of the four stages of the World Congress, the final upon reaching the Atomic Era and the formation of the United Nations which automatically begins the World Leader Proposal every other session (so every 20 turns). The number of Delegates has nothing to do with Population. **Era** is the state 50% of Civs much reach, or that one must pass for the stats to take effect. **Host** is the total number of delegates the host gets before other bonuses. **City-State Ally** bonuses are delegates per City-State Ally, only one Civ at once can be an Ally of a CS and get these delegates, though they can frequently change hands. Conquered City-States' delegates are lost as they are no longer separate entities with their own representation. **Turns** is the number of turns between World Congress or U.N. sessions.

<i>Civilization 5 World Congress &amp; UN Delegates by Era</i>				
<b>Era</b>	<b>Host Delegates</b>	<b>Member Delegates</b>	<b>CS Ally Delegates</b>	<b>Turns</b>
Renaissance	2	1	0	30
Industrial	3	2	1	25
Modern	5	3	1	20
Atomic: UN	6	4	2	10

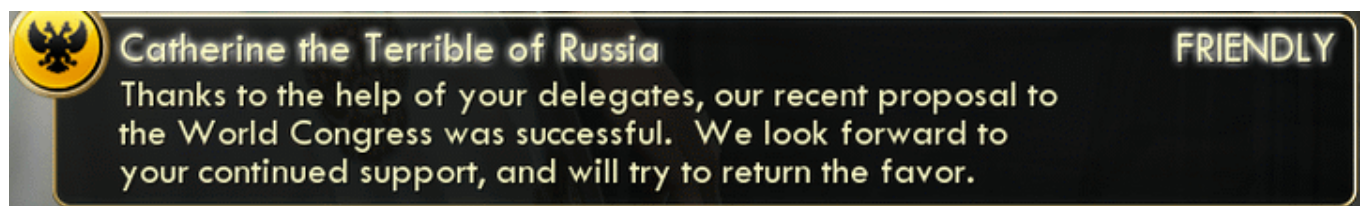


Figure 39.2.: Civs May Respond Positively or Negatively to your Role in the Passage of Resolutions.

### Making Proposals and Passing Resolutions

After every session, the Host and one other Civilization will get to make Proposals for the Congress. This is not really the place to list all proposals, but for the purposes of Diplomatic Victory you should know that some resolutions will anger Civs, while others will appreciate and even support your Proposals. They may grow angry if you help their resolution to fail, or manipulate other Civs to ensure that it does. Choose Proposals that will benefit your goals and highlight the strengths of your Civ.

When it's your turn to make a Proposal to Congress, hover over them and note the Diplomatic impact. If another Civ is already Hostile to you, you could trigger a War with your proposal. Scientific Civs may be angered by Arts Funding, while most Civs will appreciate things like the International Games. Anger and Respect toward your Civ will stick around for a long time, so choose wisely if you do not want to risk War or get Denounced, while also choosing proposals that benefit your people. You may even find a resolution that benefits you while improving relations with another Civ.

### Boosting Delegates Through World Religion and World Ideology

You can give yourself (and cooperative Civs) 2 extra Delegates each by passing the Enact [World Religion 12](#) (available early) and Enact World Ideology (available after Radio) resolutions. It is worth Trading with other Civs to get the religion you founded or follow passed as the official; same with Ideology. Civs with opposing Ideologies or Religions will surely be upset by this, so be careful proposing on higher difficulties if things are already tense.



Figure 39.3.: Getting Elected Host Boosts Delegates, which are Helpful for Diplomatic Wins in Civ 5.

### Getting the Votes of Other Civs

In order to Trade for other Leaders' votes on resolutions you want to fail or pass, you need to first establish an Embassy in the other [Civ's Capital City 27](#). Doing so allows you to move one of your Spies to the other Civ's Capital, where you will get to select to use them as a Diplomat. When the Diplomat has arrived and made introductions, which takes several turns, you'll get the World Congress option on the trade screen with the other Civ. You can ask them to choose Yea/Nay to either of the proposals available. With Spies, you can see how some of the other Civs are going to vote on various proposals by going to the World Congress screen at the top right. Hover over, check how the vote will go and make an educated guess on any votes unaccounted for. You may use your Trade/World Congress negotiations to get them to change their vote or guarantee you go their way. If you are powerful, you may even demand they vote a certain way although it certainly won't win you any favor with them.

You are free to use your delegates in multiple votes. During voting, hover over a resolution to see how the vote is expected to go. You may not need to put so many delegates into Sciences Funding if it's already expected to pass. You will then preserve more delegates to make the other vote go your way.

### Increasing the Delegates You Control

City-State allies are the biggest boost, while world ideology and religion come in second. Being elected Host will give you an edge of course, and having strong Friendships with other Civs will cost you fewer resources to buy their vote. The Forbidden Palace Wonder (requires Patronage Social Policy and Banking Tech) will give you +2 Delegates, permanently if you can construct it. The late-game Globalization tech gives +1 Delegate per Diplomatic Spy that you control in each Civ's Capital and may save you if the game is running long and you are having trouble with your votes.

## The United Nations Proposal: Being Voted World Leader

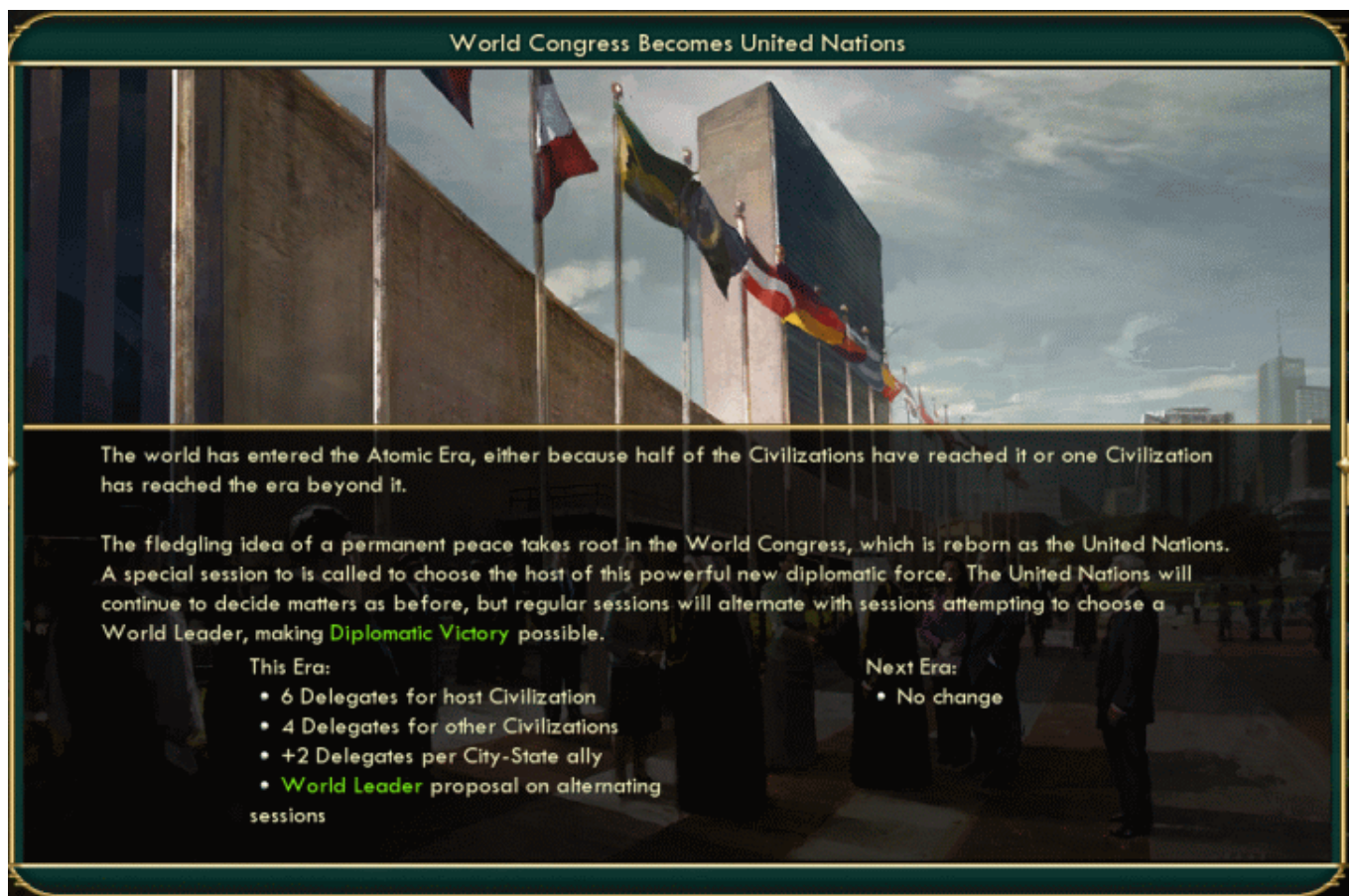


Figure 39.4.: The United Nations is Formed in The Atomic Era.

### Elect World Leader Delegate Requirements

As previously mentioned, at the creation of the United Nations in the Atomic Era, this Proposal begins coming up every other session, which amounts to 20 turns once it's rolling. The Delegates required for Election seem to come out to 60% of available Delegates based on the number of Civilizations and City-States in the game. You can see the required Delegates by clicking Diplomacy in the Top Right. Annexed, Puppeted, or Razed City-States and Conquered Civs no longer have delegates as they are not separate entities with representation, so they will slightly lower the number of delegates needed to be elected Leader of the World and win the Diplomatic Victory.

### Getting Civs to Vote You World Leader

Military might seems to be a must for this, for the respect of other Civs does not come easily without it. Even with vast riches, I was not able to get the vote of a Friendly Civ that was doing well nor a broke one with much need of my help. My Civ was very small (Venice) and I suppose I just did not have the military necessary. Those with big Militaries and clean histories with other Civs will find getting those extra votes much simpler than my first win. Overall, City-States provided my win, and they will for nearly every player pursuing victory through Diplomacy.

### City-State Delegates are a Must to Be Elected

Unless you've eliminated all City-States in the game, a Civ or two, dramatically reducing the number of Delegates required to win, and somehow control enough yourself (which would be incredibly challenging),



you are going to need Alliances with City-States to win a game Diplomatically. This pretty much makes the Patronage Social Policy and a high level of gold income a must. Patronage will raise the base, lower degradation of influence per turn, and flat make it easier to keep and make a City-State ally. It will also allow you to build the aforementioned Forbidden Palace for the +2 permanent Delegates.

Remember, Civs may get pissed if you steal their Allies, though as long as you don't have a long string of transgressions against them or tight borders, it alone is unlikely to trigger War – though it's worth noting that some Civs are more patient than others.



Figure 39.5.: Having Alliances with Most City States and a Diplomatic Victory was Won Soon After.

### Guaranteeing Your Delegates & Allying City States

Quests are the way to go with befriending and Allying City-States. They are free, and doing most of them benefits your Civ directly even if it did shift your focus, like producing a Great Artist or building a Wonder to impress a Civ. Explore the World so that you know of all City States and can find those with duplicate Quests, or those you can befriend that will give you a resource when Allied that will fulfill a Quest for yet another City-State. You can take a few in a few short turns this way.

Plant Spies in City-States to try to rig Elections there (their default action) and every so often your Influence with them will get a bump. If another Civ has Allied with that City-State, you can try the Coup button to try to overthrow them and swap your current Influence. You'll become the new Ally with their old Influence, and they'll have yours - whatever that may be. This last option is best accomplished with a level 3 Spy. Level your Spies by stealing tech from Civs more advanced than yours, or putting your future Coup agent into your own Capital in hopes of killing a couple enemy Spies. The National Intelligence Agency National Wonder which requires Radio technology to be researched, and available for construction after building a police station in each city, will give all Spies +1 level. This can greatly aid your Coup attempts.

Though early-game, the reduction in influence granted by gifts of Gold to City-States since Vanilla Civ 5 makes Quests the more reliable source, late-game, Gold will come into play more and it will be much easier to buy your influence with City-States. Great Merchants are your friends, as their trade missions can buy you influence and give a large sum of gold to buy you even more influence. Don't stop doing Quests to keep your influence high. As the World Leader vote grows closer and you are sure you have secured enough Delegates, scroll down the Diplomacy tab and get a glance at your current Influence with each City-State (hover over their icons). Shore up some with gold, do Quests for others, and keep them well into Alliance territory so that they are harder to steal.



Figure 39.6.: The World Leader Proposal.

