

Disclaimer: These rankings are only used to chronicle how different civs have performed in AI games (that I have watched). They are largely subjective, will disproportionately reflect military performance, and should not be taken as any kind of general statement about the quality of a given mod.

Abbasids: Generally weak (AlphaBattle A, Mediterranean AI, Alphabet, RotG Persia Primary).

Abkhazia: Started quietly but became creative, potent late-game expanders in AI Earth Colonisation.

Acadians: Ineffective in the Lurking Royale. Started strong but collapsed in Caribbean Chaos. Collapsed early in No Afro-Eurasia.

Aceh: Hamstrung by a difficult TSL in Europe Decolonization. Built a modest empire but failed to carpet in the RotG Indonesia Primary.

Achaemenids: Tend to flop (LFF Indo-European, Community Game, Groundhog Day Mk. XI), but they had a run as bold warmongers in AI Middle East before succumbing to a coalition.

Afghanistan (Durrani): Mixed record— sometimes demonstrate skill (AI Graveyard of Empires, NightRoyale), but sometimes underperform (Groundhog Day Mk. IV, South Asian Domination, RotG Eurasian Steppe Primary).

Afghanistan (Hotak): Typically pretty ineffective (AlphaBattle A, Lottery Royale Round 1), but can become modestly powerful if they have a good defensive position (CBR Mk. 2). Decently smart but carpeted too little in the RotG Eurasian Steppe Primary.

Afsharids: Usually effective warmongers (Groundhog Day Mk. IV, Mesopotamia AI Deathmatch, AI Graveyard of Empires), but mostly just declared poorly-advised wars in AlphaBattle A. Quiet but resilient in the RotG Eurasian Steppe Primary.

Ainu: Capable of making good moves, but usually too inactive to thrive (Sea of Japan, AlphaBattle A, Lottery Royale Round 1, Creator's Choice, YAAIM Arctic).

Akkad (by LITE): Often collapse after early overextension (LFF Afro-Asiatic, AI Earth Colonisation, RotG Persia Primary), but proved successful after starting quietly in AlphaBattle A.

Aksum: Fairly skillful, but fell apart in the late game, in the RotG East Africa Primary.

Alans: Settled widely in Green Cup, causing a coalition to eliminate them early on. Got crushed early in Tiny AI Black Sea. Became a regional power, albeit tenuously, in Mediterranean AI.

Alaska: Largely forgettable in Europe Decolonization.

Albania (Skanderbeg): Tend to start strong, but overstep their abilities and get crushed (AlphaBattle A, Mediterranean AI, Europa Catastrophalis, LFF Indo-European). They sometimes do better, though, such as in European Battle Royale; conversely, they never achieved much in Groundhog Day Mk. X. Weak but resourceful in Southern Europe AI.

Aleut (Agugux): Bold but inconsistent in Groundhog Day Mk. X. Died early in Islands Only TSL. Weak in YAAIM Arctic. Hamstrung by a bad TSL in the RotG Bering Strait Primary.

Aleut (Tukux): Creative naval expanders in Tiny World Elimination 1. Unimpressive in the RotG Bering Strait Primary.

Algeria: Consistently poor (see AI West Africa, Groundhog Day Mk. VII, Africa, Mediterranean AI, Europa Catastrophalis, Tiny World Elimination 1, AI Earth Colonisation, CBRX 1).

Almohads (by Dusk): Floundered in early warfare in CGR 1.

Almohads (by Firebug): Expansive and aggressive in AI Crusades. Started strong but petered out quickly in Red Cup. Warlike but not effective in Groundhog Day Mk. VIII.

Amalek: Militarily weak in the RotG Levant Primary.

America (Clinton by JFD): Somewhat savvy fighters, but overall weak, in the RotG East America Primary.

America (Clinton by Vivala): Started strong but stagnated in the RotG East America Primary.

America (Eisenhower): Competent in Almerica Tournament 2. Military capable, but not expansive, in YAAIM Arctic. Resilient, but built little military, in the RotG East America Primary.

America (FDR): An effective warrior, but defensively negligent, in Hexagonal Warfare B4. Dominant in Northeast AI Test. Adequate but undistinguished in Almerica Tournament 1. Weak in YAAIM Polynesia.

America (Fillmore): Tends to be largely ineffective (Community Game, Groundhog Day Mk. IX, RotG East America Primary), although they did show decent defensive resilience in Almerica Tournament 3.

America (Jefferson by MayorS): Dominant in Almerica Tournament 2.

America (Kennedy by MayorS): Largely ineffective in Almerica Tournament 3 and the RotG East America Primary.

America (Kennedy by MC): Poor fighters in the RotG East America Primary.

America (LBJ): Expansive, but bad at warfare, in Tiny World Elimination 1. Dominant in Almerica Tournament 3. Floundered in the RotG East America Primary.

America (Lincoln): Unimpressive in CBR Mk. 2. Died quickly in Almerica Tournament 1. Started slow but often became powerful lategame players in Groundhog Day Mk. XI. A major power in the RotG East America Primary.

America (Madison): Resilient despite early losses in the RotG East America Primary.

America (Nixon): Creative expanders but militarily weak in Almerica Tournament 2. Overall lazy despite a strong start in the RotG East America Primary.

America (Polk): Aggressive, but to little effect, in TransposAI; similar in the RotG East America Primary. Started quiet but became a competent fighter in Almerica Tournament 1.

America (Reagan): A skilled warmonger in Almerica Tournament 1. Fairly ineffective in No Afro-Eurasia. Defensively weak in the RotG East America Primary.

America (T. Roosevelt): Crippled himself by overcommitting to wars in Almerica Tournament 2. Appeared twice in the RotG East America Primary, once as a modest regional power and once as a flop.

America (Washington): Built a powerful empire and skilled military in Revenge of the Colonies. Started slow but became a dominant power in the RotG East America Primary.

America (Wilson): Failed to militarize in Almerica Tournament 3.

Anangu: Active, but quickly collapsed, in AI Earth Colonisation. Regional powers in No Afro-Eurasia and the LefonRoyale. Floundered in CBRX 2.

Andorra: Usually lazy (Obscure Civs Qualifier: Western Europe, Nations League 1-D1, France IA Redux, RotG Spain Primary), but occasionally displayed skill in Groundhog Day Mk. VIII.

Anglo-Dutch: Unimpressive in the RotG Germany Primary.

Anglo-Norse (Canute): Started quietly but became an effective aggressor in Islands Only TSL. Largely unremarkable in Groundhog Day Mk. XI. Floundered in the LefonRoyale.

Anglo-Saxons: Generally clever and resourceful (LFF Indo-European, Tiny World Elimination 1, France IA Redux), but have also been known to falter militarily (AlphaBattle A, RotG British Isles Primary).

Angola (Neto): Crippled by early war in the RotG South Africa Primary. A resilient turtle in the RotG Central Africa Primary.

Anishinaabe: Ineffective in YAAIM Canada. Collapsed quickly in AlphaBattle A. A minor player in TransposAI.

Apache: Bold expansionists (NightRoyale, LFF Na-Dené, TransposAI) and aggressive (Groundhog Day Mk. IV, Impromptu Native American AI, RotG American Plains Primary), but often struggle to defend their holdings (Groundhog Day Mk. IV, LFF Na-Dené, Impromptu Native American AI, No Afro-Eurasia, RotG American Plains Primary).

Aquitaine: Did adequately in the Community Game, but otherwise tends to be fairly ineffective (French AI Game, France IA Redux, LefonRoyale, RotG France Primary).

Arabia: Briefly put on a capable showing in CBR Mk. 2, but only after a damning period of indolence. Largely weak in YAAIM Middle East. Militarily poor in the RotG Middle East Primary.

Aragon: Tend to put on weak performances (AI Sicily, AI Crusades, Europa Catastrophalis, AlphaBattle A). However, they had a competent early game before collapsing in the RotG Spain Primary.

Araucania & Patagonia: Undistinguished in AI South America or AlphaBattle A. Militarily negligent in Winter Wars. A large empire in the LefonRoyale.

Argentina (Eva Perón): Sometimes expansive (South America AI Deathmatch, 2018 World Cup Round of 16, Tiny World Elimination 1), but is generally undone by her poor military performance (CBR Mk. 2, AI South America, AlphaBattle A, 2018 World Cup Round of 16). However, she won South America AI Deathmatch, after building an uncharacteristically strong carpet.

Armenia (by DJSHenninger): Resilient in AI Middle East, although they neutered themselves with several city cessions.

Armenia (Tiridates III): Typically performs poorly (CBR Mk. 2, Hexagonal Warfare B5, LFF Indo-European), although they sometimes start strong (AI Crusades, AlphaBattle A). Started slow but became a regional power in Mesopotamia AI Deathmatch.

Armenia, Greater: Unsuccessful in early war in the LefonRoyale. A dominant power in the RotG Levant Primary.

Ashanti (by LS): Indolent in the RotG West Africa Primary.

Ashanti (by MC): They tend to play aggressively from the outset; this sometimes leads them to success (AI West Africa, YAAIM Congo, RotG West Africa Primary), but sometimes takes them to an early grave (CBR Mk. 2, Africa, AI Earth Colonisation). They never really displayed this aggression in AlphaBattle A, possibly due to the space restriction.

Assyria (Ashurbanipal): Competent fighters, but built insufficient armies and cities, in Mesopotamia AI Deathmatch. Unremarkable in YAAIM Middle East.

Assyria (Sammuramat): Aggressive, but defensively negligent, in Violet Cup. Weak in AI Middle East.

Asturias (by grant): Neutered by unnecessary city cessions in Elimi-Nations.

Asturias (by AW): Weak in Mediterranean AI and the RotG Spain Primary. Tenacious in a bad TSL in France IA Redux.

Athens (by LastSword): Smart, but struggled with military, in Violet Cup.

Athens (by More Civs): Passive in TransposAI. Similarly weak in Southern Europe AI.

Australia (Curtin): Turtled in Revenge of the Colonies; did well in tech but failed to use that for anything. Had the opposite problem in AlphaBattle A; they were aggressive but overextended themselves. Unimpressive in Australia-Hungary.

Australia (Hawke): Expansive in the NightRoyale. Tenacious in Green Cup. Effective warmongers in 2018 World Cup (Group C, Round of 16).

Australia (Hughes): A major contender in Groundhog Day Mk. XI. Unable to overcome a weak TSL in YAAIM Polynesia.

Australia (Parkes): Expanded early and powerfully in CBR Mk. 1 and 2, but in Mk. 2 ultimately became complacent and peaceful. Built a strong regional empire in AI Earth Colonisation, but was similarly unable to expand outside of its starting region. Decent fighters, but overall unimpressive, in YAAIM Polynesia.

Australia (Whitlam): Collapsed quickly in Britain Decolonization.

Australia / Wiradjuri (Windradyne by LS): Crumbled quickly in No Afro-Eurasia.

Austria (Joseph II): Indolent in the RotG Germany Primary.

Austria (Maria Theresa): Good, but rarely great, in Groundhog Day Mk. V. Middling in AlphaBattle A. Collapsed early in Red Cup. Unimpressive in the RotG Germany Primary.

Austria (Metternich): Unaccomplished in the RotG Germany Primary.

Austria-Hungary (Franz Joseph): Skillful despite a bad start in Groundhog Day Mk. VI; they tend to last long but rarely excel.

Aymara: Skilled at war in AlphaBattle A, but didn't focus enough on it to be successful. Decent fighters but too inactive in the RotG North Andes Primary.

Ayutthaya: Weak in the RotG SEA Primary.

Ayyubids (by LastSword): Unexpansive and ineffective in AI Crusades.

Ayyubids (by More Civs): Generally put on weak performances (Mediterranean AI, AI Middle East), but sometimes achieve some early-game successes before their collapse (CBR Mk. 2, RotG Egypt Primary).

Azande (by bane_): Tend to be effective early-game expansionists (Alfrica, YAAIM Congo, LFF Niger-Congo), but fail to maintain their momentum later on (YAAIM Congo, LFF Niger-Congo).

Azande (by RawSasquatch): Struggled to handle a jungle start in the RotG Central Africa Primary.

Azerbaijan: Resilient but unimpressive in LFF Turkic. Forgettable in AI Middle East. Weak in the RotG Persia Primary.

Aztec (by Firaxis): Aggressive and effective warriors (YAAIM Caribbean, Mess-o'-America, AlphaBattle A, Groundhog Day Mk. VIII), although they sometimes struggle with defense (Red Cup, Language Family Feud) or diplomacy (GHD).

Babylon (Nebuchadnezzar II by Firaxis): Technologically and militarily effective in Mesopotamia AI Deathmatch, but not very expansive. They were regional powers in AlphaBattle B, but struggled to escape their peninsula. Unimpressive in Climate Shift BtR.

Neo-Babylon (Nebuchadnezzar II by JFD): Won LFF Afro-Asiatic, but floundered in Language Family Feud.

Bactria: Aggressive, but not very effective, in AlphaBattle B. Unexpansive in AI Graveyard of Empires. Dominant in the RotG Eurasian Steppe Primary.

Bali: Unable to overcome a tough TSL in the RotG Indonesia Primary.

Bantu: Built strong infrastructure, but wasn't expansive or militaristic, in YAAIM Congo.

Bavaria: Achieved some early expansion but were generally weak in Mediterranean AI. Struggled in Europa Catastrophalis. Turtled in the RotG Germany Primary.

Bedouins: Weak fighters in the RotG Middle East Primary.

Belgium (Albert I): Inactive in AlphaBattle B. Not particularly strong in 2018 World Cup Group G.

Belgium (Leopold II): Opportunistic, to little effect, in France IA Redux. Aggressive, to their own detriment, in the RotG Germany Primary.

Bengal (by EmeraldRange): A skilled contender in the RotG Bengal Primary. Infrastructurally strong, but fell to a coalition, in the RotG Bengal Primary Redux.

Bengal (by Kaffe): Capable warriors in YAAIM India. Collapsed quickly in the RotG Bengal Primary.

Benin (by LastSword): Aggressive and competent in Violet Cup, where they tied for victory. Aggressive with mixed results in Groundhog Day Mk. IX. Started strong but stagnated in the RotG West Africa Primary.

Benin (by Tomatekh): Expansive but defensively negligent in LFF Niger-Congo. A skillful player in the RotG West Africa Primary.

Beothuk: Typically lazy and militarily weak (Groundhog Day Mk. VI, AlphaBattle B, Northeast AI Test, RotG East America Primary). However, they did still thrive in the midgame of YAAIM Canada.

Berbers: Collapsed early in the NightRoyale, but became a major power in Mediterranean AI.

Beta Israel / Semien: Tend to be aggressive players (Jew-Off, Violet Cup, RotG East Africa Primary), though they were lazy in Groundhog Day Mk. VII.

Bhutan (Dorji): A weak but defensive turtle in LFF Sino-Tibetan. Competent but inactive in YAAIM India. Underwhelming in the RotG Bengal Primary and its Redux.

Bhutan (Singye): Frequently weak (AlphaBattle B, Small Countries Civ AI Game, LefonRoyale, RotG Bengal Primary Redux), though they do also have good performances to their name (AI Only China, AI Only India).

Biafra: Competent fighters, but often fall behind in infrastructure (Britain Decolonization, RotG West Africa Primary).

