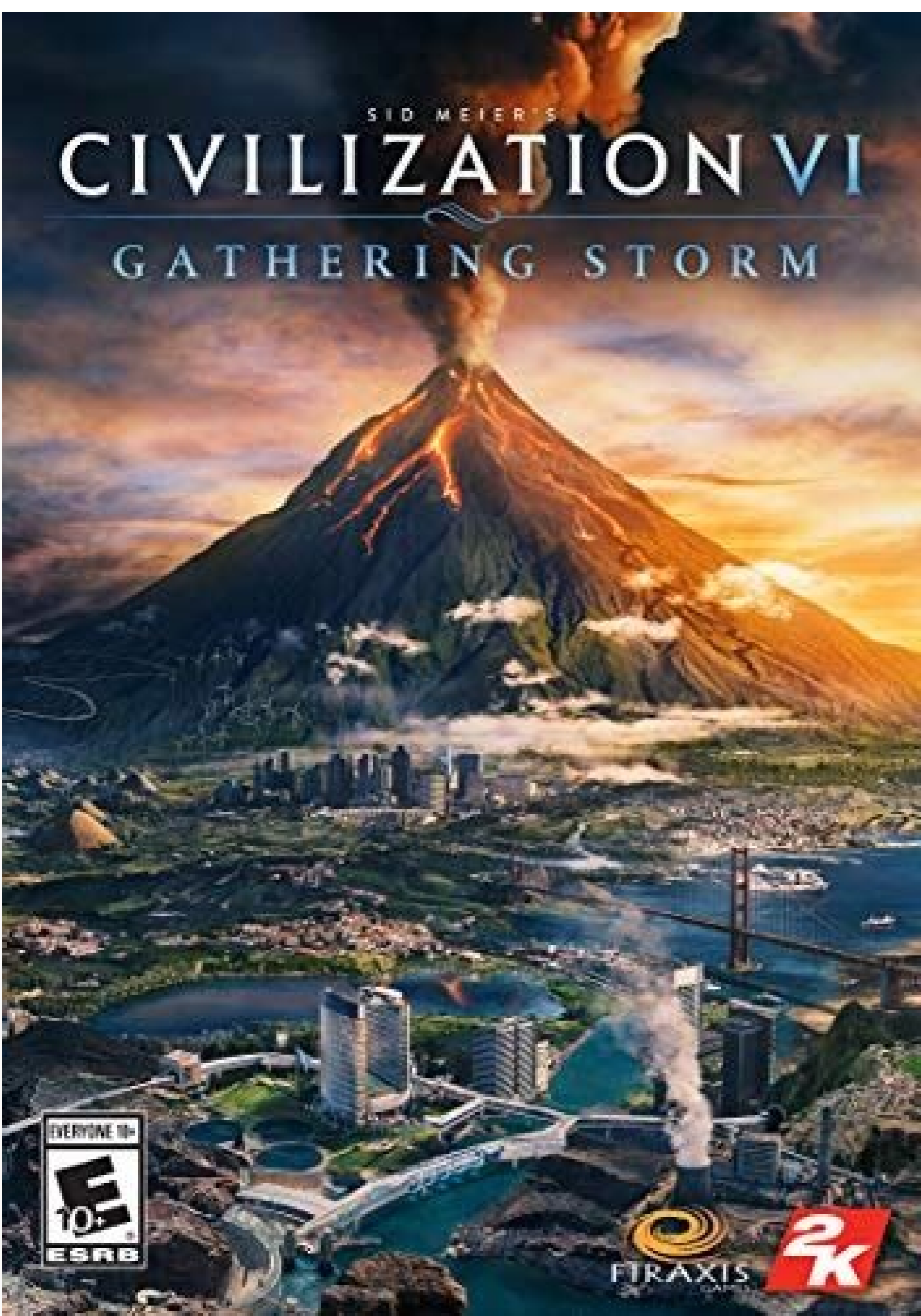


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Civilization 6: Rise and Fall expansion brings nine new Leaders and eight new Civilizations to the game, along with some new features and improvements such as Great Ages, Governors and City Loyalty. To continue our Civilization 6 Beginners guides on Leaders and their ability we are going to take a look at the new leaders introduced in Rise and Fall.