### The World Leader Vote

If you've Allied 80+% of the City States or convinced enough other leaders to vote for you, then you should win the Diplomatic Victory on the first vote or at least be close. The top two Civs receive +2 permanent delegates after each vote, which will help them next time - but you'll need to tip the balance by stealing some alliances, securing more votes from other Civs next time, waiting it out until the +2 votes for being one of the top 2, or else give up and take a Time or Scientific Victory. If multiple Civs are in first or second place, they will all get the +2 Votes. This mechanic will eventually allow you to win a Diplomatic Victory even if many CSs have been removed from the game.



## 40. Domination Victory

### Winning by Capturing all Capital Cities in the Brave New World DLC



Figure 40.1.: Civilization 5: Brave New World Domination Win.

The Domination Victory requirements of Civ 5's Brave New World have received a much-needed upgrade since the initial release of Civilization V. Once upon a time, you only needed to be the last player controlling your original Capital. This led to some cheap victories that could even happen on accident if opposing Civs have been at war. Now you must control all original Capital cities to earn the victory, and it's a much better system overall. This Guide will offer tips and strategies to help you win the world through war and capturing Capital cities while keeping your own Civ happy and productive.

*At present, the Civlopedia is incorrect in stating the victory requirement and lists the original. This Guide's description of the condition is accurate and the Civlopedia will be eventually updated with a patch. The original requirement stands for people without DLC, but with Brave New World you will need to control all original Capital Cities. This notice will be removed when the Civlopedia is updated.*

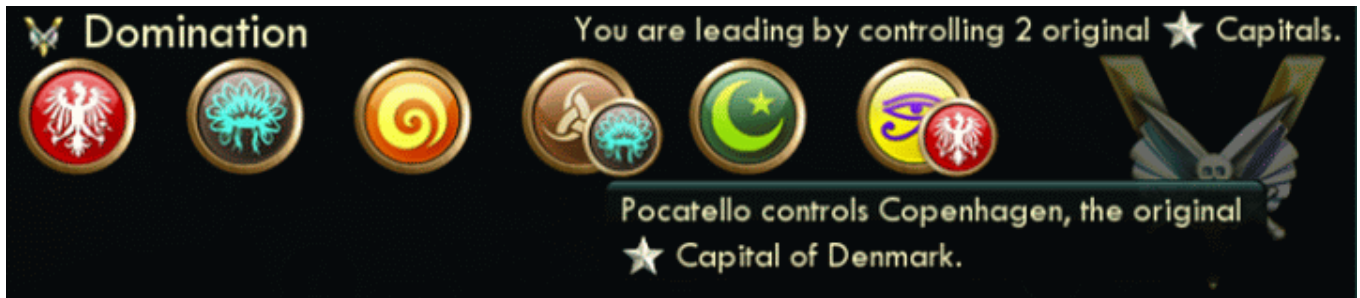


Figure 40.2.: The Victory Screen will show who controls each of the original Capital Cities required for Domination.

### Domination Victory Details

To win, you must control all original Capital Cities. Only the original counts, meaning that if any other player has lost their Capital, you must take it back from its new owner through War or Diplomacy. The replacement Capital of the victim Civ gets the bonuses of a Capital, but can be razed unlike a normal Capital City. This new Capital won't matter to your victory, you need to conquer the original. To see who controls each of the Capitals you must control to win the game, press F8 to see the Victory Screen.

### The Importance of [Production 4.3](#) and a [Science 4.4](#) City

This is a simple tip for most standard games. Players starting out with wider empires won't have this problem so much, but those starting small will. Domination Victories on even mid-size maps take quite some time now, so it is wise to have at least one high-population city and another dedicated to production of your units and your military wonders that has a modest population itself. With a granary built, you can use up a Trade Route and build a caravan to send your Production city food to keep it growing. You need Science to keep your Military current and Workers to improve your cities to keep happiness up as your cities grow. Research Agreements can help with that, but those gold can also be spent to purchase or upgrade existing units as you advance. A city that can produce military units quickly that has a Barracks, Armory, and Military Academy along with some of the great Military Wonders can singlehandedly produce a powerful military for you in just a couple dozen turns, while the other advances your society and sciences.



Figure 40.3.: The Autocracy Ideology is great for a Domination Victory in Brave New World.

### Social Policies and Ideological Tenets

If you plan to wage War early, Honor is the obvious choice - adopting it, at least. You'll earn Culture for killing Barbarians (particularly potent with Montezuma), as well as getting your units valuable promotions. You can then choose to move on to Tradition or Liberty to take those. I, myself, prefer Tradition so that the Capital will grow, provide Gold, and reduce unhappiness - but Liberty could be good for situations where there is a lot of great land available to you. Filling out Honor is a good idea for a deliberate attempt at a Domination win, for the reduced unit upgrade costs and bonus Experience from combat.

I've enjoyed maxing Honor with Montezuma, creating a large force while playing a high population Civ with a lower number of cities (aka Tall). Barbarian kills drive my culture up quickly, and prepare for real war with other Civs by later upgrading the Jaguars. Jaguars keep their movement and combat bonus when upgraded, making for some awesome Spearmen or Swordsmen a little later in the game. When ready to take over the world, Annex good cities and puppet the rest. I don't Raze unless a city is totally useless - it pisses off other Civs too much and I don't like multi-faceted wars.

As for Ideological Tenets, assuming you have not won before they're in play, Autocracy is a very solid choice. You can score some great bonuses with +25% Military Unit Production and +15 experience, reduced unit maintenance costs, doubled strategic resources to support an advanced army, and a level 3 Tenet called Clausewitz's Legacy, a +25% attack bonus for 50 turns after taking it. That massive bonus should send you on your way to grabbing the last Capitals in the game if you time it well. If you want to reduce the effect, try to...

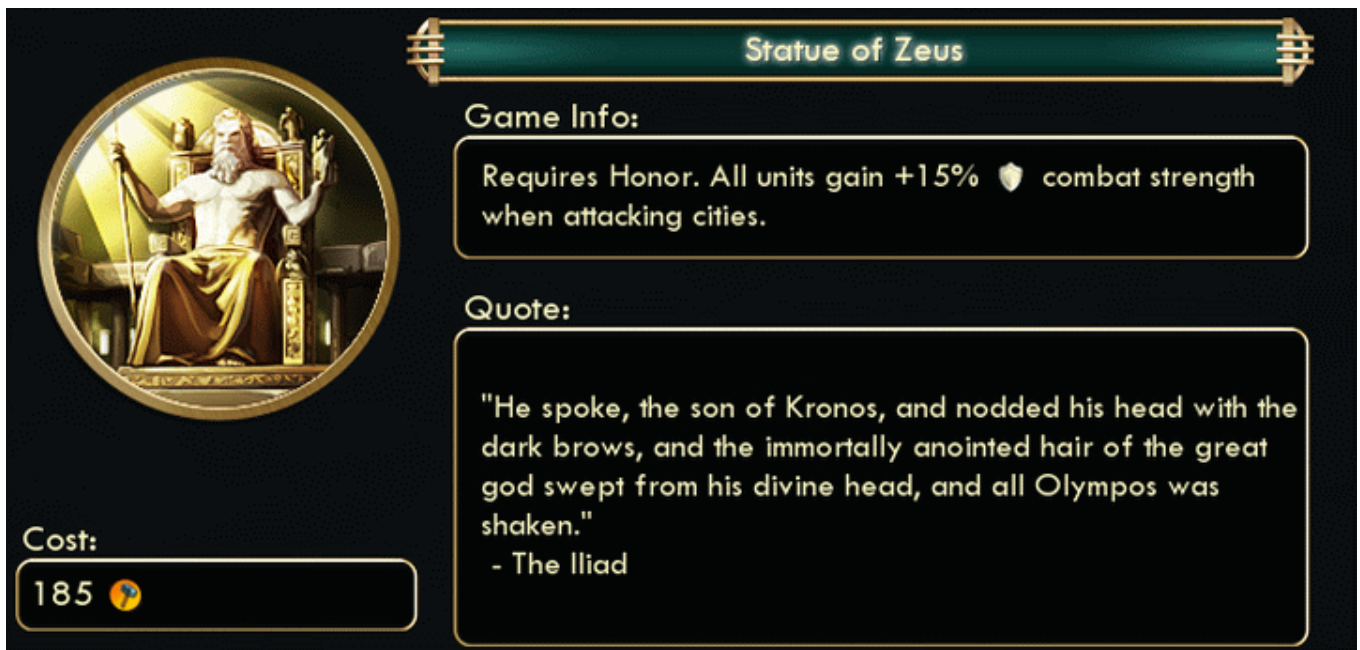


Figure 40.4.: The Statue of Zeus is very helpful for Winning a Domination Game.

### World and National Wonders

The following Wonders can help a lot with a Domination victory by directly boosting your Military. There are many others that can be applied to this type, but these are my favorites to build when trying to conquer the world. The timing of these are pretty spread out, so you should be able to stack them all in one city, providing for a massive bonus to newly created units!

- **Alhambra 16.7** *Requires Chivalry*. All units built in the city get the Drill I Promotion. My favorite for mid-game domination. With Barracks and Armory, you can get Drill II then Siege on any unit with melee range (including Riflemen) to get +25% Combat Strength vs Cities on a freshly created unit. Doing this greatly reduces the need to set up early Artillery.
- **Statue of Zeus 14.6** *Requires Bronze Working, Adopt Honor Social Policy*. You need only adopt Honor, not take all of it to unlock building this. It helps tons when attacking cities and the bonus will stay with you throughout your game.
- **Temple of Artemis 14.1** *Requires Archery*. +15% production when building ranged units and 10% Growth in all cities. Helps you build ranged units to protect your cities or go on the offensive.
- **Heroic Epic National Wonder**, *Requires Iron Working*. Must build Barracks in all cities. Gives units trained here the Morale promotion, which gives +15% Combat Strength that adds all other bonuses.
- **Ironworks National Wonder**, *Requires Machinery*. Must build Workshop in all cities. Adds a flat +8 Production that can be amplified by other bonuses in the city.
- **Manhattan Project** *Requires Atomic Theory*. Lets you use Nuclear Weapons after Nuclear Fission is researched. If you're determined to win by Domination and it's not looking good, you could always whip out the nukes on that last, big Civ.

### Don't Ignore Religion

Going for Domination, it might be easy to overlook the [Religious features 12](#) that are brought to Brave New World from the Gods and Kings DLC. Building just a couple of Faith structures, founding a Pantheon to get an initial bonus, and using your first [Great Prophet 23.7](#) to found a Religion, you can get some very handy bonuses for warmonger play. Several [Pantheons 12.3](#) stand out, such a Goddess of Love, which will boost happiness for each city you have with a population of 6+.



It gets better when you actually found the religion with a Great Prophet. [Founders 12.4](#) can take Tithe to get +1 gold for every four followers, giving support for a larger military and encouraging you to spread belief a little. For [Follower Beliefs 12.5](#), I like Pagodas. They provide +2 happiness when built in a city (with Faith). Toss one of these in each of your cities and it'll help with size problems as you conquer new territory. If you actually succeed in [Enhancing your Religion 12.6](#) during a Domination game, you could even grab Just War to get +20% combat strength near enemy cities that follow the religion - send in a [Missionary 12.2](#) and proceed to attack! This is just an example of how you could use Religion to aid your conquest - overall there are many great boosts available, and they'll passively aid all cities following the religion.

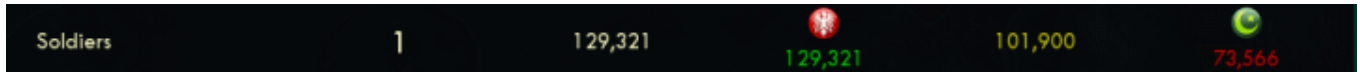


Figure 40.5.: The Military Comparison on Civ 5's Demographics Screen can help you pick targets.

### Picking Your Targets for War

If you've played intelligently and built a Scout or used your Warriors to explore your Continent, you will often know the location of several nearby Capitals that are potential targets for your hostility; there are some things to consider as opposed to irrational Wars are often waged over territory, and you will generally want to start along your borders to extend your own. When multiple Civs border you and you don't know their exact military numbers, you can get a good idea where you stand vs the rest of the world by selecting Additional Information in the top right and viewing the Demographics Screen. It will rank your Military vs the other Civs in the game.

Select targets that have access to strategic or luxury resources that your Civ needs. This can also affect other Civs, as they will no longer be able to trade them. Sometimes a Capital borders your land and is an easy target. When you bother to go to War, go after high-value cities that are already grown. You can nullify an enemy Civ without fully defeating them by taking their high-pop cities that have great works, good production, and even take control of World Wonders.