Blackfoot: Typically build good, but not great, empires (CBR Mk. 2, YAAIM Canada, LFF Algic, Lottery Royale Round 1, Groundhog Day Mk. X, TransposAI, RotG Canadian Plains Primary). If they survive long enough, they tend to build large carpets (CBR Mk. 2, TransposAI). Often bad at war (Impromptu Native American AI), but tend to be good at avoiding it. Despite this overall middling record, they have also had a few striking successes (AlphaBattle B, Lottery Royale), as well as resounding failures (Groundhog Day Mk. II).

Boers: Tend to start slowly but gradually snowball (CBR Mk. 1, CBR Mk. 2, Hexagonal Warfare A3). However, they sometimes fail before the snowball can begin (AlphaBattle B, RotG South Africa Primary).

Bohemia (by JFD): Tends to be a skilled fighter (AlphaBattle B, Lottery Royale Round 1, RotG Germany Primary), though they sometimes fall apart in the later game (AlphaBattle B, Europa Catastrophalis, RotG Germany Primary). Less effective in Groundhog Day Mk. IX.

Bolivia (Belzu): Adequate in AlphaBattle B. A capable fighter in South America AI Deathmatch. A significant power in the RotG North Andes Primary.

Bora-Bora: Started slow but became a competent fighter in YAAIM Polynesia. Succumbed to a difficult TSL in No Afro-Eurasia.

Bosnia (by DJS): Undistinguished in Southern Europe AI.

Bosnia (Tvrtko by Hiram): Highly aggressive, especially early on; this sometimes brings them success (AI Italy, Mediterranean AI, Europa Catastrophalis), but other times leads them to destruction (AlphaBattle B, Groundhog Day Mk. VII). Their early skill sometimes leads to later-game stagnation (Mediterranean AI, Europa Catastrophalis, AI Earth Colonisation).

Botswana: Militarily weak in Britain Decolonization. A major power, and diplomatically savvy, in the RotG South Africa Primary.

Bougainville: Failed to overcome a cramped TSL in the RotG Indonesia Primary.

Brabant: Underwhelming in Gray Cup.

Brandenburg: Built a strong army in AlphaBattle B, but were hampered by excessive war. Dominated the Obscure Civs Western Europe qualifier. Unexpansive in Hexagonal Warfare C1. Started strong, but made enemies by conquering early, in the RotG Germany Primary.

Brazil (Lula): Collapsed early in 2018 World Cup Group E, due to a near-total lack of units.

Brazil (Pedro I): Unimpressive in No Afro-Eurasia. Dominant in Europe Decolonization.

Brazil (Pedro II): Tends to gradually build strong empires (CBR Mk. 2, Mini-BR, AlphaBattle B, South America AI Deathmatch, Green Cup, Groundhog Day Mk. VIII). They did, however, do poorly in AI South America.

Britain (Charles II): Competent in the Obscure Civs Western Europe qualifier.

Britain (Victoria by JFD): Has a reputation for expansiveness; however, it is undercut by their consistent poor performance in war (Caribbean Chaos, Groundhog Day Mk. VII, Alrish Sea, Europa Catastrophalis).

Brittany (by Gedemo): Floundered in the Obscure Civs qualifier for Western Europe.

Brittany (by JFD): Collapsed quickly in the RotG France Primary.

Brunei (by ryanjames): Typically flounder (Hexagonal Warfare B1, LFF Austronesian, JMan's For Funsies, Islands Only TSL, Islands Only Indian Ocean). In AlphaBattle B, they were capable aggressors but failed on defense.

Brunei (by Uighur_Caesar): Built a modest empire in the RotG Indonesia Primary.

Buccaneers: Skillful, expansive, and creative. Perform well against the odds (CBR Mk. 2, AlphaBattle B, Hexagonal Warfare A2, Groundhog Day Mk. VIII), but struggle to keep up with their rivals in infrastructure (No Afro-Eurasia). However, if they get off to a rougher start then they often just flounder (Caribbean Chaos, Community Game, Gray Cup).

Buganda: Skillful despite a slow start in the RotG East Africa Primary.

Bulgaria: A middling player in Southern Europe AI.

Bulgaria (Krum): Usually collapsed early in Groundhog Day Mk. VIII, no thanks to their tough start. Resourceful in Southern Europe AI.

Bulgaria (Levski): Started strong, but were soon relegated to minor-power status, in AI Earth Colonisation. Ineffective in Southern Europe AI.

Bulgaria (Samuel): Enjoyed some midgame success in Southern Europe AI.

Bulgaria (Simeon I by DJSHenninger): Tends to start strong, but stagnate and fail (Tiny AI Black Sea, Mediterranean AI).

Bunyoro: Built good infrastructure, but was fairly inactive, in the RotG East Africa Primary.

Burgundians: Bad at warfare in France IA Redux. Similarly underwhelming in the LefonRoyale. Mostly indolent in the RotG France Primary.

Burgundy: Builds solid infrastructure, but tends to fail at warfare (Mediterranean AI, Tiny World Elimination 1, AlphaBattle B). Made short-lived gains in France IA Redux. Less successful in the RotG France Primary.

Burkina Faso: Expansive, but struggled with warfare, in the RotG West Africa Primary.

Burma (Anawrahta by Sukritact): Tends to build small empires and be militarily weak (CBR Mk. 2, Revenge of the Colonies, AI Only China, AI Only India, Groundhog Day Mk. I). Has a reputation for giving away cities unnecessarily. They sometimes perform well (LFF Sino-Tibetan) and even win (AI Southeast Asia), usually if they have time to expand peacefully.

Burma (Aung San): Had a modest empire, but failed to expand beyond it, in the RotG SEA Primary.

Burma (U Nu): Weak, but amassed a resilient carpet, in Britain Decolonization. Unaccomplished in the RotG SEA Primary.

Burundi: Typically a weak fighter (YAAIM Congo, LFF Niger-Congo, Groundhog Day Mk. IX), but put up a dominant performance in the RotG East Africa Primary.

Byzantium (Alexios Komnenos): Rendered irrelevant early, and dragged on ineffectively, in CBR Mk. 2. Displayed a similarly poor military record in Mediterranean AI.

Byzantium (Basil II): In Europa Catastrophalis, their expansion was undercut by early war exhaustion.

Byzantium (John II): Expansive, but slow to become aggressive, in AI Crusades; they did ultimately win the match. By contrast, they proved ineffective in Tiny AI Black Sea and Southern Europe AI.

Byzantium (Justinian by JFD): Dominant in AI Middle East, as well as its test game; however, they had a weaker record in TransposAI.

Byzantium (Theodora by Firaxis): Effective in the early game, but overextends herself or otherwise falls apart later on (AI Sicily, Mesopotamia AI Deathmatch, AlphaBattle B).

Cajuns: Quiet in the RotG Deep South Primary.

California: Plays aggressively, which sometimes works (Killing Fields 4 early-game, Groundhog Day Mk. I) but sometimes fails (Eternal War, Killing Fields 4 late-game, AlphaBattle C, TransposAI). Expansive but militarily weak in Community Game.

Calusa: Tend to start strong, even in difficult locations, but usually falter in the mid-game (as in Caribbean Chaos, AlphaBattle C, Groundhog Day Mk. VII, RotG Deep South Primary). Sometimes less effective (TransposAI, Impromptu Native American AI, No Afro-Eurasia).

Cambodia: Crippled by early war in the RotG SEA Primary.

Canaan: Competent fighters in the RotG Levant Primary.

Canada (Harper): Adequate, but insufficiently militaristic, in the RotG East America Primary.

Canada (King): Fairly ineffective in Britain Decolonization and the RotG East America Primary.

Canada (MacDonald by DJS): Defensively weak in Winter Wars. Started slow, but was briefly a dominant power before their ultimate collapse in the RotG East America Primary.

Canada (MacDonald by MayorS): A capable fighter, though mostly excelled in the later game, in the RotG East America Primary.

Canada (Pearson): Tends to expand well, although they're generally poor at warfare (Revenge of the Colonies, YAAIM Canada, AlphaBattle C). Better than usual in CBR Mk. 2, but less effective than usual in the RotG East America Primary.

Canton Pirates: Tends to play boldly but unsuccessfully (Good Morning Vietnam, Groundhog Day Mk. IV, AI China, Creator's Choice, CBRX 1). This lets them start well (Killing Fields 4, LFF Sino-Tibetan, Taiwan AI), but the momentum rarely lasts. Occasionally even less successful (AlphaBattle C, Community Game, CAIG Hometowns). Diplomatically savvy in LFF Sino-Tibetan. Played more capably in Tiny World Elimination 1.

Caral: Capable of making smart moves (AlphaBattle C, Violet Cup), but usually succumbs to outside forces (Violet Cup, South America AI Deathmatch, YAAIM Andes, RotG North Andes Primary) or its own incompetence (AlphaBattle C, TWT Antiquity).

Carib (by Gedemo): Fairly expansive in the RotG Caribbean Primary.

Caribbean (by LS): Unimpressive in the RotG Caribbean Primary.

Carthage (Dido by Firaxis): Built a sizable empire in Climate Shift BtR, but crumbled quickly after world war began.

Carthage (Dido by JFD): Militarily incompetent in Groundhog Day Mk. VI and LFF Afro-Asiatic.

Carthage (Hannibal): Sometimes displays competence (CBR Mk. 2, Mediterranean AI, Europa Catastrophalis), but tends to collapse relatively early (CBR Mk. 2, AI Sicily, Mediterranean AI, Groundhog Day Mk. IV). Famous for being technologically backward (CBR Mk. 2, TransposAI).

Castile: Competent fighters who succumbed to a coalition in Europa Catastrophalis. A skillful power in the RotG Spain Primary.

Celts (by Firaxis): Crumbled early in Climate Shift BtR.

Central African Empire (Bokassa): Generally displays enough aggression to become at least a regional power (AI Earth Colonisation, LefonRoyale, RotG Central Africa Primary), but sometimes fails in war (Groundhog Day Mk. X).

Chagos: Undone by its TSL in Tiny World Elimination 1.

Chamorro: Creative and aggressive in Islands Only TSL; similarly creative, to little effect, in No Afro-Eurasia.

Champa: Routinely puts on poor military performances (CBR Mk. 2, Good Morning Vietnam, AlphaBattle C, South Asian Domination, AI Earth Colonisation). Their reticence to expand doesn't help matters. That said, they do sometimes see short-term success (Violet Cup, LFF Austronesian, Tiny World Elimination 1).

Cherokee (Attakullakulla): Underwhelming in the RotG Deep South Primary.

Cherokee (John Ross): Sometimes weak (Groundhog Day Mk. VII, Impromptu Native American AI), but sometimes can be glass cannons (AlphaBattle C, RotG Deep South Primary).

Cheyenne: Floundered in the RotG American Plains Primary.

Chickasaw: Competent aggressors, but failed to defend their gains, in Impromptu Native American AI. Aggressive but ineffective in the RotG Deep South Primary.

Chile (Allende): A solid power in the RotG Patagonia Primary, but was weak in AI South America and the Patagonia Mega Part.

Chile (O'Higgins): Somewhat mixed— sometimes becomes a solid regional power (CBR Mk. 1, CBR Mk. 2, RotG Patagonia Primary), but sometimes flounders (AlphaBattle C, Community Game, Patagonia Mega Part). In the South America AI Deathmatch, they started slow but became a major world power.

Chile (Pinochet): Aggressive and skillful in the Patagonia Mega Part.

Chimu: Clever, but hamstrung by their TSL, in the RotG North Andes Primary.

China, People's Republic of (Mao Zedong): Did poorly in CBR Mk. 2, AlphaBattle C, and AI Only China. Built a modestly sized empire in Good Morning Vietnam.

China, People's Republic of (Zhou Enlai): Built a modest empire in Sea of Japan, but didn't declare war and got eliminated early.

China, Republic of (Chiang Kai-Shek): Started aggressive, but crumbled later on, in AI Earth Colonisation.

China (Wu Zetian): Won AI Only China. Started strong in AI China.

Chinook: Tend to build strong empires (YAAIM Canada, AlphaBattle C, Impromptu Native American AI).

Choctaw (by Durkle): Undistinguished in Impromptu Native American AI.

Choctaw (by Dusk): Skillful warriors in the RotG Deep South Primary.

Chola: Crumbled early in AlphaBattle C and the RotG South India Primary. They started well in Hexagonal Warfare B5, but quickly stagnated. Tied for victory in Language Family Feud. A decent regional power in YAAIM India. Resourceful in tight circumstances in CBRX 2.

Chosokabe: Ineffective in the RotG Japan Primary.

Chukchi (by Gedemo): Militarily weak in the RotG Bering Strait Primary.

Chukchi (by MayorS): Expansive and warlike in Winter Wars. Started strong but became lazy in Tiny World Elimination 1. Accomplished little in AI Earth Colonisation. Performed poorly in YAAIM Arctic. Moderately competent in RotG Bering Strait Primary.

Chukchi (by Senshi): Decent fighters, but defensively poor, in the RotG Bering Strait Primary. Won CBRX 2.

Chumash: Started slow but became a major world power in the RotG American Southwest Primary.

Coast Salish: Capable, but rarely exceptional, in Groundhog Day Mk. VII. Often weak but resilient (TransposAI, Gray Cup). Militarily poor in YAAIM Arctic.

Comanche: Started strong in AlphaBattle C, but attracted too many enemies to last long. Similar in the RotG American Plains Primary. Did little of note in Groundhog Day Mk. XI.

Confederates (CSA): Resilient in AlphaBattle C, and a dominant power in its test game.

Congo (Lumumba): Fatally inactive in the RotG Central Africa Primary.

Cordoba: Generally underwhelming (Mediterranean AI, Groundhog Day Mk. IX, RotG Spain Primary), but were bold and resilient in AI Crusades.

Cornwall (Gwendolyn): Smart and creative (AI Britain, AlphaBattle C, RotG British Isles Primary), but usually expand too slowly to succeed (AI Britain, RotG British Isles Primary).

Cornwall (Michael): Skillful, but not enough so to overcome a tight TSL, in AI Earth Colonisation. Unimpressive in France IA Redux.

Corsica: Expansive early, but became sleepy, in AlphaBattle C. Ineffective in BobSmith's AlphaBattle. Resourceful, but could not overcome a weak TSL, in Southern Europe AI.

Costa Rica: Started slow but became opportunistic fighters in the RotG North Andes Primary.

Croatia: Have put on a few dominant performances (2018 World Cup tournament, TransposAI). However, in more cramped quarters they typically underperform (AlphaBattle C, Mediterranean AI, Southern Europe AI). Defensively negligent in Dark Alges.

Cree: Settle quickly and readily (Groundhog Day Mk. IV, YAAIM Canada, LFF Algic)— although their military record is typically quite poor (see the above, AlphaBattle C, Impromptu Native American AI). In LFF Algic, they suffered from overextension. Undistinguished in TransposAI. More effective fighters in the RotG Canadian Plains Primary.

Crow: Intelligent fighters (TransposAI, Native American AI, RotG American Plains Primary).

Cuba (Castro): Waged some effective wars in Caribbean Chaos, but started too slowly to be successful. Neutered and defeated early in AlphaBattle C. Militarily weak in the RotG Caribbean Primary.

Cuba (Cespedes): Militarily ineffective in Killing Fields 4. Started strong but petered out in the RotG Caribbean Primary.

Cuba (Marti): Technologically and militarily skilled in Tiny World Elimination 1. A major power in the RotG Caribbean Primary.