Netherlands, Leader: Wilhelmina. Leader Unique Ability: Radio Oranje. Trade routes to your own city provide +1 Loyalty per turn to the originating city, trade route to or from foreign cities provide +1 Culture to you. Leader Agenda: Billionaire. Likes to have as many Trade Routes as possible, like civilizations who trade with her and dislikes those who don't. Netherlands Unique Unit: De Zeven Provinciën. A Renaissance era naval unit that has +7 combat strength when attacking defensible districts. Netherlands Unique Ability: Grote Rivieren. Rivers provide +2 adjacency bonuses for Campus, Theatre Square and Industrial Zones and the building of Harbours create a culture bomb. Netherlands Unique Building: Polder. Tile improvements that must be built on the coast or lake tiles with at least three adjacent land tiles without hills or mountains. Grants +1 food for every adjacent Polder, +0.5 housing, +4 gold with civil engineering, +2 more food and +1 more production with Replacement Pater and increases the movement cost of the tiles to 3. Tips for the gameplay: Wilhelmina is very much a coastal and naval leader, you will want to settle around the coast or lakes to have room for multiple Polders. Trade as much as possible and dominate the seas. Merchant republic is an impressive government type to make the most of all those trade routes and set up as many district bonuses with harbours, commercial hubs and industrial zones. A Cultural victory is the easiest to achieve with the Dutch though if you focus on building campuses and industrial zones in their cities later in the game they can also win a science victory.

Scotland, Leader: Robert the Bruce. Leader Unique Ability: Bannockburn. After gaining the Defensive Tactics Civic, Robert the Bruce can declare a War of Liberation. For the first ten turns after declaring a War of Liberation, Robert gets +100% Production and +2 Movement. Leader Agenda: Flower of Scotland. Will never attack his neighbours unless they break a promise to him. Dislikes anyone waging war on his neighbours. Like civilizations who are not at war with his neighbours. Scotland Unique Unit: Highlander. replaces the Ranger unit in the Industrial era, +5 combat strength when fighting on hills or forest tiles. Scotland Unique Ability: Scottish Enlightenment, Happy cities receive +5 Science and +5 Production along with generating +1 Great Scientist point per Campus and +1 Great Engineer point per Industrial Zone. Ecstatic cities double all of the above to 10% bonus and +2 Great points. Scotland Unique Building: Golf Course. Scotland's Builders can construct this tile improvement that provides +1 Amenity, +2 Gold, and +1 tile Appeal. If adjacent to the City Center it also provides +1 Culture and an additional Culture if next to an Entertainment Complex district. Golf course also provides additional Tourism and Housing as you advance through the tech tree. Can't be built on Deserts or Desert Hill tiles. Can only be built once per City and Golf Course tiles can't be swapped. Tips for the gameplay: Robert the Bruce is a very flexible leader and his various Science, Production and Great Person bonuses make him great at rushing Wonders and achieving a progress advantage over other civilizations. Robert the Bruce can leap to war to defend his allies early on with War of Liberation. So either a Science victory or a Dominant victory is within Robert The Bruce and Scotland grasp.

Korea, Leader: Seondeok. Leader Unique Ability: Hwarang. Governors that are established in an owned city provide +3% Culture and Science for each Promotion they have earned including their first. Leader Agenda: Cheomseongdae. Builds up Science and likes those who also do so. Dislikes civilizations with weak Science output. Korea Unique Unit: Hwach'a. Renaissance era unit with the same ranged strength as the Field cannon but available an ear earlier, 60 ranged attack strength. Can't move and attack in the same turn. Korea Unique Ability: Three Kingdoms. Mines receive +1 Science if there is an adjacent Seowon district, and Farms receive bonus Food if there's an adjacent Seowon district. Korea Unique Building: Seowan. Science-based district that replaces the Campus and has a faster time to build and must be built on hills. Grants +4 Science, but -1 Science for each adjacent District, including the City Centre. Specialists here add +2 Science each and provides +1 Great Scientist point per turn. Tips for the gameplay: Seondeok with her Korean Seowan building which should be rushed as soon as possible to take advantage of the science bonus they provide and if combining them with some flat land farms and hills for mines will also give your city growth and production. Using the governor Pingala and their researcher promotion will boost the speed at which Campus based buildings in your city are built and Seondeok's unique leader ability give a great science bonus towards a science victory.