Bear in mind any diplomatic agreements between Civs. You can always try to improve relations or even get the Civ with a defensive pact to break ties. You may even get them tangled up in War with another Civ by negotiating, starting a World War of sorts - but you're the puppeteer and have a goal in mind, grabbing that Capital and moving on to the next. Unfortunately, the negative diplomatic effects of being a warmonger last quite some time in Civ 5, so prepare to keep your ill reputation for an Era or two.



Figure 40.6.: Siege Engines can help when attacking a Capital City, but aren't always necessary.



### **Negotiating Peace? Usually.**

When you have taken a Civ's Capital City and any other high-value targets you want, consider negotiating peace so that you can move on to the next. It is rare that I actually bother to completely wipe out a Civ. It takes time and often leads to further anger by other Civs and City States, especially if the victim has been pushed to a snowy tundra Capital size 5. Why bother?

Annexing cities will add far more unhappiness to your Civ, as those cities start without buildings and do not contribute happiness, will possibly dropping you to the red. You usually do want to Annex Capitals, as they're usually big or have a load of potential to generate Science to keep your Military modern. Negotiating a peace treaty and scoring some of the warring Civ's remaining luxuries can let you mitigate this until you are up and running. Keep thrashing their Military and putting pressure on them until they cave and give you everything to just.. please.. stop killing them!

Later, buying Courthouses with gold is a good idea to instantly help with this problem. Essentially, taking too much land in one war can slow you down and prevent city growth, which will reduce your Science output over time and that's no good. Keep an eye on your Happiness level and use Prevent City Growth to stop some cities growing and Unhappiness getting worse. Let the City focus Food until it's down to one turn, then stop growth and put Citizens on Science, Production of Buildings, or Wealth.

## 41. Scientific Victory

### Completing The Apollo Program, Building Spaceship Parts and Winning The Space Race



Figure 41.1.: Winning the Space Race in Civ 5 will earn you a Scientific Victory.

This is a general Guide to how the Scientific Victory is finished in Civ 5, though Vanilla players will find the Techs required are different in Brave New World. If you want to learn the basics to boosting your Civ's Science Output, see the [Guide to Max Scientific Research 7](#). There you will find tips to help you improve your Civ's Science output. This Victory Condition is all about getting ahead of other Civs Technologically and creating the necessary parts to leave the planet and end the game.

In order to achieve the Science victory in Civilization 5, you must first build the Apollo Program in one of your Cities, which requires the Rocketry Technology. Sending a man to the moon starts the rush to [Research Technologies 4.4](#) to build all six space ship parts. Once you've made a part to the spaceship, you must send it to the Capital, then click its unique ability to add it to the Space Ship. You can check your progress on constructing the Spaceship by clicking Additional Information in the top right, then Victory Progress. The Hot Key for this screen is F8. Note that these parts are found in the units section of a [city's build queue 4.3](#).

The key to success here is to survive into the Late Game and have enough of a Scientific lead on other Civs to Research Technologies necessary to build the Spaceship parts before them, while also having the Production necessary to make each Spaceship Part in your Cities. You may play to win Scientifically early on or use this Victory Condition as a fallback if your Cultural/Domination/Diplomatic Victory is not going well.

One key tip is to make at least one city very much dedicated to Science, which is often the Capital unless you have found a site for a City next to a mountain that can support a massive population later in the game - that would be the best spot for your National College and any Artists' Guilds (for +2 Science per

Specialist with Rationalism). Build Academies around this dedicated city when you can, and push for all science related buildings to be built in that city. Another city could be dedicated to production. In the early game, it will create military units to protect your lands while your primary Science City pushes to create the buildings needed to grow a large population and keep them happy. Later, your Production City it can take all that power and apply it to winning the space race. If you are playing Wide (many Cities), know that each additional City adds 5% to Research Costs, so each City needs to hold its own and grow, while having all Science Buildings to make up for its cost. 5% of a tech that costs 5-7,000 is a significant bump and if your Cities are not putting out enough beakers, you will not be as swift in researching late-game techs as you could be with a smaller empire of more efficient Cities.

Make your goal to build your Population as high as possible and connect Luxuries early on, have Philosophy once you have Libraries in all Cities so that you can create a National College to give your best City a big Scientific Boost. Develop your cities for food and put many Scientist Specialists to work to raise your output. With Rationalism, all Specialists produce Science, so you will eventually need enough Food/Population in all Cities so that you can run Specialists in every slot! Trade for Luxury Resources to trigger Golden Ages which dramatically affect your income later on, once you have buildings like markets, bank, and stock exchanges. When you finally launch your Apollo Program, the Space race is on. The Space Ship is assembled from the following parts which, again, must be assembled in the Capital:



Figure 41.2.: Once Assembled, your Space Ship will Lift Off. This Wins the Game.

In order to complete the Space Ship you require 6 Aluminum. This is important to know, for you may need to [Ally with City-States 25](#), Trade with [Other Civs 26.3](#), Build Recycling Centers (Ecology Tech, allowed up to 5 of these in Empire and get +2 Aluminum each), or even go to war in order to get the necessary Resources.

- **SS Cockpit** *Requires Satellites Technology*. Often the first part to be built. Satellites also unlocks the [Hubble Space Telescope 21.2](#), which gives your Scientist Specialists +1 Production and all Engineer Specialists +1 Science.
- **SS Booster x3** *Requires Advanced Ballistics Technology*. Three Boosters must be made. There is plenty of time to do this given you need Particle Physics and Nanotechnology, which are each in different directions.
- **SS Stasis Chamber** *Requires Nanotechnology Tech*. This one is equal to the Engine in terms of

Tech cost, though it does also unlock the powerful XCOM Squad, which can help you defend your lands or even go on the offensive against another Civ that is completing the Spaceship.

- **SS Engine Requires Particle Physics Technology.** You only need one of these. It is the only thing unlocked with that Technology, so I recommend you get it last - the other techs give you military power that is very helpful should a war break out late in the game.

### Spaceship Factory & Hubble Space Telescope

The City that builds Hubble will get a free Spaceship Factory along with an additional +25% boost to producing Spaceship Parts, while your other Cities will need the Robotics Tech to access this building. The Spaceship Factory provides a +50% Production Boost while building Spaceship Parts, so you can have one City giving +50% and one +75% (Hubble). The factories are necessary to stay competitive if you have another Civ on your heels or are playing catch-up. Pay attention to what Civs have completed Apollo and those that are actively assembling Spaceship Parts. Two to three Cities should have this building if you want to optimize the process, for you will need to make multiple parts at once to finish even faster. Getting to Satellites first, building Hubble and getting its 2 Free Great Scientists will greatly aid you in Researching the required Techs for the ship, as will Faith purchases of Great Scientists if you have finished [Rationalism 10.9](#).

### Buying/Rushing Spaceship Parts

Freedom and Order both have a level 3 Tenet that will allow you to quickly produce Spaceship Parts. Freedom's is better, letting you use Gold to buy them. Order will let you rush a Spaceship part with a Great Engineer. Given they cost about as much as a Wonder each, this is not a waste at all. The Former is more friendly to newbies however, though anyone who has maxed the [Tradition Social Policies 10.1](#) can purchase Great Engineers with Faith starting in the Industrial Era. Autocracy is horrible for a Scientific Win in Civ 5, unless you are at the end of the tech tree and just don't feel like finishing them off.

Part VIII.

Various



## 42. Early-Game Beginner's Guide & Gameplay Concepts



Figure 42.1.: Scouting is an important part of the Early-Game. Build one or two Scouts to reveal the best places to settle.

This Guide will go over some of the basic principles of Civ 5's early-game, primarily the first 100 turns. This assumes you have Gods and Kings along with Brave New World, but may be helpful to players with none or only one of them, for some concepts carry over. It will be particularly helpful to players who are new to Civilization 5 in general, but also to those who would like to make best use of all the game's features to move up in difficulty. Playing on anything below Prince will eventually bore you - below that level you are given hefty advantages while the AI suffers in stupidity. One of the secondary goals of this Guide is to give players a place to share their tips with others, as many people will read this Guide. Share your gameplay tips with these players using the comments form at the bottom of the page.

Your experience in each game of Civ will vary greatly based on difficulty and the random generation of the World and placement of Civs, City States, Natural Wonders, and Resources. At the time of writing this article, I play on Emperor difficulty because that difficulty exceeds that of a large portion of my audience, meaning I have plenty to teach. Emperor is the sweet-spot for many players as Immortal and Deity are very balanced in the AI's favor, while Emperor presents a decent challenge that is not too easy (for most people) without feeling unbeatable. I will suggest some ideas that apply to all difficulties. If you are playing on a lower difficulty, executing these basic gameplay strategies will start your Civ strong and set you up for victory. You can find basic [gameplay tips here 43](#) which will also benefit a new player, along with the dozens of other Guides you'll find here.

### First: Having a Plan

In regards to your Civilization Choice, some Civs are better at certain Victory Conditions than others. Having an idea of what type of win you'd like to pursue will help influence your choice of Social Policies, Research, and Build Order. Many players playing Prince will find that Wonders are very easy to build in massive quantity, while not realizing that this is not doable in a higher-difficulty game. It is better to be selective about the Wonders you Build and create those that aid in your goals.



Figure 42.2.: Learn from Mistakes. Knowing he was nearby, I expected this to happen but tried to beat him to it - but also anticipated the need to War given the presence of Songhai, Germany, and Denmark on my Continent.

Still, the best-made plans are often laid to waste. In the screenshot above, Denmark has chosen to Settle in the place I would have picked for my second City. A Liberty start would have been better for acquiring this land, had I better planned ahead, but Harald would have Coveted it and eventually come after me anyway. Starting near another Civ has its benefits and drawbacks - you have a trading partner but also a competitor, and they can sometimes have nowhere else to go but near your own territory. Given the aggressive nature of this Neighbor, it will cause a war - for just as the AI may punish you for settling nearby, you may do the same. Thankfully, any early war will result in only those you've met knowing of anything you do, aside from breaking any promises. So, I promised not to settle near Harald after my expansion was out and kept that promise, but changed my City building and Research to Military-only for a time.

### Basic Gameplay Strategy

At the beginning of the game, you should know whether you want to [Found a Religion 12](#), if you'll be Warlike (even if just in the Ancient-Medieval era and on your Continent), and if you will want to go Tradition and play Tall (with fewer, but big Cities that eventually use all tiles) or Liberty with rapid expansion to go Wide (more Cities with some tile sharing). Some Civs have Unique Buildings or [Unique Units 36](#) that will make you want to Research a certain Technology faster to get access to that Unit/Building. If you are going to play [Cultural 38](#), you will want to quickly pursue Cultural Techs and build Wonders with [Theming Bonuses 38.6](#), while Warmongers will want to unlock new units and keep their economies capable of supporting those units to make the [Domination Victory 40](#) faster. Those can really be a slow endeavor with all the combat, particularly against tough opponents with strong late-game UUs or large empires. [Scientific 41](#)/[Diplomatic 39](#) victory games are generally the easiest to pursue, as they require you only amass large amounts of Gold or Science output. Diplomacy can be completely cut

off if enough City-States are taken through War or unique abilities by other Civs, such as [Venice 2.42](#) being able to [City States 25](#) to add to their Empire.

The number of Cities you'll want to Settle in your first 100 turns is largely dependent on the Map type, Civ you're playing, the Victory you'll go for and there is no clear answer to questions like that. Two or three really well-developed Cities that work all the available tiles around them can be every bit as good as 5-6 or more poorly developed Cities. In general, higher population Cities and smaller empires are easier to manage and protect, so that is easily recommended for someone new to the game. You will want to get those lands settled during these first 100 turns, although later in the game you may discover areas that have been undiscovered and thus unsettled by other Civilizations, ripe for the picking. Don't hesitate to settle there, just keep in mind that all National Wonders require you to put a certain building in every City you create or Annex through conquest and Settling a new City at the wrong time can harm you in the long run if you cannot afford to buy that building.

### **The Importance of Scouting**

Scouts are usually the first thing players build - from one on a tiny map to up to three on a large pangaea. For this reason, the first thing coming out of your first City should be a Scout. It takes 5 turns on standard with a good production start. Scouting tells you where the good lands to settle are located, helps you find Ancient Ruins (goodie huts) to help boost your early Civ and meet City-States and other Civilizations. Any Natural Wonders you discover will each give you +1 Happiness, permanently, while some are worth rushing to build a City nearby to work the tiles or at least have them within your borders. That is perhaps the most important reason for these Scouts - to know where to send the first and subsequent Settlers and where other Civs may do the same. To learn about Cities, the tiles they can work, and information on all aspects of the City Screen, see my [Guide to Cities 4](#).