Cucuteni-Trypillia: Resilient, despite their tight TSL, in Mediterranean AI.

Cumania: A mixed bag; sometimes mediocre (AI Crusades, AlphaBattle C, Mediterranean AI, Gray Cup, YAAIM Middle East), but sometimes they're lethal aggressors (Tiny AI Black Sea, Mediterranean AI, Europa Catastrophalis).

Cyprus: Skillful warmongers (AI Crusades, Revenge of the Colonies, RotG Levant Primary), but are dangerously negligent about defense. Started strong but ran out of steam in AlphaBattle C. Usually flounder in TSL games (Is-a-rael AI Game, Mediterranean AI, YAAIM Middle East).

Czechia: Capable fighters in YAAIM Arctic. Achieved little in the RotG Germany Primary.

Czechoslovakia: Decent fighters, but too inconsistently active, in the RotG Germany Primary.

Dacia: Started strong but couldn't maintain momentum in AlphaBattle DEF. A powerhouse that won Southern Europe AI.

Dahomey: Inconsistent; sometimes they play effectively (AI West Africa, Africa) but other times they collapse early (AlphaBattle DEF, YAAIM Congo, LFF Niger-Congo, RotG West Africa Primary). If left alone as a rump state, they do carpet up (YAAIM Congo, LFF Niger-Congo).

Dai Viet: Resilient, but not aggressive, in the RotG SEA Primary.

Demak: Resilient, but ultimately tends to be ineffective (Hexagonal Warfare B3, AI Earth Colonisation, Islands Only TSL). Started strong in LFF Austronesian, but succumbed to war exhaustion. Competent fighters, but neglected infrastructure, in the RotG Indonesia Primary.

Dene: Expansive, but don't prioritize military (Lurking Royale, YAAIM Canada, Winter Wars)— however, they showed no interest in expansion in the RotG Canadian Plains Primary. Intelligent (especially with their navy) in AlphaBattle DEF. Weak in LFF Na-Dené and No Afro-Eurasia.

Denmark (by Firaxis): Militarily skillful (North Sea Brawl, Groundhog Day Mk. VII), but tends to struggle with infrastructure. They displayed a weaker record in Europa Catastrophalis.

Denmark (Valdemar II): Militarily weak in 2018 World Cup Group C.

Denmark-Norway (Struensee): Usually, but definitely not always, did well in Groundhog Day Mk. IV. Boxed out by a forward settle in AlphaBattle DEF. Floundered militarily in YAAIM Arctic.

Dervishes: Displayed middling skill in Groundhog Day Mk. VIII. Clever fighters, but lacked in infrastructure, in the RotG East Africa Primary.

Deseret (by JFD): Aggressive but incompetent in AlphaBattle DEF. Built a large empire but stumbled in defense in the RotG American Southwest Primary. Militarily weak in the RotG American Southwest Primary Redux.

Dorset: A major power in YAAIM Arctic. Skilled fighters in the RotG Canadian Plains Primary.

Dumnonii: Indolent in the RotG British Isles Primary.

East Germany (by JFD): Weak fighters in the RotG Germany Primary.

East Germany (by Klisz): Floundered in AlphaBattle DEF. Skilled warmongers in the Klisz's Civs AI Game. Possibly overpowered?

Ecuador: A decent fighter in the RotG North Andes Primary.

Egypt (Akhenaten by JFD): Crushed almost immediately in the NightRoyale. Had some early success but was nevertheless weak in the RotG Egypt Primary.

Egypt (Akhenaten by LS): Forgettable in the RotG Egypt Primary.

Egypt (Amenhotep III): Dominant in the RotG Egypt Primary.

Egypt (Djoser): Capable warriors in Mediterranean AI, although they were outplayed in the late game. Skilled aggressors, but defensively weak, in the RotG Egypt Primary.

Egypt (Hatshepsut by JFD): Carpeted but were fatally unexpansive in 2018 World Cup Group A. Similarly ineffectual in TransposAI. Expansive but largely unmilitaristic in the RotG Egypt Primary.

Egypt (Hatshepsut by LS): A dominant power in the RotG Egypt Primary, but failed to carpet up in the endgame.

Egypt (Narmer): Typically fairly weak (AlphaBattle DEF, LFF Afro-Asiatic, RotG Egypt Primary), although they were skillful fighters in Tiny World Elimination 1.

Egypt (Nasser): Accomplished little in Britain Decolonization. Flopped in the RotG Egypt Primary.

Egypt (Ramesses II by Firaxis): Unexpansive in Climate Shift BtR. Expansive but lazy in Mesopotamia AI Deathmatch. Capable aggressors but defensively negligent in AI Middle East. Militarily incompetent wonderwhores in YAAIM Middle East.

Egypt (Ramesses II by JFD): Generally relatively weak (Alphabet, Europe Decolonization, RotG Egypt Primary), but did put on a capable showing in AI Horn of Africa.

Egypt (Ramesses III): A mid-tier contender in the RotG Egypt Primary.

Egypt (Senusret III): Indolent in the RotG Egypt Primary.

Egypt (Thutmose III): Militarily weak in the RotG Egypt Primary.

Egypt (Tutankhamun): Unimpressive in YAAIM North Africa. Weak in the RotG Egypt Primary.

Emishi: Expansive, but poor at war, in the RotG Japan Primary.

England (Elizabeth by Firaxis): Commonly performs poorly (CBR Mk. 2, Groundhog Day Mk. IV, North Sea Brawl, CAIG Hometowns), but won the Mini-BR for Mk. 2.

England (Elizabeth from JFD's Victoria): Intelligent in 2018 World Cup Group G.

England (Henry V): A deadly warmonger in the RotG British Isles Primary.

England (Henry VIII): Tenacious, despite a weak army, in Alrish Sea. Victorious in AlphaBattle DEF. Competent in Islands Only TSL. Turtled in the RotG British Isles Primary.

England (Richard I): Ineffectual in the RotG British Isles Primary.

Eora: Sleepy in BobSmith's AlphaBattle.

Epirus: Won Groundhog Day Mk. III. Undistinguished in AlphaBattle DEF. Started strong but got outperformed in Southern Europe AI.

Eritrea: Succumbed to an early rush in YAAIM Middle East. Underwhelming in the RotG East Africa Primary.

Eswatini: Unimpressive in the RotG South Africa Primary.

Ethiopia (Amda Seyon): Weak, especially at science, in Groundhog Day Mk. VII. Similarly flopped in the RotG East Africa Primary.

Ethiopia (Haile Selassie by DMS): Decent, but fell to a coalition, in the RotG East Africa Primary.

Ethiopia (Haile Selassie by Firaxis): Did well for some time in CBR Mk. 2, but were ultimately crushed. Usually performed poorly in Groundhog Day Mk. V. Competent but inactive in AlphaBattle DEF.

Ethiopia (Menelik II): Unremarkable in the RotG East Africa Primary.

Ethiopia (Iyasu I): Ineffectual in the RotG East Africa Primary.

Ethiopia (Zara Yaqob): Hampered by over-aggression in AI Horn of Africa. Mostly quiet in LFF Afro-Asiatic. Weak in the RotG East Africa Primary.

Etruscans: Moderately skillful in Groundhog Day Mk. V; less skillful in AlphaBattle DEF. They were a major power in Hexagonal Warfare B5, with a sprawling, infrastructurally strong empire.

Evenks: Decently expansive (Groundhog Day Mk. V, Language Family Feud, Tiny World Elimination 1, YAAIM Arctic), but otherwise largely unimpressive (Groundhog Day Mk. V, Language Family Feud,

AlphaBattle DEF, Hexagonal Warfare B5, TWE1, AI Earth Colonisation). They do, however, have a few powerful performances under their belt (YAAIM Arctic, AlphaBattle DEF).

Ewe: High-tech and aggressive in the RotG West Africa Primary.

Ezo: Typically flopped in Groundhog Day Mk. X. Undistinguished in YAAIM Arctic and the LefonRoyale. Struggled militarily in No Afro-Eurasia. Started slow but became a significant power in the RotG Japan Primary.

Faroe Islands: Generally skillful and aggressive (The Killing Fields 4, AlphaBattle DEF, Eternal War, YAAIM Arctic, LefonRoyale, RotG North Sea Primary), but sometimes struggle with bad terrain (AI Britain, AlphaBattle DEF) or war exhaustion (The Killing Fields 4, Groundhog Day Mk. VII).

Fatimids (Billah): Resilient, but ground down by constant war, in YAAIM North Africa. Ineffective in Southern Europe AI.

Fatimids (Muizz): Undistinguished in Southern Europe AI. Expansive but militarily poor in the LefonRoyale. Struggled in early war in the RotG Egypt Primary.

Finland (Kekkonen): Tends to start slow (see North Sea Brawl, Groundhog Day Mk. VI), but plays boldly and interestingly if it makes it to the lategame (as in CBR Mk. 2 and YAAIM Scandinavia).

Finland (Mannerheim): Bided his time and expanded well in North Sea Brawl. Bold naval fighters, but unable to defend their captures, in AlphaBattle DEF. Built an army, but couldn't use it well, in LFF Uralic. Less competent in AI Earth Colonisation.

Flanders (by JFD): Started slow but became increasingly competent in AlphaBattle DEF; still, they were never good enough to counteract their early laziness.

Flanders (by LastSword): A major power in France IA Redux.

Florence: Militarily weak in Monsters of History.

France (Catherine de Medici): Started strong but turtled in France IA Redux. Ineffective in the RotG France Primary.

France (Clemenceau): Usually on the weaker side (Good Morning Vietnam, AI South America, Groundhog Day Mk. V, Europa Catastrophalis, France IA Redux), but can sometimes flourish in the later game (French AI Game, RotG France Primary).

France (de Gaulle): Built a strong military, but didn't use it effectively, in Hexagonal Warfare B4. Started well but stagnated in French AI Game. Crumpled without much fanfare in 2018 World Cup Group C. Fairly sleepy in France IA Redux, and in the RotG France Primary.

France (Francis I): An early-game turtle who became an effective warrior in France IA Redux. Unimpressive in the RotG France Primary.

France (Joan of Arc): Mostly unaccomplished in the RotG France Primary. Aggressive, but overextended herself early, in CGR 1.

France (Louis XI): Though they tend to be competent in battle (France IA Redux, RotG France Primary), they often build too small of a military to succeed (AI Earth Colonisation, RotG France Primary). Weaker in Elimi-Nations.

France (Louis XIV by JFD): Mostly undistinguished in LFF Indo-European. Floundered in the RotG France Primary.

France (Louis XIV by LastSword): Unimpressive in France IA Redux. Militarily weak in the RotG France Primary.

France (Louis XVI): Militarily weak in France IA Redux. Built a decent, but ill-defended, empire in the RotG France Primary.

France (Napoleon by Firaxis): Indolent in French AI Game. Ineffective in Europa Catastrophalis.

France (Napoleon by JFD): A mixed bag— sometimes plays well (CBR Mk. 1, Mediterranean AI, RotG France Primary), but other times flounders (CBR Mk. 2, France IA Redux). Created a large empire in AlphaBattle DEF, but failed to utilize it well.

France (Napoleon III): A mixed bag— occasionally does well (Southern Europe AI, RotG France Primary), but often struggles to deal with external threats (Groundhog Day Mk. VII, French AI Game, France IA Redux).

France (Richelieu): Expansive but militarily weak in the Obscure Civs Western Europe qualifier. Unimpressive in France IA Redux and the RotG France Primary.

France (Robespierre): Occasionally clever, but largely ineffective, in the RotG France Primary.

Francia: Aggressive, but— whether due to strong opposition or their own misplays— tend to be unsuccessful (AlphaBattle DEF, French AI Game, Europa Catastrophalis, France IA Redux). Have also had some outright weak games (AI Crusades, RotG Germany Primary).

Franks (Charlemagne by LastSword): Ineffective in Community Game.

Gaels: Aggressive, but gradually less competent over the course of the game, in the RotG British Isles Primary. Scrappy but not expansive in Dark Alges.

Gallia (by LS): Competent, but overwhelmed by frequent warfare, in France IA Redux. A dominant power in the RotG France Primary.

Garamantes: Usually fairly ineffective (Mediterranean AI, Community Game, YAAIM North Africa). Decently skilled, but inconsistent, in Groundhog Day Mk. XI.

Gauls (by Sukritact): Aggressive and expansive (Groundhog Day Mk. VI, NightRoyale, French AI Game, LFF Indo-European, Community Game, France IA Redux); however, their aggression sometimes leads

them to overextend and collapse (LFF Indo-European, French AI Game, Community Game). Sometimes only modestly effective (Europa Catastrophalis, RotG France Primary).

Geats: Generally weak (Groundhog Day Mk. X, Gray Cup, Elimi-Nations, Dark Alges). More capable, but overextended themselves, in Europa Catastrophalis.

Genoa (by GPuzzle): Adequate in Tiny AI Black Sea. Ineffective in Southern Europe AI.

Georgia (by DJSHenninger): Smart in Tiny AI Black Sea, but struggled to expand. Hampered by constant warfare in Mediterranean AI. Turtled in Nations League 1-D1.

Georgia (by Urdnot): Intelligent warriors, although relatively quiet, in YAAIM Middle East.

Germans (Arminius): Ineffective in LFF Indo-European. Ground down by constant war in Community Game. Started strong but crumbled in the late game in the RotG Germany Primary.

Germany (Bismarck by JFD): Started strong but stalled out in the RotG Germany Primary.

Germany (by Firaxis): Became one of the dominant powers in AI Game of Polands.

Germany, Nazi (Hitler): Ineffective and crushed early in CBR Mk. 2, although the test of CBR Mk. 2 demonstrated that it can be dangerous if it lasts long enough to get its UUs. Aggressive, but not very effective, in Hexagonal Warfare B4. Expansive but militarily weak in Monsters of History.

Germany (Merkel): Aggressive, but got crushed by a coalition, in 2018 World Cup Group F. Quiet and peaceful in CAIG Hometowns. Started quietly but became an effective warrior in the RotG Germany Primary.

Germany (Wilhelm II): A dominant power in YAAIM Polynesia. A major world power in the RotG Germany Primary.

Ghana: Indolent in Europe Decolonization. Flopped in early war in the RotG West Africa Primary.

Ghaznavids: Aggressive (South Asian Domination, Community Game, AI Graveyard of Empires), although they tend to fall behind in infrastructure and settling (Community Game, BobSmith's AlphaBattle, CBRotG, RotG Eurasian Steppe Primary). Flopped in Tiny World Elimination 1.

Goguryeo (by DuskJockey): A strong contender in the RotG Korea Primary.

Goguryeo (by The Specialize): Expanded well in Sea of Japan, but lost much territory to a coalition war.

Golden Horde (Öz Beg Khan): An expansive warrior who became one of the foremost powers in Europe Decolonization.

Golden Horde (Tokhtamysh): Weak in Mediterranean AI, and aesthetically unappealing to boot.

Goths (by Tomatekh): Tends to be strong in the early game (Tiny AI Black Sea, Nations League 1-D2, Southern Europe AI), but usually falls apart later on (Tiny AI Black Sea, Europa Catastrophalis, Groundhog Day Mk. V, Southern Europe AI). Hamstrung by unnecessary city cessions in Gray Cup.

Gowa: Started strong but fell off in the RotG Indonesia Primary.

Gran Colombia: A capable early-game conqueror who tends to fumble later on (Caribbean Chaos, South America AI Deathmatch, 2018 World Cup). Less effective in the RotG North Andes Primary.