Mapuche, Leader: Lautaro. Leader Unique Ability: Swift Hawk. Any Mapuche unit that defeats an enemy unit within the borders of an enemy city causes the city to lose 20 Loyalty. Pillaging a plot in enemy territory causes the city to lose 5 Loyalty. Leader Agenda: Spirit of Tucapel. Likes to keep his cities loyal and likes civilizations who do the same. Dislikes civilizations that have negative city Loyalty. Mapuche Unique Unit: Malón Raider. Renaissance era unit that gets +5 Combat Strength if within four tiles of friendly territory. Pillaging only costs 1 Movement instead of ending the unit's turn. Mapuche Unique Ability: Toqui. All units trained in a city with an established Governor gain 25% Combat Experience. Mapuche units have +10 Combat Strength when fighting units from civilizations that are in a Golden Age. Mapuche Unique Building: Chemamull. A tile improvement that can be built by Builders. Provides Mapuche with Culture equal to 75% of the tile's Appeal. Provides Tourism after Flight has been researched. Must be built on a tile with Breathtaking Appeal. Tips for the gameplay: Lautaro is combat-focused although his unique structure the Chemamull is an excellent source of Culture and late-game Tourism after researching Flight. His combat bonuses are best spent creating an army and then defending his own borders. During mid game when Malón Raiders are there most effective for capturing cities and expanding your land. Either a culture or domination victory are possible with Mapuche.

Zulu, Leader: Shaka. Leader Unique Ability: Amabutho. Can form Corps after learning Mercenaries Civic and Armies Nationalism Civic earlier than all other civilizations. Corps and Armies receive +5 Combat Strength. Leader Agenda: Horn, Chest, Lions. Forms as many Corps and Armies as possible. Likes those who do the same and dislikes those who have few of them. Zulu Unique Unit: Impi. Anti Cavalry unit that replaces the Pikeman in the Medieval era. Gets a bigger bonus from Flanking, has a lower cost, lower maintenance and earns XP faster. Zulu Unique Ability: Isibongo. Cities that have a garrisoned unit get +3 Loyalty per turn or +5 if it's a Corps or Army there. Units that conquer a city are automatically upgraded into a Corps or Army if you have the Civic unlocked for them. Zulu Unique Building: Iinkanda. District replacing the Encampment. Grants +1 Great General point per turn, +1 Housing, +1 Production and Cultre from specialists, all the other usual aspects of an Encampment as well as the ability to train Corps and Armies without building the Military Academy and also grants +25% faster training of Corps and Armies. Tips for the gameplay: Shaka and the Zulu nation are strong contenders for a domination victory with the use of massed unit in Corps and Armies after learning the Mercenaries Civic and Armies Nationalism Civic earlier than other civilizations. Build a large army and capture some cities. Mongolia Leader, Genghis Khan. Leader Unique Ability: Mongol Horde. All cavalry class units gain +3 Combat strength, and defeating enemy cavalry class units gives you a chance to capture that unit instead of destroying it. Leader Agenda: Horse Lord. Always builds a strong cavalry army. Likes civilizations that don't build cavalry. Dislikes civilizations that also have strong cavalry armies. Mongolia Unique Unit: Keshig. A Medieval Era mounted ranged unit that can escort civilians and support units. Shares its movement range with all units in a formation if it forms one. Mongolia Unique Ability: Orto. Starting a Trade Route immediately creates a Trading Post in the destination city. Mongolia gets an extra level of Diplomatic Visibility for possessing a Trading Post in any city of a civilization. Mongolia Unique Building: Ordu. Replaces the Stable in the Encampment district and gives +1 Movement to all Heavy and Light Cavalry units trained in the city. All cavalry regardless of class receive Tips for the gameplay: +25 percent combat experience if trained here as well. The Ordu may not be built in an Encampment that already has a Barracks.