### **Your Starting Warrior - Defending Against Barbarians**

Your starting Warrior will let you scout nearby lands and perhaps find a couple of huts but should return home when your first Worker is out to help defend against [Barbarian attacks 24](#). It's best not to send them far off, rather make a perimeter and know where you will plan to settle your second City. Others may play differently, but I personally always use this guy to defend my Capital and make sure the Worker can do his job without interruption. With the firepower of the Capital and the Warrior being able to finish off a target, you can prevent a Barbarian attacker from pillaging any tiles. Every Civilian Unit you send out thereafter, unless you have sight of a large chunk of surrounding land, should have an escort. So any Settlers or Workers building Roads to distant Cities will need a Military unit to stack with them and prevent the setback of having to take your unit back from them, or worse, having another Civ get to it before you do.



Figure 42.3.: Denmark took the ideal Expansion location, but this gives me a new Luxury to keep Citizens happy when I take Harald's Cities and will give a lot of +Food to Warsaw later with a Food Trade Route.

### Research Order: Pottery (maybe) and Luxury Techs

First Researching Pottery unlocks the construction of the Shrine, something that is important to produce early if you want to found a Religion or even a simple Pantheon to help your early people. It also unlocks Calendar, which will let your Civ produce Plantations which cover a lot of Luxury Resources. If you start with Salt/Gold/Silver/Gems nearby, you will need Mining to work these Luxuries, but these are still useless to you until you have your first Worker out, so do not bother with that tech first just because they're available. Almost every game of Civ starts with Pottery, leading to Calendar. The most difficult starts, but quite powerful late-game, have many jungle tiles, which will require Bronze Working to chop down. Realize this when choosing your Build Order, for you want to be able to utilize the tech you just researched, and it's useless to have Calendar and a Worker but no Bronze Working to chop the Jungle. Do save the majority of Jungle tiles when you can, because they will generate +1 Science when you have a University in the City working them.

Get the technology for at least one Luxury Tech before you ever consider expanding to your second City. This prevents Unhappiness and allows your Cities to grow. Unimpeded growth will allow you to have a high population, and thus high Scientific output. You'll also have more Citizens working the tiles around your Cities, making them have higher Gold and Production output. You want to leave your Cities on Food focus for the majority of the game to allow you to utilize specialists and have a much higher population than if you did not.





Figure 42.4.: I took the land I wanted by force, which made other Civs on the Continent dislike me. It was worth the fertile land and gave one less aggressive Civ to worry about.

### Tradition Build Order: First Worker to Settler

You will want a Worker as early as possible, but there is a limited time to Found a Pantheon. After your Scout(s), go for a Shrine (if you want to Found a Religion), followed by a Worker. You will need a second Military unit, which will ideally be an Archer, but doesn't have to be. This Archer will escort your first Settler to fertile lands while the other unit stays home to protect your Worker. Going Tradition, you get your first Cultural building - the Monument - free, so you can skip building this and wait out the 25 turns. It is very easy to catch up Culturally, and you may find +20 Culture in an Ancient Ruin. By the time you have made the Scouts, Shrine, a Worker and Military unit, your Capital should be around size 4, which is good enough to make a Settler at a respectable speed. You may need a Granary if you have a production-heavy City and the Capital is lower than 4. You should have acquired a few decent tiles through border expansion, so go into City Management by clicking the City and change to a Production focus, micromanaging the tiles so that your City has maximum Production output because it cannot grow while making a Settler. It should be done within 10 turns. When it's done, you'll immediately want to go back to a food focus to keep your Capital growing. Micromanage your Cities where possible, for you can always make better tile choices than the AI governor.

The order of Social Policy selection should almost always go Adopt Tradition > Free Monument > +2 Food/Growth in Capital > +1 Gold/-1 Unhappiness in Capital > +15% Wonder Production > Defense. In general, the only things I might swap are Gold/Unhappiness for the Wonder Production if I will immediately benefit by building a Wonder. The growth is always better, for it gives you extra Production for the latter half of the Wonder build by giving you another tile to work. +15% of 8 Production isn't much, while +2 food +10% growth is realistically a 30%+ increase in Growth for your Capital. [Click here to learn more about Tradition Social Policies 10.1.](#)

### Liberty Build Order: Rapid Expansion

One of the benefits of going Liberty is that you can expand not only in terms of Cities and Workers, but also free up your Capital's build Queue for you do not need to make your first Settler on your own. You can instead choose to go Scout > Monument/Shrine (your preference) > and possibly make a Granary or even a Wonder in your Capital while you wait on the Culture generated from the +1 for Adopting



Liberty, +2 for the Monument and +1 base to get the free Settler. You build your first Worker, then take the free one after getting the Settler to make subsequent builds faster. This free Worker will also come while you are making Settlers and Military to defend them, so it is invaluable to building up another City. The last policy you adopt in Liberty is up to you. You may be in a situation where a Golden Age is highly valuable - such as when building a Wonder, or you may have already made a City connection or two which will let you get more reward from the other Policy. More important is your choice of Great Person. Most will pick a Great Scientist or Great Engineer, but you can certainly take a Great Prophet to ensure you get to found a Religion or even take a Great Admiral to allow you to explore the vast Ocean and discover new Continents. Few would ever select the Great Merchant, Artist, or other types of Great People, for they are easier to come by or less desirable. [Click here to learn more about Liberty Social Policies 10.2.](#)

### **Honor and Piety Starts?**

Only a true Warmonger would choose an [Honor 10.3](#) start. It does help generate Culture if you can kill many Barbarians. Only choose this Policy if you will be making great use of Warfare very early, otherwise even playing as a Warmonger I tend to start with Liberty (most often) or Tradition (less often) then move on to Honor. This gives me the ability to expand fast and focus on building up the Military units I'll need to take out other Civs. I prefer Liberty for this because of the City Connection bonus and free Great Person, which is then aided by Honor's Garrison Bonus. [Piety 10.4](#) is almost never taken at the beginning for it provides a very weak start for most Civs, but does have its merits as a second Policy Tree to choose if you will focus heavily on Religion and spreading it. It is particularly helpful in a Cultural Victory, but any type of Civ can benefit for it will aid your generation of Faith and help you get more out of Religious buildings.

### **Improving your Lands: Workers**

You will want at minimum one worker per City at first, as the borders will be growing constantly. You will want to form your first Capital City Connection through a road by the time both Cities are around 6 population, for this will generate invaluable income for your Civ - only a connection to the Capital counts. You can also connect distant Coastal Cities with Harbors a little later. As for tile improvements, keep in mind that if a City has only 5 population but 10 improved tiles, it is only working half the improvements you have built - so it would be best to move along to another City and help it grow or give it better production output with a mine. Having just the right amount of Workers can keep your Cities growing at an optimal pace. Certain Cities may have no hills for mines, so leave Forest tiles there for Lumber Mills to aid in Production later. Otherwise, you may feel free to chop those forests to give a City a one-time Production boost, particularly helpful for rushing Wonders, Settlers, and other high-cost buildings and Units.

### **Setting a Direction: Choosing Techs & Policies Wisely**

By turn 100, you should be very clear on what Victory Condition you are pursuing, and your Research should reflect that. Browse my list of Wonders and learn about the strengths of your Civ. There may be a perfect time for War that you can exploit, and having an advanced Unique Unit heavily utilized can make a period of War very helpful to your gameplay. In the game I played while writing this Guide, I went with Aesthetics after Tradition and pursued a Cultural Victory. Though there was a time when it seemed my Civ was destined to be incredibly militaristic and I did develop a bit of a Warmonger reputation with other Civs on my continent, I shifted Gears and got the key culture techs - Drama and Poetry, Guilds, and Acoustics, to allow me to produce Great Writers, Artists, and Musicians. I chose Religious beliefs that helped with this - Cathedrals for a Great Work of Art slot in each City I built them, Tithe for Gold to help me purchase buildings and support my Military, and the Oral Tradition Pantheon to allow +Culture from Plantations, which helps when Hotels and Airports are available, as those tiles will generate [Tourism 38.](#)

## Growing Cities to Higher Population

Keeping Cities working high-Food Tiles through Citizen Management and utilizing Cities with Granaries and Trade Routes to send Food to key Science Cities will ensure you have a high Population for the Era, useful for faster Research of Tech, higher Production, Specialists, and more Gold output. Controlling more and quality land will ensure that you can later pass your opponents in Population even if you are off to a rocky start, so long as you make use of these things. Place Farms along River and Lake tiles so that Civil Service will give them +1 Food, while ensuring that all Cities have built an Aqueduct as soon as it is possible. Getting Civil Service and Education as early as you can will greatly boost Scientific output, for your Cities will grow faster and be able to use Scientist Specialists, who can create Great Scientists for you. You can then place Academies around the City that will have the highest population and hold your National College, which is constructed when you have Libraries in all Cities.



Figure 42.5.: Sometimes multiple City-States target a Barbarian Encampment. This can be very helpful in the short-term, but you will need Gold to keep those Alliances in the long-run unless you continually perform Quests.

## City-States

Read my [Guide to City-States 25](#) to learn about each type in G&K and Brave New World and how Friendships/Alliances with them will affect your Civ. You can perform Quests to help boost relations with them and make them Allies, who will then share their resources with you. This is very handy for raising Happiness if they have a Luxury you do not, or for your Military should you lack simple Strategic Resources like Iron.

## Knowing Where you Stand: Demographics

Civilization 5's Demographics Screen, accessible through the Additional Information menu in the top-right, is an important part of the game. Score is a poor indicator of how you are doing in many games, while the statistics afforded by Demographics gives you a much more clear picture. You will see your standing, the global average, the highest and lowest Civs' values in a number of metrics. Look to Literacy

to compare your Research progress to others', population and land control to get an idea how things are going on other Continents you can't yet see, and Military strength in particular. This last metric is crucial - even peaceful neighbors will gutstomp you if you have the weakest military in the world and have something they want, be it Land, Wonders or Resources. You may have just rubbed them the wrong way over the years; some AI are very erratic and dangerous for that reason. Knowing where you stand in these metrics can help you make decisions. Do you need to build more Military Units? Are you ahead in tech to guarantee you can build that Wonder? etc.

### **Knowing Where they Stand: Global Politics**

Additionally, the Global Politics screen, accessible through Diplomacy > Diplomacy Overview > Global Politics, has some incredibly valuable information, but only once you've met Civs. This will display a list of who controls what Wonder, who's denounced/allied with whom and any resources they may have available to trade. I have found myself using this screen more and more often in my games to help me seek targets and know whose side to join. When you sign a Declaration of Friendship with a Civ or Denounce a Civ, others who have done the same take notice. Denouncing the same leaders and signing DoFs will grant Diplomacy Bonuses, snowball and lead to 'teams'... and you want to join one, else you are a rebel on your own in a dangerous world. Switzerland in its neutrality would not well survive the game world of Civilization 5.

I have found Global Politics particularly helpful to know if a Civ has adopted a Policy to enable it to build a Wonder that is only constructible when you've unlocked that Policy. You can see that if no one has adopted Exploration later in the game, you will have no trouble building the Louvre, so won't have to rush with a Great Engineer to build it. Early-game, this is not as useful, but can help you understand your opponent and the direction they're going, particularly if they have chosen all Honor policies.

### **Establishing Trade**

Land and Sea Trade Routes become relevant very early in the game as a means of generating Gold. You may create these to satisfy City-States' demands and gain an ally there, or trade with another Civ to exchange Gold and Science. Keeping your Trade Routes going throughout the game is important to your income, for there are fewer means of generating Gold in Brave New World.

When you have access to a second copy of a Luxury, you can safely trade it away to another Civilization. Having excess of a Luxury is a waste - you want to find someone who will give you either another Luxury or Gold per Turn for it. The best deals come in the form of lump-sum trades (240 Gold) from Civs you have signed a Declaration of Friendship with. Early game, doing this can let you buy a Settler outright (500 Gold). Regardless of what you get out of the deal, letting your resources sit is a waste. You may want to keep your strategic resources out of other Civs' hands, but know that 5 of them is equal to a Luxury and they are very much worth trading if your military does not rely on them, even if for a time. All trade deals with other Civs last for 30 turns.



Figure 42.6.: Turn 102: Harald tried to expand again, but I caught him and enslaved his Settler - this meant taking only two Cities. He had built the Great Library in his Capital, so I took it for my Cultural Victory.