Great Moravia: Weak in Southern Europe AI. A turtley regional power in the RotG Germany Primary.

Great Perm (by Divine Yuri): Capable in LFF Uralic.

Greece (by Firaxis): Expansive in Mesopotamia AI Deathmatch. Started strong but got overwhelmed in Alphabet.

Greece (Venizelos): Fought decently but were hampered by inactivity in Groundhog Day Mk. VIII. Aggressive, to little effect, in Southern Europe AI.

Greenland (by CL): Usually ineffective, and often but not always unexpansive (YAAIM Canada, Violet Cup, Groundhog Day Mk. VI, Community Game, Bear Wars). They do sometimes display skill at naval war, though (Northeast AI Test, Islands Only TSL). Put on more mid-tier performances in Europe Decolonization and the RotG North Sea Primary.

Greenland (Hans Egede): Started slow but became resourceful warriors in the RotG North Sea Primary.

Guanches: Tends to build strong empires (Mediterranean AI, LFF Afro-Asiatic).

Gullah Geechee: Infrastructurally strong in the RotG Deep South Primary.

Hadza: Started strong but failed to maintain an army in the RotG East Africa Primary.

Haida: Usually unimpressive (YAAIM Canada, Violet Cup, No Afro-Eurasia), but sometimes displays creativity (TransposAI) or outright skill (Islands Only TSL).

Haiti: Bold and aggressive in Caribbean Chaos. Aggressive, but quickly crushed, in No Afro-Eurasia.

Han: Competent fighters, but frequently struggle to make it beyond their starting region (AI China, Groundhog Day Mk. VI, Violet Cup, Language Family Feud). By contrast, they won LFF Sino-Tibetan.

Harappa: Tend to prefer a peaceful early game before getting involved in war (AI India, TWT Antiquity, Groundhog Day Mk. V, YAAIM Middle East). However, they were aggressive from the start in the RotG Hindustan Primary. Their performance varies widely, from highly successful (YAAIM Middle East, RotG Hindustan Primary) to weak (South Asian Domination, Gray Cup), or somewhere in between (AI Graveyard of Empires).

Haush: Resourceful fighters in the Patagonia Mega Part.

Hawaii (by MC): Generally inactive (CBR Mk. 2, LFF Austronesian).

Hejaz: Typically characterized by weak showings (Groundhog Day Mk. VII, BobSmith's AlphaBattle, AI Earth Colonisation, LefonRoyale, CBRX 2), but has been strong on occasion (RotG Middle East Primary).

Hetmanate: Built a small, but infrastructurally strong, nation in Mediterranean AI.

Himyar: Capable and aggressive warriors (Jew-Off, Gray Cup, RotG Middle East Primary).

Hittites (by LS): A modest power in the RotG Levant Primary.

Hittites (by Tomatekh): Can expand well, but typically succumb to poor military performance (CBR Mk. 1, Mesopotamia AI Deathmatch, Tiny AI Black Sea, LFF Indo-European, RotG Levant Primary) or blunders (Mediterranean AI).

Holland (Floris V): Unimpressive in the RotG Germany Primary.

Holy Roman Empire (Barbarossa by TarcisioCM): Expanded early in AI Crusades, but were unable to make it out of their starting location.

Holy Roman Empire (Otto I): Ineffective in AI Earth Colonisation. Decent fighters, but otherwise lazy, in France IA Redux. Succumbed to early war in the RotG Germany Primary.

Hungary (Matthias Corvinus): Skillful in Green Cup, but stagnated in the midgame. Defensively weak in Australia-Hungary.

Hungary (Miklos Horthy): Low-level fighters in Southern Europe AI. Underperformed in CGR 1.

Hungary (Stephen I by JFD): Military negligent, leading to an early collapse in Mediterranean AI. Put on a similarly weak showing in Community Game.

Hungary (Stephen I by LastSword): Undistinguished in Europa Catastrophalis.

Huron: Weak in the RotG East America Primary.

Hyksos: Competent expanders, but poor defenders, in Allphabet. Warlike, but with limited success, in the RotG Egypt Primary.

Huns: Aggressive but defensively incompetent in Climate Shift BtR. Razed themselves to death in CBR Mk. 2. A powerful competitor in Europa Catastrophalis. Floundered in Tiny World Elimination 1.

Iberians: Underperformed in Hexagonal Warfare B3. Skilled warmongers in Mediterranean AI, but stumbled in the late game. Expansive in TransposAI, but didn't build much military. Mostly lazy in the RotG Spain Primary.

Iceland (Ingolfur Arnarson): Can be very aggressive and skillful (CBR Mk. 2, 2018 World Cup Group D, Islands Only TSL), but tend to flounder in cramped starts (Groundhog Day Mk. VI, RotG North Sea Primary).

Iceland (Kristjan Eldjarn): Unable to overcome a difficult TSL in the RotG North Sea Primary.

Iceni: Often started boldly, but rarely succeeded in the long term, in Groundhog Day Mk. VI. Unimpressive in Great Britain Lakes AI Game and the RotG British Isles Primary.

Iga: Struggled in CAIG Hometowns. Warlike, but mostly ineffective, in the RotG Japan Primary.

Ilkhanate: Aggressive, but not effective (Mesopotamia AI Deathmatch, Groundhog Day Mk. VII); however, they became a dominant power in Lottery Royale Mk2.

Inca (by Firaxis): Predominantly builds ranged units, which can be to their detriment. They have a mixed war record, sometimes doing poorly (CBR Mk. 2, Language Family Feud, Groundhog Day Mk. X) and other times playing well (AI South America, South America AI Deathmatch, RotG North Andes Primary).

Inca (Tupac Inca Yupanqui): Struggled in early war in the RotG North Andes Primary.

India (Gandhi by More Civs): Infrastructurally solid turtles in Revenge of the Colonies and the RotG Bengal Primary. Incompetent in South Asian Domination, as well as LFF Indo-European. Succumbed to early war in the RotG Bengal Primary Redux.

India (Indira Gandhi by DMS): Built a high-population empire, but was militarily ineffective, in AI Graveyard of Empires. Modestly competent in YAAIM India. A strong power in the RotG Hindustan Primary.

India (Indira Gandhi by Scissor_Fingers): Accomplished little in Groundhog Day Mk. X. Unremarkable in the RotG Hindustan Primary.

Indo-Greeks: Weak in the RotG Hindustan Primary. Expansive, but militarily unimpressive, in the LefonRoyale.

Indonesia (by Firaxis): Sleepy and ineffective (CBR Mk. 2, Hexagonal Warfare B5, South Asian Domination, Islands Only TSL, No Afro-Eurasia). They sometimes play skillfully in the early game (LFF Austronesian, Tiny World Elimination 1), but usually fail to maintain that momentum.

Indonesia (Suharto): Militarily weak in the RotG Indonesia Primary.

Inuit (by CL): Expanded into a world power in CBR Mk. 2, but did poorly in YAAIM Canada and Language Family Feud. Peaceful, but gradually built an infrastructurally solid empire, in the RotG Bering Strait Primary.

Iran (Khomeini): Weak in AI Earth Colonisation.

Iraq (Faisal I): Played poorly in Revenge of the Colonies. Diplomatically and militarily weak in Mediterranean AI.

Ireland (Brian Boru): Skillful fighters (Groundhog Day Mk. V, LFF Indo-European, RotG British Isles Primary), but frequently undone by their lack of focus on infrastructure (Groundhog Day Mk. V, Green Cup, RotG British Isles Primary).

Ireland (Malachy II): Occasionally start strong (CBR Mk. 2, Europa Catastrophalis), but their lack of military skill usually leads them to destruction (Revenge of the Colonies, North Sea Brawl, Groundhog Day Mk. IV, RotG British Isles Primary).

Ireland (O'Connell): Died quickly in YAAIM Arctic. Started strong but were quickly outplayed in the LefonRoyale. A lethal, opportunistic fighter in the RotG British Isles Primary.

Iroquois (by Chrisy15): Often ineffective, although they rack up insane city defense (Language Family Feud, TransposAI). However, they were competent players who just succumbed to war exhaustion in Northeast AI Test.

Iroquois (by Firaxis): Infamous for city spam. A skilled aggressor in Impromptu Native American AI, but typically bad at warfare in Groundhog Day Mk. VI and the RotG East America Primary.

Isles, Kingdom of the: Unable to handle a difficult TSL in the RotG British Isles Primary.

Israel (by LS): Saw some regional successes, but were ultimately only a minor power, in CAIG Hometowns. Fatally unexpansive in the RotG Levant Primary.

Israel (by Leugi): Routinely performs poorly (CBR Mk. 2, Mesopotamia AI Deathmatch, Jew-Off, Hexagonal Warfare A3, CAIG Hometowns, AI Earth Colonisation); however, has also had some modestly successful showings (Is-a-rael AI Game, LFF Afro-Asiatic, RotG Levant Primary). Famous for building scouts.

Italy (Mussolini): Expansive, but poor at war (AI Sicily, Hexagonal Warfare B4). Less competent in Monsters of History and Southern Europe AI.

Italy (Victor Emmanuel III): Usually did poorly in Groundhog Day Mk. IV. Competent in AI Sicily.

Jamaica: Tends to be militarily ineffective (Green Cup, Small Countries Civ AI Game, Islands Only TSL, CBRX 2, RotG Caribbean Primary); sometimes this is exacerbated by poor infrastructure (AI West Africa, Caribbean Chaos).

Japan (Ashikaga): Skillful warriors in the RotG Japan Primary.

Japan (Hojo Tokimune): Capable in the RotG Japan Primary.

Japan (Jimmu by JFD): Expansive, but militarily weak, in the RotG Japan Primary.

Japan (Jimmu by LS): Decent early-game fighters, but stagnated, in the RotG Japan Primary.

Japan (Kakuei): Started slow but became skillful in the RotG Japan Primary.

Japan (Kanmu): Unremarkable in the RotG Japan Primary.

Japan (Meiji by JFD): Built weak empires in CBR Mk. 2 and Sea of Japan. Started strong but failed to keep up their momentum in the RotG Japan Primary.

Japan (Meiji by LS): Weak in the RotG Japan Primary.

Japan (Oda Nobunaga): Competent in Groundhog Day Mk. IX. Underwhelming in the RotG Japan Primary.

Japan (Shigeru Yoshida): Indolent in the RotG Japan Primary.

Japan (Shotoku): Decent early-game fighters, but stagnated, in the RotG Japan Primary.

Japan (Takauji): Unimpressive in the RotG Japan Primary.

Japan (Tojo): Generally effective warriors (AI China, 2018 World Cup Group H, RotG Japan Primary); however, in the RotG Japan Primary, they were too inactive to succeed.

Japan (Tokugawa Ieyasu): Started strong but stagnated in Language Family Feud. Neutered early in Tiny World Elimination 1. Skillful fighters, but faltered in infrastructure, in the RotG Japan Primary.

Japan (Tokugawa Yoshimune): Mostly weak in the RotG Japan Primary.

Japan (Tokugawa Yoshinobu): Undistinguished in the RotG Japan Primary.

Japan (Toyotomi Hideyoshi): Critically failed to expand in Sea of Japan. Resilient in Hexagonal Warfare C1. Militarily poor in the RotG Japan Primary.

Jerusalem (by LS): Performed poorly in Is-a-rael AI Game. Expansive, and eventually militarily capable, in AI Crusades. Crumbled in early war in the RotG Levant Primary.

Jerusalem (by MC): Usually characterized by ineffectual aggression (AI Middle East, YAAIM North Africa, RotG Levant Primary). Weaker in CBRX 2.

Jin (by JFD): Overwhelmed quickly in Alphabet.

Jomon: Often self-destructs in early war (Sea of Japan, Islands Only TSL, RotG Japan Primary). They did better in TWT Antiquity, where they had a quiet start before becoming aggressive later on.

Jomsvikings: Collapsed early in Elimi-Nations. Undistinguished in the RotG Germany Primary.

Judea: Quiet wonderwhores in Community Game. Built a carpet but failed to use it in Hexagonal Warfare C1. Ineffective in the RotG Levant Primary.

Kalaallit: Unimpressive in the RotG North Sea Primary, likely due to their desolate start.

Kalbids: A dominant power in Southern Europe AI.

Kalinago: Bold and resilient, but rarely expand beyond a modest empire (Caribbean Chaos, Groundhog Day Mk. VII, Language Family Feud). Failed to overcome a bad TSL in the RotG Caribbean Primary.

Kalmar Union: Unexpansive in the LefonRoyale.

Kanem-Bornu: Frequently weak (Tiny World Elimination 1, AI Earth Colonisation, RotG West Africa Primary), but occasionally put on a strong early game (Alfrica, YAAIM Congo).

Kasanje: Typically poor in Groundhog Day Mk. V. Performed strongly in YAAIM Congo. Weak in the RotG Central Africa Primary.

Kassites: Effective warmongers, but less capable at defense, in the Klisz's Civs AI Game.

Katanga: Aggressive, but fell to an early coalition, in the RotG South Africa Primary. Collapsed in early war in the RotG Central Africa Primary.

Kaweskar: Tend to perform boldly and interestingly, sometimes with success (Groundhog Day Mk. V, Green Cup) and sometimes not (AI South America, RotG Patagonia Primary, Patagonia Mega Part). However, they floundered in CGR 1.

Kazakhs: Typically a highly effective fighter (CBRX 1, Nations League 1-D1, RotG Eurasian Steppe Primary), but does also have some less successful runs (LFF Turkic, YAAIM Arctic, AI Earth Colonisation).

Kazakhstan: Militarily weak in the RotG Eurasian Steppe Primary.

Kent: Weak in the RotG British Isles Primary.

Kenya: A solid regional power in AI Earth Colonisation. Expansive, but militarily very weak, in the RotG East Africa Primary.

Ket: Decent warriors, but relatively lazy, in AI Earth Colonisation. Incompetent in YAAIM Arctic. Expansive, but with a poor military record, in the LefonRoyale.

Khamug-Mongols: Performance varied widely in Groundhog Day Mk. V. Performed effectively in Killing Fields 4. Expansive and warlike in the NightRoyale. By contrast, they crumbled early in CBRotG. Warmongers with a mixed record in YAAIM Arctic.

Khanty-Mansi: Floundered in early warfare in the CBRotG.

Khazaria: Sometimes expansive (NightRoyale), but are typically undone by their military incompetence (Lurking Royale, Hexagonal Warfare A6, Jew-Off, LFF Turkic, Dark Alges).

Khmer (by DJSHenninger): Militarily ineffective in Green Cup.

Khmer (by Sukritact): Did very well in Good Morning Vietnam. However, they settled erratically and crumbled in their CivMegaDuel vs. Siam. Bold and creative, but ultimately overextended, in Language Family Feud.

Khwarezm: Succumbed to early wars in Violet Cup. Flopped in AI Graveyard of Empires.

Kidarites: Got crushed quickly in South Asian Domination.

Kievan Rus (Yaroslav): Generally fairly unimpressive (Europa Catastrophalis, Nations League 1-D2, Southern Europe AI), although they did become a dominant power in AI Game of Polands.

Kilwa: Infamously incompetent (LFF Niger-Congo, AI Earth Colonisation, RotG South Africa Primary, RotG East Africa Primary). Modestly expansive in AI Horn of Africa, but crumbled at the first sign of combat.

