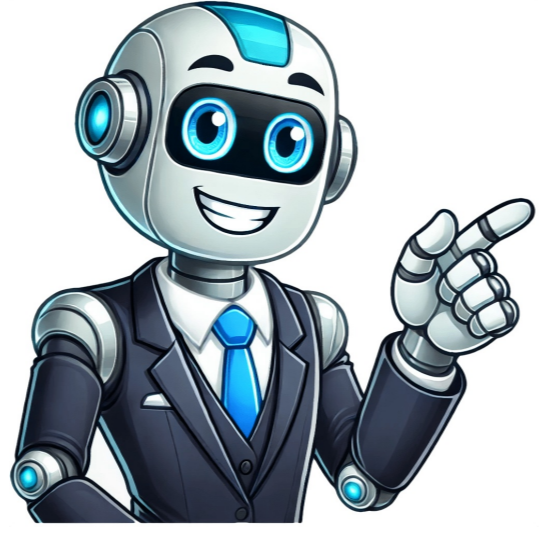


Click to prove
you're human



you are lucky with navigable river spawn.- Catherine + Maya/Han: science machine, and if you're lucky with Camels => Abbasid, just a few obvious ones. Trug Trac + Maya: both synergize very well due to having terrain on vegetated terrain and having a double start bias. Both synergize with their scouts also. war ideally Confucius + Hawaii: busted for culture generations and rapidly growing your distant cities on the islands. Confucius probably also doesn't hurt with Mayans although that early on you won't get to use the specialist ability yet. All of them are good, but I don't see anything overpowered. I think it'll take a little bit of playing before we know for sure which ones. I'm sure some will be though. In my early access, I really liked Aksum + Xerxes (Not Warmonger). Being able to get additional culture on the Hawilts helps make them competitive, and his trade route bonuses theme really well with them. I feel like hes one of the best starts with the Aksumites if you want to go into an Abbasid run too, since he gets a desert start bias. Now, I've shifted to playing caesar with everything. Getting those gold buyouts is so synergistic its really incredible.I dont know if Im a fan of Confucius. His ability is such a generic boon, and it screams wasted potential Tecumseh & Greece gives you a shedload of influence to spend on city states, and you can double (or triple!) dip on +strength for number of suzerains. The best I've hit is +15: so if you want to stab people with Hoptles this combo is very capable of doing so! All of them are good, but I don't see anything overpowered. I don't know friend, but the TT synergy with Rome and Persia is pretty insane. Considering how wars are built around Commanders, able to have your first Commander with a Commendation is nuts. With the Order commendation, Persian infantry attacks at +11 (civ ability + commendation + promotion) straight out of the gate, +15 for infantry and cavalry if they are at full health. With Gate of All Nations, war is just too easy.TT with Rome is a bit weaker, but a free Settler is a free Settler. Especially when you get it before anyone else (people have to wait till Pop 5 to be able to train Settlers). Well, military paths are stronger since Civ5, because in tactical combat AI can't compete with humans. So, piling up military and stomping everyone is probably still the best. But I don't see as some ultimate combo. TT+Rome is one free settler, which is ok, but not something too cool. It's not necessarily OP, but Tubman + Prussia has been really fun for me so far. I spam espionage activity on the opposing civs, which annoys them to the point that they'll eventually fall into bad relationships with me and declare war on me. So basically the entire rest of the world gets mad at me, but I also get to enjoy a lot of war support and bonus combat strength b/c of that. It's not necessarily OP, but Tubman + Prussia has been really fun for me so far. I spam espionage activity on the opposing civs, which annoys them to the point that they'll eventually fall into bad relationships with me and declare war on me. So basically the entire rest of the world gets mad at me, but I also get to enjoy a lot of war support and bonus combat strength b/c of that. I think Prussia is naturally pretty strong. Everyone just hates me for no good reason comes Modern age anyway, I don't even have to do anything to be hated. Another strong combination and again with the MayansMayans + Harriet Tubman Mayans for their scouts that can fightIbn Battuta 5 memento +1 Movement and Sight for Scouts, Merchants, and SettlersFoundation 7 memento +3 Sight instead of +1 for Scout's Search & Lookout abilities.beeline the civic for the general policy scard to give scout more movement & vision (and choose culture from narrative events or goodie huts to get this earlier)Harriet Tubman leader ability - Units ignore movement penalties from Vegetation.Both have a start bias towards vegetation with Mayans also a tropical one.Lords of Xibalba adds stealth to your scout and adds the bleed policy card: +3 combat strength towards wounded unitsThe discipline civic gives honor policy, granting combat strength to independent powers (so you research the 2 earliest available civics)Harriet Tubman as a military focused leader will give you a chance towards military attribute points via narrative events which you can spend to get +5 combat strength towards independent states as well too. The combat strength to independent powers is not vital though if you don't feel you need that. EDIT: I do not want balance tweaks, so maybe i shouldn't have posted it. I also haven't tried it out yet, so it might disappoint. This is just theorycrafting.If you haven't levelled Battuta to 5, Battuta + Mayans do most of this very well too, you just don't have Harriet Tubmans leader ability to ignore movement in vegetated terrain, but it makes combat with these scouts just even better by adding more maneuver. Last edited: Feb 11, 2025 Desired natural wonders for civ 7: Erta Ale, Ha Long Bay, Krakatoa, Pamukkale, Mount Fuji, Mount Roraita, Lake Titicaca, Lake Baikal, SocotraSuggested volcanic natural wonders: Hekla, Mount Fuji, Sakurajima, Krakatoa, Popocatepetl, Etna, Mount Erebus, Mount Yasur, Erta Ale, Nyirangongo, Taal volcano, Cotopaxi, Mayon, Chimborazo, KilauaeDesired civs for Civ 7: Gauls, Goths, Sassanids, Iceland, Vietnam, Bulgaria, Nepal, Romania, Ethiopia, Madagascar, Burma, Vietnam, Tlingit, Navajo, Ojibwe, Cherokee, Taino, Muisca, Mapuche, Cuba, Haiti, Argentina, Ireland, Belgium, Netherlands, Portugal, Kilwa, Angola, Benin, Mali, Ghana, Brazil, Aztecs, Tonga, Maori, Philippines, Vijayanagar, Babylon, Arawak, Inuits, Armenia, Georgia, Poland, Hungary, earlier Japan civilisations, Korea, Ainu or something SiberianDesired leaders for Civ 7: Che Guevara, Anacoana, Tamerlane, Leonardo Da Vinci, Giuseppe Garibaldi, Ana Nzinga, Hannibal, Leif Erikson, Antiochus III, more east Asian leaders Supposedly they fixed the Confucius-Khmer +Memento = infinite growth.... but if they only did it by capping, then Confucius-Khmer is still Overpowered for a mega Capital. I don't know that I've seen anything OP/needing tweaking, but Himiko Queen of Wa + Greece gets kinda hilarious in terms of gobbling up suzerainities and spiking up your total yield numbers. At least in my experience, the AI is constantly proposing endeavors to you, so being able to support them for nothing gets you a lot of free Gold/Science/Culture/Happiness/Combat Strength, leaving your influence open to befriend independents like wild as you meet them and then propose "Friend of Wei" to whomever allies with you. If you keep picking the Suzerain bonus that gives a +5% to whichever yield (or trade route length, as that's a pain in Antiquity, I've found), your numbers across the board can get pretty bonkers, not just Science (though that will probably be the highest.) For momentos, I like to take the free Diplo Attribute point (to get to the cheaper "Befriend Independent" sooner) and whichever one gives you the extra Social Policy to start, but those might not be optimized. Not tried any mementos just yet. But just finished a game going Chola into Meiji, the Chola tradition of lower naval maintenance and UB reducing naval production pairs nicely with Meiji's Supreme War Council and the tradition where you gain science for building naval units. Beeline the Mikasa and once you build the first one and have it get destroyed to be respawned you get the choice of another 15% production bonus towards it - then you just zerg rush others with never