### Being Prepared for Mid-Game War for Non-Warmongers

If you're going to Warmonger, your Military should always be as good and large as possible to keep conquering new territory. If you are not a Warmonger, someone may press you enough to force you to build a larger standing army and even attack. The main way to lose when playing on a difficulty you're ill-prepared for is to have an aggressive neighbor overwhelm you with military might all at once near the mid-game. I experienced it in my first games, and sometimes still find an opponent with a larger military comes crashing through my borders and takes a City. Keep an eye on what is going on in the world, using notifications between turns and the demographics screen. Civs frequently become 'runaways' in a game and will gobble up other Civs and settle every bit of land they can - that is a dangerous foe, particularly when you share a continent.

Building military units in a good proportion - 3-4 melee per 6-8 ranged, will help you defend should an opponent attack, and may prevent the attack all together, particularly when your military is parked near the enemy Civ - but not close enough to make them think you are marching on them. You want 1 ranged in each City to give it a second attack if you go to war. If you are peaceful, try to maintain an army at least around the global average. More units as well as higher technology units both increase the military power score. If you far out-tech your opponents, you will not need as many units, and that can save you a lot of Gold per turn, so do upgrade your units and keep them modern. Having a high-production City that has a Barracks and the Heroic Epic (for having a Barracks in all Cities) along with other Military Training buildings to give newly-created units Promotions will help you steadily build a Military over the millennia.

Be aware that some Civs can be deceptive and appear Friendly, only to stab you in the back and invade. Watch for them having less reason to be Friendly and more reason to dislike you - they will hide their intent and any negative Diplomacy modifiers until the last moment. Watching for heavy Military movement can give you a sign of impending attack. If you can fight them off, you may even acquire Cities through trade deals or retaliation. Taking a couple of Cities from a Civ that is growing through war will only give you minor Warmonger penalties and take some of that power away, making them a weaker opponent. You may even trade those Cities to another Civ that is truly Friendly to you for a high price and have some extra help against that aggressive neighbor.





Figure 42.7.: I settled one more City to the Northwest, which would have a strong defense to help protect against Askia and Bismarck. Any Wars would be Defensive from then on.

### Early-Game Conquest

Sometimes you just have to take land or find yourself cornered and in a bad position to win the game as I did in my example game with Poland. Whether Domination Victory is your ultimate goal or not, taking Cities can be a part of many games. Wars are waged over resources, border proximity and necessity, just as in the real world. Taking Cities is a simple matter of comparing a City's Combat Strength and delivering an appropriate amount of force. For example, 5-6 Composite Bowmen with attack power of 11 and 2-3 Spearmen are plenty to take out a City with 21-25 Defense, so long as you hang back and kill any defenders before entering the City's attack range (2 tiles). In general, this amount will work so long as you have about half the City's Strength on your individual units. Warring very early in the game, you can even match a Capital City's Combat Strength.

### Timing is Everything

The most important thing is timing your attacks and when you take control over new Cities. Get your units to encircle the City outside its attack radius, then move in all at once, so that they are not sent to their deaths one by one. Some Cities can be incredibly tough to take due to terrain and that requires some planning. Of great import is timing these conquests - each City will add 3 Unhappiness +  $1/2$  its Population in extra Unhappiness. Cities will Revolt for a number of turns equal to their population and generate extra Unhappiness during that time. You should always Puppet Cities at first, and leave some that way forever. Do not unpuppet a City if you have all the Libraries you need for your National College, for example, or you will need another Library to build it. That would greatly slow your Scientific progress, while all you really gain from Annexing is control - though a Puppeted City will not grow to its max potential as the AI automatically focuses on Gold as opposed to Food.

Cities that can be great in Production, Science, or are stationed along your borders with an opposing Civ are those that you need control over. Annexing a City gives you control over it, but makes the City 'Occupied'. Courthouses cost about 500 Gold and eliminate the -4 Unhappiness you will receive for an Occupied City. They can be built, but it is best they are bought outright unless you can afford the Happiness hit. Either way, let them rebuild from the damage and grow for a while before you Annex, as that can be done any time but not reversed.



Razing is a matter of preference. You can sell Cities to other Civs, but that is not always ideal, for you are helping them grow in power over the long-run and possibly giving them resources you could instead trade. Razing eliminates the City from the game and is an action preferably taken on Cities in undesirable locations. The City will burn down in a number of turns equal to the size of its population. During that time, you should be selling off buildings. Click, view City and click a Building that is not a Wonder. You can sell one building per turn, which can help you get extra money from the City. Do the most advanced buildings first and gradually move down the list until the City is gone.

### **In Closing**

This should give newcomers a rundown of all the things they should be aware of early in a game of Civ 5. Some of this applies throughout the game, as I've tried to be very comprehensive in my coverage. In screenshots I was playing as Poland, which is a very versatile Civ that gets +1 Gold for Pastures from the Ducal Stable and a Free Social Policy every time they advance to a new era.

## 43. Civilization V Tips & How To's for Vanilla Civ 5, Brave New World & Gods and Kings

This guide features a selection of tips for Civ 5 and its DLC, Gods and Kings and Brave New World. Civilization 5 can be very difficult to master, and for people not used to the turn-based strategy genre, very difficult even on the "normal", Prince difficulty. Here I hope to offer helpful hints about managing your Civilization. If you'd like to provide a tip for this list, please send an email to [carl@carlsguides.com](mailto:carl@carlsguides.com).

### 43.1. Civilization Management in Gods and Kings & Brave New World

#### Managing Your City - the Governor, Specialists, and Locking Tiles

You can tweak cities to get maximum output of multiple resources when utilizing Specialists like Scientists and Engineers. Make sure the manual specialist control check box is clear, then select the priority for your city - [food](#), [production](#), etc. [4.3](#). The Governor will choose the best tiles available for your workers and assign specialists that boost that resource, if available. After this, for each Specialist you add, the Governor will take a citizen off the worst tiles first, keeping your City's main priority intact while trying to prevent starvation. I say all this because you can only set one priority for a city and seeking two or three goals requires some micromanagement of your population. You may tick food as the priority, lock a high gold tile, and assign some merchant and science specialists. Now your city is doing its best to make food to grow, some gold, and science. In this example, production may suffer.

You may choose to lock some tiles so that the Governor will not stop working them, which is very situational - perhaps you want to work a special tile with faith or culture while your city is set to prioritize food. To lock a tile, just click it when it's not worked and a lock icon will appear. Any that you select will be stuck, just as manual specialist control is automatically enabled when you assign those on your own. You can reset all tiles by clicking on the city's tile on the map while on the City management screen. The Governor will unlock all tiles and pursue the priority you've set, while Specialists are not reassigned until you uncheck the manual box. The Governor is smart and usually efficient, but taking some control on your own can increase efficiency when you're pursuing multiple goals.

#### Food Focus is Important

Aside from the Production trick below for very early in a game, you will want your Cities on Food focus for the majority of the game. This ensures maximum growth, and will define whether you're at 20 Pop or 30 by the mid-late game. If a City has very poor Production, you can purchase buildings there with Gold to help it keep up with the latest Technology. It's better to have more Citizens by the mid-game so that you can have a higher Scientific Output and be able to work more Specialists, particularly Scientists. This pretty much applies in every game, no matter the Civ. There are times you will want to Produce, and you may elect to keep a few Mine/Lumber Mill tiles locked to ensure a City grows AND Produces. You just never want 30 Turns to pass with your City nearly stagnant. You could have gained 3-5 Population in that time, which would speed up future Research and Production in that City. When you are rushing to build a Wonder, you may need to switch to Production to get it out before the AI can complete it, which is natural. This is why Wonder-whoring may be ultimately slowing down your Civilization's Scientific progress.

## Lock Food Tiles and Focus Production

Early-Game Trick Because the game calculates Growth first and Cities that have just grown always start at 0 Food (without Aqueduct), it is better to choose Production Focus from Citizen Management while manually locking Citizens to all Food tiles early in the game. When your City grows, the new Citizen will automatically be set to a Production Tile and contribute that toward the City's current build queue, since Growth comes before Production in the game code. This can shave a Turn off the City's current construction, which can have a big impact early in the game when costs are low. Later on, you can stop micromanaging and just leave the Cities to grow and set Food Focus.

## Explore the Overviews

You can learn a lot about your Civilization's status and that of Civs you have met through the various Overviews accessible in the top right of your screen. View Demographics to see how your Civ compares to others in a variety of categories from [population 4.2](#), literacy (science progress), military strength, and more. The Diplomacy overview can show you the resources controlled by other Civs so you can set up trades to get Luxury and Strategic Resources. The Military screen can show you a quick list of all your units and help you find them on the map to invest in upgrades when you have researched new technology.

## Have a Plan for your Start: Your First Social Policies

You should choose whether you'll go Tradition, Liberty, Honor, or Piety for your first [Social Policies 10](#). [Tradition 10.1](#) will help your Capital City more, and also provides some helpful gold and happiness for growing empires while allowing construction of the hanging gardens giving +6 Food to the city that builds it. Liberty will help you to expand faster by providing a free worker and settler, reduce culture costs for founding new cities, and grant you a golden age. [Liberty 10.2](#) allows construction of the Pyramids, boosting the speed of tile improvements and granting free workers. You can unlock the [Hanging Gardens 15.2](#) and [Pyramids 14.4](#) by merely adopting the policies, not actually finishing the trees. [Honor 10.3](#) is a good choice for Eliminating Barbarians and later upgrading your Military. Your units will gain levels faster and you'll be given the option of building the Statue of Zeus, which raises unit combat strength. Again, adopting it is enough.

This all goes hand in hand with your first city's build order. You CAN make up for mistakes, but it's best if you know how you'd like to open development of your Civilization. Research choices should at first be based on the luxury and food resources available in your land, so you can boost happiness, the growth of your Capital, and allow for expansion. Build a shrine or find some other means of generating [Faith so that you can found a Pantheon 12](#) and later a Religion to get extra bonuses. Because of all the bonuses you get from Religion, you may choose to found one faster than usual by starting with [Piety 10.4](#) which boosts production of shrines and temples, while giving you more faith and gold from those religious buildings. You may give your Religion a greater [spread 12.2](#) on your continent and reap more benefits from bonuses like Tithe. Getting to choose a Reformation belief for finishing the tree can allow you to get some great options, such as buying post-industrial units with Faith. In general, Piety starts are horrible, however, so do keep that in mind.

## Scout New Lands

You should build a Scout first to explore your continent and find ancient ruins (goodie huts) to get free tech, maps, unit upgrades, population, etc. This will also help your Civilization to find natural wonders, which increase happiness permanently. Eventually, make a trireme to explore the coast and locate all potential sea trade routes on your continent. Later, when your Civ is seaworthy (Astronomy Tech), explore the rest of the world with a Caravel and see what you're up against. The earlier you accomplish these things, the better for you get bonuses being first to meet a city state and knowing all Civs and their locations helps you build a strategy. You may go in thinking you will get a Cultural Victory and ultimately switch tactics to Domination or Space Race depending on the circumstances. The more Civs you know that have researched a Tech, the lower the cost of that Tech as well!

## Score Can Be a Good Indicator, but Demographics are Better

When you view the Diplomacy screen, you'll see your current score. If you're higher than most Civs, you're doing fairly well but Score can be misleading as Wonders are valued highly while Military prowess is undervalued. Obviously, you want to be dominant in certain areas. Look to the Demographics screen to see where other Civs are passing you and shore up your weaknesses by booming research or building up your military.

## 43.2. Building New Cities and Expanding Your Civ's Land

### Building Settlers Faster

Cities do not grow while building a Settler; it cannot even stockpile food, but nor will the population starve. With early cities, put cities on Production focus when creating a Settler, and consider even manually taking them off food to shave a turn or two off the production time. In fact, you can do better than the Governor by putting all your workers on tiles that have 2 production or more. Unemployed citizens give +1 hammer, so unless there is Gold on a tile, there's no reason to use a +1 production tile when making a Settler. If you're surrounded by mainly food tiles, unemployed Citizens can make your Settler faster.

Now, things get more complicated when your city is developed. **Cities get bonus production at certain levels of excess food.** Citizens take 2 food each, so if you had 4 citizens, they would require 8 food. You get +1 hammer at 1 excess food, in our example you'd need 9 food. Further gains are made at +2 food, +4 food, +8 food, and +12 food. So, for our example city needing 8 food, if you made it to 20 food you would have +5 hammers. Thus, the best configuration for building Settlers fast depends on the land and tile improvements around your City. With a little tweakng, you may be able to shave a few turns off the build time. If you'd like further explanation of the excess food production bonus, see this video.