Kimberley: Generally weak (Hexagonal Warfare B6, CBRotG, Tiny World Elimination 1, No Afro-Eurasia), but sometimes puts together a modest empire (CBR Mk. 2, NightRoyale, AI Earth Colonisation).

Konbaung: Capable and clever in Groundhog Day Mk. IX. A decent regional power who succumbed to a coalition in CAIG Hometowns. Failed to escape a cramped start in YAAIM India.

Kongo (Nzinga): Usually dies early (CBR Mk. 2, YAAIM Congo, LFF Niger-Congo, Groundhog Day Mk. XI), but often achieves ephemeral success before that. Had slightly more longevity, but no more success, in the RotG Central Africa Primary.

Korea (Gojong): Weak in the RotG Korea Primary.

Korea (Sejong by Firaxis): Started slow in CBR Mk. 2 but gradually amassed significant power; likewise in the Mini-BR. However, in both games, late-game inaction led to their decline.

Korea (Sejong by Senshi): Unimpressive in the RotG Korea Primary.

Korea (Seonjo): Builds solid naval carpets but otherwise accomplishes little (Sea of Japan, Hexagonal Warfare B1, RotG Korea Primary).

Koryak: Started strong, but failed to maintain a military, in the RotG Bering Strait Primary.

Kosovo: Defensively strong, but not militarily distinguished, in TransposAI. Militarily weak in CAIG Hometowns. An interesting civ to watch in Groundhog Day Mk. XI. Competent warriors in Southern Europe AI.

Kroraina: Built decent infrastructure, but were otherwise unaccomplished, in AI Earth Colonisation. Unaccomplished in the RotG Eurasian Steppe Primary.

Kuikuro: Made some creative moves but generally underwhelmed in Community Game. Floundered in No Afro-Eurasia.

Kulin: Typically unimpressive (Groundhog Day Mk. VIII, YAAIM Polynesia, No Afro-Eurasia), but were creative naval attackers in Tiny World Elimination 1.

Kurdistan (Barzanji by AggressiveWimp): Adequate at best in Mediterranean AI.

Kurdistan (Barzani by Uighur_Caesar): Started strong in AI Middle East, but collapsed due to war exhaustion; they did, however, win its test game.

Kushans: Failed to expand in South Asian Domination, partly because of its cramped TSL. Undistinguished in the RotG Eurasian Steppe Primary.

Kyrgyz, Yenisei: Died quickly in YAAIM Middle East. Quickly reduced to a weak position in the LefonRoyale, though consistently strong in its tests.

Lanfang: A major power in the LefonRoyale. Ineffective in Islands Only Indian Ocean. Aggressive, but rendered weak by constant war, in the RotG Indonesia Primary.

Lanna (by EmeraldRange): Resilient in the RotG SEA Primary.

Lanna (by ryanjames): Routinely puts on weak showings (Good Morning Vietnam, Violet Cup, South Asian Domination).

Laos: Participated in frequent war, to little effect, in the RotG SEA Primary.

Latvia (by Hiram): Generally weak (Europa Catastrophalis, Community Game, Nations League 1-D1).

Lebanon (by MH06): Decent in the RotG Levant Primary.

Lebanon (by Sas): Hamstrung by a bad TSL in the RotG Levant Primary. Floundered in a cramped start in Asian TSL World.

León (Alfonso IX by grant): In Groundhog Day Mk. IX, tended to start strong before ultimately collapsing.

León (Ferdinand I by JFD): Expansive, but built too little military, in JMan's For Funsies. Decent fighters in the RotG Spain Primary.

Lesotho: Achieved little in the RotG South Africa Primary.

Liao: Died quickly in Allphabet. Capable in the RotG Korea Primary.

Liberia: Performed poorly in the RotG West Africa Primary.

Libertatia: Creative naval expanders, but weak on defense (LefonRoyale, RotG East Africa Primary).

Libya (Gaddafi): Typically flounders (Alfrica, Green Cup, Mediterranean AI, TransposAI), but performed decently in AI West Africa.

Libya (Mukhtar): Died quickly in CBRX 1.

Liège: Tends to be weak overall (Groundhog Day Mk. VII, Obscure Civs Western Europe, France IA Redux).

Lithuania (Gediminas): Built a powerful empire in AI Game of Polands, but didn't amass enough production to maintain sufficient military. Tried hard, but got boxed out, in Violet Cup. Achieved little in Europa Catastrophalis. Started slow but became a competent fighter in LFF Indo-European. Undistinguished in AI Earth Colonisation.

Lithuania (Mindaugas): Unimpressive in Dark Ages.

Lombards (by Tar): Undistinguished in Southern Europe AI.

Lombardy (by Porkenstein): Tend to struggle in tight quarters (Mediterranean AI, TransposAI, Southern Europe AI).

Luba: Infrastructurally strong, but mediocre fighters, in the RotG Central Africa Primary. Capable expansionists, but poor on defense, in CGR 1.

Lusitanians: Unable to escape their starting area in the RotG Spain Primary.

Luxembourg: Sometimes expands well, but is a consistently poor fighter (Mediterranean AI, Nations League 1-D2, France IA Redux, RotG Germany Primary).

Lydia (by ryanjames): Undistinguished in Southern Europe AI.

Maasai (by Suk): Competent but sleepy in the RotG East Africa Primary.

Macedon: Built a large empire in Hexagonal Warfare A3; they warred skillfully, but did not carpet much. Failed in Climate Shift BtR, and rarely did well in Groundhog Day Mk. VI.

Madagascar / Imerina: Aggressive, but generally only reach mid-tier status (Groundhog Day Mk. VIII, Europe Decolonization, RotG East Africa Primary). Struggled with an island TSL in CBRX 1.

Magyars: Won LFF Uralic, but were ineffective in Language Family Feud. Militarily weak in Southern Europe AI.

Majapahit: Failed to surpass a tight TSL in the RotG Indonesia Primary.

Makuria: Demonstrates bits of intelligence, but typically undoes itself with mistakes (AI Horn of Africa, Lottery Royale Round 1, AI Earth Colonisation). However, they managed to overcome a slow start and win the RotG Egypt Primary outright.

Malacca (Parameswara): Unexpansive in the RotG Indonesia Primary.

Malaysia: Expansive in the early game in Revenge of the Colonies, but succumbed to a coalition war. Got crushed early in LFF Austronesian.

Mali (by LS): Creative fighters in the RotG West Africa Primary.

Mali (by Tomatekh): Generally mediocre (CBR Mk. 2, Tiny World Elimination 1, RotG West Africa Primary). Skillful fighters, but neglected military infrastructure, in LFF Niger-Congo.

Malta (by Firebug): Slow to expand and poor at warfare in Revenge of the Colonies. Started strong but quickly lost momentum in AI Crusades. Condemned by a bad TSL in Southern Europe AI.

Manchu (Nurhaci): Tends to settle widely and perform well in war (Groundhog Day Mk. IV, Taiwan AI, Sea of Japan). However, an aggressive start led them to overextend in Lottery Royale Mk2. Has had some weaker showings as well (Alphabet, RotG Korea Primary, CBRX 2).

Manchukuo (Kishi): Defensively weak in the RotG Korea Primary.

Mann and the Isles (Orry): A competent fighter, albeit lazy, in the Darwin Royale Manx Primary.

Manx / Isle of Man (Illiam Dhone): Decent fighters but inconsistent in Groundhog Day Mk. VIII. Weak in Community Game. Aggressive but ineffective in the Darwin Royale Manx Primary. Resilient in a terrible start in Islands Only TSL; similar in the RotG British Isles Primary.

Mapuche (Janequeo): Generally unimpressive (CBRotG, RotG Patagonia Primary, Patagonia Mega Part), but were skillful and aggressive in AI South America.

Mapuche (Lautaro): Aggressive early in South America AI Deathmatch. Overwhelmed by early war in YAAIM Andes and the RotG Patagonia Primary. Unimpressive in the Patagonia Mega Part.

Maori (Te Rauparaha): Made the best of a bad starting location in CBR Mk. 2. Failed to expand or succeed in Hexagonal Warfare A6. Aggressive, but with limited effectiveness, in LFF Austronesian. Militarily underwhelming in YAAIM Polynesia. Succumbed to an early coalition in the RotG Polynesia Primary.

Marajoara (by Senshi): Died quickly in Lottery Royale Mk. II Round 3. One of the leading powers in CBRX 2.

Maratha: Generally prove to be resourceful and competent fighters (Europe Decolonization, Lottery Royale Round 1, YAAIM India). They often fall off in the later game (AI India, CBRX 1), though Europe Decolonization saw them flourish most in the last few parts. Weaker in Asian World TSL.

Maravi: Unaccomplished in the RotG East Africa Primary.

Massachusetts: The (presumptive) winners of AI US States, but were undermined by city cessions in CAIG Hometowns. Floundered in an Irish TSL in Europe Decolonization.

Massagetae: Effective fighters, but often gradually fall behind their rivals (Green Cup, Groundhog Day Mk. IX, RotG Eurasian Steppe Primary). Less effective in AI Graveyard of Empires.

Mataram: Accomplished little in the RotG Indonesia Primary.

Maurya (by LastSword): Generally respectable in Groundhog Day Mk. X. Built a decent empire, but did little with it, in the RotG Bengal Primary.

Maurya (by More Civs): Overall weak but does pull off occasional clever plays (Groundhog Day Mk. IX, YAAIM India, Europe Decolonization, RotG Bengal Primary). However, they were a major power in the RotG Bengal Primary Redux.

Maya (by Firaxis): Tends to be unexpansive and fail (CBR Mk. 2, Caribbean Chaos, Mess-o'-America).

Medang: Mostly lazy in the RotG Indonesia Primary, but made a few clever moves.

Medes: Started well, but fell prey to overextension, in TWT Antiquity. Unimpressive in the RotG Persia Primary.

Megara: Competent in Groundhog Day Mk. XI.

Mercia: Capable of skillful play (RotG British Isles Primary), but struggles if it has to deal with early-game wars (AI Britain, Alrish Sea, Dark Alges).

Merina (Radama I): Built up a solid army, but were undone by low expansion, in Islands Only Indian Ocean. Weak in the RotG East Africa Primary.

Métis: Not particularly strong in TransposAI. Competent in YAAIM Arctic. A large power in No Afro-Eurasia. Militarily weak in the RotG Canadian Plains Primary.

Mexico (Benito Juarez): Frequently plays poorly (Caribbean Chaos, Mess-o'-America, 2018 World Cup Group F, Tiny World Elimination 1), but can sometimes become a regional power (CBR Mk. 2).

Mexico (by DJSHenninger): Expansive, but of dubious competence, in TransposAI.

Mexico (Santa Anna): Unimpressive in Europe Decolonization.

Milan: Started strong in Green Cup, but failed to maintain their momentum. Struggled with self-destructively risky settles in Groundhog Day Mk. VIII. Ineffective in Southern Europe AI.

Minoa (by More Civs): Usually skillful and creative, even despite their TSL (Mesopotamia AI Deathmatch, TWT Antiquity, Southern Europe AI). However, they also have weaker performances on their record (BobSmith's AlphaBattle, CBRX 1).

Mississippians: Smart, but not very aggressive, in Groundhog Day Mk. VI. Started skillfully in Impromptu Native American AI, but collapsed hard. Expansive but militarily weak in No Afro-Eurasia. Resilient, but built too little military, in the RotG American Plains Primary.

Mitanni: Clever fighters, but became overextended, in the RotG Levant Primary.

Mixtec: Self-destructed via unnecessary city cessions in CGR 1.

Mogollon: A regional power, albeit not especially active, in the RotG American Southwest Primary.

Moldavia: Formidable in Red Cup. A dominant power in Mediterranean AI. Skillful, but got outplayed by his neighbors, in Hexagonal Warfare C1.

Monaco: Tends to turtle ineffectually (France IA Redux, Southern Europe AI, RotG France Primary).

Mongolia (Bogd Khan): Ineffective in Tiny World Elimination 1. Militarily weak in AI Earth Colonisation. A regional power in Europe Decolonization.

Mongolia (Genghis Khan): Often readily willing to wage war, but not particularly good at it (CBR Mk. 2, Sea of Japan, AI Only China). Rarely ends up excelling.

Montenegro: Brave and aggressive, but tended to succumb to war exhaustion, in Groundhog Day Mk. VII. Failed to overcome a cramped TSL in Southern Europe AI.

Moors: Frequently unimpressive (Europa Catastrophalis, Dark Alges, RotG Spain Primary). However, they won CBRX 1.

Morocco (by Firaxis): Usually tenacious fighters (CBR Mk. 2, Alberia, LFF Afro-Asiatic, Mediterranean AI, 2018 World Cup Group B), but sometimes struggle (AI West Africa, 2018 World Cup Round of 16).

Morocco, Idrisid: Weak in the RotG Maghreb Primary.

Mossi: Weak in the RotG West Africa Primary.

Motu: Capable militarists in the RotG Indonesia Primary.

Mozambique: Failed to escape a tight start in Europe Decolonization.

Mughals (Akbar): Tend to underperform (CBR Mk. 2, Groundhog Day Mk. VII, LFF Indo-European, RotG Hindustan Primary). Had some early successes before falling apart in YAAIM India.

Mughals (Aurangzeb): Unimpressive in the RotG Hindustan Primary.

Mughals (Shah Jahan): A major power in the RotG Hindustan Primary.

Muisca: Generally find themselves reduced quickly to a rump state (AI South America, Creator's Choice, RotG North Andes Primary). They did become a major power in Caribbean Chaos, but their raze-happy nature hindered them.

Murri: Dominant in AI Australasia. Won Hexagonal Warfare A4. Expansive but lazy in Language Family Feud. Relatively minor powers in CBRX 1 and No Afro-Eurasia.

Nabataea (by Sukritact): Settled well but faltered militarily in Mediterranean AI. Dominant in YAAIM Middle East.

Namibia: Usually started strong but fell off in the midgame in Groundhog Day Mk. XI; performed similarly in Europe Decolonization. Less impressive in the LefonRoyale.

Naples: Ineffective in Southern Europe AI.

Navajo (by Gedemo): Wonderwhores but otherwise ineffective in LFF Na-Dené. A major power in TransposAI.

Navajo (by Jarcast): Dominant in the RotG American Southwest Primary.

Navarre: Generally unimpressive in Groundhog Day Mk. X. Tried hard, but fell to a coalition, in France IA Redux. Mostly ineffective in the RotG Spain Primary.

Nazca: Highly expansive and successful in Hexagonal Warfare A6. Militarily weak in the RotG North Andes Primary.

Ndongo: Reckless, but still highly skillful warriors, in the RotG Central Africa Primary.

Nenets (by Gedemo): Effective fighters in Violet Cup, but fell behind other world powers in infrastructure.

Nenets (by senshidenshi): Usually turtle ineffectively (Groundhog Day Mk. IV, LFF Uralic). More expansive, but no more competent, in AI Earth Colonisation. Started strong but collapsed in YAAIM Arctic.

Nepal (Pratap Malla by DJS): Weak in YAAIM India.

Nepal (Prithvi Narayan by LS): Won the RotG Bengal Primary, but tends to flounder in close quarters (LFF Indo-European, Groundhog Day Mk. IX). A middling power in the RotG Bengal Primary Redux.

Netherlands (by Firaxis): Competent but inconsistent, even within a game (Groundhog Day Mk. VIII, LFF Indo-European, Europa Catastrophalis). A decent regional power, before being quickly consumed by a larger empire, in the RotG Germany Primary.