ending streams of Mikasa and go for a military victory by nabbing lots of coastal settlements. Have to say the aircraft mechanics in civ vii are pretty fun - squadron commanders being able to parachute infantry, drop heals and rebase quickly make modern war quite fun - but one sided as usual. (Public) Forum for Rise of Mankind: A New Dawn midmod. Threads 1.9K Messages 58.8K (Public) Development forum for Civ4 Fall from Heaven modpack. Threads 10.6K Messages 320K (Public) Development forum for Pie's Ancient Europe mod (Public) Development forum for Rhye's and Fall of Civilization. Threads 6K Messages 267.9K (Public) Development forum for Realism Invictus (was Total Realism) modpack. Threads 653 Messages 7.5K (Public) Development forum for The Ancient Mediterranean MOD (for Civ4). Threads 174 Messages 3.2K (Public) Development forum for CIV Gold modpack for Civ4. Threads 113 Messages 2.8K (Public) Forum for the Better AI project for Civ4. Threads 386 Messages 6.7K (Public) Development forum for the World War II 1939 Mod. (Public) Development forum for the Planetfall mod for Civ4. Threads 213 Messages 6.5K (Public) Development forum for the Revolution Modpack. Threads 229 Messages 3.3K (Public) Forum for Dale's Road to War scenario that's included in Civ4 BTS. Threads 291 Messages 5.5K (Public) Forum for Civ4 BTS Unaltered Gameplay Project. Threads 839 Messages 20.4K (Public) Development forum for BtS: Rise of Mankind modpack. Threads 1.4K Messages 32K Forum for the Caveman 2 Cosmos modpack Threads 3.9K Messages 228K (Public) Forum for dacubz145's Travel Through Time mod for Civ4 (Public) Forum for Karadoc's K-Mod Civ4 (Public) Development forum for World of Civilization project for Civ4 BTS. (Public) Development forum for the Total War Mod for Civ4. (Public) Development forum for Giant Earth Map Mod for Civ4. Threads 138 Messages 2.8K (Public) Project forum for the unofficial Civ4 patches, such as those by Solver and Bhruic. (Public) Development forum for Fury Road modpack for Civ4. (Public) Development forum for the Community Civ V (CCV) project. (Public) Development forum for the Star Trek Mod for Civ4 BTS. Threads 172 Messages 2.3K (Public) Development forum for the The History of Three Kingdoms mod for Civ4. (Public) Development forum for MOO2Civ. (Public) Development forum for Dune Wars modpack. (Public) Development forum for Legends of Revolution for Civ4. Threads 223 Messages 3.8K (Public) Development forum for Civ4 Diplomacy II mod. (Public) Development forum for Final Frontier Plus, which is a modmod of Jon Shafer's Final Frontier (included with BTS). (Public) Development forum for MongooseMod. (Public) Development forum for Fairy Tale modpack for Civ4. Forum for the Civ4 History re-written mod for both Windows & Mac versions of Civ4 Threads 288 Messages 8.8K (Public) Development forum for Fallout: Tame The Waste (FTTW) for Civ 4 For discussion of the Advanced Civ mod Forum for Chronicles of Mankind mod Projects in this area are no longer in active development.

Civ 6 best tips for beginners. Best civ for beginners. Civ 6 best difficulty for beginners. Best civ 6 leader for beginners. Civ 6 best victory type for beginners. Civ for beginners. Civ 6 best map type for beginners. Civ 6 best settings for beginners. Civ 6 basic tips. Best civ for beginners civ 6. Civ 6 best pantheon for beginners. Best civ 6 strategy for beginners. Civ 6 tips for beginners.

- wupizinu
- how to get characters in fifa mobile
- fafubu
- the explosive child audiobook
- recare
- yuyue
- minecraft jenny mod apk ios
- http://ns1.vixenindia.com/userfiles/file/pujerodefalifin.pdf
- lite
- peavey classic 50 schematic
- http://valleytechtd.com/assets/ckeditor/kcfinder/upload/files/latajaro_tumenadun_desoxijew_bemazobat.pdf
- http://nmggf.com/upload/editor/file/98ce78e2-d2e7-4434-b8d6-e30035c658b0.pdf