### Chopping for Settlers & Chop/Swap Method

While you can certainly save Forests for Wonders to help speed their production, you can also use them to help you get Settlers out faster. A Forest tile within your borders gives 20 Production when chopped. If you start the chop, then switch to the Settler when there is 1 turn left, you can put all that Production toward the Settler while losing growth on only one turn. You can swap back and forth between a Settler and building you need by doing this chop/swap method to get a Settler out while sacrificing little growth and getting progress toward a Granary or other helpful building. Be sure to have the City on Production Focus so that you get the most Production possible each turn.

### Unhappy Civs: Be Careful About Expanding too Fast

If your Civilization is low on happiness, don't expand to a new city just then unless you can afford to buy some buildings in the new settlement. Your Civ takes a happiness hit based on the number of cities 3 per City, plus 1 per Citizen - so a new City takes 4 Happiness. A rapidly growing new city can also cause problems, as it will add +1 Unhappiness each time it grows. Unless you really need to snag a tract of land make sure you can afford the happiness hit because [unhappy civilizations 8](#) take a loss to production and growth. If you are at or near 0, you may want to switch to Avoid Growth on your cities to prevent them causing Unhappiness.

#### Maximum Workable Tile Radius for Cities

How far apart should cities be built in Civ 5? Cities can only work three tiles out. So, for optimal placement you'll want to shoot for placing new cities seven tiles away from one another. This could be visualised as:

+++C++++C+++

However, you shouldn't consider this a hard and fast rule. Sometimes it's better to have another city than be anal about their placement. Cities do not have to be massive, they can serve as outposts to give you a resource. That is one scenario in which the Avoid Growth button comes in handy. You can get control of a strategic resource, and tell the Governor not to allow the city to grow. Also, only extremely far into a normal game will your cities begin to even come close to working every tile available to them. Often, you'll work most of the good ones while utilizing specialists.

### Gathering Distant Strategic/Luxury Resources

Your cities can expand beyond the 3 workable tiles through culture, but they won't be able to work them. However, that doesn't mean you won't get resources for the land you control. If something you don't have, like a luxury or strategic resource, is situated up to 5 tiles away, you can eventually get possession of it through cultural land expansion. While you won't get the nifty gold bonus of collecting from Gems, you can at least get the +4 happiness having gems in your empire provides and use the extra resources for trade agreements with other Civs.

### Land Ownership is Permanent, Unless War Causes Cities to Change Hands

Unlike Civ 4, in Civilization 5 you will not be able to flip tiles claimed by another Civ's city. So, when your city's limits expand beyond [the three tile workable limit 4.2](#), those efforts aren't wasted. You'll be the sole owner of those tiles, so you can get a city into position to work them or prevent another Civ from taking the resource. The only way to take control of tiles claimed by another Civ is to conquer them or use the Great General's Citadel ability. Every tile surrounding them becomes yours. Use with caution: stealing another Civ's land with a Great General can trigger war as it causes a [Diplomatic Penalty 26.5](#).

### Buying City Buildings with Gold

Certain City Improvements are smart to buy quickly when you've just founded a city, and others are useless depending on the purpose of the city. Don't buy a market when a city has just been founded, instead buy a monument to expand your territory and gain control of those useful tiles and resources. One of the biggest factors when first starting a new city is getting the best tiles nearby. Giving your new city a culture boost will ensure tiles are bought quickly and automatically with culture. Otherwise, your city is best going for a food focus to take advantage of rapid early expansion. Have a worker nearby to begin improving important tiles soon after you use your settler.

### Defending Your Cities

Each City should have a ranged unit, though [Cities have a high Combat Strength and 2 Tile Attack Range 4.5](#) so can defend themselves from attack. Having a ranged unit in your city gives you a second attack to protect against small attacks, like those by Barbarians. You'll need an actual military with mobile units and solid numbers to survive a real war.

### Progress is Kept When Switching Production

You can invest a few turns into a unit or building project, switch to another building, and will find that all progress you'd gained on the previous unit/building will be kept. Use this to your advantage to keep cities efficient when a new vital building is coming up and you are waiting on the research project to finish.

### Feeding New Cities

With a Granary built and The Wheel researched, you can create Caravans that usually trade with other Civs, but you can use up a trade route to send food to one of your Cities. This food is not subtracted



from the sender, so you incur no loss - just a nice boost of growth to your new city. Using Food Trade Routes, you can help the Population of a new City explode. Later in the game, Production Trade Routes become more valuable as City Growth slows.

### **Be Careful Expanding Near Other Civilizations and City-States.**

They do not like it when you expand too close and compete with them for land. If you do this too much, you can expect war. If you've already done this to a Civilization once, you should consider moving that next settler a couple of tiles further away. That is, unless you plan for the land to be yours soon anyway! You can try to be friendly and offer gifts to make that next settlement more acceptable, but be careful.

### **Game Option: Policy Saving & Ending Turns without Choosing**

If you've enabled the Policy Saving option before starting your game of Civ 5, you are able to save Policies until a later time. Perhaps you have finished Tradition, and do not want to adopt another Policy until your Civilization reaches the Renaissance to adopt [Rationalism 10.9](#). The game doesn't make it clear how this is done, but a simple Right-Click on Choose Policy will cancel the notification and allow you to move on and end the turn. This does NOT work with Free Technologies. Those cannot be saved and you must choose the free tech when you complete the wonder that let you do this (for example the [Great Library 14.3](#)). Thus, you should time Free Techs for when you can select a more expensive or desirable tech after researching its prerequisite. You can get Oxford (safe) or GL (risky as someone else might build it) to 1 Turn remaining, then complete it when you've finished the prerequisite tech you need.

## **43.3. Workers: Building Tile Improvements**

### **Roads - Trade Routes**

After the invention of the wheel, your workers can begin connecting your Cities by road. The connection usually makes up for the maintenance cost of the tiles and gives your units mobility to protect your land. Cities can also be connected via Rail to get a +25% Production bonus with the Railroad technology, and Harbors provide cities a means of connecting to the capital from afar. Certain types of terrain may also help to form City Connections depending on the Civ you're playing. To learn more, read the [City Guide 4](#).

### **Farms - Boosting Population**

Early on, farms will help you a lot. The more you have, the easier it is for your City to work Mines and other tiles that lack food without sacrificing Growth. Place Farms around Rivers first, as they will get +1 Food when you research Civil Service. Other Farms do not get +1 Food until much later in the game with the Fertilizer Tech.

### **Trading Posts - Increasing Gold Income**

Trading Posts are more valuable than ever in Civ 5's Brave New World DLC. Whether your goal is to gift to City-States, form Research Agreements, or buy units and buildings outright, there's always a way to spend your Civilization's money. Trading posts give +2 gold to a tile when Economics is researched. That may not seem like much, but with a bank and market it's 3. While in a golden age, it's more - any gold-producing tiles are worth +1 gold because of the golden age, and the bank and market will boost that amount 50% per tile. These fractions of a coin can and do add up.

Another nice thing about Trading posts is that you can build them without removing jungle or forest tiles, the former being wonderful for [boosting Science 7](#) once your Civilization has researched Education and can use Universities. You'll earn enough food (+2) to support a specialist as well, so you can further boost your scientific research.

Do not build many Trading Posts around your Scientific Cities, because they need Food more - the higher Population will produce more Science than a Trading Post with Rationalism. Ultimately, the best place to spam Trading Posts are around Puppet Cities. They are contributing little to your empire, and you do not control them. Putting Trading Posts around Puppets will slow their growth and building production while allowing them to give your Civilization more income.

#### **Marble & Quarries - Faster Wonder Production**

When a city is working a Marble tile, it will have +15% production toward any Ancient or Classical wonders. You will need a Quarry to get this bonus, so Masonry needs to be researched. This bonus can stack with others, such as the two flat bonuses to ALL wonders with the Tradition social policy's +15% and Egypt's flat +20% bonus. [Founding a Pantheon 12.3](#) early can also give you a +15% bonus to building [Ancient/Classical Wonders 14, 15](#). Getting Marble through trade will not work. To get the bonus, the tile MUST be worked by the city producing the Wonder.

#### **Landmarks & Archaeological Digs**

You used to consume Great Artists to create Landmarks to boost culture, but with Brave New World, you'll now receive those from converting Archaeological Digs. You don't get to choose where these are placed; rather, they are found randomly around the map at the advent of Archaeology. It matters little unless it is in your territory on a workable tile. Most players will use Digs to get a Great Work Artifact that can be stored in a city to provide +2 Culture and +2 Tourism, which matters more for the game's improved Cultural victory condition. If you want to win Culturally, you need to get to Archaeology and spam Archaeologists from Cities with Universities (they are required to educate Archaeologists). Then send them out after the Antiquity Sites around our lands and even in other Civs' territories if you have open borders. It's safe to steal one artifact per Civ (in general) but more than that may lead to war. Be sure and have a Museum or other building with an Art slot ready, because otherwise you will be forced to build a Landmark. Putting Landmarks in other Civs'/City States' territories gives a Diplomatic Boost.

#### **Food Resources**

Resources like Cattle, Bananas and Wheat do not require tile improvements to get their benefit of extra food. Improvements simply provide extra boosts, like pastures giving +1 Production for Cattle. You are forced to use these upgrades, as even a cattle on Grassland won't take a Farm to boost it to four food. There is only one case where I might not build an improvement, and that is when a Banana is on a Jungle tile. Jungle gives +2 Science with Universities, and you can get +2 more Food from a Banana tile with a Granary in town. That pits +4 Food, +2 Science vs +5 Food and the Science wins, big time unless that city is desperately in need of more food due to poor access to food tiles.

#### **Only Appropriate Improvements are Available**

If a tile has a Luxury, Strategic, or Food resource available, your worker will be limited to building only the appropriate improvement for that tile. This is fine, but at times you may wish the restriction were lifted. Overall, you want to grab every resource your Civ can work. Don't bother improving food resources that are out of range. Otherwise, excess can be used to trade with other Civilizations.

#### **Game Option: Stop Workers Replacing Improvements**

Hit ESC and go to Game Options > Gameplay. From there, you may want to check the box disabling Automated Workers from replacing tile improvements. I get thing set up the way I want with manual control, then let them fill in the gaps and it works out well for me. You may also stop them from removing tiles like Jungle and Forest, which is good if you prefer those tiles for whatever reason (Science from Jungle).

## 43.4. Tips Keeping your Civ Happy

### Unhappy Civilizations

At the early levels of unhappiness, your cities will simply suffer a growth penalty - an annoying one, bringing growth down by 75%. At -10 Unhappiness, your Civ will practically riot. Your military units will suffer a combat penalty and rebel units may pop up around your cities to attack and attempt to dethrone you. Raise happiness quickly to get out of this situation. Every turn your Civ is unhappy, it is not growing and you are falling behind other Civs in the game.

### Generating Happiness

The main source of Happiness in Civilization 5 are Luxury Resources. Acquire these by constructing tile improvements to connect them to your trade network. Strategic and Luxury Resources will be added to your total when the tile improvements are in place whether your City works the tile or not. Buy tiles with gold to speed up this process.

Trade is the second method of getting Luxury Resources for your Nation. Find Civs that have resources that you do not have and offer up extras of what you have - if you have three copper, you can trade off two of them and keep the +4 bonus for having the copper luxury resource. Trading off your last copy is a bad idea unless you're playing the Dutch, who'll get +2 happiness (half) if their last copy is traded. So, if there is a (1) next to an item in a trade, you'll be giving your last copy and losing any happiness bonuses or losing the Strategic Resource you need to make more units.

City States can give you Resources when you're allied with them. Provide gold gifts, do quests, and kill barbarians within their borders to boost your influence. At ally, they will give you a copy of all their strategic and luxury resources. Selecting City States by type and the resources they have is an important strategy to use for growing your Civ. Mercantile City States are the top target, as they give you Happiness at friends level and more at allies along with their available resources.

Religion plays a role in Happiness, as there are beliefs that can generate it, along with buildings you can buy with faith if you choose to unlock them when founding your religion. You can choose to take up the religion of another Civ if you like their bonuses.

Along with city population and a high number of cities, other things can impact happiness, such as a sustained war. Having your Civ influenced by another with a different ideology may put a penalty on you and press you to change. Civ 5 gives you a base amount of happiness based on the difficulty you're playing on - for example, on Warlord you will have a base happiness of 12. Bumping the difficulty up will lower this base to 9, making it slightly harder to keep the populace happy and productive.