Neutral Nation: Powerful, but overextended themselves, in the RotG East America Primary. Weak, largely due to lack of expansion, in CBRX 2.

Newfoundland: Generally prove to be skillful, but lazy (Green Cup, TransposAI, RotG East America Primary). However, they had a weaker showing in Islands Only TSL.

New England: Militarily weak in CGR 1.

New France: Resilient but unexceptional in the RotG East America Primary.

New Netherlands: Weak in the RotG East America Primary.

New Zealand (Holyoake): Defensively weak in Britain Decolonization. Carpeted well, but were unable to expand much, in the RotG Polynesia Primary.

New Zealand (Seddon): Highly creative and expansive (Groundhog Day Mk. V, RotG Polynesia Primary), though his boldness sometimes leads him to get crushed in early wars (Revenge of the Colonies).

Nicaragua: A mid-tier power in No Afro-Eurasia. A large empire in the LefonRoyale. Unimpressive in USA Decolonization.

Nigeria (Awolowo): Scientifically focused. Tends to turtle ineffectually (Revenge of the Colonies, LFF Niger-Congo, 2018 World Cup Group D, RotG West Africa Primary); even when they expand more, their military performance is middling at best (YAAIM Congo).

Niitsitapi: Resilient in the RotG Canadian Plains Primary.

Nok (by Gedemo): Turtled in TWT Antiquity. Lazy in Community Game.

Normandy: Warlike (French AI Game, Europa Catastrophalis, RotG France Primary) but generally incompetent (AI Britain, Europa Catastrophalis, BobSmith's AlphaBattle, France IA Redux, RotG France Primary).

North Korea (Kim Il-Sung): In Groundhog Day Mk. V, they usually scored a few early conquests, but tended not to see long-term success. Turtled in the RotG Korea Primary.

North Kyushu: Routinely flopped in Groundhog Day Mk. XI.

North Macedonia: Unable to overcome a cramped TSL in Southern Europe AI.

Northern Ireland: Underwhelming in Lottery Royale Mk2; similar in the RotG British Isles Primary.

Northumbria: Aggressive and effective in AI Britain. Resilient but inconsistent in the Obscure Civs qualifier for Western Europe. A competent but unremarkable player in the RotG British Isles Primary.

Norway (Haakon IV): Sometimes capture a few cities (Groundhog Day Mk. IV, North Sea Brawl), but are generally undone by their military incompetence (CBR Mk. 2, Europa Catastrophalis, AI Earth Colonisation).

Novgorod: Built virtually no army in the NightRoyale.

Nri: Not warlike or expansive in YAAIM Congo. Militarily poor in the RotG West Africa Primary.

Nubia (by LITE): Usually most aggressive in the early game (NightRoyale, YAAIM Middle East), although generally ends up performing poorly overall (AI Horn of Africa, Mediterranean AI, YAAIM Middle East, RotG Egypt Primary). Interestingly, reversed both of these tendencies in AI Middle East.

Nubia (by LS): Largely unimpressive in the RotG Egypt Primary.

Numidia (by AggressiveWimp): Passive in Mediterranean AI. Had a competent early game in Southern Europe AI, but struggled to cross the seas.

Numidia (by LastSword): Lazy but infrastructurally strong in LFF Afro-Asiatic.

Nuraghians: Typically unimpressive in Groundhog Day Mk. XI. Achieved little in Southern Europe AI.

Olmec (U Kix Chan): Turtled in Caribbean Chaos; held a small amount of territory but excelled in science. Similarly unexpansive in Mess-o'-America. Powerful fighters and wonderwhores in Green Cup.

Omagua: A resilient turtle in the RotG North Andes Primary.

Omaha: Smart, but not very active, in the RotG American Primary.

Oman: Typically weak (e.g. AI Graveyard of Empires, CBRX 1, RotG Middle East Primary), but were major players in both AI Middle East and its test game.

Onondaga: Unimpressive in the RotG East America Primary.

Osage: Aggressive and adept in the RotG American Plains Primary.

Ostrogoths: Unimpressive in Nations League 1-D2. Aggressive, to little effect, in Southern Europe AI.

Ottomans (Mahmud II): Tended to underperform in Groundhog Day Mk. VI, but did win a round.

Ottomans (Mehmed V): Lost much of their territory early on in the NightRoyale. Decent early-game fighters in Southern Europe AI.

Ottomans (Suleiman by Firaxis): In BobSmith's Alphabattle, they were left irrelevant by a long, grinding war. Showed similar military ineffectiveness in YAAIM Middle East.

Oxus: Ineffective in AI Graveyard of Empires. Resilient in the RotG Eurasian Steppe Primary.

Pahlavi Iran: Inconsequential warmongers in AI Middle East. Died quickly in 2018 World Cup Group B. Expansive, but not very active, in AI Graveyard of Empires. Moderately capable in Tiny World Elimination 1.

Pakistan: Performed well in something (AI India?). Sometimes expands effectively (Green Cup, RotG Hindustan Primary), but despite this is generally undone by its military weakness (AI Graveyard of Empires, AI Earth Colonisation, plus the above).

Pala: Expansive and clever fighters, but tend to overextend themselves and collapse (Tiny World Elimination 1, AI Earth Colonisation, RotG Bengal Primary). Less competent in YAAIM India. Had a more thoroughly successful run in the RotG Bengal Primary Redux.

Palatinate: Sometimes aggressive (North Sea Brawl, France IA Redux), but largely characterized by ineffective play (Obscure Civs Western Europe, France IA Redux, RotG Germany Primary).

Palmares: A dominant power in No Afro-Eurasia.

Palmyra: Got crushed early by a coalition in AI Middle East.

Panama (by DuskJockey): Floundered in the RotG North Andes Primary.

Panama (by Klisz): Expansive opportunists in Klisz's Civs AI Game. Militarily weak in 2018 World Cup Group G.

Panama (by Technostar): Bit players, but not outright bad, in Caribbean Chaos and AI South America. In Caribbean Chaos, they were high-tech wonderwhores. Navally opportunistic.

Papal States (Innocent III): Aggressive, but usually to little effect (AI Crusades, Groundhog Day Mk. VIII, France IA Redux).

Papua: Generally undistinguished in Groundhog Day Mk. X.

Paraguay (Lopez): Tends to get involved in war very early, although he rarely succeeds (see Groundhog Day Mk. V). Did better in Killing Fields 4, where he had more room to expand.

Paraguay (Rodriguez): Aggressive in South America AI Deathmatch.

Parthia: Skillful warmongers (AI Middle East, AI Graveyard of Empires, RotG Eurasian Steppe Primary), but sometimes lead themselves to destruction with constant war (Violet Cup). Less capable in AI Earth Colonisation.

Pawnee: Resilient but unimpressive in the RotG American Plains Primary.

Persia (Darius I by Chrisy15): Expansive and capable in AI Graveyard of Empires.

Persia (Darius I by Firaxis): Usually fairly successful in Groundhog Day Mk. IV, but tends to crumble in the midgame otherwise (CBR Mk. 2, Mesopotamia AI Deathmatch). Turtled and wonderwhored in Climate Shift BtR, allowing them to be powerful in the late game. Resilient, but accomplished little, in YAAIM Middle East.

Pegu: Collapsed quickly in YAAIM India. Gave away many cities, despite military resilience, in the RotG SEA Primary.

Pergamon: Weak but resourceful in Southern Europe AI.

Peru: A good, but not great, competitor in AI South America. Loves the Great Wall in Groundhog Day Mk. VI, in which it was otherwise average. A major player in 2018 World Cup Group C. Unremarkable in Tiny World Elimination 1, although they did have a bad TSL. Small but resilient in the LefonRoyale. Turtled in a cramped TSL in the RotG North Andes Primary.

Peru-Bolivia: Weak in the RotG North Andes Primary and CBRX 2.

Philippines (Aguinaldo): Enjoyed a short-lived florescence in No Afro-Eurasia.

Philippines (Magsaysay): A skilled fighter in Islands Only TSL.

Philippines (Quezon): A solid regional power in the RotG Polynesia Primary.

Philippines (Rizal): Plays cleverly, but often neglects military and gets overwhelmed (CBR Mk. 2, CivMegaDuel vs. Taiwan, LFF Austronesian).

Philistines: Weak in the RotG Levant Primary.

Phoenicia (by LS): Resilient in the RotG Levant Primary.

Phoenicia (by MayorS): Militaristic in the NightRoyale. Unimpressive in the RotG Levant Primary.

Phoenicia (by Sukritact): Tends to settle boldly (AI Sicily, Mediterranean AI). They're skilled fighters (Is-a-rael AI Game, AI Sicily, LFF Afro-Asiatic), but often neglect to keep up a standing army (Mediterranean AI, Groundhog Day Mk. VI, LFF Afro-Asiatic, RotG Levant Primary). In Mesopotamia AI Deathmatch, their early military skill deteriorated in the mid- and late-game.

Picts: Achieved early conquest in North Sea Brawl, but didn't do much since. Expansive early in AI Britain and Alrish Sea. Floundered militarily in Europa Catastrophalis. Undistinguished in No Afro-Eurasia. Competent fighters in the RotG British Isles Primary.

Poland (Boleslav I): Became a regional power in AI Earth Colonisation. Struggled in Dark Alges.

Poland (Casimir III by Firaxis): Tends to start strong but stumble (BobSmith's AlphaBattle, Groundhog Day Mk. IX, Europa Catastrophalis); however, sometimes they play more skillfully (CBR Mk. 1) or fail from the outset (CBR Mk. 2, CBRotG, North Sea Brawl, Tiny World Elimination 1).

Poland (John III Sobieski): Became a dominant power in AI Game of Polands.

Poland (Pilsudski): Frequently did well in Groundhog Day Mk. IV. Expansive and warlike in Hexagonal Warfare B3. Got partitioned early in 2018 World Cup Group H.

Polynesia: Expansive, but with little military success, in Groundhog Day Mk. VIII. Similarly unsuccessful in Tiny World Elimination 1.

Pomerania: Relatively ineffective in the RotG Germany Primary. Unaccomplished in CGR 1.

Pontus: Undistinguished in Tiny World Elimination 1; similar in AI Earth Colonisation.

Portugal (Afonso I by JFD): Tends to be unsuccessful (Hexagonal Warfare A2, AI Crusades, Mediterranean AI, RotG Spain Primary).

Portugal (Carlos I): Decent fighters, but unable to defend their conquests, in the RotG Spain Primary.

Portugal (de Carvalho): Effective fighters, but slower in the late game, in the RotG Spain Primary.

Portugal (Joao II by LastSword): Were quickly annihilated in the Obscure Civs qualifier for Western Europe.

Portugal (Joao II by TarcisioCM): Ineffective in Green Cup. Resilient fighters who recovered from a bad early game in the RotG Spain Primary.

Portugal (Manuel I): Fell to an early coalition in the RotG Spain Primary.

Portugal (Maria I by Firaxis): Very erratic, making it a fan favorite in CBR Mk. 2 despite its poor performance. Also performed poorly in Vanilla Supreme. Expansive but militarily inconsistent in Europa Catastrophalis; likewise in 2018 World Cup Group B.

Portugal (Pombal): Weak and unexpansive in Klisz's Civs AI Game. Weak record in Groundhog Day Mk. VIII.

Portugal (Salazar): Resourceful in the RotG Spain Primary.

Portugal-Brazil: Mostly ineffective in the RotG Spain Primary.

Poverty Point: Often puts on skillful performances (TWT Antiquity, Groundhog Day Mk. VIII, RotG Deep South Primary), but also has some less impressive showings (Impromptu Native American AI, CBRX 1).

Powhatan: Unremarkable in Impromptu Native American AI.

Priamurye: A dominant power in AI Earth Colonisation. A major power in the RotG Korea Primary.

Prussia (by JFD): Generally underwhelming (ScandinAlvia, CBRX tests). More skillful in Europa Catastrophalis, but still ended up overextending themselves.

Ptolemies (Cleopatra by LITE): Capable fighters, but often defensively weak, in the RotG Egypt Primary.

Ptolemies (Cleopatra by LS): Fairly weak in the RotG Egypt Primary.

Ptolemies (Ptolemy Soter): Decent attackers, but unimpressive on defense, in Mediterranean AI.

Punjab (by DJSHenninger): Middling in the RotG Hindustan Primary.

Punjab (by Gurra09): Struggled in early war in the RotG Hindustan Primary.

Punjab (by JFD): Resilient, but succumbed to frequent warfare, in the RotG Hindustan Primary.

Qajar: Built a modest empire, but not much military, in AI Graveyard of Empires. Fairly ineffective in Lottery Royale Mk2.

Qatar: Built solid infrastructure, but was militarily incompetent, in the RotG Middle East Primary.

Qin (by Captain): Decent fighters but infrastructurally poor in Community Game. Largely undistinguished in CAIG Hometowns.

Qin (by LastSword): Became regarded as OP after winning the Mk. 1 Mini-BR and the Asia AI Only Domination Match.

Qing (Cixi): Militarily skillful and expansive, leading to a strong record in Groundhog Day Mk. VII; conversely, they were fairly indolent in CBRX 1.

Qocho: Expansive, but built too little military, in the LefonRoyale. Maintained a decent but militarily weak empire in the RotG Eurasian Steppe Primary.

Ragusa: Fatally unexpansive in Southern Europe AI.

Rapa Nui: Tend to play cleverly, but get defeated by faster-expanding powers (LFF Austronesian, Groundhog Day Mk. IX). Fatally unexpansive in YAAIM Polynesia.

Rashidun: Capable fighters, but suffer from building undersized armies (Mediterranean AI, Green Cup). Floundered in AI Middle East and its test game. Unimpressive in Allphabet. Built a solid, if relatively inactive, empire in the RotG Middle East Primary.

Rashtrakuta: Expansive, but tends to falter in warfare (AI Earth Colonisation, YAAIM India, RotG South India Primary). Weak in CGR 1.

Rhodesia: Won Groundhog Day Mk. II. Aggressive, but undermined by a pointless city cession, in Tiny World Elimination 1.

Rif: Generally performs poorly (AI Earth Colonisation, Groundhog Day Mk. XI, LefonRoyale).

Rio de la Plata: Militarily weak in No Afro-Eurasia. A major power in the LefonRoyale.

Rio Grande: A major power in No Afro-Eurasia. Middling in Lottery Royale Mk2. Expansive but militarily weak in the RotG American Plains Primary.

Romania (Carol I): Expansive combatants; sometimes this leads them to success (LFF Indo-European, European Domination), but sometimes causes them to get crushed early (Tiny AI Black Sea, Lottery Royale Round 1, Language Family Feud, Southern Europe AI). Less noteworthy in Tiny World Elimination 1.

Romania (Mihai Viteazul): Neglected military, causing them to collapse early, in Mediterranean AI.

Rome (Augustus): Frequently (but not always) performs powerfully when they have room to expand (Alberia, Climate Shift BtR, Groundhog Day Mk. V); in tighter starts, they usually crumble early (CBR Mk. 2, Roman AI Game). Achieved a mid-tier performance in CAIG Hometowns.

Rome (Aurelian): Neutralized early in AI Sicily. Performed fairly well in Is-a-rael AI Game. Neutered early in Roman AI Game.

Rome (Caracalla): Floundered in Monsters of History.