Genghis Khan not surprisingly is all about a Domination victory. Trade with other civilizations to get that trade post set up which gains Diplomatic Visibility and then build Ordu's and train all kinds of cavalry and take over the world. Georgia, Leader, Tamar. Leader Unique Ability: Glory of the World Kingdom and Faith. +100% Faith earned for 10 turns after declaring a Protectorate War, and each Envoy sent to a city-state that follows your religion as a majority counts as two Envoys. Leader Agenda: Narikala Fortress. Builds high-level walls around her cities. Likes those who do the same. Dislikes those who don't fortify their cities. Georgia Unique Unit: Khevsur. Medieval Era melee unit that gains both +7 Combat Strength and no movement penalty when in hilly terrain. Georgia Unique Ability: Strength in Unity. When making a Dedication at the beginning of a Golden Age, you also gain the Normal Age versions bonus towards earning Era Points as well as the Golden Age bonus. Georgia Unique Building: Tsikhe. Replaces the Renaissance Walls in the City Center. Is cheaper than the regular walls and gives +3 Faith. Raises the strength of your outer defenses to the highest possible level which is +50 and +3 Housing when you have the Monarchy Government active. After advancing to the Conservation Civic it provides +3 Tourism. Tips for the gameplay: Tamar's bonuses point to a Religious victory as mostly everything this civilization does generates faith. Entering Proactive Wars also generate that 100% faith for every 10 turns after declaring war is a good boost in Faith and the Strength in Unity bonus grants them the ability rack up Era points to have repeated Golden ages.

India, Leader, Chandragupta. (Second leader) Leader Unique Ability: Arthashastra. When you unlock the Military Training Civic you can then declare a War of Territorial Expansion, and after declaring a War of Territorial Expansion your units gain +2 Movement and +5 Combat Strength for the first 10 turns. Leader Agenda: Maurya Empire. Dislikes civilizations that have cities close to his borders and will try to conquer them. Likes civilizations that aren't his neighbors. India Unique Unit: Varu. Classical era mounted unit. Replaces Horseman, has +2 movement and 40 melee attack. Inflicts -5 Combat Strength on all adjacent enemy units. India Unique Ability: Dharma. Receives followers Belief bonuses from all religions that have at least 1 follower in their cities. Indian cities also receive +1 Amenity for every Religion with at least one follower. India Unique Building: Stepwell. Builders can construct the unique Stepwell improvement. It provides +1 Food and +1 Housing. If adjacent to a Holy Site district and will give another +1 Faith. Also adds an additional +1 Food if next to a farm. It cannot be built on Hills or adjacent to another Stepwell. Tips for the gameplay: Chandragupta is a contender for a Domination Victory. Once Military Training is completed you can get to work building your army to go to war early. Religious victory is also possible. Stepwells are great in the early game but aside from the bonus housing they fall off in the mid to late game after Feudalism is unlocked.

Cree, Leader: Poundmaker. Leader Unique Ability: Favourable Terms. All Alliances provide Shared Visibility, and Trade Routes grant +1 Food in the starting city and +1 Gold in the receiving city per Camp or Pasture in that receiving city. Leader Agenda: Iron Confederacy. Establishes as many Alliances as possible. Likes those who do the same. Dislikes civilizations without Alliances. Cree Unique Unit: Okihcitaw. Recon unit replacing the Scout, which takes slightly longer to produce but has double the combat strength and starts with one free promotion. Cree Unique Ability: Nihithaw. Gain +1 Trade Route capacity and a free Trader when you research Pottery. When a Trader moves into an unclaimed tile within three tiles of a Cree city, that city claims those tiles. Cree Unique Building: Mekewap. Unique tile improvement that must be built next to a Bonus or Luxury Resource. Grants +1 Production, +1 Housing, +1 Gold for every adjacent Luxury resource, +1 Food for every two adjacent Bonus resources and another +1 Food for each adjacent Bonus resource with the Conservation Civic. Also receive +1 Gold for every two adjacent Luxury resources with the Cartography technology and +1 Production and +1 Housing after getting Civil Service. Tips for the gameplay: Poundmaker is a flexible leader and building up trade routes and alliances, rushing Pottery and building Mekewap gets you all those bonus on Food, Production Housing and Gold which should set you well on the way to which every victory type appeals, though with all that housing, food and gold a science victory works as well.

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