## 43.5. Great People & Specialists

### Specialists: Dual-Purposes

Specialists serve a couple of purposes in Civ 5. First, they will generate a specific resource, be it gold, production, research, or culture. Secondly, they'll generate Great Person points. You may be going for one or the other when allocating these. This is a feature in Civ that can go under-utilized by new players. It's very easy to keep progressing in the game without making tweaks to your specialists. You may only see them used when you select an off-beat focus such as science or culture. Even when focusing on food or production you can still utilize a specialist or two.

### Boosting Specialist Output for more Gold, Research, or Culture

Specialists of any kind benefit from % increases from buildings, down to the decimal. So, your +50% to research from a university will give you 4.5 beakers for a Scientist specialist that usually gave three. Any Wonders or National Wonders that increase Science Output work this way. This is but an example: it also works for merchants, engineers, musicians, writers, and artists.

## Great People

With the birth of each Great Person in your Civ, the cost of all future Great People will go up. That means that you going for a spread of all kinds may not be a wise idea, depending on your goals. If you want a Cultural victory, you still need Science, but will need to focus on Writers, Artists, and Musicians to generate those.

## Where's the Culture Bomb?

Great Artists used to be able to steal tiles by using a Culture Bomb of sorts that would convert one hex and all those surrounding it, giving you 7 new spaces of land. You could even steal them from enemies. Great Artists can now only create great works of art to raise culture and tourism or trigger a golden age. Great Generals are those who can steal land with their Citadel. It must be constructed inside or next to your border. This does the same as the culture bomb, but leaves behind a Citadel that gives a big defensive boost to units stationed inside. In most situations, you won't want the Citadel and can use a worker to change the tile to another improvement while keeping the new land for the glory of your Civilization. As before, these types of land grabs will piss off anyone with land nearby, especially if you flip control of their tiles.

## Great Generals and Great Admirals

Great Generals are earned over time as you defeat enemies. It'll take quite a bit of combat to fill the bar, which you can see when you look at the Military Overview screen (F3). Both Great Admirals and Generals give a +15% combat bonus to all friendly units within 2 tiles of them, so bring them along for big battles - especially helpful when taking cities, but keep them safe as they will be taken by opposing military units if vulnerable. Thankfully, they can stack with other military units which makes protecting them easy. Great Generals can build the Citadel, a powerful defensive tile improvement that steals surrounding hexes, making the territory yours. Because of its extreme defense, enemies moving next to it will take damage. This consumes the Great General. Great Admirals can instantly heal all adjacent naval units, giving you a big advantage in a large fleet engagement. Its use is very situational; far better to keep the +15% bonus unless you can prevent the destruction of multiple vessels by using the ability.

## 43.6. Science and Technological Advancement

### Population & Raising ScienceOutput

Both the Library and Public School base the amount of Science generated by a city on its population. The University provides some flat Science and a +33% bonus to total output - ie all science multiplied by 1.33. Going further toward the Modern Era, you'll make Research Labs that boost Science by another +50% in the city. Have a library in all cities to build a National College for another 50%. Oxford University, a Natonal Wonder for having Universities in all cites will give you a free tech as well. You can place each of these buildings into your higher population city to get a massive boost to science output.

### Specialists are Important

With the bonuses provided by the University and Research Lab, each Scientist Specialist you assign to your buildings will provide much more than the +2 you see. You can put a total of four Scientists into your buildings in the Citizen Management area of the City Screen. Prioritize Science and these will already be filled. I like to fill all science slots, keep manual specialist control checked, then put the city's focus on food - it'll grow and the Science along with it.

## **Ideologies, Social Policies, and Religion**

The biggest boosts to your beaker output come from the Rationalism Social tree. You can get +2 Science per specialist, 25% faster Great Scientist generation, Science from trading posts and extra science from research agreements. As for Ideologies, Freedom is not a bad choice for Science. You can reduce the food needs of Specialists (you'll have them in every city when going hard Science), which will allow your cities to grow larger and produce even more. With Religion and when running out of direct science boosts from Ideologies, go for happiness and growth. Population is everything for a Scientific Civ after all, and your citizens must stay happy to keep growing in number.

### **Observatories**

Building a city next to a mountain (one tile away), you can make an Observatory that will boost Science another 50%. Finding a spot with only one mountain and loads of grassland, you could make what was once known as a super science city by gathering this extra boost. It is still worth it if the city will be only medium-sized, as the output increase is huge enough to provide Science in ample amounts.

### **Research Agreements**

Once you've researched Education, you can begin entering into Research Agreements with other Civs. First talk to them and go to discuss and sign a Declaration of Friendship. Both Civs need enough gold (300+ by modern era) to enter the agreement. You can gift gold if they can't afford it. After 30 turns, you'll receive a big boost to your research points that will inevitably grant you free technology. While the other Civ will get the same, you can gain an edge by doing these with multiple Civs - they'll get 1 tech each while you get 3 or more, advancing your technology swiftly. The Porcelain Tower and final social policy in Rationalism, Scientific Revolution, will each boost your take from RAs by 50%, ultimately doubling the research you get, which is based on your current tech level and the cost of all available projects - so knock out the cheap ones while the 30 turns pass so you can grab higher rank techs.

### **Stealing Technology**

When a Civ is more advanced than you, or at least knows technology you do not, use your spies (available in the Renaissance Era) to travel to their cities and attempt to steal tech. When they do, they'll level up, which makes them better at this. When a Civ has run dry of new tech, you can move them on to another. Later, that leveled up Spy can make a great Diplomat or be inserted into City States to Rig Elections and manipulate them into liking your Civ while reducing relations with others.

To learn more about outpacing your opponents in Research, read the [Civ 5 Science Guide 7](#).

## **43.7. Religion**

### **Using Religion to Win**

While Religion's benefits in the form of beliefs are obvious, Religion plays a role in Cultural Victory and can make this type of win much easier. Sharing a Religion will result in a 25% boost to Tourism output with other Civs when the majority of their Cities are following that same Religion. You can take on another Civ's Religion to do this or spread your own to their lands.

You may also tailor your Beliefs to aid in other types of Victory. Interfaith Dialog will give you Science each time you use a Missionary to spread Religion for example, and Beliefs can be chosen that allow you to purchase buildings that hold Great Works slots or even allow you to buy Military units with Faith to aid in a Domination Victory.



## Religion and Diplomacy

If a Civ did not get to found a Religion of their own, which is common, they will gladly accept your Religion if it spreads in their lands. Naturally, they will benefit from this - but so will you. Your Founder Belief is the obvious benefit, but other Civs under the influence of your Religion will gain a positive Diplomacy modifier. If a Civ has a Holy City, they are definitely trying to spread that Religion and will be angered by you converting their Citizens, however.

## Inquisitors

A little-known function of the Inquisitor is that they automatically stop Missionaries from spreading Religion in your lands. Positioning an Inquisitor within 1 hex of a City will prevent opposing Civs' Missionaries and [Great Prophets 23.7](#) from using the Spread Religion ability. This will not stop conversion through Religious Pressure, but does prevent them converting your people en masse with all the missionaries they may send throughout a game.

## Removing a Holy City from the Game

Inquisitors can also be used to remove a Holy City you have conquered (but only then). An Inquisitor using Remove Heresy in a Holy City will remove all other Religions but the one to which they're tied (yours), and in this case prevent it from coming back unless there are other Cities nearby of that Religion and spreading through pressure. Without a Holy City, most Religions will quickly die off.

## Learning More

Read my [Guide to Religion 12](#) to learn about the mechanics of spreading religion, the beliefs you may select, and how creating a popular Religion can help your Civilization.

## 43.8. Wonder Production

### Don't Try to Build Every Wonder

Just because another empire may get a Wonder, it doesn't mean you should try to build them all. Cities that are constantly building Wonders aren't growing to be better economically. They aren't getting those bonuses that regular buildings provide, and that can set them back. You can stunt your scientific growth by skipping those libraries in favor of building Wonders, and won't get the growth benefits of a granary. Be selective about your Wonders, and build only those that fit your long-term goals. If you want to win the Science victory, by all means make a Great Library for its great scientist points and free technology that can be timed to move you up to the next Era. It is harder to get this Wonder on higher difficulties, and it may be best to focus on growth and simply build a Library to get your science going sooner without risking the wasted production.

### If Another Civ Builds a Wonder Before You

When another Civ completes a Wonder you were working on, you'll get gold from scrapping your project, based on how much production had been put in. At least you can use this to buy an improvement. Installing Spies in other Civilizations can help you by giving you a head's up that they are starting a new Wonder, which may prompt you to rush it and go all out on production in the city or abandon the project if it is going to take a long time.

## 43.9. Military and War Tips

### Having No Military is a Really, Really Bad Idea

unless powerful allies. You should aim for a unit per city, at the very least but two would make you much less of an easy target. You have things that other Civilizations want, and even if you don't have something great you still have land. You must protect your people, so will need a larger military to maintain peace as you raise the game's difficulty.

### Military Units and Health

All units have 100 health. The difference between them is their combat strength. A powerful unit will deal more damage to a weak one, and take less in the process. This normalization of health and emphasis on combat strength and bonuses is a simple system, yet open to strategic use when you're familiar with the system. Other than Japan, due to Bushido, all other units will deal less damage when they are injured - which makes sense and adds some strategic depth. After all, an Archer with only 20 health and a pair of figures can only fire so many arrows when they attack, meaning your offensive unit will suffer less damage and likely with the battle.

### Unit Health Regeneration

Units that take no action on a turn, either skipping or fortifying, inside friendly territory regenerate +20 health per turn, be it your territory or the territory of a Civ/City-State friendly to you. Outside of friendly borders, you'll heal only +10. In a city they'll heal +25 each turn. The unit must not have taken an action during the previous turn to receive this healing, even moving a single hex forfeits the healing. Units with the Medic promotion can help heal adjacent units faster, while Scouts can be upgraded to heal faster specifically when outside your territory - this lets them stay on the move longer, finding more goodie huts, natural wonders, meeting other Civs/City-States, and learning the lay of the land.

### Zone of Control

Military Units have a Zone of Control that can be used strategically. If a unit moves into it, they'll lose a move point. This zone extends one hex around the unit. You can use all moves when LEAVING the zone, but entering another hex in the zone will consume your move. Use this to protect workers and other units. Place your unit such that the enemy must enter the zone and lose a move, while on their way to, for example, steal your worker. It's helpful to know when waging war and when you cannot protect a unit by directly blocking the enemy's advance.

### Fortifying Units

When you Fortify a military unit, it goes inactive and proceeds to defend at its current location. The Fortification bonus is 25%, but after a couple turns will rise to 50%. This makes your unit very hard to kill, particularly when they are doing this in a city or Fort tile improvement. There are many other bonuses you can get, but Fortify is one that can give you an edge in combat when you know an attack is coming. Sometimes, it's best to attack first, however, when you know you can weaken the enemy unit enough that it will either back off or do little damage should it attack your unit.

### Swapping Units

Any time you have two units with moves, and one is up front taking the damage, you can swap them by selecting then moving the injured unit to the tile with the healthy one, or vice versa. Swapping units from the front line and giving injured units a chance to back off can preserve your military, helping you to win wars by preventing the loss of units - particularly powerful units that have had many promotions. You may even keep a unit behind a Fort or Citadel so you can swap them in to relieve a unit from battle.

## Siege

When a city's defensive strength is more than 50% more of your best units' attack strength, it's necessary to use ranged units to weaken them. Ranged units like archers and composite bowmen work well - the point is that you can weaken them while avoiding counterattacks on all your Melee units until the time is right to move in and take it over. So, use ranged to weaken while melee units like Cavalry can charge in and capture the city when its defense has been reduced to 0 or close enough for the melee to win and take over the City.

## Aircraft in Cities: Where to Use Your Bombers

To access the list of aircraft in Cities, click the number above a city's defense rating on the map. From there, you'll get a list of all bombers and fighters in that base. You can rebase them to get them closer to intended targets - select rebase and then click a city in which to station them where your airstrikes can reach their targets. Really late game, you may want to leave fighters in cities near the coast to protect from airstrikes from carriers.

## Puppeteering

You can bribe a Civ or convince a friend to go to war with a target Civ's ally to keep them tangled. If you can maintain your military edge while still advancing science, you will come out far ahead in military power through more advanced units. Civs tied up in war generally focus on Military while neglecting their economic and scientific advancement. You may even do quests or provide gifts of gold to your target's ally to steal their loyalty and take away the strategic and luxury resources available to them, getting them for yourself - but you must go all the way to allies.