Rome (Constantine): Achieved early successes before being crushed in Europa Catastrophalis. Turtled and wonderwhored in Roman AI Game. Decent expanders, but militarily undistinguished, in Southern Europe AI.

Rome (Julian): Competent in Southern Europe AI.

Rome (Julius Caesar by GPuzzle): Started strong but stagnated in Mediterranean AI; conversely, they never accomplished anything in Roman AI Game.

Rome (Julius Caesar by JFD): Started strong in Roman AI Game, but stopped building units in the midgame. Shows bursts of strength in Groundhog Day Mk. XI. Aggressive, but not highly effective, in France IA Redux.

Rome (Pompey): Undistinguished in Violet Cup and weak in LFF Indo-European, but won the Roman AI Game.

Rome (Scipio by LeeS): Hamstrung by poor settles in Roman AI Game.

Rouran: In CGR 1, their aggression was undone by their poor infrastructure.

Rum: Lost most of their cities early in AI Crusades.

Russia (Alexander I): Skillful fighters but fell to a coalition in LFF Indo-European.

Russia (Catherine by Firaxis): Dominant in Tiny AI Black Sea. Built a small but infrastructurally strong empire in Europa Catastrophalis. Powerful in Tiny World Elimination 1.

Russia (Elisabeth): Weak, but pulled off one decent campaign, in CGR 1.

Russia (Nicholas II): Lazy, but built a solid carpet, in AI Graveyard of Empires. Built a large core, but was not aggressive until world war, in YAAIM Arctic.

Russia (Putin): Put on a strong early showing in AI Game of Polands but was crushed by larger powers. Played skillfully in the 2018 World Cup tournament, but narrowly lost in the semifinals.

Rwanda: Skillful fighters (Alfrica, NightRoyale) but bad at defense (YAAIM Congo, LFF Niger-Congo). Less impressive in the RotG East Africa Primary.

Ryukyu (by Hiram): Accomplished little in No Afro-Eurasia. Hamstrung by a bad TSL in the RotG Japan Primary.

Ryukyu (by Homusubi): Ineffective in Red Cup.

Saba (by DMS): Started strong but failed to keep up a standing army in the RotG Middle East Primary.

Sabaeans (by Hiram): Good, but never great, in Groundhog Day Mk. VI. Lazy in Tiny World Elimination 1. Skillful in YAAIM Middle East.

Safavids: Tend to be resilient, despite frequent early losses (AI Middle East, AI Graveyard of Empires). Less effective in the RotG Persia Primary.

Samanids: Non-militaristic in Tiny World Elimination 1. Militarily weak in the RotG Eurasian Steppes Primary.

Sami: Were crushed early in ScandinAlvia. Wonderwhores in the NightRoyale. Indolent in LFF Uralic.

Samnites: Resilient but got overwhelmed in AI Earth Colonisation. Aggressive, but exhausted themselves, in Southern Europe AI.

Samoa: Bold but inconsistent in Groundhog Day Mk. VII. Militarily weak in Lottery Royale Round 1. Poor in LFF Austronesian. Modestly competent, but got overwhelmed, in Islands Only TSL.

San Marino: Sleepy in Southern Europe AI.

Sarawak: Unexpansive but resilient in the RotG Indonesia Primary. Weak in CGR 1.

Sardinia-Piedmont: Generally unimpressive (AI Sicily, Mediterranean AI, Southern Europe AI).

Sassanids (by DJS): Expansive but lazy in AI Graveyard of Empires.

Satsuma: A regional power in the RotG Japan Primary.

Saudi Arabia: Unexpansive but adequate at war in AI Horn of Africa. Resilient in AI Middle East. Unimpressive in 2018 World Cup Group A. Competent, but ground down by constant war, in the RotG Middle East Primary.

Saxons (Widukind): Creative, but not particularly strong, in the RotG Germany Primary.

Saxony (by JFD): Largely forgettable in the RotG Germany Primary.

Schleswig-Holstein: Undistinguished in the RotG Germany Primary.

Scotland (Robert the Bruce): Generally puts on weak showings (AI Britain, Groundhog Day Mk. VIII, CBRX 1, RotG British Isles Primary); performed marginally better in Revenge of the Colonies.

Scotland (James VI by JFD): Consistently weak (Alrish Sea, BobSmith's AlphaBattle, Groundhog Day Mk. IX, RotG British Isles Primary).

Scotland (James VI by LastSword): Militarily weak in Great Britain Lakes AI Game.

Scythia: Expansive and militarily competent in Climate Shift BtR.

Sea Peoples: Opportunistic aggressors in the RotG Levant Primary.

Seleucids (by Hiram): Resilient and expansive, but got outplayed militarily, in CBRotG.

Seleucids (by More Civs): They expanded early, but often failed to build infrastructure and collapsed, in Groundhog Day Mk. V. Did similarly in Killing Fields 4. Aggressive in Gray Cup.

Seljuks (by JFD): Weak in the RotG Persia Primary.

Seljuqs (by DJS): In AI Crusades, they were expansive but built poor infrastructure. A bit player in CBRX 1.

Selknam: Floundered in the RotG Patagonia Primary. Unremarkable in the Patagonia Mega Part.

Seminoles: Usually poor at warfare (Hexagonal Warfare A2, Caribbean Chaos, Red Cup, RotG Deep South Primary).

Seneca: Unaccomplished in the RotG East America Primary.

Senegal: Turtles who became aggressive in the late-game in the RotG West Africa Primary.

Sennar: Won Eternal War, but died early in Tiny World Elimination 1.

Serbia (Dusan by DJSHenninger): Intelligent fighters, but neglect to build a military (Mediterranean AI, Europa Catastrophalis).

Serbia (Dusan by JFD): Indolent in LFF Indo-European.

Serbia (Peter I by More Civs): Turtled in 2018 World Cup Group E. Underwhelming in Southern Europe AI.

Serer: Usually play poorly (Groundhog Day Mk. VIII, LFF Niger-Congo, AI Earth Colonisation, 2018 World Cup Group H, RotG West Africa Primary), but they can be expansive if they have the room to do so peacefully (Hexagonal Warfare B3, AI West Africa).

Seychelles: Failed to overcome a bad TSL in No Afro-Eurasia. Resilient in the RotG South Africa Primary.

Shan States: Competent fighters in YAAIM India and the RotG Bengal Primary.

Shang (by Ari): Crushed in early war in CGR 1.

Shang (by Tomatekh): Competent, but insufficiently militaristic, in Alphabet.

Shawnee: Started all right but got quickly overwhelmed in Impromptu Native American AI. Warlike, but not competent, in the RotG East America Primary.

Shetland: Creative settlers, but militarily weak, in the RotG North Sea Primary.

Shikoku: Skillful warriors in the RotG Japan Primary.

Shilluk: Unimpressive in the RotG East Africa Primary.

Shoshone (by Firaxis): Generally effective, but definitely not OP, in Groundhog Day Mk. IX. Turtled in the RotG American Southwest Primary.

Shoshone (Washakie): Skilled fighters, but struggled with infrastructure, in the RotG American Plains Primary.

Siam (by Firaxis): Usually builds a decent empire and sees decent military success before succumbing to larger empires, as in AI Only China and Good Morning Vietnam. They can still succeed in close quarters, though, as in their Civ Mega Duel vs. Khmer. Mostly unimpressive in the RotG SEA Primary.

Siam (Rama V): Built a sizable isolated empire in the RotG SEA Primary, but failed to utilize their infrastructure to expand.

Sibir: Tends to be a large power (CBR Mk. 2, LFF Turkic, AI Earth Colonisation), although they do often end up lagging behind other frontrunners. Adequate in Europe Decolonization. Had weaker showings in Gray Cup and Tiny World Elimination 1.

Sicily: Sometimes creative (AI Crusades, Southern Europe AI) but consistently incompetent (AI Sicily, AI Crusades, Mediterranean AI, Southern Europe AI).

Sierra Leone (Kabbah): Unimpressive in Britain Decolonization. A mid-tier player in the RotG West Africa Primary.

Sierra Leone (Peters): Decent fighters, but unaccomplished, in the RotG West Africa Primary. Creative expanders, but militarily weak, in CGR 1.

Silla: Tends to turtle and do poorly (Sea of Japan, Groundhog Day Mk. IV, RotG Korea Primary).

Silures: Strong early-game aggressors, but made too many enemies by doing so, in the RotG British Isles Primary.

Singapore (by Keniisu): Unexpansive in the NightRoyale, and failed defensively in Small Countries Civ AI Game.

Sioux (by LS): Unimpressive in the RotG American Plains Primary.

Sioux (by MayorS): Decent fighters in the RotG American Plains Primary.

Sioux (by Tomatekh): Tends to be expansive in the early game (YAAIM Canada, CBR Mk. 2, Language Family Feud, Impromptu Native American AI); this sometimes leads them to glory (YAAIM Canada, Impromptu Native American AI, RotG American Plains Primary), but other times gets them destroyed early (CBR Mk. 2). Played more generically, to little effect, in TransposAI; were similarly undistinguished in Tiny World Elimination 1.

Slavs: Unimpressive in LFF Indo-European. Floundered in a cramped TSL in Southern Europe AI. Decent aggressors in the RotG Germany Primary.

Slovenia: Bold, but defensively weak, in Elimi-Nations. A major power in Southern Europe AI.

Sogdiana: Generally unimpressive (Climate Shift BtR, AI Graveyard of Empires, Lottery Royale Mk2, RotG Eurasian Steppe Primary).

Sokoto: Failed to build a military in the RotG West Africa Primary. Aggressive, but poor defenders, in CGR 1.

Somalia: Built a solid empire and a naval carpet in Europe Decolonization, but collapsed quickly to a coalition. Unimpressive in CBRX 2 and the RotG East Africa Primary.

Song: Consistently wonderwhores. Built high-pop, high-tech, powerful empires in AI Only China and Sea of Japan. However, they typically failed in Groundhog Day Mk. V, and they neglected to expand in AI China.

Songhai (by Firaxis): Frequently weak (Alfrica, LFF Niger-Congo, Groundhog Day Mk. IX), although they've also put on a powerful performance in AI Earth Colonisation. Had a mixed military record in CBRX 1 and the RotG West Africa Primary.

Songhai (Sonni Ali): Competent fighters in the RotG West Africa Primary.

Sonora: Aggressive (TransposAI, 2018 World Cup Group E, Groundhog Day Mk. X), although they frequently incite coalitions against them (New Civs AI Game (May 2018), No Afro-Eurasia). Tend to flounder in TSL games (Tiny World Elimination 1, No Afro-Eurasia).

South Africa: Expansive in Hexagonal Warfare A2; waged war skillfully, but infrequently. Conversely, they were ineffective in Tiny World Elimination 1 and the RotG South Africa Primary.

South Kasai: Started strong, but was defensively weak, in the RotG Central Africa Primary.

South Korea (Kim): Active, but not effective, in the RotG Korea Primary.

South Korea (Park): An intelligent fighter, but often too sparsely active to attain victory (Groundhog Day Mk. VII, 2018 World Cup Group F, RotG Korea Primary).

South Vietnam: A skillful power in the RotG SEA Primary.

Spain (Carlos III): Bold settlers, but militarily undistinguished, in Hexagonal Warfare B6. A mid-tier power in the RotG Spain Primary.

Spain (Franco): A mid-tier player in AI Earth Colonisation. Ineffectively militaristic in France IA Redux. Militarily weak in the RotG Spain Primary.

Spain (Isabella by Firaxis): Decent fighters, but didn't prioritize military, in LFF Indo-European. Dominant, partly due to a beneficial TSL, in European Battle Royale.

Spain (Isabella II): Weak in the RotG Spain Primary.

Spain (Philip II by JFD): Often plays well in the early game (Caribbean Chaos, Mediterranean AI, Violet Cup), but struggles to maintain that success (Mediterranean AI, AI China). Emphasizes infrastructure over

military (Caribbean Chaos, 2018 World Cup Group B). Particularly successful in Violet Cup and the RotG Spain Primary.

Sparta (by More Civs): Capable early-game aggressors who usually fail to maintain that momentum (CBR Mk. 2, Mediterranean AI, Europa Catastrophalis). Less competent in close-quarters games (Groundhog Day Mk. IV, Southern Europe AI).

Sri Lanka: Typically a mid-tier competitor who is undone by its weak infrastructure (CBR Mk. 2, AI India, YAAIM India).

Srivijaya: Skilled warmongers in the RotG Indonesia Primary.

Suebi: Lasted long, but performed poorly, in Alberia. Unremarkable in the RotG Spain Primary.

Sui: A major world power in AI Earth Colonisation.

Sulu: A mixed bag— sometimes do well (Groundhog Day Mk. IX, Tiny World Elimination 1) but sometimes perform poorly (Violet Cup, LFF Austronesian). Briefly flourished before an early death in CBRX 1.

Sumer (Eannatum): Good at infrastructure but bad at war in Mesopotamia AI Deathmatch. Floundered in both AI Middle East and its test game.

Sunda: Unaccomplished in the RotG Indonesia Primary.

Suriname: Ineffective in the LefonRoyale.

Svalbard: Despite their creative play, could not overcome a bad TSL in YAAIM Arctic. Solid, if quiet, in the RotG North Sea Primary.

Sweden (Gustavus by JFD): Became a major power in the CBR Mk. 2. Weak, especially after an unnecessary city cession, in Europa Catastrophalis. Competent but reckless in LFF Indo-European.

Sweden-Norway (Oscar II): Capable warriors in 2018 World Cup Group F.

Swedes (Erik): Aggressive, but defensively weak, in YAAIM Arctic.

Switzerland (by JFD): Unexpansive in Mediterranean AI, maybe due to their TSL. Built good infrastructure (including an army) in Europa Catastrophalis, but was ineffective at warfare. Weak in 2018 World Cup Group E.

Switzerland (by LastSword): Militarily capable in Groundhog Day Mk. X; less so in France IA Redux.

Syracuse: Clever (AI Sicily, Groundhog Day Mk. VI), but too unexpansive to see frequent success (AI Sicily, Groundhog Day Mk. VI, Europa Catastrophalis).

Tahiti: Teched up quickly and won LFF Austronesian. Failed to defend her reckless settles in Language Family Feud. Undistinguished in YAAIM Polynesia.

Taino: Collapsed without significant achievement in Caribbean Chaos. Powerful to the end in AI Australasia. Militarily weak in Islands Only TSL. Inactive in the RotG Caribbean Primary.

Taiping Heavenly Kingdom: Generally weak (Monsters of History, LefonRoyale, RotG South China Primary), but became a sizable power in CBRX 2.

Tairona: Weak fighters in the RotG North Andes Primary.

Taiwan (Koxinga): Typically unexpansive; sometimes they build up a carpet (Sea of Japan, AI Only China) but other times they just flounder (Taiwan AI, NightRoyale, BobSmith's AlphaBattle). Occasionally plays more strongly (AI China, CivMegaDuel vs. Philippines, Islands Only Indian Ocean). Reached both extremes in Groundhog Day Mk. IV.

Taiwan (Tsai Ing-wen): Effective warmongers in the RotG South China Primary.

Takayama: Indolent in the RotG Japan Primary.

Tang (Taizong): Started adequately but stagnated in the LefonRoyale.

Tangut: A mid-level power in LFF Sino-Tibetan. Tended toward indolence in Groundhog Day Mk. IX.