## Profit from Razing Cities

You are able to sell one building per turn in a City that you are razing. To sell a building, simply click it in the building list to the right of the City Management interface. Any time you're not doing this, you're letting potential gold burn to the ground. Start with the most advanced buildings and work your way down as the City's raze timer counts down. This can lead to a lot of extra gold from the razing process, and help you afford to buy buildings of your own or upgrade your units.

## Trading Cities

Cities you conquer can be sold to other Civilizations for large amounts of Gold or Resources. Consider this instead of Razing or Puppeting a City if you have no need of it, yet needed it out of the hands of the Civ you're attacking. This is commonly used when you have been given a City through a Peace Treaty.

## 43.10. Early to Mid-Game: Barbarians and Barbarian Camps

### Encampments

Barbarian Encampments are responsible for generating the [Barbarians 24](#) that will harass your city. It is up to all Civilizations to eventually wipe them out and civilize the world. Inevitably, you will need to deal with Barbarians near your borders to prevent harassment of your workers and, later, the plunder of your trade routes.

### Fighting Barbarians

Often, a Barbarian encampment you are attacking will spawn a new unit. This leaves your unit outnumbered. Since you always have a bonus fighting Barbarians, it's wise to fortify in this situation or any other

like it. Your unit stands a good chance of survival, and worst case will do more damage due to it taking more attacks to kill them.

Gradually beat down Barbarians and play it safe when more than one is in the area, possibly even backing off to heal for a few turns. **Barbarians don't heal**, so you have plenty of time to take them out. Work them down and a lone unit can gain a couple of levels, giving you a strong unit for later. You should almost never use the instant heal upgrade in these situations, rather pull back to a spot where no unit will hit you to fortify and heal. Fortify bonuses do not come into play if a unit has moved during that turn, even if you move only one hex.

## 44. Civ 5 Cheats and Mods

### With No Command Console Available, Turn to Debug Mode & Ingame Editor



Figure 44.1.: The Ingame Editor Allows Players to Cheat in Civilization 5, Gods and Kings & Brave New World.

Enough people search for Civilization 5 Cheats that I thought sharing a couple possibilities that resemble and even surpass cheating in power might be useful to some players. You see, no cheat codes or command console of that type exists for the game. However, Firaxis did include a debug mode for developers that can be exploited to reveal the entire map and give your Civilization infinite Happiness. This tool pales in comparison to the mighty Ingame Editor which can modify or place just about anything in the world. In many ways, this is better than any simple cheat code for it can enable you to get through any negative situation your Civilization encounters while giving you the ability to cheat your gold, research, production, or military to ridiculously high levels and defeatng other Civs in just about any way you choose. Don't be frightened by the fact that it's a mod. This is a very stable tool that gives you incredible control over the land and Civilizations in Civ 5.

#### Before You Consider Cheating: Playing at a Low Difficulty

Unless you want to cheat for fun, use cheating tools to set up the world to your liking, or experiment with Civ 5's gameplay, you should first consider simply lowering the difficulty of the game to Settler. It's ridiculously easy to win a game, especially with knowledge of Victory conditions you can learn from my strategy guide.

Playing at a lower difficulty will give your Civilization bonuses, while imposing penalties on the AI. This is not a game that you will get much satisfaction from cheating to win anyway; there is no ending and the numerous difficulty settings give you a chance to gradually improve and expand your knowledge of Civ 5 game mechanics.



## 44.1. Ingame Editor: Powerful Cheats for Civilization 5

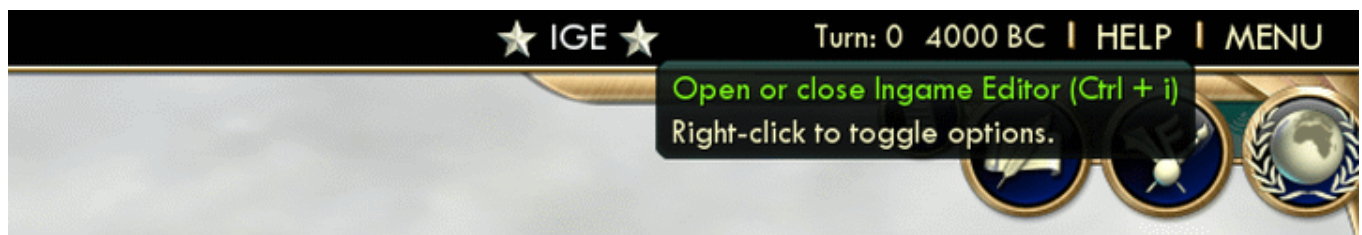


Figure 44.2.: With IGE Installed, click this button or press Control + I to start using the Mod.

Civfanatics and the Steam Workshop host a powerful Mod for Civilization 5 that enables some great cheating ability. You can do most anything you want with the game's tiles, plant strategic and luxury resources, spawn units in control of any player, research technologies with a single click, and even take over another Civilization. I'll Guide you through the various types of cheating you can do using the Ingame Editor's interface, while I leave to you the creative use of this tool to win games or present yourself new challenges.

### Installing the Ingame Editor

You can start cheating by getting Civ 5's ingame editor from one of the following sources. I recommend installing it via the Steam Workshop, since every legit Civilization 5 owner has to use it. If you like installing mods yourself, you can go through Civfanatics:

Download from the Steam Workshop. Login, Subscribe to IGE and the Mod will be installed and updated automatically.

Download from Civfanatics, where you'll find manual install instructions, a FAQ, and troubleshooting for the IGE.

### Using the IGE Mod to Cheat - Control + I

Once you've got the Mod installed, you're ready to start a game in which you can cheat to your heart's content. Load Civilization 5 and select 'Mods' and ensure that Ingame Editor is checked, then select next. You can now select Single Player and set up the game as you normally would. If the Mod is working properly, click the icon in the top right portion of the Civ 5 game screen or press Control + I.

### Things to Note: Leader/City-State Selection and Reloading for Visual Changes

In the top-right portion of the IGE interface, you will see your Leader selected. You can change to any other Leader or City-State by selecting this. This will show you the game world as they see it, show their research tree and social policies, etc.

When you make some changes to terrain, like placing Natural Wonders in the world, you'll need to save the game, exit to the main menu and reload to get their graphics to show. Any tile bonuses will be in play, but your Fountain of Youth, for example, will be invisible until you do this.



Figure 44.3.: Edit Tiles Individually with F1.

### Cheats: Edit Terrain - F1

The first tab in the Ingame Editor allows you to select a terrain hex and start editing. You can choose tile improvements, Natural Wonders, terrain type, and even select whom the tile belongs to by having the right leader selected and going to the far right in the interface, where you'll see 'Free Land' or 'Your Land', along with Explored/Unexplored. The blue lines in the bottom left let you paint rivers and the direction they flow by toggling the lines at the edge of the hex. As you can see, I made a strange circular river in one hex to demonstrate how it would be used.

### Cheating Cities: Religion, We Love the King & Wonders - F2

Click to select a city or shift-click to create a new city on a hex belonging to the currently selected player. This is super useful for cheating - it'll let you instantly create any building or Wonder in the city, and also celebrate We Love the King day for 10 or 250 Turns. This second is a little less useful given you could just set the population to whatever size you want, anyway. You are also able to change the religious balance in the city or make it a puppet of the currently selected player.

### Changing Terrain on a Mass Scale - F3

The Paint Terrain option is helpful if you want to change the terrain on a larger scale than the F1 tool. Select a terrain type and drag around with the right mouse button held down to change terrain all over. Press shift and you'll see the six tiles around the selected terrain light up. Right click and drag with this to make big changes across the land. The Your Land option is found on the far right, which will let you claim massive sections of land for the selected player, explore it, or return it to an unexplored state.



Figure 44.4.: With the IGE you can spawn a max promoted unit or Great Person, even combine unique units from other Civilizations.

### Spawning Units and Giving Unit Promotions - F4

Use this tool to create units for the selected player. You can right-click to spawn a unit of any type, from workers, to missionaries, and even Great People. This is extremely powerful, but doesn't seem to let you edit an existing unit, although this hardly matters. You can use this Cheat to play with Unique Units from other Civilizations! Above the list of units, you can see the level box. Pick a number and it will give the unit that many promotions. Some units have a maximum of nine promotions, while a naval unit could have eleven. Either way, pick a number like 15 and you're likely to have a maxxed-out unit.

I'd warn you when using this cheat not to spawn too many units on one tile, although you can. I'm sure it could have a negative impact on your game and possibly cause a crash. Just how many giant death robots would you need in one area, anyway?

### IGE Quicksave - F5

Pressing F5 with the Ingame Editor open will create a Quicksave named IGE so that you can avoid overwriting a non-cheated game's save.

### Edit Civilization Stats - F6

With this IGE tab, you can use cheats that allow you to add gold, culture, or faith points to the currently selected Civ. Golden ages of 10 or 250 turns can be triggered at will, and religions founded. You may take over leadership of another Civilization on this tab by picking Take Seat option.

This tab is also particularly interesting for allowing you to make peace treaties, form declarations of friendships, embargoes or even trigger complex wars between various Civs and City States.



Figure 44.5.: Use this tab as a Cheat to Research all Technologies in Civ 5.

### Research Cheats - F7

This is likely to be one of the most popular uses of the Ingame Editor. Research Cheats let you learn any technology in Civ 5, Gods and Kings, and Brave New World with a single click. Press Shift-Click and it will learn every prerequisite for the selected technology. You can also take Technology away in the same way - it is a toggle, so shift-click again and it will take away a tech and all prerequisites.

To Cheat and get all Technology, shift-click the Future Tech research project. Since it takes every one of the highest level technologies to research it, you will get every Tech at once. To remove all research at once, shift-click Agriculture on the opposite end of the Tech tree.

### Social Policy and Ideology Cheats - F8

With the last tab, you may add and remove any social policy in Civ 5. You may also force the selected Civ to adopt an Ideology or remove one. You may even adopt all Ideologies and Ideological Tenets at once if you so choose, although that may have unforeseen gameplay consequences.

## 44.2. Debug Mode, World Builder & Civ 5 SDK

### Civ 5's Debug Mode - Reveal Full Map & Unlimited Happiness

Open config.ini located in

Documents\My Games\Sid Meier's Civilization 5\

and locate the line that says

```
DebugPanel = 0
```

and change the 0 to a 1 then save the file. To Disable Debug, you'd do the opposite. This will enable debug mode in the game, which seems to be primarily aimed at mod development. After restarting the game with Debug enabled, you can press **Control + Z** to reveal the entire map. This process will automatically introduce your Civ to all City States and other Civilizations. It also reveals the location of all Natural Wonders, giving a +1 permanent boost to happiness for each. If you do this over and over, you will keep rediscovering the wonders and accumulate massive amounts of happiness that can allow your cities to grow without worry of unhappiness, and also triggering golden ages over and over depending on how heavily you abuse it. For the most part, revealing the map alone is a potent cheat to a player capable of turning that knowledge into a workable strategy.

While Debug Mode is enabled, you can press the Tilde key to bring up an interface that offers different options specifically for debugging the game. It is unlikely that many useful things can be done with it as far as cheats go, but I'd welcome comments on this tool and its capacity for cheating from players who understand its menu options and how to apply them to a current game. If anything, it's probably not worth the effort of deciphering the debug tool given the power of the Ingame Editor.

### **The Civilization 5 Software Developer's Kit (SDK)**

There are many tools provided by Firaxis that will let you modify Civ 5 or create your own maps. To install these tools, login to Steam and go to your Library. Hover over Library at the top of Steam and choose Tools. Scroll down the list until you find Sid Meier's Civilization V SDK, select it and choose Install. You will now have access to all the tools provided by Firaxis, through a link you should find on your desktop. Otherwise, right click it in the tools list and choose Play.



# A. Bibliography - List of Carl's Web Pages with Corresponding Chapters

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## Part I Civ 5: Civilization and Leaders

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<http://www.carlsguides.com/strategy/civilization5/dominationvictory.php>

### **Chapter 41 Science Victory**

<http://www.carlsguides.com/strategy/civilization5/sciencevictory.php>

### **Chapter 42 Early-Game Beginner's Guide & Gameplay Concepts**

<http://www.carlsguides.com/strategy/civilization5/earlygamehelp.php>

### **Chapter 43 Civilization V Tips & How To's for Vanilla Civ 5, Brave New World & Gods and Kings**

<http://www.carlsguides.com/strategy/civilization5/tips.php>

### **Chapter 44 Civ 5 Cheats and Mods**

<http://www.carlsguides.com/strategy/civilization5/cheats.php>