Tanzania: They often build good infrastructure (Revenge of the Colonies, YAAIM Congo, Africa), but their military performance is consistently poor (Revenge of the Colonies, YAAIM Congo, NightRoyale, LFF Niger-Congo). Stronger, albeit only in the short term, in the RotG East Africa Primary.

Tartessos: Expansive, but militarily unimpressive, in the RotG Spain Primary.

Tatars: Expansive, but militarily negligent and weak, in Tiny AI Black Sea.

Taungoo: Expansive and aggressive in Groundhog Day Mk. VI, but even when they succeed, they tend to overextend themselves. Got trapped and destroyed early in South Asian Domination. Aggressive, but generally with little effect, in the RotG SEA Primary.

Tehuelche (by Gedemo): Aggressive early-game fighters in the RotG Patagonia Primary.

Tehuelche (by Hoop Thrower): Doomed by a bad TSL in Tiny World Elimination 1. Largely ineffective in No Afro-Eurasia. Intelligent fighters in the RotG Patagonia Primary, and again in the Patagonia Mega Part.

Teotihuacan: Can become dominant if given room to expand (see their victories in Caribbean Chaos and Hexagonal Warfare B5). However, in tighter situations, they tend to struggle (Groundhog Day Mk. V, Mess-o'-America). A regional power in Community Game.

Ternate: Started slow but became deadly fighters in the RotG Indonesia Primary.

Teutonic Order: Tends to underperform militarily (Hexagonal Warfare B6, Europa Catastrophalis, Gray Cup, Elimi-Nations, CBRX 2). However, they were modestly competent in the LefonRoyale.

Texas (by RawSasquatch): Often has a strong early game (CBR Mk. 2, Caribbean Chaos, NABR), although only the NABR saw their early successes lead to victory. Defensively weak (CBR Mk. 2, RotG American Plains Primary). Less effective in Community Game and TransposAI.

Thailand (Phibun): Dominant warmongers in the RotG SEA Primary.

Thayae Khittaya: Play respectably, if not exceptionally, in Groundhog Day Mk. X. Capable fighters, especially in the early game, in YAAIM India. Middling in the RotG SEA Primary.

Thrace: Started strong but got overwhelmed in Southern Europe AI.

Three Affiliated Tribes: Generally unimpressive (Community Game, Impromptu Native American AI, RotG American Plains Primary, CBRX 2); however, they were a regional power in the LefonRoyale.

Tibet (by LastSword): Unaccomplished in the RotG Bengal Primary.

Tibet (by More Civs): Sometimes perform decently (AI Only China, AI Only India, RotG Bengal Primary), but are typically weak fighters (CBR Mk. 2, LFF Sino-Tibetan, YAAIM India). Turtled in Lottery Royale Round 1 and the RotG Bengal Primary Redux.

Tidore: Creative and aggressive in the RotG Indonesia Primary.

Timor-Leste: Flopped in No Afro-Eurasia. Creative expanders, but militarily floundered, in the LefonRoyale. Resourceful, if ineffective, in the RotG Indonesia Primary.

Timurids (by LastSword): Unaccomplished in the RotG Eurasian Steppe Primary.

Timurids (by Tomatekh): Tends to be aggressive, if ineffectual (CBR Mk. 2, Groundhog Day Mk. IV, Gray Cup). Lasted longer, but no more successful, in the RotG Eurasian Steppe Primary.

Tlingit: Tend to start slow but gradually become powerful (Killing Fields 4, YAAIM Canada, Hexagonal Warfare B6, LFF Na-Dené). However, this slow-start nature means that early wars can sometimes be devastating (YAAIM Canada, Language Family Feud). Groundhog Day Mk. VI shows their potential both to succeed and to flop. They had more middling performances in TransposAI and Impromptu Native American AI.

Toltecs: If they have room to expand, they can become very powerful and aggressive (Hexagonal Warfare B1, AlphaBattle T test game). However, with a more cramped starting position, they often get destroyed early (Groundhog Day Mk. V, Mess-o'-America).

Tonga (by EW): Failed in early warfare in Tiny World Elimination 1.

Tongva: Resilient in the RotG American Southwest Primary.

Trinidad & Tobago: Tend to expand cleverly (Caribbean Chaos, AI South America, Lottery Royale Round 1, Islands Only TSL, Europe Decolonization), but often struggle with military or infrastructure (Caribbean Chaos, AI South America, Klisz's Civs AI Game, Europe Decolonization).

Tuareg (by AW): Suffered a string of early losses in Mediterranean AI, rendering them irrelevant. Had a similarly early demise in CBRotG.

Tuareg (by MC): Creative fighters, despite a bad TSL, in YAAIM North Africa.

Tu'i Tonga: Generally weak (LFF Austronesian, YAAIM Polynesia, No Afro-Eurasia), although they were expansive in Red Cup.

Tunis: Frequently plays poorly (AI Sicily, AI Crusades, Groundhog Day Mk. VIII, YAAIM North Africa). However, they put on better showings in 2018 World Cup Group G and the LefonRoyale. Not terrible in Southern Europe AI, despite an early fall.

Tupi: Tend to build strong empires with good infrastructure (AI South America, YAAIM Caribbean, AlphaBattle T test game, Language Family Feud). However, they routinely failed in Groundhog Day Mk. V and were unexpansive in South America AI Deathmatch.

Turkey: Tend to be mid-level contenders (Tiny AI Black Sea, Groundhog Day Mk. VIII, LFF Turkic, Mediterranean AI), though did better than average in the RotG Levant Primary and worse in AI Middle East.

Turks (Mehmed II): Collapsed early in Hexagonal Warfare A3. In Tiny AI Black Sea and Europa Catastrophalis, they were tenacious but neutered themselves with city cessions. Competent fighters, but only sporadically active, in Southern Europe AI.

Tuscany: Militarily capable, but not very aggressive, in Groundhog Day Mk. VII. Effective in Southern Europe AI, but fell apart in the late game.

Tuva: Resilient in Europe Decolonization.

Two Sicilies: Started slow, but eventually became a skilled naval warmonger and won AI Sicily. A mid-tier player in TransposAI. A competent fighter, especially on the seas, in the LefonRoyale.

Ukraine (Tymoshenko): Won Hexagonal Warfare C1, but routinely flounders when in tighter quarters (Groundhog Day Mk. X, AI Earth Colonisation, YAAIM Middle East).

Umayyads (by DJS): Competent but undistinguished in Mediterranean AI. Warlike, but ineffective, in the RotG Levant Primary.

Umayyads (by Tar): Expansive (Hexagonal Warfare B3, AI Horn of Africa), but ineffective at warfare (Mediterranean AI, Hexagonal Warfare B3, RotG Levant Primary).

Umayyads (by Uighur): Mostly indolent in the RotG Levant Primary.

United Arab Emirates / UAE: Typically incompetent (Revenge of the Colonies, AI Horn of Africa, AI Middle East, AI Earth Colonisation), but occasionally puts on an adequate showing (Creator's Choice, Groundhog Day Mk. III). Bold settlers but militarily weak in the RotG Middle East Primary.

United Fruit Company / UFC: Underwhelmed from an island TSL in Europe Decolonization.

United Kingdom (Attlee by Homusubi): Started slow but became a major power in the RotG British Isles Primary.

United Kingdom (Churchill): Started strong but fell off in Hexagonal Warfare B4.

United Kingdom (George III): Expands little and usually builds insufficient military, leading it to typically die early (AI China, AI Britain, Great Britain Lakes AI Game). More capable, but still turtled, in the RotG British Isles Primary.

United Kingdom (George V): Generally got crushed early in Groundhog Day Mk. VI.

Ur / Neo-Sumer (Shulgi): Powerful in Gray Cup. Struggled in a desert start in the RotG Persia Primary. Weak in CGR 1.

Uruguay (by Technostar): Expansive but quiet in 2018 World Cup Group A. A major world power in CBRX 1.

USSR / Soviet Union (Stalin by JFD): Builds large and strong cores, but don't become aggressive until the late game (Sea of Japan, Hexagonal Warfare B4, AI Earth Colonisation). Sometimes this serves them well (YAAIM Russia, Hexagonal Warfare B4), but sometimes it leads them to an early grave (CBR Mk. 2). Skilled aggressors but defensively weak in AI Earth Colonisation.

Uyghurs: Expansive but militarily poor in LFF Turkic and BobSmith's AlphaBattle.

Uzbekistan: Strong (Groundhog Day Mk. X, AI Graveyard of Empires). Very technologically advanced in AI Graveyard of Empires, but stagnated in the late game in YAAIM Middle East.

Vainakhs: Typically did decently, but not excellently, in Groundhog Day Mk. IV. Undistinguished in Green Cup.

Vandals: Aggressive, but not very competent, in Hexagonal Warfare A2. Performed acceptably in Killing Fields 4. Capable aggressors but defensively negligent in Mediterranean AI.

Venezuela (Chavez by DMS): Dominant in Community Game and the RotG North Andes Primary. Aggressive but made too many enemies in Hexagonal Warfare C1.

Venice (by Firaxis): Failed to utilize its UU and was defeated early in Vanilla Supreme.

Venice ("Normal Venice" mod): Aggressive in AI Crusades. Slow to settle in Hexagonal Warfare B3. Utterly incompetent in Europa Catastrophalis.

Vermont (by Octoski): Typically failed to expand in Groundhog Day Mk. V. Failed to build on early successes in Northeast AI Test.

Vermont (by RawSasquatch): Resilient in No Afro-Eurasia. A strong empire, but eventually succumbed to a huge coalition, in the RotG East America Primary.

Vietnam (Ho Chi Minh): Accomplished little in the RotG SEA Primary.

Vietnam (Le Loi by LastSword): Thrived in Good Morning Vietnam.

Vietnam (Trung Sisters): Generally skillful (AI Only China, Groundhog Day Mk. X; particularly excelled in CBR Mk. 2, Good Morning Vietnam). However, they were ineffective in Lottery Royale Round 1.

Vikings: Skillful aggressors (ScandinAlvia, Winter Wars, Europa Catastrophalis, AI Earth Colonisation), but they sometimes expand too little to succeed (Killing Fields 4, Violet Cup). Defensively weak in AI Earth Colonisation.

Visigoths (Euric): A capable fighter, but failed to keep up a standing army by endgame, in the RotG France Primary.

Visigoths (Leovigild): Performed dominantly in Alberia and tied for victory. Bold to the point of recklessness in the NightRoyale; similarly, in Mediterranean AI, their settling angered their neighbors and got them killed. Started slow but became a dangerous fighter in the RotG Spain Primary.

Vladimir: A major power in the LefonRoyale, but struggled to achieve much in Dark Alges.

VOC (Dutch East India Company): Militarily weak in Europe Decolonization. Accomplished little in Allphabet. Crippled by an early blitzkrieg in the RotG Indonesia Primary.

Wabanaki: Bold settlers and decent fighters, although they typically fail to keep up by endgame (YAAIM Canada, Groundhog Day Mk. VI, Northeast AI Test, Language Family Feud, TransposAI, RotG East America Primary). That said, those traits led them to win the LFF Algic qualifier. Less effective in No Afro-Eurasia.

Wahgi: Expansive, but neglected infrastructure, in the RotG Indonesia Primary.

Wales (Llywelyn): Often expands boldly and successfully (Revenge of the Colonies, North Sea Brawl, Europa Catastrophalis). Won the Wales Leader Match for Darwin Royale Mk3. However, they were unsuccessful in CBRX 2.

Wales (Owain Glyndwr): Competent in Green Cup. Lost spectacularly in the Darwin Royale Mk3's Wales Leader Match. Militarily weak in the RotG British Isles Primary.

Wallachia (Vlad III by DJSHenninger): Weak in Gray Cup. Showed some competence but quickly got overwhelmed in Southern Europe AI.

Wallachia (by JFD): Typically underperforms (The Killing Fields 4, Green Cup, Groundhog Day Mk. IX, Europa Catastrophalis).

Wampanoag: Generally tend to have small, unsuccessful empires (LFF Algic, Northeast AI Test, RotG East America Primary), but occasionally prove expansive (Impromptu Native American AI) or creative (BobSmith's AlphaBattle).

West Germany: Militarily weak in Klisz's Civs AI Game. Dominant in France IA Redux, but choked in the endgame. Despite early losses, proved resilient in the RotG Germany Primary.

Westphalia: Weak fighters in the RotG Germany Primary.

White Huns: Struggled in the RotG Eurasian Steppe Primary.

Wuyue: Slow to expand, and died quickly, in Alphabet.

Xia: Quickly got defeated in AI Only China and CBRX 1. Quiet in TWT Antiquity. However, Hexagonal Warfare B6 showed their ability to snowball when they have room to expand.

Xiongnu: Does well in the early game, producing lots of cities and units; tends to technologically underperform and fall apart in mid- to late game, though (see AI Only China, AI China, Lurking Royale). Where they have less room to expand, they usually fail outright (TWT Antiquity, BobSmith's Alphabattle).

Yaghan: Unable to overcome a poor TSL in the RotG Patagonia Primary. Similarly weak in the Patagonia Mega Part.

Yakutia (by Hiram): Typically starts strong with lots of settling and infrastructure, which goes either of two ways. Often they turtle to their own detriment (CBR Mk. 2, Groundhog Day Mk. V, Sea of Japan, AI Earth Colonisation), but sometimes they do end up dominant (YAAIM Russia, LFF Turkic, Language Family Feud). On occasion they flounder even early on (Winter Wars).

Yokuts: Resilient but ineffective in the RotG American Southwest Primary. Weak in the RotG American Southwest Primary Redux.

Yolngu: Struggled in the NightRoyale.

Yucatan: Tend to be weak and unexpansive (Caribbean Chaos, Green Cup, No Afro-Eurasia, USA Decolonization), although they do often build a solid carpet if they last long enough.

Yugoslavia (Peter II): Tends to be weak (LefonRoyale, Southern Europe AI).

Yukaghir (by EW): A major power in the RotG Bering Strait Primary.

Yukaghir (by Gedemo): Started strong but failed to keep up in BobSmith's AlphaBattle. Ran out of steam quickly in the RotG Bering Strait Primary.

Zaire: Mostly inactive, despite some late-game plays, in the RotG Central Africa Primary.

Zambia: Underwhelming in the LefonRoyale.

Zanzibar: Crumbled early, despite putting up a decent resistance, in Britain Decolonization. Ineffectual in the RotG East Africa Primary.

Zapotecs: Often start strong but get outcompeted (Mess-o'-America, Violet Cup). Undistinguished in Hexagonal Warfare B1. Diplomatically savvy in Violet Cup. Died early in No Afro-Eurasia.

Zimbabwe (by LastSword): Often has highly successful performances (LFF Niger-Congo), but is also known to flounder on occasion (Language Family Feud, RotG South Africa Primary).

Zimbabwe (by Sukritact): Amasses ridiculous production and steamrolls (see Revenge of the Colonies). The same might have started to occur in Alfrica.

Zulu (Shaka): Skillful aggressors (Hexagonal Warfare A3, NightRoyale, LFF Niger-Congo, AI Earth Colonisation), but usually get outplayed or overexhausted (CBR Mk. 1, CBR Mk. 2, Hexagonal Warfare A3, LFF Niger-Congo, Tiny World Elimination 1, RotG South Africa Primary).

Zunbil: Tend to underperform (AI Graveyard of Empires, YAAIM Middle East, Groundhog Day Mk. XI, RotG Eurasian Steppe Primary).

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